Official Sega Dreamcast™ Magazine

PREMIER ISSUE!

Issue 1 September 1999

This is SEGA DREAMCAST:

19 GAMES AT LAUNCH
(WE RATE THEM ALL – AND REVEAL 50 MORE!)

56k MODEM
YOU'LL BE WEB-SURFING IN SECONDS!

128 BIT GRAPHICS
THE BEST YOU'VE EVER SEEN! INCREDIBLE REALISM!

Exclusive Review!

SONIC ADVENTURE
THE ONLY FULL US REVIEW! ACCEPT NO SUBSTITUTES!

Right here. Right now. *It's*

AMAZING!

imagine MEDIA WITH PASSION

$4.99US $5.99CAN

09>

0 09281 01164 4

INSIDE: Everything you need to know about your next system!

MIDWAY ★ MIDWAY ★ MIDWAY ★ MIDWAY ★ MIDWAY

16 TOTALLY WHACKED FIGHTERS

LET'S GET REA

SALUA TUA
STALKED BY HARPOON-TOTING WHALERS

vs.

AFRO THUNDER
THE BIGGER THE 'FRO, THE HARDER THEY FALL

Ready 2 Rumble Boxing ©1999 Midway Home Entertainment Inc. All rights reserved. Likeness of Michael Buffer and the Ready to Rumble® trademark used under license from Buffer Partnership (www.letsrumble.com). All character names are trademarks of Midway Home Entertainment Inc. Midway is a trademark of Midway Games, Inc. Used by permission. Nintendo, Nintendo 64, and the 3-D N logo are trademarks of Nintendo of America Inc. © 1996. Nintendo of America Inc. Licensed by Nintendo. Nintendo, Game Boy, Game Boy Color and The Official Seal are registered trademarks of Nintendo of America Inc. ©1989, 1998 Nintendo of America Inc. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, Ltd.

MIDWAY ★ MIDWAY ★ MIDWAY ★ MIDWAY ★ MIDWAY

★ MIDWAY ★ MIDWAY ★ MIDWAY ★ MIDWAY ★ MIDWAY

S READY TO GET DOWN & GET IT ON.

ADY TO RUMBLE®

★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★

TANK
THRASHER
HIS WHUPPIN' COMES CHICKEN-FRIED

vs.

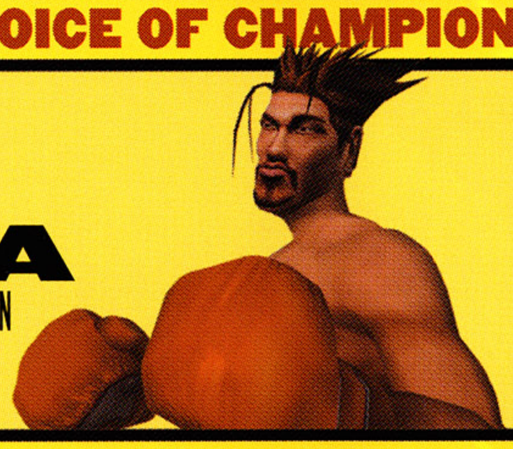
BUTCHER
BROWN
HIS MEAT COMES FRESH FROM THE RING

IN-GAME ANNOUNCEMENT BY ★ MICHAEL BUFFER ★, THE VOICE OF CHAMPIONS™

BORIS
KNOKIMOV
PLAYING DEAD IS YOUR ONLY CHANCE OF SURVIVAL

vs.

ANGEL "RAGING"
RIVERA
NOT ALL ANGELS COME FROM HEAVEN



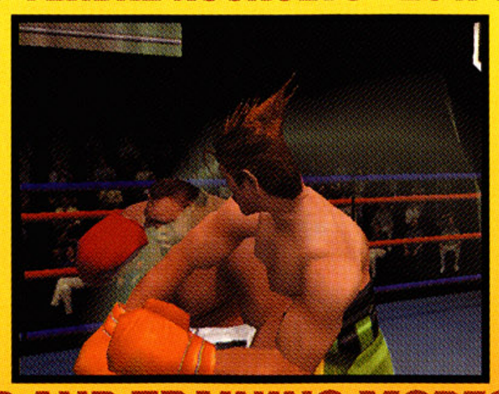
HIDDEN COMBO MOVES FOR CRUSHING PUNISHMENT • "RUMBLE POWER" UNLEASHES EXTREME MOVES

JET "IRON"
CHIN
YOU WILL CRUMBLE LIKE A FORTUNE COOKIE

vs.

SELENE
STRIKE
YOU WISH YOU COULD FIGHT LIKE A GIRL

AN ARSENAL OF TAUNTS AND VERBAL ASSAULTS • LOW BLOWS, LUNGING HOOKS, OVERHEAD PUNCHES AND MORE



ARCADE, CHAMPIONSHIP, AND TRAINING MODES • CREATE AND SAVE YOUR IDEAL BOXER

MIDWAY
www.midway.com

Sega Dreamcast.

NINTENDO64

GAME BOY COLOR

ONLINE STORE

RATING PENDING
RP
CONTENT RATED BY ESRB

PlayStation®

★ MIDWAY ★ MIDWAY ★ MIDWAY ★ MIDWAY ★ MIDWAY

We meet

On September 9, the world of videogames will be forever changed. Sega Dreamcast will launch with nineteen stellar titles, a built-in modem for surfing the Internet and playing massively multiplayer games, and a 128bit graphics engine to rival reality. It will be, in every way, a revolutionary console. It deserves a revolutionary magazine.

Like the system, we're ahead of the curve. Dedicated to bringing you the complete world of Dreamcast in every issue, our promise to you is that we will work tirelessly for the biggest exclusives, the best features, the most accurate and in-depth reviews, and the most comprehensive tips and strategies. We will never review a game until it's completely finished. And when it arrives in the office, we won't score it until we've played the whole thing through,

again...

from the start menu to the end sequence.

But what about that 'official' tag? That means we can't speak our minds, right? Wrong. This magazine carries the official license because that's the best way to give you, the reader, the best value every issue. It gives you a GD-ROM (starting Issue 2) packed with playable demos, and uninhibited access to Sega's legendary world-class development studios. It gives us the backstage pass. But Sega has absolutely no say in the content of this magazine. We are editorially independent — beholden to no-one. We answer only to you.

Welcome to the premiere issue of the Official Sega Dreamcast Magazine. We've been expecting you...

Simon Cox
Editor-in-chief

Contents

Volume 1. Issue 1

Contact

OFFICIAL SEGA DREAMCAST MAGAZINE
Imagine Media, Inc.
150 North Hill Drive,
Brisbane CA 94005

EDITORIAL
voice: 415.468.4684
fax: no faxes, please
email: DCMag@imaginemedia.com

ADVERTISING
voice: 415.468.4684 x100
fax: 415.468.4686
email: robin@imaginemedia.com

If you have questions about a subscription, please contact:
Customer Service
P.O. Box 53680,
Boulder, CO 80322
800.678.3643
custserv@dreamcastmagazine.com
http://service.dreamcastmagazine.com/support/dc/index.html

DCM People

Simon Cox editor-in-chief
Randy Nelson senior editor
Francesca Reyes reviews editor
Gerry Serrano launch art director

CONTRIBUTING DESIGNERS
Dave Cordon, Rey Serrano, Anna Cobb

EDITORIAL CONTRIBUTORS
Jason Brookes, Jeff Chen, Sarah Ellerman, Dan Egger, Dean Evans, Philip Mayard, Frank O'Connor, Lisa Renninger, Jorg Tittel

PHOTOGRAPHY
Hiroki Izumi, Aaron Lauer, Michael Sexton

ILLUSTRATION
Kevin Marburg, Axal

For reprints call The Reprint Dept. 717.481.8500

ADVERTISING
Doug Faust,
publisher
Chris Yatrakis,
national advertising director
Robin John Rosales,
regional advertising manager
J.C. Standish,
marketing director

CIRCULATION
Amy Nibbi,
circulation manager
Jonathan Venier,
newsstand marketing manager
Jeanne Mangabat,
fulfillment manager

International Licensing Representative
Robert J. Abramson and Associates, Inc.
720 Post Road,
Scarsdale, New York 10583

PRODUCTION
Richard Lesovoy,
production director
Susan Meredith,
production coordinator

Official Sega Dreamcast Magazine (ISSN 1525-1764) is published bi-monthly by Imagine Media Inc., 150 North Hill Drive, Brisbane, CA 94005, USA. Application to mail 2nd class pending at Brisbane CA and additional mailing offices. Newsstand distribution is handled by Curtis Circulation Company. Basic subscription rate: one year (6 issues/6 GD-ROMs) US: $20; Canada: $22; Foreign: $27. Canada and foreign orders must be pre-paid, US funds only. Canadian price includes postage and GST (GST#R128220688). Postmaster: Send changes of address to the Official Sega Dreamcast Magazine, P.O. Box 52850, Boulder, CO 80322-2850. Standard Mail enclosed in the following editions: A2, B.
Imagine Media also publishes PC Gamer, Next Generation, MacAddict, Maximum PC, PC Accelerator, PSM, Business 2.0 and Games Business. Entire contents copyright 1999, Imagine Media Inc. All rights reserved. Reproduction in whole or in part is prohibited. Imagine Media Inc. is not affiliated with the companies or products covered in the Official Sega Dreamcast Magazine.

PRODUCED AND PRINTED IN THE UNITED STATES OF AMERICA.

imagine MEDIA WITH PASSION

Imagine Media, Inc.,
150 North Hill Dr., Brisbane, CA 94005
(415) 468-4684 www.imaginemedia.com

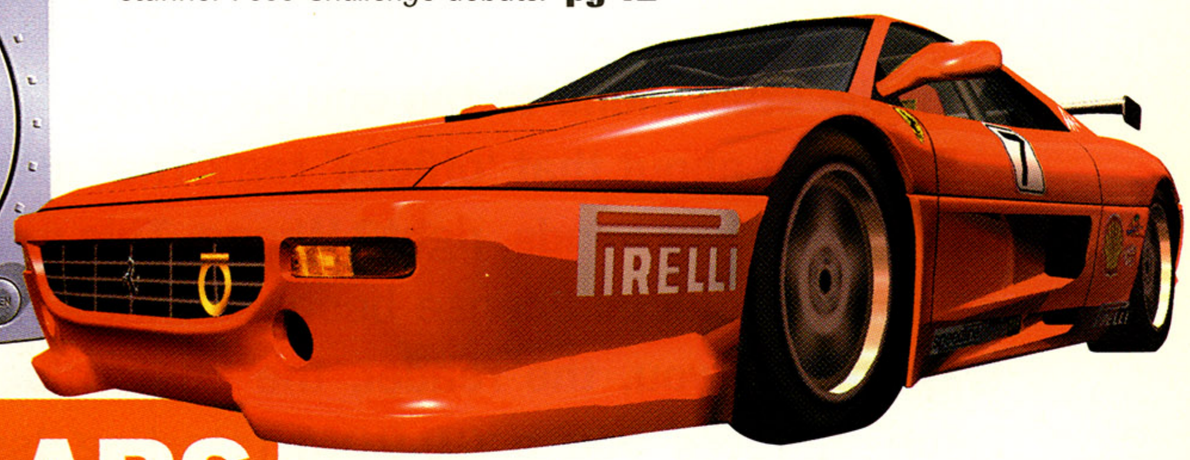
Chris Anderson
CEO
Tom Valentino
vice president/CFO
Holly Klingel
vice president/circulation
Charles Schug
general counsel

IMAGINE ENTERTAINMENT DIVISION:
Jonathan Simpson-Bint
president
Matt Firme
vice president/editorial director

Imagine Media is aimed at people who have a passion. A passion for games. For business. For computers. Or for the Internet. These are passions we share. Our goal is to feed your passion with the greatest magazines, websites and CD-ROMs imaginable. We love to innovate, we love to have fun, and we have a cast-iron rule always to deliver spectacular editorial value. That means doing whatever it takes to give you the information you need. With any luck, we'll even make you smile sometimes...

DC DIRECT
Dreamcast News Network

This issue: Dreamcast prepares for launch, tons of new peripherals announced, Sonic's TV adventure, Sega's arcade stunner *F355 Challenge* debuts. **pg 12**



REGULARS

D-Mail

Your rants, raves, questions, and other miscellaneous missives processed by our mail droids. **pg 4**

Special Report

Coin-op king Midway has a stunning line up for the Dreamcast launch. Read all about it here! **pg 80**

Fantasy Zone

RPG news. *Project Ares* revealed, *Langrisser update*, and Q&A. **pg 26**

Team Battle

Editors locked in a room with three weird Japanese games... **pg 94**

Arcade Zone

Coin-op news. **DCM** visits Gameworks and takes *Crazy Taxi* for a spin! **pg 28**

DC Nation

The Dreamcast online gaming revolution starts here! **pg 118**

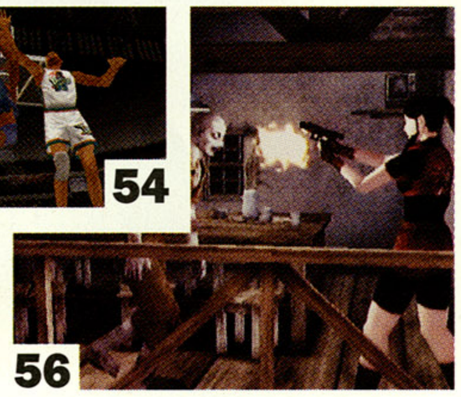
Profile

Sonic creator Yuji Naka gets chatty with **DCM** on *Sonic Adventure*, and his, er, Namco dream... **pg 34**

End Zone

Win a *Hydro Thunder* arcade machine and find out what's cooking for Issue 2 of **DCM**. **pg 120**

COMING SOON
Preview Zone



Virtua Fighter 3tb 50
Sega Rally 2 52
Sega Sports NBA 2K . . 54
Code Veronica 56
Castlevania 58
Slave Zero 63
Test Drive 6 63
Shenmue 66
Street Fighter Alpha 3 . 67
Toy Commander 67
Sega Bass Fishing 68
Soul Fighter 68
Ecco the Dolphin 70
MSR 72
V8 Second Offense . . . 74
Climax Landers 76
Dynamite Cop 78
Floigan Brothers 78

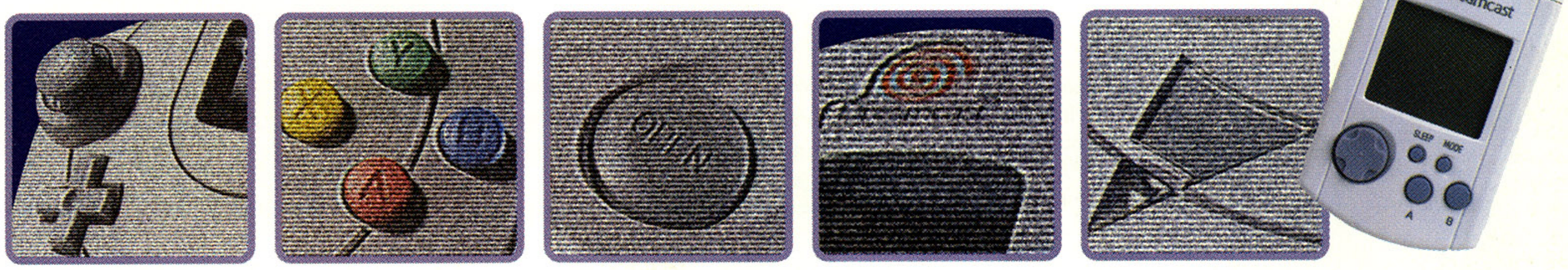
FEATURES

D-Day: A Survival Guide

A survival guide to the Dreamcast launch line-up. We give you the low-down on all 19 launch titles and tell you what to buy on September 9. **pg 38**

Dreamcast 101

Everything you ever wanted to know about your Dreamcast, from the inside out. Plus: We reveal the Dreamcast hardware designs that didn't make the cut. **pg 88**



TEST ZONE

In-depth Reviews

Sonic Adventure Super Test

Read our massive in-depth six-page Super Test review of the incredible new *Sonic* game. This is the EXCLUSIVE review of the FULL US version. Accept no substitutes! **pg 98**

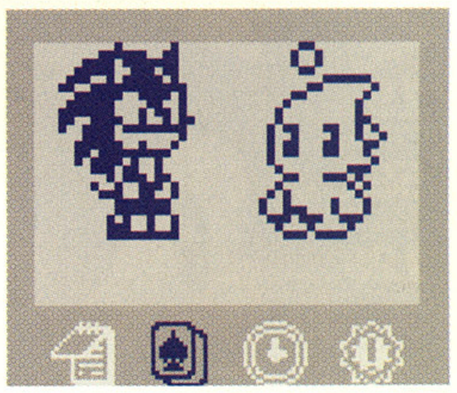
House of the Dead 2

The return of the living dead! The arcade smash comes home to Dreamcast in fine style. Read our review on **pg 106**

HOW TO...

Tips, Codes, Strategies

Sonic Adventure cracked! We show you how to get every one of the 130 emblems, how to breed and raise your very own Chao, and reveal the online secrets of this amazing game! **pg 110**



D-mail

Introducing... *Team DCM*

Sasjkaskjs kjdfsl jalk jdksj dkajs ljkjd ajslkdj kajlskj dksjlkajskdjalkjs dlkjal kjslkd asjkaskjs kjdfsljalkj dksjdk ajsljkajs kdjalkjsd lkjalaasjkask jskjdfslj jkas kjskj dfsljalkjdk sjdka jsljkjdajslkdjka jlskjdks jlkajskd jalkjs dlkjalkjs lkdjlka sdjfhdjf hdjf dfdjdrkdfhj

SIMON COX
Editor In Chief

Background:
Previously Executive Editor with Imagine's ground-breaking *Next Generation* magazine and (in a former life) full-time Englishman.

Favorite Sega game:
Arcade classic *OutRun*.

RANDY NELSON
Senior Editor

Background:
Previously seen working tirelessly for internet games destination, *IGN.com,* and (in a former life) EB sales guy.

Favorite Sega game:
Gunstar Heroes

FRANCESCA REYES
Reviews Editor

Background:
Star writer for Imagine's *Ultra Game Players, PSM,* and *Next Generation,* magazines and (in a former life) coffee shop slave.

Favorite Sega game:
Shining Force II

LETTER OF THE MONTH

Tickled pink

I must say, I was tickled pink several months ago when I discovered that Imagine would be doing the Official Dreamcast Magazine. That said, I'd like to add my two bits on what I'm hoping to see in your magazine. 1.) Great coverage of imports. I want to know what I'm missing, and I trust you guys to provide honest reviews of games we probably will never see here in the US, so I know if a game is worth the $60. 2.) Brutal honesty in reviews (i.e. no signs of Sega's ass stuck to the reviewer's lips). 3.) Quality screen shots. There's little excuse for doing screen grabs at 160X120 at 10dpi. Please, PLEASE try and get decent screen shots without doctoring them (yes, this is a peeve of mine). 4.) Interviews. I love good interviews with creators, programmers, artists, etc. 5.) Reader interaction. It'd be nice to see polls run off the web or via email, on a variety of topics to give us an idea of other console owners' opinions. 6.) System bias kept to a minimum. I realize that this is THE Dreamcast magazine, but I think we could all do without the monthly repetition of "PSX Sucks, Nintendo blows" garbage. 7.) Contests! Lots of them with great prizes! 'Nuff said! 8.) Last, but definitely not least, demo discs! There you go. Good luck as you pull things together over the next month or two, and remember we're waiting! I can't wait to check out the first issue and see how things turn out.

Best of luck to you,

Landon Hobbs
CS DBA
Self Memorial Hospital

Thanks for the great letter, Landon! As we hope you can see from the issue you're now holding in your hands, you need not fear. And you can rest assured that we'll be keeping as far away from Sega's "ass" as is humanly possible. Anyway, allow us to, erm, kiss yours for a minute by bestowing upon you our first Letter of the Month award. Expect a free year's subscription to DCM, as well as an extra Sega Dreamcast controller in the mail in the very near future. Congratulations!

The man who would be king

Hello, I was wondering if you can answer one question. Will SNK bring out *King of Fighters Dream Match '99* in the US? I know SNK games aren't very popular with the mainstream US crowd, but my friend would pretty much buy a DC just for that game alone! I talked to a person that works with SNK and sad that they had plans to release it, but I haven't heard anything official yet. Please help us SNK fans if you can!

SNK Fan,
James Boone
via email

Help is on the way, James! SNK have decided to give US gamers another taste of what it's known for throughout the world: more *King of Fighters*! Expect a full preview and an in-depth look at SNK's other fan favorite, the Neo Geo pocket, in the next issue of DCM. Expect full compatibility between the color hand-held and Dreamcast, as well as a great little *King of Fighters* title on the NGP.

SNK fans take note: both *King of Fighters Dream Match '99* for Dreamcast as well as the Neo Geo Pocket Color version are on the way!

Fanatic Case File No. 3021

With the Dreamcast almost out, it's difficult for me to avoid salivating every time I hear about one of Sega's schemes to take back the market that is rightfully theirs. However, with all this anticipation, I can't help but wonder, will my Saturn take the role of my once-beloved Sega CD and sit by the TV collecting dust? I think not.

"I'M HOPING TO SEE IN YOUR MAGAZINE BRUTAL HONESTY IN REVIEWS (NO SIGN OF SEGA'S ASS STUCK TO YOUR LIPS)" Landon Hobbs

I still remember the day I bought my baby (February 20th, 1997). I spent more money on it than anything else in my life. In order to even play my only game (which I bought almost a month later), the *Legend of Oasis*, I had to borrow an RF-switch from my friend. Now, I've spent more money on my Saturn than I care

to tell my parents, and logged more hours on it than I've slept these last two years. At the same time, I grew to hate Sony for "killing" my god, and got rid of any non-Sega video game systems I owned to purify myself. Even better, I imported *Grandia*, even though I know no Japanese, because I couldn't pass up the greatest game of all time. In fact, to prove my undying love for Sega, I even got a tattoo in the shape of the Empire's symbol from *Panzer Dragoon*. When people ask me what it is, I tell them it symbolizes hope.

Kurt Best
Asbestos4@hotmail.com

!You're pulling our leg!! A tattoo.. really??! That has to take the cake! Send us a picture of it and we'll send you a Dreamcast T-shirt, Kurt!

Help! I'm a Mech freak!

I'd just like to say that the five games that I'd love to see on Dreamcast (when I get one, of course) are:

Gundam
Slave Zero
Frame Gride
Space Griffon
Virtual On 2

I'm a mech freak... so, sue me... erm... maybe you better not... I won't have any money after I buy all of these games. Okay, what game would I most like to see brought back for Dreamcast from an older system? I'd have to say *Metal Warriors* by Konami on the SNES. I realize it's a Nintendo machine, but maybe Konami could still make an update (I hope, I hope, I hope!). Lastly, here's a question: Exactly where is Sega trying to take this whole Internet thing? I'm assuming there will be a keyboard and mouse, and that there is a Zip Drive in the works, and the modem is modular ... not to mention lots of multiplayer games... but are they really ready? Or are they going to pull a "Saturn" and re-release the games that weren't previously Internet capable? Thank you for your time and good luck on the magazine. I know I'll be subscribing!

Austin Rucker
Chowboy@onramp.net

Hands on

Dear Dreamcast Aficionados,

I am writing this letter in the hopes that it will strike an early chord with other DC fanatics. While I am patiently waiting for the US launch date, I can't help but think of all of the wonders that await my tireless gaming hands. *NiGHTS 2*, *Sega Rally 2*, *MDK 2*, *Sonic Adventure*, and *The House of the Dead 2*. Yet one possible game has escaped the masses, the *Phantasy Star* franchise. How bad ass would it be to have *Phantasy Star V* as a launch title? Man oh man, I would have to take a couple of days off from work for that. *Project Ares* has been announced by the original team that did *PS* on the Sega Master System. This is the best news I've heard about the Dreamcast since *NiGHTS 2*'s development went official! Sega has always supplied the fantasy realm of the video game industry. I would also love to see an update to *Space Harrier* done as well. Sega needs to take a look at their roots, because that's where we all fell in love with Sega to begin with!

Dominic Jason Leeah
Dominic.leeah@compaq.com

Just like Hollywood

It's good to hear that you guys are doing the **Official Sega Dreamcast Magazine**. I'm a big fan of *PSM*, and I just hope that you can keep that independent spirit while doing a sanctioned mag. I'm majorly stoked for 9/9/99. I already love the Dreamcast. I kind of wonder though... almost every game I've seen announced for US release is rumored for a September 9th release. It's going to be the biggest launch ever, but I'm starting to think that this is going to turn into overkill. Do we really need 20-plus games on one day? I'm afraid that this might dilute the market. Just like in Hollywood, they don't release all of the summer blockbusters on the same day. They all have their own time to shine. Just a thought.

Ken R. Murray
Toledo, OH

You give me fever

Hey, what's up?

After hearing about a new magazine from Imagine, I was really excited. But when I heard it was an official Dreamcast magazine, I really cried for joy. Anyway, I'm a really big Sega fan and I have a few questions.

1. Is it true that *Marvel vs. Capcom* has a new mode called Cross Fever? If so, will this change the game?

2. What are your thoughts on the Dreamcast controller? Why didn't Sega design a controller with six buttons on the face instead of four?

3. Will Sega bring out a *Panzer Dragoon* game on Dreamcast?

4. And will *Shenmue* for the US be dubbed in English, or will it be in Japanese with English subtitles?

DcBoi06@aol.com

"TO PROVE MY UNDYING LOVE FOR SEGA, I EVEN GOT A TATTOO IN THE SHAPE OF THE EMPIRE'S SYMBOL FROM *PANZER DRAGOON*" Kurt Best

Will Sega repent for its past sins on Saturn with *Phantasy Star V*? *Project Ares* may be it, but expect big things either way.

Thanks for the support!

1. Yes, there is a Cross Fever mode that enables four-player fighting action in *Marvel vs. Capcom*, which we think answers your next question. Imagine you and three buddies going to head to head as any character from Megaman to Spidey! That's sure to change the way the game plays in a good way.

2. A-ha, the six-button controller debate! The best way to remedy your need for complete fighting game control is the official Dreamcast Arcade Stick, which is being brought Stateside by AGETEC (formerly ASCII). You may also want to check out some of the six-button controllers being brought to market by Interact.

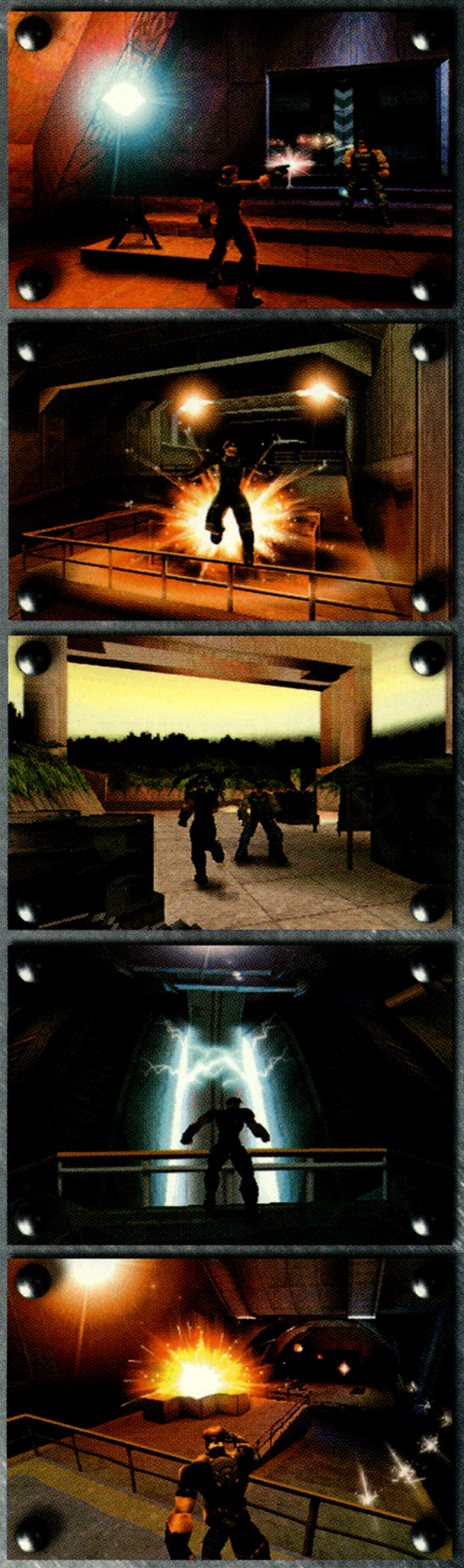
3. No word on a *Panzer* game as of yet, but we're hoping so.

4. Right now, it's much too far off to be able to report on any of the changes being planned for the US version. The localization for the game, we do know, is going to be a real bear with tons of dialogue and multiple chapters. We can only hope that Sega decides to go the *Panzer Dragoon Saga* route and subtitle all the dialogue. It just feels more authentic that way, doesn't it?

TALK IS CHEAP, AND SO IS POSTAGE...

The pen is mightier than the sword. And so is the keyboard... erm... and pencil. Drop us a line at: DCM, c/o Imagine Media, 150 North Hill Drive, Brisbane, CA 94005. Electronically is even better: DCMag@imaginemedia.com. In anticipation of DCM's second issue and the launch of the Dreamcast, send us a letter detailing your favorite Sega-related experience. The best letter gets a bunch of cool Dreamcast swag direct from Sega and DCM!

Your partners didn't make it to this mission. So waste anything that moves.



Hawk Manson, lone survivor of the covert government espionage crew, SI-COPS, You're trekking through strategic R&D installations on an **all new 3D game engine** in the ultimate mission of extermination. Utilize **an arsenal of hand-to-hand combat moves and over 20 new weapons.** And if that's not enough, just pick up random objects and use them to deter enemies from breathing. Your plate's pretty full, but you're all alone. So get it in gear.

RESIDENT EVIL

PlayStation

CORE

RATING PENDING
RP
CONTENT RATED BY ESRB

Eidos Interactive and the Eidos Interactive logo are registered trademarks of Eidos Interactive, Inc. Fighting Force 2, Core and the Core logo are all trademarks of Core Design Limited. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, Ltd

EIDOS
INTERACTIVE

FIGHTING FORCE 2

Get your mission briefing at www.eidos.com

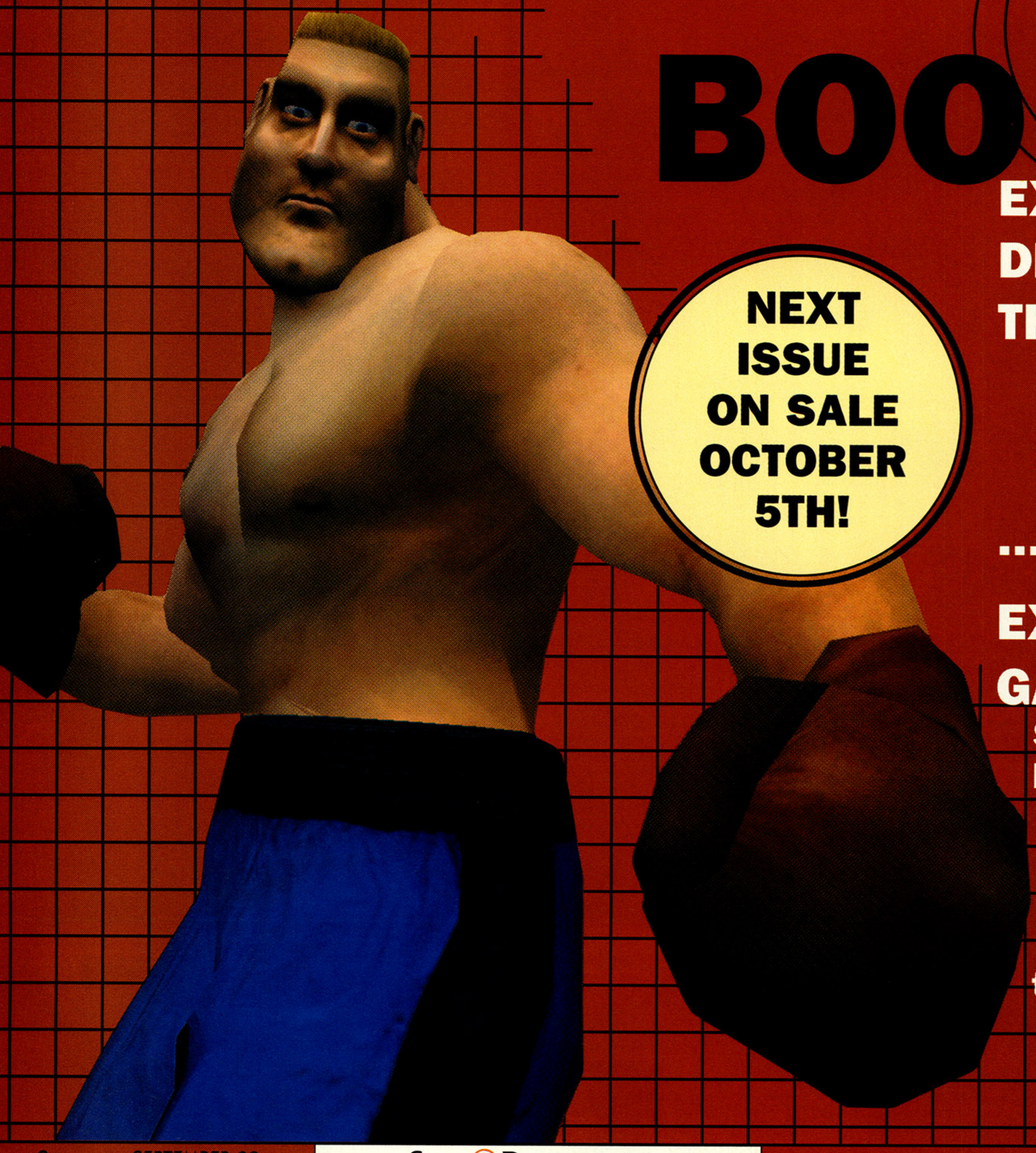
Sega Dreamcast

Loading Next Issue:

Weighing in at 1,000 megabytes — the exclusive playable

GD-

BOOM!



NEXT ISSUE ON SALE OCTOBER 5TH!

EXCLUSIVE PLAYABLE DEMOS — TEST OUT THE HOTTEST GAMES!

- Virtua Fighter 3tb
- Ready 2 Rumble
- Trickstyle
- Dynamite Cop

...AND MORE!

EXCLUSIVE GAME VIDEOS

See every game in action before it hits shelves! Each disc will come jam-packed with loads of high-quality, hot-from-the-Dreamcast gameplay movies viewable on your television!

KA-POW!

Official Sega Dreamcast Magazine

-ROM

REMATCH!

STARTING ISSUE THREE, WE TAKE IT TO THE NEXT LEVEL!

- **EXCLUSIVE video interviews with top game makers and Sega's finest!**
- **EXCLUSIVE Downloadable VMU games!**
- **Video walk-throughs — we show you how to master all the top games!**
- **DC Nation Live — On-the-scene reports from every Dreamcast event!**
- **FREE screen-savers, art, and extras!**

ISSUE #3 ON SALE DECEMBER 7TH!

Check back next issue when the DC-ROM pages will be fully operational — providing you with a comprehensive guide to your exclusive Dreamcast GD-ROM demo disc! Okay — what are you waiting for? Turn the page and enjoy America's most exciting games mag!

ZERO HOUR: 9.9.99

POINT OF IMPACT: SEGA DREAMCAST™

EXPLORE DINOSAUR ISLAND AS ELITE SEA RESCUE ORGANIZATION MEMBER ELIOT BALLADE OR FORMER HEAVY WEAPONS EXPERT DOGS BOWER.

SOLVE PUZZLES, SWIM, CLIMB, FIGHT, JUMP, CRAWL AND BLAST THROUGH MORE THAN 230 REALISTIC 3-D LOCATIONS.

LOAD UP WITH HI-TECH SUPER BAZOOKAS, GATLING GUNS AND ACID BLASTERS AGAINST 51 MENACING MONSTERS WITH UNIQUE MODES OF ATTACK.

BLUE STINGER™

uncover the secret of dinosaur island.

ACTIVISION®

www.activision.com

CLIMAX GRAPHICS

Sega Dreamcast

MATURE M AGES 17+ CONTENT RATED BY ESRB

© 1999 SEGA ENTERPRISES, LTD. Sega, Sega Dreamcast and Blue Stinger are trademarks of SEGA. This game is licensed for use with the Sega Dreamcast system only.
Published and distributed by Activision, Inc. Activision is a registered trademark of Activision, Inc. The ratings icon is a trademark of the Interactive Digital Software Association.
All rights reserved. All other trademarks and trade names are properties of their respective owners.

DC DIRECT

STORIES

HANDS ON p14
NBA HANGTIME/MDK2 p15
DISKY BUSINESS p16
POCKET NEO-GEO p18

REGULARS

FYI p12-18
SEPARATED AT BIRTH p16
GEAR p17
DREAM ON p18

GAME ON!

State of the art, web-ready technology, nineteen amazing titles at launch, and a bright new future for Sega...

If you're reading this, then chances are that you've already bought, or are planning to buy, Sega's stunning new machine. The good news is that you've made the right choice. Well done. Much as it normally hurts to plunk down two hundred big ones for anything, this time you can rest assured that you have picked the ultimate games machine. Expandable, exciting, explosive. Dreamcast is finally here.

For $199, on September 9, 1999, you can go home with the world's first Internet-ready console, with a built-in modem and demos of the most technically advanced console games ever made. With pre-orders already at 250,000, it's the first console to launch with a firmly installed user base, and in launch terms, has already crushed the initial success of Sony's PlayStation.

The Internet-ready console will be prepared for plug-and-play the second you get your machine home. The Dreamcast Passport GD-ROM is included with the console, and will guide you swiftly and simply online, using either your existing ISP, or hooking you up with Sega's recommended partner – complete with special offers. You can immediately browse the web, send email, chat with buddies – and, soon after launch, play games online with your friends. A keyboard will be available from day one, and Sega intends to make Dreamcast gaming the ultimate online experience.

There will be an overwhelming 19 Dreamcast games available at launch, a figure made all the more incredible by the numbers the competition can boast. Sony PlayStation, its next biggest rival, had only eight, while Nintendo 64 started life with a paltry two. Not only is the number of launch games massive, but it covers every major genre; shooting, fighting, driving, and platform. With companies like Namco, Capcom, and Konami supporting the console from day one, it already has a massive advantage over its antiquated rivals.

And of course, *Sonic* is back. Only a reunion of the Beatles has been more eagerly awaited around the world. A crack team of Sega programmers, including *Sonic* creator Yuji Naka, has been here in the US, tweaking, changing, and improving the US version of *Sonic Adventure* for months. Their hard work and dedication means that the version American gamers get their sweaty mitts on is bigger, better, and even more fun than the brilliant Japanese original.

The ninth of September, 1999, will be the most remarkable day in the colorful history of videogames. Sega is back and setting the pace to fast-forward. It's time to play.

THE LINE-UP IN FULL

At the time of writing, the following games were confirmed for September 9. (If some don't appear, don't call us.)

PLATFORM
- **Sonic Adventure** • *Sega*

FIGHTING
- **Soul Calibur** • *Namco*
- **Ready 2 Rumble Boxing** • *Midway*
- **Mortal Kombat Gold** • *Midway*
- **Power Stone** • *Capcom*
- **Marvel vs Capcom** • *Capcom*
- **King of Fighters: Dream Match '99** • *SNK*

RACING
- **Hydro Thunder** • *Midway*
- **Trickstyle** • *Acclaim*
- **TNN Motorsports HardCore Heat** • *ASC Games*
- **Tokyo Xtreme Racer** • *Crave*
- **Monaco Grand Prix** • *Ubi Soft*
- **Flag to Flag** • *Sega*

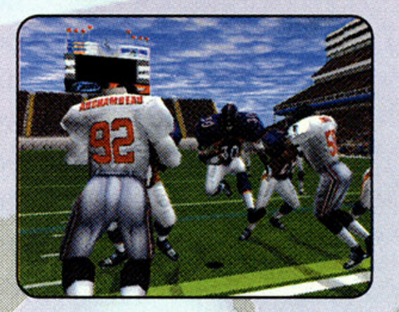
SPORTS
- **NFL Blitz 2000** • *Midway*
- **NFL 2K** • *Sega*

ACTION/SHOOTING
- **House of the Dead 2** • *Sega*
- **Blue Stinger** • *Activision*
- **Airforce Delta** • *Konami*
- **Armada** • *Metro 3D*

SOLID GOLD

Three games you simply must buy

Just to spread the goodness around, we suggest you take the following three games home with your new console on day one (but bear in mind that there are other good choices to be made):



SONIC ADVENTURE
No console launch is complete without a platform game. *Sonic* has been beefed up significantly since its Japanese release.

NFL 2K
Football never looked so good. Huge, fluid polygon figures with stunning motion capture show incredible attention to detail.

SOUL CALIBUR
Namco's arcade fighter received a makeover before stepping up the Dreamcast stage. When in motion, the results are truly amazing.

IN THE BOX

So what should you expect when you unpack your brand-spanking-new system on September 9? Here's a rundown of what you'll find inside the box (no, you don't get a 29-inch wide-screen TV).

1. Dreamcast console
2. Controller x 1
3. Composite A/V cable
4. Power cord
5. Instruction manual
6. Dreamcast Passport web software

ON THE DISC

Even if you can only afford one game at launch, you'll find a collection of superb demos ready to boot up. Sega's *Dreamcast Generator* sampler disc contains seven playable demos and four movies. Enjoy.

PLAYABLE DEMOS
1. *Sonic Adventure* (Sega)
2. *Ready 2 Rumble* (Midway)
3. *Monaco Grand Prix* (Ubi Soft)
4. *Power Stone* (Capcom)
5. *House of the Dead 2* (Sega)
6. *Flag to Flag* (Sega)
7. *Sega Bass Fishing* (Sega)

MOVIES:
8. *Sega Sports NFL 2K* (Sega)
9. *Sega Sports NBA 2K* (Sega)
10. *Hydro Thunder* (Midway)
11. *NFL Blitz 2000* (Midway)

(clockwise from top left) *Ready to Rumble*, *Power Stone*, *Flag to Flag*, and *House of the Dead 2*

HANDS ON

Peripherals up for grabs

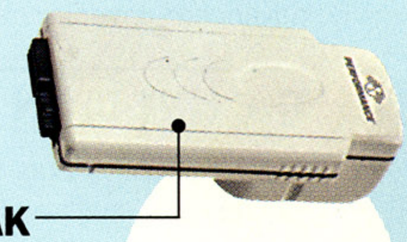
Should you find yourself with spare cash on day one (who are you, Bill Gates?), there are plenty of third-party peripheral manufacturers lining up to tout their licensed wares. While not all the controllers and other gadgets listed below have been fully licensed at press time, all of the following products will be available on September 9. For further information, contact the individual companies or visit their websites.

ARCADE STICK
AGETEC (www.agetec.com)

- Heavy, durable arcade stick
- 6 buttons
- VMU Slot

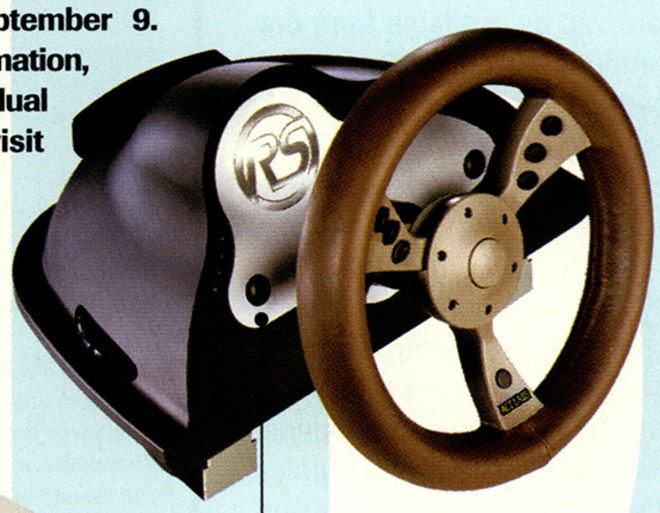
ALLOY ARCADE STICK
Interact
(www.interact-acc.com)
Price: $59.99

- 12 buttons
- Aluminum base
- Programmable functions



TREMOR PAK
Interact
Price: $9.99

- Adjustable vibration
- Compatible with Sega's pack-in controller



ACT LABS RS
Act Labs (www.act-labs .com)
Price: $69.99

- Includes foot pedals
- Programmable
- Steering wheel cover

QUANTUM FIGHTER PAD
Interact
Price: $29.99

- 8 buttons
- Programmable functions and auto-fire option
- VMU and Jump Pack slots

STARFIRE LIGHT BLASTER
Interact
Price: $29.99

- Auto-fire function
- Auto-reload function
- VMU Slot

RADIUS RACING PAD
Interact
Price: $34.99

- Doubles as regular/ racing controller
- Allows for turns up to 60 degrees
- VMU and Jump Pack slots

ASTROPAD
Interact
Price: $24.99

- 6 buttons
- Auto-fire option
- Slots for VMU and Jump Pack
- Comes in four different colors

RALLY WHEEL
Agetec
Price: $50-60

- Lightweight, plastic frame
- Gear shifters
- VMU slot on base

FYI...

◆ Infogrames is porting its third-person PC adventure title *Outcast* to Dreamcast. The title famously eschews polygons for a voxel-based engine and possesses some of the best visuals yet seen on Dreamcast (PC version below). For release next spring.

◆ Dreamcast is fast becoming ground zero for new racing titles, the latest of which comes courtesy of *Ultimate Race* developer Kalisto — early adopter of the PowerVR technology inside Dreamcast. *XLeration* (below) promises solid 60 fps racing on 16 courses encompassing arcade and championship modes.

◆ Armchair snowboarders will soon be spoilt for choice. Joining UEP's *Cool Boarders Burn* (although much later) is Infogrames' *Supreme Snowboarding* (below). The Housemarque-developed game is scheduled for next year.

HOME *ALONE*

Capcom's *Resident Evil* may have sold in truck-loads around the world, but the original 'survival horror' experience can be traced back to Infogrames' 1993 PC classic *Alone in the Dark*. Heading for Dreamcast is the fourth installment in the series (below), in which you're forced, flashlight in hand, to navigate spooky passages and scramble along rooftops, with all manner of dreadful ghouls nipping at your heels. With *Code Veronica* (page 56) and *AITD4* both arriving some time next spring, the new millennium is shaping up to be a nightmarish time for DC owners.

COURT *SESSIONS*

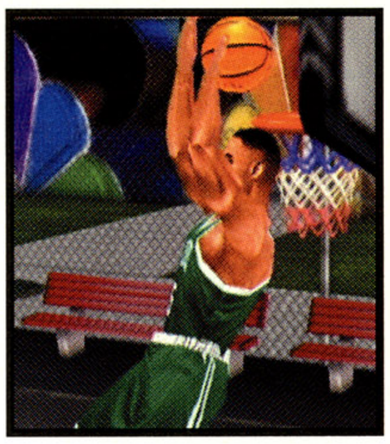
NBA Showtime hoops it up this November

Nearly out of the gate with its impressive four-title launch volley (page 80), Midway has given **DCM** a sneak preview of its next Dreamcast offering: a pixel-for-pixel port of coin-op *NBA Showtime*.

On the arcade circuit since early April, *Showtime* takes the adrenaline-charged two-on-two play of its predecessors, *NBA Jam* and *NBA Hangtime*, and employs full 3D, further spicing things up via a broadcast TV presentation (courtesy of NBC) that includes some truly jaw-dropping slow-mo slam dunk replays.

NBA Showtime retains *NBA Hangtime*'s create-a-player mode, while throwing in a slew of new hidden characters and codes. DC players will also have access to a new home-only season play mode that features full statistical tracking. You'll see more of this next issue.

A sophisticated play mode means players don't even look where they're dunking (right)



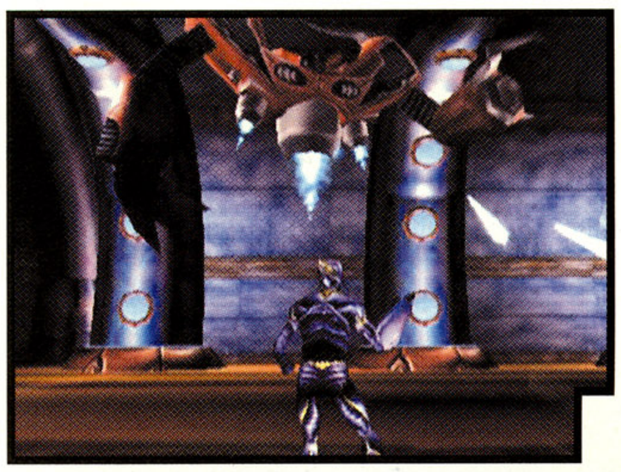
MDK *SHINES AGAIN*

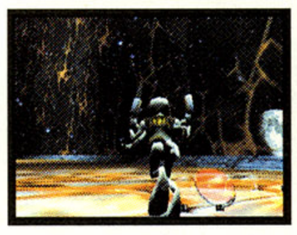
Once more unto the breach with Kurt Hectic (and a dog)

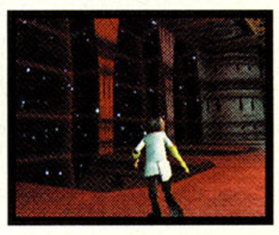
Hell bent on delivering a Schwarzenegger-sized helping of gun-toting action, Interplay is long into development on ***MDK2***, the sequel to Shiny's gritty, yet darkly humorous, PC action game.

Here are the details we've dug up so far: Implausibly well-armed hero Kurt Hectic is back, joined by two additions to the character roster, his dog Max and the 'eccentric' Doctor Hawkins. Their collective talents (Kurt's stealth, Max's firepower, and the Doctor's MacGuyver-like talent for creating weapons) will be put to the test across nine stages.

According to developer BioWare, the game will be a more adventurous romp than its precursor with a stronger focus on exploration and character interaction. ***MDK2*** is on target for release by year's end – look for an in-depth preview of the game next issue.







***MDK2*'s cast (clockwise from top): Kurt Hectic, the 'eccentric' scientist, and Max the dog**

FYI...

◆ Ubi Soft has gained a license from Team Suzuki Alstare which lends a larger dose of realism to its first Dreamcast motorbike racing sim, *Redline Racer*. Due this fall, the game will be re-titled *Suzuki Alstare Racing* and will feature the team's top drivers and their bikes — such as the Alstare GSX R600s and GSX R750s. (Well, you have to like bikes, really.)

◆ DMA Design, Scottish creator of the 16bit classic *Lemmings*, is assembling a division of heavily-armed tanks for its first Dreamcast title, *Wild Metal Country*. To be published by Rockstar Games this fall, *WMC*'s mix of action and strategy has you controlling a battlefield of fanciful (yet lethal) artillery in fully 3D skirmishes.

◆ Sega is evaluating (starting, surely, with the name) the Japanese robot fighting game *Frame Gride* for possible domestic release next year. Highlights are customizable robots and lush organic arenas.

Quiz ?

Which **DCM** favorite from the Genesis days saw a well-known kid's cartoon character romping through toyland? Bonus question: what was the crappy follow-up?

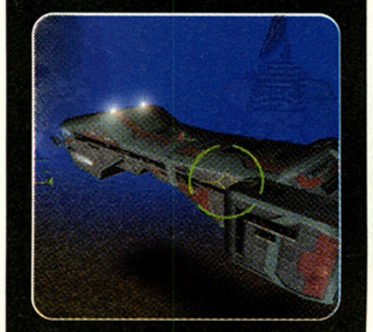
Answers: *Castle of Illusion, Fantasia*

FYI...

◆ Sega is planning a port of its Naomi-based arcade soccer title *Virtua Striker Ver. 2000* for release on the Sega Sports label next year. The coin-op is currently limbering up on test in Japan, but we're expecting great things.

◆ Jaleco will release schlock horror adventure, *Carrier*, early next year. Set on a futuristic aircraft carrier overrun by — you guessed it — zombies and monsters, it strangely features realtime backdrops and dynamic camerawork similar to Capcom's *Resident Evil: Code Veronica*. Hmmm.

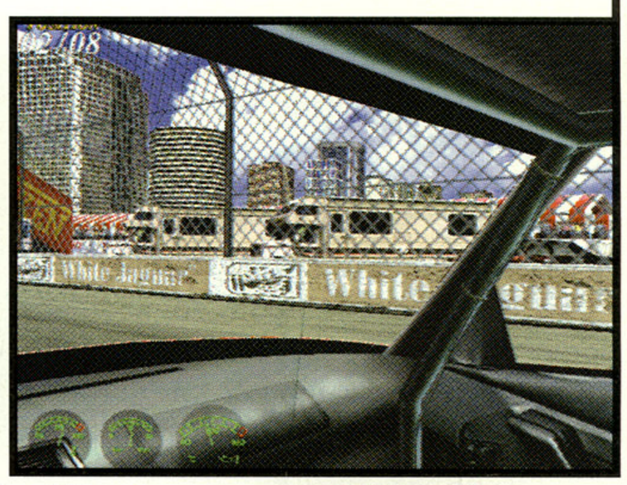
◆ *Trickstyle* coders Criterion Studios are working on *Deep Fighter: The Tsunami Offensive*, a underwater action shooter for Ubi Soft. Set in full 3D and integrating realtime strategy elements, the developer's second DC release is heading Stateside in spring 2000.



◆ *Rayman* developer Ubi Soft is producing a third-person action game based on *The New Batman Adventures* animated series. Expect lots of high-tech gadgetry (and plenty of spandex) when it's released next autumn.

RED *ALERT*

Sega's *F355 Challenge* heads full throttle for US arcades



"Hello, is this Sega? Hi, it's DCM. You know that new *F355* coin-op? Yeah, well we want one delivered to the office, please. We'd like to test dri... (*line goes dead*) Er... Sega? How about some screens, then? Hello?"

Sega's Yu Suzuki and a huge team of designers are hard at work on a Naomi-powered coin-op racer that's shaping up to be the most incredible driving experience yet.

Using three screens to simulate a convincing wrap-around display – and not one, but four Naomi boards running in parallel – this is certainly no technical slouch. In fact, there's enough hardware in this baby to scare the pants off high-end sim manufacturers. During its development, Ferrari has been lending full support to the design team to ensure every aspect of the game's look, sound, and feel are spot on.

Next issue we'll have played this awesome game, so look out for an exclusive in-depth report.

DISKY *BUSINESS*

The future of DC data?

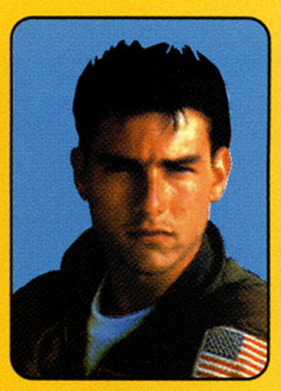
Dreamcast is an endlessly expandable beast, and to prove it, Iomega's clever Zip Disk technology will be resting snugly underneath American systems next year – in the shape of a re-writable drive from Sega.

Initially, as a means for storing saved games, e-mail, and media clips, the device will eventually be called into play for downloading game updates and demos from the web. Each disk will hold up to 100 megabytes of information – let's just hope it doesn't all go toward unwanted spam mail. We'll have details of this add-on peripheral as they're released – currently we have zip (*Groan –Ed*).

Honestly, it won't look anything like this. (*Erm, who exactly chose this picture? –Ed.*)

SEPARATED AT BIRTH

Ryo Hazuki (*Shenmue* star) **Tom Cruise (film star)**



Tom Cruise has a lot to answer for. Since *Top Gun*, we've lost count of how many game characters aspire to his crap 80s style. *Shenmue* hero Ryo is, Sega assures us, taller than Cruise (and thankfully, he keeps his pants on).

DOUBLE-EDGED *SWORD*

Capcom has just announced plans to convert coin-op fighters *Plasma Sword* (right) and *Tech Romancer* to Dreamcast. Both games will debut at the autumn Tokyo Game Show on September 17, promising better-than-arcade graphics and gameplay.

Giant Gram VMU

Sega (Japan)
Price: ¥3,800

Giant Gram is the first Naomi coin-op in Japan to include a VMU slot for uploading/saving game data. This custom VMU includes a training game.

Rei Shenhua figure

Sega
Price: ¥1,200
Rei, the starry-eyed heroine from *Shenmue*, is one of more than 50 tie-in collectibles available in Japan.

Sonic toys

Sega
Price: N/A

Cute, huh? We reckon these *Sonic Adventure* soft toys are some of the best videogame-related goodies around. You'll be able to find them on US shelves in a few months.

Sonic Adventure backpack

Sega
Price: N/A

You won't find this *Sonic* collectable at you local Track 'n' Trail shop. It's one of only a dozen or so in existence and you can win it (and other items) next issue.

VF2 figures

Sega
Price: ¥800

Reminding us just how far in-game character models have come since *Virtua Fighter 2*, these molded plastic figurines are available only in Japan.

Sarah Bryant figure

Sega
Price: N/A

Sarah Bryant is one of the best of the *Virtua Fighter* alumni, and this limited-edition sculpture features exceptional (ahem) attention to detail.

GEAR

Here at DCM towers we've started to receive lots of stuff. Things like dull faxes (and bills) go straight in the garbage, while cool gadgets, Japanese goodies, and DC-related stuff are saved for this page. Over the coming months, we'll be giving you the chance to win some of them, too. (We're nice like that.)

FYI...

◆ Britain's Rage Software is bringing its eye-popping *Contra* tribute, *Expendable*, to the US. Already consuming PC players' leisure time, its massive explosions and two-player, third-person carnage will arrive on Dreamcast next year (and should look even better than on PC).

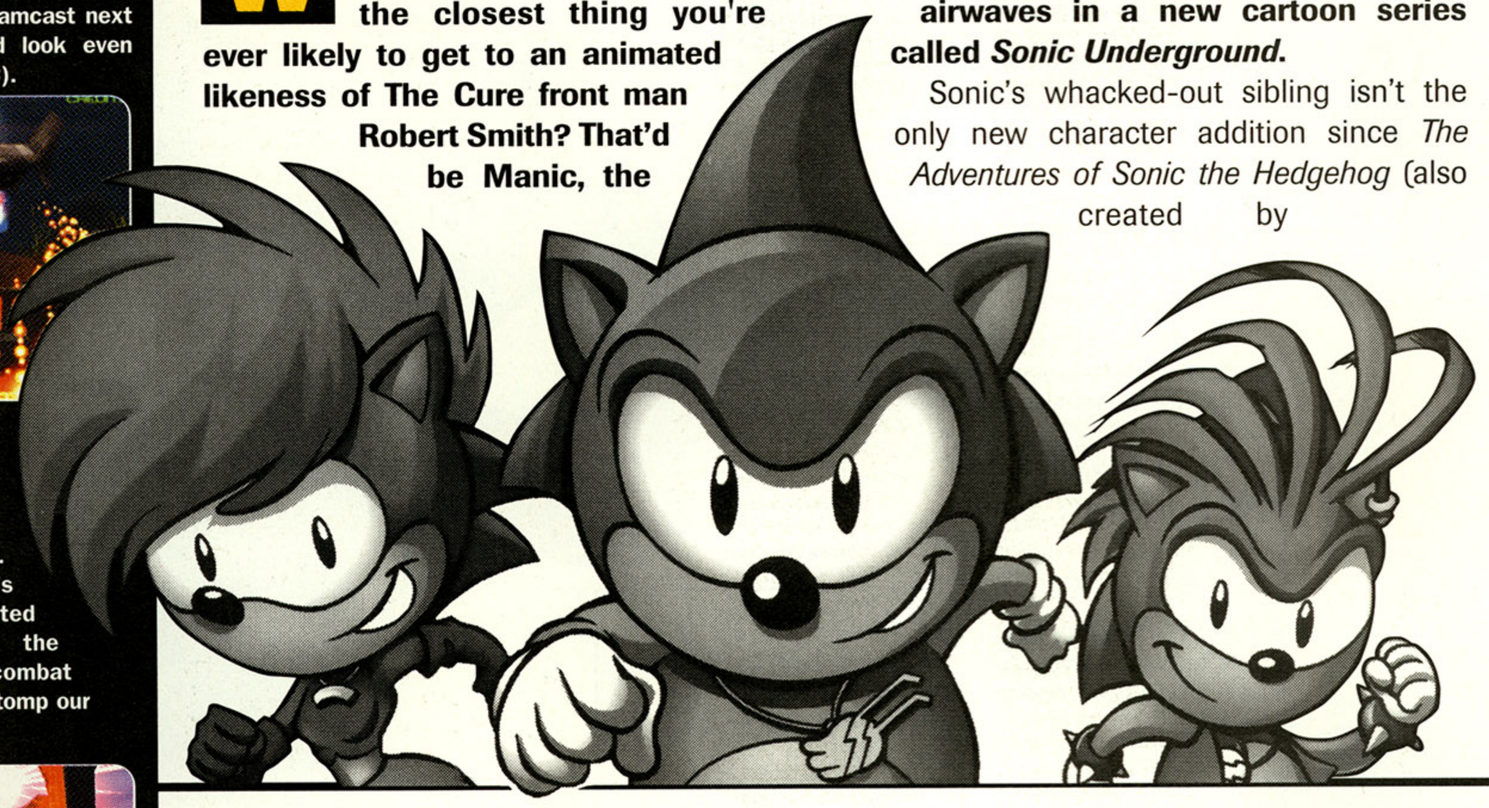
◆ Bandai is considering a stateside launch for *Mobile Suit Gundam 0079*. Based on Japan's favorite animated robot series, the mission-based combat sim is likely to stomp our way next year.

◆ Konami will port several of Microsoft's top PC games to Dreamcast in Japan, including *Midtown Madness*, *Age of Empires II*, *Microsoft Flight Simulator*, and *Microsoft Combat Flight Simulator*. More news when we get it.

SONIC'S *TV ADVENTURES*

His Hedgehogness spins back onto afternoon TV

What's super-day-glo green, hopelessly hyperactive, and is the closest thing you're ever likely to get to an animated likeness of The Cure front man Robert Smith? That'd be Manic, the newly-born younger brother of Sonic, who's making his return to the airwaves in a new cartoon series called *Sonic Underground*.



Sonic's whacked-out sibling isn't the only new character addition since *The Adventures of Sonic the Hedgehog* (also created by *Inspector Gadget* animation house DiC) left the air. In the new series, Manic, Sonic, and another new arrival, Sonia, have forged a band (*Oh dear –Ed.*), and now spend their days 'underground' and undercover banging out glam rock tunes to cheer up woeful townsfolk who are lorded over by the evil Sheriff Robotnik.

In short: it's *Sonic* meets *The Partridge Family* – so you shouldn't expect it to be a shred like *Sonic Adventure*.

Sonic Underground will be airing in more than 182 cities nationwide when it hits the airwaves on August 29. Check your local listings for exact airtimes and stations – just keep the sequined clothes and giant wigs stowed well away.

HOT *POCKETS*

A Neo-Geo fits in your pocket (if you wear baggies)

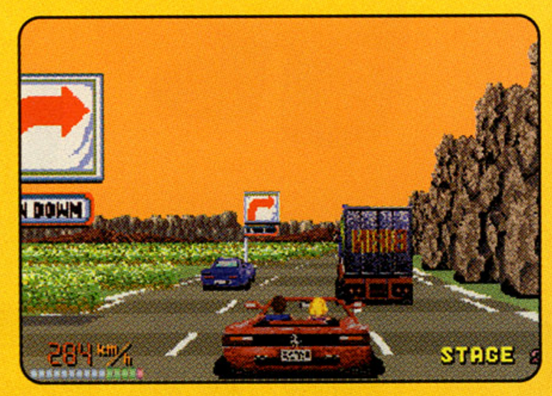
The handheld gaming market may be fiercely competitive in Japan, but in the US it's only just starting to heat up. SNK's 16bit Neo-Geo Pocket Color recently went on sale and features color graphics and an already estimable line-up of over 10 games. But the NGPC has more than power and dazzle on its side thanks to a special link cable.

Echoing the trend toward inter-connectivity in the console market, the handheld can now be connected to Dreamcast. SNK has already announced the release of the latest in its long running *King of Fighters* franchise for Neo-Geo Pocket Color (as *King of Fighters R2*) and Dreamcast (as *King of Fighters: Dream Match 1999*).

The link-cable works by uploading or download scores and characters from one version to the other, which is sure to work brilliantly with the game's special 'Making' mode. This allows you create a character and earn items to trade and swap between versions. The Neo-Geo Pocket Color retails for $69.95, and NGPC games run between $29-$35. We'll be covering more on the Neo-Geo Pocket Color (and its compatibility with Dreamcast) in forthcoming issues of **DCM**.

DREAM ON

Out Run
Sega (1986)



It's hard to believe that 13 years have passed since 'Magical Sound Shower' first massaged our ear drums. But *Out Run* had so much more than just memorable music. It had amazing 'super-scaler' graphics as well as 15 beautiful stages with multiple routes and endings. So, we think you'll agree that for Sega *not* to develop a fully-fledged Naomi sequel would be commercial suicide... (Well, that's our excuse.)

sega.com

Sega is registered in the U.S.Patent and Trademark office. ©1999 SEGA. All rights reserved.

IT'S CALLED "HARDCORE HEAT" BECAUSE "MUD SLINGING, AIR CATCHING, JAW BREAKING, STOMACH TURNING, ROCK PULVERIZING, SQUIRREL FLATTENING, GNAT SMASHING, FOREST CREATURE TERRORIZING, OUT OF MY WAY OR DIE, EAT MY DUST, STICK IT IN YOUR EAR, THIS ROAD AIN'T BIG ENOUGH FOR THE BOTH OF US, ALL-TERRAIN, OFF ROAD, STUMP JUMPING, BIG BAD ASS BOY RACING" — WOULDN'T FIT ON THE BOX.

TNN® MOTORSPORTS℠

HARDCORE HEAT™

5 intense play modes. 6 extreme world-class locales. 8 renegade drivers. Complete car customization. Advanced artificial intelligence. Customizable replay mode.

HardCore Heat™ is a trademark of ASC Games®. ASC Games® is a registered trademark of American Softworks Corporation. © 1999 American Softworks Corporation. TNN® and the TNN® logos are registered service marks and TNN Motorsports™ is a servicemark of Network Enterprises, Inc. country.com™ is a trademark of country.com, Inc. Sega, Sega Dreamcast, and the Sega Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, Ltd. 1998-1999 CSK Research Institute Corp. (CRI) Licensed from Four Winds, Inc. and CRI. The ratings icon is a trademark of the Interactive Digital Software Association. All rights reserved.

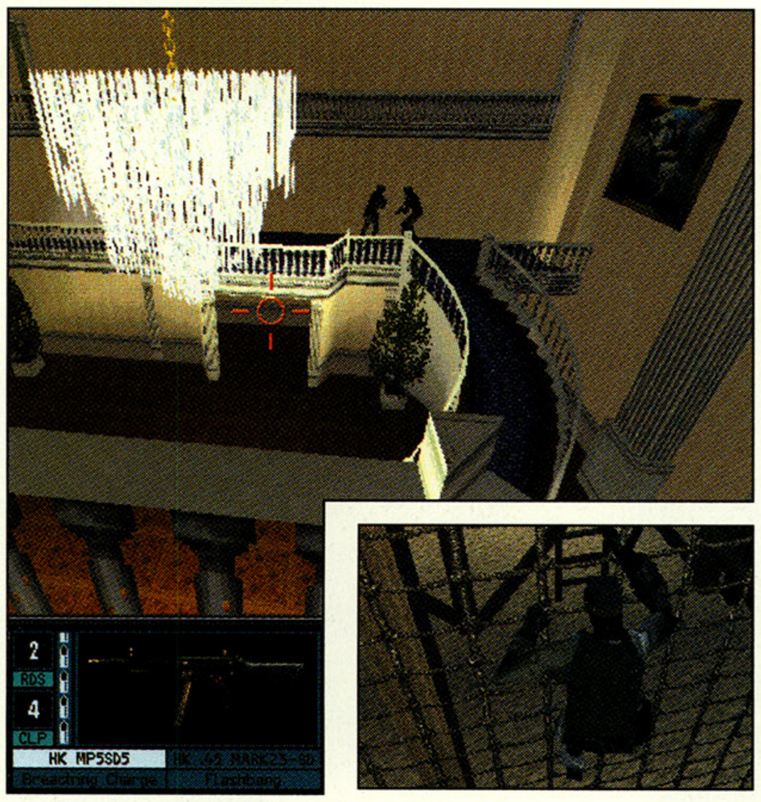
RATING PENDING
RP
ENTERTAINMENT SOFTWARE RATING BOARD

FWS

Sega Dreamcast

CRI
CSK Research Institute

ASC GAMES™



***Rainbow Six* is the thinking man's first-person shooter. Guess we'd better find someone to review it for us, then.**

WE GOT *YOUR SIX*

PC hit *Rainbow Six* sneaks up

Praised for its smart, suspenseful take on the first-person shooter genre, Redstorm's *Rainbow Six* for PC is stealthily heading towards Dreamcast. Based on the Tom 'Patriot Games' Clancy novel of the same name, the game places you in charge of an 'elite, multi-national taskforce' that has been assigned to stop a ring of terrorists from wreaking havoc at a number of prominent global landmarks. Business as usual, then.

As the team's leader, your job is two-fold – plan your attack, then put it into motion. During the planning stage, you must choose which skilled sharp-shooters you want on your team and map out your course of action. Only then will you be able to initiate the operation and execute your attack plan.

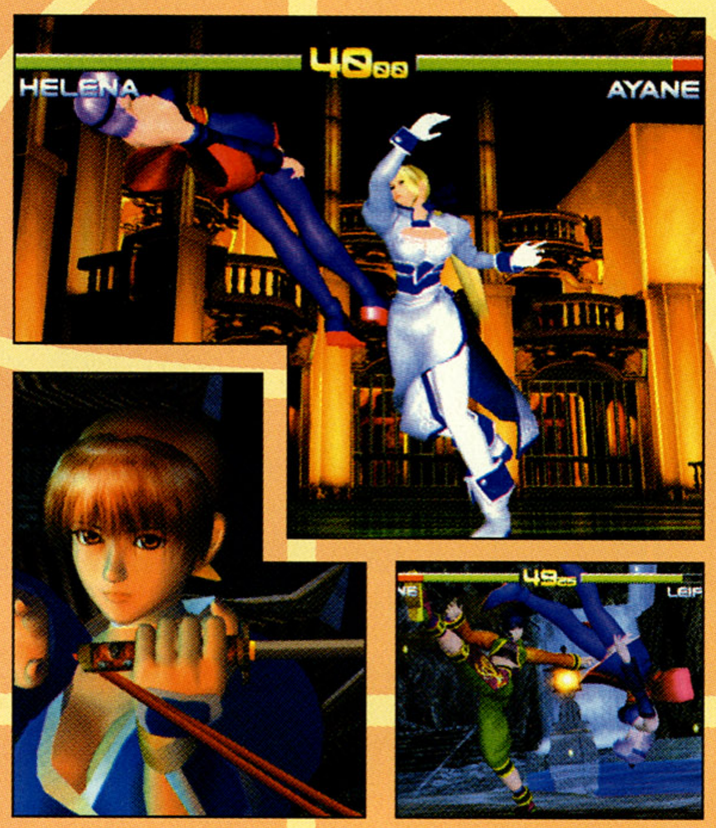
Playable from a first- or third-person view, the game relies heavily on a finely-tuned balance of stealth and teamwork. One glance from the enemy – or an ill-timed shot from a confused teammate – and you're toast.

The Dreamcast conversion of *Rainbow Six* will feature split-screen multi-player gameplay, and cooperative Internet play is also in the cards. Aiming to be more than a mere one-for-one port of the PC version, the game will also let you play through a series of missions originally packaged as an add-on pack called *Eagle Watch*.

Publisher Majesco is shooting for a September 9 release, though the game may arrive shortly thereafter.

DC*Japan*

GAMING NEWS DIRECT FROM TOKYO



Tecmo's future Naomi coin-op, *Dead or Alive 2,* already looks a match for Namco's *Soul Calibur.* It features huge, animated backdrops (and huge animated cleavages).

Bouncing back

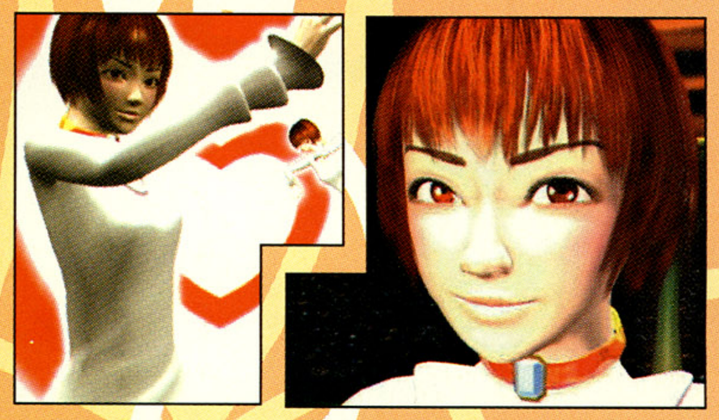
Despite the fact that only visiting aliens would have mistaken the gravity-defying, helium-filled balloons in Saturn *Dead or Alive* for bouncing breasts, you have to admit that this woefully adolescent attempt at simulating 'real-life physics' was pretty funny.

It's reassuring, then, that a video demo of *Dead or Alive 2* stunned passers-by at this year's videogame trade events, even though its wobblier bits had yet to be added (the developers are probably coming to grips with new motion capture equipment for the task). Developed specifically for Naomi, *DOA2* is currently looking amazing – even next to *Soul Calibur* – and has been confirmed for a home release in Japan around six months after the September roll-out of the arcade version. While there's been no confirmation of a Stateside release, it's likely that US gamers will see it next spring. Until then, enjoy the wobble-free screenshots.

Idol nation

Cheesy Japanese 'idol' pop may be a strong contender for the world's worst music (although Michael Bolton gets our vote), but it means one thing for the companies that churn it out: mega Yen. That's probably why *Bomberman* creator Hudsonsoft is hard at work on *Super Producers*, a sim in which teenage girls play the role of a talent scout and all-round music biz head honcho.

The road to Japanese super-stardom is strewn with decisions: Should your idols perform heavy metal, hip-hop, or pop? (*What, no country? –Ed.*). And what about fashioning the 'look' of your client and organizing TV exposure? Only when your cutie has a portfolio full of chart-topping hits and a bigger fan base than, well, Michael Bolton (heaven forbid) is victory claimed. More interesting, though, is the way you can dump underperformers on Sega's Dricas website, which can then be picked up by other players and 'remarketed'. Whatever happened to unbridled musical 'talent'?



The chances of *Super Producers* being released in the US are virtually nil. In fact, let's say 'minus 2' to be safe.

Fishy business

Vivarium's *Seaman* is the unfortunate moniker for the first title to use Sega's new microphone peripheral. From what we've seen, it's a weird underwater game where you talk to creatures controlled by artificial intelligence – something that didn't seem to rub off on any of the 500 Japanese DC owners that recently forked out for limited-edition *Seaman* Dreamcast packs.

These packs included a transparent Dreamcast (left), microphone headset, VMU, and mini game – and, of course, the extremely weird game itself. Those otaku, huh? More money than sense.

ON IMPORT

COOL BOARDERS BURN

Publisher:
UEP Systems
Developer:
In-house
Release:
Out now (Japan)
Price:
¥5,800 ($50)

Snow sports are so over-crowded in Japan, the closest most gamers get to a white slope is the elevation of their Dreamcast lid when inserting a new game. *Cool Boarders Burn* — the latest in a popular series — should change that. If you own an imported machine, be sure to check it out.

DC*Europe*

TRANS-ATLANTIC DREAMCAST NEWS

The Euro invasion

Sega Europe has signed a group of '1.5 party developers' to create a line-up of original games for Dreamcast's September 23 arrival in the UK, Germany, and all points in between. Sega of America's part in the equation spells good news for US gamers previously used to a diet of mainly US- and Japanese-developed games. Whereas the 32bit era saw a relative trickle of European titles making their way onto American soil, Dreamcast is preparing to receive a torrent of them, and Sega expects most, if not all, to arrive Stateside between late 1999 and 2000. Bizarre Creations' *Metropolis Street Racer* (page 72) starts the ball rolling and will quickly be followed by No Cliche's *Toy Commander* (page 67).

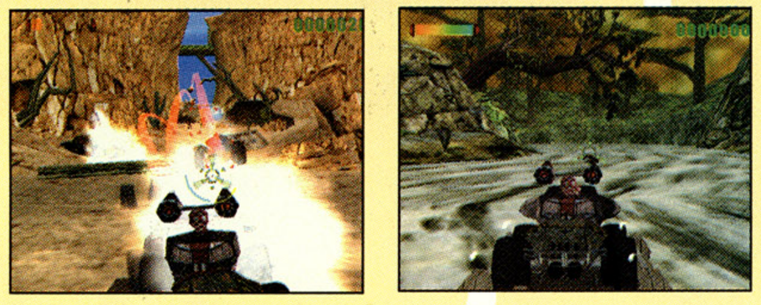
UK developer Bizarre Creations has already nailed the driving game with the stunning *Metropolis Street Racer*, but *Furballs* is destined to show it can handle cutesy and cuddly themes, too — with a unhealthy dose of deranged violence thrown in for good measure, of course. Where else can you see cartoony zoo animals blowing the stuffing out of evil teddy bears with

***Furballs* may look like kids' play, but we assure you it's brutal.**

automatic weapons? If you said 'in your dreams,' you're one sick puppy, and this game might be right up your alley. ***Furballs* sees you controlling an *A-Team*-like band of six mercenary animals — the Furballs — out to save the forest from marauding bears who erect a strip mall on your home turf**. Bizarre Creations is currently seeking a world-wide publisher for its release sometime mid-way through next year — but we'll keep you posted.

The British developer responsible for the classic 16bit shooter *StarFox* is preparing to enter the Dreamcast arena. Slated to arrive in time for the European launch, Argonaut's ***Red Dog* seats you at the controls of the eponymous off-road-tank-futuristic-vehicle-thing, Red Dog, as you take on an invading alien armada** (*The more things change, eh? –Ed.*). With some interesting free-roaming

Hopefully not all the adversaries in Red Lemon's *In the Line of Fire*-themed *Take the Bullet* will be this one-dimensional.



Argonaut's *Red Dog* packs more firepower than Mad Max. (And you don't have to dress like a punk and eat dog food.)

environments (such as sprawling cityscapes and swamps), as well as four-player deathmatch and modem-based battles, it should be anything but a Sunday drive. You can expect this one to roll out Stateside before the year is out.

Scottish developer Red Lemon may be kilt-deep in work on *Braveheart* for PC, but it's still finding time to develop a first-person light-gun game for Sega Europe. ***Take the Bullet* travels back in time to the '60s where bodyguard Jack Travis is defending an American presidential candidate under threat from terrorist attack**. Perhaps the biggest draw will be the ability to take full control of your movement as you snipe at would-be assassins. We assume this will employ the light-gun's unique directional pad, although this hasn't been confirmed by the developer (they're probably too busy eating haggis or something). Early reports suggest that the game is still a ways from completion and that there's a great deal of gameplay tweaking to be done. Expected by the year end in Europe, *Take the Bullet* will offer four-player split-screen deathmatch play (four light-guns!) and 16-player melees via Sega's Dreamcast Network online service. As one of the only Western first-person action titles currently on the horizon (the other is *Rainbow Six*), Red Lemon's latest project is worth watching.

DC WORLD Dreamcast Global News Network

THE FIRST GO ANYWHERE

GRAB ANYTHING

FIGHTING GAME ON THE PLANET.

TEEN
T
CONTENT RATED BY ESRB

© CAPCOM CO., LTD. 1999 ALL RIGHTS RESERVED. © CAPCOM U.S.A., INC. 1999 ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. POWER STONE is a trademark of CAPCOM CO., LTD. Sega, Dreamcast, and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, Ltd. The ratings icon is a trademark of the Interactive Digital Software Association.

"Power Stone is breathtaking...quite possibly the most unique fighter ever"
– Next Gen Online

CAPCOM EDGE™

POWER STONE™

Finally – 3D worlds where players interact with the environment like never before. Swing off a light post, run up walls and pick up items like tables and barrels in swashbuckling battles with opponents. Plus, collect three power stones and your character transforms into a raging super being, capable of executing deadly, power fusion moves. Yeah. Power Stone rocks.

CAPCOM
WWW.CAPCOM.COM

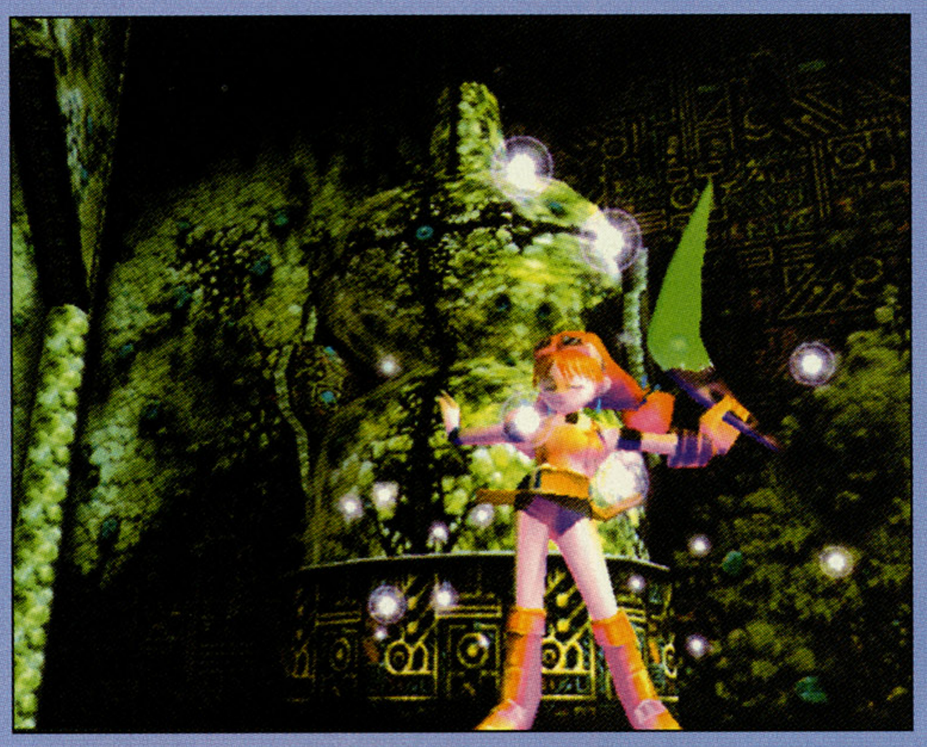
Sega Dreamcast™

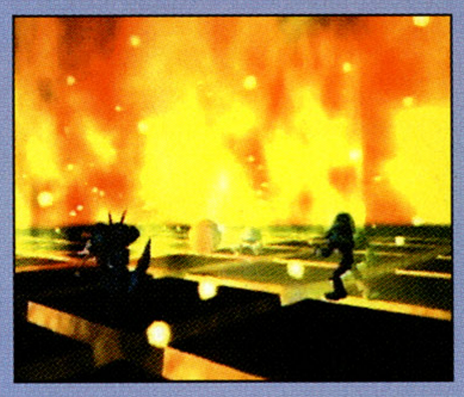
PHANNING THE FLAMES

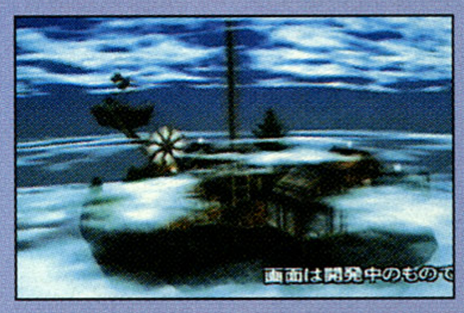
Sega introduces *Project Ares* to the world

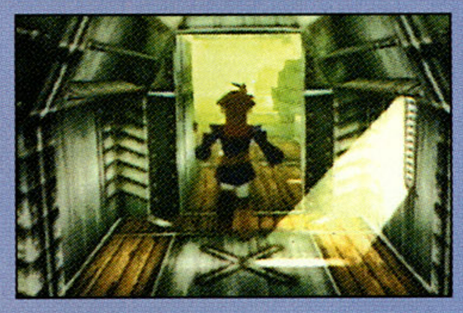
P*hantasy Star V* it's certainly not, but the core team responsible for the *Star* series (with the exception of the abysmal *Phantasy Star III: Generations*) has a brand new baby on the way, tentatively named *Project Ares*. Announced at the recent New Challenge Conference, Sega proudly touted its upcoming RPG as the game to break new boundaries in the genre – both visually and conceptually. Featuring a completely original cast of characters and a fantastic world in which flying ships are the main means of transportation, *Project Ares* capitalizes on the power of Dreamcast by taking place in a 3D universe.

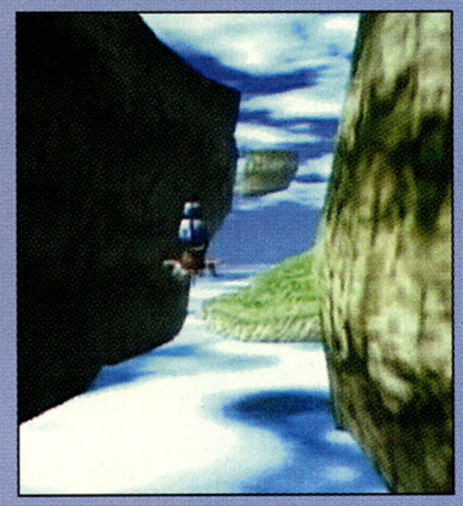
The game takes place in the Renaissance era of 'exploration', as opposed to the futuristic fantasy settings of most RPGs (replete with swords, dragons, and mechs). This nugget of information brings to mind images of historical figures like Shakespeare, and other bearded men in tights from the same time period, as you assume control of a team of adventurers who must set out to explore strange, new continents. Though there's little else confirmed concerning the storyline thus far, a press release given to attendees of the show places plenty of emphasis on grandiose themes such as 'romance' and 'courage.' But with little hard information regarding the actual gameplay or characters, the screenshots have to do most of the talking. Expect this to be an RPG on the same scale as past role-playing classics such as Team Andromeda's *Panzer Dragoon Saga* and Game Arts' *Grandia*. Set for a year 2000 release, keep your eyes on Fantasy Zone for more information on *Project Ares* as it develops. We can't wait.

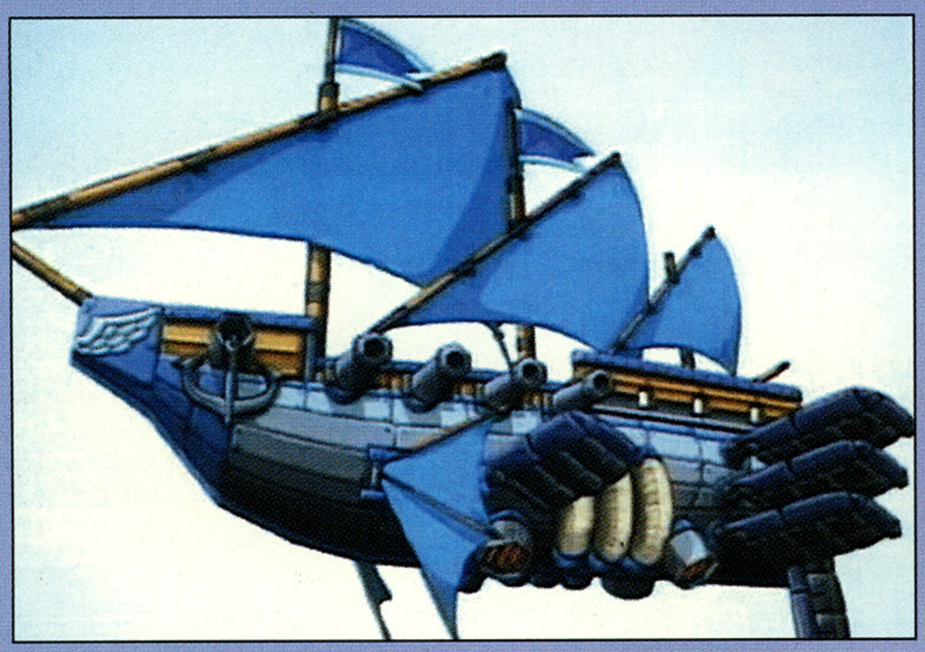


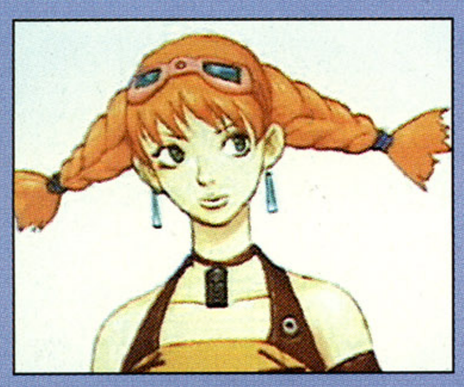


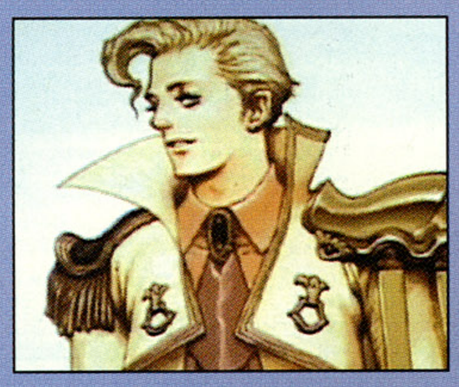












Ships are the main means of transportation in *Project Ares* (top). Early character sketches reveal a penchant for elaborate dress.

While few cast iron details are known about *Project Ares*, rampant rumors have been bouncing around the internet that Sega Japan confirmed a link between the game and the *Phantasy Star* universe. Is it true? No-one's talking yet.

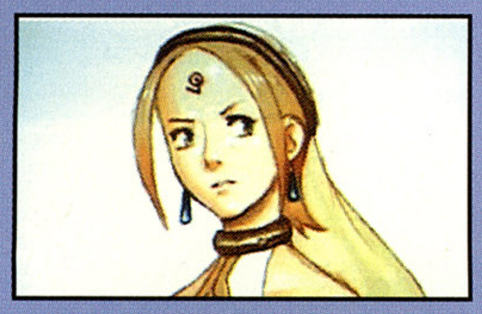
FYI...

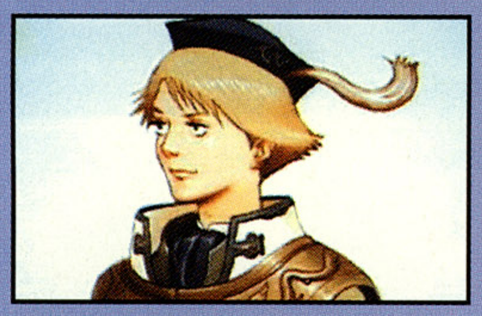
◆ At the forefront of Japan's RPG news are details of two of the more beloved strategy series to grace Japanese Sega systems. *Langrisser Millennium* and *Black Matrix AD* are both sequels and heirs to very lofty thrones. *Langrisser*'s lineage stretches back to the days of the Mega Drive, with the only US port in the series the ill-received *War Song* on the Genesis.

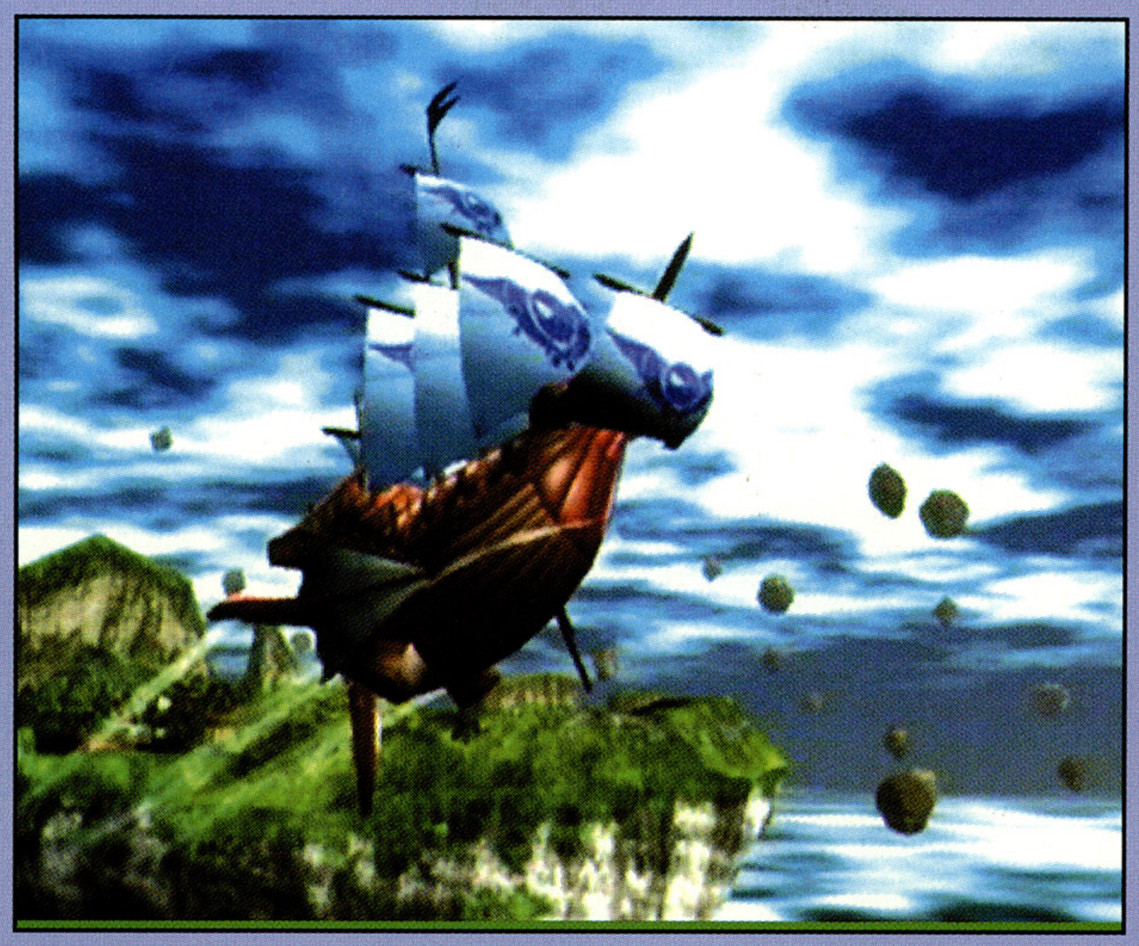
Known for massive battles and distinctive character illustrations by anime artist Satoshi Urushihara, *Langrisser Millennium* strikes out into new territory by incorporating 3D, as well as some *Dragon Force*-type gameplay. Japanese fans of the series have been watching the development of this title closely, worried that the series will be too much of a departure from old. When the game ships in October, Masaya, the game's developer, will face the music.

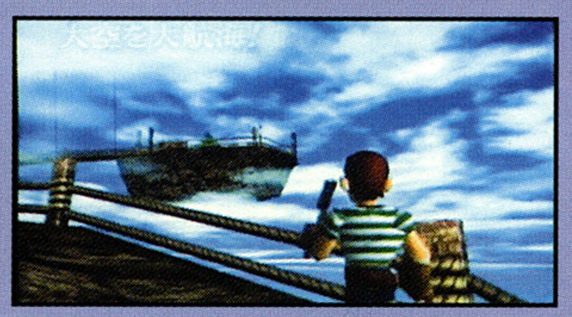
First appearing on Saturn, NEC's *Black Matrix AD* takes a more *Tactics Ogre* approach to strategy with isometric views of the 2D battlefield and multiple party members. Featuring a large cast of characters and some very impressive spell effects, *Black Matrix AD* is set for a late '99 release in Japan. No word on a US date, yet.

Primed for successful DC releases in Japan: *Langrisser Millennium* (top) and *Black Matrix AD* (above).









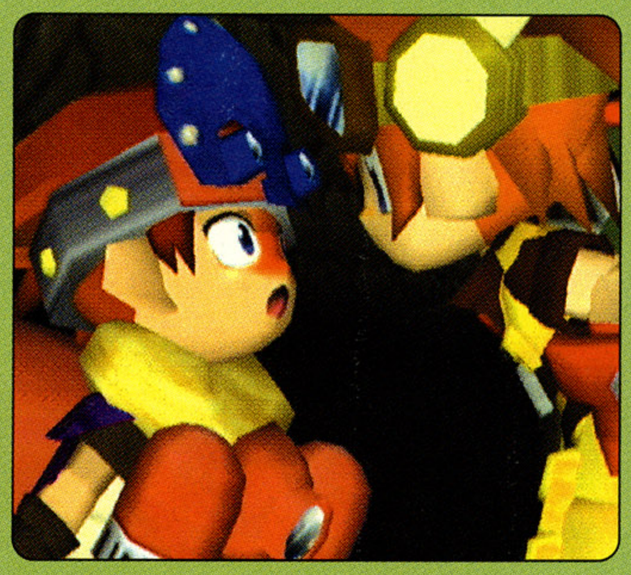
While Espers and magical talking cats in *Project Ares*' cast of characters are conspicuous by their absence, we're still crossing our fingers for them to make an appearance. Beautiful 3D environments put Dreamcast through its paces.

IMPORT RPG NEWS

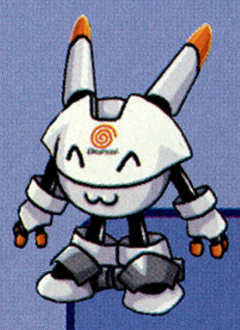
Evolution

WILL IT BE TELEVISED?

Sting and ESP's *Evolution* was the first traditional RPG to hit the Japanese Dreamcast after launch, and the buzz about the game coming to the States has been unprecedented. With retailers showing the game on their lists, but still no official word from Sega, its fate still hangs in the balance. With randomly generated dungeons, gorgeous 3D graphics, painfully cute character designs, and a pleasant, but predictable storyline, cross your fingers. Wouldn't this one be perfect for the holidays?



Are Mag Launcher, Linear Cannon, and the rest of the goofily named cast destined for the US? Maybe.



LETTER PERFECT

ANSWERING YOUR DEEPEST, MOST INTIMATE ROLEPLAYING QUESTIONS

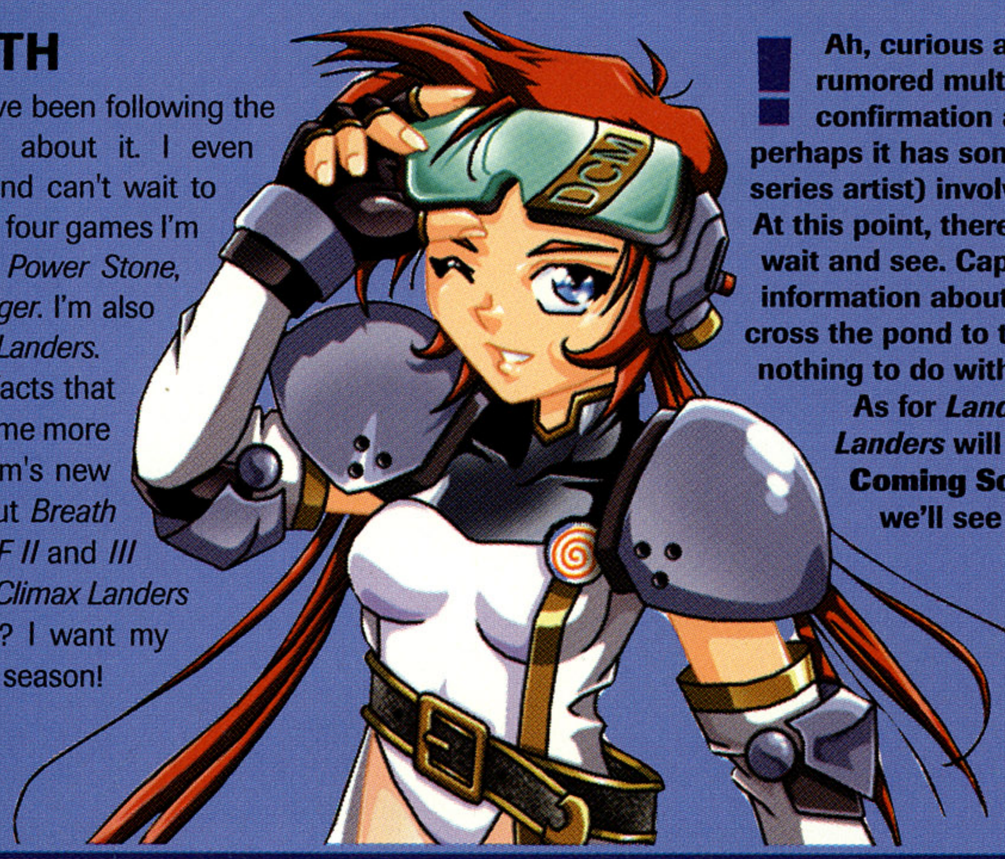
Got a burning question about the Dreamcast RPG scene that needs immediate attention? Mail it to:
DCM Fantasy Zone, c/o Imagine Media, 150 N. Hill Dr., Brisbane, CA 94005. Or email us at: DCmag@imaginemedia.com.

HOLD YOUR BREATH

Over the past few months, I've been following the Dreamcast and everything about it. I even pre-ordered mine in April and can't wait to get my hands on the system and the four games I'm intending to buy at launch: *Sonic*, *Power Stone*, *House of the Dead 2*, and *Blue Stinger*. I'm also dying to play *Shenmue* and *Climax Landers*.

I do have two questions about facts that I've read in the past, though, and some more recent ones: First, what will Capcom's new '24-part RPG' be about? If it's about *Breath of Fire*, then bummer. I thought *BoF II* and *III* sucked. Second, will *Shenmue* and *Climax Landers* be out before Christmas this year? I want my hands on those games this holiday season!

Roy Simpson
roysimpson@aol.com



Ah, curious about Capcom's deal with Flagship for that long-rumored multi-scenario RPG? Unfortunately, there hasn't been any confirmation about content or even a title for the series, but perhaps it has something to do with Yoshitaka Amano's (*Final Fantasy* series artist) involvement with a Capcom game called *Emblem of Eru*? At this point, there are more questions than answers, so we'll have to wait and see. Capcom hasn't been incredibly forthcoming with information about the project and whether there are plans for it to cross the pond to the US. But you can rely on the fact that it has nothing to do with Capcom's *Breath of Fire* franchise.

As for *Landers* and *Shenmue*... Sega has announced that *Landers* will be out this winter (read more about it in our Coming Soon section) and *Shenmue* is a ways off. We think we'll see it next year – in the summer, perhaps.

Thanks to uber-talented artist, Axel, we are pleased to introduce* Fantasy Zone's *part-time dragon slayer and full time postmistress, Noriko, and her trusty robot sidekick, DC128.

To check out more of Axel's amazing art, visit Cafe Takara at http://clearscape.com/~axel.

GAMEWORKS

Sega's giant Seattle arcade plays host to **DCM**

Arriving unannounced is never a great idea, whether it's to your own funeral (always good for causing a few gapng mouths) or to GameWorks in Seattle. As one of the largest arcades on the West Coast, Sega's interactive paradise is busy as heck when we arrive with photographer and a truck-load of gear in tow on the first of our regular outings to the biggest, brightest, and best Sega arcades in the country. But Matt Gerosin, Assistant Manager, takes it all in his stride, welcoming America's Dreamcast magazine to his beat with open arms and plying us with free game cards, which we rapidly spend on *Crazy Taxi* (see page 30).

From classics like *Indy 500* and *Manx TT* to *Sega Rally Championship*, *House of the Dead 2*, and *Crazy Taxi*, if you're into Sega coin-op – then this is your Mecca. As Matt clarifies, "Sega games are cutting edge, and the most popular right now is, I would say, *House of the Dead 2*." As our photography reveals, that's not the only game that has the public digging into its pockets. Taking the temperature of the Sega coin-op scene is what we're here to do – and it looks to be a very healthy animal (*Erm…where exactly did you stick the thermometer? - Ed.*).

Next month, **DCM** will be at the LA GameWorks, as well as bringing you an exclusive report on Sega's next big arcade smash – *F355 Challenge*. But before we go, we have to know, Matt – what's the lamest attempt you hear to get a free credit on a game?

"It's got to be 'the game ate my card.' The games do not eat your card, and I can show you that they don't!"

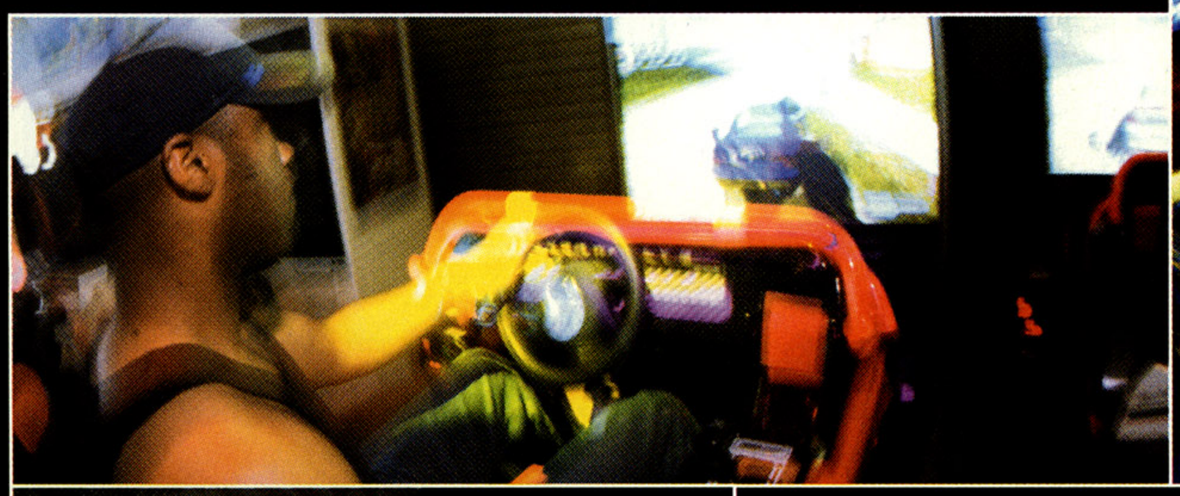
That's okay, Matt – we believe you…

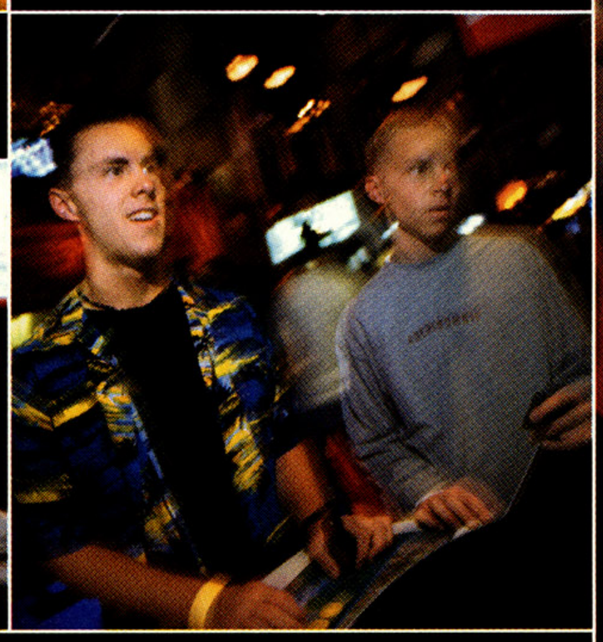
▲ "So how much longer do we have to keep smiling like this? I think I may have just bit my 'thung.'" "I don't know, I guess until they take their stupid picture and go away." Jamie and girlfriend grin and bear it with the popular shooter, *LA Machine Guns*.

▲ "Dreamcast? I dunno — maybe you have one I could take away with me?" Nice try, Ron. Maybe next time, eh?

Chris and Blaine discover to their cost the 'shake the room and make everthing go all blurry' combo on *Virtua Fighter 3tb*. ▼

"You only want to take my picture because I'm a girl, right? I bet you don't print the picture of my boyfriend with me, either. God, you're sooo predictable." We'd like to refute Clarissa's accusations, but, somewhat predictably of course, we can't. ▼





▲ Cliff plays *Sega Rally 2 Championship*, oblivious to the camera team just behind his right ear. "I play this game more than any other game here. I just keep coming back to it." And he only needs one arm to beat it...

▲ "This game sucked me in, and now I can't get away from it." Jeff is having trouble dealing with his addiction to *Top Skater*. Well, Jeff, maybe if you let go of the bars you could get away? "What? Oh...yeah, I guess. Hey, thanks!" Glad to be of service, Jeff.

▲ GameWorks host Lindsey shows them how it's done on *Indy 500*. "The weirdest thing we've seen? Well, it's kinda gross...but once there was this woman sucking on a joystick from one of the fighting games." (*Does that count as a special move? – Ed.*)

CRAZY TAXI

Manufacturer: Sega
Developer: AM3

"You talkin' to me? There's nobody else here..."

Freedom within a bustling city is the core appeal of the latest coin-op from Sega's Japanese labs. *Crazy Taxi* throws you in the seat of a bright yellow open-top cab in San Francisco and offers one objective – to pick people up at the roadside and get them to their chosen destination as swiftly as possible. Reckless driving is not appreciated by some passengers, though – a lower tip is their way of letting you know.

Packed with pedestrians and dense with other traffic, we found there's a tendency to career around trying to ram as much as possible at first. But as with *Harley-Davidson L.A. Riders*, progress can only be made by hunting out shortcuts (often narrow one-way streets) and accruing as many time bonuses as possible. Funnily enough, the urban humor and garish hues of *Crazy Taxi* also remind one slightly of the Atari skateboarding classic *720°* – perhaps no coincidence, since the creator's previous project was the excellent skateboarding sim *Top Skater*.

In terms of handling, the ultra-fast and comically exaggerated dynamics of *Crazy Taxi* make *Sega Rally* look like a lesson in simulating car physics. Employing some of the most exaggerated driving moves yet seen in a racer, powerslides, jumps, and even acceleration/braking combos are possible while you're weaving in and out of the traffic trying to keep a cool head. It's all very '70s cop-show car chase. And it works like a treat.

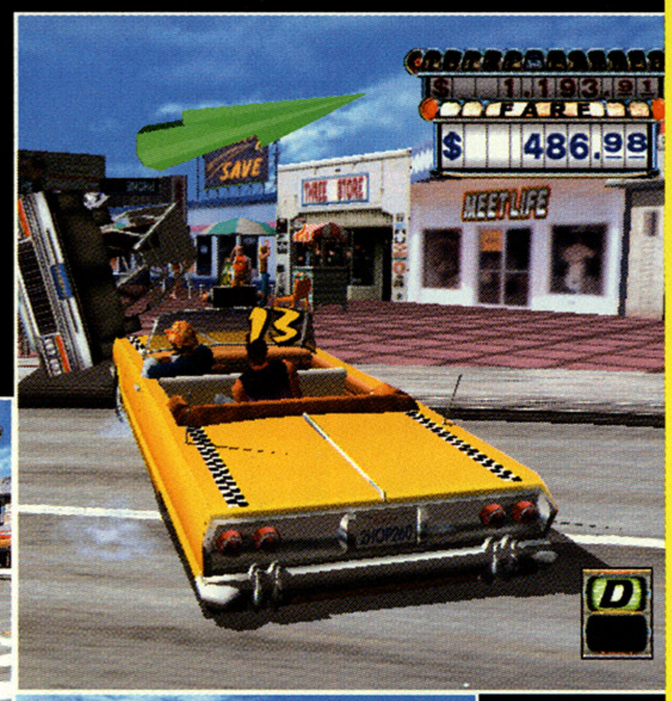
But this is no slouch in the visual department either. Packing Naomi technology under its hood (see sidebar), *Crazy Taxi* is perhaps the best evidence yet of just how good Sega's new console is at throwing polygons around the screen. Streets unravel into the distance with minimum pop-up, and everything runs at a silky smooth 60fps, but where it really scores in its use of realistic lighting and shadows – try and find another game that looks as vibrant as this.

Given the speed at which *Power Stone* and *House of the Dead 2* have jumped to the home console, only the most pessimistic Dreamcast owner would doubt its imminent transferal. Rumors abound at Sega that *Crazy Taxi* will arrive ooner than we think, however – possibly as early as February 2000. Here's hoping for a multi-player rumble between rival cab companies...

▲ *Crazy Taxi* looks amazing and plays so well that you'll be hard-pressed to let go of the wheel.

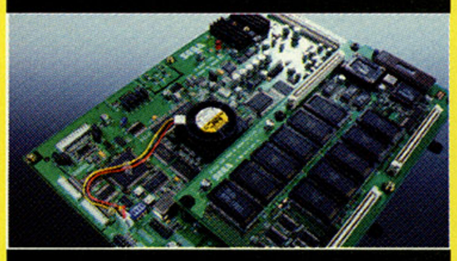
◀ "Get in and I'll scare the living daylights out of you! No? What's wrong with you people, anyway?"

▲ After several near-death experiences, the less-than-satisfied customer exits the cab rather more quickly than he entered it. You're penalized for poor driving with lower fares.



▲ "Yeeeeehhhaaaahaaaa!" The streets of San Francisco as runway.

NAOMI



Technnologically, there are few differences between Dreamcast and Naomi apart from an extra amount of RAM on the motherboard and the code being mounted in ROM, instead of on CD. This means that the conversion process is relatively straightforward and only tweaks such as reducing the number of textures are required for it to run on Dreamcast.

Perhaps the most encouraging aspect, though, is that Naomi is cheap and is therefore facilitating slightly greater creative risks within Sega. Apart from planned multi-screen efforts such as *Airline Pilots* and *F355 Challenge*, some titles (the first will be *Giant Gram All Japan Pro-Wrestling 2*) will even feature cross compatibility between Dreamcast's VMS and the coin-op — simply plug your VMS into the arcade cabinet and your favorite trained characters will become active on the big screen. Sega says a further two or three games will utilize this cross-fertilization of code this year.

THIS IS THE HEART.

SOULCALIBUR™ & © 1998 1999 Namco Ltd. All Rights Reserved. Sega, Dreamcast, and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, Ltd. The ratings icon is a trademark of the Interactive Digital Software Association.

TEEN
T
CONTENT RATED BY ESRB

Sega Dreamcast™

THIS IS THE SOUL.

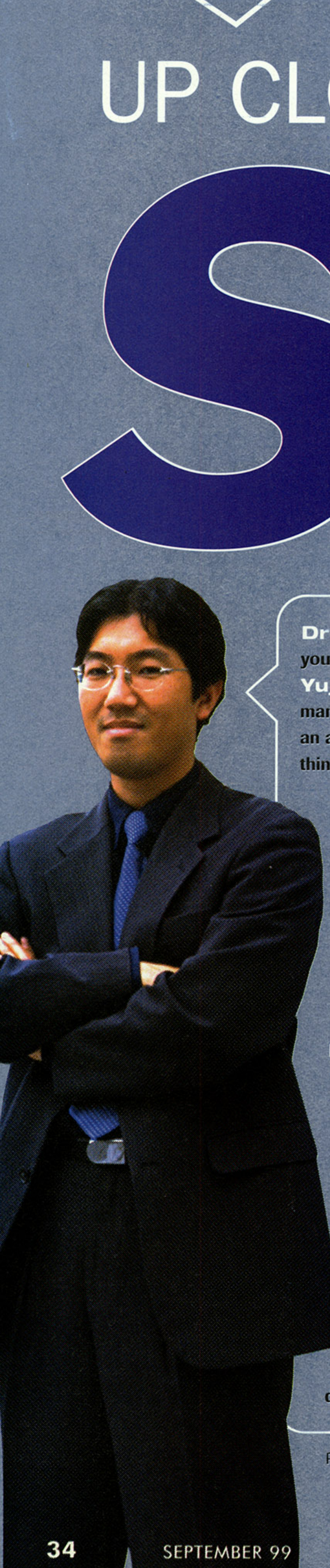
SOULCALIBUR™

It's the game that will turn you into a proud owner of the Sega Dreamcast.™ Soul Calibur pits weapon-wielding warriors from around the globe in the definitive fighting game experience. One that *Next Generation* calls "the new benchmark by which all other games will be judged." Soul Calibur from Namco. Sweet Dreamcasts are made of this.

namco®

Sega star Yuji Naka is the man behind *Sonic the Hedgehog* and the Saturn blockbuster *Nights*. Now he talks exclusively to DCM...

UP CLOSE AND PERSONAL WITH THE SONIC B



Dreamcast Magazine: What did you want to be when you were a kid?

Yuji Naka: When I was child, there were many typical things... like a train conductor, an airplane pilot, or an astronaut. I didn't think about making games at all. I realized I wanted to make games when I was in the third grade in high school [17-18 years old]. I applied to a game school in order to be able to come to Tokyo. I am originally from Osaka and stayed there until I was 18 years old. Then I came to Tokyo, and I've been with Sega for 15 years now. [Yuji Naka is 33 years old.]

DCM: What games did you to play when you were child?

YN: Namco's *Xevious*, *Rally X*, *Bosconian*... Initially, I really wanted to work at Namco. But it wasn't possible since Namco didn't hire high-school graduates without a University degree at that time. And I really didn't want to go to University to study. So, I eventually decided to enter Sega [laughs].

DCM: Why did you suddenly decide to work in the games industry?

YN: I wanted to come to Tokyo, and I was getting more and more interested in computers at that time. But the main reason why I wanted to get involved with computers and programming was because of Ryuichi Sakamoto's Yellow Magic Orchestra. I really loved them. I took a part-time job so I could save up for a synthesizer, but I finally bought a computer, instead. By then, computers had become very interesting; I had started to play games, and then I began working at Sega. Maybe if I had bought the synthesizer, instead of a computer, I might have become a musician [laughs].

DCM: What was the first game you worked on at Sega?

YN: I began at Sega in 1984 and first worked on the SG-1000 Mark II [a precursor to the Master System]. I worked as a programmer on *Girl's Garden*, a game created to attract female players. It was actually a big hit at the time. All the main characters in the game were girls, and in order get dates with boys, they had to buy or pick flowers for them. There was serious competition for dates, therefore players had to be quick off the mark! There were even some annoying non-human enemies like bees and bears. It was really funny [laughs]. Later on, I worked on *Phantasy Star I* and *II* with Oshima Naoto [the character designer of the original *Sonic*].

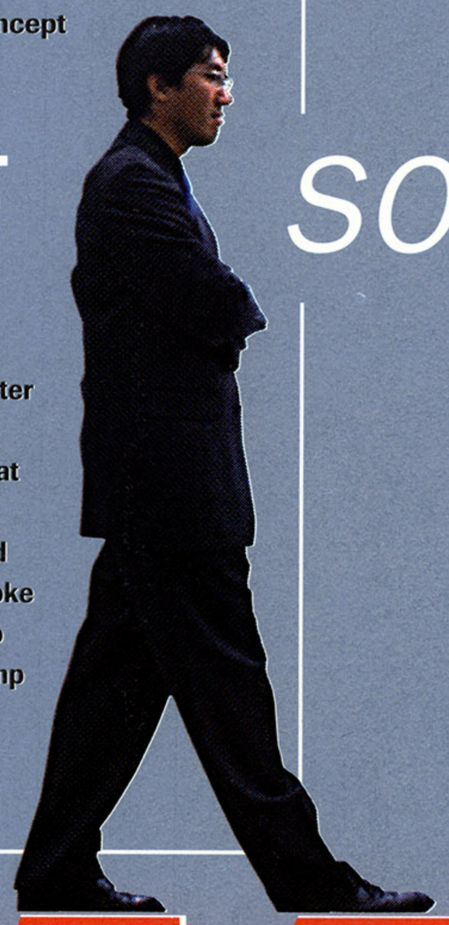
Photography by Hiroki Izumi

CREATOR OF *SONIC ADVENTURE*

OOH BOY!

DCM: How did the Sonic Team originally come together?
YN: At the start, the Sonic Team was composed of Oshima Naoto and myself. The two of us were the "team" responsible for creating *Sonic the Hedgehog*, and once we decided to make it an action game, we began to gather a small group of very talented people. In fact, we only had about seven team members when we started actually making the game.

DCM: Could you give us an idea of how the concept of Sonic originally came about?



YN: At the beginning, Sonic was a simple round shape we used in the program to simulate a character on the screen. Then we started to work on the character design, and we started to think about what kind of animal or character could move like this. At first, Sonic was a rabbit! He could stop objects, hold them, and then throw them at enemies. But that broke up the flow of action, so we decided that in order to destroy or defeat enemies, the character would bump into them instead. To keep the action flowing, we designed and programmed the character to have a streamlined shape that rolled well. We found that there aren't too many animals that moved in this way. In fact, we only found the armadillo and the hedgehog had this potential, and decided to go with the hedgehog. Then Oshima-san began work on Sonic's original design such as adding the spines on his back – it took approximately three months from initial concept to final design.

DCM: What do you think has been the secret to Sonic's success?
YN: I've always been very serious about the success of every game that I've made. At the time that we were making *Sonic* the MegaDrive was not selling at all in Japan and the hardware was about to be released in the USA [as the Sega Genesis]. In order to crack the market in Japan, I wanted to make *Sonic* a hit in the US, so I decided to make a game that would be popular with Americans. At that time, it was a common to believe that games that succeeded in the US would become hits in Japan, too. It's only recently that this type of thinking is not so common anymore. So, I began creating *Sonic* with US players in mind. The game ended up very successful, as I hoped. Though, I really wished it sold as well in Japan....

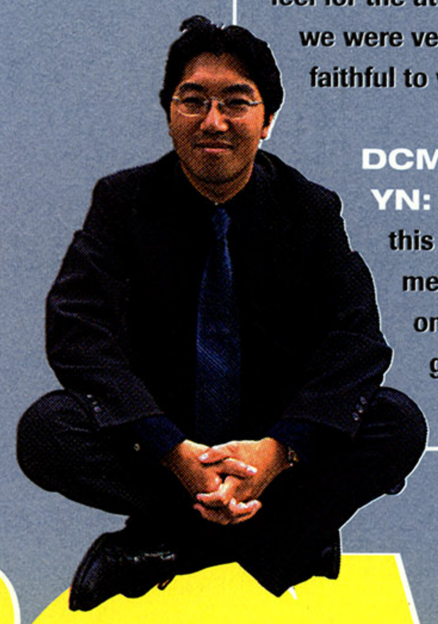
DCM: When did you have the idea for *Sonic Adventure*? Wasn't the game initially planned for Saturn?
YN: Yes, we started to develop it for the Saturn around the time that *Sonic R*'s development was wrapping up. *Sonic R* was being done in the UK, but we handled the direction and planning in Japan. We were already thinking up initial concepts for *Sonic Adventure* at the beginning of the hardware development stage of Dreamcast – around the summer of 1997.

DCM: What was the biggest hurdle you faced during the the development of *Sonic Adventure*?
YN: The fact that we didn't have any hardware [laughs]. The hardware was completed only two months before the Japanese release. That was the most difficult thing for us.

DCM: What has changed since the Japanese version?
YN: We changed a lot of small details, but nothing very drastic as far as the game's visuals. For example, we changed some camera views and we fixed a few bugs. The US version will offer the same gameplay and levels as the Japanese version, and you can download data from the 'net in the same way too.

DCM: What's your favorite level?
YN: Probably Mystic Ruins. We went to South America to get a feel for the atmosphere of the jungle rainforests and ruins and we were very satisfied with the results. Mystic Ruins is very faithful to what we saw while there.

DCM: Finally, is *Nights 2* heading for Dreamcast?
YN: Yes. I was asked about this by many fans during this year's E3. Even Nintendo's Mr. Miyamoto asked me if I was making it! But it's also enjoyable to work on brand new titles – maybe even more so – than games from existing series.



INTERPLANETARY DEBT COLLECTION
RECLAIM THE FUTURE FOR MANKIND

State-of-the-art physics engine provides dynamic vehicle handling & incredible weapon trajectory control.

High explosive, heavy artillery arcade action!

Stunning lighting and atmospherics with hyper-realistic pyrotechnic effects.

Sega Dreamcast™

DMA and the DMA logo are trademarks of DMA Design Ltd. Rockstar Games and the Rockstar logo are trademarks of Take-Two Interactive, Inc. The ratings icon is a trademark of the Interactive Digital

WILD METAL

Enemy tanks and airborne sentinels stalk and hunt like animals.

Over 20 levels take place across 3 worlds in day and night during various weather conditions.

Employ stealth or charge head-on into armored confrontation.

RATING PENDING
TM
RP
CONTENT RATED BY
ESRB

DMA Design Ltd.

ROCKSTAR GAMES

are Association. Sega, Dreamcast and the Dreamcast logo are registered trademarks of Sega Enterprise, Ltd. ©1999 All rights reserved.

Illustrations by Kevin Marburg

On September 9, more than nineteen shiny new games will beam down at you from the shelves, all trying desperately to win your hard-earned cash. How will you pick the winners from the losers, the shining stars from the smelly socks, the *Ishtars* from the *Jurassic Parks*? Read on.

D-DAY

Your Survival Guide to the DC launch line-up

ARE YOU EXPERIENCED?

Your guide to our guide

The **Official Sega Dreamcast Magazine** (**DCM** to our friends) would like to welcome you to the world of Sega Dreamcast. Day one of this new future begins for North America on September 9. When this day comes, you need to be prepared. We'd like you to think of us as your Yoda-like guides – wise beyond our years, revered by all, and possessed of an uncanny ability to still look like a rubber muppet regardless of the development in computer-generated imagery that has occurred since the early '80s.

Your guide to the launch games is divided into two perspectives – the 'veteran' and the 'newbie.' If you're an experienced gamer, have owned a few systems, read game magazines (like this one) religiously, and don't have thumbs where your fingers should be, then we figured you'd probably want something more and/or different from a game than if you're new to all this fun stuff. You can handle simulations, games with complex moves and combos, and in all probability have the cat-like reflexes of, well, a cat. You should take the word of our cap-wearing buddy, Rob, as your gospel. But if you're a newbie, or someone who only plays videogames when they have nothing better to do (there's something better to do?), then we've catered to your tastes, too. We figure you're more likely to want something a little easier to get into, short on simulation, high on the action. You may also find bright colors attractive and enjoy books with LARGE TYPE. Just kidding. You will find newbie Katy's advice a more useful guide as to what you should be spending your money on this September. So without further ado, let's introduce our panel of judges...

THE JUDGES

VIDEOGAME VETERAN

NAME: Rob
AGE: Early twenties (but acts like a teenager).
PLAYS GAMES: All the time.
WHEN NOT PLAYING GAMES, CAN BE FOUND: Buying a new game.
LIKES: Games that take ages to figure out and beat.
DISLIKES: Anything easy.
MOST LIKELY TO SAY: "It sucks that this character only has 35 combos."

NEWBIE

NAME: Katy
AGE: Late teens (but hangs out with slightly older guys).
PLAYS GAMES: When there's nothing on TV or to annoy her brother.
LIKES: Games that don't expect you to spend the rest of your natural life learning the moves.
DISLIKES: Games that expect you to spend the rest... (well, you get the picture).
MOST LIKELY TO SAY: "This is bor-ring. Later."

SONIC ADVENTURE

A videogame legend runs rings around the velocity-challenged competition

WHAT'S THE GAME?

Pilot His Hedgehogness through 10 levels of the most beautifully rendered environments ever seen in a videogame. Collect stuff, rescue your pals (a load of cutesy critters) from the evil Dr. Robotnick, and, should you feel the urge, engage in a little A-Life action, breeding the teardrop-shaped fuzzies known as 'Chaos.'

SO?

So it looks amazing – the levels are incredibly detailed, and some are absolutely huge. Never before has a game world been so beautifully realized, or more cunningly populated with all manner of surprising and imaginative enemies. Some of the set-pieces are simply amazing. Fancy being chased by a killer whale? Look no further than the first level, Emerald Coast, where a particularly huge one tailgates Sonic as he speeds along a rapidly disappearing wooden pier, in the process of being demolished by said videogame equivalent of Free Willy. Sonic can go pretty much anywhere, and everything is true 3D. Each level is themed, and they vary from the Aztec pyramids and temples of Mystic Ruin to the futuristic Speed Highway (a level devoted almost entirely to showing off the sheer pace of the game). It is, as our videogaming veteran says opposite, "awesome." (You can read our in-depth Super Test review of the game on page 98.)

INSIDE TRACK:

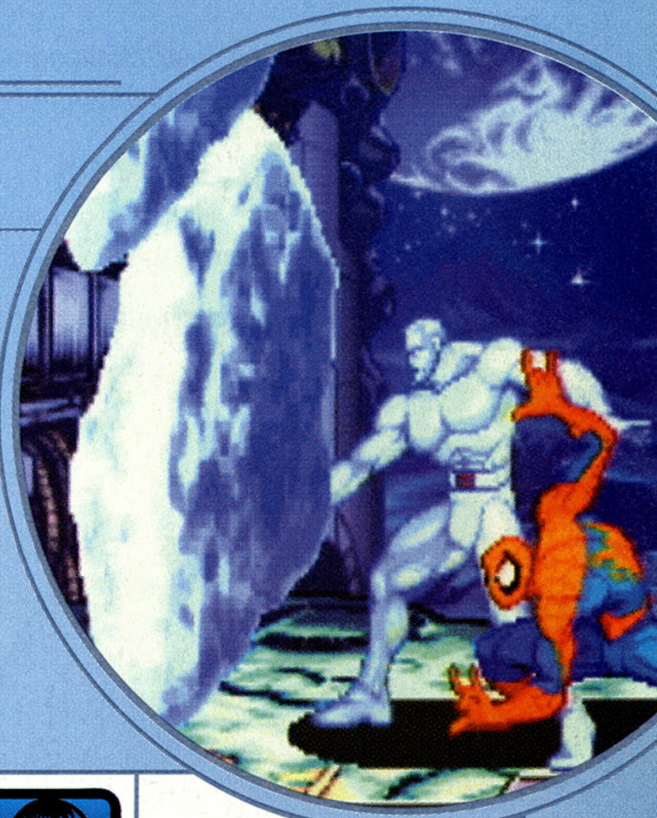
Sonic Adventure started life in Japan and was developed by world famous producer/designer Yuji Naka. Working tirelessly with his "Sonic Team," Naka brought his Sega Genesis creation to Japanese Dreamcasts last December. Since then, he's been working to make it even better for the US debut this fall.

BOTTOM LINE:

If you buy one game with your Dreamcast, this should be it.

"Awesome! It looks amazing and it's a lot of fun to play, and I like the immersive feel of the levels. You can sort of do them any way you want – you know, you can explore and spend a lot of time getting to know every little corner of the map, or you can just go for speed and get on to what's next. It doesn't look to me as if it would take that long to get through the *Sonic* stuff, though. It's a little easy."

"Eh? Oh – you want to know what I think? Okay – well, it's like he said. Only, I would add that I liked exploring the levels – just seeing what was there – and the blobby things were cool [*A-Life -Ed.*] but a little complicated at first. You have to stick with that. It's definitely something I'd buy. It's pretty amazing looking!"



MARVEL VS. CAPCOM

It's East versus West in a battle royale of superheroes. In tights

WHAT'S THE GAME?

Round up a dozen or more Marvel Comics superheroes, all your favorite Capcom fighters from the classic *Street Fighter* games (and other Capcom oldies), throw in some suitably exotic locations and, for added spice, some special effects so outrageous they'll make your eyes bleed and – voila! You've got an instantly accessible slugfest for the Ritalin generation.

SO?

So if you dig comics, and the idea of spending weeks to master the likes of *Virtua Fighter 3tb* is poison to you, then you've just found your game. The animation is amazing, the sprites are huge and detailed, and the dazzling pyrotechnics leave every other 2D title looking like a pretender. You can also build tag-teams made up of heroes from both sides, mixing and matching to create the perfect line-up.

"This game is fast! There's so much going on, it's crazy. I'm a big fan of the original *Street Fighter* games, and I really like the Marvel universe. The four-player battles are cool, too. Okay, it's not as deep as some fighters I like, but it's great for playing with your buddies. It's a blast!"

INSIDE TRACK

Capcom held off converting the game for the home until a system powerful enough to handle all those huge sprites and effects in all their glory came around – Dreamcast was that machine.

BOTTOM LINE

Makes a Kung Fu action flick look like a Czechoslovakian drama about basket weaving.

"I had trouble keeping up with all the stuff that was going on, but it wasn't too hard to learn the moves. But if you wind up with his buddies coming over," (*looks at Rob*) "then I wouldn't recommend it at all..." (*laughs*)

SOUL CALIBUR

A coin-op fighter in new garb. Classic cut, but cool cloth

WHAT'S THE GAME?

Head back to the time of swashbucklers and samurai for some fully 3D, one-on-one combat, featuring a cast of 17 lethal guys and gals who can pull off more moves than Michael Flatley after 18 espressos. Unlike Ireland's sweatiest foot-tapper, they're brandishing swords, spears, axes, and all types of pointy miscellany.

SO?

So it's the most drop-dead gorgeous fighting game you've ever seen. It will be a long time before anyone taps 100% of Dreamcast's potential, but Namco has gotten close. The resulting volley of hyper-realistic character animation, dazzling special effects, and acute attention to even the tiniest of details is enough to turn the world of weapons-based combat on its ear. Throw in six new modes and you're left with a game that not only looks light years beyond its arcade cousin, but offers a great deal more depth to boot.

INSIDE TRACK

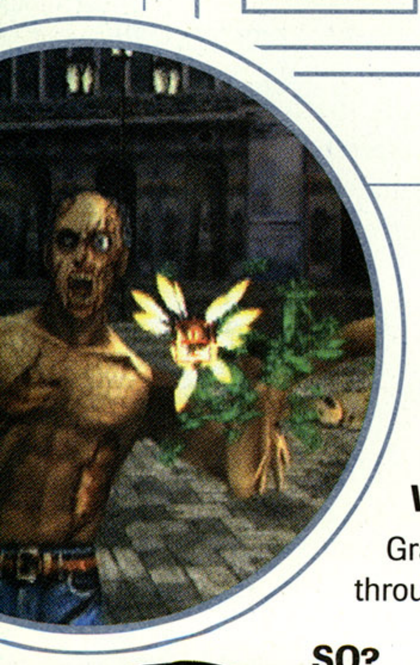
Soul Calibur was released in arcades more than a year ago, and Namco has since spruced up the game with higher-resolution graphics, better animation, and several new modes – totally transforming it in the process.

BOTTOM LINE

Five fighting games will be staring you in the face on the ninth – if you can only get one, make sure this is it.

"I haven't really played a lot of fighting games, but this is easily the coolest I've seen. Plus it's easy to jump in and start beating up my friends, even though I don't know all of the moves yet."

"I'm a huge fan of the coin-op, and this version looks a hundred times better. It's got a bunch of new stuff, but most of all, it plays just like the original. Wait until my friends see this – they're gonna freak!"



HOUSE OF THE DEAD 2

Zombies are on the rampage (again)

WHAT'S THE GAME?

Grab a friend (and a couple of light guns) and blast your way through a quaint European village overrun with zombies.

SO?

So it's fast, challenging, addictive, and features more zombies than the average *Jerry Springer Show*.

INSIDE TRACK

This isn't a console game – it's a state-of-the-art coin-op (from Sega's Naomi arcade system) squeezed onto a CD.

BOTTOM LINE

Sega gives you more zombies per square foot.

"Ewww – this is horrible! But blasting the zombies is so much fun, although the game gets way too hard later on. It's easy to pick up and play whenever you fancy a quick go – mine don't last long!"

"This is the bomb! A great-looking game. But what I really like are the different paths you can take – it makes you want to play through more than once. The training mode is cool, too."

FLAG TO FLAG

CART racing, Dreamcast-style. No, not shopping carts, silly – race carts

WHAT'S THE GAME?

A console take on the North American motorsport of CART racing – a variant of Formula One taking place on permanent courses and city streets. The game sports 27 drivers and 19 courses, with play modes including championship, time trial, and one- to two-player arcade matches.

SO?

So thanks to the game's official license and some visual handwork by Sega, *Flag to Flag* not only features a complete line-up of real-life drivers, courses, and cars, but incredibly fast (and good-looking) gameplay as well. It's the next best thing to being in the cockpit of a real F1 speedster.

INSIDE TRACK

Flag to Flag is Sega's first Formula-One-style racer since *Virtua Racing*, and despite the North American sport, the game was developed wholly in Japan.

BOTTOM LINE

A faster, friendlier take on the often stodgy realm of racing simulations.

"Most Formula One games are way too boring, but this one's a lot faster – and I don't spend most of the race on the grass or doing doughnuts. I couldn't care less about the licensed drivers and tracks, but the TV-like presentation is cool."

"Forget it – even though he says it's more exciting than other racing simulations, racing around the same track over and over just doesn't interest me. Maybe it's just me, but I think I'd prefer racing the shopping carts."

"Ugh. I was expecting the first Dreamcast shooter to be something new and exciting, but this sucks! It's more like the ones I played on my 16 and 32bit systems."

"It reminds me a lot of *Asteroids*, but with better graphics, of course. I played with my friends for a while to pass the time, but it got boring pretty fast. Next, please."

ARMADA

Get lost in space (and go back in time)

WHAT'S THE GAME?

Outfit your ship with various weapons and head off for a top-down-view melee in deep space with up to four simultaneous players.

SO?

So it's like *Asteroids* meets *Star Control*, except now you can have it out against three buddies at once.

INSIDE TRACK

Armada is the first US-developed Dreamcast game that runs on Microsoft's Windows CE operating system. Bill Gates might be smiling, but we're not.

BOTTOM LINE

Decidedly past-generation shooter on a next-generation system. Wait for our full review before spending your hard-earned cash – that's an order, now.

KING OF FIGHTERS: DREAM MATCH 1999

Longer in the tooth than a saber-toothed tiger, but not extinct yet...

WHAT'S THE GAME?

A conversion of SNK's popular 2D arcade brawler *King of Fighters '98. Dream Match '99* boasts a roster of more than 36 characters, plus new 3D backgrounds and CD-quality music.

SO?

So it's got gobs of characters, and they all have tons of moves. You're able to select a team of three to fight against other teams from around the globe. And the addition of 3D objects in the backgrounds means that it looks better than the arcade game, too.

INSIDE TRACK

King of Fighters: Dream Match '99 is the first Dreamcast game that can communicate with SNK's Neo-Geo Pocket handheld system, via a link cable.

BOTTOM LINE

Nirvana for old-school fighting-game fans, but compared to *Soul Calibur* and *VF3*, it looks like it should belong in a museum.

"*King of Fighters* has always been one of the best fighters, and this one takes it over the top. It plays just as well as the arcade game, and the 3D stuff is neat."

"I can jump in and start pounding buttons and do pretty well, but there are so many moves, I don't feel I'll ever get much out of it. It gives me a headache!"

TRICKSTYLE

Bored of racing games? Try these boards for size

WHAT'S THE GAME?

Back to the Future 2-style hover-board racing (without Michael J. Fox). Power Rangers dress-alikes rack up trick points on courses in post-apocalyptic New York, London, and Tokyo. Two players can hover at once, and like any futuristic boarding romp worth its Hover Wax™, it has a "skate park" for brushing up on those mad skillz. As Keanu Reeves might say, "Woah. Totally rad, cyber dude."

SO?

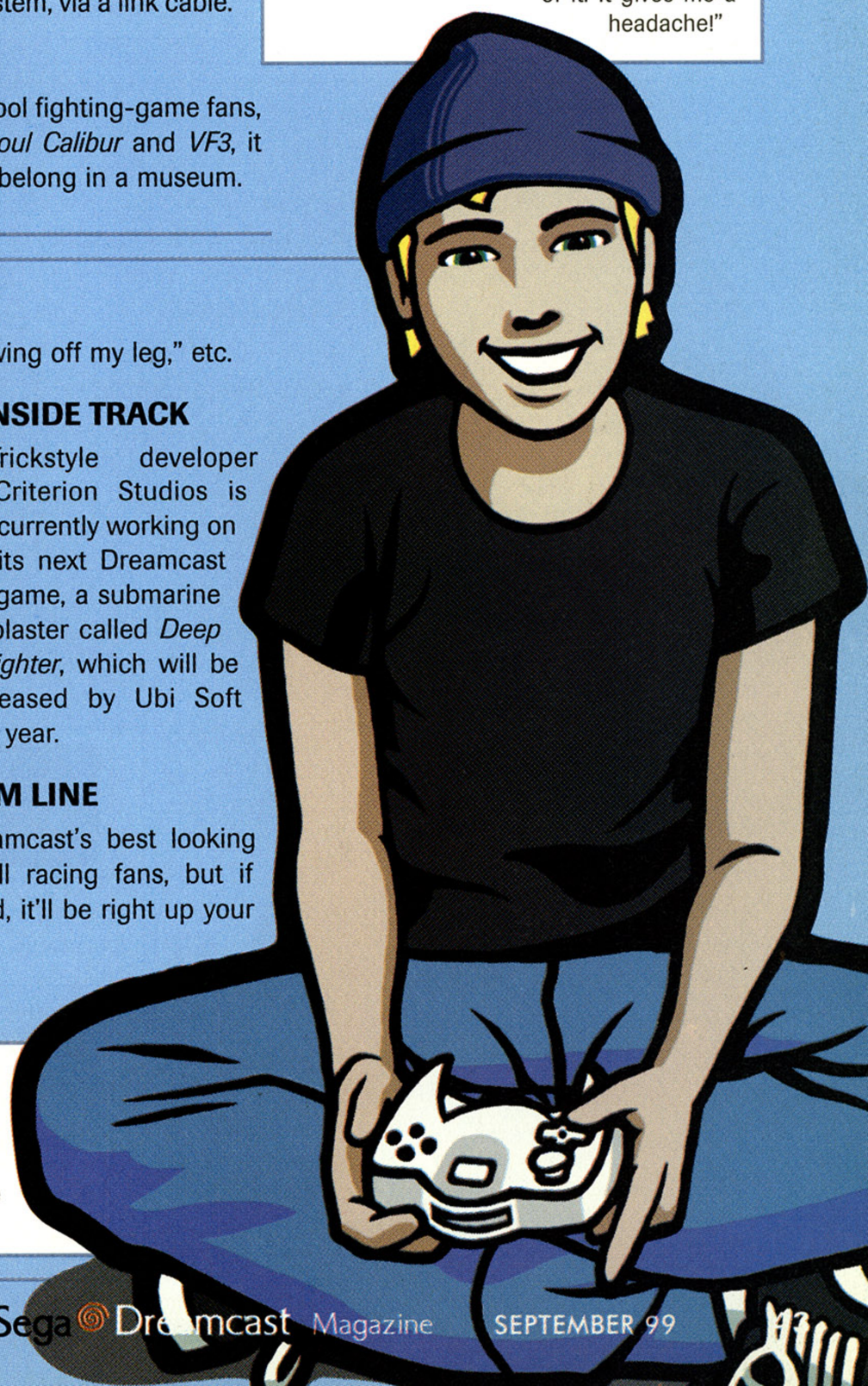
So you'll need to pull off some pretty cool tricks in the future of skate games – least of all "How do I stop playing this addictive game? I need to feed the dog, he's gnawing off my leg," etc.

INSIDE TRACK

Trickstyle developer Criterion Studios is currently working on its next Dreamcast game, a submarine blaster called *Deep Fighter*, which will be released by Ubi Soft next year.

BOTTOM LINE

One of Dreamcast's best looking games. Not for all racing fans, but if skating or snowboarding is your lifeblood, it'll be right up your half-pipe.



"This is fast – a lot faster than any of the racing games I've played on other systems. The characters remind me of some great cartoons, but most of all, I like the stunts – they're easy to pull off and add a lot of depth to the game. Pretty good."

"It's not as hard to get into as other racing games, and there's a lot to do – especially with the tricks. I like the characters, and the way you hover seems quite realistic, if you know what I mean."

BLUE STINGER

Muscle-bound adventuring

WHAT'S THE GAME?

Not only Dreamcast's first adventure game, but one of the first to ditch a pre-rendered game world in favor of intricately detailed polygon sets. You play as two characters: a rescue team member and a boat captain, both stranded on an asteroid-impacted island, with the goal to make their way off – and figure out just why its inhabitants have been transformed into mutants.

SO?

So it looks gorgeous, promises hours of gameplay, and is the first and only adventure game for Dreamcast. There's plenty of exploration, but you'll need to knock the snot out of a horde of monstrosities with handguns and bazookas.

INSIDE TRACK

The Japanese version of *Blue Stinger* was riddled with sometimes sickening camera problems – thankfully, Activision has completely overhauled this aspect of the game.

BOTTOM LINE

Other adventure games look like matte paintings compared to this.

"The graphics are cool, and I like my adventure games to have a lot to do and find. This one has plenty – I just wish the story and dialogue had been better."

"It's like being in a movie – it looks so great! There were a few points that were really frustrating, but I found it fairly easy to make progress."

TOKYO XTREME RACER

Go to Tokyo. Scream around the highways at night in flashy cars. Get arrested

WHAT'S THE GAME?

More of a battle game than a racer. You take on a progressively more difficult opposition while using your winnings to upgrade your car (or even buy a new one, you show-off).

SO?

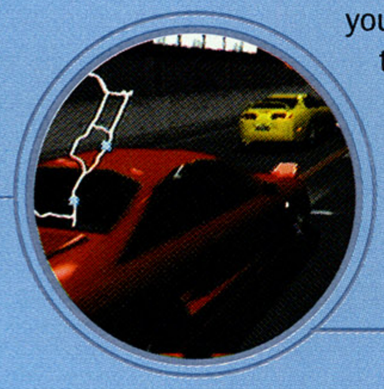
So there's really not another racer like it for miles. Instead of doing laps against several opponents, you try to outrun a single opponent whilst dodging oncoming traffic. Use the forks in the highway to your advantage.

INSIDE TRACK

Developer Genki is also the crew responsible for the Dreamcast conversion of Sega's mighty arcade fighter *Virtua Fighter 3tb*.

BOTTOM LINE

This is one for the maniacal drivers out there (you know who you are). It's for those who like upgrading their cars, too, but this is hardly a classic.



"You really have to spend a while with this to appreciate it – it can seem really boring at first, but once you start defeating opponents and upgrading your car, it gets better. Wait until you go up against the later drivers – they're real tough!"

"Sorry? Only one track – and it's all set at night-time? I just don't get it. This sounds like what my younger brother does with his buddies. And he's a loser."

TNN HARDCORE HEAT

Armchair off-roading

WHAT'S THE GAME?

Eight different dune buggies and trucks battle it out on seven courses.

SO?

So it has a bit more bump and jump appeal than some of the DC racing pack.

INSIDE TRACK

This one was called *Buggy Heat* when released in Japan.

BOTTOM LINE

A rough-and-tumbley racer that's reasonably fun and looks cool, too.

"I like the variety of courses and the fact that you can drive different kinds of off-road cars and trucks. But I'm holding out for *Sega Rally 2* – it's gonna rock!"

"Getting used to the controls didn't take long, and once I did, it was pretty fun – and a lot more exciting than *Flag to Flag* or *Monaco*."

MONACO GRAND PRIX

The world's the most exciting GP circuits on one CD

WHAT'S THE GAME?

Formula One motorsport with courses that span the globe. Racing fans may notice the lack of real-world drivers, though,

SO?

So it has more realistic car handling than *Flag to Flag*, and a classic mode that lets you race, well, classic Grand Prix cars around a sole countryside course.

INSIDE TRACK

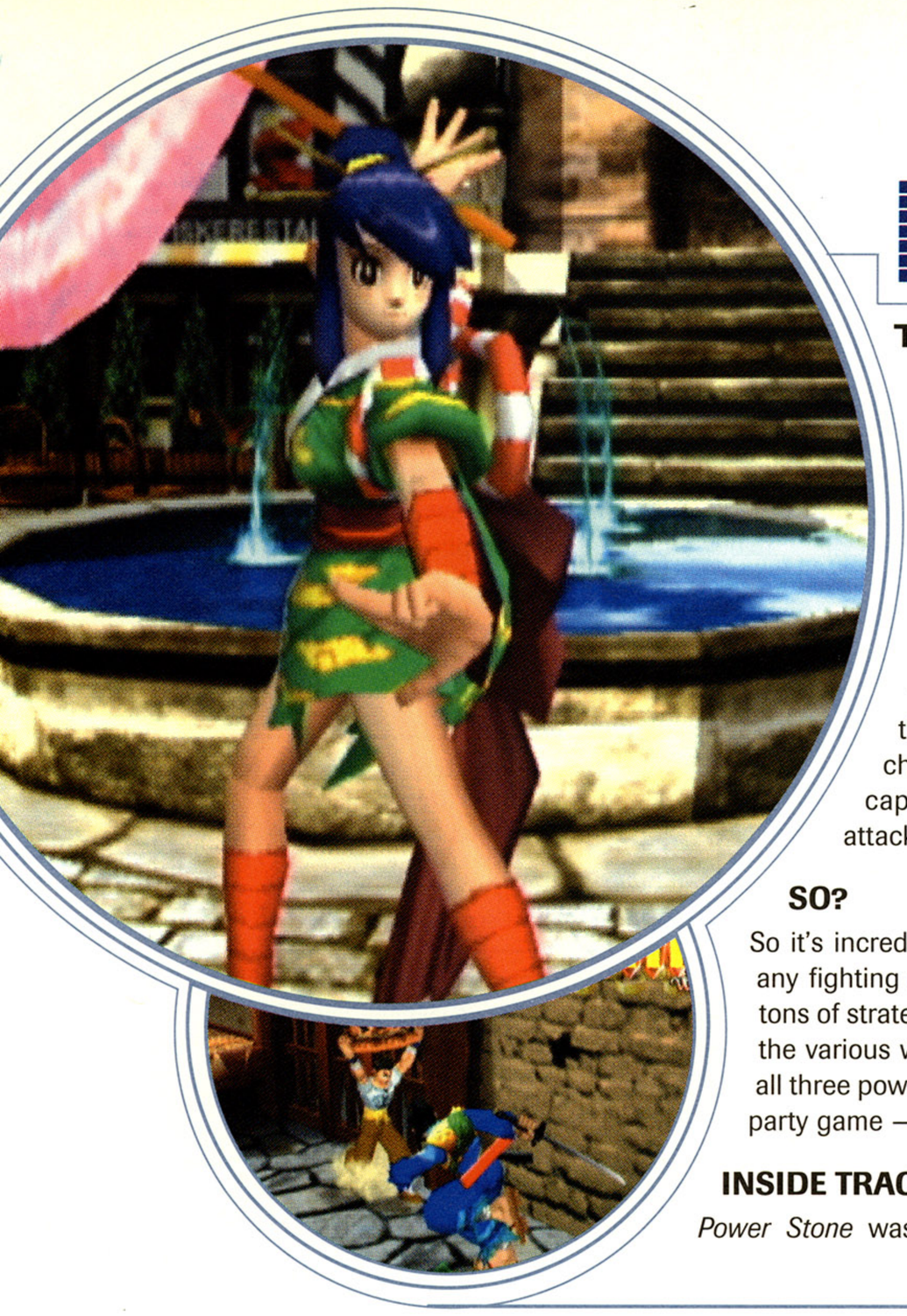
This was Ubi Soft's first Japanese Dreamcast game and came out there last year.

BOTTOM LINE

If you absolutely must have a Grand Prix game at launch, then this is for you. They'll be better ones coming along, though.

(*Asleep*) "Zzzzzzz... uh, sorry dudes, I must have dozed off. Racing simulations can be so boring – and this one didn't change my mind. I'd rather sleep than play this."

"Way too technical for my tastes. I don't like serious racing simulations much, but I think I prefer *Flag to Flag* to this anyday because it was so much easier to play."



POWER STONE

To fighting games what the Chemical Brothers are to Kenny Rogers

WHAT'S THE GAME?

Capcom smashes the 2D mold it created for games such as *Street Fighter II*, pitting its combatants against one another in large, free-roaming environments where they can leap off backgrounds, throw objects, and use weapons. And then there are the power stones themselves – when all three are collected, they transform your character into a super-human being capable of massively damaging special attacks. Not bad for a 3D novice.

SO?

So it's incredibly frantic, looks fabulous, and is unlike any fighting game you've ever played before. There's tons of strategy involved in using the environment and the various weapons, but the true drive is to snap up all three power stones as quickly as possible. It's a true party game – playing it alone just isn't the same.

INSIDE TRACK

Power Stone was the first arcade game developed for Sega's Naomi board, so, just like *House of the Dead 2*, the Dreamcast conversion is indistinguishable from the one running in the cabinet down at your local arcade.

BOTTOM LINE

If you want a glimpse at the future of fighting games, look no further. If you want a fun game, it's that, too.

"Now this is cool! It's totally different from every other fighter I played, and although it took me a while to learn the gameplay, it's a blast once you get it down pat. I don't think it's so great in single player mode, but when my friends and I play it, we have a blast."

"I tried to play, but it was just way too frantic for me. I kept getting clobbered before I could figure out how to throw something at the other person. I'll keep at it though, because everyone else seems to be having so much fun playing – there must be something there."

HYDRO THUNDER

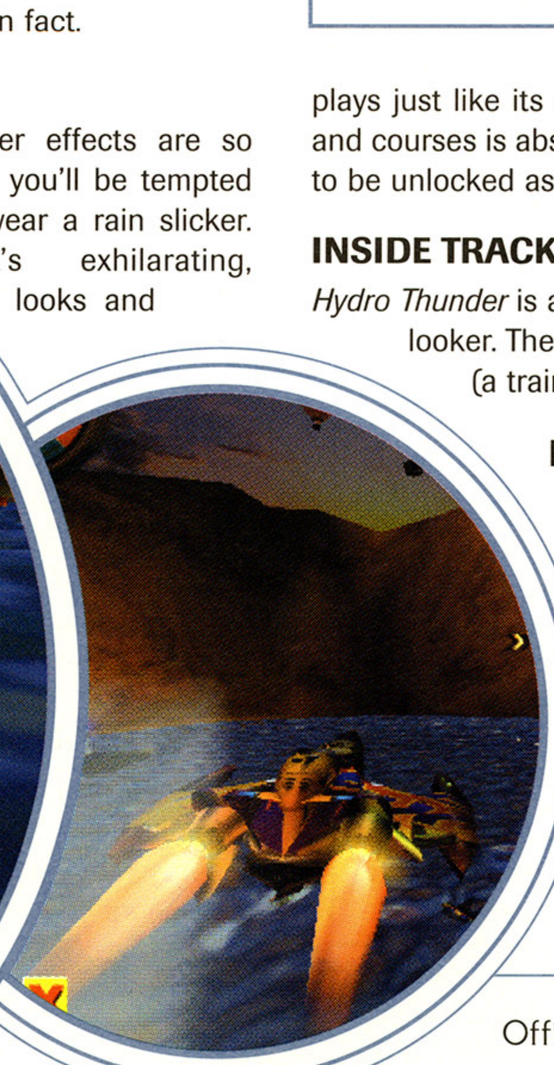
Rocket-powered racing — with waves

WHAT'S THE GAME?

Powerboat racing with more bumps than *Baywatch*. Eleven futuristic courses range from a post-apocalyptic New York City to an Indiana Jones-style Nile romp. Thirteen boats at your (and a friend's) disposal, and each course has lots of time-saving shortcuts and jumps. Your boat also has a handy turbo-boost – one of the game's best features, in fact.

SO?

So the water effects are so realistic you'll be tempted to wear a rain slicker. It's exhilarating, looks and plays just like its coin-op parent, and the variety of boats and courses is absolutely huge – with lots of hidden ones to be unlocked as well.



INSIDE TRACK

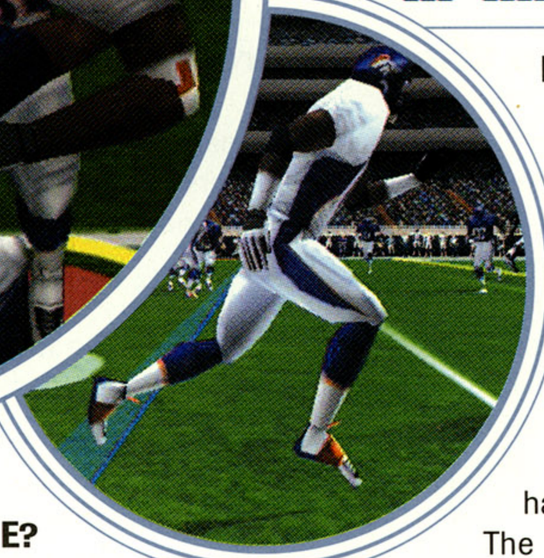
Hydro Thunder is another arcade port, and it's a stunning looker. The Dreamcast version has an extra course (a training park) not found in the coin-op.

BOTTOM LINE

Great fun. Another state of the art coin-op squeezed onto a GD-ROM.

"Wow! I loved the game in the arcade, and this version is just as good. I really like the courses – they're almost like amusement park rides. Plus my friends and I had a blast with the two-player mode."

"As much as I hate to agree with him, I think this one's great, too. It's not complicated like those other racers, and there are some hilarious touches. The tracks are just too cool."



SEGA SPORTS NFL 2K

Meet the next generation of videogame football

WHAT'S THE GAME?

Sega's first gridiron game for Dreamcast is one of the best sports titles we've seen on any system in years. With its radically different play calling system, 3D sound, and incredibly smooth graphics, *NFL 2K* has the potential to be the most exciting football game to hit the market since the *Madden* series.

SO?

The strength of *NFL 2K* is its focus on speed. Spurred on by the visual impact and playability of arcade coin-muncher *NFL Blitz*, Visual Concepts made constant 60 frames-per-second movement top priority in this game, and boy, did it pay off. Remember the good old days of 16bit football where the players moved as fast as you could twitch? Well, we haven't seen that in years as past 32 and 64bit football titles traded speed for flashy graphics. Now we get the smoothness and the control that goes with it.

Don't worry though, excellent graphics haven't been sacrificed on the altar of speed. The player models, stadiums, and even the innovative play calling screen (which enables you to see your plays lined up on the actual field) look fantastic. The motions are life-like, and the stunning between-play graphics will make spectators question whether or not they're watching a real game. Add all this to Visual Concepts' fanatical attention to detail and ear-popping 3D audio, and you've got something football fans can really get excited about.

INSIDE TRACK:

Tired of hearing robotic commentary from hired-gun, big-name sportscasters? Visual Concepts hired a voice actor to provide *NFL 2K* with great audio, play by play. They created an identity, a commentary style, and even a back-story for his character, and then put him through the paces to make more than 14,000 individual play-by-play comments.

BOTTOM LINE:

This is THE game sports fans have been waiting for.

"I haven't seen a game this smooth since the classic Genesis *Madden* series. I've got nothing against football games on other systems, but I missed the tight control and the speed that came with those great sprite-based games."

"I love the fact that you can see how your plays will run on the field when you call them. This way I can see where my receivers are cutting, and I can immediately tell which receiver is the one that I should be looking for. I also like how the game includes trash talking. Nothing makes a great tackle feel better than a good taunt afterward."

MORTAL KOMBAT GOLD

The definitive collection for fatality fiends

WHAT'S THE GAME?

Given half a chance, right-wing Christian activists (and members of Congress) would probably cast *MK*'s army of fans into hell's hottest and most painful corners for eternity. But *Mortal Kombat* has long been an incredibly popular fighting title among American gamers. Based on last year's *Mortal Kombat 4*, this latest chapter in the seemingly im-mortal series brings back four familiar characters from past *Kombats* and introduces at least three all-new faces.

SO?

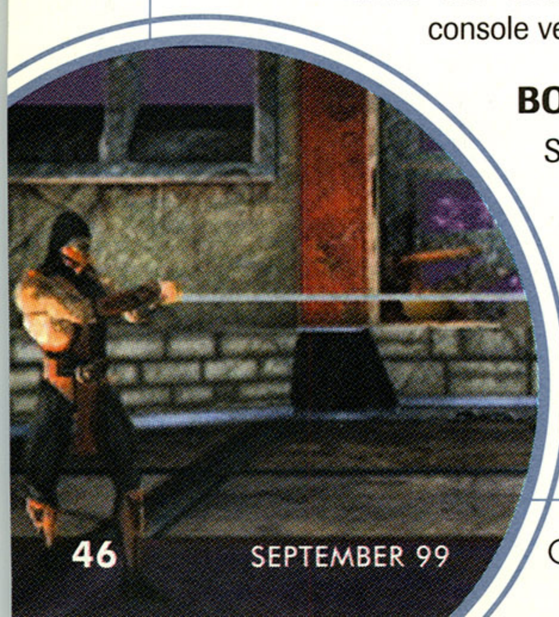
So it looks, moves, and plays just like the arcade version of *Mortal Kombat 4*, with the added perk of new characters and backgrounds. Just don't expect a revolution in fighting games (or much of an evolution, for that matter).

INSIDE TRACK

Midway estimates that *Mortal Kombat Gold's* characters are comprised of more than 3,000 polygons apiece – that's nearly three times the detail found in the console version of *MK 4*.

BOTTOM LINE

Sort of a 'greatest hits' collection for *Mortal Kombat* fans. (*Aren't they a rapidly dying breed? –Ed.*)



"I've been waiting for an arcade-perfect version of *MK4* for ages, and this manages to deliver more even more than that. *Soul Calibur* is still way ahead, though."

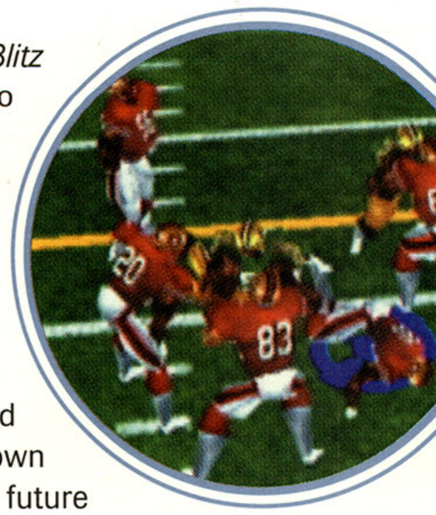
"What's the point? It's easy enough to play, but there doesn't seem to be a lot more to it than cheesy characters and fatalities to memorize. It leaves me cold."

NFL BLITZ 2000

No-rules, high-octane football

WHAT'S THE GAME?

Tossing good sportsmanship to the wolves, *NFL Blitz 2000* is adrenaline-heavy, in your face, and aims to re-create all of the sport's hard hits – but very few of its rules.



SO?

So it moves faster than a cheetah that went without lunch and proves to be a furious riot when you gather up three friends for a game. There are lots of different kinds of plays to choose from, and you also have the ability to create your own from scratch and save them to a VMU for future use. It's got a full NFL license, so you get all of the league's players and teams to boot.

INSIDE TRACK

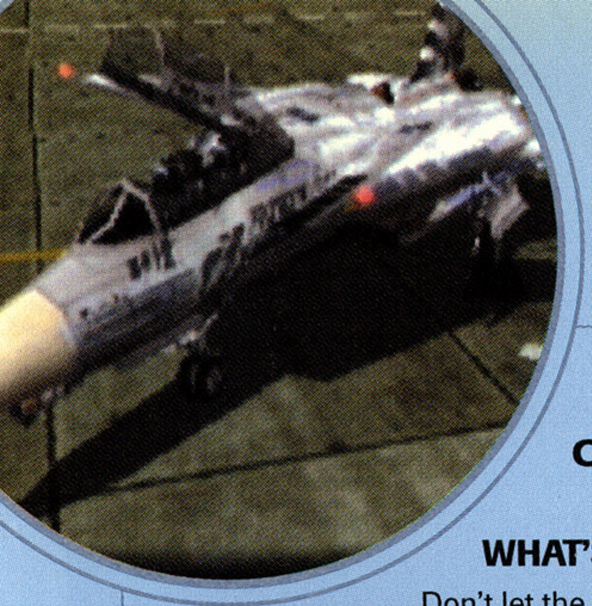
NFL Blitz 2000 originated in the arcades and was one of the most successful coin-ops of last year. It shares its action-heavy slant with another classic Midway arcade game: *NBA Jam*.

BOTTOM LINE

If you find the rules and pace of traditional football as tedious as playing cards with your granny, then this is the game for you.

"*Blitz* is a lot of fun in multi-player sessions, but being a huge football nut I'd rather have more realism in the long run – like in *NFL 2K*."

"I really like this even though it's far simpler than the other one. This is so much, much simpler football – great for quick sessions."



AIRFORCE DELTA

Come fly the unfriendly skies

WHAT'S THE GAME?

Don't let the 'air force' in the title fool you into thinking this has anything to do with the military – you're a hot-shot mercenary contracted to perform aerial hits in top-dollar assignments. You've got a hangar full of firepower (more than 30 real-world jets in all) and missions that carry you from the Great Wall of China to the Middle East. It's a frequent-flyer-mile frenzy.

SO?

So it's the best-looking aerial shoot-'em-up this side of million-dollar military-training simulations, but it's a lot more action packed.

INSIDE TRACK

One of Konami's very first games during the 8bit era was *Top Gun*.

BOTTOM LINE

Looks like a million dollars, but in gameplay terms, the beauty is only skin-deep.

"Wow, the graphics in this are really something. There's plenty to shoot at, too, but the strategy of plotting the best course of attack gives it a bit of depth, too."

"It's a lot easier to play than those PC flight sims my brother spends all day and night with. I think you'll only really like this one if you've got a thing for fighter jets."

READY 2 RUMBLE

Remember *Punch Out*? So do we

WHAT'S THE GAME?

This is no heavyweight simulation – it's a fast, fun arcade-style boxing fest. There are 20 superb characters, all possessing unique postures, strategies, and combo attacks. Unleashing a tough beating powers up your rumble meter, for a massive super attack.

SO?

So in addition to the game's arcade-like slug-outs, you can assume the role of a boxing manager and buy equipment, sign a boxer, and train them up. Not to mention the fact that it looks absolutely gorgeous.

INSIDE TRACK

Ready 2 Rumble's development team was previously responsible for *Bio Freaks* – just don't tell them we told you.

BOTTOM LINE

A great boxing game! Ka-pow!

"It's not as deep as some of my favorite fighting games, but it's just so much fun to play with my friends. I won't tell you which one looks like Katy." (*laughs*)

"What a cool party game. You don't have to know a lot of fancy moves to have fun, it looks so silly. It's a riot. By the way, Rob couldn't punch his way out of a paper bag."

NEWBIE TOP PICKS

"I love Sonic, so he just had to be my top choice. I chose *Ready 2 Rumble*, *House of the Dead 2*, and *Hydro Thunder* because you don't need a Ph.D in 'executing combos' to enjoy them. As for *NFL 2K*, it's just a brilliant sports game to enjoy with friends."

1. ***Sonic Adventure***
2. ***Ready 2 Rumble***
3. ***NFL 2K***
4. ***House of the Dead 2***
5. ***Hydro Thunder***

VETERAN TOP PICKS

"As you can see, I'm a huge fan of fighting games. *Soul Calibur* and *Power Stone* are incredible, but I'm a sucker for 2D fighters, too. *NFL 2K* and *Sonic* are amazing, too – and to think that this is just the start!"

1. ***Soul Calibur***
2. ***Sonic Adventure***
3. ***NFL 2K***
4. ***Power Stone***
5. ***Marvel vs. Capcom***

AND FINALLY... FIVE WAYS TO BEAT THE CRUSH

Okay, so you forgot to pre-order a Dreamcast and you're now faced with the prospect of waiting in line at the mall, like a common monkey. No need to worry, since our espionage celebrity party and black-ops expert has been examining mall security in order to bring you this: The ultimate lazy bastard's guide to not waiting in line with patient, normal, people:

1. Call in a bomb scare.*
2. Swap clothes with a street bum, and then stand in line as usual. It will shrink rapidly.
3. Swan directly past the Dreamcast line clutching only a *Zelda* action figure and a jaunty *Parappa* hat, then say to the clerk, "I'll just take these two things, ooh isn't this line terrible? What's it for? Oooh, D-r-e-a-m-c-a-s-t. What's that, then? I'll take one of those, too, and I suppose I'll need some games. Oooh, what a choice."
4. Cross-dress. Will only work if you are particularly masculine. Do not shave, wear a tight lycra dress, pumps, and a wig, and then stand in line singing, "Girl, You'll be a Woman Soon" in a gravelly voice. Again, immediate line shrinkage.
5. Arrive in a limo with Johnny Cochran. If anyone gives you any crap, have him do the talking.

Whatever you do, DO NOT call in a bomb scare. It would be irresponsible, and besides, then you'd have to leave the mall, too.

0.01

0 01 74103 21 9 9 99

Sega is registered in the U.S. Patent and Trademark office. ©1999 SEGA. All rights reserved.

ARTIFICIAL INTELLIGENCE HINT >

YOU KNOW IT'S ALIVE. WORSE,

IT KNOWS IT'S ALIVE.

it's thinking

sega.com

Get Ready...

Dreamcast will arrive on September 9 with a staggering library of 19 titles to choose from. That's a lot of games – more than some systems have seen in their first year of life. It's right here in **Coming Soon** that you'll be able to read about these forthcoming releases each issue, with more exclusive screens and in-depth information than anywhere else.

To get things off to a running start, we've rounded up all of the major releases headed your way in the next six months. You'll find the latest on *Shenmue*, *Resident Evil: Code Veronica*, *Castlevania Resurrection*, and a sneak-preview of Sega's next big platformer, *Floigan Brothers* – not to mention a whole heck of a lot more.

You've probably noticed the other special features of this page by now. '**Incoming**' is our comprehensive listing of games due in the next few months. '**Hot List**' is where we round up the top five games that the **DCM** staff and your fellow readers are looking forward to, including a wish list of games you'd like to see, be they far-fetched or not.

So welcome to **Coming Soon** – and if you'd like to register your vote for the **Hot List**, feel free to drop us a line at hotlist@dreamcastmagazine.com.

INCOMING!

Release dates as of press time

Air Force Delta	Shooter	9/9/99
Armada	Shooter	9/9/99
Blue Stinger	Action	9/9/99
CART Racing	Racing	9/9/99
House of the Dead 2	Light Gun	9/9/99
Hydro Thunder	Racing	9/9/99
King of Fighters '99	Fighting	9/9/99
Marvel vs. Capcom	Fighting	9/9/99
Monaco Grand Prix	Racing	9/9/99
Mortal Kombat Gold	Fighting	9/9/99
NFL 2000	Sports	9/9/99
NFL Blitz 2000	Sports	9/9/99
Power Stone	Fighting	9/9/99
Ready 2 Rumble	Sports	9/9/99
Sonic Adventure	Platform	9/9/99
Soul Calibur	Fighting	9/9/99
TNN Hardcore Heat	Racing	9/9/99
Tokyo Extreme Racer	Racing	9/9/99
Trick Style	Racing	9/9/99
Aerowings	Simulation	September
Quarterback Club 2000	Sports	September
Rainbow Six	Action	September
Slave Zero	Action	September
Soul Fighter	Action	September
Speed Devils	Racing	September
NBA 2000	Sports	October
Sega Bass Fishing	Sports	October
Vigilante 8: 2nd Offense	Action	October
Virtua Fighter 3tb	Fighting	October
Blades of Vengeance	Adventure	November
Fighting Force 2	Action	November
Sega Rally 2	Racing	November
Street Fighter Alpha 3	Fighting	November
Test Drive 6	Racing	November
Climax Landers	RPG	Q4
Dynamite Cop	Action	Q4
Metropolis Street Racer	Racing	Q4
NHL Hockey 2000	Sports	Q4
Red Dog	Action	Q4
Take the Bullet	First-Person	Q4
Toy Commander	Action/Strategy	Q4
Xleration	Racing	Q4
Alone in the Dark 4	Adventure	2000
Batman Beyond	Action	2000
Castlevania: Resurrection	Action/Adventure	2000
Ecco the Dolphin	Adventure	2000
Floigan Brothers	Platform	2000
Shenmue	Adventure	2000
Resident Evil: Code Veronica	Action/Adventure	2000
Supreme Snowboarding	Sports	2000
Sega Sports Baseball	Sports	2000
Baldur's Gate	Online RPG	TBA
Cool Boarders	Sports	TBA
Crazy Taxi	Driving	TBA
Frame Gride	Action	TBA
Frontier	Online RPG	TBA
Furballs	Action/Platform	TBA
Konami Baseball	Sports	TBA
Konami Basketball	Sports	TBA

HOT LIST

WE'RE LOOKING FORWARD TO ...

1. Resident Evil: Code Veronica
2. Crazy Taxi
3. Shenmue
4. Ecco the Dolphin
5. Project Areas

YOU'RE LOOKING FORWARD TO ...

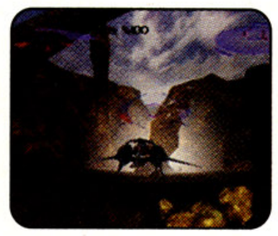
1. Shenmue
2. Resident Evil: Code Veronica
3. Castlevania
4. Project Ares
5. Climax Landers

YOU'RE DREAMING OF ...

1. Phantasy Star
2. Streets of Rage
3. Eternal Champions
4. Nights
5. Shinobi

LOST IN SPACE

WHATEVER HAPPENED TO ...



GEIST

Publisher: Sega
Developer: Sega
Intended Release: 9/9/99

Sega's space shooter was originally scheduled for launch with the system but was suddenly yanked from the roster after more than a year in development. Sega claims it just wasn't up to snuff. It's now officially lost in space.

PREVIEWS INDEX

THIS MONTH'S FEATURED GAMES AT A GLANCE

Castlevania: Resurrection p58
Climax Landers p76
Dynamite Cop p78
Ecco the Dolphin p70
Floigan Brothers p78
Metropolis Street Racer p72
NBA 2000 p54
Resident Evil: Code Veronica p56
Sega Bass Fishing p68
Sega Rally 2 p52
Shenmue p66
Slave Zero p63
Soul Fighter p68
Street Fighter Alpha 3 p67
Test Drive 6 p63
Toy Commander p67
Vigilante 8: 2nd Offense p74
Virtua Fighter 3tb p50

Virtua Fighter 3tb

Sega's flagship arcade fighter flexes its muscles. Welcome to Zen and the art of finely tuned, one-on-one combat...

1 Lion's kicks prove more dangerous than a spill down the cathedral steps. 2 Shun attacks during a brief moment of sobriety. 3 Ill-timed kicks can leave you ripe for reversal. 4 Fisticuffs errupt on the Great Wall tour.

IN BRIEF

+ POINTS

- **Deeper than reading '*The Deep*' in a submarine at the bottom of the Atlantic**
- **Added versus mode kicks Japanese version into shape**

– POINTS

- **Novices may struggle to get to grips with the multi-faceted gameplay**
- **It's yet another fighting game**

BOTTOM LINE

The game that kept a million Japanese workers away from their desks, day in, day out for over a year. If you thought *VF2* had depth, wait until you get a load of this. The state of the art

Not unlike *Kung Fu's* Cain, Sega's top arcade fighter has been wandering the earth for what seems like an eternity – not searching for its brother, but for a console to call its own. Performing a stealthy side-step around Saturn, the game was instead (and quite smartly) called up for first-string duty on the only home machine that could truly do it justice.

Whereas countless other fighting games rely so heavily on flashy super attacks and seemingly endless combos for their appeal, *Virtua Fighter 3tb* instead embraces a near simulation-level take on the fine art of kicking the crap out of an opponent.

That's not to say it lacks a memorable personality, or indeed, some truly breathtaking moments. Far from it. In fact, it's the game's almost Zen-like approach to one-on-one combat that elevates it above its less enlightened rivals.

Most of this stems from the fighting system itself. Gone are the fireworks, the colored trails, and the big glowing numbers that tally up consecutive clobberings. In their place, you're faced with a measured balance of standard attacks – throws that would make the WWF proud – and what should be some especially satisfying reversals (for example, you might grab an incoming attack, and use your opponent's momentum to slam them into the mat or, craftier yet, snap a few bones).

IT'S THE GAME'S ALMOST ZEN-LIKE APPROACH TO COMBAT THAT ELEVATES IT ABOVE THE LESS ENLIGHTENED COMPETITION

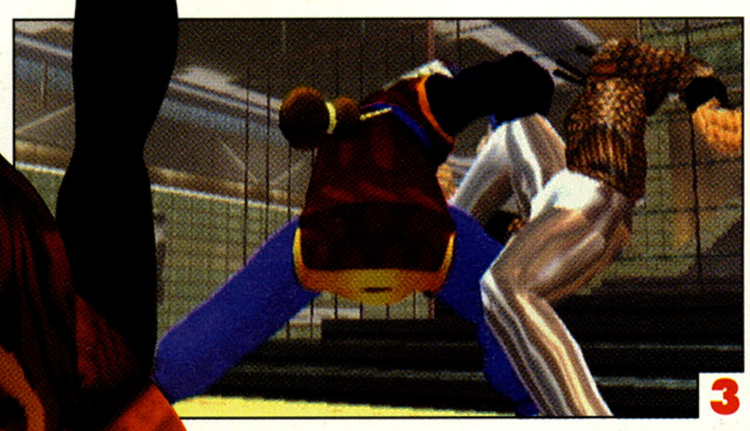
You'll also have a bevy of especially devastating moves at your disposal. A few quick button stabs and directional combinations will go a long way, resulting in acrobatic leg sweeps, back-flips, and more – and there's always an 'out.' If you didn't get that reversal just right, or your opponent is laying into you big time, simply hit the dodge button and side-step your way out of danger.

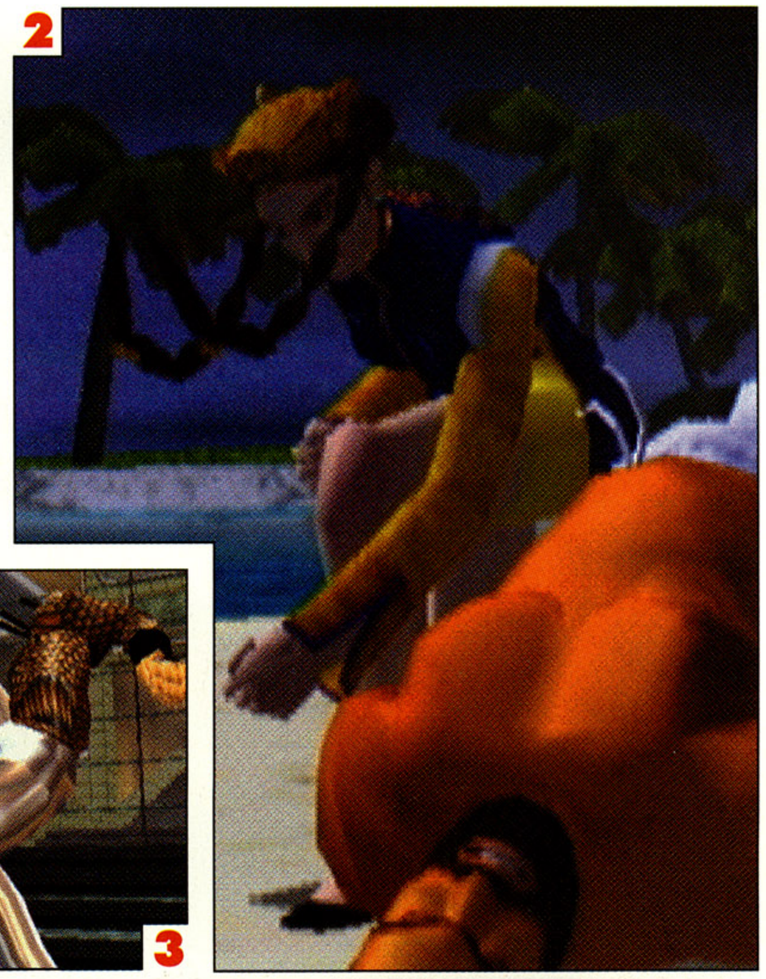
Perhaps the craftiest move, however, is to utilize the arenas themselves. They may be achingly pretty to look at – some, such as Aoi's snowy backdrop, employing impressive depth of field – but their uneven surfaces allow you to take the 'higher ground,' figuratively as well as literally. This means that skillful players have the potential to reverse-attack the moves of an opponent who's on a slightly lower level.

VF3tb's globe-trotting scenario assembles a cast of twelve skilled warriors from almost every continent,

Virtua Fighter 3tb

PUBLISHER:	SEGA	**ORIGIN:**	JAPAN	**NUMBER OF PLAYERS:**	1-2	**ONLINE:**	NO
DEVELOPER:	AM2/GENKI	**GENRE:**	FIGHTING	**PERIPHERALS:**	ARCADE STICK	**RELEASE:**	FALL





1 As beautiful as ballet, but a lot more painful. **2** Throws factor even more so here than in pro-wrestling. **3** Subway self-defense done by the book. **4** Taka's motto: 'less moving, more squeezing.'

CHAPTER AND VERSUS

STICKING OUT the few extra weeks between the system launch and the Virtua Fighter 3tb release should be made a little easier by the knowledge that Sega is taking that extra time to include a versus mode — the most glaring omission from last November's Japanese release. The ability to choose new characters and battlegrounds after a match against friends got left out in the Tokyo cold. Being community-minded here at DCM, we'd ike you to help our Japanese friends to find it.

If you see it, please let it know that there are thousands of horribly worried Japanese gamers that 'really aren't angry' and 'just

pitting them against one another on their respective home turfs. These vary from the high-tech urban landscape of an unfinished skyscraper, to the rural expanse of the Great Wall of China. Okay, so this clash of nations might not be explained in terms of a tightly scripted plot, but each fighter does have an ultimate objective: to secure a one-on-one against a liquid metal fighter named Dural (and rack up some frequent-flyer miles in the process).

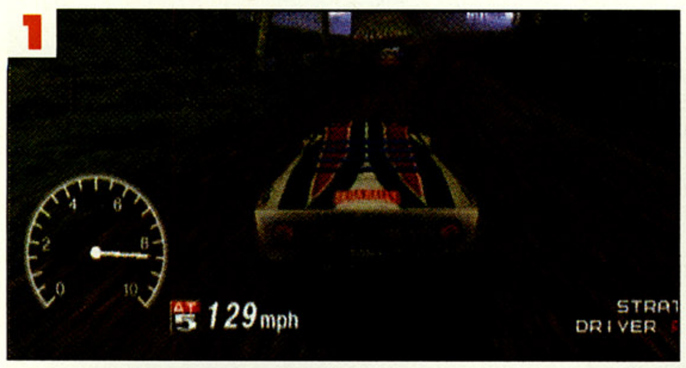
Of course, we all know that one of the best parts of every kung fu action flick (okay, *the* best part) is how the brawling actually looks on screen. In *VF3tb's* case this happens at 60 frames-per-second, and at a higher resolution than the high-powered coin-op. Just like its big brother, the Dreamcast version employs stacks of motion capture, although we can't be sure that such techniques were used for the facial expressions – but hey, we were fooled. In fact, fooling you into thinking you're actually fighting is what *VF3tb* is all about.

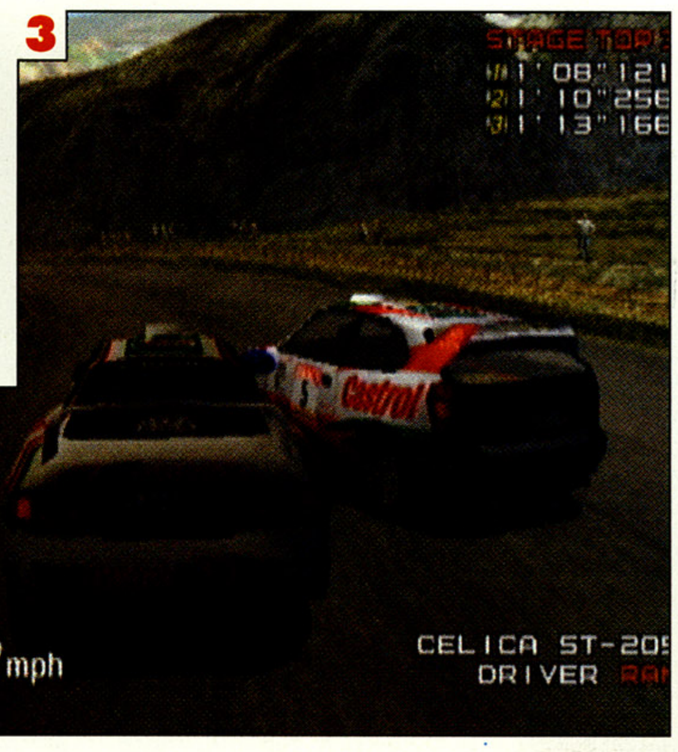
While absent from Dreamcast's launch line-up, Sega's fighter will be out soon afterwards. By the way, does anyone know if Cain ever did find his brother? Answers on a postcard, please.

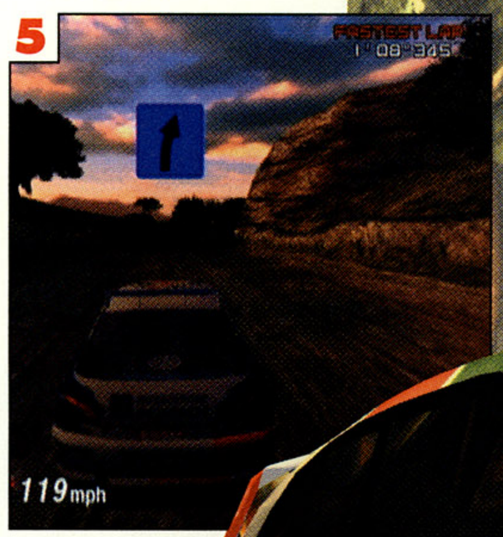
– Randy Nelson

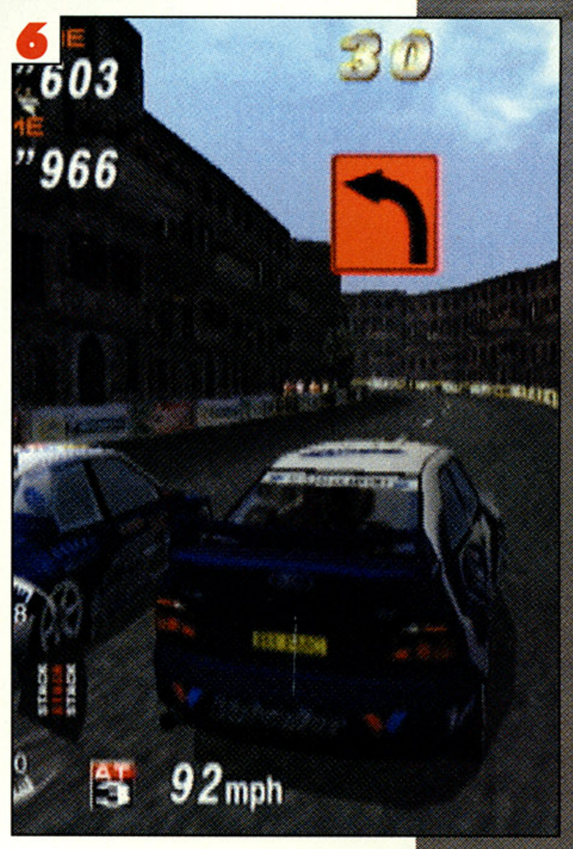
Sega Rally 2

It's like NASCAR, but with proper tracks. And weather. And mud. Lots and lots and lots of mud









IN BRIEF

+ POINTS

- **Car physics are right on the money**
- **Added tracks for the home version**
- **Impeccable heritage**

– POINTS

- **Tracks are short and could get repetitive**
- **The difficulty curve is really steep, and can be daunting**

BOTTOM LINE

The arcade version was a classic, noted for its superb handling and a great sensation of speed. There's nothing to suggest that the home version won't be at least as good – if not better

In spite of its rugged looks, rally racing is about as close to a gentleman's sport as you'll get going 120mph on unpaved roads. Sega first attempted to re-create the seat-of-your-pants thrills of the wildly popular world motorsport in 1996's *Sega Rally*, much to the delight of arcade and Sega Saturn fans. Now the tricked-out descendant of the game is flooring it towards Dreamcast, bringing with it more than a few extra features not found in its coin-op counterpart.

Leading the pack is an all-new 10-year rally mode which aims to simulate the sport's grueling racing schedule, complete with twisty courses and hot-shot opponents that become even more trying as the seasons progress. Herein also lies the path to unlocking one of the game's other primary bonuses, a bevy of all-new cars. While placing above third in any of the first nine years will allow you passage to the next, only a ranking of first will land you a brand new set of wheels for your garage.

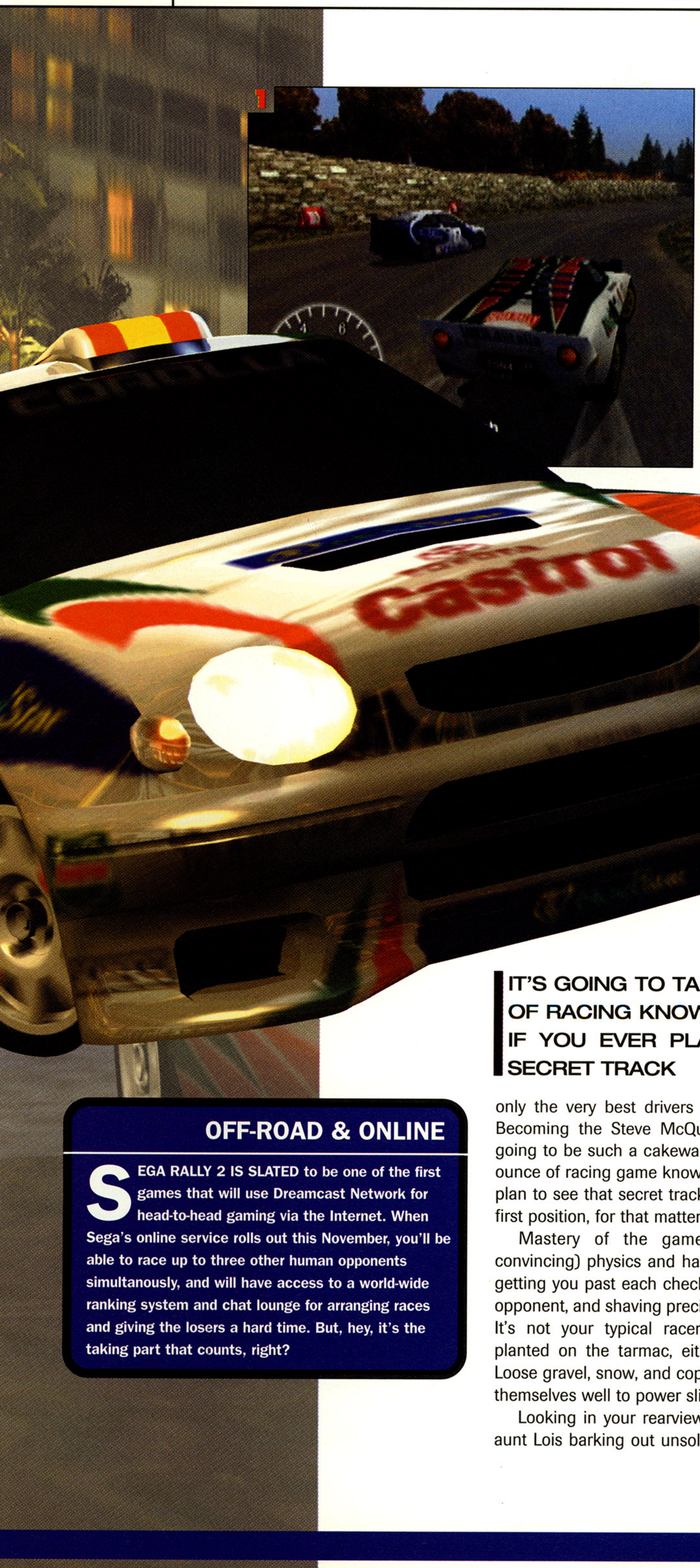
There are 20 cars in all, with eight being immediately selectable, 11 unlocked in the 10-year mode, and one rewarded for completing the arcade mode. Each is available in automatic and manual flavors and have several handling attributes that can be tweaked in the rally mode for optimal performance, and, ultimately, a faster lap.

But what good is a shiny new rally car without enough grueling courses to muck it up on? Not much. It's with that fact in mind that the *Sega Rally 2* crew has outfitted the Dreamcast conversion of their game with a whole extra locale in which to compete - a lush rainforest - and at least two new variations of the arcade version's three courses: desert, mountain, and 'snowy.' Rounding out the pack are the hairpin-filled Riviera oval and a top-secret indoor course that

1-6 *Sega Rally 2* offers simulation-level detail and arcade thrills, from seat-of-your-pants night-driving to the tight cornering required of quaint old European towns - where the locals still marvel at the 'horseless carriage'.

Sega Rally

PUBLISHER:	SEGA	**ORIGIN:**	JAPAN	**NUMBER OF PLAYERS:**	1-4	**ONLINE:**	YES
DEVELOPER:	SEGA	**GENRE:**	RACING	**PERIPHERALS:**	WHEEL, JUMP PACK	**RELEASE DATE:**	FALL



1 In the Alps, returning that late video rental takes on new urgency when you have checkpoints to beat. The Lancia pictured in this screenshot should get you there on time, though - it's the best all-rounder in the game. **2–3** The desert stage offers plenty of opportunity for honing your powerslidiung skills, but in the 'snowy' stage you'll want to tightly control both your speed and sliding if you want to avoid losing those precious seconds that could make the difference between qualifying and 'Game Over'.

OFF-ROAD & ONLINE

SEGA RALLY 2 IS SLATED to be one of the first games that will use Dreamcast Network for head-to-head gaming via the Internet. When Sega's online service rolls out this November, you'll be able to race up to three other human opponents simultanously, and will have access to a world-wide ranking system and chat lounge for arranging races and giving the losers a hard time. But, hey, it's the taking part that counts, right?

IT'S GOING TO TAKE EVERY OUNCE OF RACING KNOW-HOW YOU HAVE IF YOU EVER PLAN TO SEE THAT SECRET TRACK

only the very best drivers will ever manage to see. Becoming the Steve McQueen of rally drivers isn't going to be such a cakewalk. It's going to take every ounce of racing game know-how you have if you ever plan to see that secret track - or get past year five in first position, for that matter.

Mastery of the game's unconventional (but convincing) physics and handling will be essential in getting you past each checkpoint, closer to your next opponent, and shaving precious seconds off your laps. It's not your typical racer where tires stay firmly planted on the tarmac, either - quite the opposite. Loose gravel, snow, and copious amounts of rain lend themselves well to power sliding.

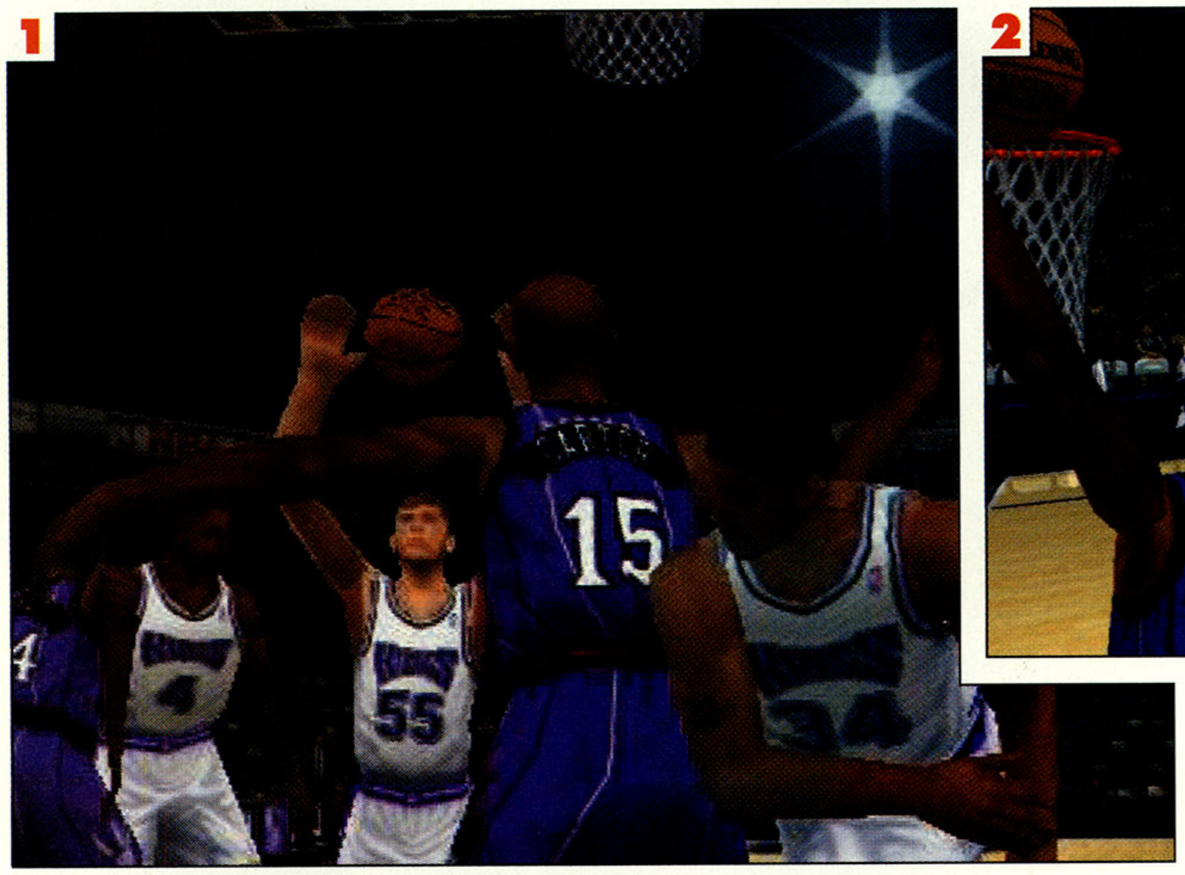
Looking in your rearview mirror won't reveal your aunt Lois barking out unsolicited driving instructions. But if you're logged onto Sega's forthcoming Heat.net service for Dreamcast, you're likely to see a very different sight - up to three other human opponents vying for your coveted first place position. Unlike the AI drivers offline, it's a pretty safe bet that this lot won't hesitate to nudge you into the occasional ravine.

Did we say 'gentleman's sport'? Our mistake. Let's amend that to 'lead-footed nightmare haven't-had-my-medication-today-but-I'm-fine-really-no-please-don't-send-me-back-to-that-place' lunatic sport. Alrighty, then – where do we sign up?

–Randy Nelson

NBA 2000

Forget hedgehogs and zombies, sports fans. This is what you've been waiting for...



1-2 For fans frustrated by the recent shortened season in the NBA, you'll finally be able to take it to the hoop as Raptor Vince Carter against the behind-the-back play of the Kings' J. Will.

IN BRIEF

+ POINTS

- **Basketball games have never been this realistic**
- **Arcade mode should satisfy players looking for a less rigid set of rules**

– POINTS

- **The 'line up the arrows' free throw system might be confusing if you're used to the traditional 'stop the moving ball' method**

BOTTOM LINE

Sega takes basketball simulations to the next level by making them look and play more realistically than ever

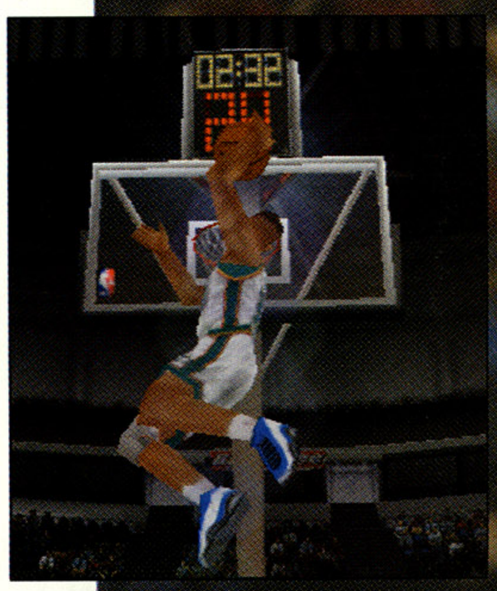
It's easy to gloss over Sega's *NBA 2000* when Sega Sports is best known for its phenomenal baseball game, *World Series Baseball '98*, and its upcoming *NFL 2000* is so flashy that it casts a ominous shadow over any other Dreamcast sports title. After seeing *NBA 2000* in action, however, there's no question that this game should be taken seriously. The more we see it, the more we like it, and the more we realize how powerful a sports console Dreamcast can be.

NBA 2000 is one of the few certifiably 'cutting edge' titles on the horizon that did not gain that oft-overused label because of its flashy graphics, speedy framerate, or great sound – although it already excels in all three areas. No, it stands out because of its obsessive attention to detail. In basketball, more than any other sport, the little things matter most because you only have ten players on the court, and this game aims to gets those precious details dead right.

One look at the player models will confirm this. In other basketball games, detail stops at Dennis Rodman's changing hair color – but *NBA 2000* shows everything right down to tattoos, dreadlocks, and fully-polygonal facial features. Even the way that the players move is true-to-life, with over 1,600 motion captured animations (more than four times that of any current sports game). It's no wonder this title is shaping up to be more realistic than any basketball game on any system thus far.

Producer Marcus Mathews points to the variety of motion capture as one of the keys that makes the game look so good. "We motion captured seven different people, so small guys really run like small guys. We have small, medium, medium-large, and large, and depending on who you are, you're going to see a different run. You're going to see a different walk. You're going to see different dunks, obviously, and different lay-ups."

This attention to detail is not just cosmetic. You can't stuff a 360 degree aerial dunk from



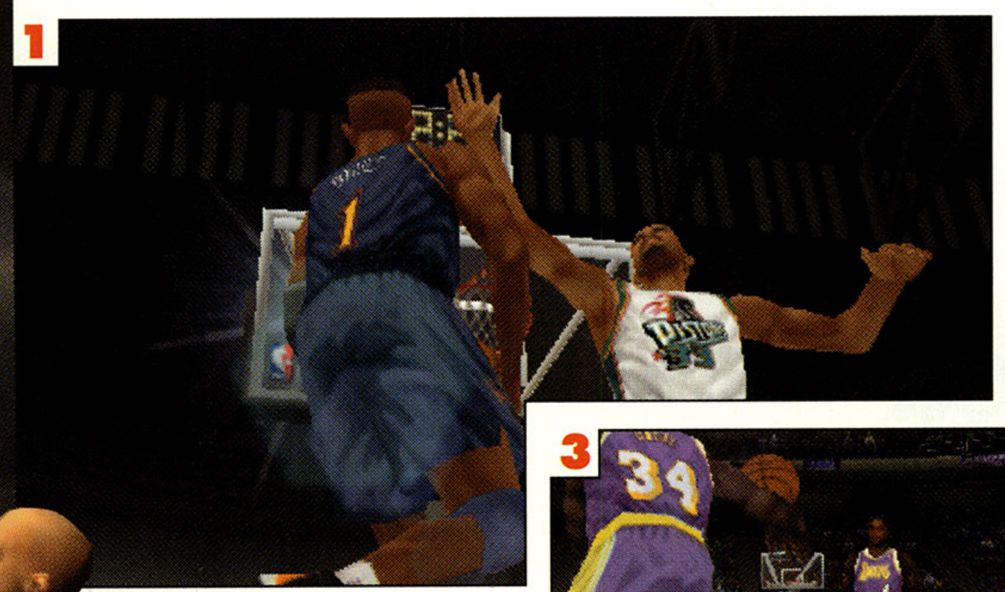
ATTENTION TO DETAIL

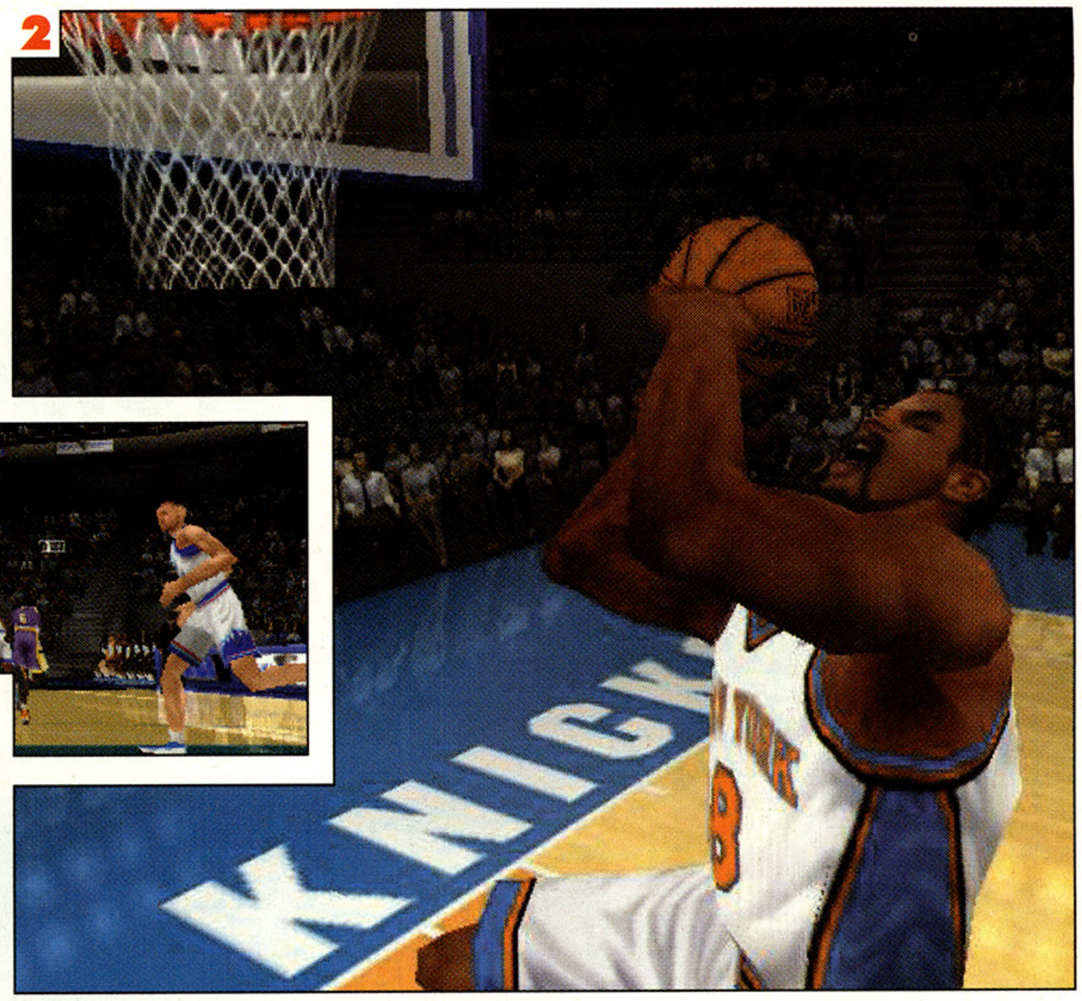
VISUAL CONCEPTS left almost no detail, no matter how small, out of this game. Can you guess which they included and which they left out?

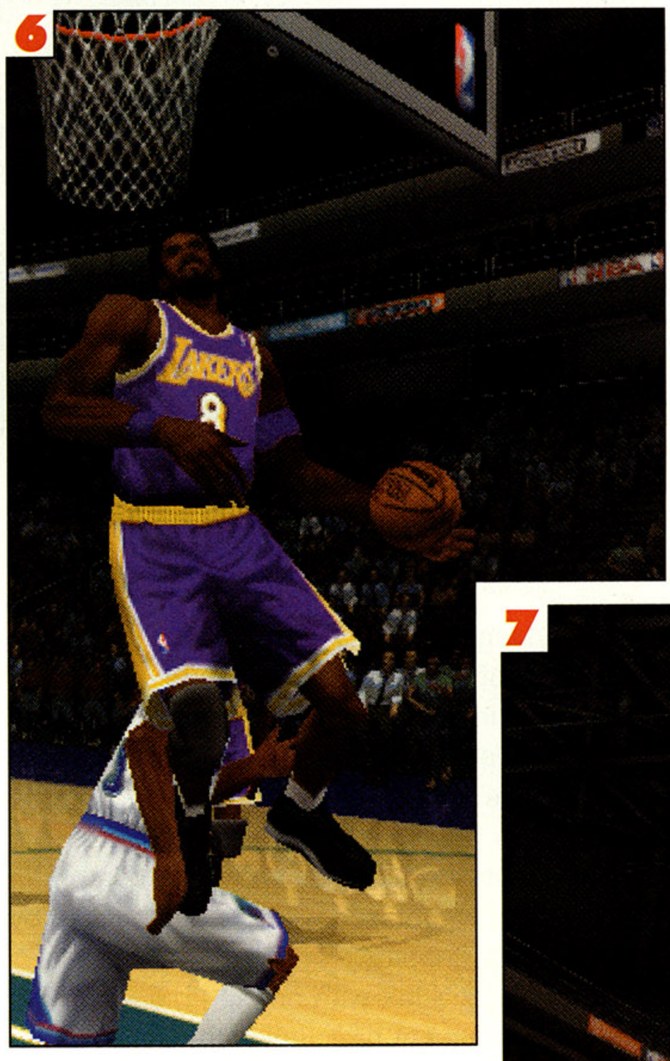
Brian Grant's Dreadlocks	YES ☒	NO ☐
Alan Iverson's Parole officer	YES ☐	NO ☒
Shaq's Superman Tattoo	YES ☒	NO ☐
Chris Webber's Dealer	YES ☐	NO ☒
Rik Smits Knee-High Socks	YES ☒	NO ☐
Latrell Sprewell's temper guage	YES ☐	NO ☒

NBA 2000

PUBLISHER:	SEGA	**NUMBER OF PLAYERS:**	1-4	**ORIGIN:**	US	**ONLINE?**	NO
DEVELOPER:	VISUAL CONCEPTS	**PERIPHERALS:**	JUMP PACK	**GENRE:**	SPORTS	**RELEASE DATE:**	OCTOBER







the free throw line with Shaq, and you won't muscle your way through the heart of San Antonio's defense with diminutive Alan Iverson. *NBA 2000* even takes into account the weight of its players so even posting up becomes the pound-versus-pound struggle that it is in real life.

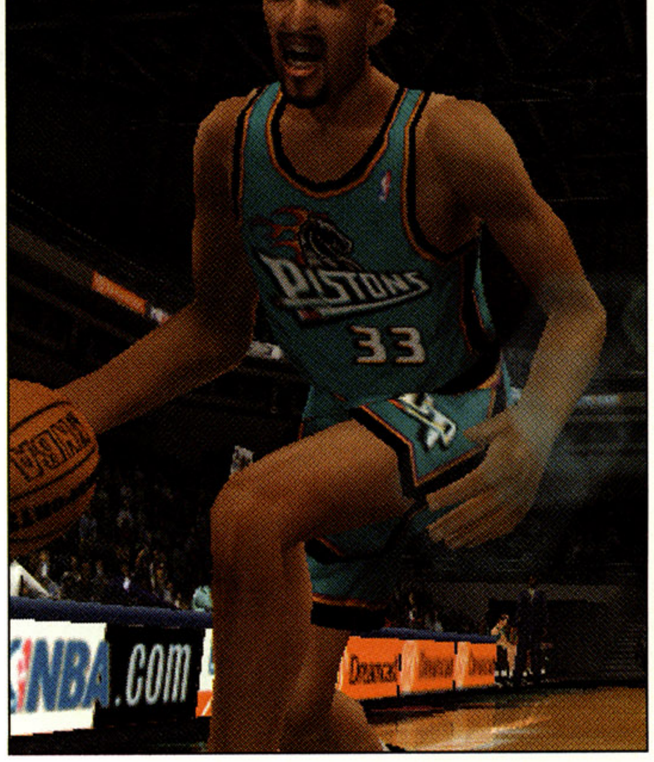
You'd think with the developers paying so much attention to the players and the gameplay that the other details could be forgotten, but that's not the case. Stadiums are to be recreated right down to their individual seat types, the stands are packed with polygonal fans, and even the team benches and court perimeter are populated with splinter-gathering backups, pacing coaches, score keepers and familiar referees.

Sega knows the importance of building a strong sports following for its console. Genesis flourished with great sports games while Saturn floundered without good sports titles of its own. Judging by *NBA 2000* Dreamcast is off to a blazing start.

– Dan Egger

YOU WON'T MUSCLE YOUR WAY THROUGH THE HEART OF SAN ANTONIO'S DEFENSE WITH DIMINUITIVE ALAN IVERSON

1-2 Former teammates, Spree and Muggsy ham it up while muscling their way to the hoop in glorious hi-resolution. 3-5 With *NBA 2000* taking into account each current players' physical attributes, expect this to be one of the most realistic hoops games available. 6-7 Golden Boy, Kobe Bryant, and the Pistons' Grant Hill decide to play a little ball in between filming Sprite and candy-bar commercials.



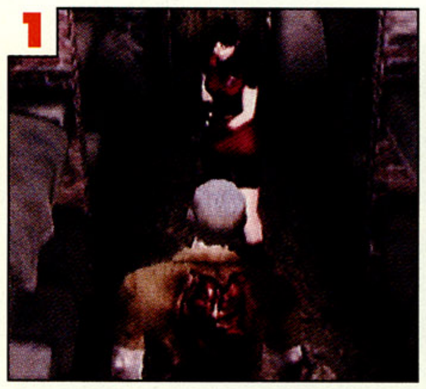
Resident Evil: Code Veronica

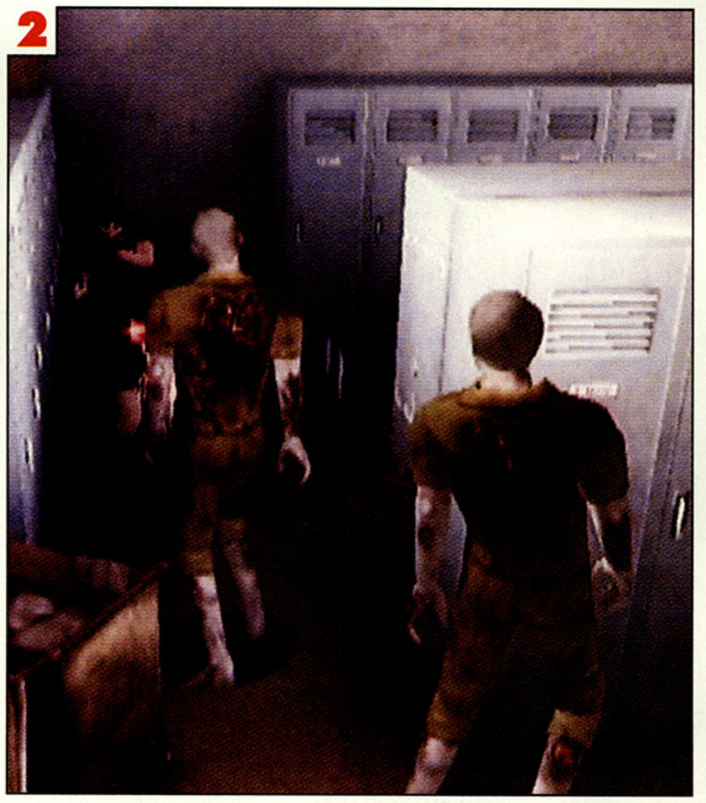
PUBLISHER:	CAPCOM	NUMBER OF PLAYERS:	1
DEVELOPER:	CAPCOM	PERIPHERALS:	JUMP PACK
ORIGIN:	JAPAN	ONLINE?	YES
GENRE:	ACTION/ADVENTURE	RELEASE DATE:	JANUARY

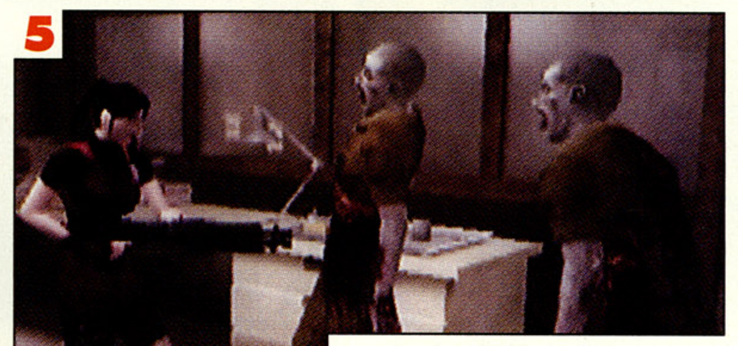
Resident Evil

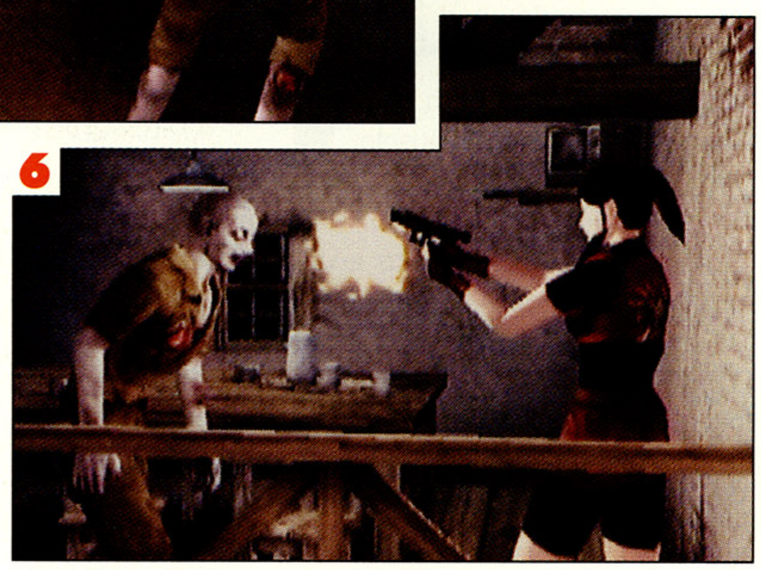
Code Veronica

"Dear Mom - the hotel's great, but there's something really odd about the staff..."









1-2 Claire's back to her old job of offing zombies in tight quarters. **3** Guns are nice, but knives get straight to the point. Har-har. **4** Realtime environments and dynamic lighting make for extra-spooky atmosphere. **5** Gloomy corridors give way to well lit labs. **6** And no, the zombies haven't gotten any smarter.

Picking up where part two in the series left off, *Resident Evil: Code Veronica* sees heroine Claire Redfield setting off for Europe to rescue her missing brother, Chris. But before she can even take in a little sightseeing, she's ambushed and spirited off to the hidden island stronghold of the evil Umbrella syndicate. (Not to be confused with the one chaired by the estimable Mary Poppins.)

Once there, Claire's left with nothing but a survival knife and a hazy sense of direction with which to find her way – and hopefully locate her kidnapped sibling in the process. Standing in her way are the dark, dank halls and rooms of the stronghold and the hideous cast of zombies, mutants, and other unsightly Euro-trash which inhabit them.

Unlike the two previous *Resident Evil* adventures, *Code Veronica* isn't limited to pre-rendered environments and fixed camera angles. Tapping the resources of Dreamcast's powerful silicon, the game is capable of delivering real-time scenes in which to combat the undead hordes. Movie-like camerawork is also possible, and will surely take the series' frightening atmosphere to an unprecedented level. Certain to push the series even further are the addition of a first-person mode (which opens up a coffin-load of possibilities, including a little sniper action), a cache of new high-powered weaponry, and the ability to download new items and weapons from the internet.

While the game isn't due to hit these shores until early next year, these latest scream-shots are already keeping us awake at night in anticipation.

–Randy Nelson

IN BRIEF

+ POINTS

- **Realtime graphics and dramatic camerawork are sure to increase the spook factor**
- **First-person mode**

– POINTS

- **Will this latest chapter contain enough innovation to please those us of who finished the first two *Resident Evils*?**

BOTTOM LINE

Capcom's groundbreaking 'survival horror' franchise adds realtime 3D graphics, first-person gameplay, new weapons, and Internet-based expandability for its first outing on Dreamcast.

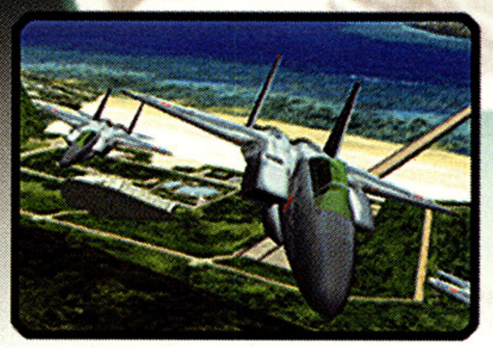
WHAT'S THE DIFFERENCE BETWEEN A KAMIKAZE & A BLUE IMPULSE PILOT?

(2METERS)

READY FOR TAKE OFF 9.9.99

AEROWINGS™

PERFECT AERIAL STUNTS AND FORMATION FLYING IN 20 TRAINING MISSIONS.



PILOT ONE OF 11 DIFFERENT JETS FROM THE F-86F SABRE TO THE F-15DJ.

FIVE MODES INCLUDING BLUE IMPULSE MISSION, FREE FLIGHT AND EXHIBITION.

★★★★☆ - NEXT GENERATION

CSK Research Institute

Sega Dreamcast.

RATING PENDING RP CONTENT RATED BY ESRB

CRAVE™ ENTERTAINMENT

WWW.CRAVEGAMES.COM

Aerowings, Crave and their respective logos are trademarks of Crave Entertainment, Inc. All rights reserved. Crave Entertainment is a registered trademark in the U.S. © 1999 Crave Entertainment, Inc.
CRI is a registered trademark of CSK Research Institute. Sega, Dreamcast, and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, Ltd. All other trademarks are the property of their respective owners.

Castlevania: Resurrection

PUBLISHER:	KONAMI	NUMBER OF PLAYERS:	1
DEVELOPER:	KONAMI	PERIPHERALS:	JUMP PACK
ORIGIN:	US	ONLINE?	NO
GENRE:	ACTION	RELEASE DATE:	SPRING

Castlevania
Resurrection

Old red-eyes is back...

1

2

4

5

3

6

1 Indiana Jones would have wet himself at this point, but our heroine takes it all in her stride. 2 New enemies show off the game's accute attention to detail. 3 Castlevania's ghastly welcoming commitee. 4 When theater ushers die... 5 A John Carpenter's *The Fog* homage? 6 Tomb sweet tomb.

Konami's twelfth (yes, *twelfth*) resurrection of the nearly two-decade-old *Castlevania* license aims to win over fans of the game's earliest ancestors and those yearning for the series to make a proper leap into 3D. Fortunately for us, this won't be accomplished through the simulation of noisy tourists, tacky souvenir stands, or other hallmarks of modern-day castles, but rather by drawing on tried-and-true gameplay and Dreamcast's cutting-edge technology.

Employing cast from its previous chapters, this latest outing equips you in the vampire hunting gear of whip-wielding Sonia Belmont, who hails from last year's handheld game *Castlevania: Legends*. Along for the ride is newcomer Victor Belmont, a mercenary from the future who bears an uncanny resemblance to *Evil Dead's* Bruce Campbell. Lucky him.

Fitting, really, because they'll both be pitted against some truly evil (and very dead) adversaries.

Count Dracula is back, summoned by the every-bit-as-vile Countess of Castlevania, and they've brought a motley crew of classic bosses with them. Frankenstein's monster ('Frank' to his friends), the Wolfman, and Death himself are all out for blood – this time they'll team up to make things trickier.

Returning to its roots from a gameplay standpoint, the game casts aside the exploration aspects of its more recent siblings in favor of pure action. Dracula's castle is still as sprawling as ever (five levels big, each with five to eight sub-sections), but you'll spend far more time whipping your way through baddies than exploring its every nook and cranny this time around.

Classic elements that you'll remember from the 16bit and 32bit (re-)incarnations such as leaping across clock tower cogs and swinging from chandeliers will feature prominently, accompanied by some new hair-raising twists – battling against a three-headed serpent as it chases you, for one.

Castlevania Resurrection is still a few months off, with a current ETA of next spring. We'll be keeping our holy water and crucifixes within easy reach until then.

–Randy Nelson

IN BRIEF

+ POINTS

- **Takes the series into 3D and back into step with itsaction-packed platform ancestry**
- **Looks gorgeous**

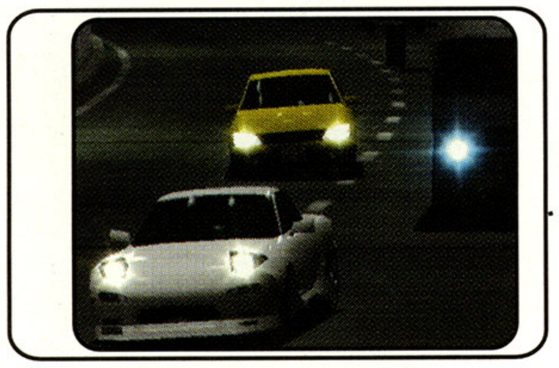
– POINTS

- **Seasoned *Castlevania* veterans might find it shallower than past installments**
- **2D to 3D is a tough move**

BOTTOM LINE

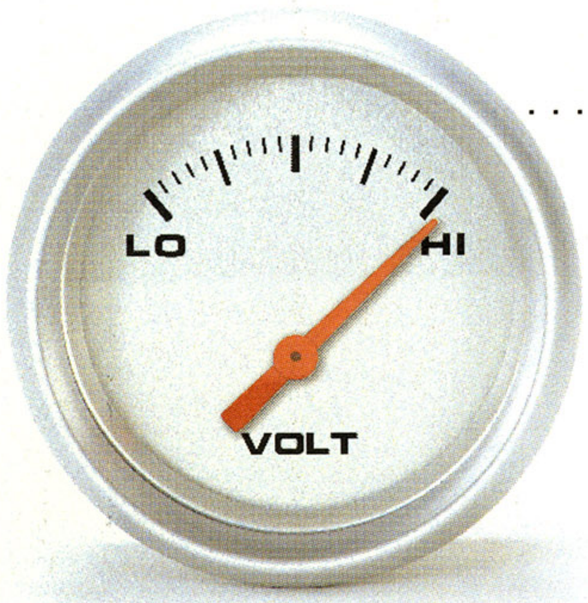
Konami is reinventing its classic vampire hunting series, going back to the basics to produce an adventure that's lighter on exploration, heavier on action, and aims to be the most gorgeous yet

0-60 IN 1 SECOND.



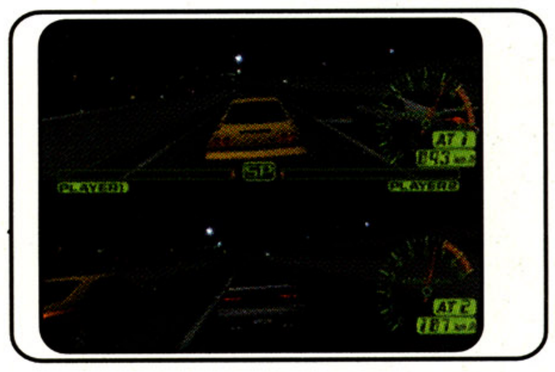
HIGHSPEED

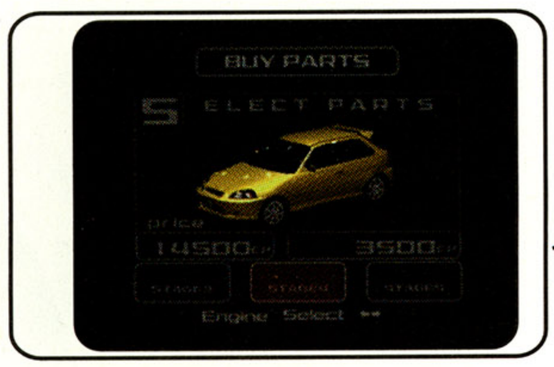
At 60 frames-per-second, TOKYO XTREME RACER is one of the fastest console games in existence. It's a white-knuckle racing experience that will leave you breathless.



HIGHVOLTAGE

Throw down against road rivals in point battle mode, customize your import racer in quest mode, or choose versus mode to go head-to-head at a blistering 60 frames-per-second.

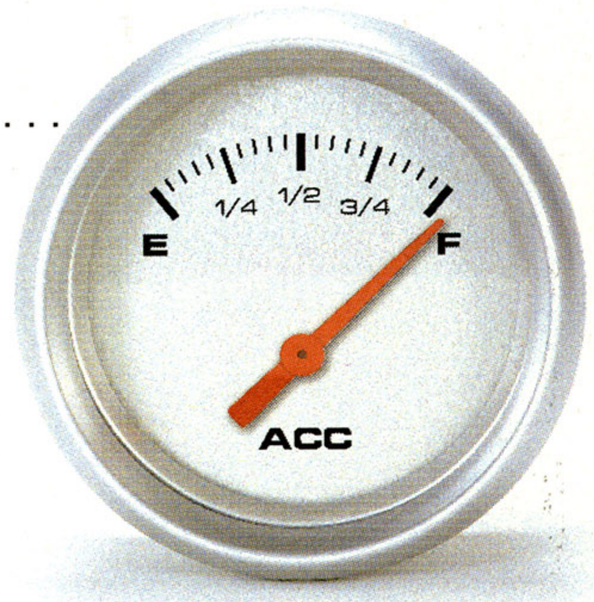




HIGHOCTANE

"This game has unbelievable graphics that, in my opinion, easily rival that of the Gran Turismo 2 demo"
-SEGANET.COM

"Graphically, this game is better than any console racing game to date...period."
-GAMEFAN ONLINE



Available 9.9.99

Tokyo Xtreme racer™

Sega Dreamcast™

RATING PENDING
RP
Visit www.esrb.org or call 1-800-771-3772 for more info.
CONTENT RATED BY ESRB

Genki

CRAVE ENTERTAINMENT

WWW.CRAVEGAMES.COM

Tokyo Xtreme Racer, Crave and their respective logos are trademarks of Crave Entertainment, Inc. All Rights Reserved. Crave Entertainment is a registered trademark in the U.S. © 1999 Crave Entertainment, Inc. Genki is a registered trademark of Genki Co., Ltd. Sega, Dreamcast, and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, Ltd. All other trademarks are the property of their respective owners.

HYDRO THUNDER™

EVERYONE
E
CONTENT RATED BY ESRB

ONLINE STORE

Sega Dreamcast.

MIDWAY

www.midway.com

HYDRO THUNDER © 1998 Midway Games Inc. All rights reserved. HYDRO THUNDER, MIDWAY, and the MIDWAY CIRCLE DESIGN are trademarks of Midway Games Inc. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, Ltd.

BURN WATER.

THE #1 ARCADE SMASH POWERS ONTO SEGA DREAMCAST.
IT'S THE MOST INTENSE RACING ACTION YOU'LL EVER FEEL!

"HYDRO THUNDER IS ABOUT SPEED AND EASE OF PLAY, RADICAL STYLE AND SPARKLING GRAPHICS."

GAMER'S REPUBLIC AUGUST '99

"HYDRO THUNDER IS A THRILL-A-SECOND EXPERIENCE FROM BEGINNING TO END. THE GAME IS INCREDIBLY FAST AND FLUID AND THE TRACK DESIGNS ARE TO DIE FOR..."

IGN DREAMCAST JUNE '99

"...A MIX OF DEATH-DEFYING LEAPS, TIGHT RACING ACTION, AND THRILL-A-MINUTE TURNS AND BURNS."

GAMEPRO JUNE '99

ADV FILMS

ANIMATION FOR A NEW GENERATION!™

www.advfilms.com
info@advfilms.com

SONIC

THE HEDGEHOG

THE MOVIE

Now on DVD!

Scrape your Knuckles.

Catch some Tails.

COMING SEPTEMBER 7, 1999!

VIDEO $19.98
DVD $29.98

Think Fast!

The prayers of millions of Sega game players have been answered. Everyone's favorite hyper hedgehog returns in an animated spectacular that will blow its American counterparts right off the tube. Sonic races deep into the heart of Robotropolis to save the planet and comes face to face with an evil Hyper-Metal robot version of himself, crafted by his diabolical arch-enemy Dr. Robotnik. Speed, buddies, romance, humor, high-tech and cool blue attitude combine to form A.D.V. Films' ***Sonic the Hedgehog!***

Available from these and other fine distributors:

RECORD TOWN

SATURDAY MATINEE

samgoody got it

TOWER

Virgin MEGASTORE
MUSIC • MOVIES • MULTIMEDIA • MORE

SUNCOAST MOTION PICTURE COMPANY

© 1991, 1994, 1996 SEGA ENTERPRISES, LTD.

ORDER CUT OFF 08/10/99

STREET DATE 09/07/99

Slave Zero

One evil emperor. One giant robot. Revenge against all odds.

Slave Zero

PUBLISHER:	INFOGRAMES
DEVELOPER:	INFOGRAMES
ORIGIN:	US
GENRE:	ACTION
NUMBER OF PLAYERS:	1-16
PERIPHERALS:	JUMP PACK
ONLINE?	YES
RELEASE DATE:	SEPTEMBER

1

On the not-so-distant future, the entire population of a massive metropolis has been brought under the control of one man: an evil dictator named SovKahn. This doesn't bode well for the fate of mankind, and it's up to one would-be hero – that's you – to save the day by hijacking one of SovKahn's enforcer robots.

Wiring you into the cockpit of this massive, yet incredibly nimble juggernaut, *Slave Zero* aims to let you live out every *Robotech* fan's fantasy. If you've every fancied piloting a 60-foot-tall robot armed with Plasma Rail Cannons in a bustling metropolis, this is your chance. Want to scale skyscrapers and squash puny little tanks with your giant metallic feet? Behavior of that sort is highly encouraged – and often necessary for survival.

By accessing *Slave Zero's* online capabilities, you'll also be able to test your mettle against up to 16 other human pilots simultaneously in a variety of cleverly designed arenas.

2

Tying together an epic story, frenetic action, and more than 15 missions, the game will stomp its way onto Dreamcast in late September.

– Francesca Reyes

1 Piloting a gigantic robot through a mile-high city is frought with dangers — luckily you're heavily armed. 2 Enemies will pursue relentlessly, so you'll often have to climb to safety.

Test Drive 6

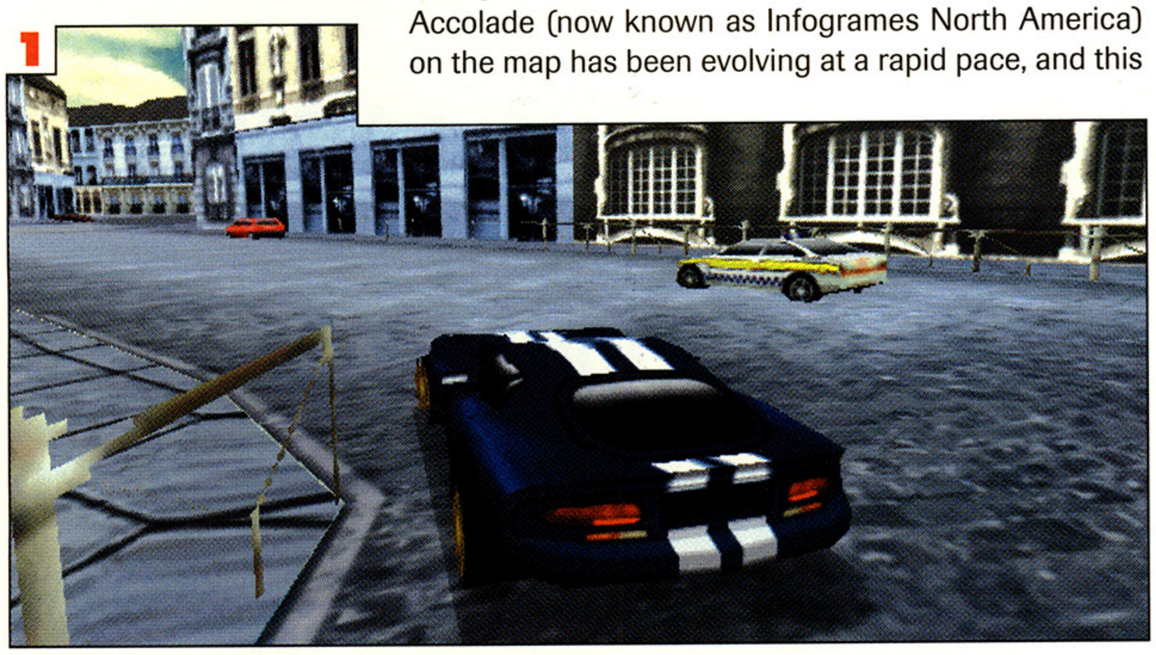
Throw caution (and traffic laws) to the wind in Infogrames' first Dreamcast racer

Test Drive 6

PUBLISHER:	INFOGRAMES
DEVELOPER:	INFOGRAMES
ORIGIN:	US
GENRE:	RACING
NUMBER OF PLAYERS:	1-4
PERIPHERALS:	STEERING WHEEL
ONLINE?	TBA
RELEASE DATE:	NOVEMBER

1 Drive like that boozy uncle - and get away with it. 2 Wave to the nice police officer as you fly past.

1



Combine 40 licensed vehicles, full-scale cop chases, high-resolution visuals, and what do you get? *Test Drive 6*, the latest installment in one of the best-known racing series on the planet. The franchise that put Accolade (now known as Infogrames North America) on the map has been evolving at a rapid pace, and this newest effort looks to be no different.

True to its ancestry, *Test Drive 6* take players on a break-neck tour of global locations such as London and Hong Kong. But with the power of Dreamcast, cruising through any of the 30 new tracks will surely look as good as the game promises to play. Police chases have also been fine-tuned as well, allowing for multiple pursuits to be taking place simultaneously and whole convoys of pesky cops to tail your car.

Throw into the mix police helicopters and night-time patrol courses and *Test Drive* 6 appears to be shifting quite seamlessly into the next generation of gaming. Infogrames will give you the keys and the pink-slip this November.

– Francesca Reyes

2

Everything you ever wanted to know about Dreamcast but were afraid to ask...

Official Sega Dreamcast™ Magazine

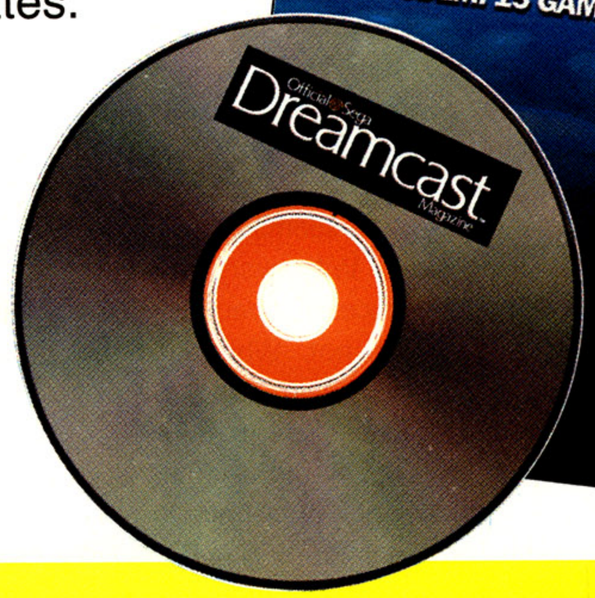
Subscribe Today!

THE OFFICIAL SEGA DREAMCAST MAGAZINE is dedicated to the most powerful and exciting videogames console in the world!

The Official Sega Dreamcast Magazine will keep you up-to-the-minute on everything Dreamcast. The coolest new moves... authoritative reviews…best-kept secrets...the can't miss techniques. Everything there is to know within the world of Dreamcast!

With your subscription, you'll receive exclusive info on all Sega titles, import news from Japan and Europe, interviews with Dreamcast dynamos, coin-op and arcade updates.

You'll also get a **FREE GD-ROM** with every issue, packed with demos of not-yet-released games...video walkthroughs and strategies...downloadable VMU games...special saves, pick-up lines...***and much, much more!***



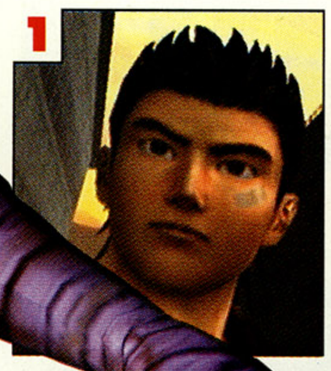
GET A GD-ROM included with every issue

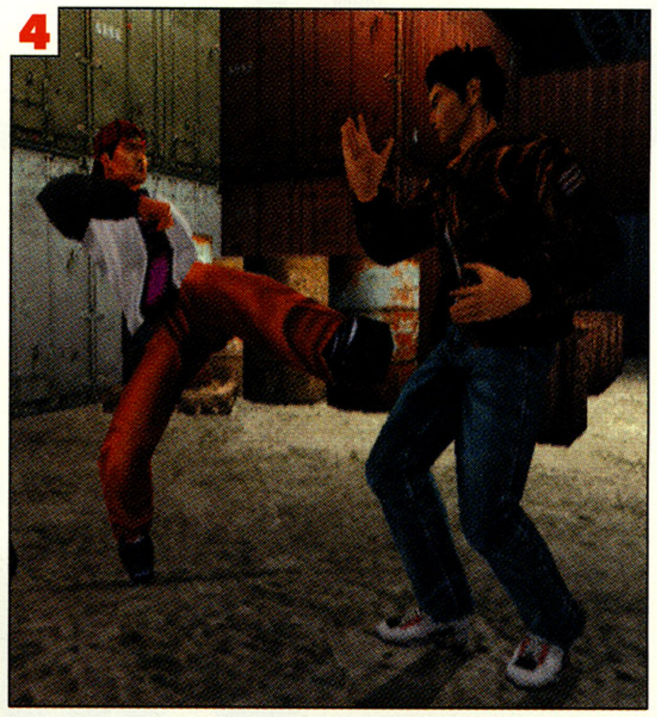
Shenmue

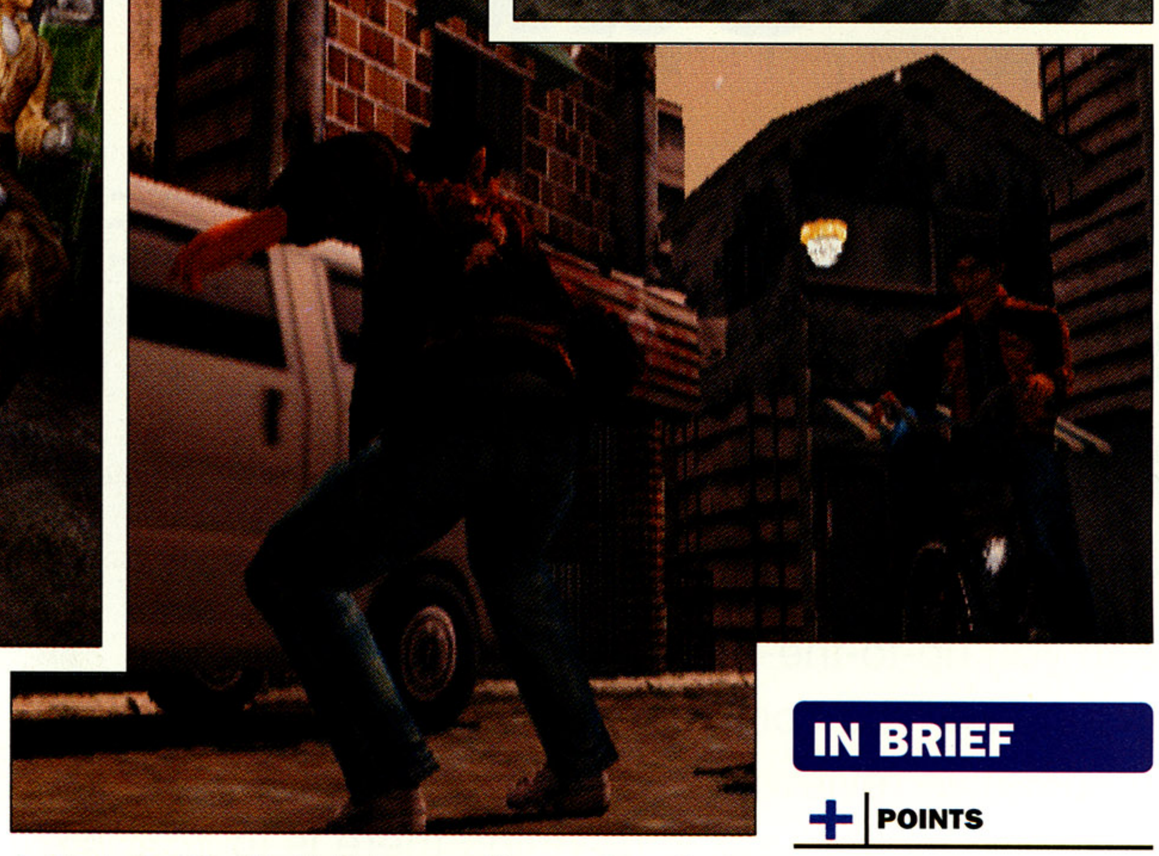
PUBLISHER:	SEGA	NUMBER OF PLAYERS:	1
DEVELOPER:	SEGA	PERIPHERALS:	VMU GAMES
ORIGIN:	JAPAN	ONLINE?	YES
GENRE:	ADVENTURE	RELEASE DATE:	TBA

Shenmue

Sega's epic may be a small step for man, one giant leap for gaming







1 Meet Ryo Hazaki. He'll be your likeness through the treacherous streets of urban China and beyond. 2-4 A mixture of QTEs, real action bits, and free-roaming exploration, *Shenmue* promises to immerse you in its realism.

Every system needs a game that will both sell it to the skeptical and show off its capabilities. Since the earliest days of Dreamcast, that game has been *Shenmue*. While details on the game continue to emerge at a steady pace, there are still many questions left unanswered. Is it an RPG? Is it an adventure? Or is it a fighting game? And why is everyone dressed in cheesy 80's outfits?

Easily the most ambitious title in development for any system, *Shenmue* attempts to mix elements from all three genres to create a new category of gaming that its obsessive creator Yu Suzuki refers to as FREE (Full Reactive Eyes Entertainment). Conceptually, FREE means that you'll be able to do practically anything you choose to within the game's world, from interacting with townsfolk to choosing your own mode of transportation to participating in any number of mini-games. You can stumble unexpectedly into a warehouse brawl, bike to the local grocery store, gamble with street merchants for money... the list goes on. And from everything we've learned about *Shenmue*, this may very well shape up to be a boundless experience set to reinvent the genre.

But in practical terms, FREE may mean a completely different thing. A big part of *Shenmue*'s gameplay features the inclusion of sequences called Quick Timer Events. These consist of scripted action sequences where you're required to hit the right button at precisely the right moment in order to survive. Or in other words: Simon Says. Suzuki claims that these QTE's will be randomly placed throughout the game and will not feature as prominently as the free-roaming action and adventure segments. Bearing in mind the luke-warm press reception to this mode, that seems like a wise move.

With every other aspect of *Shenmue* continuing to exceed expectations, it's still the title to beat – QTEs or not. While the plot has yet to be completely revealed, *Shenmue* promises to up the ante for all adventure games to come. Sega are betting on it appealing to all ages, approaching the holy-grail of a truly mass-market game. TV had the moon landings to sell it to the masses. Videogaming has *Shenmue*.

- Francesca Reyes

IN BRIEF

+ POINTS

- **Ultra-realistic graphics**
- **Innovative gameplay that mixes all types of modes into one adventure**
- **It's set in the 80's**

– POINTS

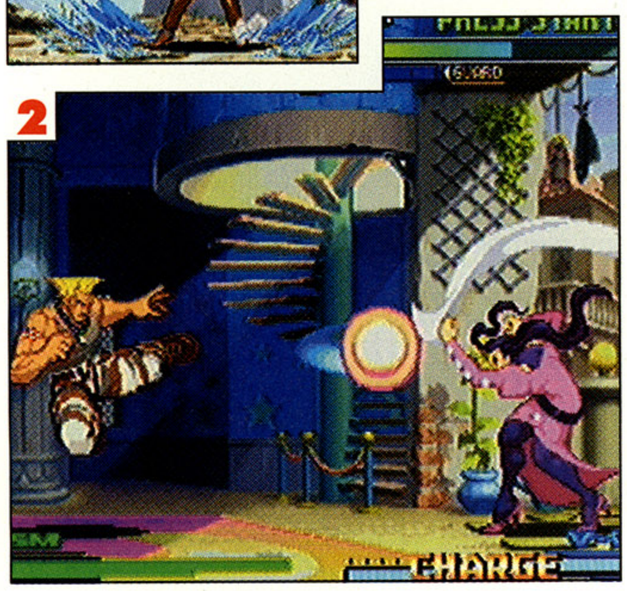
- **Does anyone really know what this game is *really* about besides Yu Suzuki?**
- **It's set in the (gulp!) 80's**

BOTTOM LINE

Ambitious in its scope and promising to be equally impressive in its realization, *Shenmue* may prove to be Dreamcast's 'killer app,' changing the way we play games forever

Street Fighter Alpha 3

Capcom's famed fighting series sticks to 2D — but adds online play



Arcade-goers have been pummeling away on the latest – and most outrageous – installment in the *Street Fighter Alpha* line since its debut late last year, and in just a few short months the game will be coming home more than intact on Dreamcast.

Unlike the version of the game already available for PlayStation, Dreamcast's *Street Fighter Alpha 3* will feature all of the character and background animation present in the arcade game coupled with zero load time. Being carried over from the Capcom's initial home port are several new fighters (which are now playable from the get-go), and the World Tour adventure mode. There's also a four-player mode in the works similar to the one found in the Dreamcast port of sister-title *Marvel vs. Capcom*.

Beyond flashier graphics and sound, head-to-head Internet brawls via Dreamcast's built-in modem will be possible, as will the ability to train your fighters using the VMU – which can then be linked with a friend's for some pint-sized pugilism. If all goes as planned, you'll even be able to download new characters via Capcom's website.

Street Fighter Alpha 3 might be strictly old-school – but, like a pair of Vans sneakers, should prove to be a perfect fit for fans.

–Randy Nelson

Street Fighter Alpha 3

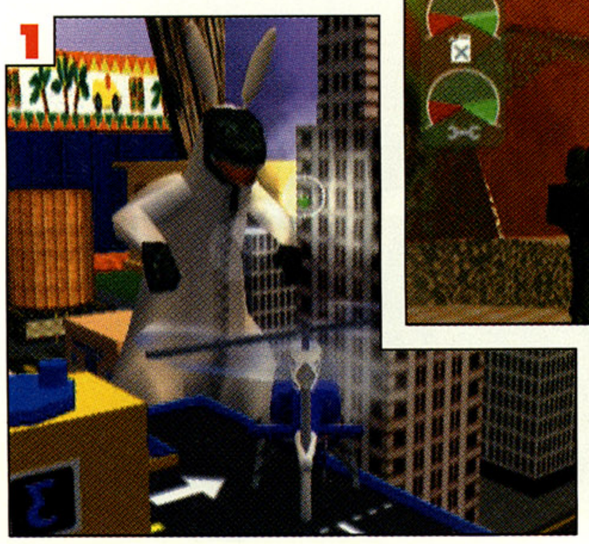
PUBLISHER:	CAPCOM
DEVELOPER:	CAPCOM
ORIGIN:	JAPAN
GENRE:	FIGHTING
NUMBER OF PLAYERS:	1-2
PERIPHERALS:	ARCADESTICK, JUMPPACK
ONLINE:	YES
RELEASE DATE:	FALL

1 Ryu and the gang are able to perform flashier moves than ever. 2 Old favorites such as Guile are playable from the get-go. 3 Get clobbered like this by players over the Internet.

Toy Commander

Pint-sized warriors wage battle on the *real* home front

1 This Godzilla look-alike must be stopped, if not just for his poor fashion sense. 2 Not to be confused with other 'Army men' games. 3 No bats in these rafters — only a severe fire hazard.



How come your parents always insisted that your toys be put neatly away when you were done playing with them? If *Toy Commander* is anything to go by, they probably feared a sharp jump in their insurance bill.

Putting a particularly warped twist on the 'toys come alive' theme of movies like Pixar's *Toy Story*, the game casts you as a would-be general charged with waging full-scale (or was that sixteenth-scale?) war in your living room. You'll have all sorts of pint-sized units at your beck and call, including radio-controlled cars, model aircraft, and the requisite plastic Army men. Ordinance will be suitably low-caliber as well – atom bombs get replaced by rubber erasers in this world.

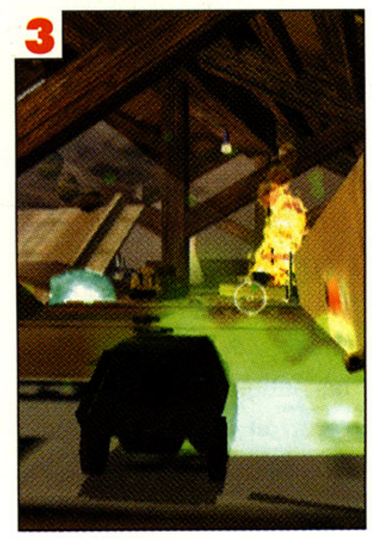
Straying from the oft-seen real-time strategy model, the game spans several forms of gameplay, including first-person shooting, racing, and flying, with tedious movement commands kept to a minimum. French developer No Cliche (known for such games as *Twinsen's Quest* on the PC) also has designs to work split-screen four player combat and modem-based melees into the game's remarkably detailed world.

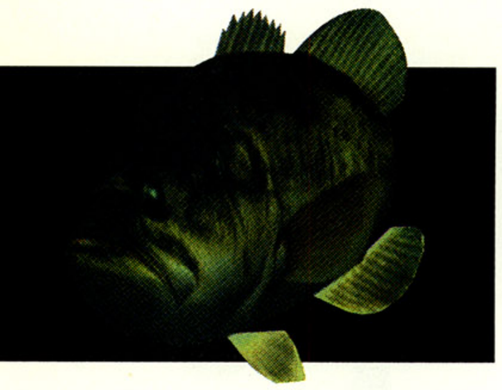
If *Toy Commander* turns out anywhere near as brilliant as its concept, we reckon you'll be just as slow to stow it as you were with your real toys.

–Randy Nelson

Toy Commander

PUBLISHER:	SEGA
DEVELOPER:	NO CLICHE
ORIGIN:	FRANCE
GENRE:	ACTION/STRATEGY
NUMBER OF PLAYERS:	1-4
PERIPHERALS:	JUMP PACK
ONLINE:	TBA
RELEASE DATE:	WINTER





Sega Bass Fishing

Sega confirms what you've always suspected: Size really does matter

Sega Bass Fishing

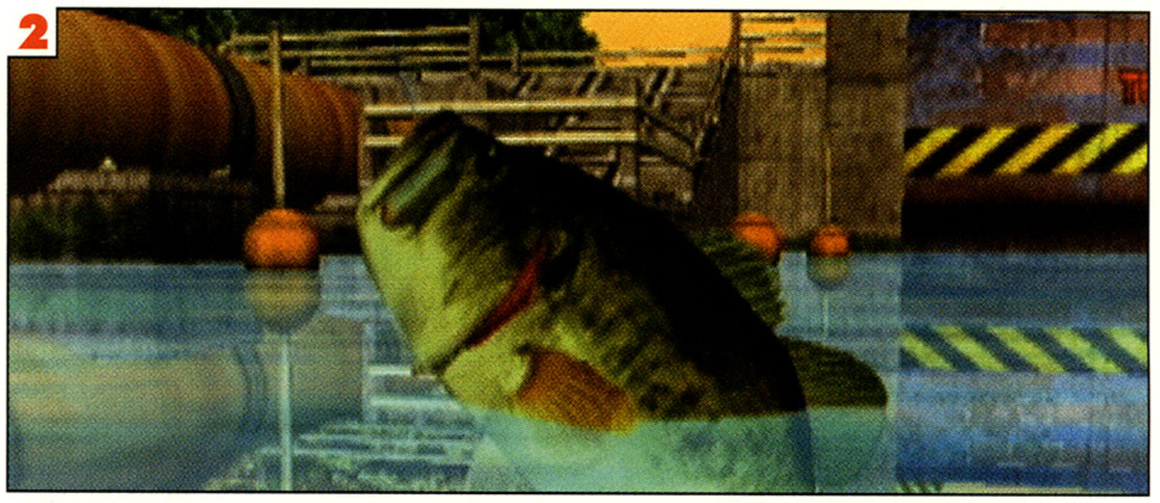
PUBLISHER:	SEGA
DEVELOPER:	SEGA
ORIGIN:	JAPAN
GENRE:	FISHING
NUMBER OF PLAYERS:	1
PERIPHERALS:	FISHING CONTROLLER
ONLINE?	NO
RELEASE DATE:	OCTOBER

Imagine a world where fishing is the supreme sport and the highest achievement is hooking that elusive 20 pound bass... Okay, so that may not be the world that we'd all like to live in, but Sega has created such a universe with its more than arcade-perfect port of *Sega Bass Fishing*.

Featuring a Dreamcast-only Original Mode that allows you to play through a string of progressively tough tournaments against other fishermen (and women), *Sega Bass Fishing* also gives you a chance to test your skills against the clock in Arcade Mode. Controlling the game promises to be enough for those who've never virtually trawled the lakebeds for bass, while there will assuredly be enough simulation elements to please even the most veteran fishing fiends.

Add in the option to use Sega's clever fishing controller, and you'll be able to feel all the tugs and ferocious reeling of what may be the most true-to-life fishing game yet. Super-realistic graphics, challenging gameplay, secret lures, and day-glo fishing caps round out the package.

– Francesca Reyes



1 All the fun of fishing without the drag of having to gut and clean the suckers after they've been hooked! 2 Easy to play, but progressively tough to master, *Sega Bass Fishing* promises to be the fishing game to beat.

Soul Fighter

Pig-faced monsters and barbarians square off

Soul Fighter

PUBLISHER:	PIGGYBACK INTERACTIVE
DEVELOPER:	TOKA
ORIGIN:	EUROPE
GENRE:	ACTION
NUMBER OF PLAYERS:	1
PERIPHERALS:	JUMP PACK
ONLINE?	NO
RELEASE DATE:	SEPTEMBER

Of not for the lack of gnome-like fellows dishing out rotisserie turkeys, you might just mistake Piggyback Interactive's first go on Dreamcast as a 3D successor to the mighty arcade classic *Golden Axe* at first glance.

Choosing one of three medieval action-romp archetypes – a burly warrior, scantily-clad vixen, and mysterious mage – you set off to hack your way through several fully 3D stages populated with all assortments of baddies, from boar-like warriors to bona fide giants. Unlike past treatments of the genre, you can zip into a first-person mode for some high-accuracy slaying after procuring the dagger, crossbow, or bomb power-ups.

If hand-to-hand melees are more your thing, you can always sheath your weapon and charge up for a devastating combo move that would leave Conan scrambling for his video camera. Or more steroids.

– Randy Nelson

1-2 Depending on your taste, Soul Fighter offers both first-person and third-person views to take in all the action. 3 Don't expect a stroll down *Sesame Street*; this game isn't for the faint of heart.

THE ONLY WAY YOU COULD POSSIBLY GET MORE OUT OF OUR WEB SITE

PC · PLAYSTATION · NINTENDO 64 · gamestop! POWERED BY Babbage's & Software Etc. · DREAMCAST · GAMEBOY · MAC

INTRODUCING THE ULTIMATE GAMER WEB-SITE.

An Einstein brain load of info plus a freakin' warehouse of cool stuff to buy. It's adios to zzzz's, baby...

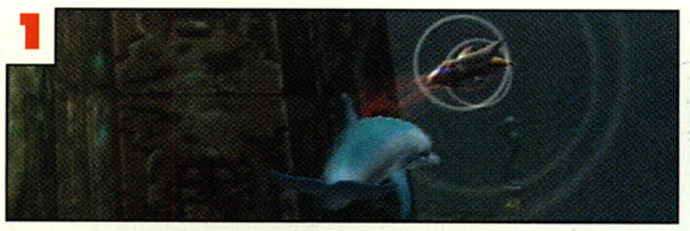
www.thegamestop.com

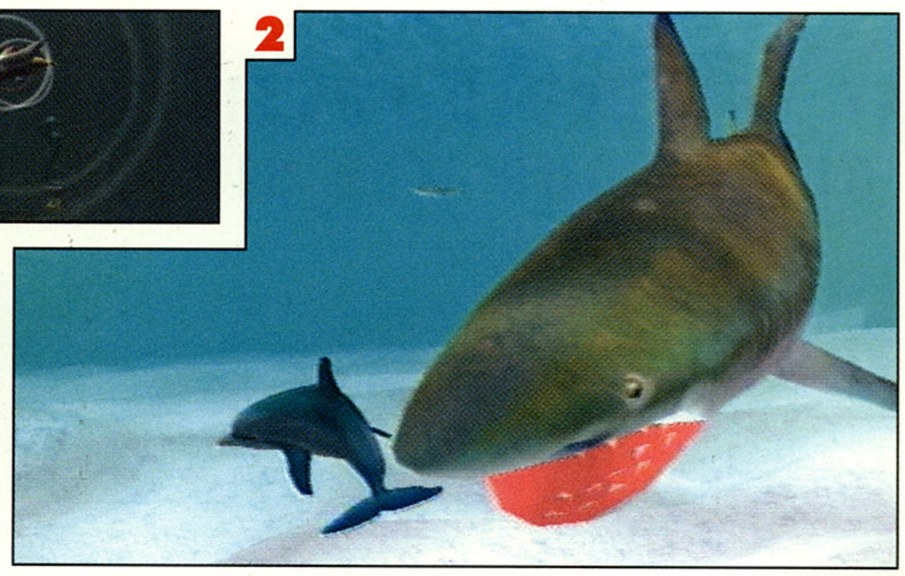
Powered by Babbage's and Software Etc.

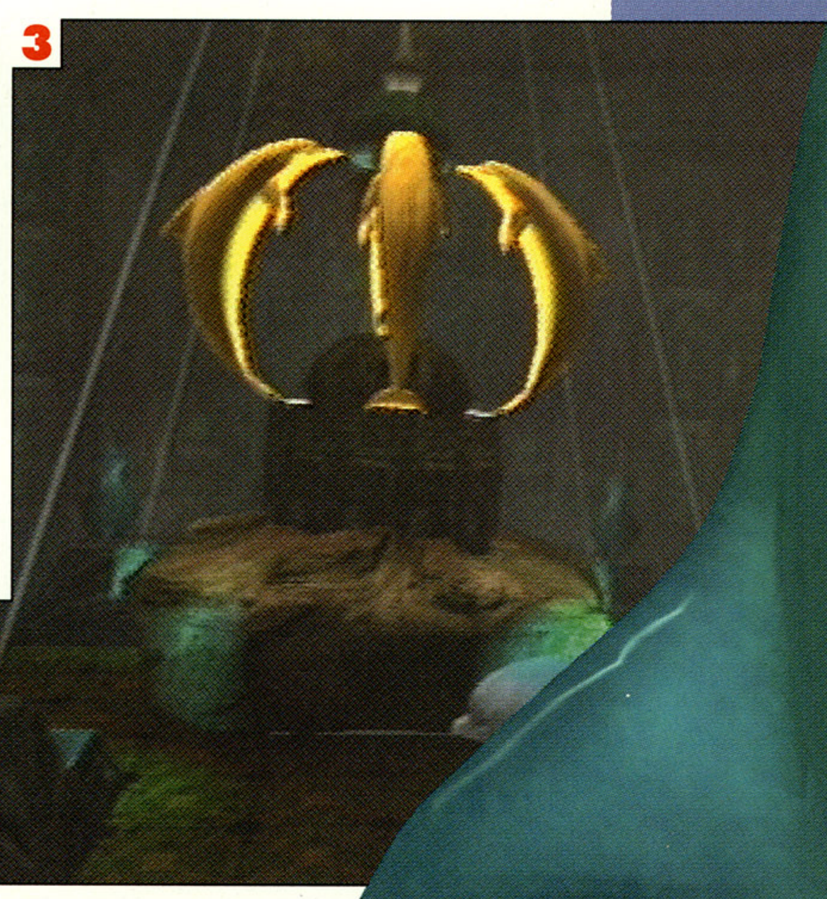
Ecco the Dolphin

Defender of the Future

Ecco resurfaces in stunning 3D to prove he's more than just a sub-aquatic substitute for Lassie. Woof! (gurgle)...







1 Ecco activates his sonar. 2 "Look, I'm not your mom, okay? You're a shark, I'm a dolphin." 3 Dolphin HQ. 4 Ecco explores. 5 Turtle-burgers all round. 6 Ecco's island in the sun.

IN BRIEF

+ POINTS

- **Beautifully-realized levels and astounding graphics**
- **Massive environments to explore, and plenty to do**
- **Dolphins are cool**

– POINTS

- **It's rare that classic 2D titles make the jump to 3D successfully**
- **It's a game about fish, essentially**

BOTTOM LINE

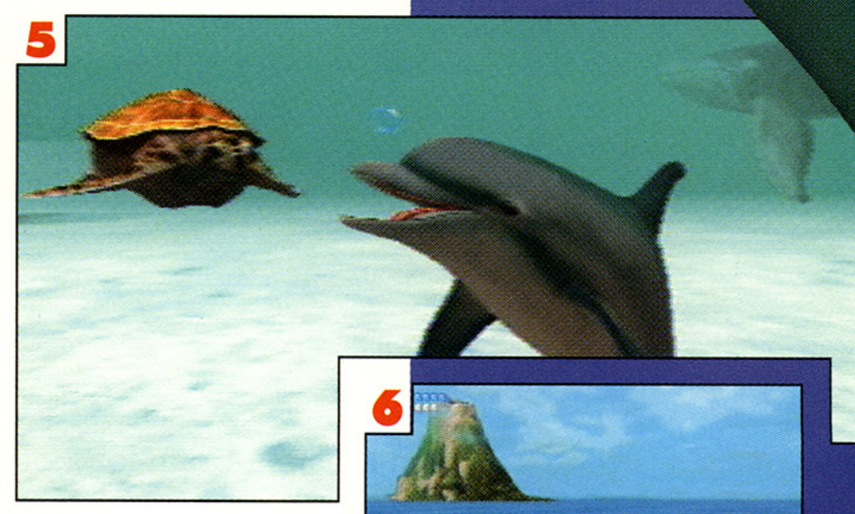
There are few titles on the horizon that look as good as *Ecco the Dolphin*, and fewer still that provide the less arcade-obsessed gamers with a sizable world to explore. Appaloosa's Dolphin Safe title is one to watch

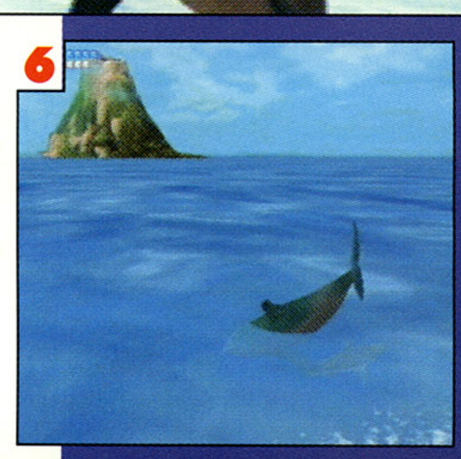
Dolphins - you've gotta love'em. And we do here at **DCM**. Senior Editor Randy Nelson claims he actually 'met' TV star Flipper at a Hollywood schmoozefest, (though was unnerved by the Wet-One's permanent smile). "He just stood there on his tail smiling and making clicking noises, " claims Randy. " It was sort of creepy, actually." Ecco, however, happily remains untouched by the warped mirror of fame, and has returned looking better than ever. And with a great big smile on his face.

The producer on the project, Gergely Csaszar, remarked that this title looks so realistic "that one cannot help but forget that this whole world is 'just a videogame.' For me it went beyond a game: it is a real place with real living creatures. It's like creating life."

Obviously, even the developers have lost every sense of reality, but it proves that *Ecco* will give new meaning to what you might call "virtual reality." It looks as though it will be an ideal showcase for the Dreamcast's awesome power, much like the Genesis game set new standards in the 16bit era. To make all this possible, Appaloosa uses its proprietary 'Game World Builder' technology, a combination of development 'tool' and game engine, all running on a Windows-based interface.What all that means is that the teams can add and subtract parts of the game world at the touch of a button, and create new maps and levels quickly. It's kind of like Lego - but in code.

"Our goal was to have an easy to use tool set for building the game part (placement of objects ,lighting, sound effects, behavioral patterns, etc.) and an interactive, realtime engine which allows us to run the game instantly, as soon as we have completed some tuning." Csaszar makes it all seem easy.



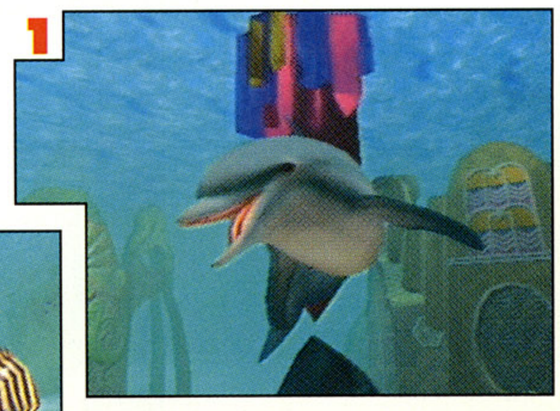


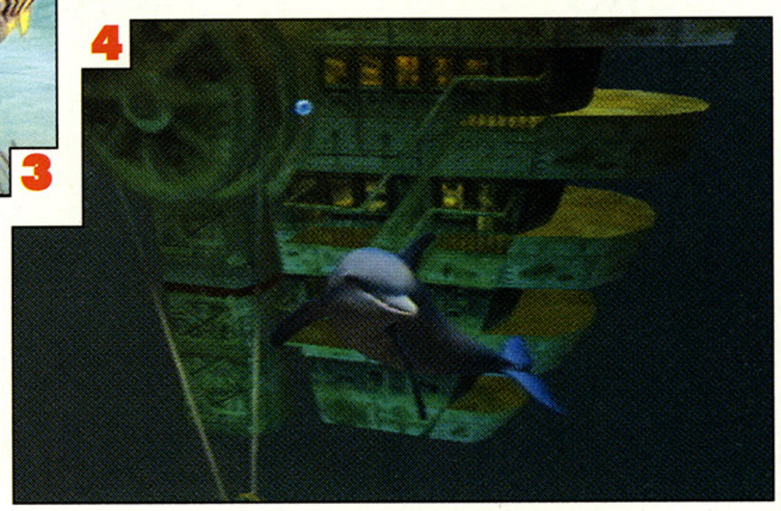
"With a few other mouse clicks you can run the game on the target platform, which in this case is Dreamcast. Basically, anybody can tune the game

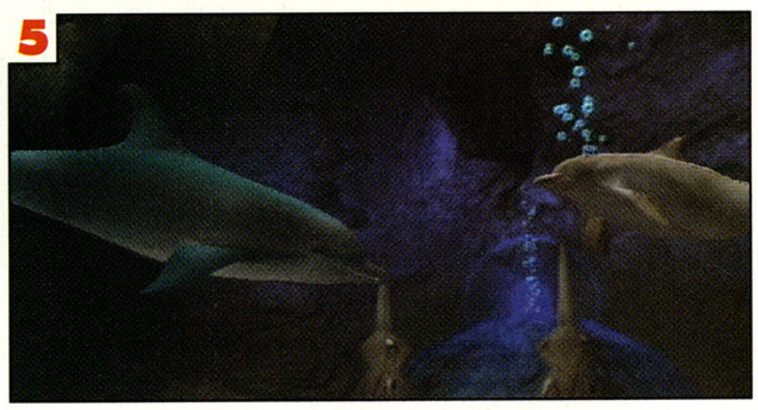
Ecco the Dolphin

PUBLISHER:	SEGA	**NUMBER OF PLAYERS:**	1	**ORIGIN:**	US/HUNGARY	**ONLINE:**	NO
DEVELOPER:	APPALOOSA INTERACTIVE	**PERIPHERALS:**	JUMP PACK, VMU	**GENRE:**	ADVENTURE	**RELEASE DATE:**	TBA

1 "Hi, I'm Ecco, and I'll be your intelligent sub-aquatic mammal." **2** An octopus boss gets a little too friendly. **3** Back to school. **4** Future super-villain headquarters. **5** "Gurgle"







and get results with minutes and hours instead of days or weeks." This explains why *Ecco* made many games pale in comparison at E3, and it's only been in development for a year or so.

In addition to the great attention to graphical detail and realism, Appaloosa is hard at work at creating similarly impressive gameplay. "Once we have an environment that looks beautifully real and creatures that look and behave as if they were truly alive, we will continue this approach and make the 'videogame' elements blend into the natural as well," Csaszar explains. *Ecco* will be an "adventure game with many action elements." You'll get to explore four widely different worlds, each subdivided into areas packed with all sorts of puzzles and enemies. You can also choose between a "simulation" and "arcade" type control, based on how comfortable you are with the dolphin controls and "navigating, diving, climbing and spinning around in a virtual world." Not only will the veteran gamer be served with this game, but people less interested in finishing the adventure will "find endless fun just playing around with the dolphin in quiet, remote lagoons" *(Is that legal?- Ed)* and performing various acrobatics in the air. Appaloosa also has "something very special indeed" planned for the VMU, which is meant to remain a surprise for now. A tuna cannery sim, perhaps…

ECCO MADE MANY GAMES PALE IN COMPARISON AT THIS YEAR'S E3 SHOW, AND IT'S ONLY BEEN IN DEVELOPMENT FOR A YEAR

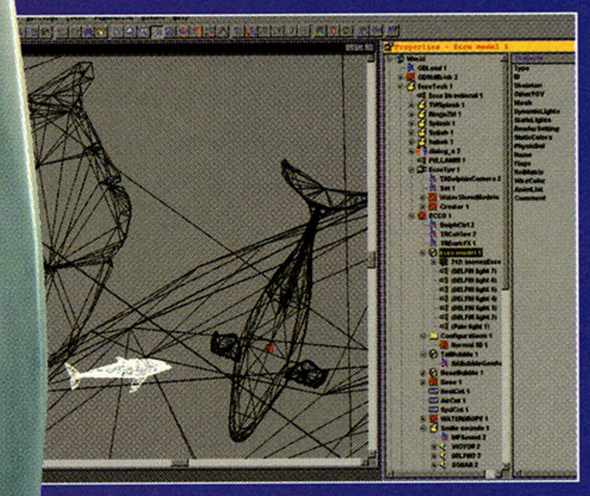
Interestingly, the story was created by none other than David Brin, the Hugo Award-winning author of sci-fi epics such as The Postman and Startide Rising (Here's hoping this story, at least, won't make it to Kevin Costner's agent, eh David?). Regarding his collaboration with Appaloosa he tells **DCM**, "At first I was reluctant - I have a pretty full plate with novels and movies. But then I got to see the Genesis version of *Ecco* and was captivated! This wasn't just another shoot-em-up game. I found myself imagining a storyline to back-up the action-packed game sequences. Well, as long as I was day-dreaming a story, I might just as well get paid for it!"

Just as long as we never live to see the day Kevin Costner arrives on screen in a rubber dolphin outfit, the prospect of such an amazing-looking adventure title is a welcome one indeed.

–Jorg S. Tittel (gurgle…)

IF YOU BUILD IT…

Appaloosa created a special 'world builder' program to help them construct these amazing levels for the game quickly and easy. Slyly codenamed 'Game World Builder', it's shaved months off the production schedule and allows the team to spend their time dreaming up ever more fiendish traps ands tricks to keep even the most Flipper-obsessed gamers in the drink for weeks (this boring gray screenshot is what it looks like to the lucky whizkids designing the game).



Metropolis Street Racer

"Drive", she said. So you did, and she hasn't seen you in weeks

1

2

3

4

IN BRIEF

+ POINTS

- **It's the best-looking racing game ever made**
- **You get to race real cities**
- **And absurdly quick Japanese sports cars**

— POINTS

- **It's another racing game**
- **Will the detail in the car models mean too few 'background' vehicles?**
- **The hype is building...**

BOTTOM LINE

Bizarre Creations know racing games like Colonel Sanders knows chicken. If anyone can pull this ambitious project off, it's those guys. You can bet Sega's racing teams are taking notes

Sega originally wanted the Liverpool-based coders Bizarre Creations to create a cutting edge Grand Prix game for the Dreamcast. But company founder Martyn Chudley felt he needed to do another F1 game like a moose needs a weekend in Vegas. So out went the Ferraris, the yellow flags and the pit-stops, and in came rag-top European speedsters and the thrills of joyously reckless powersliding.

You'll be able to drive at least 20 different production cars (Ford Mustang, Honda NSX, Euro-sportscar Fiat Barcetta and more), licensed from 13 different manufacturers. And yes, you'll be able to race against other super-convertibles around the tricky twists of urban street tracks. What gives the game its unique edge is that its nine circuits are based on real areas of three world cities - Tokyo, London and San Francisco. While other games let you thunder around fictional courses, *Metropolis Street Racer* has realistically modeled three two square mile areas per urban sprawl. Come the game's launch this fall, you'll be able to zip past the tourist traps of London (Buckingham Palace, Trafalgar Square, Picadilly Circus), before tackling the narrow streets and tight turns of San Francisco's own T-shirt Mecca and home of tastless tourist knick-knacks, Fisherman's Wharf.

The extent of the realism is staggering. Not only were the game's cars modeled from official schematics and technical specs, but Bizarre Creations also dispatched researchers to photograph and film the featured cities to get the building textures and the

1 The Shibuya district of Tokyo, like all the levels, is incredibly detailed.
2-4 The cars look simply fantastic. The challenge for Bizarre is to add multiple cars to scenes while keeping the frame-rate smooth - the programming equivalent of hitting the exhaust port of the Death Star. Without *The Force*.

Metropolis Street Racer

PUBLISHER:	SEGA	**NUMBER OF PLAYERS:**	1-2	**ORIGIN:**	ENGLAND	**ONLINE:**	TBA
DEVELOPER:	BIZARRE CREATIONS	**PERIPHERALS:**	WHEEL, JUMP PACK	**GENRE:**	RACING	**RELEASE DATE:**	FALL

1 The Ford Mustang takes a spin around the hilly streets of San Francisco, oddly enough without a driver. Spooky. **2-4** The Honda NSX is one of the fastest cars in the game. Here it makes somewhat wayward progress around Tokyo's hyper-trendy Shibuya district. Note the lens-flare from the headlights and the specular highlighting (reflections) on the bodywork. It's okay to gasp - we think the visuals are breathtaking too.

TOYS IN THE HOOD

ACCURATELY- MODELED city tracks? Laudable. Split-screen multiplayer (and possibly a modem option)? Let's have a round of applause, please. But probably the neatest feature of *Metropolis Street Racer* promises to be the Gang Mode which recreates the thrills and illegal spills of late-night, hot-rod street racing. "We'd all seen videos of cars racing up and down the Yokohama freeway, lights blazing, engines roaring," explains the law-abiding Martyn Chudley. "So we tried to capture a bit of that. One of our producers at Sega used to be a member of a London street gang, the Scorpions, so he's been very helpful telling us about the culture and how it could work in a game."

background minutia just right. The result is an unprecedented level of in-game detail - from individual lampposts to accurate wall surfaces, windows, fire escapes and billboards - as the thousands of photographs were painstakingly turned into textures and squeezed into the game. The bottom line is that if you live on a street that makes up one of San Francisco's tortuous tracks, you'll be able to drive past and check out a recreation of your house, pixel-style.

"What makes *MSR* different," suggests Chudley, "are the hyper-realistic environments. Nobody else has really done that before - not to this extent. It's an idea which goes back to our Formula 1 heritage, of representing real and recognizable environments. At the same time, we're not going to be too anal about it, because at the end of the day the game has got to play well."

THE BRICK-PERFECT DETAIL COUNTS FOR NOTHING IF YOUR CAR BOASTS ALL THE AGILITY OF AN ICE-SKATING HEFFER...

And that's the key: playability. Whether you race in daylight or darkness, around the neon-lit suburbs of Shibuya or Bullitt-style through the hilly neighborhoods of San Francisco, the brick-perfect detail counts for nothing if your car boasts all the agility of an ice-skating heffer. "The handling of the cars is going to be as true to their real-life counterparts as possible," promises Chudley. "But it's not going to be intrusive. *Metropolis Street Racer* will have an arcade feel to it, for sure, but not at the expense of detail and gameplay."

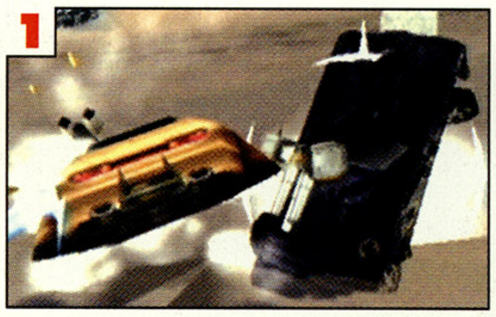
– Dean Evans

Vigilante 8: Second Offense

PUBLISHER:	ACTIVISION	NUMBER OF PLAYERS:	1-4
DEVELOPER:	LUXOFLUX	PERIPHERALS:	JUMP PACK
ORIGIN:	US	ONLINE?	TBA
GENRE:	ACTION	RELEASE DATE:	OCTOBER

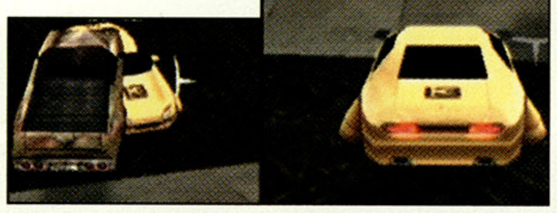
Vigilante 8
Second Offense

Activision redefines digital road rage



1

2



3

4

5

6

1-2 Whether playing against the computer or friends, car combat ensures a satisfying experience for those with an appetite for destruction. 3 Activision hints that Dreamcast gamers will have exclusive three and four player modes to play with. 4-6 The variety of new powerups allow you to cruise almost any terrain with equal ease.

Set against the disco-fever backdrop of 1970s America, the original Vigilante 8 game (released for those quaint old 32bit consoles) pitted rival car gangs against one another, armed to the teeth with fantastic artillery and equally fantastic hair-do's. Developer Luxoflux is aiming to recapture the adrenaline-charged drama of the original, but is going the distance to ensure that it won't be a simple rehash.

Incorporating a new system of power-ups, *Vigilante 8: Second Offense* allows you to collect icons that enable its 17 new cars to transform robot-style between different modes including a hovercraft, snowmobile, and hydroplane.

Luxoflux has also made sure to carry over elements from the original, such as recurring characters and completely destructible combat arenas. There are 12 arenas in total, as well as multiple gameplay modes for single players divided into Quest, Brawl and Desperado and two-, three- and four-player modes for what are sure to be some truly wild multi-player melees. This is all handled split-screeen, and from the early version shown to **DCM**, copes well with the added load, with little framerate slow-down (though the detail level drops a level or two - but that's to be expected).

With 17 brand-new vehicles, as well as the addition of the particularly vicious Drifter gang to the lineup, *Vigilante 8: Second Offense* could well have what it takes to be the king of the car-combat sequel road.

- Francesca Reyes

IN BRIEF

+ POINTS

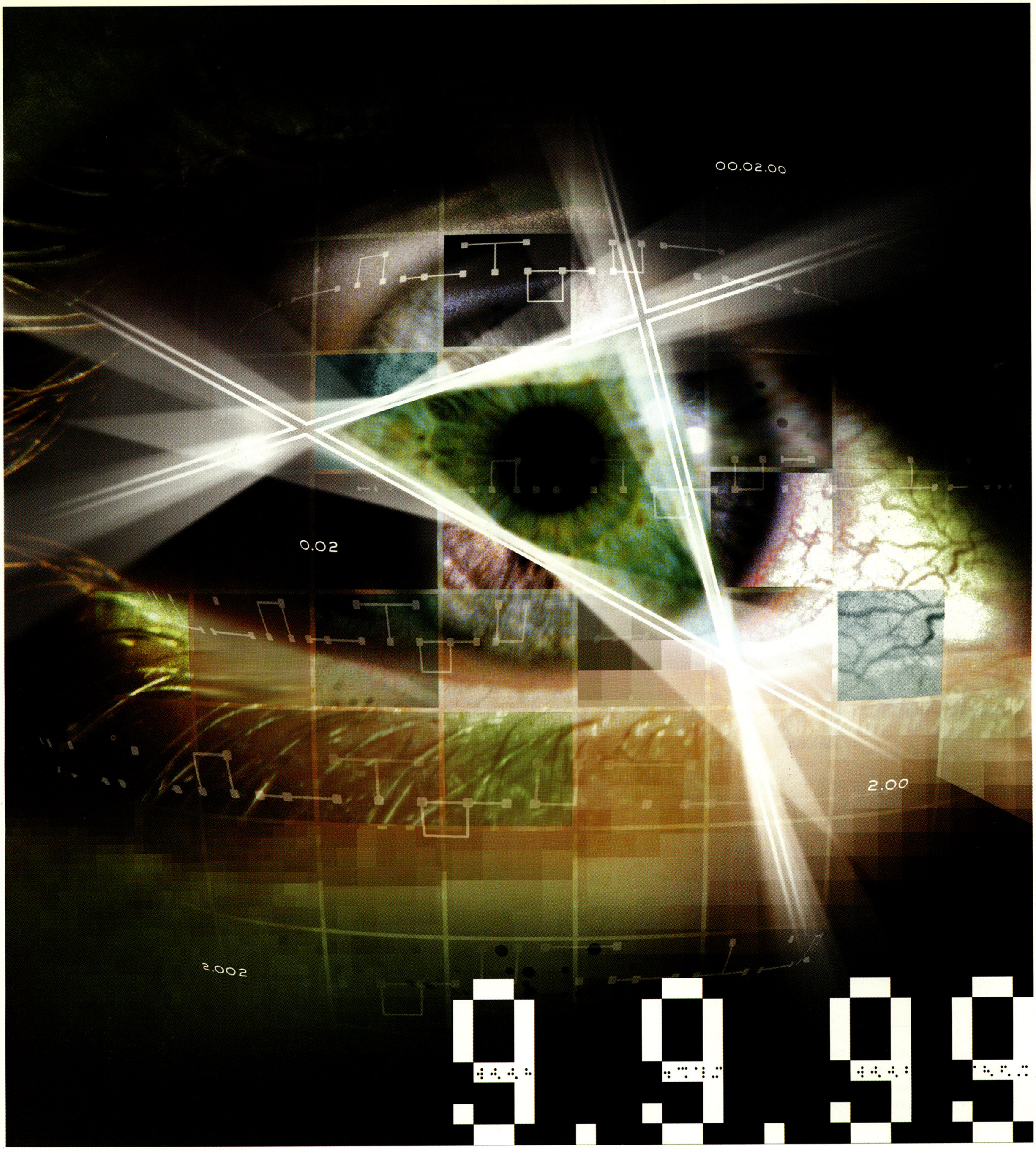
- **Bright, shiny objects that explode *really* well**
- **Huge variety of modes, as well as multiplayer options**
- **Loads of new features**

– POINTS

- **AI and detailed controls are still yet to be seen**
- **Even though its all-action the characters still have to be identifiable and cool**

BOTTOM LINE

Being the first car combat game on Dreamcast, and a promising one at that, *Vigilante 8: Second Offense* has little chance of failing, making it a good bet for fans of the genre and newcomers with a taste for explosives



0.02

0 02142034199 99

ARTIFICIAL INTELLIGENCE HINT >

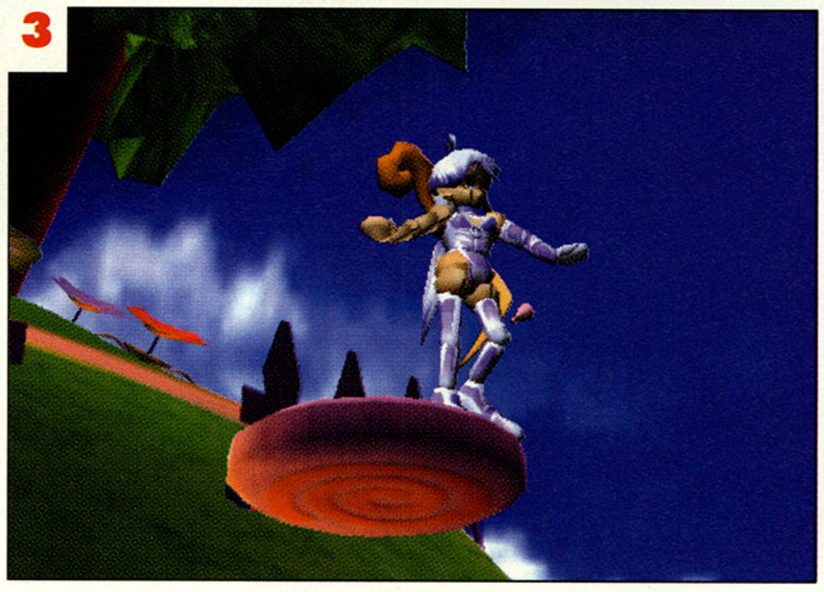
OUTSMARTING IT WILL ONLY MAKE IT SMARTER.

Sega is registered in the U.S. Patent and Trademark office. ©1999 SEGA. All rights reserved.

it's thinking sega.com

Climax Landers

Wanted: Role-playing game with cheeky female party member; preferably in form - fitting attire. No experience points necessary



IN BRIEF

+ POINTS

- **Gorgeous graphics feature a fully 3D universe**
- **Monster breeding, time traveling, and checkout lines**
- **Six characters to play**

— POINTS

- **One town and only regenerating dungeons may prove a little dull and less expansive than other RPGs**
- **How long is *Landers*?**

BOTTOM LINE

With its beautiful landscapes and promising gameplay, *Climax Landers* should give us a peek at what's to come for RPGs, but its success relies more on storyline and characters. It's still wait-and-see on this one.

Climax Landers is the title on the lips of every dedicated RPG fan. And with good reason. With its lush environments and highly detailed polygonal cast of characters, it seems that there's plenty to be excited about.

Among the game's many interesting features, the most notable is the ability to travel back and forth through time. Sword, the main character, is approached by one of the elders in his village to decipher the mystery of the strange time portals that exist near the town (the elder would go himself of course, but he's presumably 'busy'). And so the spritely young Sword must then rely on his inherent magic skills to solve the mystery by joining up with a band of five other wanderers.

While the game only really features one town, *Climax Landers* gives you the chance to experience this multi-faceted landscape in several different time periods. You'll be able to shop in a modern convenience store at one point in the game, then explore prehistoric ruins complete with primitive peoples and dinosaurs the next *(sounds like my local mall - Ed)*. The combination offers an interesting opportunity not only for jokes about elf ears and Slurpees, but also plenty of innovation and variety in a genre that can be all too predictable

1 Lady takes a good look at the machine that will launch her and her comrades back and forth through time. 2 The battle systems allows you to capture animals and have them fight alongside your character. 3 Marion pulls off the daring stunt of flying through the air on what looks like a large Dreamcast dinner mint.

Another of *Climax Landers*' much-publicized features is the strangely familiar band of characters cast in the game. Savvy gamers who remember Climax's other classic RPGs, such as *Landstalker* and *Shining in the Darkness* on the Genesis, will most likely recognize the mugs of two of the former games' heroes. Marlin, the spunky mage who was one-third of the dungeon exploring team in *Shining in the Darkness*, as well as Lyle, the cocky elfin thief from *Landstalker*, both play integral roles in *Landers*.

LAY OF THE LANDERS

Name: Lady
Origin: *Ladystalker* (Japan only)
Type: Elf
Specialty: Martial Arts

Name: Lyle
Origin: *Landstalker*
Type: Elf
Specialty: Thievery

Name: Rao
Origin: N/A
Type: Half-man, half-roast beast
Specialty: Strength

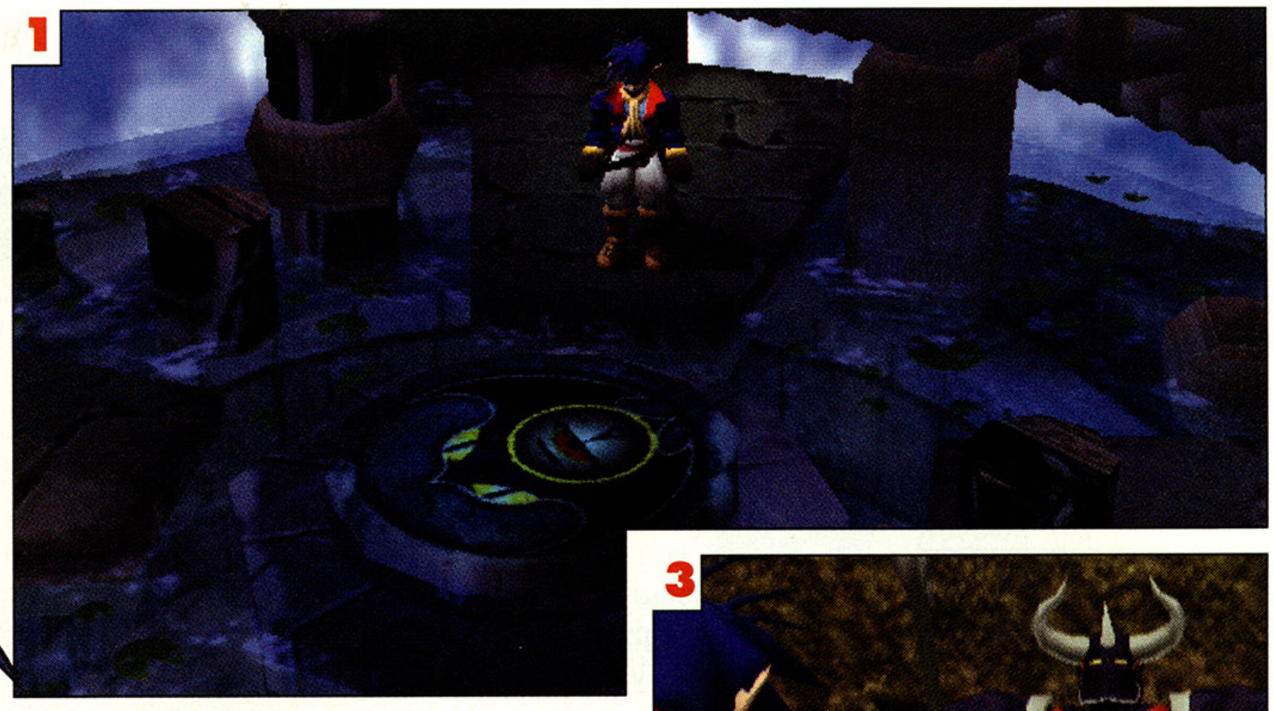
Name: Marlin
Origin: *Shining in the Darkness*
Type: Magician
Specialty: Magic

Name: Sword
Origin: N/A
Type: Human
Specialty: Swordsmanship

Name: Marion
Origin: A tree, perhaps?
Type: Wooden Puppet
Specialty: Flammability

Climax Landers

PUBLISHER:	SEGA	**ORIGIN:**	JAPAN	**NUMBER OF PLAYERS:**	1	**ONLINE:**	NO
DEVELOPER:	CLIMAX	**GENRE:**	RPG	**PERIPHERALS:**	VMU GAMES	**RELEASE:**	WINTER



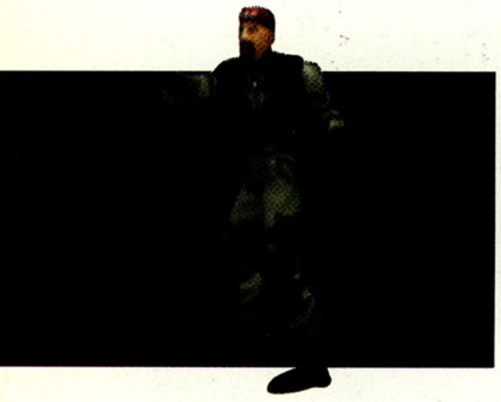
1 Approaching the stage deep inside the fabled Batcave, Sword prepares to audition for the part of Robin (oops - wrong universe). 2 The textures and environments in the game are simply breathtaking. 3 Sword confronts one of the many bosses within Landers; prepare for some tough battles. 4 Marlin defends her right to wear bright lavender tights by wielding a rather large wooden stick.

AMONG THE GAME'S MANY FEATURES, THE MOST NOTABLE IS YOUR ABILITY TO TRAVEL BACK AND FORTH THROUGH TIME

For those who had the chance to lay their paws on the import, *Ladystalker*, will no doubt also recognize Lady, the female martial arts master, too. Sword will also call upon the help of newcomers, Rao, a powerful beastman, and Marion, an enigmatic female wooden puppet character of which little is known in the game (apart from her aversion to naked flames). All six characters will be playable, but only one character can be controlled at a time, so don't expect to be traipsing about the dungeons with all six of these powerful warriors in tow.

With a release date tentatively set for Winter, Sega plans on promoting *Climax Landers* not only on the strength of its gorgeous visuals, but with its multitude of unique features. A string of 10 VMU-related mini-games to support the monster-breeding options and casino-type sub-games sound cool. But ultimately the story and gameplay will tell *Climax Landers*' tale. Expect more coverage of this amazing looking RPG in **Fantasy Zone** in the coming months.

– Francesca Reyes



Dynamite Cop

Pirates of the Caribbean gone horribly wrong

Dynamite Cop

PUBLISHER:	SEGA
DEVELOPER:	SEGA
ORIGIN:	JAPAN
GENRE:	ACTION
NUMBER OF PLAYERS:	1-2
PERIPHERALS:	JUMP PACK
ONLINE?	NO
RELEASE DATE:	FALL

Trading foreign terrorists for the scariest pirates this side of *Captain Ron*, Sega's unofficial sequel to *Die Hard Arcade* has you donning the gear of a police special weapons member on a mission to rescue the president's daughter off a hijacked cruise ship.

Fortunately, you'll be well armed – and look nothing like Keanu Reaves. Instead, you can choose from three different characters.

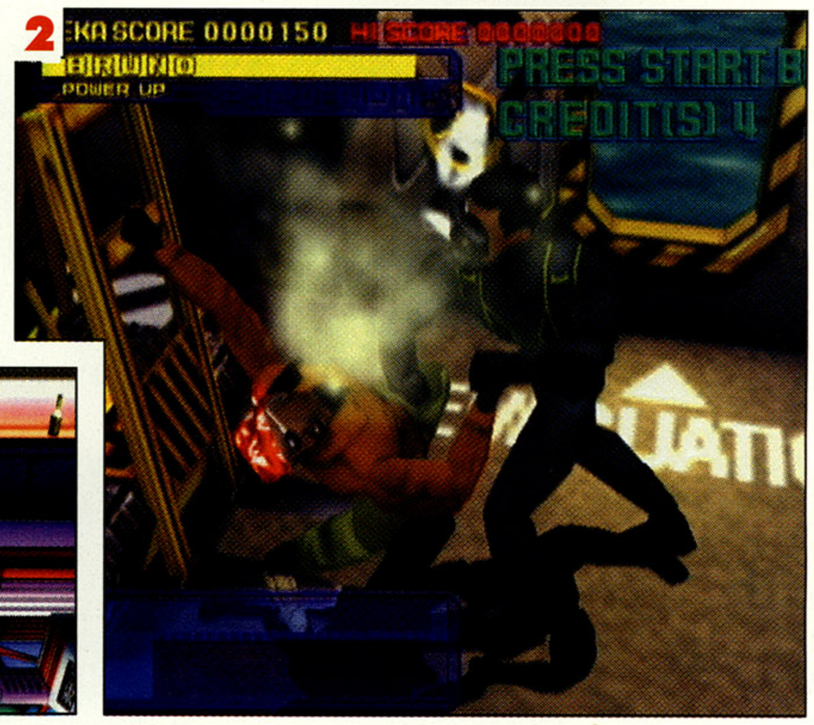
Comprised of three missions, the game lets you pummel your eye-patch-wearing adversaries with nearly anything onboard that's not nailed down, including (but certainly not limited to) hat racks, arcade machines, and, uh, toilet plungers. These are in addition to a whole host of punches and kicks, not to mention intentionally-lethal objects the likes of .9mm handguns and Uzis.

Breaking up the beat-'em-up shenanigans are timing-oriented action sequences similar to those in *Die Hard Arcade*, whereby you'll have to press the action button when prompted in order to clothesline oncoming baddies and perform tricky jumps, amongst other marginally amazing feats.

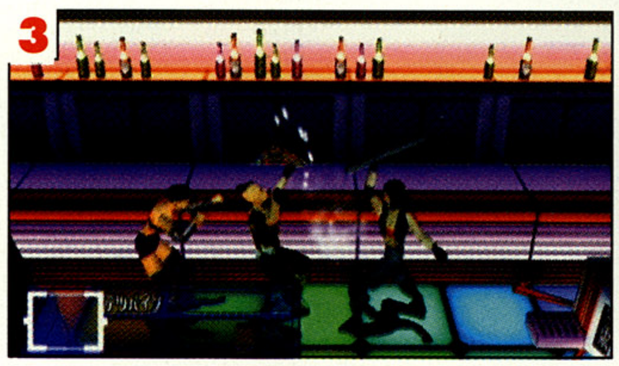
Explaining yourself to the President if you don't rescue his daughter is the one truly amazing feat you'll hopefully never have to pull off.

– Randy Nelson

1



2



3

1 Most of the baddies are pirates, although this one looks suspiciously like *A-Team* hero, Mr. T. 2 The action commences the moment you set foot on the boat. 3 As a rule, every Sega beat-'em-up must feature a disco brawl.

Floigan Brothers

Sega's top-secret platforming duo steps out of the shadows

Floigan Brothers

PUBLISHER:	SEGA
DEVELOPER:	VISUAL CONCEPTS
ORIGIN:	US
GENRE:	PLATFORM
NUMBER OF PLAYERS:	1
PERIPHERALS:	JUMP PACK
ONLINE?	TBA
RELEASE DATE:	SPRING

Meet the dynamic duo behind what Sega is hoping will be one of the biggest games of next year: Hoigel and Moigal Floigan. Their names may be funny, and their world lifted straight out of old *Laurel and Hardy* skits, but these two decidedly goofy brothers may be the best thing to happen to the popular platform genre in many years.

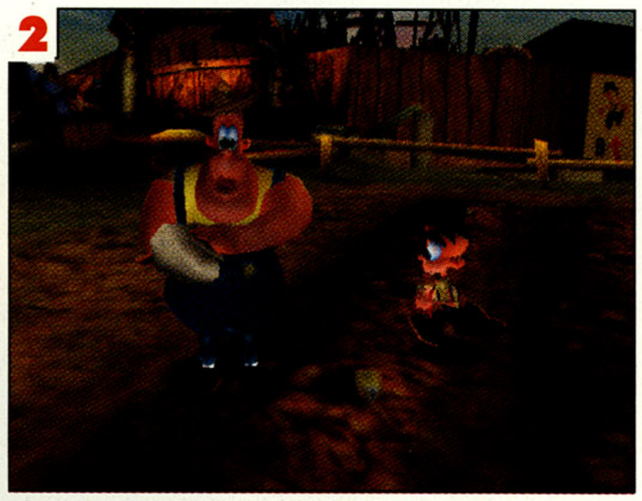
Playing as Hoigal (he's the smaller one), you've got to work together with your AI-controlled sibling, Moigal, in order to solve the game's various puzzles – such as having him toss you up to hard-to-reach places and moving large objects.

Developer Visual Concepts (*NFL 2000*) is keeping a tight lid on the rest of the game's inner-workings, but we do know the motivation behind their mission: they're about to lose their junkyard home to a greedy land developer, but not without a good fight.

Floigan Brothers won't be available until next spring, but it's shaping up as one of the most original representatives of its class. We'll have much more on the game next month, so stay tuned to this station…

– Randy Nelson

1

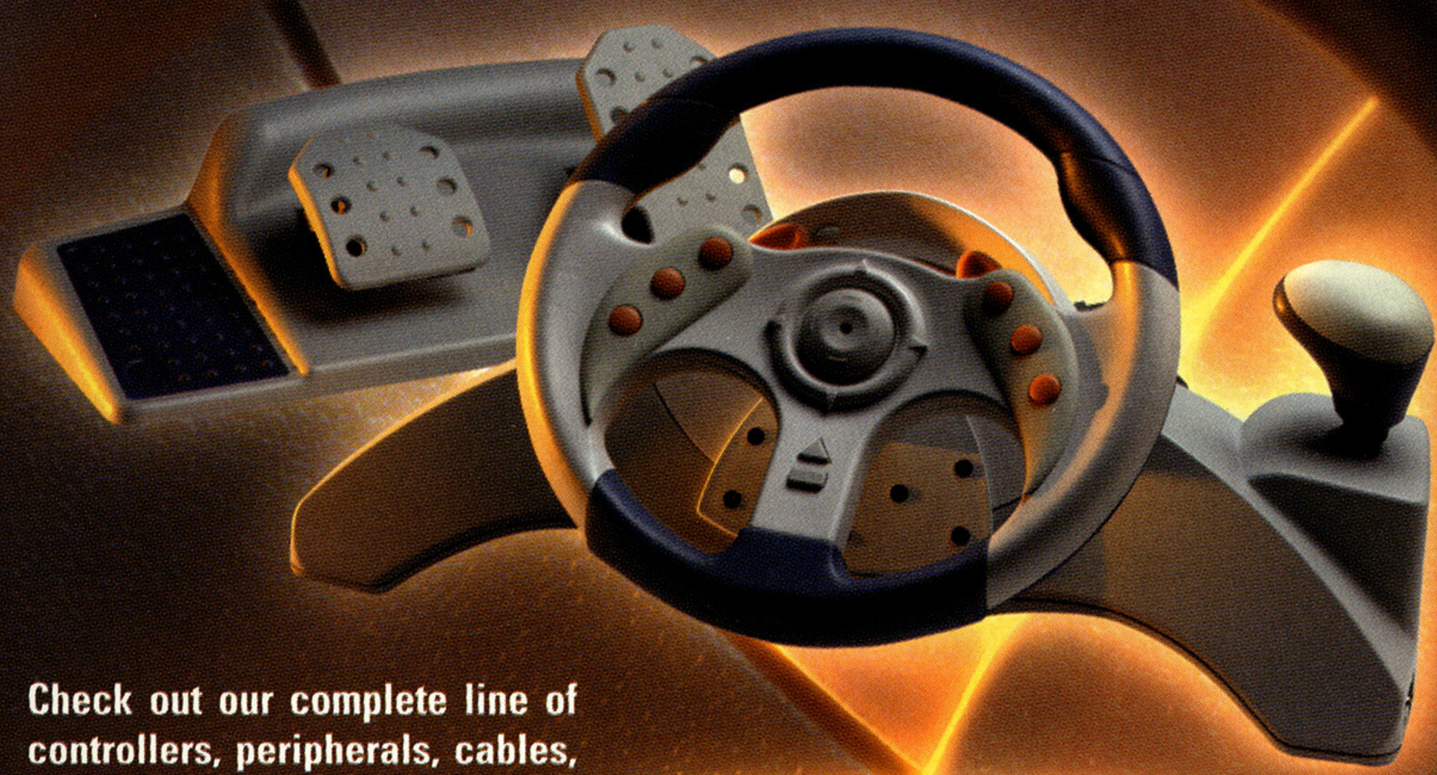


2

3

1 Moigal is easily impressed. Let's hope he's as easy for Hoigal to control. 2 The Floigan's junkyard home is stunningly rendered, and will be appearing in *Better Homes and Gardens* next month. 3 Both characters look like they've jumped straight out of a cartoon.

TAKE CONTROL.



Check out our complete line of controllers, peripherals, cables, and connectors for your Sega Dreamcast™ system.

AVAILABLE 9.9.99

MAD CATZ™

© 1999 Mad Catz, Inc. Mad Catz and the Mad Catz logo are trademarks of Mad Catz, Inc. its affiliates and/or subsidiaries. Questions? Visit our website at www.madcatz.com or call 1-800-659-2287.

SPECIAL*REPORT*

midway is ready to rumble

The pinball wizards behind '80s coin-op classics *Tron*, *Spy Hunter,* and *Rampage* head full-tilt towards the future of videogames. Get ready for Midway's blistering day-one Dreamcast assault...

Come to think of it, 'full-tilt' might be an understatement.

When September 9 rolls around, almost a quarter of the 19 games you'll be able to lay hands on at your local games emporium will carry the Midway logo – the largest day-one turn-out from anyone but Sega. *Mortal Kombat* and *NFL Blitz* will show up, of course, but there will also be two fresh faces in the bunch, namely the high-octane racer *Hydro Thunder* and *Ready 2 Rumble*, Dreamcast's first boxing title.

But we've all played *MK* and *Blitz* before – a racer's just a racer, and all those questionable 32bit boxing 'sims' surely spelled the end of sleep-depriving, edge-of-your-chair videogame pugilism, right? Giving our magic eight-ball a good shake, and getting a curious 'No' in response to this query, it was time to set off to Midway's San Diego, California studios to investigate further.

RING LEADERS

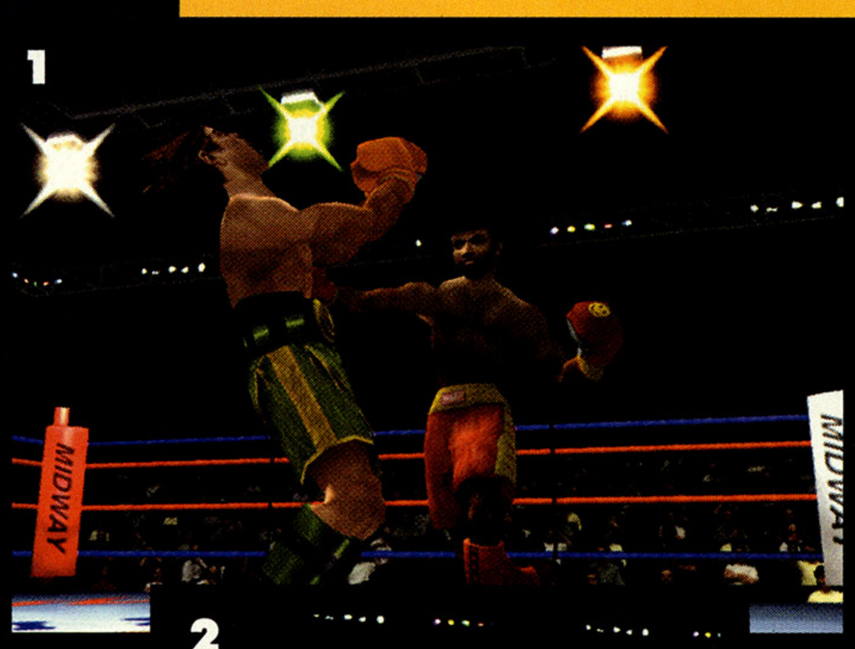
Enter the punch-drunk bunch

Within minutes of arriving at Midway's offices we were face-to-face with some very sketchy-looking guys. Some of them weren't too hard on the eye – at least they were well-groomed and had good complexions. It was the other bunch that scared us. They looked like they'd just broken out of a Federal Penitentiary and had a few scores to settle. They were muggers, serial killers, granny bashers (or possibly even night club doormen), all boasting multiple chins and the kind of dark, sunken eyes that hadn't seen sleep for weeks.

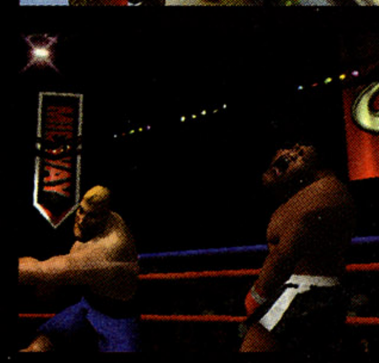
But this wasn't the slumber-deprived rabble that normally passes for a games development team. No, this motley crew were the neatly-designed gang of thugs in *Ready 2 Rumble* – Midway's splendid new boxing title that lodges its tongue firmly in its bruised and bloody cheek. It most definitely pulls no punches.

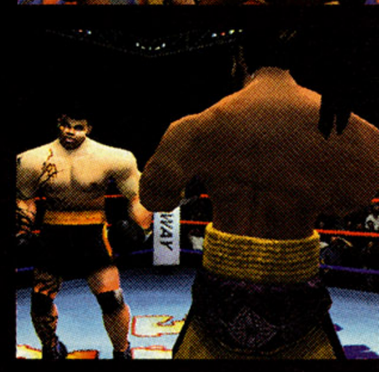
Even though some of the fictional fighters were loosely based on actual team members, we found a friendly and enthusiastic bunch at work on the project. "It's got an over-the-top look, a very responsive feel, and we're concentrating more on fun than anything else," assured programmer Dave Wagner. "We've had people who don't even play games pick it up and start having fun right away."

1



2





1 *Ready 2 Rumble* taps Dreamcast's enormous graphical potential to render boxers that not only move like the real deal but also bleed, sweat, and bruise like it too. 2 Calling traditional character animation tecniques into play, Midway has created a roster of characters that are anything but your average run-of-the-mill pugilists.

Bigger, stronger, faster

To create *Ready 2 Rumble*'s unique cast of some 20 boxers, and the multitude of boxing arenas, the team has been drawing upon equal doses of classical animation techniques, motion capture, and state-of-the-art programming know-how.

Each of the fighters has been conceived much in the same way as a cartoon character, and then brought to life as a 3D model and 'painted' by a texture artist. From here, they receive their own unique array of moves, and then are given their fancy footwork by the team's motion capture model, a real-world kick boxer. The crowning touch comes in the form of outlandish facial animation, realistic bruises, and even the occasional missing tooth – all occurring in realtime.

"We have a lot of our own tools to make the motion and the facial expressions and the swell points and the bruising," adds lead programmer Terry Bertram. "It's even more ►

READY TO RUMBLE TEAM

Not everyone on Midway's *Ready 2 Rumble* crew fancies themselves as would-be pugilists — or so they say. You certainly wouldn't be able to tell it judging by their recent projects, which have included the console-exclusive fighting title *Bio Freaks*, or that visibly worn *Soul Calibur* machine displayed proudly in their work space...

IN BRIEF

+ POINTS

- **Could well turn out to be *Punch Out*, DC-style**
- **Hilarious, super-detailed, fat-lipped caricatures**
- **60fps arcade-style speed**

— POINTS

- **Single player game has yet to be seen in action**
- **First-person view will need some more work**
- **You can't punch Don King**

BOTTOM LINE

We all know how terrible boxing games can be, but this one shines like George Foreman's smooth, sweat-covered noggin

comical when your boxer smiles at the end and he has a few teeth missing." It saves on polygons, too.

Hard hitting

Bruises, missing teeth, and dislocated jawbones generally come about from particularly hard blows in *Ready 2 Rumble*, and these are usually the rule and not the exception. In addition to the two basic high and mid-blows (oomph!), each boxer can land a variety of special punches, and chain combos can be executed via predetermined directional and button combinations, and, of course, precision timing.

Delivering a thunderous hit rewards you with one letter from the word 'rumble' for your appropriately named Rumble Meter, which, when fully charged, can be used to launch into a sort of berserker rage – complete with fantastically glowing gloves. Go down for the count, and a garter-wearing referee will make his way out onto the mat, accompanied by cinematic camera angles. Tapping the shoulder buttons rapidly at this point is the best course of action – it's essential for regaining stamina for the remainder of the fight.

Of course, apart from knocking your foes senseless, your other main goal is to avoid seeing stars yourself. And through use of the shoulder buttons, life-saving ducks, and side-steps are possible.

Road to victory

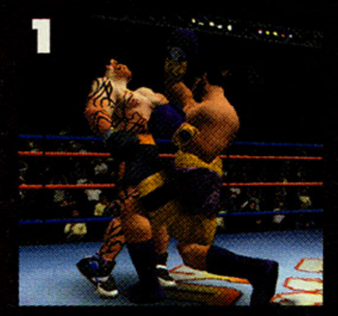
Whether you choose to compete as the smack-talking Afro Thunder, the grotesquely obese Salua, or any of their outlandish companions, *Ready 2 Rumble* provides two basic gameplay modes – Arcade and Championship. Whereas the former is straightforward enough (you go up against one AI opponent, a friend, or even another human player over the modem, the latter game puts you in the ill-fitting blazer (and maybe even a stark-white 'fro?) of a boxing manager. Given an entry-level sum of cash, it's up to you to hire a fighter, buy equipment, and train them for a valiant victory.

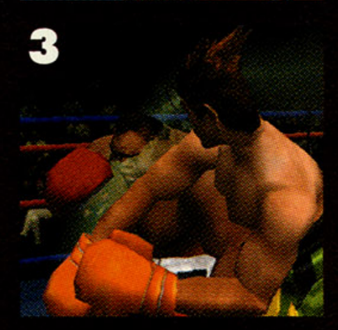
It's in this portion of the game that your VMU (see page 91) will come into play, enabling you to hone your prize fighter's skills on the go, and even trade them with friends. Your fighters can also work out within the game on jump ropes, weight machines, punching bags, and the like. There's even an 'exhibition' mode, where you and a friend can load up your boxers and watch them duke it out, the victor winning not only bragging rights, but the other player's character to boot.

T.K.O.

It wasn't long before we learned how quickly 'pick-up-and-play' can turn into 'pick-up-and-never-put-down' when caught in a flurry of flying fists, swelling faces and cheering fans at 60 frames per second. It's an impressive and thoroughly entertaining package.

One thing is for certain: Over-the-top boxing is back and it's never looked so good. And fortunately, these black eyes don't sting anywhere near as much as the real thing.

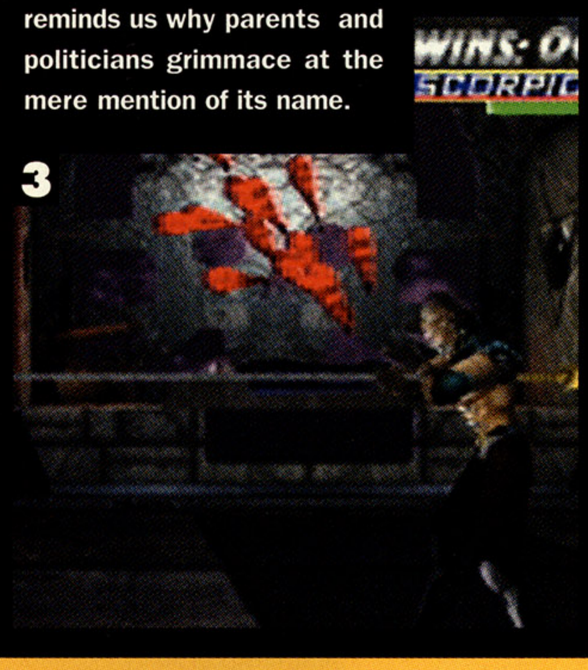




1 A good, solid blow will send your opponent's elastic jaw into orbit. 2 First-person perspective yields more detail, but little else at this point. 3 Motion trails add to the game's arcade look.

1 Left- and right-handed blows are executed via separate buttons, and, using a second set of buttons, can be directed toward your opponent's head or chest. 2 Each boxer falters and sways differently depending on the blow they're dealt, serving to further cement their individual character traits.

1 Familiar foes such as the four-armed Goro return as bosses. 2 Reach out and disembowel someone. 3 *MK* reminds us why parents and politicians grimmace at the mere mention of its name.



FATALITY ATTRACTION

Kombat update goes for gold

Before we could make our way to *Ready 2 Rumble*'s title fight, we were quickly whisked away to a very different kind of combat. From a darkened conference room, came the distant sound of blood-curdling screams and the decidedly grave and familiar command, "finish him!"

This was no test screening of a new UPN gameshow, but, of course, the latest, and potentially greatest, addition to the *Mortal Kombat* universe, *Mortal Kombat Gold*. Fortunately bearing no resemblance to the armor-clad warriors in the game, production staffers Andy Kaffka and Ed Tucker invited us to pull up chairs as they casually disemboweled each other on screen.

While it may be true that at least one **DCM** staffer entertained vague delusions of themselves as an *MK* guru back in the days of *MKII (Finish them! -Ed)*, we watched the mayhem unfolding on screen before jumping into the fray. Having dabbled in just about every incarnation of the series published to date, we just had to know what was so special about this latest version that now warrants a 'Gold' suffix.

While effortlessly executing a 14-hit combo, Kaffka explains all. "The biggest thing is that you're going to be able to play a better-than-arcade perfect version at home. It's as good as *MKIV* in the arcade, but then all of the extra characters and backgrounds that we'll add to it are going to make it that much better."

In addition to resurrecting 'kombatants' from the past *MK*s, the team has brought along some familiar fighting locales as well. Arenas such as *MKII*'s Living Forest and Pit II have been updated for the polygon age with added depth, and even those brought over from the last game have been enhanced with new animated elements. Taking advantage of Dreamcast's power, arcade-perfect characters of around 3,000 polygons each are hurtled around over the backdrops at a blistering 60 frames per second.

And what role has renowned series co-creator Ed Boon had to play in all this? "Ed is still very involved in the creative content and all of the creative decisions," reports Kaffaka. In other words, he's the one they'd be answering to if the identity of those aforementioned hidden characters made a no-show. He'd never get away with it. ►

IN BRIEF

+ POINTS

- **Biggest, boldest, bloodiest *Mortal Kombat* yet**
- **"Better than arcade-perfect," you lucky people**
- **Horrible new characters**

— POINTS

- **Your little sister won't like it (hang on, that's a plus)**
- **Long in the tooth**
- **Remember, it's not big or clever to rip out spines**

BOTTOM LINE

For the legions of obsessive *MK* fans, no amount of blood and guts will ever be enough. At least *MK Gold* could silence the fans

THE NEW KOMBATANTS

Apart from cosmetic tweaks and new backdrops, extra characters mostly come in the form of some familiar faces from past *MK*s which didn't make the cut for *MK4*. There's the blade-wielding mutant, Barraka; the noble, fan-throwing Kitana; the Scorpion-esque robot Cyrax; and Kung Lao, who may very well have learned his razor-sharp hat throwing skills from James Bond's Odd Job. Each character has their own high-resolution FMV ending that has been created especially for this latest chapter in the series, and the storyline has been tweaked subtly to compensate for their inclusion. "There're also one to three other characters," Kaffka caught himself. This was clearly one of those 'I could tell you, but then I'd have to kill you' moments. We later dug out the information from our network of unofficial sources — the Ogre-like Belokk has spines across his head and back and looks utterly fearsome. Well, what did you expect, Pee-Wee Herman?

MORTAL KOMBAT GOLD AND NFL BLITZ TEAM
Left to right: Ed Tucker (associate producer), Michael Gottleib (producer), and Andy Kaffka (assistant producer). This tireless trio serves double duty supervising the coin-op conversion of *NFL Blitz 2000* by US-based Avalanche and the original efforts of Bristish developer Eurcom on *Mortal Kombat Gold*.

CRUNCH TIME

NFL coin-op hit heads home

Barring *Street Fighter II*, *NFL Blitz* has become one of the most-played arcade games of the '90s. Now its millennium edition (which for all intents and purposes is *Blitz '99*) is headed for day one release on Dreamcast. Still visibly shaken from his heated match of *MK Gold*, associate producer Ed Tucker explained why the game has become such a phenomenon.

"All of the other games are pretty much simulations of a football game, whereas *Blitz* takes all of the fun aspects of football and eliminates anything we find to not be as much fun, such as pass interference and certain other rules. You still have the basic structure of a football game, but you lose all of the elements that slow things down."

The moral is, football, like so many other aspects of life, can be made more entertaining when certain rules are removed. But it doesn't hurt to have a few new rules (such as the ability to perform super-human tackles, or run faster than a freight train) thrown into the fray.

Boosting play speed doesn't hurt either. Thanks to the similarities between Dreamcast and the hardware running *Blitz* in arcades, this will be the first home version of the game to run every bit as fast as its coin-op counterpart.

IN BRIEF

+ POINTS

- Does away with pesky rules that serve no point but to slow things down
- Somehow managed a full NFL license anyhow

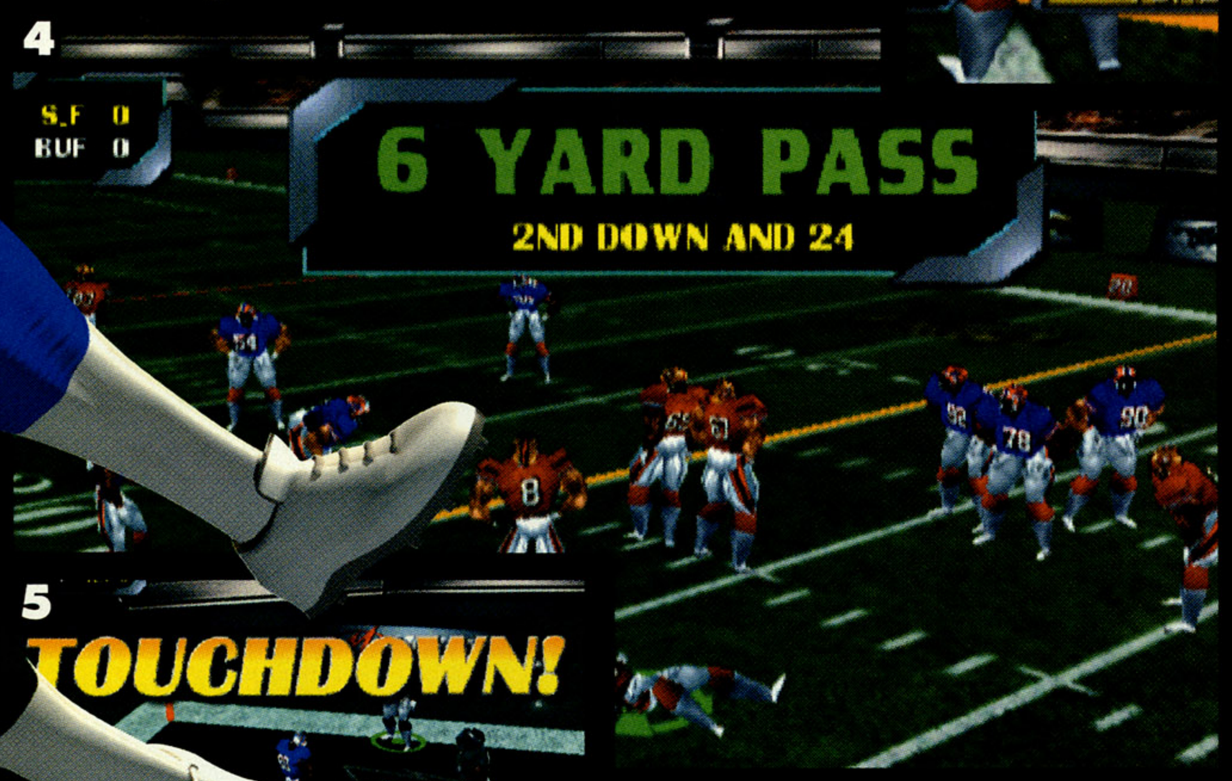
– POINTS

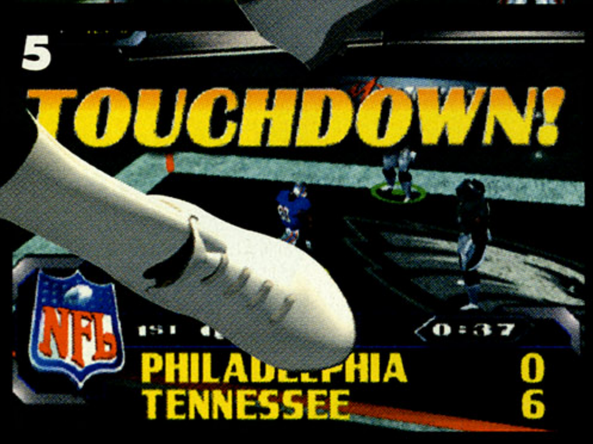
- Rival players don't say "Sorry, did I do that?" after an especially nasty hit
- Still some rules remaining, unfortunately

BOTTOM LINE

Think of it as a diet version of Sega's own *NFL 2000* when it comes to adherence to rules, but when it comes to the grit and hits of real gridiron clashes, it may very well be the Jolt Cola of football games

1-2 Players of last year's version have a bevy of new features awaiting them, including weather effects, better opponent AI, and a greatly expanded play book. The latter can be expanded to include player-created plays, which can then be saved to a VMU.



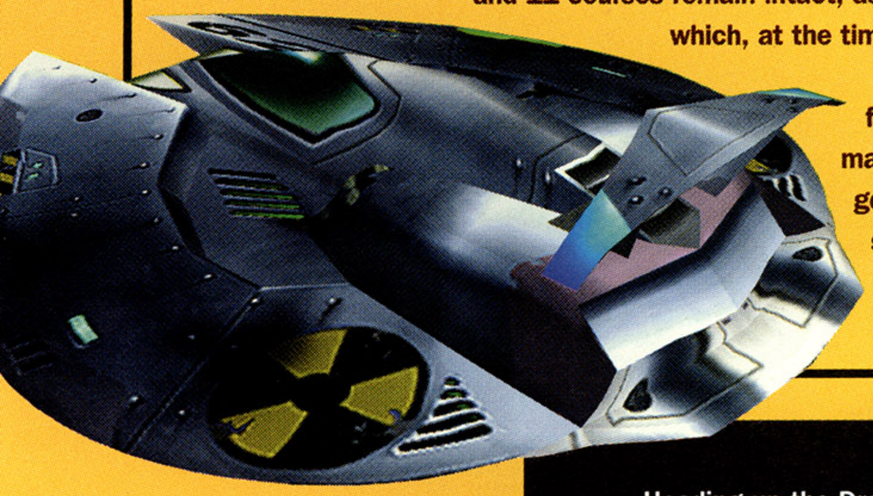


3-5 Seeing the snap of the ball, the hand-off, and a 10 yard gain happen in the blink of an eye is a sobering experience — enough perhaps to relegate you to the infinitely more placid role of a bystander during multi-player sessions.

1 *Hydro Thunder's* courses span the globe — from the polar ice cap to the pagoda peppered Far East. 2 Its boats have seemingly taken lessons in turbo boosting from *Knight Rider's* KITT. 3 Lost Island is one of 13 total courses, each littered with shortcuts and stunt ramps. 4 Track-side details range from the mammoth to the minute, such as hot air balloons orbiting Lake Powell 5 Boost fuel can be gleaned from natural (albeit dangerous) sources.

POWERBOATS IN PORT

Originally developed for the arcade, *Hydro Thunder* is being ported lock, stock, and barrel to Dreamcast. All of the coin-op's 13 powerboats (some of which are hidden) and 11 courses remain intact, as are its blindingly fast visuals, which, at the time of writing, are promised to remain at a consistent 30 frames-per-second. True to so many other arcade-to-home conversions produced in the next generation age, *Hydro Thunder* is also receiving some specialized attention on Dreamcast to the tune of two new courses including a training area and a hidden cavern circuit. Now, if only the hydraulics were included...



SPRAY FINISH

Hydro racer vamps up the pace

After three bone-jarring play sessions, what could possibly be more relaxing than an leisurely boat cruise around a tranquil lake? Not *Hydro Thunder*, that's for sure. Those familiar with Midway's coin-op will know that the boat in question has a jet engine strapped to it, and that the lake includes huge stunt ramps and whopping 500ft drops. Not very relaxing at all, then.

"You're never going to see a boat game that will realistically react to water, react to other boats, react to running into walls, or jumping the way *Hydro Thunder* does," associate producer Sean Wilson yelled over the high-pitched whine of the boat's engine.

Hurtling headlong towards an ominous waterfall edge, it's perhaps understandable for a novice to think their number could be well and truly up. However, we know better – the coin-op has been sitting in the **DCM** offices for ages so we were well prepared for some nautical gymnastics. Wilson, our instructor for the day, decides to put minds at rest anyway. "That's another thing that our boat racing has that you simply can't do with a driving game – the depth of courses," he yelled, swaying in his seat. "In most racing games you're basically on a track. We catch some serious air. I mean, you go off these cliffs..." We hurtle down the 500ft drop which is accompanied by a suitable "yee-hah!" from our virtual co-pilot.

Ranging from Lost Island to the Far East to the Ice Cap, the rest of the game's post-apocalyptic courses all have something in common: Handily-placed jumps, ludicrous drops, (and most useful of all) plenty of shortcuts. Each boat – in easy, medium, hard, and super-hard varieties – also has one across-the-board feature: a time-saving nitro boost which is recharged in five and 10-second increments by picking up floating buoys. Triggering your boost also invokes the aptly-named 'mighty hull,' which enables you to send competitors hurtling end-over-end.

Amidst this flurry of jet spray, precision jumps, and break-neck speed, we decided to part company with Midway before someone got hurt – we'd had enough excitement for one day. On September 9 you could well feel the same way...

HYDRO THUNDER TEAM

Heading up the Dreamcast conversion of *Hydro Thunder* are associate producer Sean Wilson (left) and assistant producer Ed Duran (right). Its creators are presently locked away at Midway's Southern California offices working on a new, top-secret title.

IN BRIEF

+ POINTS

- **This is no Sunday pleasure cruise for wusses**
- **Vast courses with massive stomach-churning drops**
- **Naturally, arcade quality**

– POINTS

- **You could be reminded what you ate for lunch**
- **Missing hydraulics**
- **Arcade-style hull could possibly spring some leaks**

BOTTOM LINE

Short of a simulation of the sinking Titantic (where Leo di Caprio gets pushed overboard and glugs to a watery grave in the first five minutes), this one deserves to rule the waves of Dreamcast boating games

The Battle Continues.

MORTAL KOMBAT GOLD

Mortal Kombat Gold. 20 of your favorite characters return in the greatest Mortal Kombat ever!
Mortal Kombat has never been so deadly and it's ***only available on the Sega Dreamcast system.***

Your Fate is Sealed.

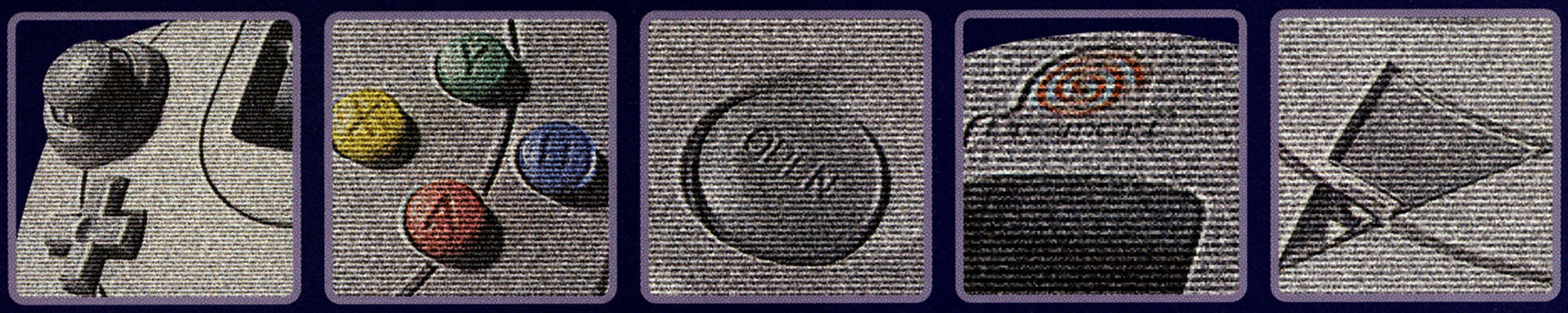
Sega Dreamcast.
EXCLUSIVE!

ONLINE STORE

MIDWAY
www.midway.com

MATURE
M
CONTENT RATED BY ESRB

MORTAL KOMBAT® GOLD © 1997, 1999 Midway Games Inc. All rights reserved. MIDWAY, MORTAL KOMBAT, the DRAGON DESIGN and all character names are trademarks of Midway Games Inc. Used by permission. Distributed by Midway Home Entertainment Inc. under license. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, Ltd.



DREAMCAST

Introducing the most advanced videogame system in the world. We give you everything you need to become a certified Dreamcast expert.

101

Welcome to the brave new world. **Here your preconceptions of videogames will quickly be redefined as Sega realizes its most powerful vision of interactive entertainment yet. Dreamcast is no amble along the videogaming highway, it's a nitrous-oxide-fueled drag race to the next level, leaving current gaming systems spluttering in the dust. Representing the absolute peak of Sega's home gaming know-how, it pulls together bleeding-edge technology from electronics wizards NEC, Microsoft, Hitachi, and Yamaha – and it's going to blow your mind.**

On the surface, Dreamcast has many similarities to past consoles. It still uses a traditional-style controller (Virtual Reality never quite seemed to catch on) and its games once again come stored on compact discs – not some sort of Star Trek holo-cube, as you might have thought. But beneath its unassuming, pearly white exterior, however, lies a new dimension of earth-shaking innovations and unprecedented possibilities.

Over the following pages, we give you the lowdown on what makes this exotic beast so different from its predecessors, and provide you with more than enough tech-talk with which to astound your uninitiated friends. So fix yourself a drink and a tasty snack, sit down, put your feet up, and take some quality time to get to know your Dreamcast.

A brave new world awaits, and you'll want to be prepared...

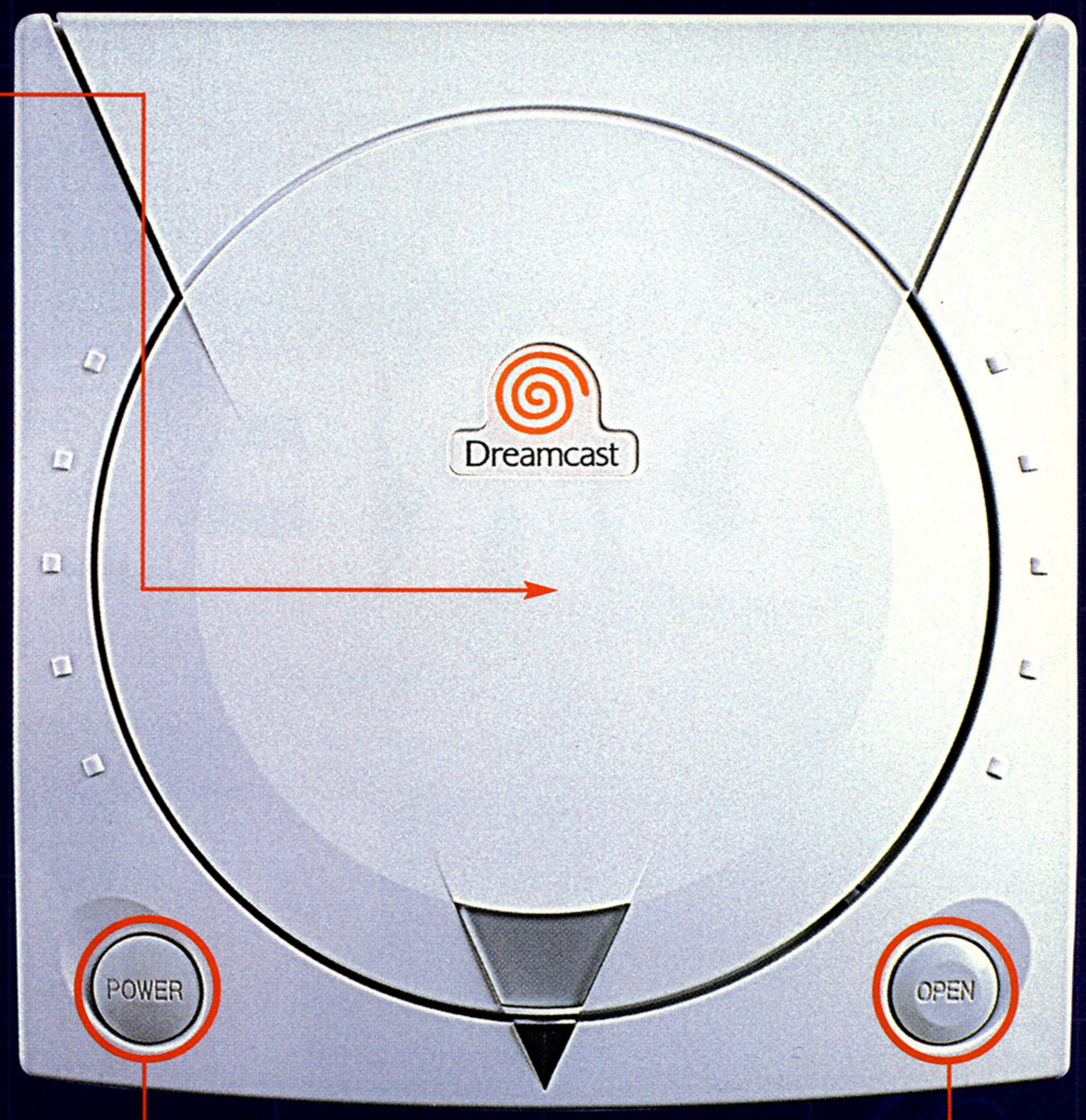
DREAMCAST 101

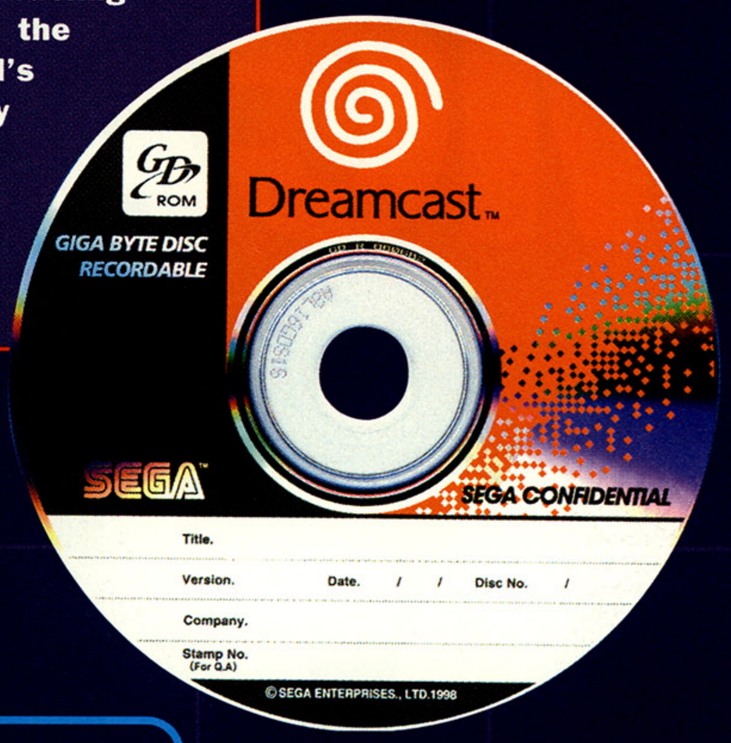
UNDER THE HOOD

Videogame machines are ultimately the sum of their component parts, and in Dreamcast's case, those parts are staggeringly powerful. Here's a breakdown of the cutting-edge silicon under the hood of the world's most technologically advanced gamebox. And you don't need a pair of overalls and an oily wrench...

INTERNAL CD-ROM DRIVE

Dreamcast's custom CD unit runs at 12 times the speed of normal drives, often reducing load times to "blink-and-you'll-miss-it" insignificance. It'll still play your audio CDs, though – even the ones cheesier than Camerbert.





GD-ROM

Sega has created a new storage format especially for Dreamcast called GD-ROM (Gigabyte Disc Read-Only Memory). It can store twice the data of normal discs, meaning you won't have to swap discs as often in "epic" RPGs.

POWER

You can hardly wait, can you? Press this vitally important button and bear witness to the power of the most fully armed videogame console in existence.

OPEN

Say "ahhh" as your Dreamcast lid glides open with the grace of a space ship entry ramp. Mind your fingers though – the discs are almost like saw blades when spinning down from their 12x speed.

GEEK SHEET

1 CPU (Central Processing Unit)
Hitachi SH-4 SuperH RISC (Reduced Instruction Set Computer) running at 200 Megahertz, and capable of 360 million instructions per second.

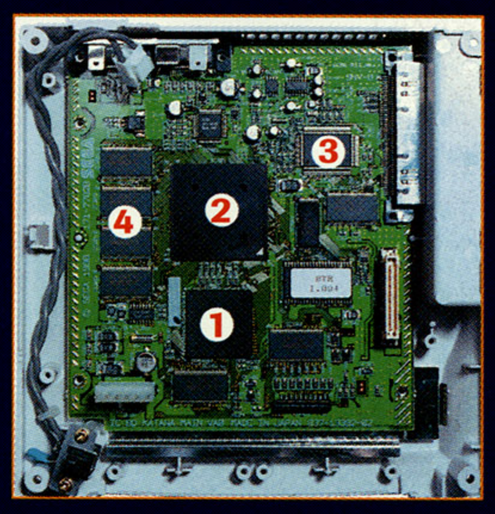
2 Graphics
NEC Videologic PowerVR2DC chipset capable of rendering 3 million polygons per second with the following effects: perspective-correct texture mapping, point, bilinear, trilinear, and anisotropic mip-map filtering, Gouraud shading, z-buffer, colored light sourcing, full scene anti-aliasing, hardware-based fog, and bump mapping.

3 Sound
Yamaha 'Super Intelligent Sound Processor' capable of articulating 64 simultaneous audio channels with 3D environmental effects.

4 Memory
16 Megabytes of main system memory. Elsewhere on the board is 8Mb of video memory and 2Mb for sound. Dreamcast isn't gonna forget things.

Storage
12x speed specialized Yamaha CD-ROM drive (known as "GD-ROM") capable of holding up to 1 Gigabyte.

Modem
56k ITU V.90 standard – upgradeable through replacement (in the future).



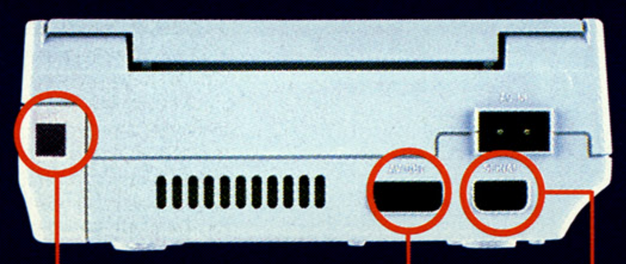
Dimensions
7 and 7/16 inches (W) by 3 inches (H) by 7 and 11/16 inches (D).

Weight
4.4lbs.

Supplied Accessories
Composite A/V cable, power cord, modular telephone cord, internet access software, one controller.

GAMEPAD PORTS

These are high-bandwidth ports (i.e. very, very fast at moving data) that can handle not only controllers, but a host of peripherals such as digital cameras and storage devices.



POWER PORT

Attach your A/C power cord here. It's detachable, so you can run down to the shop and buy a replacement in the event your cat gnaws its way through it. Me-ooooooow!

56K MODEM

The modem can be taken out of the expansion bus connector. This socket will accommodate future add-ons (such as the proposed Zip Disk drive, which will sit underneath the system).

A/V

Here's where four types of audio-visual cables attach: Composite Video, S-Video, RGB, and the sharper-than-real-life VGA adaptor for PCs.

EXPANSION

This port can accept a variety of communication add-ons, such as the link-cable, for transferring data to and from a Neo Geo Pocket system.

CONTROLLER

From: Sega
Price: $24.95
Release: 9/9/99
Games: All

DIGITAL PAD

Usually saved for 2D sprite-based games, this directional controller can also be used as four extra buttons (*Aero Dancing* employs it for extra control over your aircraft, for example).

START BUTTON

Just as it sounds – it starts your games, and, in most cases, pauses them while in progress. (The latter is, of course, essential for those urgent pizza-craving moments.)

ANALOG STICK

Provides a full 360-degrees of movement and 256 levels of "give". This means that you can move characters with extreme precision – from crawling to jogging in virtually every direction.

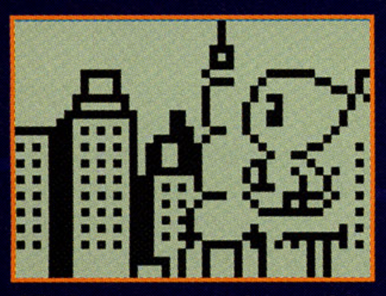
ACTION BUTTONS

Color-coded for easy recognition, these are used for selecting menu options and making your on-screen persona run, jump, shoot, fish – oh, come on, you know the drill by now.

VISUAL MEMORY

One of Dreamcast's most unique features, the VMU (which stands for "Visual Memory Unit"), is more like a smallish hand-held game system than a memory card – which it's intended to replace.

Central to the VMU's functionality are its LCD screen, control pad, and action buttons, which enable you to organize data independent of your system. More importantly, you can also play a variety of mini-games that can be downloaded from Dreamcast titles.



Mini-games, such as this one downloadable from *Sonic Adventure* (above), can be downloaded into the tea bag-sized device. The results (in this case, better-trained Chaos) can then be used in the main game to increase your performance, and so on. VMUs also have a built-in clock and calendar function, so not only do they make storing your data more manageable, but they also help sort out your social life as well.

Sega is also including VMU ports on some of its Naomi arcade machines, which are are essentially Dreamcasts in coin-op cabinets. This will enable the use of data saved onto VMUs at home (things like specialized fighting game characters) to come to life in the arcade. So far, the only Naomi coin-ops to include this feature are the Japanese-only wrestling title, *Giant Gram,* and the currently-on-test (and highly promising) *Virtua Striker 2000*. Many more are planned, though.

From: Sega
Price: $19.95
Release: 9/9/99
Games: All

VMU

Sold separately on day-one, the VMU will be an essential purchase. (See left for details.)

LCD DISPLAY

This is the 'visual' in 'visual memory.' The VMU's liquid crystal screen displays text and images with remarkable clarity, with none of the blurriness usually associated with handheld game systems. It's not back-lit, so you'll have to use it in direct light in order to see what you're doing.

BUTTONS

Just like their counterparts on the controller, the "A" and "B" buttons are used for selecting menu options and controlling games. "Mode" lets you switch between data management and game modes, while 'sleep' turns the unit off for conserving battery power.

VMU PORTS

Not, in fact, for making toast, but recesses for the VMU and Jump Pack. Two VMUs can exchange data sitting side-by-side.

WHAT, NO RESET?

By now, you've probably noticed that Dreamcast is missing what would normally be an otherwise common component of a videogame system – a reset button. It's still possible (and quite simple) to reset the system though. You simply hold down all four action buttons on your controller ("A", "B", "X", and "Y") and hit Start. Viola! Just don't let this slip to your annoying little brother or clumsy friends, okay?

JUMP PACK

Adds punch to your games – literally. This fits snugly into the VMU slot on your controller (or light gun) and provides a rumbling force-feedback effect with certain games. The effect varies in intensity, so you can feel everything from the pitter-patter of Sonic's feet to massive, booming explosions.

From: Sega
Price: $19.95
Release: 9/9/99
Games: All

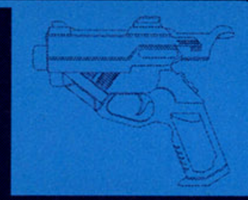
DREAMCAST 101

ARCADE STICK

Built from the same components as Sega's coin-op joysticks, such as the one used by *Virtua Fighter 3tb*. Durable, in other words.

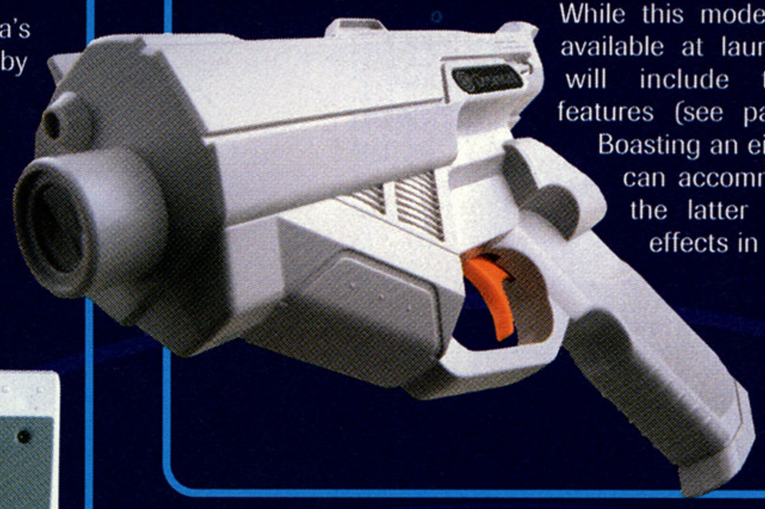
From: Agetec
Price: $39.95
Release: 9/9/99
Games: *Power Stone*, *Soul Calibur*, and more

LIGHT GUN



While this model won't be available at launch, others will include the same features (see page 107).

Boasting an eight-way directional pad, the gun can accommodate a VMU or Jump Pack – the latter will add force-feedback recoil effects in compatible games.



From: Various
Price: From $29.95
Release: 9/9/99
Games: *House of the Dead 2*

In addition to the commonplace trigger, action, and start buttons, the gun features a eight-way directional pad that can be used to move around the game world while firing. The first game to make use of this feature will be Sega's *Take the Bullet* (page 23). The potential for even simplistic *HOTD2*-style shooters to include some degree of realtime, directional control is exciting.

RALLY WHEEL

From: Agetec
Price: $39.95
Release: 9/9/99
Games: *CART Racing*, *Monaco Grand Prix*, *Tokyo Extreme Racer*, *Hydro Thunder*, *Hardcore Heat*, and more

MENU BUTTONS

These substitute for the Dreamcast controller's directional pad, letting you skip forward and backward through your game's menu options.

ACTION BUTTONS

Beyond letting you confirm menu options, these buttons (which mimic the console controller's A, B, X, and Y buttons) can be used in various racers to honk your horn, activate headlights, and raise the hood (er, maybe).

VMU SLOT

You can save data in your racing games thanks to the wheel's built-in VMU slot. The VMU window displays race-related information (should you get bored of looking at the TV screen).

PROTOTYPE PROLOGUE

From the moment its tech specs were drafted up, a product design team began the long process of creating the look of Dreamcast. As you can see below, some of the earlier efforts were truly "out there"...

The first conceptual designs had more in common with William Gibson's *Neuromancer* than a games system (although it could pass for a custom *Super Hang On* controller, perhaps). Its nozzle-like appendages are presumably controller ports.

Attempt number two mimicked the design sensibilities of the Sega Saturn, with the obvious addition of two more gamepad ports. This design also displays one of the earliest prototype names for the system, "Vortex" – just one of several working monikers given to Dreamcast while it was under construction.

Sega's near-complete design bears many similarities to the final production model – except, of course, for the CD lid, which looks like a 22nd century windowed toilet seat. Eek.

EXPANSION IS THE KEY

Dreamcast is more expandable than Inspector Gadget's Big Briefcase Full of Gadgets™. In fact, it's capable of "evolving" to adapt to new technologies. Here are three next-generation add-ons that Sega has planned for the year 2000 and beyond:

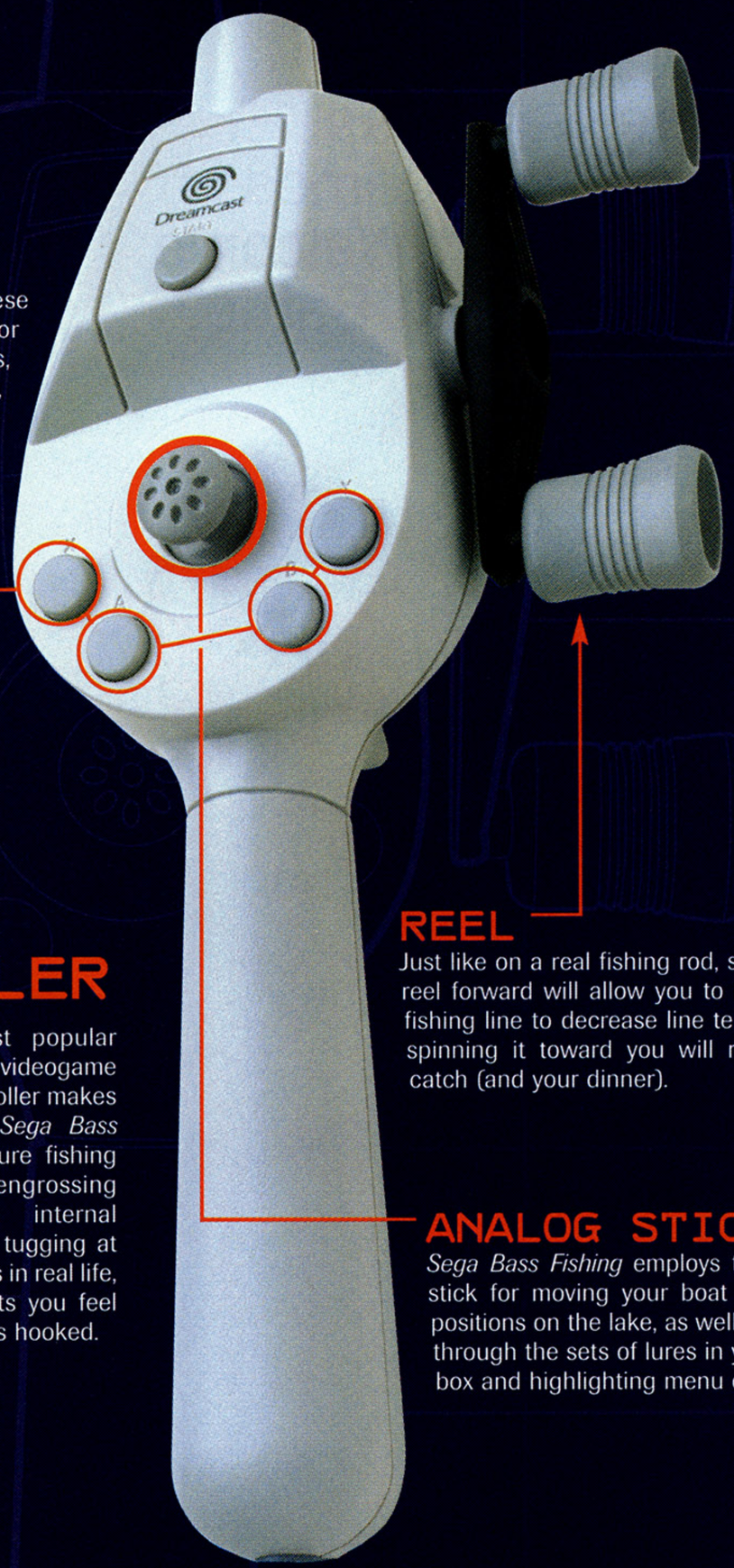
Microphone Pack
This should be out in Japan by the time you read this, and will be used by games programmed to react to vocal commands. But that's not all. Sega intends the device to be used as part of a video phone system in Japan using the Dreamcast's built-in modem and coupled to a small digital camera positioned on top of the monitor.

Zip Drive
Similar to those currently available for home computers, the drive will be able to store up 100 megabytes of information on removable disks, which can be over-written again and again. The device will have a number of Internet-related uses, including the downloading of digital movies, music, game demos, and expansion data.

DVD
The future of video is DVD, and Sega has already announced plans to release an add-on box for Dreamcast enabling the pearly white console to play them in the future. We'll have more on this as it's revealed.

ACTION BUTTONS

In *Sega Bass Fishing*, these four buttons are used for confirming menu commands, getting out your tackle (huh, huh), and selecting lures.



FISHING CONTROLLER

One of the world's most popular pastimes deserves its own videogame controller. The Fishing Controller makes reeling in your catch in *Sega Bass Fishing* (and, no doubt, future fishing titles) an incredibly engrossing experience. Thanks to its internal motion sensor, casting and tugging at your lure is performed just as in real life, and the feedback motor lets you feel every tug of the fish once it's hooked.

From: Sega
Price: $34.95
Release: October
Games: *Sega Bass Fighting*

REEL

Just like on a real fishing rod, spinning the reel forward will allow you to let out your fishing line to decrease line tension, while spinning it toward you will reel in your catch (and your dinner).

ANALOG STICK

Sega Bass Fishing employs the analog stick for moving your boat to various positions on the lake, as well as paging through the sets of lures in your tackle box and highlighting menu options.

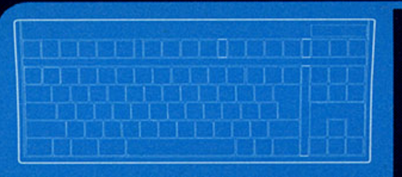
TRIVIAL BUT TRUE

Serving these little-known morsels of trivia at your next gaming get-together will forever affirm your status as a smug, next generation gaming know-it-all. Just cross your fingers that your friends didn't read this feature first....

Before Dreamcast...
...there were actually two next-generation Sega game machines in development in parallel. One of them used graphics technology from Japanese chip giant NEC, while the other involved PC 3D card maker 3Dfx. NEC's won out in the end.

The Name Game
"Vortex" is just one of the names given to Dreamcast during its development. 3Dfx's prototype silicon was given the name "Black Belt", while NEC's was dubbed "Dural" (after the *Virtua Fighter 3tb* character) and later "Project Katana".

Codename Katana
The word "Katana" can still be found stamped on Dreamcast's motherboard and power supply, making you wonder if it was, at some point, destined to be the final production name for the system. Who knows? Sega, for sure.



KEYBOARD

From: Sega
Price: $19.95
Release: 9/9/99

Okay, so console manufacturers have, at some time or other, flirted with the idea of adding a keyboard to a games system. However, only now does a console pack enough potential to really warrant the use of one. If Dreamcast's connectivity to the internet figures highly in its future, a keyboard could eventually become as essential to the DC player as the standard controller (for surfing the Web, participating in chat rooms, and playing online games that require text entry, the latter will be about as useful as the fishing controller). Featuring all the keys and doodads you'll find on a standard computer keyboard, the Dreamcast model also boasts a number of shortcut keys designed specifically to make using the system's bundled internet software easier to operate (such the automated typing of common things as "www" and ".com" for website addresses).

VGA ADAPTER

Perhaps the most ingenious of Dreamcast's peripherals, the adaptor enables you to connect your system to a VGA computer monitor for the sharpest display possible. It also features composite and S-Video ports so you can switch between a television and monitor by simply flipping a switch.

From: Sega
Price: TBA
Release: TBA
Games: All

A magazine team.
Three weird-ass
Japanese games.
No beer. Welcome
to Team Battle.

What's going on?

Every issue, the **DCM** team gets together for a night of gaming. Each team member has one goal in mind – to convince the others that their game is the best, and worthy of a Team Battle trophy (i.e., having beers bought for them that night by the losers). There are no rules, but the team member that argues the best case wins.

For this inaugural Team Battle, we pick three Japanese games to throw into the mix. Fran's a huge RPG nut, so she grabs *Sengoku Turb* right out of the FedEx guy's hand. Randy is all about Godzilla movies (with the obvious exception of the last one) and picks the *Godzilla Generations* title. Simon's into racing games and naturally gravitates toward the weird *Pen Pen Tri-Icelon*. What follows are edited highlights from what was obviously a very long night.

"If I can just nudge Simon out of the way, then my dwarf shark-bear creature could get a few waddles ahead of his blue penguin-dog creature." Team DCM gets into *Pen Pen Tri-Icelon*.

Photgraphy by Michael Sexton

Simon: Right, let's see what you've got.

Randy: A bunch of weird games, that's what we've got.

Simon: Look, try to get in the spirit of this, okay? Or you're fired, or something.

Randy: *(Ulp!)* **Okay, I've got *Godzilla*.**

Randy boots the game up in the Japanese Dreamcast, and everyone gathers around the giant TV.

Simon: This had better be an improvement on the movie.

Fran: It's not.

Randy: Hey! You just haven't played it. It's cool. You get to step on stuff. How many games do you know where you get to step on stuff, eh? Yeah, right, not many. *(looking smug and nodding his head) He loads it up and starts the game in Original Mode. Godzilla appears at the water's edge next to a really badly rendered town.*

Simon: It's amazing. They've managed to make it look like a guy in a suit, even for the videogame.

Fran: Is he even moving?

Godzilla inches forwards, makes a pathetic squealing noise, and shuffles towards the nearest building. Randy works the analog pad and tries desperately to make the oversized gecko do something other than creep about the landscape occasionally making buildings spontaneously combust by swooshing them r-e-a-l-l-y s-l-o-w-l-y with its tail.

Randy *(nervously)***: Well, she does more than that. You just need to get into it. Um...**

Fran: What's that noise? It sounds like a marching band. Is there a marching band?

Randy *(defensively)***: It's the in-game music.**

PSYCHEDELIC COLORS, WEIRD CREATURES WITH GIANT GAPING MOUTHS, AND JAUNTY MUSIC. EVERYONE STARTS LAUGHING

Simon: It sounds like the kind of really dull band music that you always used to hear in those news stories about Russia, where they'd always just show a really big parade of tanks and missiles, to the tune of a really moribund version of "She'll Be Coming 'Round the Mountain."

Fran: It was the sound of the '80s.

Simon: That and A Flock of Seagulls.

Randy: So you don't think much of it, then?

Simon: Randy, it's a piece of cra—

Fran *(helpfully)***: But in a good way. Erm... anybody want to see *Sengoku Turb*?**

Randy *(offended)***: I hadn't really finished with *Godzilla*... but I guess so.**

Simon: That's great, Randy. So, Fran — *Sengoku Turb*.

Fran boots the game on the Dreamcast, and throws Godzilla *at the trash. Randy dives out of his seat and catches it between his teeth, does a T.J. Hooker roll back to his desk and puts it carefully back into the case.*

Fran *(sarcastically)***: Great save, Randy.**

Meanwhile, Sengoku Turb*'s bizarre intro sequence is in full swing. A stick figure, rollerblading in a tunnel, is chased by flames. Three tiny floating cat-people and cling to her back. One of them falls off, but she keeps going. The end of the tunnel is in sight, along with what appears to be a giant stereo with a huge neon heart glowing above it.*

Randy: It's Neil Diamond in the 21st century! *(He begins singing "Turn on Your Heartlight.")*

A gray-colored stick figure appears in front of the girl, and the cat-things fall around her. One looks as if it's trying to eat the back of her head. The gray guy is hit by a laser-beam. The camera flashes back to the abandoned cat-thing in the tunnel. It makes a squeaking noise.

Simon: Is that a turb, then?

Fran: I have no idea what's going on.

The scene changes. A huge cat-shaped cookie is floating in space.

Fran: What the hell is that?

Simon: It's a space biscuit. A cat-spaceship-biscuit-cookie thing. In space.

A bubble-ship appears, with the rollergirl in it. It flies through space until it reaches a planet with continents shaped like a sleeping cat with a flower for a head. It crash-lands and the title "Episode 1: Visitors" appears. Switching to the game-engine, the rollergirl appears, shot out of a hole in the ground in what looks a lot like TeleTubbie land. A nurse stick-figure appears and then speaks in what sounds to everyone like the backwards-talking dwarf from Twin Peaks*. Midgets in wheelbarrows, a king, more stick figures without hands, and some music.*

Fran: Now it's getting really weird.

Simon: Is the king a turb?

Randy: What's going on?

Fran: I give up.

Simon: Yes, but what's a turb?

Blank stares all around.

Randy: On to *Pen Pen*, I guess.

Fran: I didn't really sell that too well, did I?

Randy *(solemnly)***: You did what you could, Fran.**

Simon: I think we have a winner! *Pen Pen* can't possibly be worse than those two. That's that, then. Well, goodnight. And you all owe me a beer.

Fran: Maybe we should see your game first?

Randy: I agree.

Simon *(wearily)***: Alright, if you're going to be like that.**

Pen Pen *boots, and the team is immediately dropped into a* Yellow-Submarine*-like animated world, with psychedelic colors, weird creatures with giant gaping mouths, and jaunty music. Everyone starts laughing.*

Fran: Oh my god.

Randy: It's kinda cool.

Simon: It looks whacked, but good. I'm going to be this little guy.

Seconds later, Simon's controlling a weird, stunted, blue dog/penguin as it slides across the first part of Pen-Pen*'s three-stage jungle course. Pressing the (A) button flaps its wings, propelling it first across ice, then through water, and then, eventually, waddling along in the final stage of the race to the finish.*

Randy: So it's a racing game where you press the buttons to keep moving, and the last stage is basically a walking race between seven tubby-looking monsters in a Play-Doh world.

Simon: Yes.

Randy: And you think that beats *Godzilla* and *Turb*?

Simon: Easily. Look, they're so cool! That one's doing a little dance!

Fran: At least we can all play this one. It's four-player, too.

Simon: The winner! And the beers are on you two. But before we split, let's try and figure out what a 'turb' is. I have a hunch it's the little wheelbarrow creatures. Want to hear my theory? Hello? Fran? Randy?

The Contenders

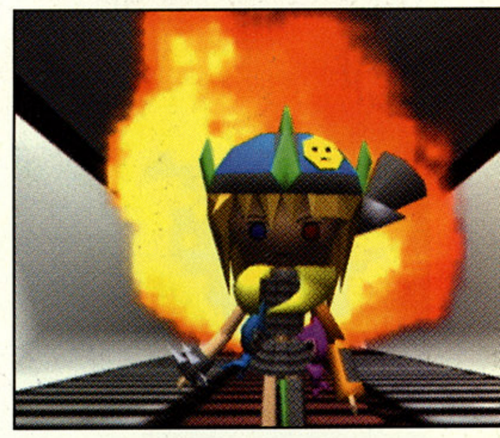
GODZILLA GENERATIONS (SEGA)
PEN PEN TRI-ICELON (SEGA)
SENGOKU TURB (NEC)

***Godzilla Generations* from General Entertainment provides minutes of fun inbetween jokes about guys in monster suits and the inevitable jibe at the latest movie. 1 Here Godzilla splashes about for a while before inching slowly towards a 'town' somewhere in Japan, occasionally resisted by a small tank (also moving very slowly). 2 The ability to stomp buildings (very slowly) prolongs the agony, to the tune of some truly dreadful marching band music. No wonder the Japanese are so scared of Godzilla...**

1

2

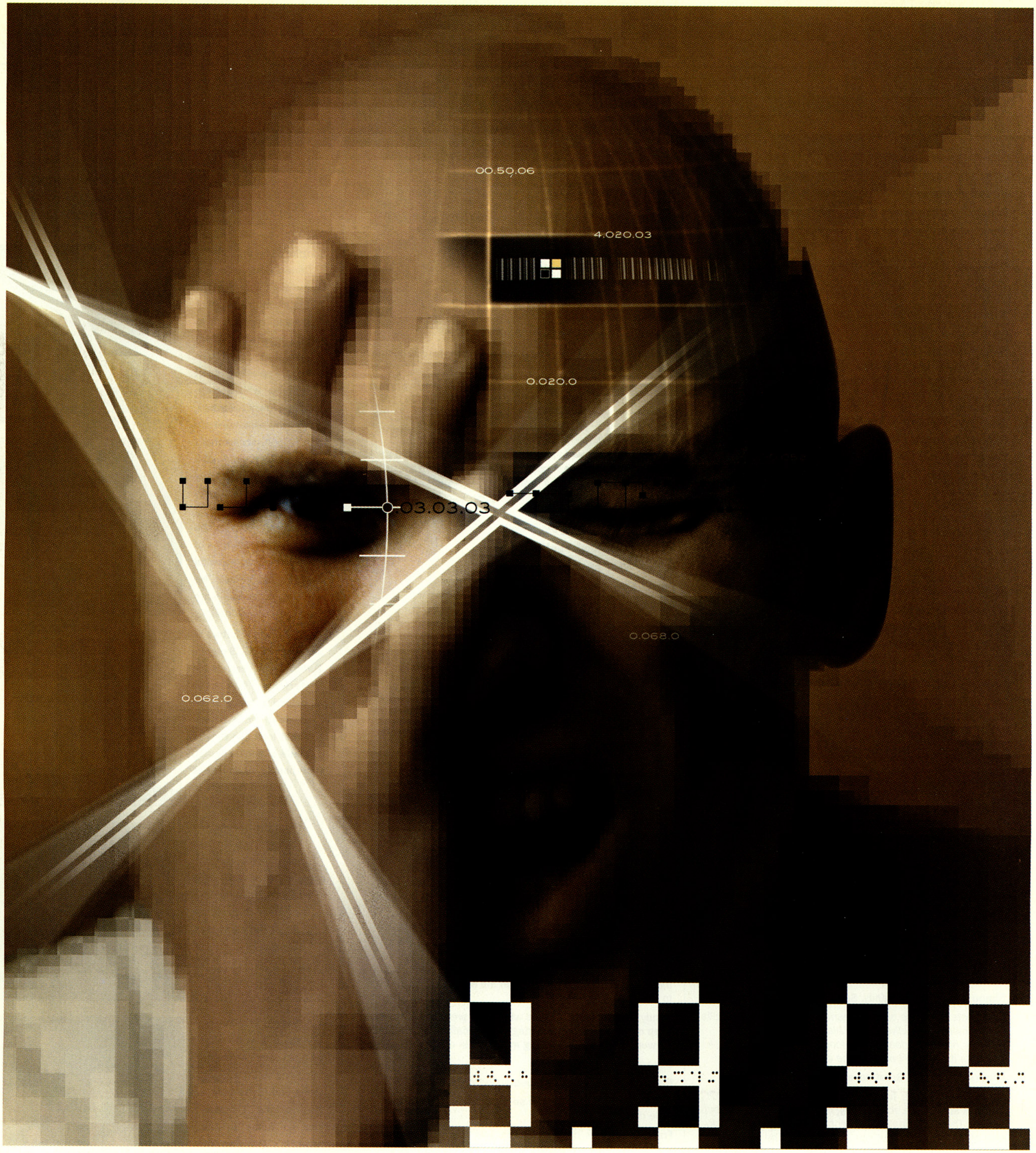
The exact nature of Japanese 'RPG' *Sengoku Turb* remains shrouded in mystery. It's a fact not at all helped by the addition of weird cat-creatures that look like they're made of cookie-dough, stick people, neon hearts and midgets in wheelbarrows.



From the people that brought you *Godzilla Generations* comes the complete head-trip that is *Pen Pen Tri-Icelon*. You'll never look at penguins (or dogs) the same way.

The Winner

It's weird. It's funky. It's got a blue flapping penguin and a shark-thing and weird walking races and if you play it for too long it makes you go funny in the head. It's *Pen Pen Tri-Icelon* and it's a winner!



0.03

0 02142034199 99

Sega is registered in the U.S. Patent and Trademark office. ©1999 SEGA. All rights reserved.

ARTIFICIAL INTELLIGENCE HINT >

EVEN IF YOUR MEMORY DOESN'T FAIL YOU,
IT CAN'T HELP YOU.

it's thinking sega.com

Now Entering...

HOW WE SCORE

We mark out of 10. When we believe a game is merely average, we give it 5/10. Unlike other magazines, we don't believe in giving everything a catch–all, advertiser–friendly 7/10. We think you're smarter than that. You deserve a system that uses the whole range of marks. Below is a short guide to how we rate the games we review.

10	phenomenal
9	near perfect
8	excellent
7	good
6	for fans
5	average
4	flawed
3	weak
2	pathetic
1	embarrassing
+ −	A round-up of the best and the worst of the game

SUMMARY
The whole review in a handy bite-size chunk

Official Sega Dreamcast Magazine

Welcome to **Test Zone**, your comprehensive guide to every US Dreamcast release. Every issue features the most complete and in-depth reviews around and provides you with a solid-gold guide to what you should be buying for the greatest video-games console on the planet. No one likes to throw away $50 on a sub-standard game, and that will never happen to you again if you read **Test Zone** every issue. Publishers and developers have absolutely no influence here. We promise to give you honest, unbiased, independent reviews, written by experienced journalists who know games inside–out and who know what you want from a Dreamcast title. So welcome once again to **Test Zone**. Don't leave home without it!

WHAT'S A SUPERTEST?

The lead review in Test Zone is called "Super Test". Here, you'll find the biggest and most important release exhaustively play-tested. It's just one of the many areas where DCM has the advantage over other games magazines out there. We're able to devote six packed pages to giving you the most detailed, in-depth, and on-target Dreamcast game reviews on the planet!

DREAM GAME AWARD

With Dreamcast's stellar software lineup, we won't be hardpressed to pick a game each issue that goes above and beyond the call of duty and scores a hefty 9/10 or more. For such a title, we've created the Dream Game Award. It's our highest recommendation to buy, no matter what your particular tastes. Every Dream Game should be in your collection.

DISC INFERNO!

Very few games will achieve the coveted Dream Game Award, and we hope that fewer still will qualify for our Disc Inferno hall of shame. Every issue, DCM will feature the worst game here, in the hope that the publishers and developers of these travesties will be embarrassed enough to think twice before foisting more of the same upon our beloved Dreamcast. Disc Inferno fires up for Issue 2...

NOW PLAYING...

You can expect us to finish every game we review and play them into the ground. But there are games that keep us playing beyond the final score. Here's what we had locked into our systems during the making of this issue of DCM:

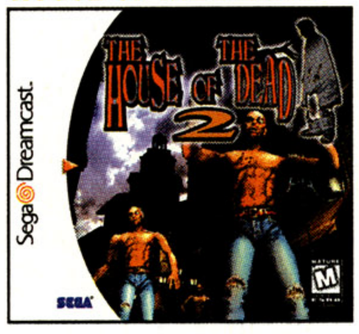
SONIC ADVENTURE

Our Chaos are doing well. Oh, wait, what's that one doing in the corner? Ew!

VIRTUA FIGHTER 3TB

Balanced, elegant, and as deep as a well (but not as wet or dark, obviously).

HOUSE OF THE DEAD 2



It's still scary, and perfect for a quick blast between extended *VF3tb* slugfests.

POWER STONE

(Japan) A tantalizing sneak peek at the future of 3D fighting games.

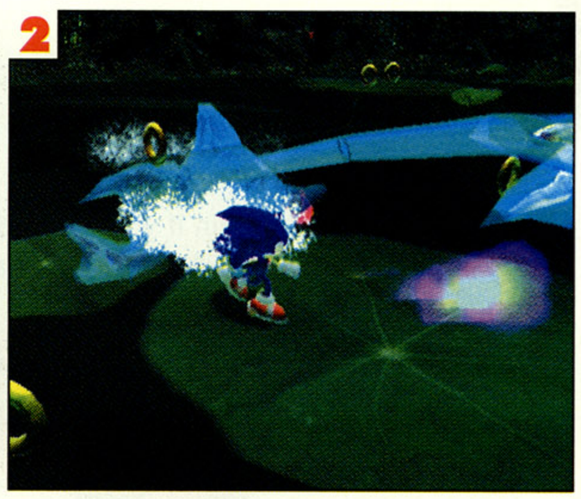
TEST ZONE
IN-DEPTH REVIEWS

IN THIS ISSUE

THIS MONTH

Super Test Madness!
Sonic Adventure p98

Zombie Shock Horror!
House of the Dead 2 p106



1-2 While *Sonic Adventure* retains many of the trademark elements (like the red bumper pad shown in this shot), the dazzle is amplified hundreds of times over. 3 Warp pads in the Chao areas allow you to transport live goods easily. 4 With the gift of gab on his side, Sonic can now converse with anyone in town (but his lip-synch is a little off).

Sonic Adventure

Something old, something new, something borrowed, something blue – *Sonic the Hedgehog* reborn for the new millennium

1 Knuckles the ornery echidna is back as well. 2-3 Filled with brainbending turns, spectacular stunts and rather breathtaking views, Windy Valley is simply the most visually amazing stage ever designed in a videogame. Period. And it plays as well as it looks to boot.

Dream Game Award
Official Sega Dreamcast Magazine

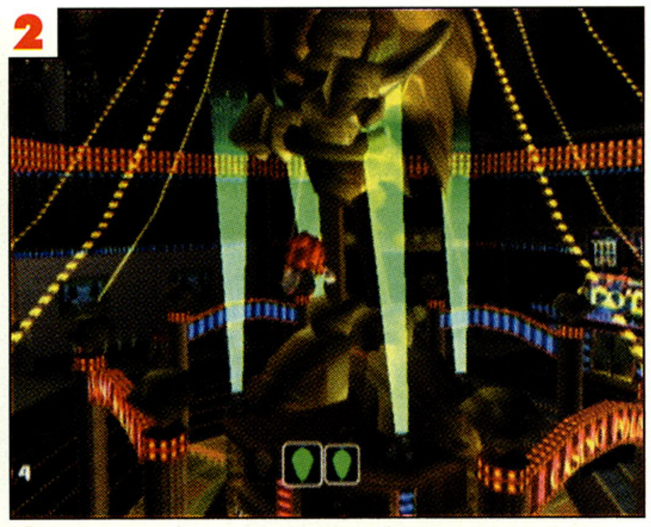
Summer 1991. Millions of *Sonic the Hedgehog* carts are plugged into the oddly frisbee-shaped cart port of the 16-bit Genesis. Sega finally has a worthy mascot to take on arch rival Mario. *Sonic* is a technical marvel and a gaming legend is born.

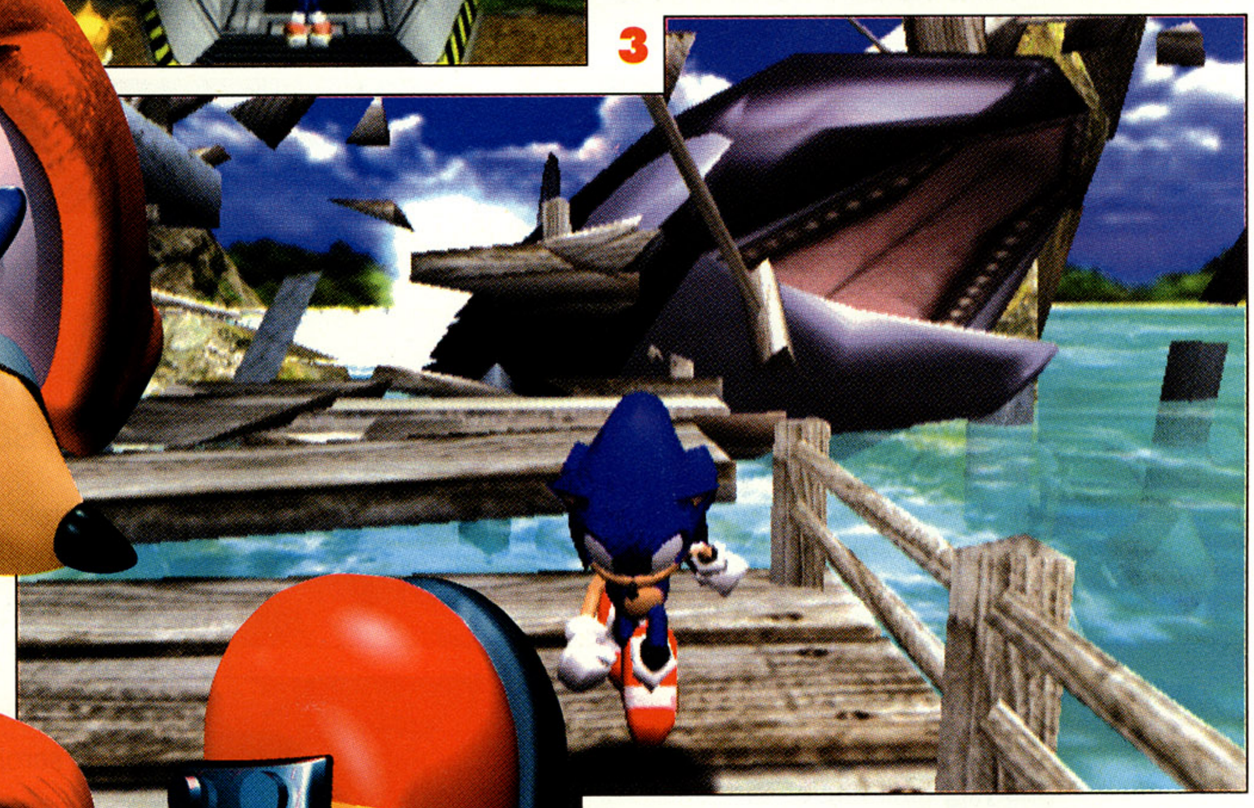
Back then, despite videogames exploding in popularity, playing them was seen to be about as cool as wearing a pair of tightie-whities covered in Teenage Mutant Ninja Turtles. (If you've still got 'Cowabunga!' emblazoned across your butt cheeks then you're reading the wrong magazine.) So while Sonic may have been the cool face of videogames in his heyday, the charm of his blue spikes, pointy finger gestures and entourage of woodland critters (arrrh!), are no longer a sure thing in this age of mature action and adventure themes. Cute mascots are hardly where it's at, and Sega knows it. So is there still a place in the nation's hearts for the spiky but cuddly one?

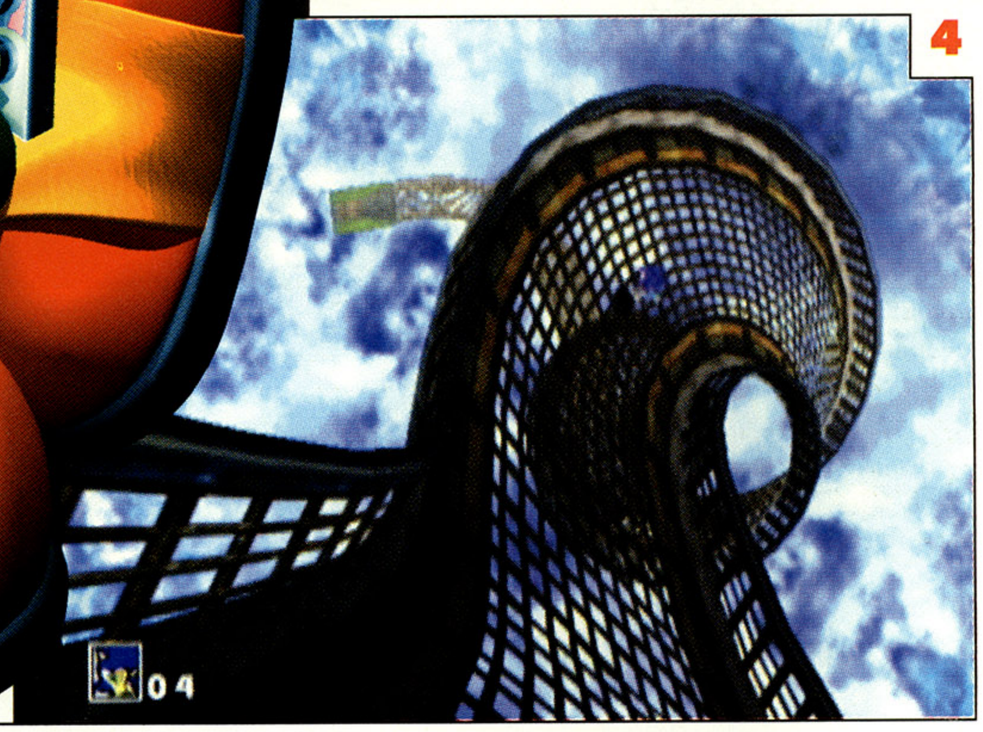
SONIC ADVENTURE TAKES THE LEGENDARY CUTESY FLAVOR OF THE SERIES AND STIRS IN A HELPING OF FUTURISTIC FANTASY

Sonic Adventure takes the legendary cutesy flavor of the series and stirs in a healthy helping of futuristic fantasy – pulling the little guy out of the past and into the now. Sonic has never looked as contemporary or as

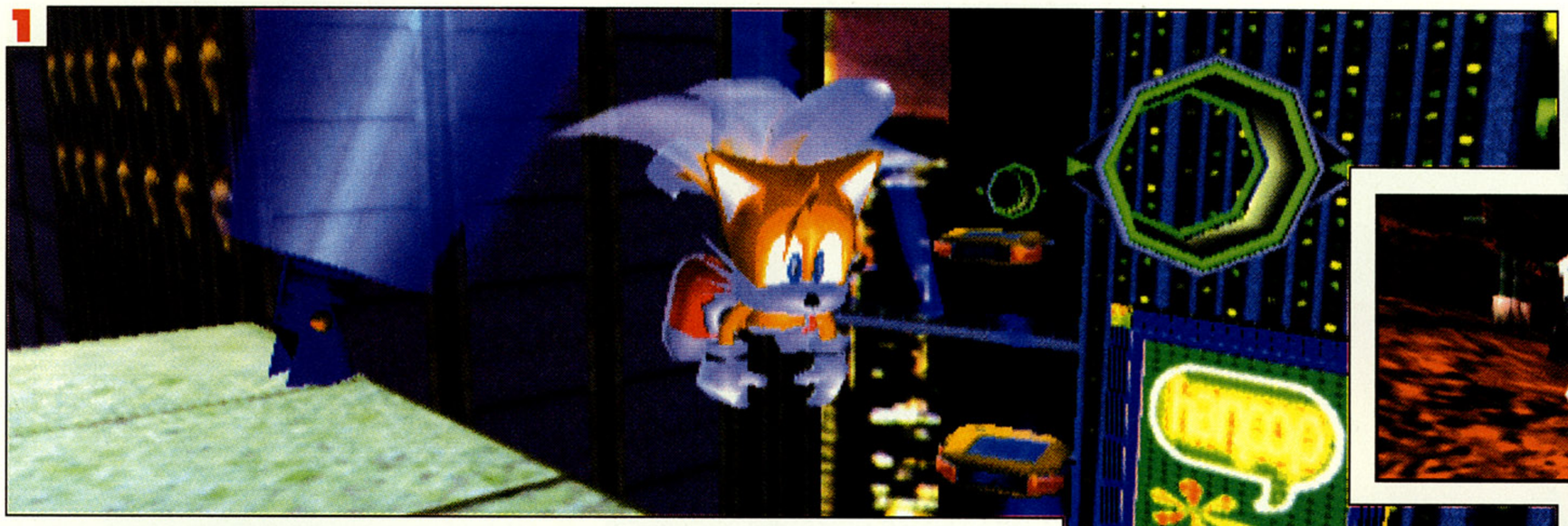
PUBLISHER:	SEGA	ONLINE:	YES (SCORE UPLOAD)	VMU PAGE COUNT:	12-128
DEVELOPER:	SONIC TEAM	NUMBER OF PLAYERS:	1	ESRB:	EVERYONE
ORIGIN:	JAPAN	PERIPHERALS:	JUMP PACK, VMU (MINI-GAME)	PRICE:	$49.95
GENRE:	PLATFORM				

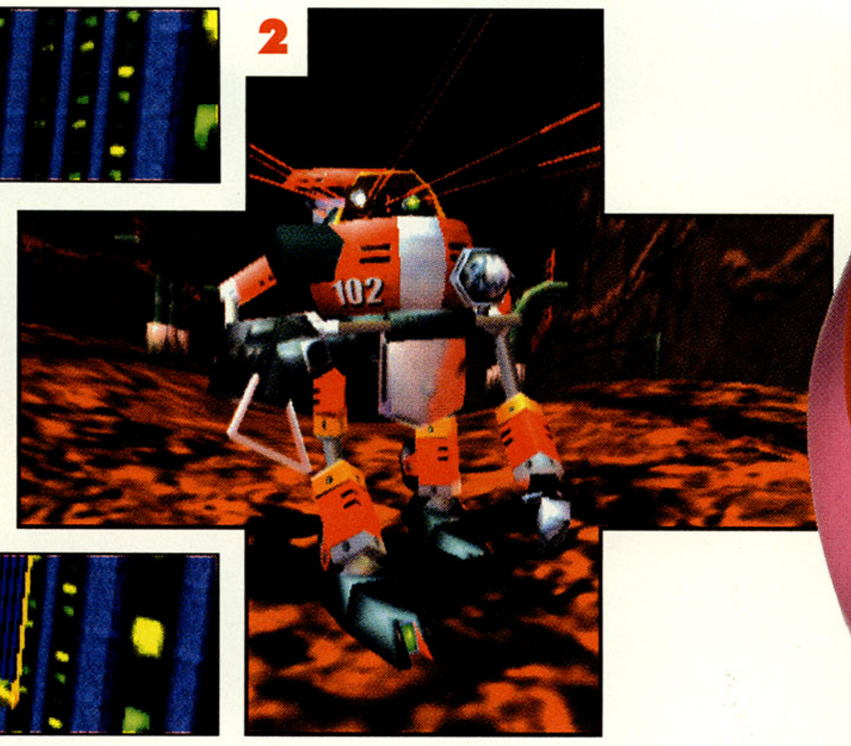


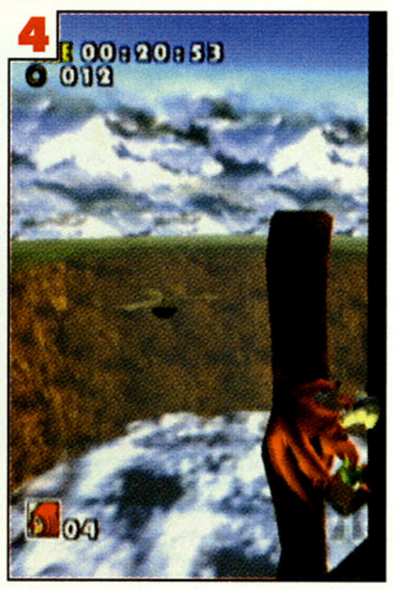




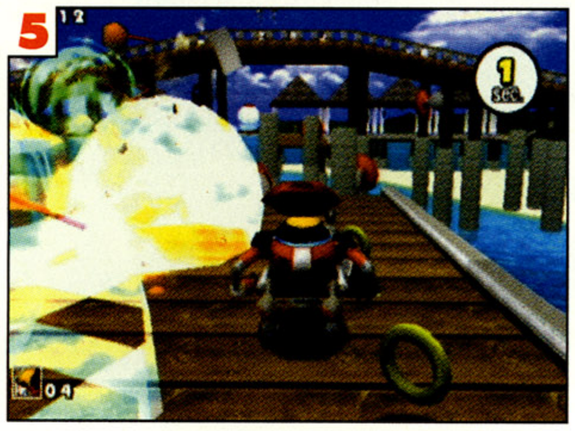
1 New features, like these mini-cannon launchers, are set to become staples in the *Sonic* library. 2 Your ability to play through the game as several different characters ensures a new experience in every level. 3 Many of the game's events play like interactive cinematic features, like the killer whale chase in Emerald Coast. 4 For gamers predisposed to motion sickness, down a few bottles of Pepto then take a ride down this ramp. Or forget the Pepto altogether — you'll probably be too busy marveling over the sights to get sick. 5 Each character has his or her own set of objectives to complete in every level, but the rings remain the same.







1-2 While many of the secondary characters' adventures tend to be a bit shallow in comparison to Sonic's, you're guaranteed a satisfying thrill ride as E-102 Gamma or Tails. 3 The obligatory fishing segment is met with Big the Cat's mission to save Froggy. 4 As Knuckles, you'll be able to scale nearly every surface; a skill incredibly useful when you reach the Red Mountain stage. 5 We're convinced that Sega put E-102 Gamma in the game merely to meet Randy's request for 'a robot in every game.'



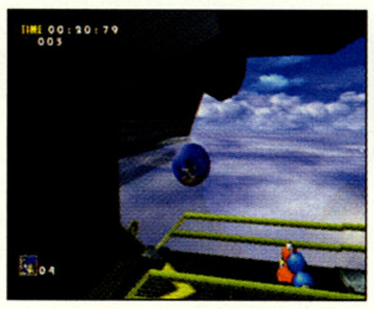
IT'S A GORGEOUS AND MASSIVELY DETAILED WORLD, POPULATED WITH CHARACTERS THAT INTERACT SEAMLESSLY WITH ENVIRONMENTS

relevant as he does in *Sonic Adventure*. Under the watchful eye of series creator, Yuji Naka, not only is this the biggest game yet for the Blue Blur, but also the first time he has stepped out into a truly expansive 3D world. For a series that's been enslaved to 2D side-scrolling convention since its conception, it represents nothing less than a step out into the great unknown.

Familiarity then, is a welcome shoehorn to begin with as Sonic is once again pitted against the maniacal Dr. Robotnik in a fight to preserve the world from an uncertain (but probably pretty robotic) fate. But this time, there are more twists and turns to the storyline, courtesy of Sonic's chums, both old and new, who join the action. And those who fondly remember the first zone of the original *Sonic the Hedgehog*, stage one of

ALL THE RIGHT MOVES

Sonic runs, dashes, and... erm, carries things all through his first 3D adventure. Some abilities are new, while others are pure vintage Sonic. Here's a handy guide to the little blue dude's signature moves.

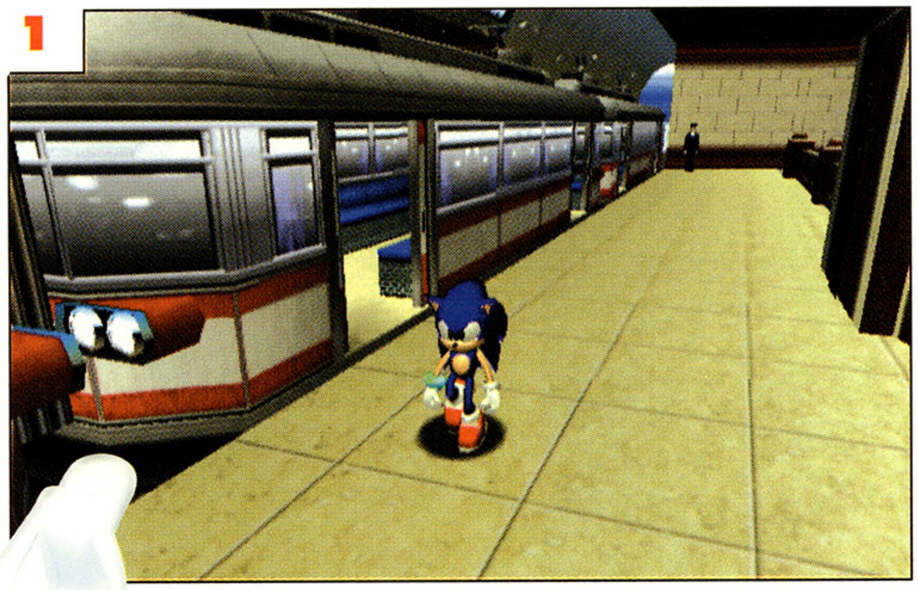


He jumps! Jumping, then pressing (A) again at the height of Sonic's leap allows him to home in on the nearest enemy or jump dash to cover a greater distance more quickly.

He dashes! Sonic's dash move is little more than a way to get around town or stages more quickly. Press B to get around at light speed.

He spins! Get the Speed Shoes pick-up, press (B) and you get the Super Spin Dash. With each upgrade you receive, Sonic's dash will become more and more powerful.

He carries stuff! An ability only accessible to Sonic during the adventure segments of the game. Pick things (like Chao babies) up or set them down by pressing (Y).



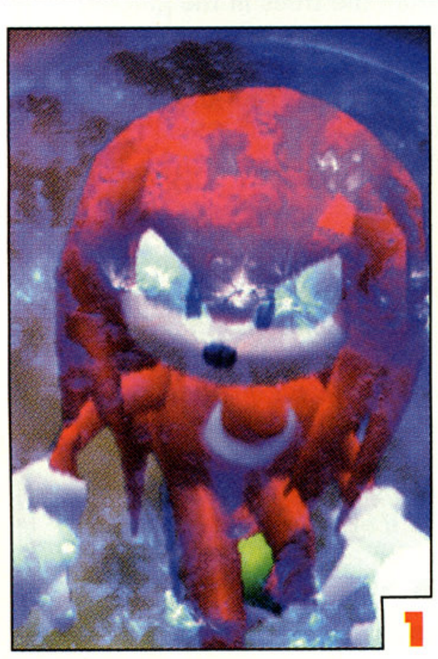
1 It's perfectly normal for hedgehogs to ride trains, right? RIGHT?! Uh... Hello?

Sonic Adventure will be pleasantly familiar too. As the first 'action stage,' Emerald Coast, reveals, many quintessential features – such as speed boost pads, gold rings to collect, cute enemies to bonk on the head, and red bumpers that launch you into orbit – have survived the transition. The obvious difference is that it's now it's all in glorious 3D. The result is a gorgeous and massively detailed world, populated by cleverly designed objects and characters that interact seamlessly with the lush environments.

The heart of Sonic's new world is the fictional metropolis, and central hub, of Station Square. From here you locate the entrances to the ensuing stages and events, search for a way to open the doors at the local casino, or simply hop on a bullet train to the tropics. Station Square contains 'flagpoints' by which you meet different characters or find power-ups that give you that added edge in the action stages.

Sega hasn't forgotten how its favorite mascot came to be loved by millions. Pure speed and blissful spectacle are Sonic trademarks, and they haven't been ditched in favor of talking foxes or fishing fat-cats. The action stages showcase such moments in stunning sequences. Dizzying loops and gravity-defying tracks that propel Sonic like a pinball into rollercoaster runs are displayed in breathtaking detail, as well as mad stuff such as riding on the landing gear of a helicopter across a 50-mile drop, or snowboarding down a steep canyon course just one step ahead of a massive avalanche. Such set-pieces clearly show that Sonic hasn't lost his edge one bit.

But a problem that has lingered over from Sonic's days of yore is the tendency for these action segments, no matter how spectacular they appear, to feel a little too scripted. Even with the new ability to move about in



1 Speed boost pads are essentials in any *Sonic* game and *Sonic Adventure* is no different. **2** Knuckles plays an important role in the actual storyline of the game.

WHO'S WHO

Way back in 1991, Sonic entered the industry, all bright-eyed and bushy-spined. Now, eight years later, what wisdom can he impart to us as the decade comes to a close?

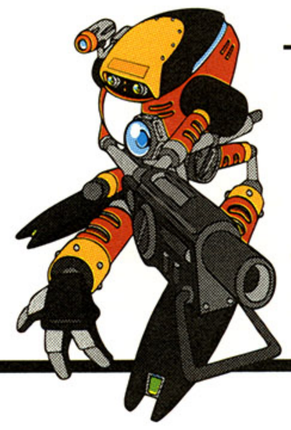
SONIC
Species: Hedgehog
Best Level: Windy Valley
Favorite '90s moment: Starring in my own game and TV series, of course

TAILS
Species: Fox
Best Level: Speed Highway
Favorite '90s moment: Turning down that Disney contract

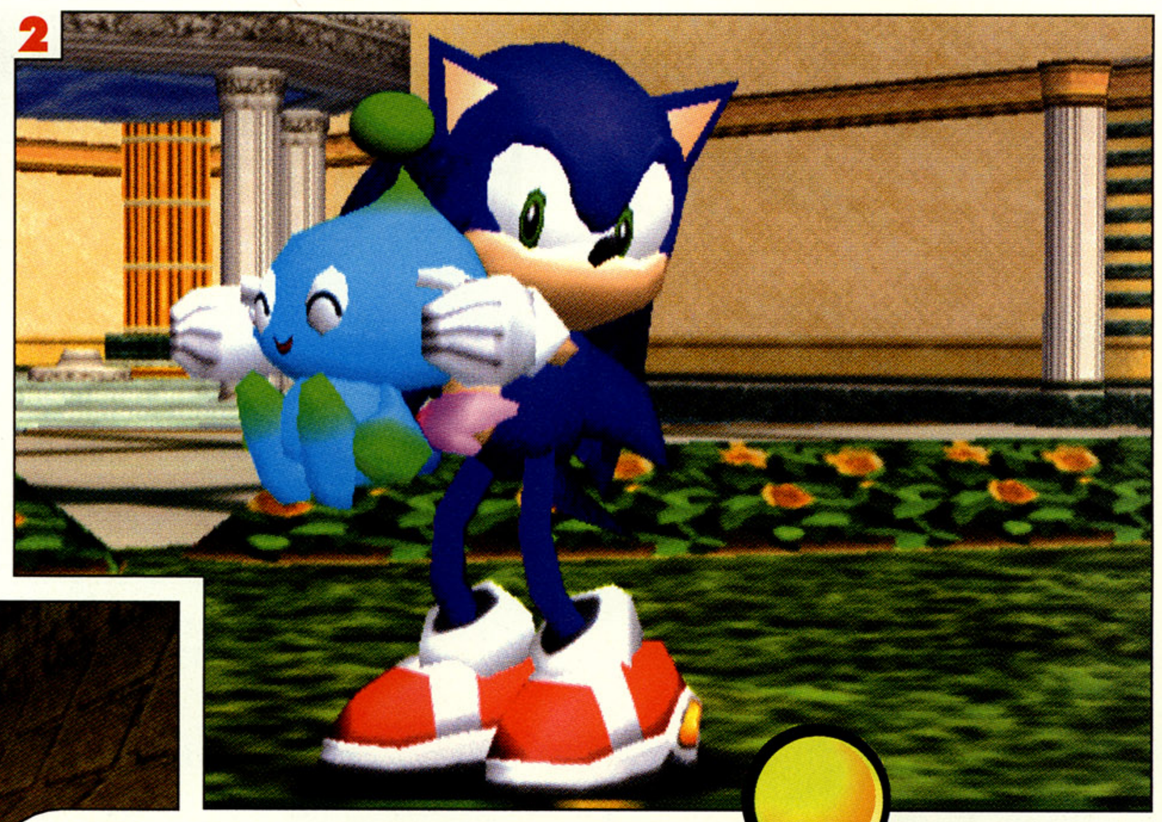
AMY ROSE
Species: Hedgehog
Best Level: Final Egg
Favorite '90s moment: Lillith Fair, pepper spray, Backstreet Boys

KNUCKLES
Species: Echidna
Best Level: Red Mountain
Favorite '90s moment: Grunge rock and attending the X-Games

BIG THE CAT
Species: Guess
Best Level: Ice Cap
Favorite '90s moment: 24-hour fast food drive thru, bought a 'Clapper'



E-102 GAMMA
Species: Robot
Best Level: Red Mountain
Favorite '90s moment:[computing] ...Randy Nelson...



1 While this shot of Tails may not be so complimentary, the skyline is absolutely breathtaking. 2 Chaos bring out the sensitive, nurturing side of Sonic. This photo was taken somewhere deep in the secluded privacy of a Chao Garden. 3 The Lost World level recreates a genuine Indiana Jones feel. 4 Oh, how very 'extreme.' Next issue: Sonic 'slammin' a Dew.'

any direction, it would be foolish to deny that, at times, you feel you're being lead around by your hedgehog snout. After all, Sonic's all about speed, not ambling around pulling switches and collecting keys. But just when you think this might begin to get on your nerves, you discover the trump card. After completing the game with Sonic, you'll have the option to play through different sets of levels as various characters you meet along the way. The staple duo of the series, Tails and Knuckles, as well as newcomers Amy, Big the Cat and E-102 Gamma, all possess entirely new objectives suited to their individual unique features (see **Who's Who** boxout on

PURE SPEED AND BLISSFUL SPECTACLE ARE *SONIC* TRADEMARKS AND HAVEN'T BEEN DITCHED IN FAVOR OF FISHING FAT-CATS

CHAO TIME

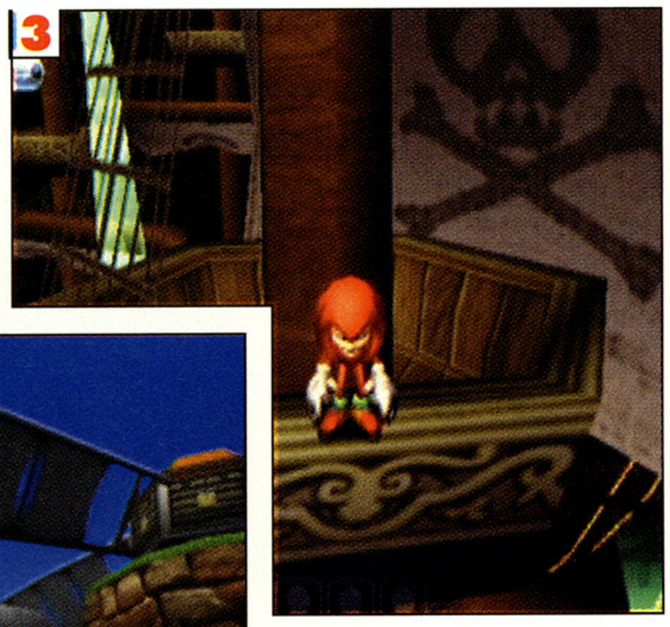
Though optional, *Sonic Adventure*'s virtual pet mini-game can be considered a whole game, unto itself. Not only will these little creatures give you hours of love and entertainment, they'll also give you a good reason to use your VMU.

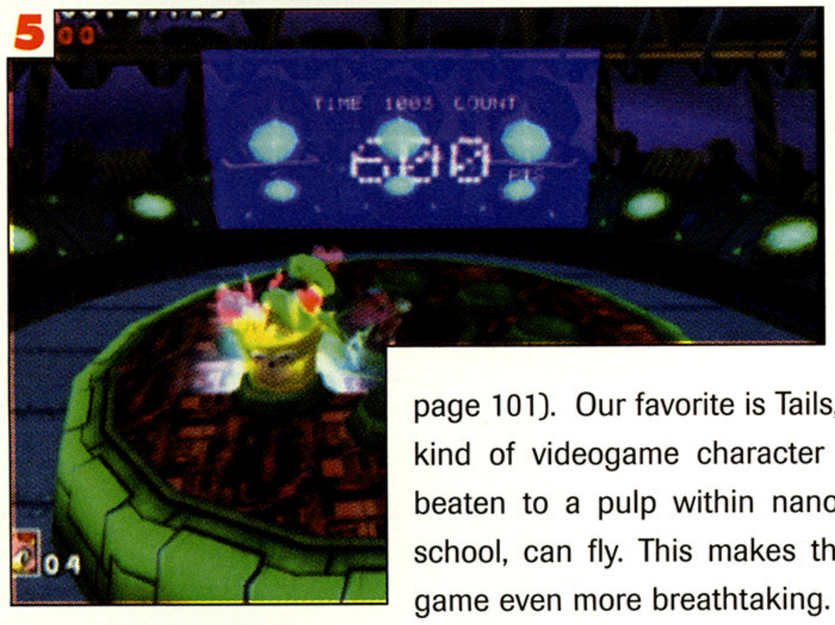
Q: How do I get started?
A: First, you must find an egg. There are two pastel-colored ones sitting in the Chao Garden in Station Square that can be hatched, but you can also find additional eggs as well as special colored eggs in many of the adventure stages such as Mystic Ruins and the Egg Carrier. But you can only hatch and care for them in a Chao Garden.

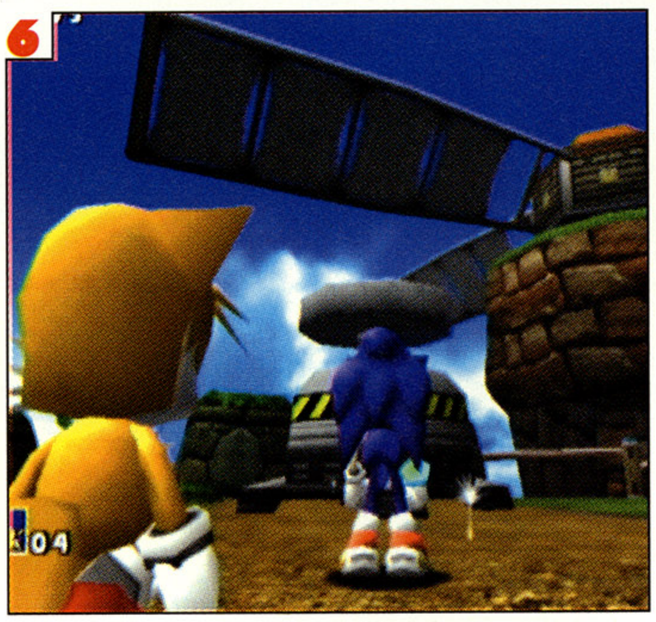
Q: How do I hatch an egg?
A: Chaos are very sensitive to your actions, so it's best to avoid dropping or throwing an egg. Hatch it nice and slow by first picking it up with the (Y) button, then holding the button down and pressing any direction on the analog stick. You'll begin caressing the egg, coaxing out the Chao. Once you set it back on the ground, it'll hatch.

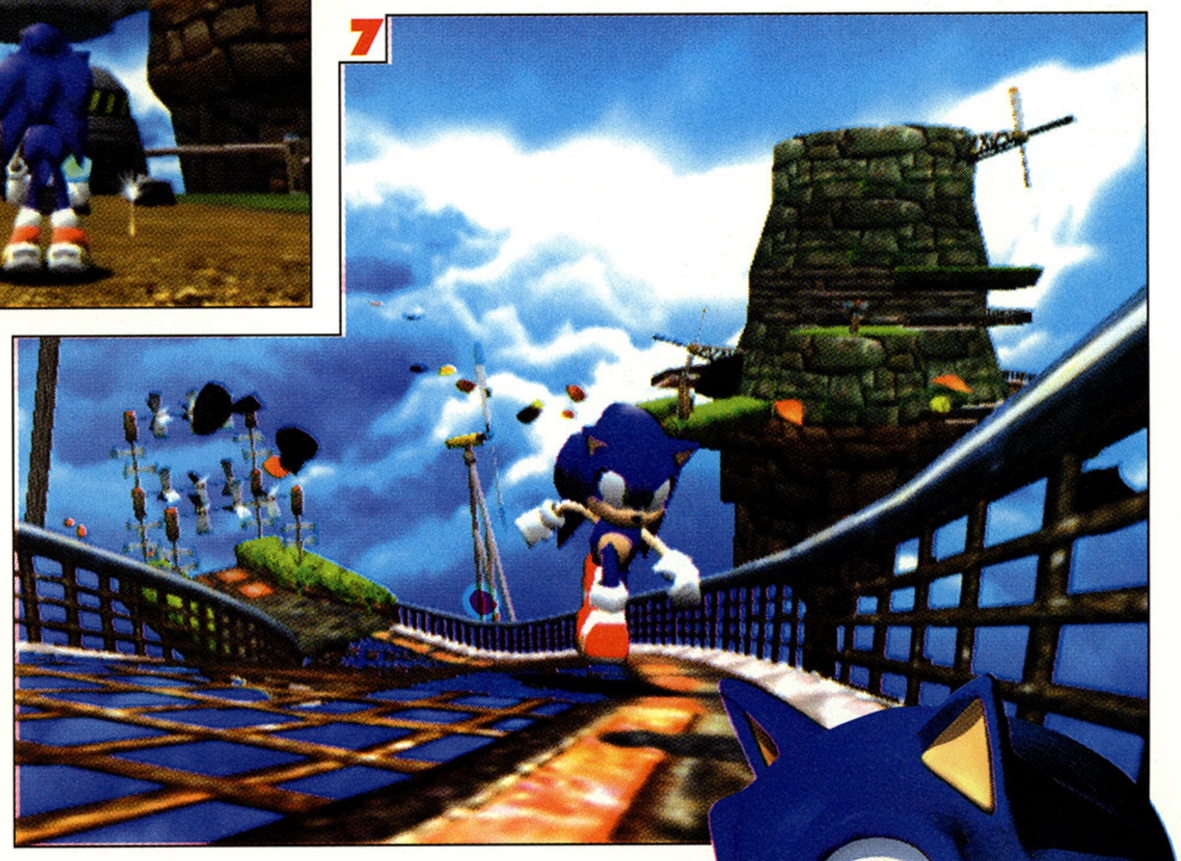
Q: What should I do with it once it hatches?
A: Pay close attention to how it acts each time you visit. At this early stage in a Chao's life, you can assimilate different animals with it. This can be done by freeing some of Robotnik's animal slaves in different stages then returning to a Chao Garden. Pick one up and bring it near a Chao. The Chao will then nuzzle the animal and take on some of its characteristics. You can also feed your Chaos by shaking down coconuts from the trees in the garden. Never hurt your Chaos by spinning into them or jumping on top of them. If you accidentally do, make sure to feed it plenty of coconuts. It also doesn't hurt to (ahem) cuddle them once in awhile.

Q: Can you mate Chaos in the gardens or only on the VMU?
A: You can mate them anywhere, but preferably not in public. When a Chao reaches adulthood, it will enter an egg phase, then hatch with a larger body. Now it's ready to find a mate. Set the two adults next to one another, then give them some privacy (you'd want some too!). If successful, the Chaos will produce an egg!









1-2 Sonic will have to face all sorts of danger and menace as he pursues Dr. Robotnik. 3-4 Knuckles and Tikal, the past guardian of the Chaos, have more in common than pseudo-dreadlocked coiffants. 5 Amy gets to take out some much needed 'female' aggression on Sonic, Tails and Dr. Robotnik during a surreal Whack-A-Mole type mini-game. Camille Paglia, eat your heart out. 6-7 Little details, like a dandelion puff floating by or the leaves swirling around in the air, leaves an indelible visual impression on the player.

page 101). Our favorite is Tails, who despite being the kind of videogame character who would clearly be beaten to a pulp within nanoseconds of arriving at school, can fly. This makes the scenic routes of the game even more breathtaking.

And while none of the characters' individual adventures really match up to the depth and fun to be found in Sonic's game, they do add a great new dimension to the in-game universe, and a lot of replay value. You feel there's always more you can explore of the levels, and even coming back to it after a week off, mastering the other characters is a challenge.

But what about the bad stuff? Well, the only real gripe we have is with the cheesy voice-acting that creeps in as the auxilliary characters' adventures are progressively unlocked. At least you can reach for the volume knob when it all gets too much to bear.

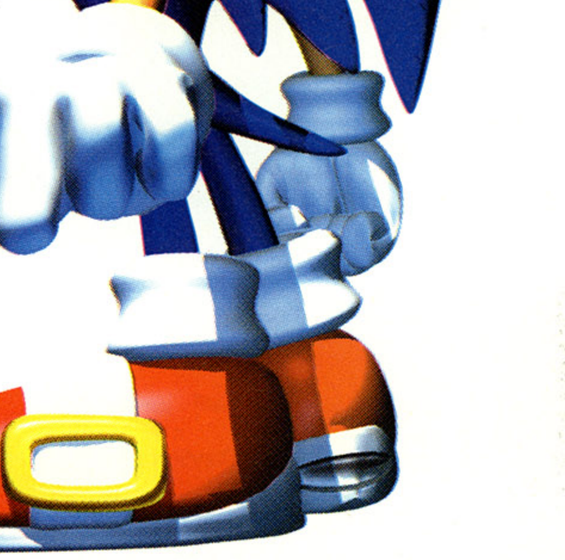
Despite this, in every other respect *Sonic Adventure* breaks barriers in gameplay and graphics, while retaining enough of the series' quintessential quirks to keep original fans happy. With an improved camera system (from the one seen in the Japanese release), vast environments, and some novel gameplay features, it's a fast, furious rollercoaster ride with enough depth and beauty to satisfy even the most jaded gamer. It's not the only reason to buy a Dreamcast, but it's a damn convincing one. Welcome back, Sonic old pal, we've missed you!

–Francesca Reyes

SECOND OPINION

S*onic Adventure* is, in every way, a work of art. The graphics are simply the best I've ever seen, the characters look unbelievably good, and the levels are designed with creator Yuji Naka's trademark flair for hidden depth and replay-value. It's a little easy to get through it as Sonic (it takes just six hours if you're not a complete loser), but, like a fine glass of wine, this is one to savor, not chug like a cheap beer. It's a truly awesome adventure and a perfect intro to the power of the mighty Dreamcast.

– Simon



Official Sega Dreamcast Magazine

\+ Drop-dead gorgeous graphics + Cleverly designed levels + High replay value with six different characters

\- Camera system still isn't perfect - Secondary adventures a bit shallow - Have you heard Big the Cat talk?

SUMMARY Sonic's back and on better form than ever for his Dreamcast debut. Stunning graphics, imaginitive level designs and tons of replay value deserve to send it to the top of your 'Most Wanted' list!

9 out of 10

HARD TO BELIEVE WHAT A LITTLE DO TO A NICE CAR.

EVERYONE
CONTENT RATED BY ESRB

PlayStation

Sega Dreamcast™

Ubi Soft ENTERTAINMENT

NINTENDO 64

©AUTOMOBILE CLUB DE MONACO

MONACO

RAIN CAN

PlayStation® game console

Sega Dreamcast™

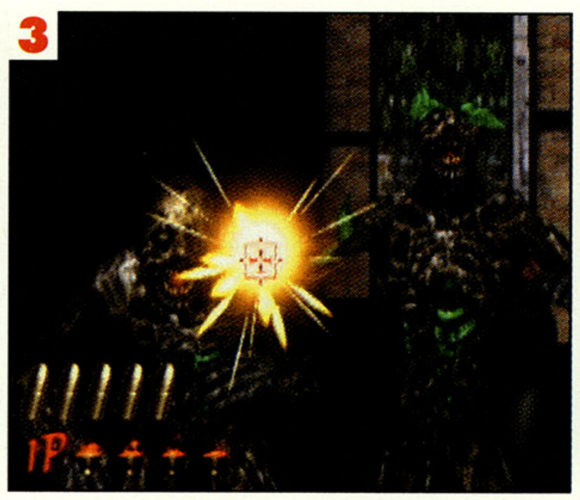
Nintendo® 64

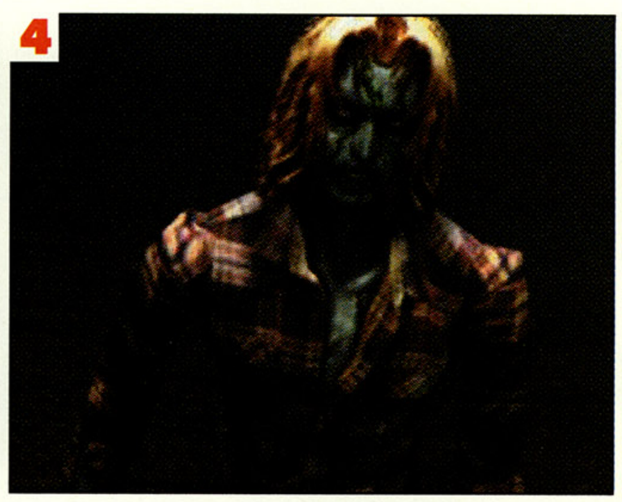
Monaco Grand Prix™ is the most challenging racing simulation ever created. 22 expert racers compete on 16 famous, international tracks. The advanced driving engine redefines the meaning of expert racing. Every turn, pass, and acceleration must be timed to perfection. This is not a toy. Blow it and your car is shrapnel. Bred for the Pentium® II, tuned for the PlayStation® game console, the Nintendo® 64 and Sega Dreamcast.™ Go ahead, play in the rain.

"...ultra-detailed racing animal"
- EGM

GRAND PRIX™

Monaco Grand Prix ©1999 Ubi Soft, Inc. Ubi Soft Entertainment is a trademark of Ubi Soft, Inc. The Ubi Soft Entertainment logo is a registered trademark of Ubi Soft, Inc. "Monaco Grand Prix" and the "Grand Prix de Monaco" are trademarks of A.C.M., Automobile Club de Monaco. All rights reserved. Nintendo, Nintendo 64 and the 3-D "N" logo are trademarks of Nintendo of America Inc. ©Nintendo of America Inc. Licensed by Nintendo. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Sega Dreamcast is a trademark of SEGA ENTERPRISES, LTD.



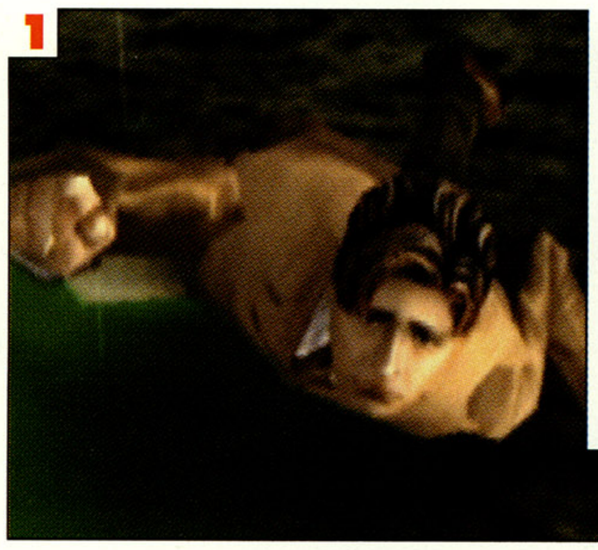


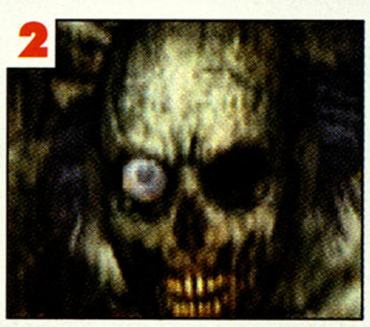
1 "The driver said it would be here in 20 minutes or it's free." 2 "More pepperoni please..." A zombie gets up close and personal for a hot lead dessert. 3 Expect all manners of the undead, complete with individual patterns of attack you'll need to learn in order to survive. 4 Meet the enemy — part-time 4X4 driving J. Crew model, full-time flesh eater.

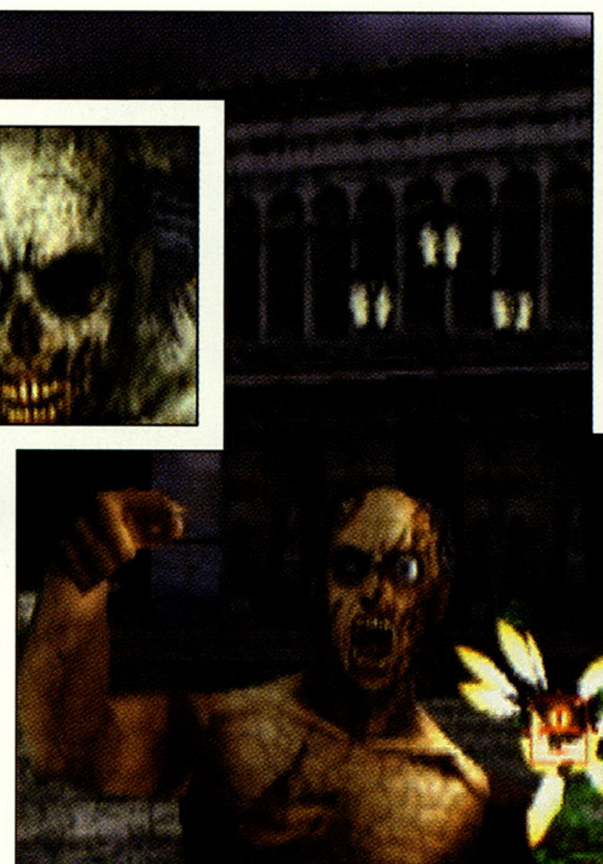
House of the Dead 2

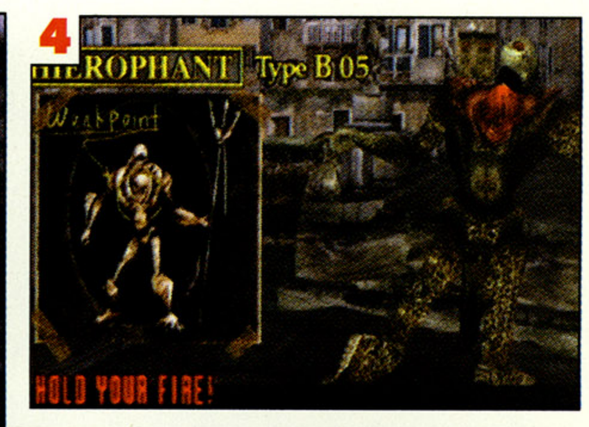
Welcome to the land of the living dead (we sometimes look like this after a tough deadline — well, Randy does anyway...)

1 Saving citizens from the fate of an early zombie-induced death is one of your primary goals in *HOTD2*. With a haircut like that, though, this guy surely knew what was coming.
2 "Hello. Can I interest you in a set of encyclopedias?"
3 By 6:00am, the ravers were looking well past their best. Two more hours of techno and they'll be the living dead, alright.
4 This game does have educational leanings — it explains how to defeat each of the game's bosses.
5 A level boss — tougher than an iron box full of nails.









Consider this: Without zombies, videogame players would probably have a lot of time on their hands. (As would video store workers in the early days of VCRs – but that's another story.) Despite smelling like rotting Herrings and having the vacant look of an infomercial host, the gaming public loves them. Well, loves shooting them to be more precise. Thankfully, mass zombie slaughter is the name of the game in *House of the Dead 2* – and it's utterly fantastic.

In the cerebrally challenged domain of the lightgun shooter, all you really need to know is, if it moves, shoot it (unless it's a human, in which case, try not to – quite important, really). *HOTD2* drops you headfirst into a strange cobblestone town overrun with zombies, with only a six-round handgun for protection. **While chasing the maniacal mind who set them loose, you'll need to save the lives of any stranded citizens left in the city.** Start mowing them down though, and you'll lose precious opportunities to collect life bonuses or to take the game's alternate routes. It's this feature that sets *HOTD2* apart from its gun-game competition and makes for extended replay value. Structurally, the different scenarios are activated

PUBLISHER:	SEGA	ONLINE:	NO	VMU PAGE COUNT:	7
DEVELOPER:	AM1	NUMBER OF PLAYERS:	1-2	ESRB:	MATURE
ORIGIN:	JAPAN	PERIPHERALS:	LIGHT GUN, JUMP PACK, VMU	PRICE:	$49.95
GENRE:	LIGHTGUN SHOOTER				

1 A touching moment between two stiffs in suits (sniff). 2 Want to see the next section? Then you'll need to find each boss' own weak point. 3 Hostage fashion tip #12: Always wear a 'sports casual' sweater when your town gets invaded by zombies. 4 Michael Jackson's *Thriller* crew returns for their first paid work in years. 5 "Spare a quarter, man?" It's best to aim where it's sure to hurt — the head.

IT'S A SHAME SEGA USED A BUNCH OF EX-CARPET AD SALESMEN FOR THE DIALOGUE ACTING — IT GRATES QUICKLY

by either saving humans or collecting certain items. They add a sufficient amount of replay value, too, so by doing something slightly different, a completely new path is revealed. At the end of each of the six "chapters" you must also plug away at some very clever boss creatures, too. Creatively designed and harboring unique weaknesses, these guys are a treat, with the possible exception of the final boss, whose tough difficulty level smacks of cheapness (he morphs through all the previous bosses) and is sure to send more than a few players to the brink of tears.

As you'd expect, Sega has also implemented an "Original" mode in the Dreamcast version that gives zombie killers the chance to pick up items that add a twist to the proceedings. Imagine blasting through zombieville as a gray-haired granny (hey, she might make some friends), or using green fishing lures instead of bullets — sadly you can't use the fishing controller in the latter (*What do you think this is, Get Zombie? — Ed.*) Okay, these are token additions, but they're fun, and all the extras combine to make *HOTD2* a good value.

But the real variable in truly getting the most of *HOTD2* is the accuracy and quality of the lightgun you wield. If it's not calibrated correctly, you're guaranteed to be worm food — unlike your zombie friends, once your credits are up, there's no afterlife for you. While the joypad sometimes works pretty well (its rapid-fire ability gives you an edge over big targets such as bosses), obviously it's not quite as enjoyable as blasting away at the screen with a plastic gun.

For a game so rich in cinematic potential, it's a shame Sega used a bunch of ex-carpet ad salesmen for the voice acting — it transcends B-movie-esque kitsch and grates very quickly. This aside, *HOTD2*'s sheen is tarnished by very little indeed. Of course, it's not going to deliver endless thrills (unless you have the memory of a zombie), but it's great fun while it lasts. And that, flesh fiends, is surely what counts.

—Francesca Reyes

GUN RUNNERS

Sega's decision to not bring over its custom lightgun for the US launch of Dreamcast may hit *House of the Dead 2* fanatics hard. Since so many units have proved defective in Japan, we think it's just as well. Instead, US company Interact has promised that it will deliver the goods with its officially licensed StarFire LightBlaster (right). Look out for it in stores at launch, retailing at $30.

SECOND OPINION

SEGA HAS NAILED it perfectly. *HOTD2* is incredibly fast-paced, tough enough to keep you coming back day after day after day (and missing certain magazine deadlines...) and has been a big hit around the office. My only problem with it is that you only have six rounds in Arcade mode, and if you don't have a lightgun, you're really missing out. Oh — and the speech is terrible, but it's pretty funny, in a cheap-ass B-movie sort of way.

—Simon

Official Sega Dreamcast Magazine

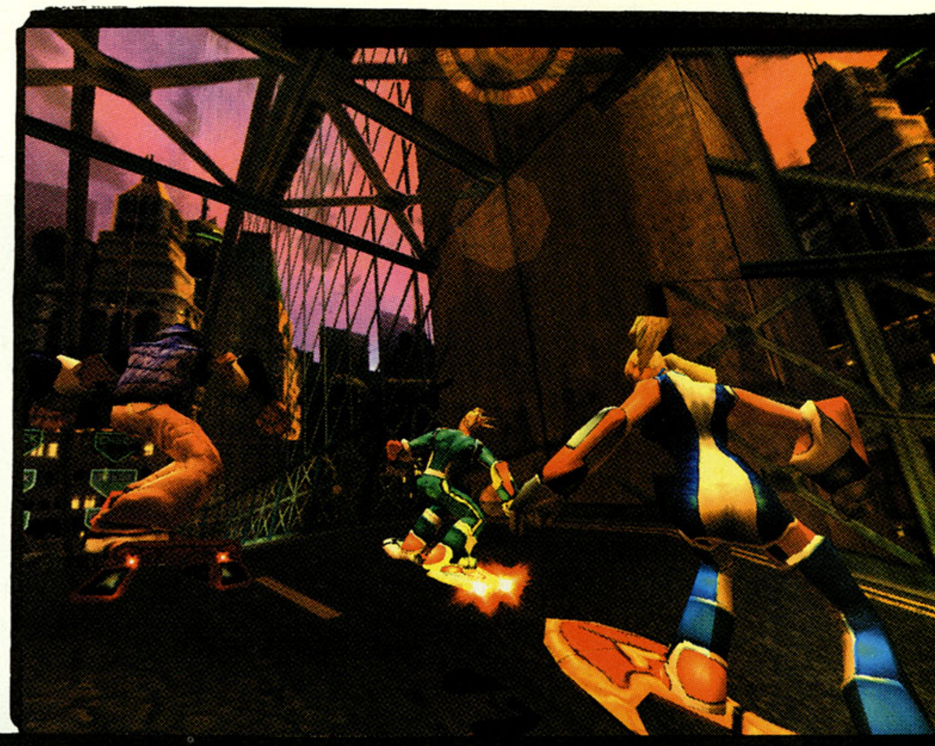
+ + Amazing arcade graphics + Alternate routes increase replay value + As campy as a row of tents (kind of)

− - B-movie voice overkill - End boss is cheap, and we don't mean stingy - It's tough if you're new to gun games

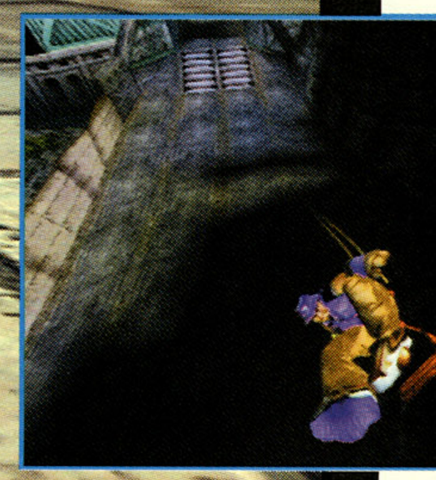
SUMMARY Fast-paced lightgun "survival horror" with tough bosses and some amazing set-pieces. If you're "mature enough" to handle it, then this has loads to offer.

8 out of 10

The Sicker the trick, the sweeter the win.



actual game screens



TrickStyle™ and Acclaim® © 1999 Acclaim Entertainment, Inc. All Rights Reserved. Developed by Criterion Studios Ltd. Sega, Dreamcast, and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, Ltd.

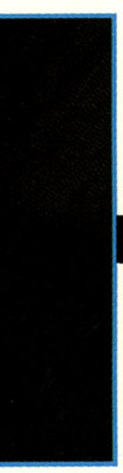
trick style™

Race with Style.

IF YOU WANNA GET YOUR SWERVE ON, YOU WANNA GET INTO TRICKSTYLE. THAT'S WHERE YOU GO UP AGAINST THE BEST IN THE WORLD IN AN ALL-OUT, GO-FOR-BROKE RACE WHERE THE ONLY RULE IS TO WIN. BUT YOU GOTTA WIN WITH STYLE. SO PRACTICE AT THE VELODROME UNTIL YOU'VE GOT THE SKILLS TO POUND YOUR OPPONENTS RIGHT INTO LAST PLACE. THEN YOU CAN DROP SOME ILL 720° SPINS, METHOD GRABS AND BARREL BACKFLIPS, AND OUT-RACE AND OUT-STUNT YOUR OPPONENTS RIGHT INTO THE WINNER'S CIRCLE. AND SINCE TRICKSTYLE IS POWERED BY THE REVOLUTIONARY DREAMCAST GAME CONSOLE, IT LOOKS AND PLAYS BETTER THAN ANYTHING YOU'VE EVER SEEN. SO GO GRAB SOME AIR. FEEL THE SPEED. AND TRICK YOUR WAY INTO THE NEXT MILLENNIUM.

1999 BEST DREAMCAST RACING GAME
ign.com
E3 EXPO

Winner, Best Racing Game.



CLOCKWISE FROM THE TOP RIGHT.
BRONX SLAM. ZAK T. LAYS DOWN THE SICK HEELFLIP LUGE INTO A LUGE 360 AND FINISHES WITH A HEADSPIN FLIP.

EVERYONE
CONTENT RATED BY ESRB

criterion studios

Sega Dreamcast™

Acclaim®
www.acclaim.net

HOW TO...

Emblem Guide 110
A-B-C Emblems 112
Chao Guide 114
Sonic Network 116

CHAOS, EMBLEMS, AND SONIC A

No one can fault *Sonic Adventure* for not having a deep set of side-games and sub-missions to accomplish. This game is literally filled to bursting with secrets and tasks for the meticulous *Sonic* fanatic to discover. Intrigued by the 130 Emblems waiting to be unlocked throughout the game? Need a helping hand getting started with raising your Chao? DCM has the answers, and more.

Getting all the Emblems

You've finally finished the game with all six of the characters, and you're ready to kick back and call it a day. Not quite. You've still got Chaos to raise, secrets to uncover, and Emblems to collect! With all of these side-games and sub-quests to play through, it's almost like a whole new game for those devoted to getting the most out of *Sonic Adventure*. Feel like you're missing out? Read no further than **DCM**'s complete guide to getting all the Emblems, raise a respectable Chao, and unlock all the secrets.

Mini-Games

There are a total of 10 Emblems to be earned by playing *Sonic Adventure's* various mini-games.

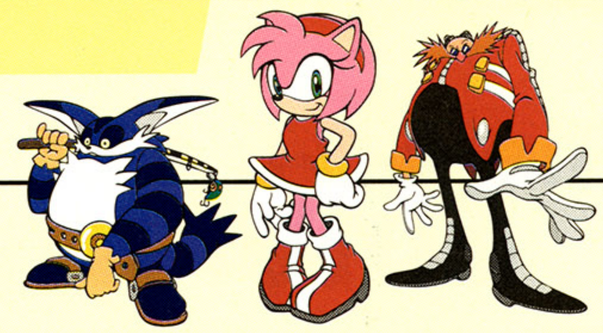
key: FAT CAT, AMY, SONIC, KNUCKLES, ROBOT, TAILS

HEDGEHOG HAMMER Set the high score	**TWINKLE CIRCUIT** Complete the course once
HEDGEHOG HAMMER Set the high score again	**TWINKLE CIRCUIT** Set the record lap time
SKY CHASE ACT 1 Complete the level	**SAND HILL** Complete the course once *
SKY CHASE ACT 1 Beat the high score	**SAND HILL** Set the record lap time *
SKY CHASE ACT 2 Complete the level	
SKY CHASE ACT 2 Beat the high score	

Total Emblems to be earned: 10

* By passing through gates, you receive points. The more gates you clear, the higher the amount of points will be when counted toward your course score.

MORE !



Adventure Field

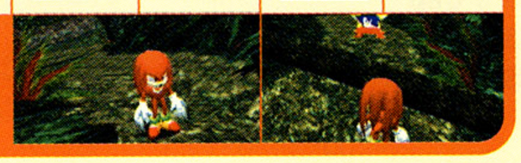
There are a total of 12 Emblems that you can find lying around on the adventure field.

MYSTIC RUINS

On cliff behind Tail's home

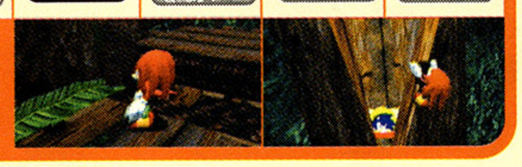
MYSTIC RUINS

Beneath a fallen tree trunk near Big's home



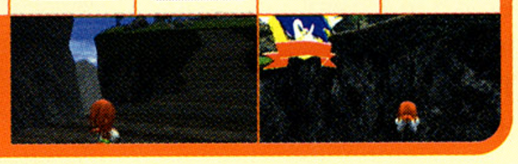
MYSTIC RUINS

Inside the tree next to Big's home



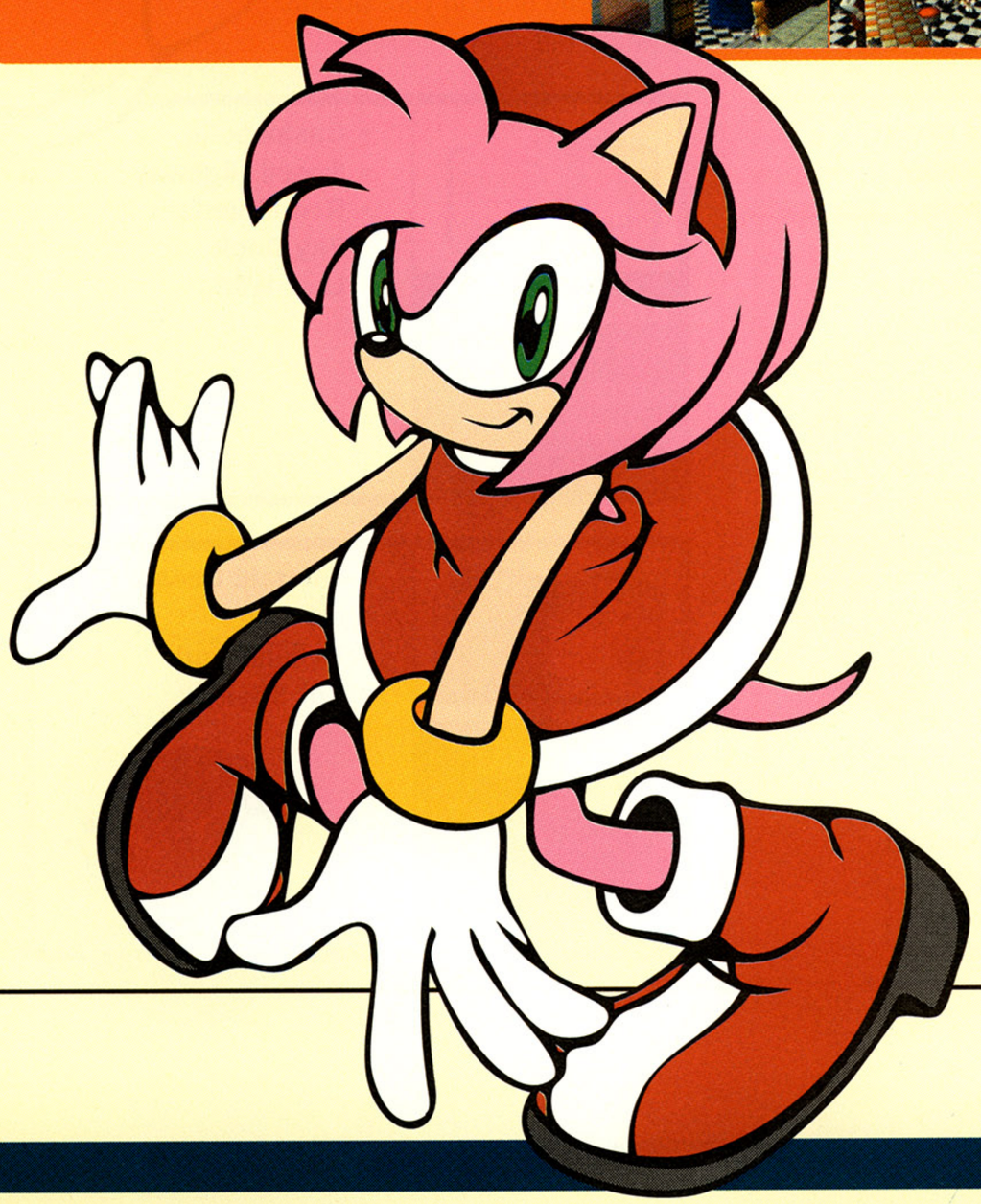
MYSTIC RUINS

Off the left side of the wooden bridge leading to Chaos Emerald on Angel Island



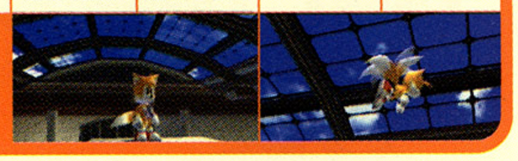
STATION SQUARE

Inside Burger Shop near City Hall



STATION SQUARE

On platform across from waiting area in Train Station



STATION SQUARE

Dig or cut grass in front lawn area of City Hall

STATION SQUARE

High above the alley near Casinopolis

EGG CARRIER

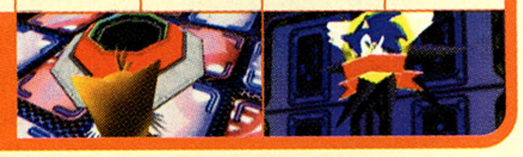
On tip of high platform above Robotnik's pool

EGG CARRIER

On the spinning platform on Egg Carrier deck

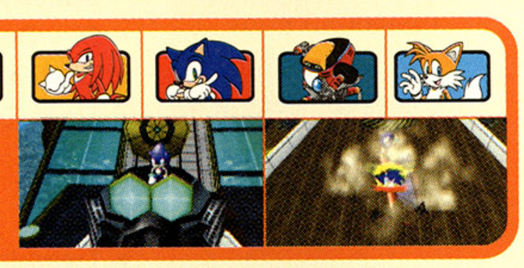
EGG CARRIER

Underneath Robotnik's bed*



EGG CARRIER

In a steel crate on the deck, near the boss fight area**



Total Emblems to be earned: 12

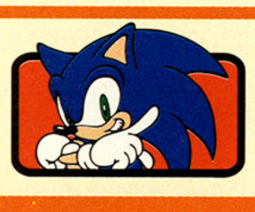
* Egg Carrier must be in winged form to find this Emblem. Use the cannons near the ship's bridge to launch up to the high platform and reach Robotnik's bedroom. Inside, step on the switch to reveal his bed.

** Step on the switch in the ship's bridge to transform the ship into its winged form, then head outside to the circular platform elevated that's high above the deck. Hop into the cannons surrounding the platform and use them to destroy the steel crates scattered around. You'll find the Emblem hidden inside one of them.

The A-B-C's of Emblems by Level

Get the *C* Emblem

The C Emblem is easy enough to get; all you need to do is play through a level as each of the characters. You'll receive an Emblem when you finish each level as each of the six different characters the first time through.

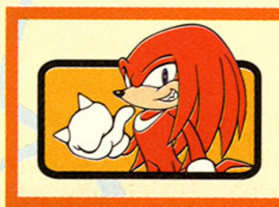


SONIC
Simple enough, finish the level!

- Emerald Coast
- Windy Valley
- Casinopolis
- Ice Cap
- Twinkle Park
- Speedy Highway
- Sky Deck
- Lost World
- Final Egg

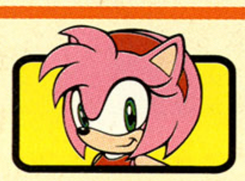
TAILS
Finish the level by beating Sonic or Robotnik to the end point

- Emerald Coast
- Windy Valley
- Casinopolis
- Ice Cap
- Speed Highway
- Sky Deck



KNUCKLES
Find all three shards of the Chaos Emerald

- Casinopolis
- Speed Highway
- Red Mountain
- Sky Deck
- Lost World

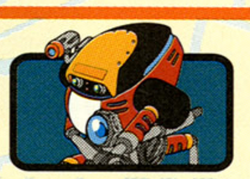


AMY
Reach the balloon and escape ZERO

- Twinkle Park
- Final Egg
- Hot Shelter

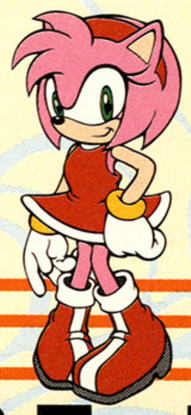
BIG THE CAT
Catch Froggy!

- Emerald Coast
- Ice Cap
- Twinkle Park
- Hot Shelter



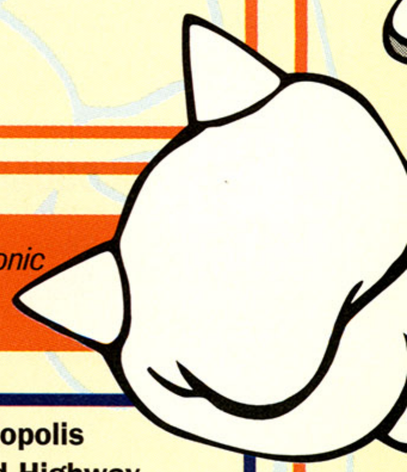
E-102 GAMMA
(Varies) Finish level within time limit or find Froggy

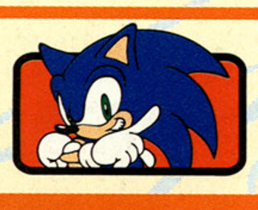
- Emerald Coast
- Windy Valley
- Red Mountain
- Final Egg
- Hot Shelter



Get the *B* Emblem

With the exception of Knuckles and Big, in order to get the B emblem in *Sonic Adventure*, you must finish each level with at least 50 rings in your pocket.



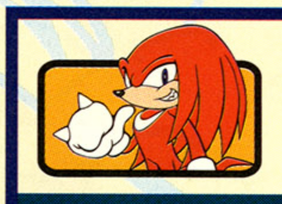


SONIC
Collect 50 rings and keep 'em till the end

- Emerald Coast
- Windy Valley
- Casinopolis
- Ice Cap
- Twinkle Park
- Speedy Highway
- Sky Deck
- Lost World
- Final Egg

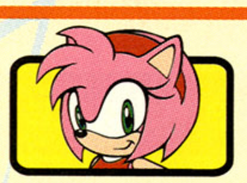
TAILS
Collect 50 rings and keep 'em till the end

- Emerald Coast
- Windy Valley
- Casinopolis
- Ice Cap
- Speed Highway
- Sky Deck



KNUCKLES
Find all three pieces of Master Emerald without hint balls

- Casinopolis
- Speed Highway
- Red Mountain
- Sky Deck
- Lost World

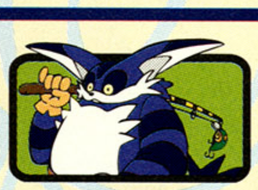


AMY
Collect 50 rings and keep 'em till the end

- Twinkle Park
- Final Egg
- Hot Shelter

E-102 GAMMA
Collect 50 rings and keep 'em till the end

- Emerald Coast
- Windy Valley
- Red Mountain
- Final Egg
- Hot Shelter

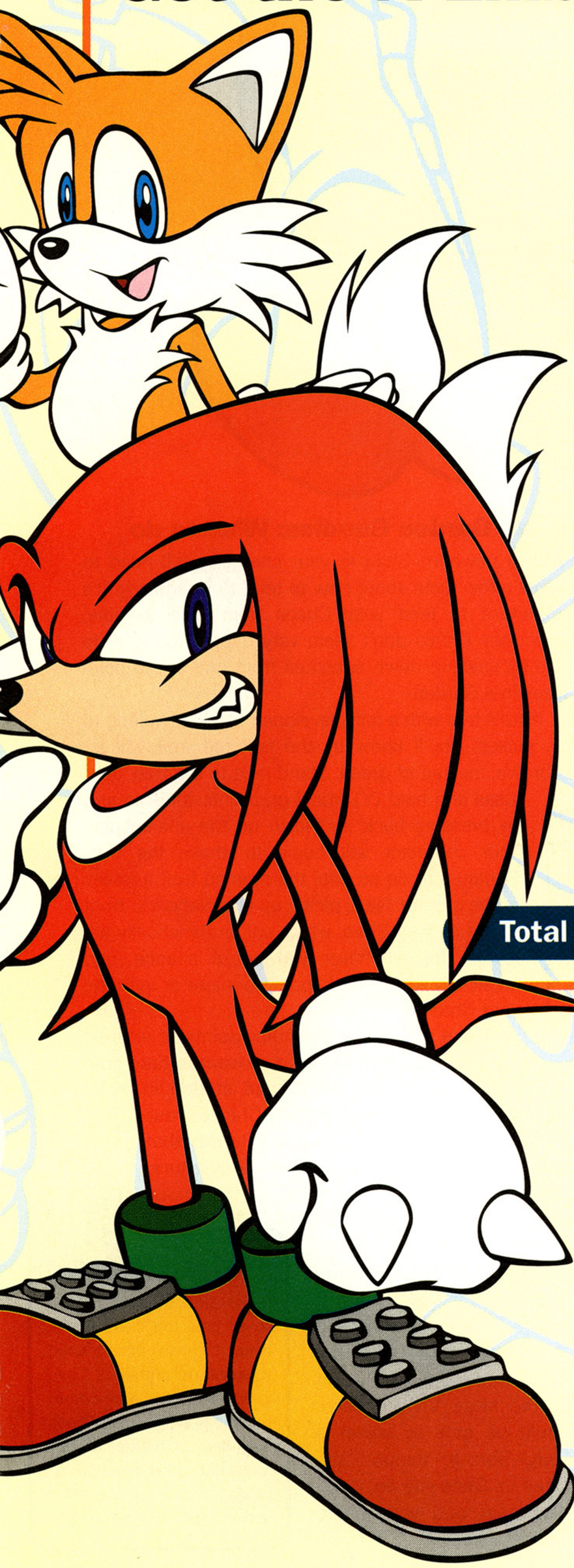


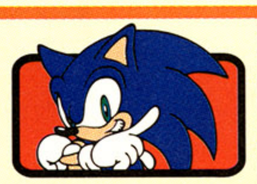
BIG THE CAT
Land a fish weighing 1,000 grams or more, then catch Froggy

- Emerald Coast
- Ice Cap
- Twinkle Park
- Hot Shelter

Get the *A* Emblem

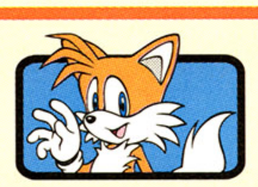
By far the hardest Emblem to receive out of the three, the A Emblem is yours only if you've got the skills and shortcuts to beat each level under a variable time limit.





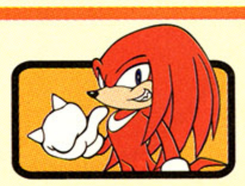
SONIC
Complete the level in under the time limit

- Emerald Coast
- Windy Valley
- Casinopolis
- Ice Cap
- Twinkle Park
- Speedy Highway
- Sky Deck
- Lost World
- Final Egg



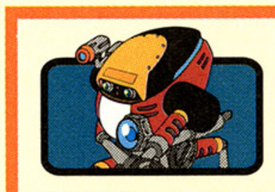
TAILS
Win the race to the end of the level, yet again

- Emerald Coast
- Windy Valley
- Casinopolis
- Ice Cap
- Speed Highway
- Sky Deck



KNUCKLES
Find three shards of Master Emerald within time limit

- Casinopolis
- Speed Highway
- Red Mountain
- Sky Deck
- Lost World

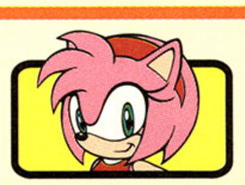


E-102 GAMMA
Complete the level with more time on the clock than you started with

- Emerald Coast
- Windy Valley
- Red Mountain
- Final Egg
- Hot Shelter

BIG THE CAT
Catch a 2,000+g fish, then catch Froggy

- Emerald Coast
- Ice Cap
- Twinkle Park
- Hot Shelter



AMY
Complete the level within a certain time limit

- Twinkle Park
- Final Egg
- Hot Shelter

Total A-B-C Emblems to be earned: 96

But I'm still missing six Emblems!

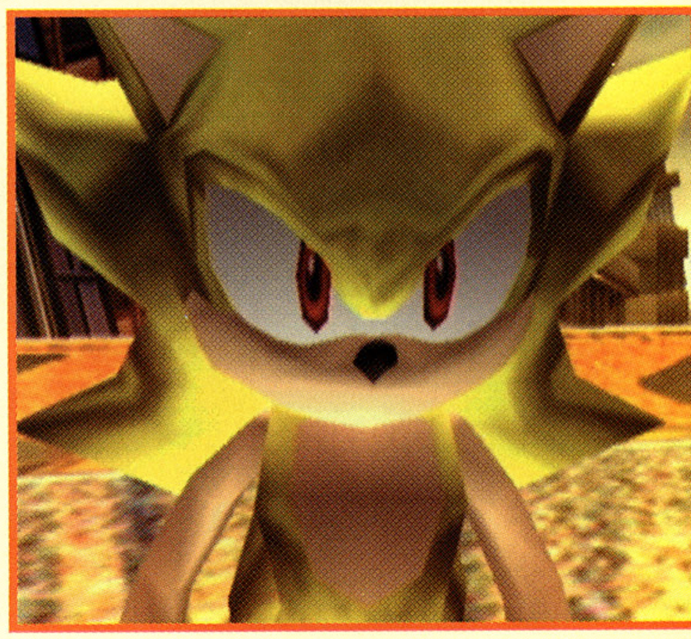
Okay, you've finished the game with all six characters, managed to find all the Emblems on the Adventure Field, mastered the mini-games to grab even more, then relentlessly tracked down each and every A, B, and C Emblem from the levels... So why do you have only 124 Emblems instead of 130? Don't fret – there are six Emblems still hiding out. Where are they? Read on.

Play as SUPER SONIC!

Once you finish the game with each of the six characters, you'll discover that a secret seventh character has become available: SUPER SONIC! Now, you must play through the secret level available to him and beat a whole new end boss to see the game's real ending – and earn an extra Emblem in the process. Super Sonic is powered by gold rings, so take care not to run out!

Enter the Chao Races

If you participate in the Chao side-games in *Sonic Adventure*, you'll be able to enter your little guy in the Chao Races. Place first at the races five times and you'll be awarded an Emblem each time – making for a grand total of 130. For more info on how to raise a winning Chao, check the Chao-specific section on the next page!



Chaos

Need to earn five of the six missing Emblems in *Sonic Adventure*, but haven't a clue as to what a Chao is? If you've taken a moment to explore any of the adventure fields in the game, you'll undoubtedly have come across special areas harboring pastel-colored eggs and special warp pads. These areas are called Chaos Gardens, and you'll be spending a good deal of time in them if you plan on having anything to do with Chaos.

The Basics

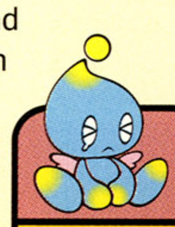
Now that you're all set to start on your own personal Chao Adventure, you'll need to be equipped with the basic knowledge, or the 'Chao to,' if you will, in order to make sure you raise a strong and healthy creature of your own.

Chaos Gardens

Start off by finding one of the Chao Gardens located in the Adventure Stages of *Sonic Adventure*. There is one in Station Square on the second floor of the Hotel. Once you enter, you'll find two regular Chao Eggs waiting for you.

You'll find the Mystic Ruins Chao Garden if you wander down the path leading left past Tails' home. Enter the small cave and follow the tunnel until you reach a mine cart resting against a gate. Hop in the cart and it will automatically take you to the Chao Gardens on the other side of the mountain. Again, there are two regular Chao Eggs waiting for you there.

The third Chao Garden can be found on Robotnik's Egg Carrier. Perhaps the Eggman's not as tough as he seems, since you'll be able to enter the third Chao Gardens inside the main light-rail station of his ship. Find the doorway on the second level of the station and hop on the letter plates to spell out 'E-G-G-M-A-N'. Doing so will unlock the door, giving you access to the Chao Gardens beyond.



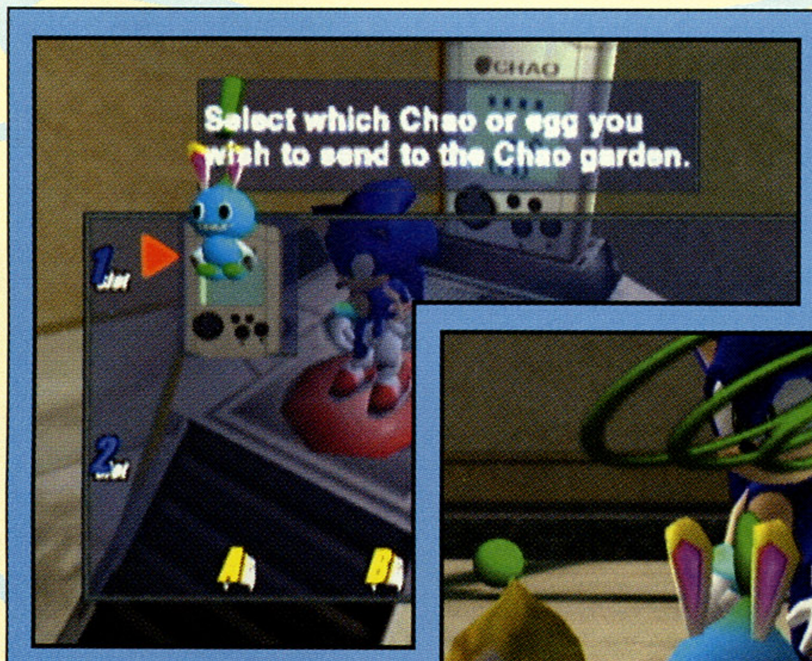
CHAO DON'T

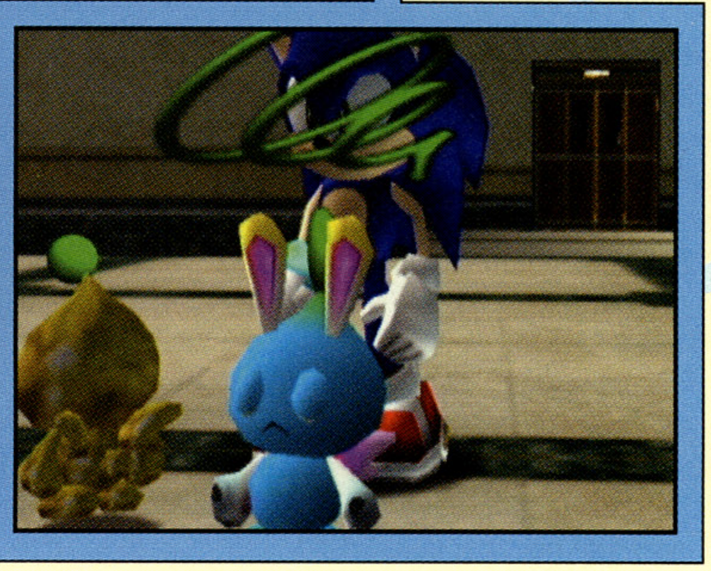
Never jump, spin, or throw your Chao! If you accidentally do so, then make sure to feed it plenty of coconuts in order to win back its favor. If not, you've got one angry creature.

Hatching

So, now that you're set as far as knowing where each of the Chao Gardens are located, you'll need to start your journey into virtual parenthood. Choose an egg in the Garden to hatch and then stand next to it. Pick it up using the (Y) button, taking care to hold (Y) down. Now move the analog stick in any direction repeatedly to slowly cuddle the egg.

After bonding with your egg, set it gently down on the ground. If all goes well, it should hatch shortly after, and you'll now be in charge of your very own live Chao! It's important to always hatch your eggs this way. If you plan on avoiding a dysfunctional relationship with your Chao, you'll need to be as careful and gentle with it as possible.





Uploading a Chao to the Garden is easy from the U/D Station (above), but make sure to avoid injuring it or else (right).

Chao Garden Goodies: What to do

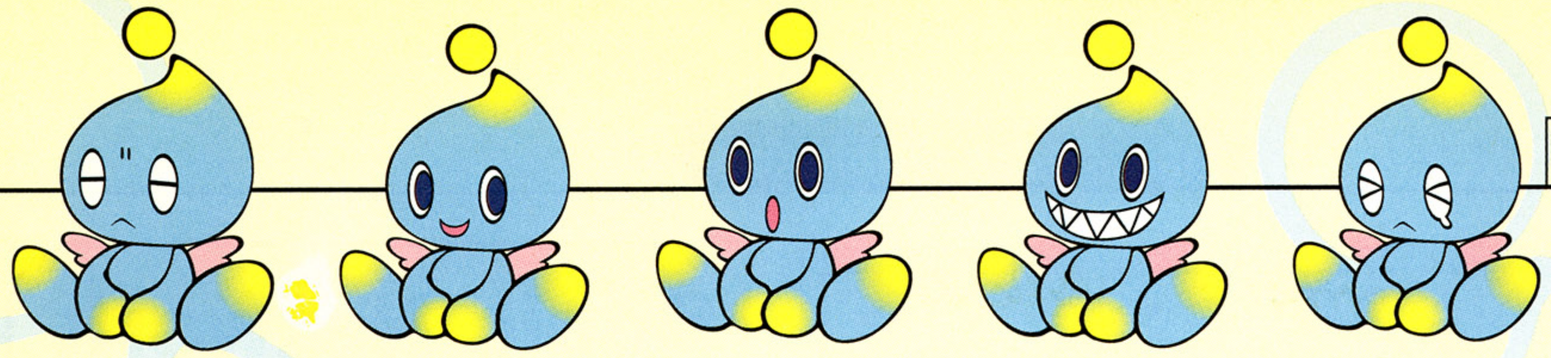
With a newborn Chao in your charge, you'll need to know a few facts about how to tend to it regularly. It's important to feed your Chaos from time to time, especially if they don't seem very happy. You can do this by shaking down coconuts from any of the palm trees in a Garden.

Find a tree with a fully developed coconut waiting to be picked. You'll know by the fact the fruit will be brown, instead of green. Stand next to the tree, then press and hold (Y). You'll grab onto the tree and by pressing back and forth on the analog pad, your character will begin to shake the tree. Continue to do so until the ripened fruit tumbles to the ground. Next, pick it up and place it in front of the chosen Chao, which will automatically eat it. Do this whenever you get a chance, and especially when you happen to injure or infuriate your Chao.

There are also a few other points of interest in each Chao Garden that you'll want to take note of. You'll find a Download/Upload station in every garden that allows you to place a Chao in your VMU or extract one. This is the only way that you can participate in the Chao Adventure game, so you'll become quite familiar with the Download/Upload Station after a while. Pick up the selected Chao and bring it to the Station. Step on the red button and place the Chao on the ground in front of the large VMU screen. You'll be able to select a VMU port to teleport the Chao to. Once you do, it will disappear and your game will be saved.

CHAO DO

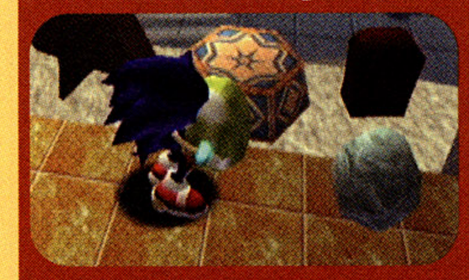
Make sure that your Chao never gets too close to the water if it hasn't been trained to swim. An untrained Chao in water will flail a bit before drowning. While some Chaos may have a natural affinity for water, most need to be taught to swim in the VMU before they can enter water.



Special Chao Eggs

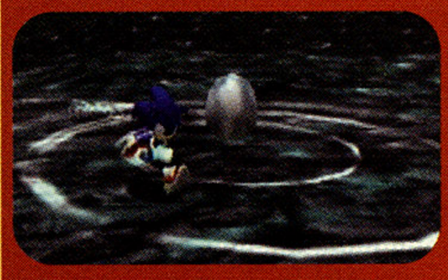
Each of the different adventure fields yields Chao Eggs that look different from the ones found in the Chaos Gardens. If you take them back to a Garden and hatch them, you'll find that the resulting Chao is also different from the rest. If you plan on getting the most out of the Chao mini-game, make sure to find and hatch these special eggs to round out your Chao collection. Here's a list of the three different eggs and where you can find them within the game.

STATION SQUARE



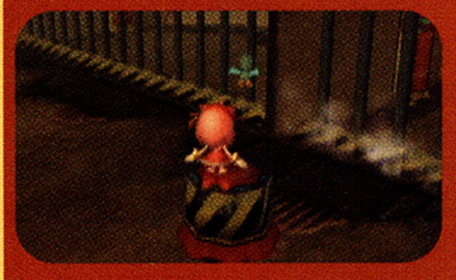
In the Antique Shop near City Hall. You need to swap out the Golden Egg in the shop for the rock-colored egg on the lawn of City Hall.*

MYSTIC RUINS



In the waterfall area near the Jungle Area mine cart entrance. Push the rock on the right side of the waterfall to receive the Silver Eggs.

EGG CARRIER



Go to the jail cell block onboard Egg Carrier. Look behind the Hedgehog Hammer game area and you'll find an Ebony Egg.

*Note: Only available after completing Speed Highway.

CHAO DO

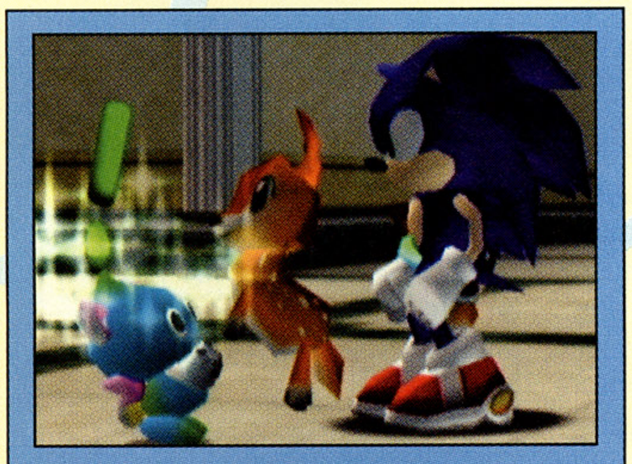
Try to play with your Chaos in your VMU as much as possible. This is one sure way to check their stats. Give them some fruits, and provide them with some of that very important one-on-one quality time.

One point of interest in the Chao Gardens is the warp pad area near the D/U Station. The warp pads will only be activated if you've completed the Adventure Stages that they are linked to (Station Square, Mystic Ruins, Egg Carrier). They provide you with a quick and easy way to transport Chaos from one Garden to the next. Simply hop onto the pad of your choice with a Chao in your arms, and you'll soon appear in the respective Garden.

Assimilating Abilities

Okay, now it's time to start raising your little ones and getting the real work done. You may notice that each time you enter a Chao Garden after returning from an Action Stage, all the animals you save from the previous stage will literally fly off of you. This is a sign that you can get your Chaos to interact with the animals that you've saved.

To do this, simply pick up one of the animals and bring it in front of your Chao. The Chao will then nuzzle the animal delightedly and promptly take on some of its characteristics. This is a great way to change the makeup of your Chao and vary its abilities. Depending on the animal you choose to use, your Chao will assume not only different features, but will have some of its stats adjusted, too.



Save some animals and use them to give your Chaos some new attributes!

Mating and More

You can either mate your Chaos in the VMU or in a Garden. The only requirement is that both Chaos must be adults (or risk delinquency of a minor!). How can you tell if your Chao is old enough to mate? You'll know once it re-enters an egg phase, then rehatches. A small ring of flowers will grow around the Chao, indicating that it's ready to breed!

In the garden, set two adult Chaos next to one another – if all goes well, they will mate. You'll now have a new Egg to hatch! The resulting Chao will have a combination of its parents' stats, including some of the animal features from both.

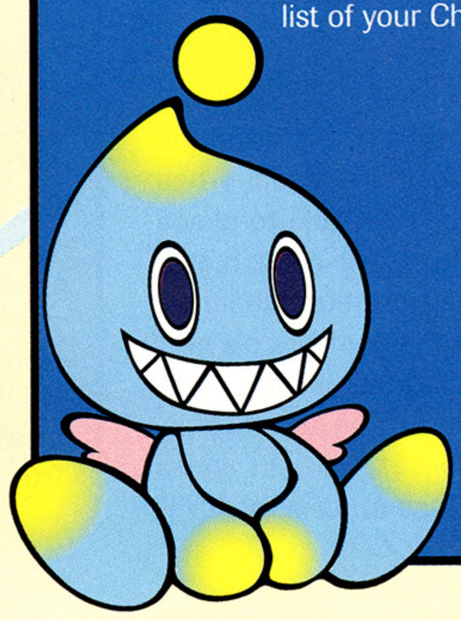
Using the VMU to mate your Chaos is a little different. You'll first need two VMUs, each with an adult Chao saved onto it. Connect the VMUs together and choose to Mate from the Chao Adventure menu. An egg that will show up on the Status screen, which can then be downloaded into a Garden at any time.

CHAO DO

One way to have your Chao become special-colored is to combine it with as many animals as possible, preferably ones from the same type (check the box at the bottom of the screen to decipher which color family the animal belongs to!).

Chao Sense: Mindreading your Chaos

With the basics out of the way, you'll now need to get a grip on some of the finer aspects of Chao rearing, such as knowing how your Chao is feeling. While it's not quite as touchy-feely as it sounds, it's obvious that your pet can't tell you what it's thinking since it can't talk. But there's another way to decipher its sentiments. By interpreting the different symbols that appear above its head from time to time, the task is easier than it sounds. Below is a quick list of your Chao's actions and what they mean. Consider this a Chao-to-English dictionary of sorts:



[Heart] *It's happy with you.* You're a good parent.

[Swirl] *A bad sign.* It's angry or upset with you. Feed it coconuts.

[Question mark] *Your Chao is indecisive.* It doesn't know what it wants to do next.

[Exclamation] *A surprised Chao.* Wait to find out if this is good or bad.

[XX across eyes] *A very unhappy or angry Chao.* Feed it coconuts.

[– – across eyes] *Very happy Chao.*

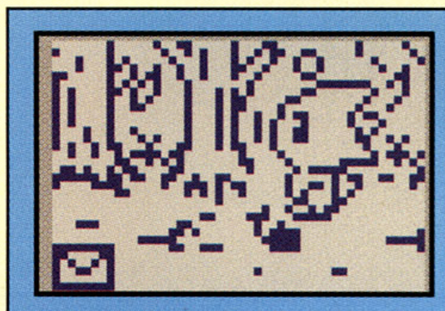
[Half-closed eyes] *Tired Chao.* Play with it or feed it to wake it up.

[Waving arms] *Your Chao wants love.* Pick it up.

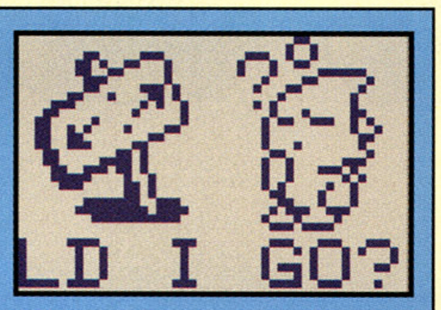
[Flailing arms] *Temper tantrum.*

Using the VMU

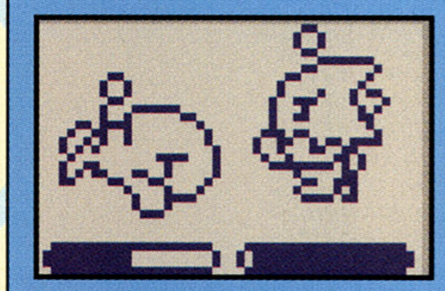
You can't simply rely on raising your Chao in a Chaos Garden in order to prep it for the Chaos Races in *Sonic Adventure*. You'll need to do a little training with your VMU to rear a strong, healthy Chao that can kick much butt in a race.



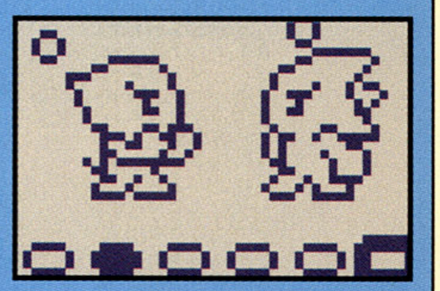
Interactive walking Chao!



Choose your own path.



Chao fight, fight, fight!



Throwing the first punch.

Chao Adventure!

Now that you have a Chao in your VMU, you can begin on a new adventure! Simply switch the mode on the VMU to Game, and a Chao Adventure screen will pop up. Now press the (A) and (B) buttons to begin.

Your Chao will now begin its quest, and it's up to you to attend to its needs in the meantime. The Chao Adventure basically consists of your Chao traveling across different landscapes. During its journey, several things can happen that may affect its stats and inventory. First off, you can name your Chao by using the Name option on the Chao Adventure menu. To reach the menu, simply press (A) at any time during the game.

Battling and Getting Items

Occasionally during your journey, you'll run across enemies that will challenge your Chao to a fight. When this happens, you'll need to watch the dot meter at the bottom of the screen and press the (A) button in order for the meter to stop on the open dot. If you manage to do so, your Chao will attack! You must repeat this until the enemy's hit points have been completely depleted. Afterward, you'll be rewarded with a treasure chest. There will be three different buttons below the chest, and you can choose from any of the three to receive different items. These items will then show up on your Items screen in the Chao Adventure menu. Make sure to heal your Chao after a fight by feeding it fruits.

Once in a while, you'll come across a treasure chest on its own on the adventure field. You can open it to possibly receive a fruit! Battling and treasure chests are just two of the different events that can happen to your Chao during the journey that can help your pet to evolve at a steady pace. You can even run into the different characters from *Sonic Adventure*, as well! Use the Chao Adventure often in order to really help your Chao develop.

Grocery List

You'll need to feed your Chao fruits in order to heal injuries or boost its stats. Win fruits by playing the Fruit Game or finding them in chests. Here's what each item does for your Chao.

Cherry: Power +4
Grape: Run +4
Lemon: Swim +4
Plum: Fly +4
Starnut: Punch x2
Chaonut: All x2
Lifenut: Recover HP
Hastenut: Speed x2
Lazynut: Puts Chao to sleep

Chao eat, eat, eat!

The Fruit Game

One way to earn fruits to feed your Chao is using the Game option from the Chao Adventure menu. When you choose the Game option, you'll be able to play a Concentration-type game in which you must match pairs of food items on a grid until you reveal them all. You'll have three chances to win the game, or it's over and you must begin again. Winning the game without making a mistake will reward you with a special fruit, while using up one or two chances will win you a regular fruit. You can feed your Chao fruits in the VMU or in a Chao Garden.

1, 2, 3... Go! The Chao Races

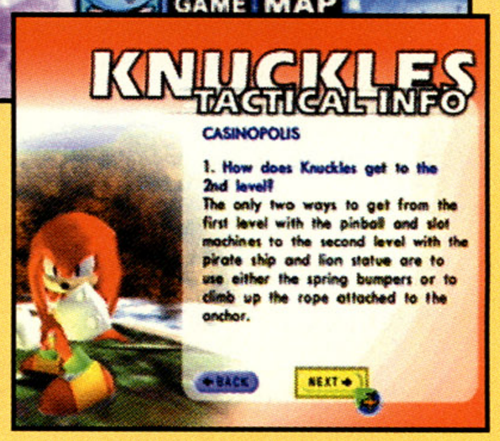
Once you've managed to beef up your Chao, you're ready to take it to the races! Located through the double door in the Station Square Chao Gardens, you'll find a friendly race of alien Chaos have set up a tournament consisting of different types of races for you to enter your Chao in. Each of the different races will focus on unique abilities such as flying, swimming, power and running. In order to grab those last five Emblems, you'll need a power Chao with stats reaching over 300 apiece, so keep training them in order to come in first!

Sonic Network

With the Internet capabilities of Dreamcast, you'll be able to do several cool things using the modem and *Sonic Adventure*, some of which are exclusive to the US version of the game. What will you be able to do?

Using a special limited access browser through your Dreamcast, you can start off by uploading high scores to the *Sonic Adventure*-only site. With this option you'll be able to earn bragging rights amongst your friends and even across the nation by seeing how your scores rank against other *Sonic Adventure* players. But that's not all.

- **Cool add-ons** for download that work directly with Sonic Adventure. Similar to the *Christmas Nights* limited edition disc that was available for Saturn, Sega has created the same type of holiday-themed add-on for *Sonic Adventure* which you'll be able to access in order to spruce up the game just in time for the holidays.
- In addition, there will be other add-ons that will change various background elements, like billboards, which will be used in conjunction with some **special contests**.
- The option to **swap and trade Chaos** across the Internet in a mode called 'Chao Daycare.' Share your race-winning Chaos with other *Sonic* junkies, or exclusively with your friends by using a **password protection** option available in this mode, as well.
- The best feature is one that is **only available to US players**. Wonder what all that Emblem-collecting was for throughout the game? Well, if you collect more than 100 Emblems, you'll have access to a special section of the site called the 'Black Market.' Here you'll be able to download an **ultra special Chao** that has been specially created for players by Sonic Team.



Get useful tips and tricks on surviving *Sonic Adventure* straight from Sega!

TODAY i AM:

1. SURFING THE WEB ON A CONSOLE

2. GETTING GAME NEWS

3. READING PREVIEWS AND REVIEWS

4. COPYING CODES AND STRATEGIES

5. READING ABOUT IMPORTED GAMES

6. FINDING WHAT I'M INTO AT IGN.COM

IGN.COM: WHAT YOU'RE INTO

EBWorld.com EB

IGN's exclusive online retail games partner

ign.com

www.ign.com

pc games videogames movies tv sci-fi

© 1999 ign.com

[Dreamcast Network goes

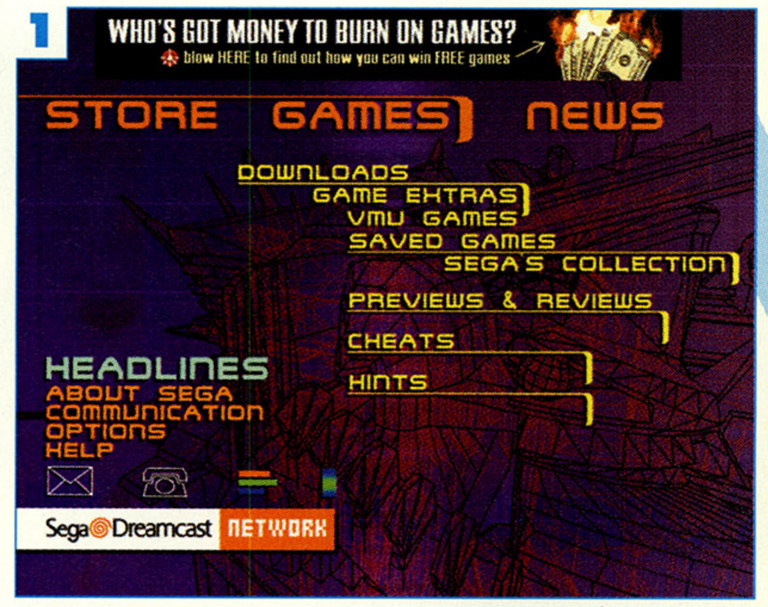
Dreamcast isn't just a game machine — it's a new breed of interaction between gamers. Enter **DC Nation**, your guide to all aspects of this burgeoning community, online and off...

Sega is intent on changing the way you play games forever, but its plans don't have as much to do with cutting-edge graphics or groundbreaking gameplay as you'd think. It has to do with how you'll interact with other Dreamcast owners – whether they're down the block or on the other side of the globe.

Serving as a beacon for Dreamcast owners in the electronic frenzy of the information superhighway, Dreamcast Network enables you to connect with other players from around the country, and, in the process, aims to enhance your gameplay experience in ways never before possible.

How does it work?

Pop in the Dreamcast Passport disc that comes with your system, click a button, and you'll be connected before you know it. Sega has its own preferred Internet Service Provider (ISP) for connecting to the service for a monthly fee of roughly $20 (full details are included with the Dreamcast system), or, if you already have an Internet account for your personal computer, you can use it instead for no additional charge.



1 Dreamcast Network's main page is your portal to e-mail, chat, and other resources. 2 Daily reports from Sega will keep you updated on new features and competitions.

What can you do?

From the main Dreamcast Network site, you'll have access to private e-mail, message boards, daily news updates, live chat with other users, and what Sega calls "games extras" – online competitions, downloadable VMU games, and saved games.

Upon its launch on 9.9.99, interactive gaming on the network will comprise a set of real-time parlor games, such as backgammon and solitaire, that can be played against several other users simultaneously. But that's certainly not all Sega has in store.

Where's it going?

Starting this winter, Dreamcast Network will serve as ground zero for multiplayer gaming of a far grander magnitude. Games such as *Sega Rally 2* and *Slave Zero* will be among the first to let you go up against several other users in action-packed competitions that'll move every bit as fast as if you were playing against friends in your own living room. Over the next several months, this will expand to encompass games enabling hundreds of users to participate simultaneously within massive, fully 3D worlds.

Interaction like this is what Sega believes will truly take gaming to the next level, and Dreamcast Network will make it as simple as clicking a button on the screen – figuring out how you ever played games the "old-fashioned" way, however, won't be quite so easy.

[Worlds apart]

Exploring the vast new frontier of online RPGs

***Baldur's Gate* will be the first Dreamcast game to support hundreds of simultaneous players online.**

Next year, your every notion of console role-playing will be smashed into tiny little bits. How's that? Sega has two new online adventure games in the cards that will enable hundreds of players participate within the same game world simultaneously.

First out of the gate will be *Baldur's Gate*, a conversion of Interplay's popular PC role-playing game. Based in the *Advanced Dungeons & Dragons Forgotten Realms* universe, and played from a sprite-based, third-person isometric viewpoint, the game will enable you to form parties of several human players and work together to complete quests and combat other parties.

Far more ambitious in terms of player interaction is Sega's *Frontier*. Due to launch by the end of 2000, the game will place you within a massive, fully 3D world where you can form parties composed of other human players, battle against other parties, and explore the vast landscape in real-time. In what is called a "persistent online world," the game will keep going even when you're not connected. This means that the time of day will change, seasons will pass, players will grow older and gain experience, and events will transpire depending on the global clock.

Look for the latest on both of these games in next issue's edition of **DC Nation**.

INCOMING!

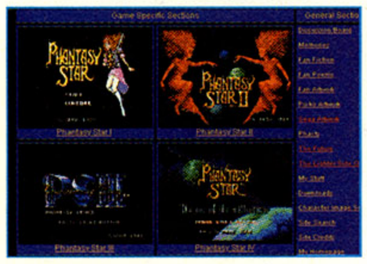
Multiplayer network games

Slave Zero	Action	September
Sega Rally 2	Shooter	Fall
Street Fighter Alpha 3	Fighting	Fall
Red Dog	Racing	Winter
Take the Bullet	Action	Winter
Baldur's Gate	RPG	Spring
Frontier	RPG	TBA

live]

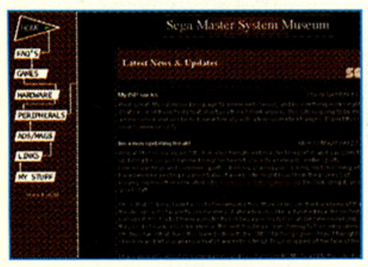
SITES TO SEE ...

www.phantasy-star.net



The Phantasy Star Pages: **Find out why everyone and their brother is aching for a Dreamcast installment in this classic RPG series.**

www.alexkidd.org



Sega Master System Museum: **Gobs of info on Sega's first US system, including a complete game bios archive.**

www.suneet.com/soniczone

The Sonic Zone: **History of *Sonic the Hedgehog* in games, animation, and television series.**

[Out there]

Having a few of your friends over for a day of games certainly isn't out of the ordinary – give a few thousand videogame fans the chance to play Dreamcast months before its US debut, and you end up with something altogether different. Such was the case at Irvine Meadows Ampitheater in Irvine, California this past June 19 as Sega sponsored KROQ radio's annual Weenie Roast alternative music festival. Undaunted by the Southern Californian summer, gamers and rockers alike got their hands on the likes of Namco's *Soul Calibur* and Midway's *Ready 2 Rumble* under the Dreamcast tent. Events such as this will become even more commonplace this summer as Sega's mobile tour rolls to malls and landmarks across the nation. Look for tour dates – as well as information on other forthcoming Dreamcast-related events – in future installments of **DC Nation**.

Fueled by something a bit stronger than Diet Coke, thousands of alternative music fans stood out in the Southern California sun to get a first shot at some of Dreamcast's first games.

Sega's high-tech mobile tour van.

ONLINE TIMELINE

1989: **Sega introduces MegaDrive modem in Japan. It's slow — so is the mahjong game that's playable on it.**

1994: **The Sega Channel offers downloadable games via cable television.**

1997: **Saturn NetLink brings Internet access to Sega's 32bit system.**

1999: **Dreamcast Network launches on 9.9.99 with e-mail, chat, and parlor games.**

2000: **Dreamcast Network adds support for massively multiplayer games.**

WIN!

The 'Win an amazingly fabulous, eye-bulging, palm-sweat-inducing, headache for parents and old people, really heavy, kick-ass *Hydro Thunder* coin-op with adjustable seating position' competition.

Okay – it's like this: In our rec-room here at **DCM** towers, we have two Midway *Hydro Thunder* coin-op machines, and they're great. So great, in fact, that when we were racking our brains trying to think of what to offer our readers in this premier issue by way of a competition, it was only right that we give them something we'd all love to have at home ourselves. At first we thought some kind of weird South American jungle animal that stings and looks really cool would do it, but after running it past legal (i.e. watching 'it' literally run past legal and under a filing cabinet), we were 'encouraged' to come up with something a little less... well, potentially lethal, frankly.

All you have to do to win your very own *Hydro Thunder* arcade machine, courtesy of Midway, is to impress the hell out of us with your brilliantly creative and mechanical minds. Or, in plain-speak – your ability to make stuff out of cereal packets and old toilet roll tubes.

What do I need to do?

Eat the cereal, and, uh, 'finish' the toilet roll and then set about making an original scale model of a *Hydro Thunder* boat. Then paint it and make it look like the real thing and put it into a box and send it to us at '*Hydro Thunder* Competition,' **Official Sega Dreamcast Magazine**, Imagine Media, 150 North Hill Drive, Brisbane, CA 94005, where we will judge it on design, originality, and paint-job. Needless to say, all entries are non-returnable – so if you really fall in love with your work, keep it on the shelf at home. All entries must be made from cereal packets and toilet roll tubes, and must be original designs. One boat per person per entry, please, and the maximum size is 12 inches in length, width, and height.

Okay, off you go. **The closing date for entries is October 24, 1999**, so if you snooze, you lose. Good luck!

Stuff our lawyers want you to read:

One entry total per individual. All entries must be received no later than October 24, 1999, with the winner being announced on or around January 4, 2000. The editors of the Official Sega Dreamcast Magazine will be the judges, and their decision is final. Each of the judging criteria (design, originality, and paint-job) will be weighed equally at 33%. By entering this contest you agree that the Official Sega Dreamcast Magazine, Imagine Media, and the other contest sponsors may use your name and competition entry for promotional purposes without further payment. All prizes will be awarded and no minimum number of entries is required. Prizes won by minors will be awarded to their parents or legal guardians. Imagine Media is not responsible for damages or expenses that the winners might incur as a result of the Contest or the receipt of a prize, and winners are responsible for income taxes based on the value of the prize received. A list of winners may also be obtained by sending a stamped, self-addressed envelope to Imagine Media, Inc., c/o B. Harms, 150 North Hill Drive, Brisbane, CA 94005. This contest is limited to residents of the United States. No purchase necessary; void in Arizona, Maryland, Vermont, Puerto Rico, and where prohibited by law.

Next Month:

EXCLUSIVE GD-ROM!

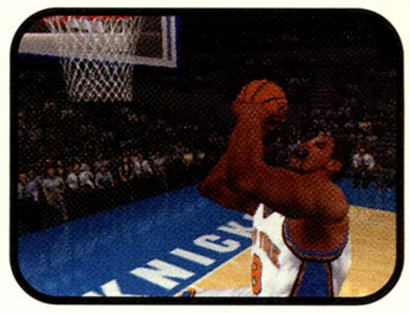
Packed with playable demos and movies that will run on your Dreamcast system! Not available anywhere else!

VF3TB
Ready 2 Rumble
Trickstyle
Dynamite Cop
...and more!

TONS OF REVIEWS!

Over 20 new Dreamcast games completed, reviewed, and rated in our massive Issue 2 reviews bonanza!

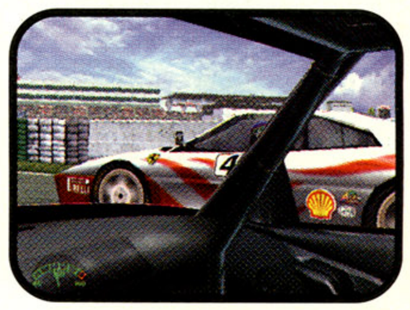
Every launch game rated! PLUS: World-first review of *Sega Sports NBA 2K*!



SPECIAL REPORT

From Japan: In-depth behind-the-scenes look at Sega's next coin-op smash-hit *F355 Challenge*, plus interviews with the developers and more!

We roadtest Yu Suzuki's *F355 Challenge* and bring you a full report!



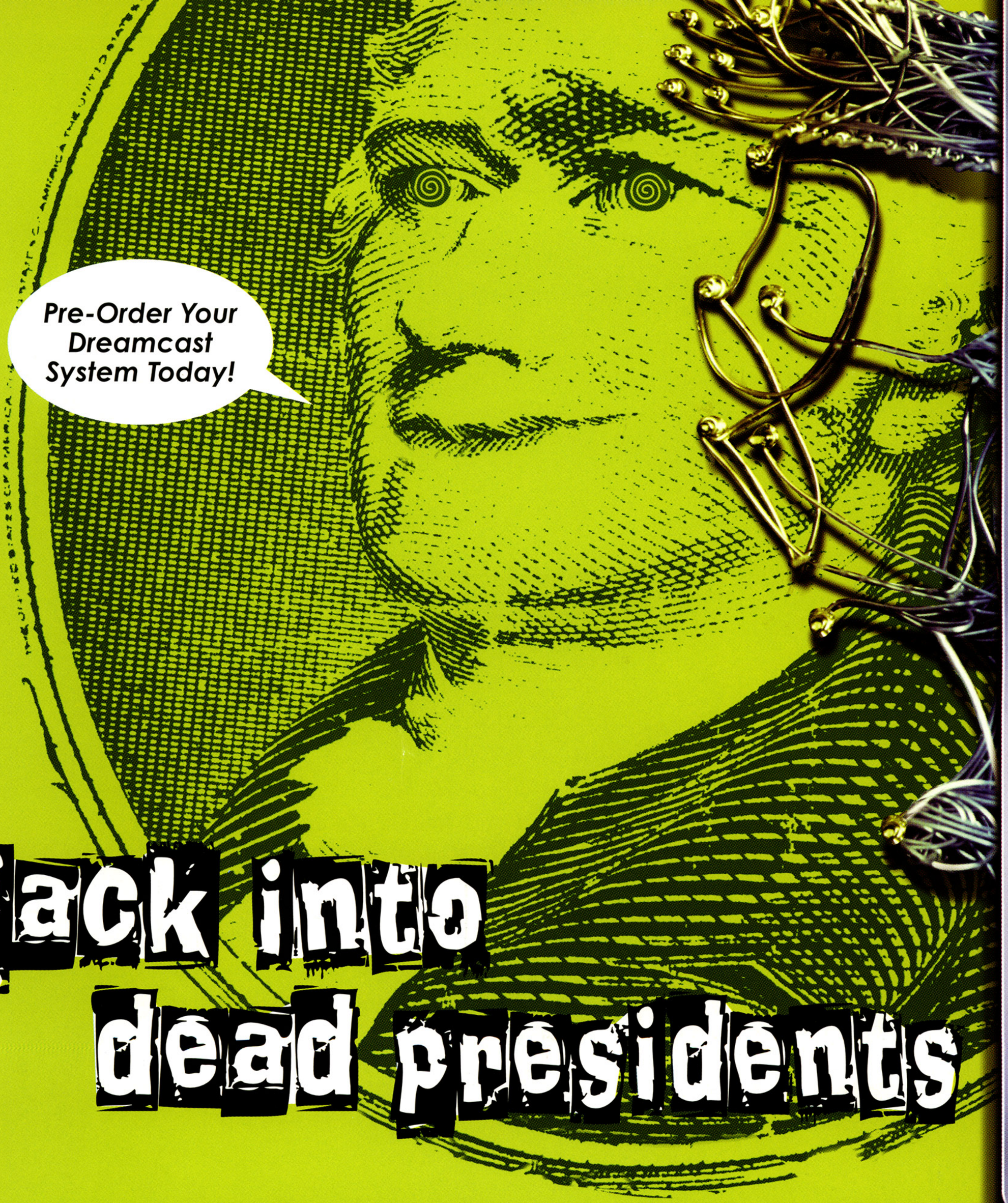
Issue 2
with GD-ROM
On sale Oct. 5
Don't miss it!

WHO WOULD WIN IN A FIGHT?

NAKA

This issue, Sega star Yuji Naka squares off against his most famous creation, Sonic the Hedgehog. It's like Darth and Luke, only with less heavy breathing. Write in and tell us who you think would win and why. Send your theories to fight@dreamcastmagazine.com.

SONIC



jack into
dead presidents

$10 off any purchase of $25 or more,
or $20 off any purchase of $100 or more*, only at

GAMEDEALER.COM

251 Park Avenue South New York, New York 10010 1-800-610-2614

get hooked up for less.

Use VIP code **D9999** in the shopping cart to receive your discount.

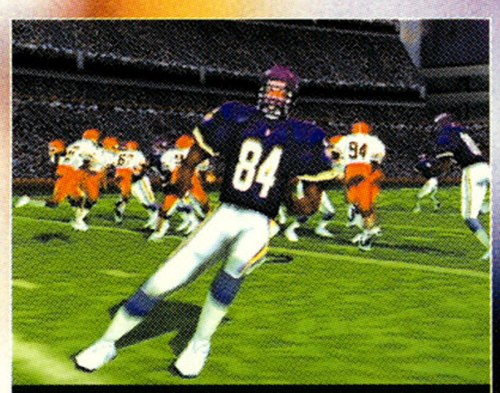
* Offer is available on orders of $25 or more, expires September 30, 1999 and is limited to one per customer.

© 1999 UGO Networks, Inc. All rights reserved. GameDealer is a registered trademark of UGO Networks. All other marks are the property of their respective holders.

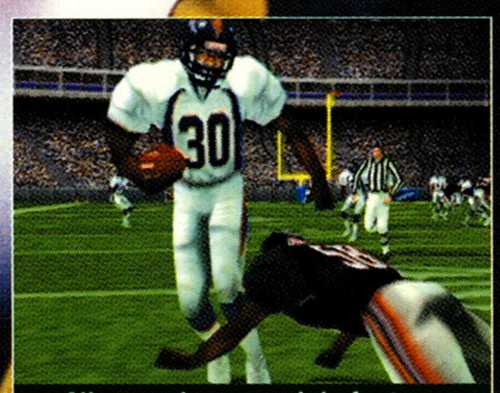
NFL QUARTERBACK CLUB™ 2000

Acclaim® SPORTS™

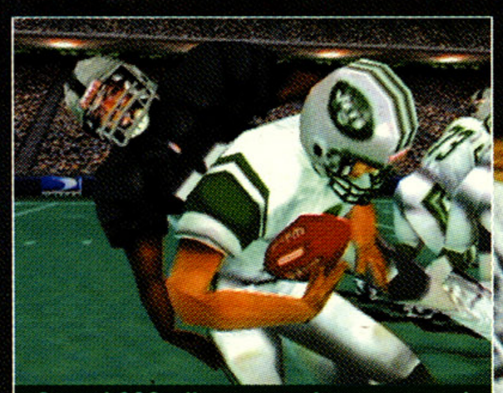
Feel it.™



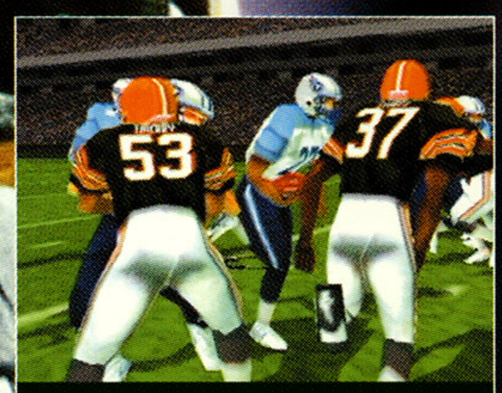
3rd generation Ultra Hi-Rez™ graphics for the ultimate in NFL realism



All-new player models feature real-life faces, eye black, and breathe strips



Over 1,200 all-new motion-captured animations by the New York Jets including punishing wrap tackles



Includes the expansion Cleveland Browns and Tennessee Titans debut

acclaimsports.com

RATING PENDING RP Visit www.esrb.org or call 1-800-771-3772 for more info. CONTENT RATED BY ESRB

NINTENDO 64

Sega Dreamcast.

PLAYERS INC

OFFICIALLY LICENSED NFL PRODUCT

Q.B. CLUB

The NFL Quarterback Club and NFL shield are registered trademarks of the National Football League. Team names, nicknames, logos and other indica are trademarks of the teams indicated. TM/© 1997 NFLP. Officially Licensed Product of the National Football League Players. The PLAYERS INC logo is an official trademark of the National Football League Players © 1999. Nintendo 64 and the 3-D "N" logo are trademarks of Nintendo of America Inc. © 1996 Nintendo of America Inc. Sega, Dreamcast, and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, Ltd. ® & © 1999 Acclaim Entertainment, Inc. All Rights Reserved. Screen shots shown were taken from the Nintendo 64 version of the video game.