

Massive!
16-page guide
to gaming in '96



Saturn



PlayStation



Ultra 64

Europe's
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Next Generation
Mag!

Issue fourteen - Jan 1996 - £2.50

Ultimate

Exclusive!

Future Games

- **Ultra 64**
- **Shadows Of The Empire**
- **Saturn**
- **VF2 Reviewed**
- **PlayStation**
- **Doom Reviewed**



100% 1996

Your exclusive guide to the coming year - don't buy anything until you read this!

Future Publishing
3DO ■ JAGUAR ■ PC CD ROM ■ 3DO M2 ■ NEO GEO CD ■ ARCADE ■ 32X ■ CD-i ■ JAGUAR CD



タジ公 興奮、リアル

This month, we've only gone and got hold of what always had the potential of being the Saturn's best game yet, for review! Not bloody bad! And the reviews rollercoaster doesn't stop there - *Doom* and *FIFA '96* on the PlayStation, *Virtua Cop* on the Saturn, *Killing Time* on the 3DO, *Fever Pitch* on the Jaguar... it's the biggest buying guide ever!

We also give you the essential lowdown on next year's Next Gen action in a whopping 16-page feature. If you want to know about the games you'll be playing in '96, or need solid advice on which machine you should buy - **YOU MUST READ THIS.**

You'll also have noticed the exclusive PlayStation *Doom* solution free with this issue. It's the first in a long series of CD-sized game guides which slot straight into your game's case so you'll never be lost for helpful advice. Next month we'll be bringing you the ultimate *Virtua Fighter 2* solution, so order your copy of *Ultimate* now!

Marcus Hawkins (Editor)

に伝わる。



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Billed as the definitive version, can the PlayStation truly better all its predecessors? Have they really managed to cram Ultimate Doom and Doom 2 on one disc and improve both the graphics and sounds? Have a butcher's...

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Virtua Cop
Two Saturn blockbusters in one month!? It's too good to be true, surely? That's where you're wrong. Is the honeymoon over for the PlayStation? All will be revealed on page 64. Go on then. Stop loitering on Contents!

64



Captain Quasar
Shooting, blasting, killing - that's what we want from a game. And that's exactly what Captain Quasar delivers for the 3DO. Is it a step forward or too retro for you future-hungry gamers? There's only one way to find out.

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100% 1996

You asked for it and here it is. The definitive guide to all the consoles, all the games and all the developers in 1996 is only 23 pages away. Get up to speed on the future of gaming.

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Shadows of the Empire

It's big, it's exclusive, it's *Shadows Of The Empire* only for the Ultra 64. Ultimate blows the lid off LucasArts' biggest, most powerful game to date. Just what can the Ultra 64 do that the PlayStation and Saturn can't? Well quite a lot actually as it turns out. Ultimate stuffs the competition once again...

EVENTS



Parasite

Anyone remember *Flashback*? That cracking platform game that saw a roto-scoped Conrad pegging it about, lobbing out his shootah at the slightest opportunity and frying the evil alien oppressor's collective ass? Well, French chaps, Virtual Studios, have been beaver-ing away like beavers on *Parasite* for the PlayStation and PC CD ROM – a game which initially may seem rather similar to the big 'F' but is, in fact, something totally new!

It's got ten levels, roto-scoped characters and loads of disgusting baddies to toast. There are power-ups to collect and some neat puzzles to solve too. Comparisons with *Flashback* are inevitable, for whilst appearing 3D, thanks to the quality of the graphics, gameplay confines itself to a reassuringly familiar platform-style 2D layer. Shame that.

You play the part of a tough ex-cop who has the extreme bad fortune to swallow a minute alien which then grows and multiplies inside him. It all becomes a bit of a race against time as you must search the many 3D rendered backdrops for a solution to your unpleasant predicament before you're totally possessed!

You may think it all sounds a bit mad – and we reckon you're right.



M2

Suddenly and almost **sunbelievably, the Saturn and PlayStation have been overtaken.**

Next year we can expect to see not one, but two 64-bit super Super-Consoles which are expected to waste Sony and Sega's 32-bit machines.

The first is Nintendo's Ultra 64, which you already know about. But the second is an altogether different story.

It's Panasonic's 3DO M2 wonder-machine. Not much is known about this gamebox except that it will be available by the middle of 1996 and will be priced in the £300-£400 bracket. About a dozen M2 games will be available at launch (see page 18 for further details).



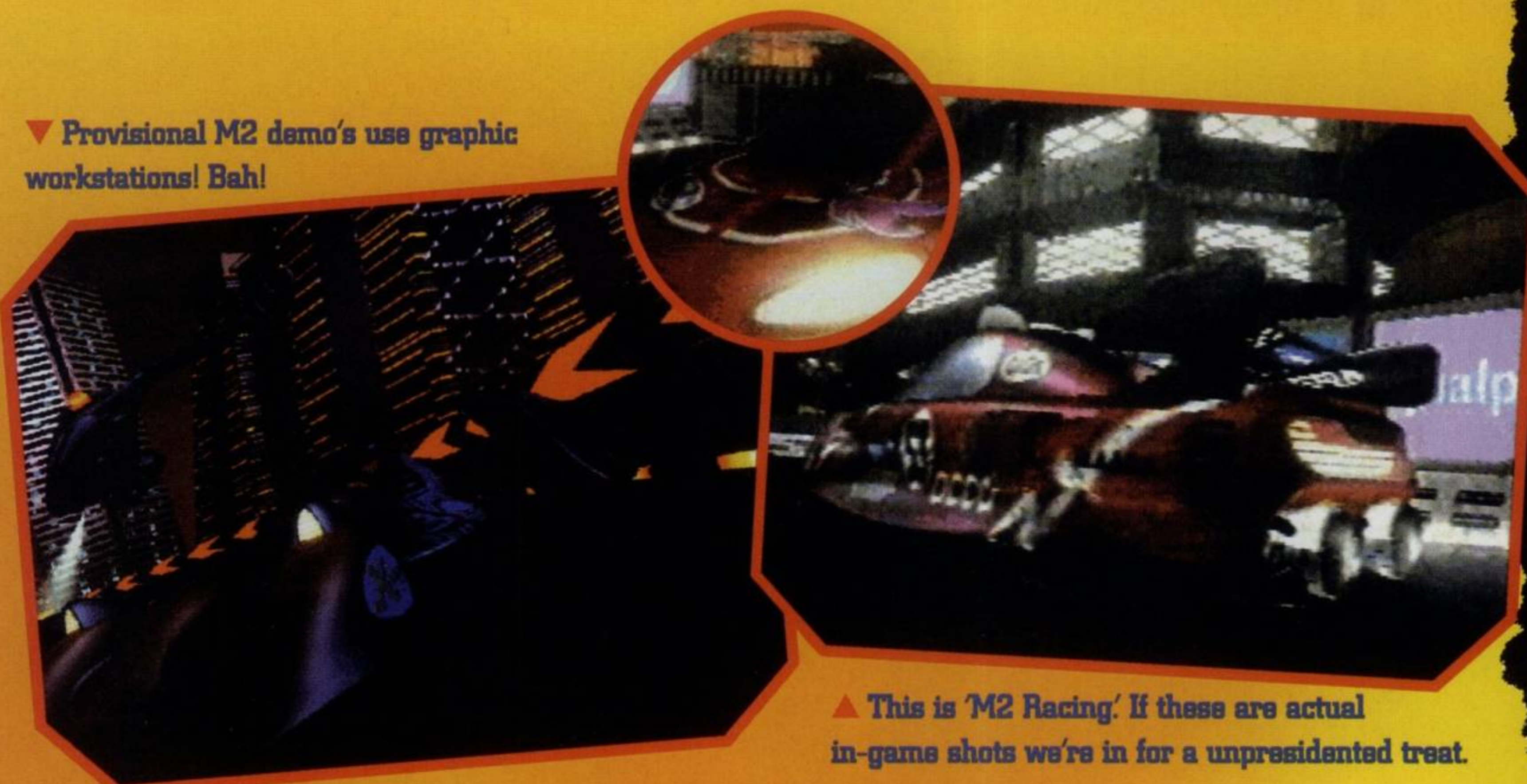
Until recently M2 was simply a weird new technology owned by The 3DO Company. No-one was entirely sure what the hell 3DO were going to do with the

beast because, well, because 3DO were almost completely skint. Not any more. Matsushita (which is the biggest consumer electronics company in the world) stepped in

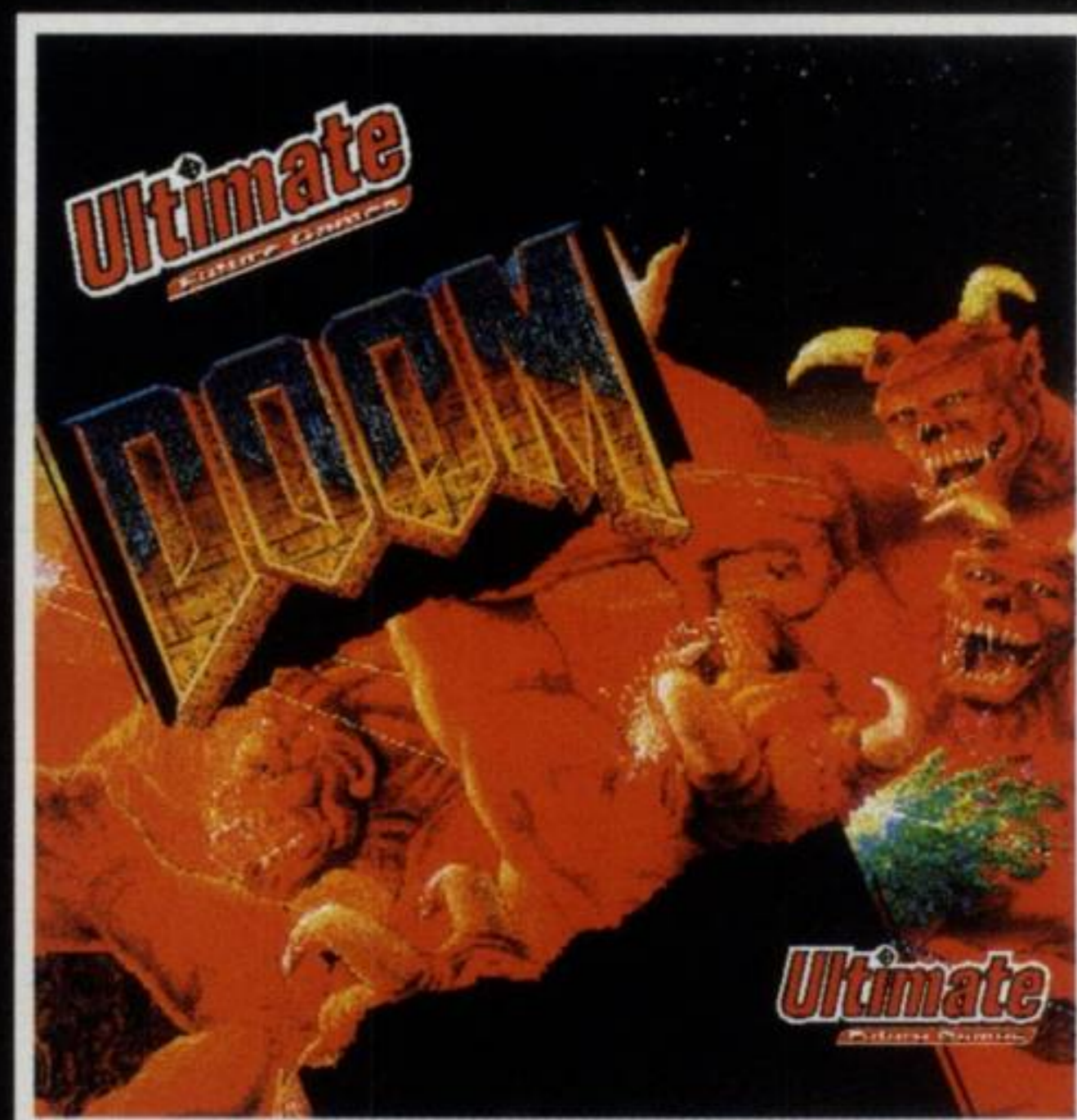


◀▲ These shots are from the imaginatively titled 'M2 RPG'. What's the betting they change the

▼ Provisional M2 demo's use graphic workstations! Bah!



▲ This is 'M2 Racing'. If these are actual in-game shots we're in for a unprecedented treat.



Doom Guide

As you have, no doubt, by now noticed, this info-packed issue comes complete with a CD sized *Doom* guide for the PlayStation. This is not a one-off promotion, from now on we'll be bringing you a Next Gen game guide each and every month which not only blows all the best games apart, but fits snugly alongside the CD in the game-pack. Not bad eh? And, as if that weren't enough they're all going to be exclusive. So, next time you buy a 90%+ Next Gen game, chances are we'll have a collectable guide to go with it. Best be getting those subscriptions in now...

is on the way...



◀ Yet another demo of the M2s super polygon power.



▲ Check out those lighting effects. All rendered on-the-fly too y'know.

with a 'cool' \$100 million and bought up the rights to the technology. They're now furiously working on a box-ready unit for sale as soon after Ultra 64 is launched as possible. Ultra 64 is scheduled to hit the UK in six to eight months at about £250.

Ultimate Future Games spoke exclusively to Panasonic's main man in California, Bill Gardner: 'An upgrade for current owners will be available in the second half of next year with a stand-alone box soon afterwards. One of the things we are trying to do is make absolutely certain that there is an appropriate level of games available at launch. And I guarantee that there will be. We want arcade games, RPGs and a variety of others including beat-em-ups.' Good thing too.

The prospect of Matsushita/Panasonic piling into the

console scrap is one to relish. Although the M2 machine will initially be battling it out with the Ultra 64, Sony is seen as the real enemy. The fight between Matsushita and Sony will make the Sega/Nintendo wars look like a playground tiff. These two companies are the world's number one and two, respectively, when it comes to TVs, stereos and other consumer electronics. Matsushita has seen business in older markets like tellies slowing down, while new technology like PCs, mobile phones and, you guessed it, consoles, are getting bigger. Expect huge advertising campaigns and price cuts across the board.

The M2 chip-set is, at least on paper, even more powerful than state of the art arcade machines. It runs at 66Mhz (compared to the PlayStation's

33Mhz and the Super Nintendo's 3.5Mhz) and is based on a 64-bit custom Power PC RISC chip. It can also deal with one million polygons per second and 100 million pixels per second.

However, this won't happen for at least six months, so you might as well buy 32-bit now. Until next summer then. Bye.



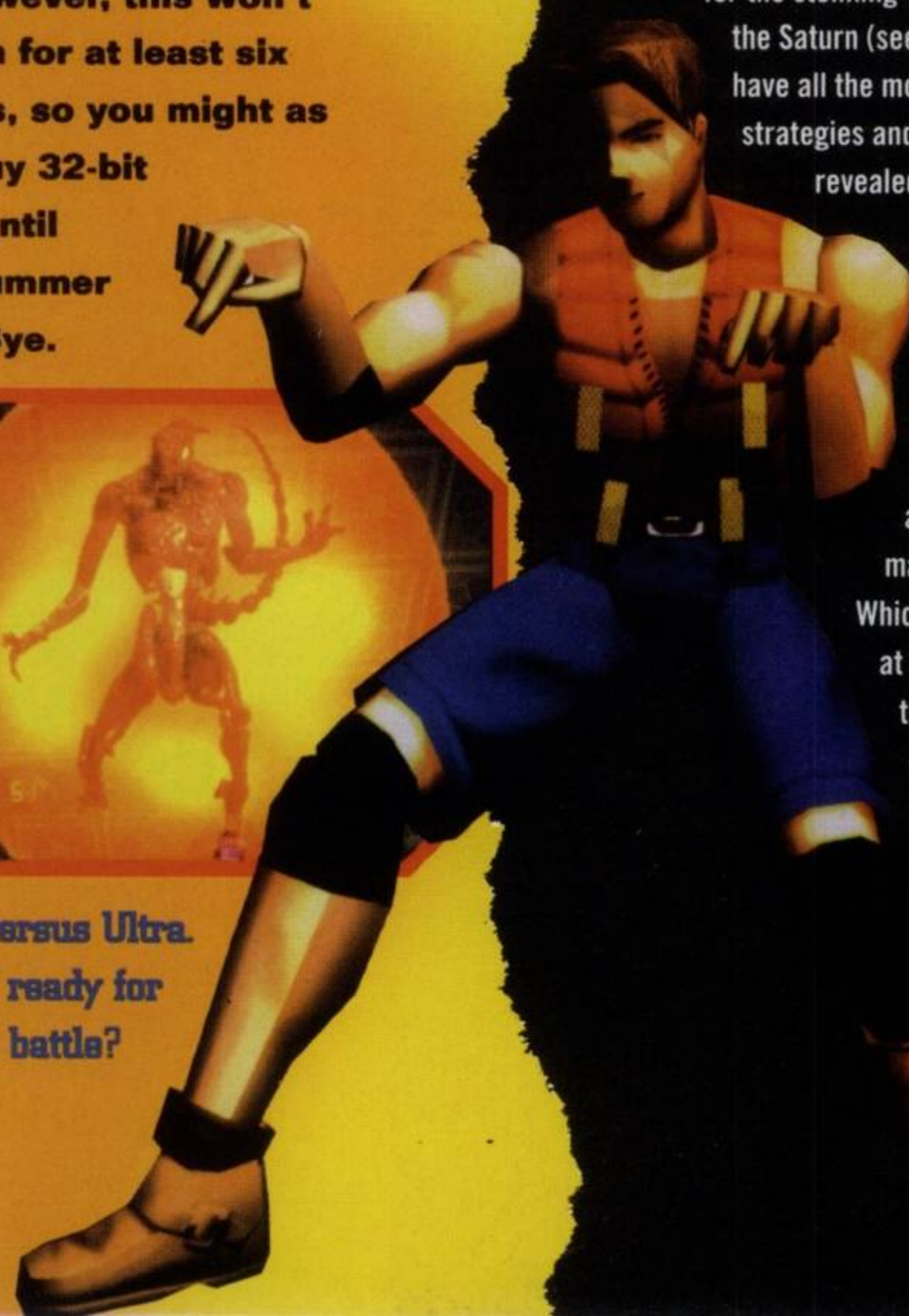
▲ M2 versus Ultra. Are you ready for the next battle?

Virtua Fighter 2

Next Month

That's right, on issue 15 of Ultimate Future Games you'll find another CD-case sized solution and this time it's for the stonking *Virtua Fighter 2* on the Saturn (see page 56). We'll have all the moves, the best strategies and more secrets revealed than any other

mag. AND this collectable guide will fit neatly inside your *Virtua Fighter 2* game-box. All for just 32.50 and you get the best mag in the world free. Whichever way you look at it, Ultimate offers the most comprehensive Next Gen coverage around. The Next Gen really does start here...



TRUE LINES... We've been hearing rumours that to combat Nintendo's Ultra 64 publicity machine, Sega are on the verge of announcing

Mortal Kombat comes alive...

...but it should have stayed safely tucked away inside the game and movie. Ultimate Future Games went to see the Mortal Kombat Live show in Oakland, California, and it was more than a bit puuuuump!

The choreographed fighting extravaganza went on for an hour and a half. But the fighting was never convincing and didn't capture the excitement of the game, or even the weirdness of the film. The laser show was okay but the backdrops were awful. Only about 600 people showed. Having said that, everyone under the age of eleven had a ball so treat your kid bother if and when the show comes to Britain.

PlayStation boasts bigger carpet

The PC smash, *Magic Carpet* is all set to debut on the PlayStation and the good news is that it's going to be much, much bigger!

This bonkers 50 level shoot-em-up comes complete with an extra 25 levels (originally only available on a separate data disk) – that's 75 levels! These extra levels are set in an icy, barren hinterland as opposed to the previous 50 arid landscapes. Phwoar.

Due for release in March, *Magic Carpet* is sure to be splendid. We'll have a preview next month.



▼ Hoorah! 25 new icy levels for us lucky Next Gen folk.



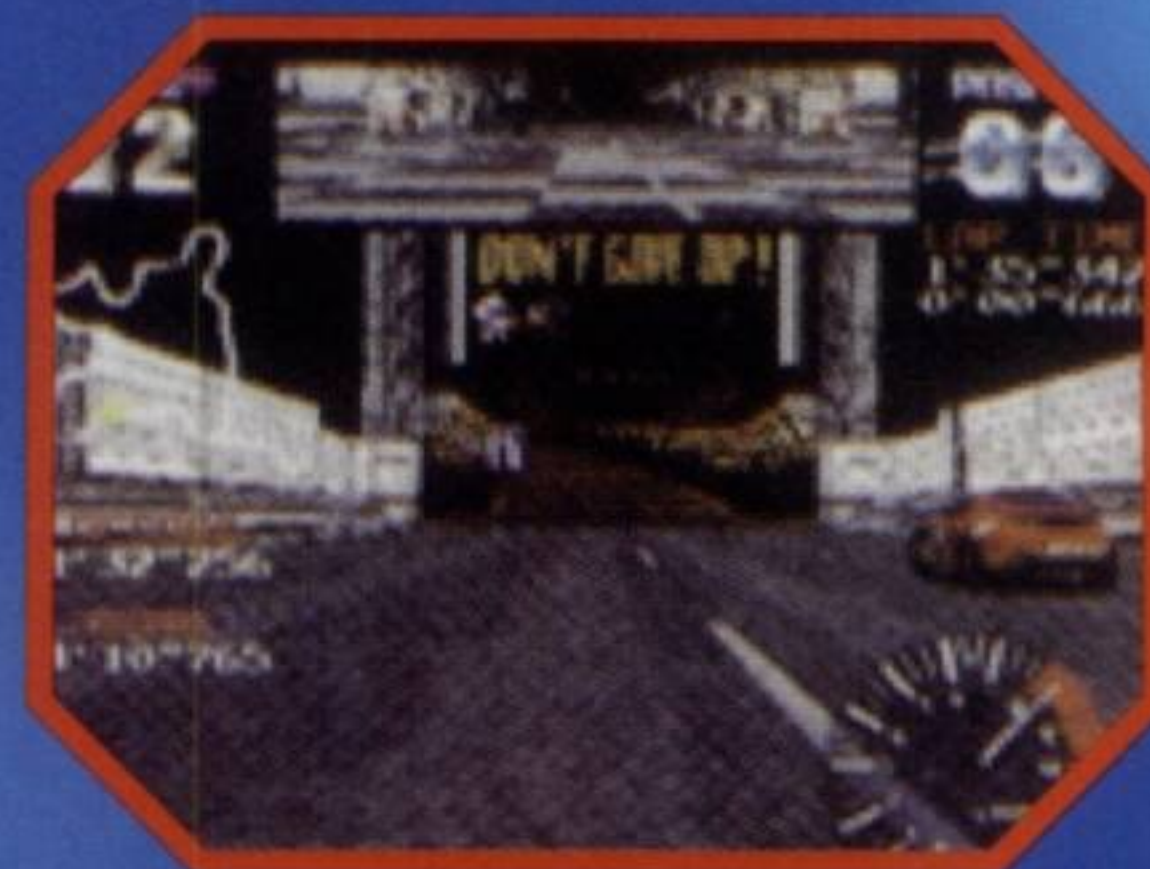
► Uurgh! What a scary looking tunnel. It looks like the orifice shaped ship in *Alien*. Spooky.



Ridge Revo

When *Ridge Racer* first hit Japanese stores there was fevered excitement as consumers suddenly realised that the long-promised 'perfect arcade conversion for the home' myth had become reality. It stunned the public and shifted more PlayStations than any other single game. It also somewhat

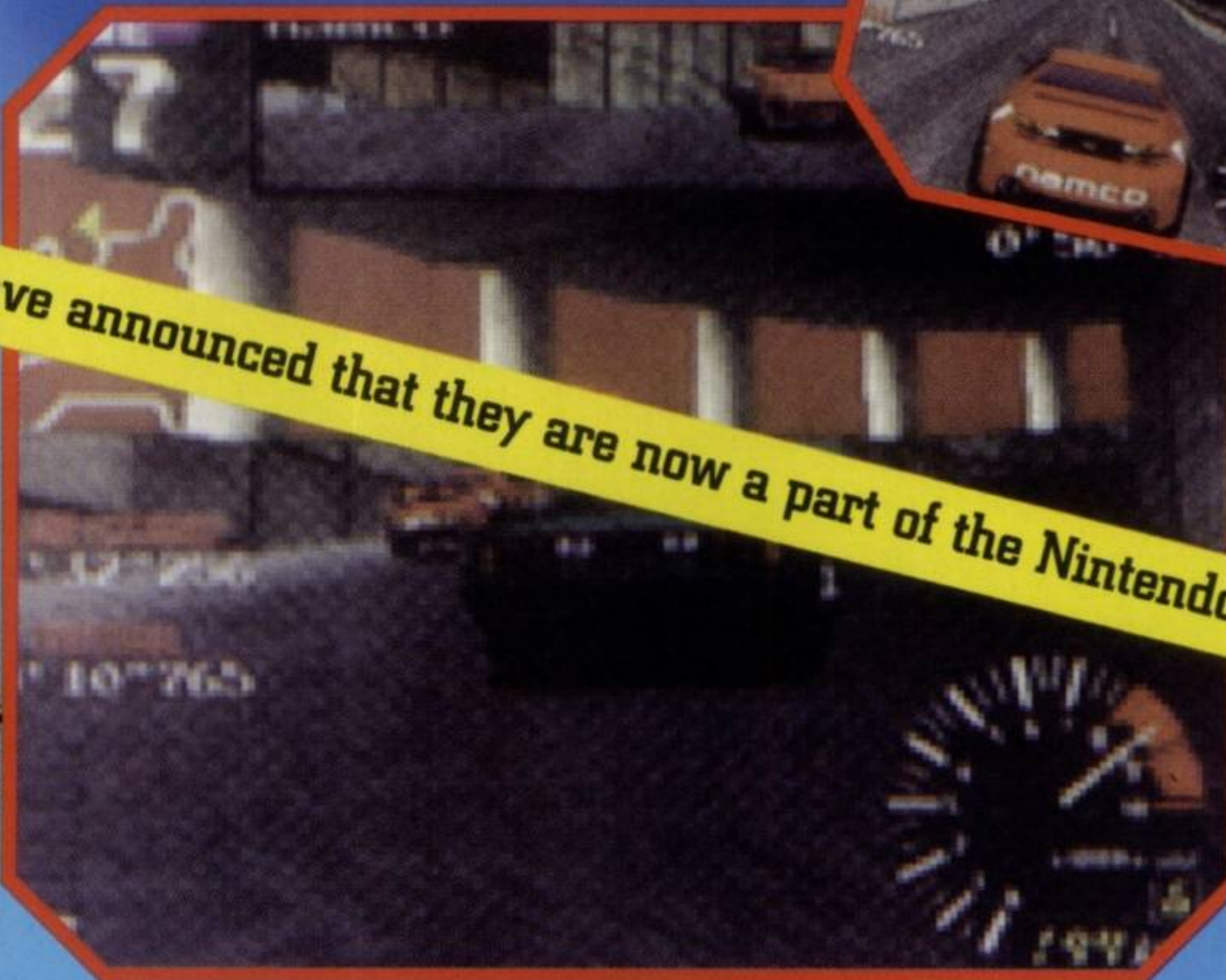
scuppered Sega's release of *Daytona* which, although perfectly playable, was clearly inferior to the arcade original. The second round of this battle of the racers is about to commence with the splendid *Sega Rally* for the Saturn (reviewed next month) and Sony's fearsome reply – *Ridge Racer Revolution*.



Rather than simply convert the arcade version of *Ridge Racer 2* (the original *Ridge* with link-up) Namco knew that in the face of *Rally* they had to go one better and produce a 'proper' sequel. And that's just what they've done. So, what's been changed then?

Well, for a start there's a much needed link-up option (of course you're gonna need a couple of TV's, PlayStations and two copies of the game). And to aid this two-player action, Namco have included rear-view mirrors which, although a bit distracting,

◀ Again there'll be a choice of perspectives, this one's easily the best though.



TRUE LINES... It's official! Electronic Arts have announced that they are now a part of the Nintendo's Ultra 64 'Dream Team'. Their first

ing, earlier than expected, the first Sonic game for the Saturn – currently known as *Sonic 3D*. Hurry it up Sega will you?.....

► You really can't beat a bit of *Ridge*. At least the NTSC version anyway.

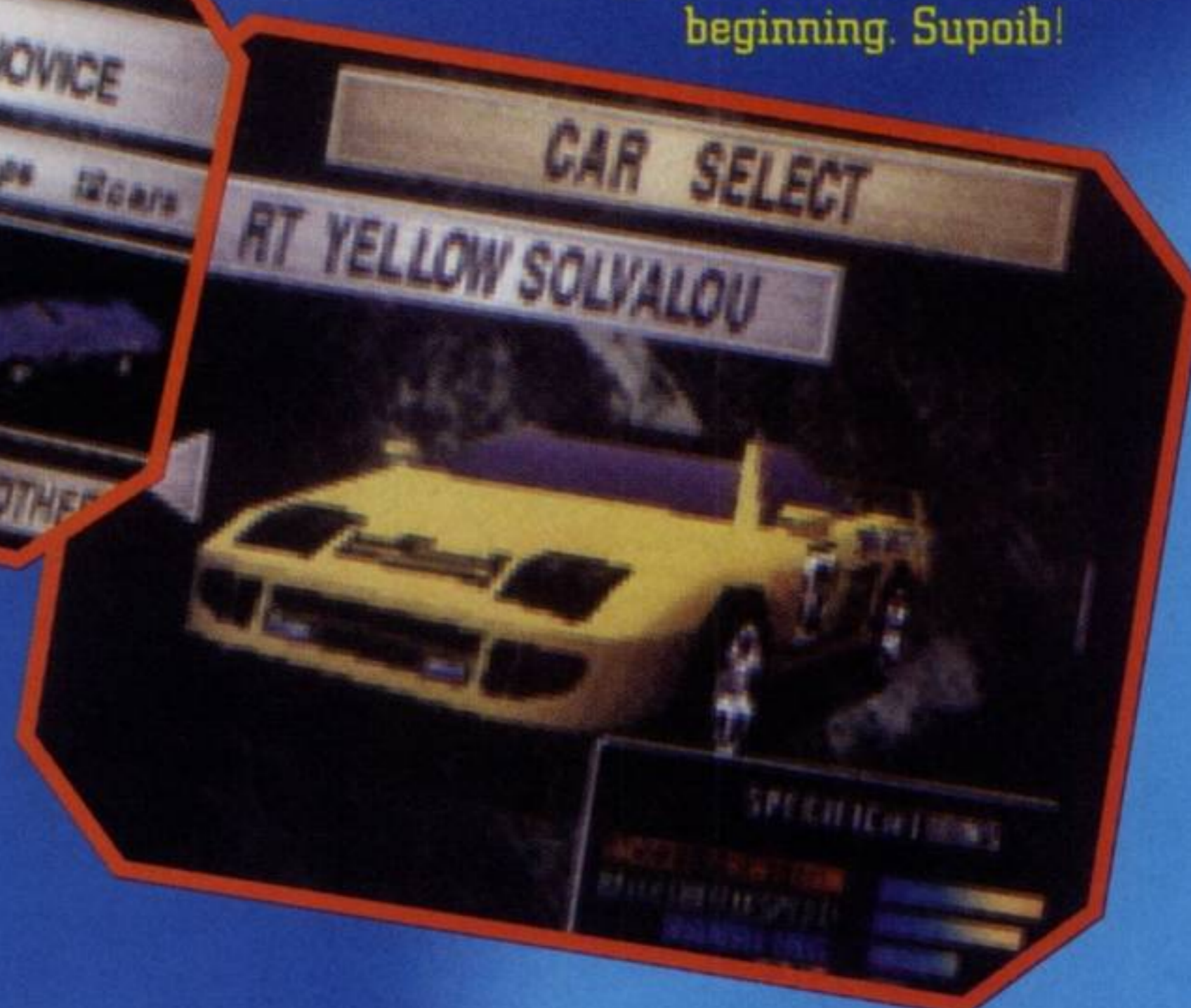
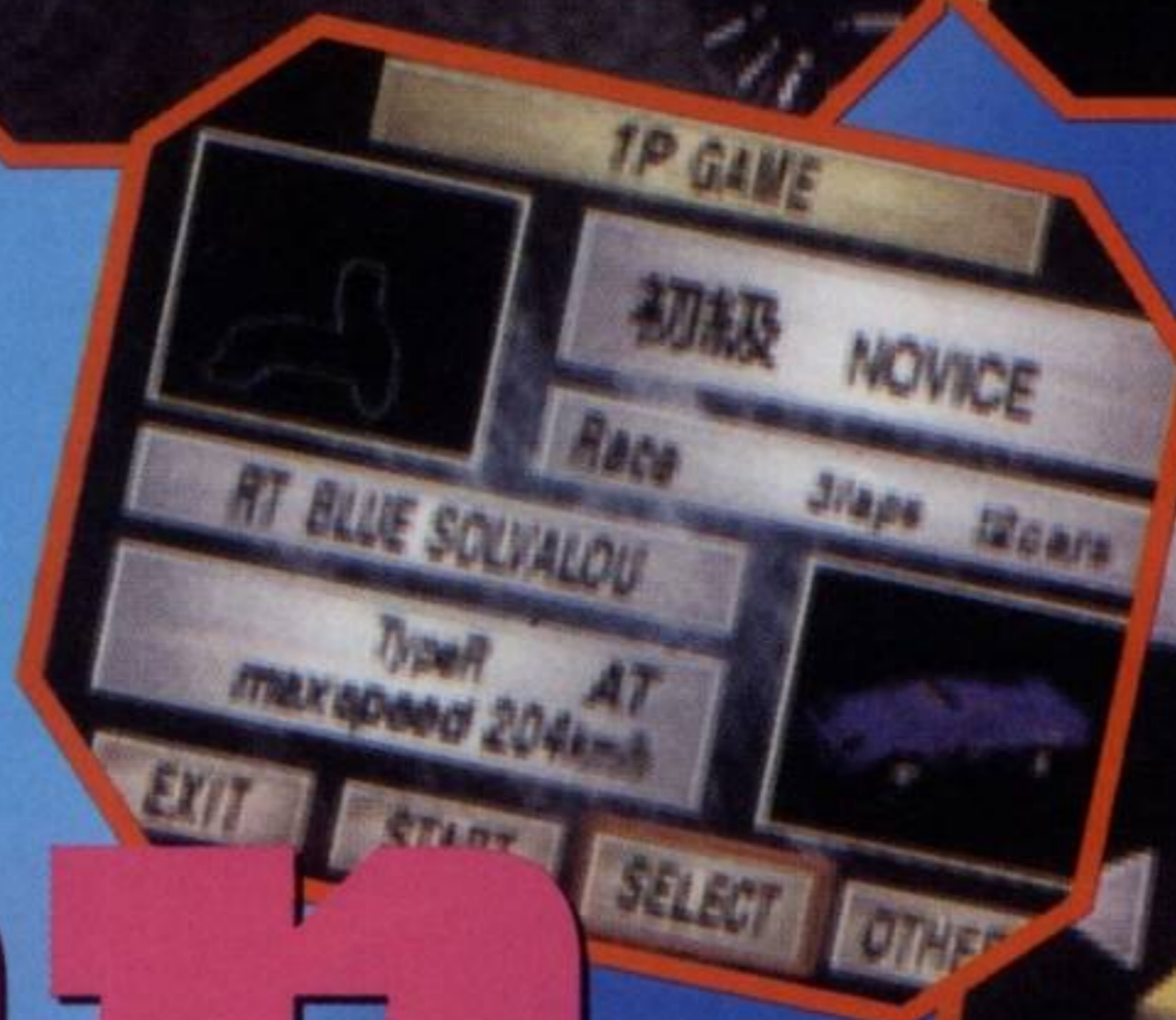


▼ When the sky turns that colour in Devon they call it Dimpsey. Idiots!



▲ All the cars available at the beginning. Supoib!

Racer Evolution



◀ The rear-view mirror is a god-send. Land in our office soon *Revolution!*



do make it possible to accurately block passing cars – something which the original left to guess work. Other major changes include: all new tracks, the ability to access all the cars all the time, and some cosmetic tweakage including all-new rendered scenery (eg palm trees) and improved texture-mapping.

From these screenshots it's clear that the game isn't going to a radically different in the graphics department, but then if it aint broke, don't fix it. Early

indications imply that *RRR*, is indeed, significantly improved. Let's just hope that Sony address the problem of speed on the PAL version.

Machine.....Playstation

Publisher....Namco

Developer...In-house

Style.....Racer

Release.....January

Country.....Japan

release will be an exclusive version of FIFA.....

SFX

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It's true! It's Saturn Wipeout!

It's been rumoured for a while and was recently confirmed by Mark Maslowicz, Sega's PR exec. The Saturn is getting *Wipeout*. Surely not we thought, Sony give away one of their trump cards? We checked with Glen O'Connell, his Sony opposite number, and he told us 'I can't really comment on that, but it won't be from us. Someone else will be dealing with the conversion. We own the rights to these games and if someone wanted to convert them then that would be possible.' That'll be a yes then. Shock horror!

The bit about Sony Psygnosis not handling it is a bit of a disappointment though, whoever picks up the job of the conversion is potentially in for a tough time. Not only will they be battling with less 'polygon capable' hardware, but an awful lot will be riding on their efforts. Success or failure of the project will be seen to either scotch or confirm the PlayStation's apparent technical superiority. No doubt Sega have their collective fingers crossed.

But how has this happened? Surely Sony own Psygnosis? Well, Sony's deals with its developers states that they may not produce titles for any other platform until a specified time limit has elapsed. Obviously Sony Psygnosis' 'PlayStation exclusive' time is up and we can now safely expect conversions of titles such as *3D Lemmings*, *Discworld* and *Destruction Derby* too, with, it has been rumoured, Acclaim publishing them.

It's all good news for Sega who's in-house developed lead Saturn titles, such as *Virtua Fighter*, *Virtua Cop*, and *Sega Rally* will not be converted for the PlayStation 'until hell freezes over' a knowledgeable Sega-watcher informed us subtly. Ho, ho.

It seems the claim made by Sega of America's president, Tom Kalinske that '95% of all titles on the PlayStation will be available for the Saturn' could, in fact, be coming true. If so, the Saturn seems set for a very bright future indeed. Ultimately it all comes down to the quality of those conversions - can the Saturn hack it? All eyes are will be on *Wipeout* in about six months time,



that's for **▲ Can the Saturn really shift polygons at this rate?**



...TRUE LINES... feature film. Apparently 'it's the best thing ever.' We'll have more on this landmark in computer animation in next month's action-packed issue.....

Battle Arena Toshinden hits Saturn!



► Shiny sword Vs. club action.

▲ Great scott! What have they done to Ellis' trousers!

Takara, Toshinden's developers, just can't keep a good game down can they? After its great success on the PlayStation (it was among the very first titles available and its first beat-em-up) it's making an appearance on the Saturn. This means that it'll be competing directly with the likes of *Virtua Fighter 2* when it is released in early '96. Should be cool.

Interestingly this is the first game that has appeared on both platforms and is therefore being viewed most keenly, as it could finally settle the 'who's got the best hardware - PlayStation or Saturn' debate once and for all. First impressions are most favourable, with the Saturn turning out an almost identical game. Unfortunately there's no

denying that some compromises have been made, but these are more in the 'subtle nuance' department rather than being a major gameplay flaws. However, in a side by side comparison this conversion would appear to confirm the Saturn's lesser power. Oops.

Speed, perhaps the most important aspect of any beat-em-up, suffers only very slightly here but this is thanks to a slightly lower screen resolution being used. The character's curves don't quite look as smooth as in the original game. The edges of weapons for example seem more jagged as they move about and at times the texture mapped arena can appear rather stretched and blocky.

Certain other little character details have suffered too, the most disturbing of which has to be Ellis' leg apparel. In fact a

cry of 'Lawks! What's happened to Ellis' trousers!' went up when she swept into view. Once they were deliciously see-through, purveying a very real sense of gossamer wispieness but now they are much more solid with a stippled dot effect trying (and failing) to recreate their wonderfully translucent quality. Bah! It makes the thrill of being able to see her pants through them so much less realistic.

Things are looking pretty good for Saturn *Toshinden* though and along with the news of the conversion of *Wipeout* (see news column) could mean that, in time, the Saturn will be getting the best of both gaming worlds. Is the PlayStation honeymoon over?

We'll be giving *Toshinden* the full Ultimate review treatment next month. Don't miss the verdict...



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left
school

and got a
job,

isn't it time you
stopped banking
in your bedroom?

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CGM

UPDATE

Are you ready for...



Can it be true? Well, according to those in the know who we've spoken to this month, yes, it is. No sooner is Sony's long awaited PlayStation available than they're thinking about what's next. 'It's this kind of forward thinking and refusal to rest on their laurels that has kept Sony at the top,' we were told.

A meeting between PlayStation developers to discuss the current hardware resulted in details of future Sony plans coming to light. In 1997 there will be an all new PlayStation 2 whilst there are even plans for a PlayStation 3, pencilled in for release in 2003 taking them to 2011!

A well-placed Sony developer we spoke to reckoned that PS2 will use some new data storage technology, 'a writable optical disc system,' that Sony are developing. This new 'disc' seems certain to feature in many of Sony's future products. Its large storage capacity and 'writable' nature make it ideal for use in 'a replacement for the video recorder' we were told.

Indeed it seems certain that the PlayStation 2 will be some form of multi-purpose home entertainment system, offering internet access and the ability to record video and audio as well as play video CDs, music CDs, photo CDs and a whole new generation of games! However, 'we won't be seeing anything for another eighteen months,' by all accounts.

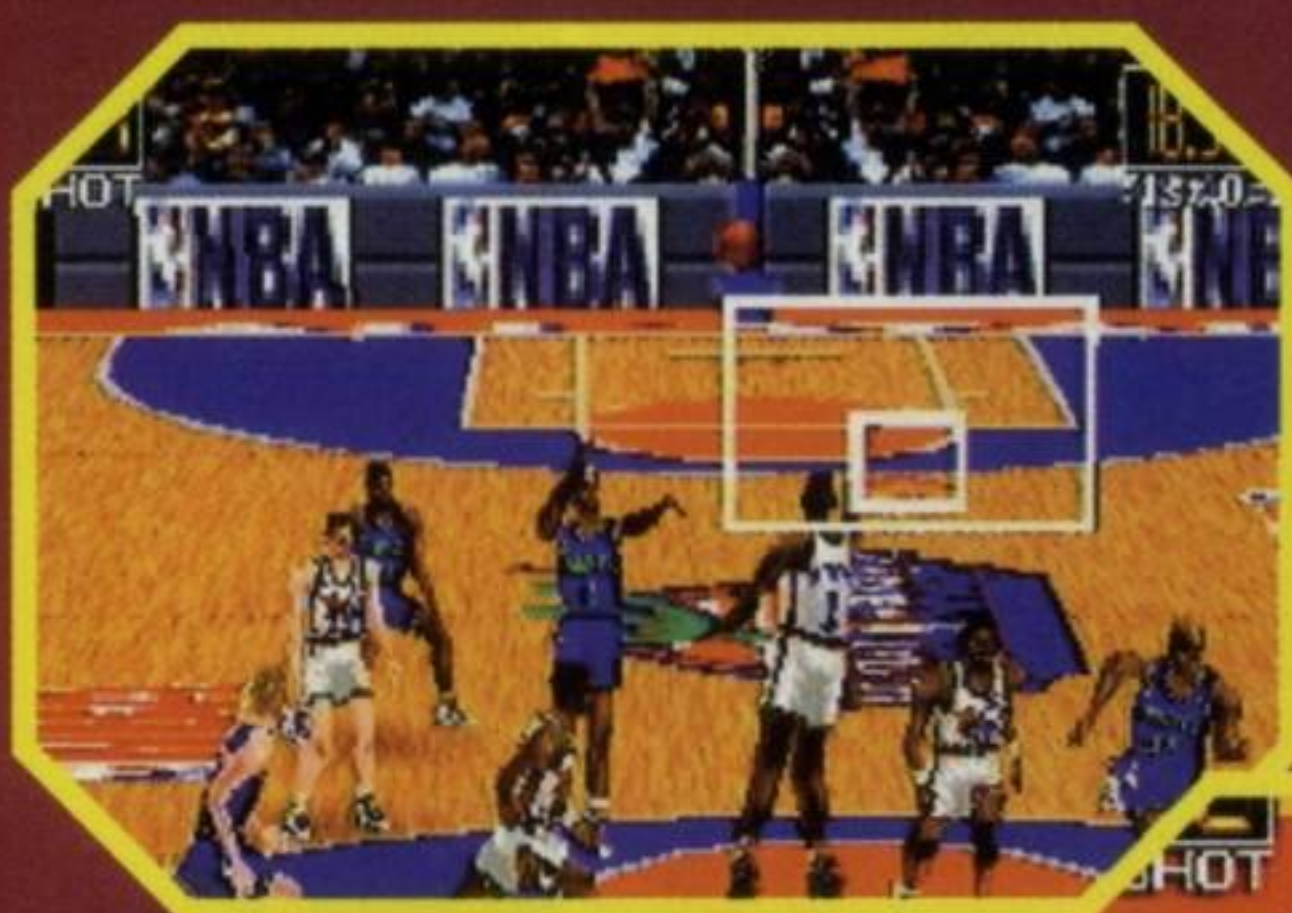
It is thought that the existence of the PlayStation 2 project, with its jack of all trades capabilities, is the reason why Sony are not planning any expansions for the current PlayStation. A move directly opposed to Sega who have plans for a modem and keyboard for the Saturn.

Could Sega be once again spreading themselves too thin with needless add-ons - Mega CD, 32X, anyone? We'll wait and see.

Happy Holidays

Sony will hold a PlayStation contest in 75 Sony cinemas in the US this month in a publicity campaign designed to drum up business in the all important pre-Christmas period. The contest will take the form of a sweepstake culminating in one machine being given away in each cinema.

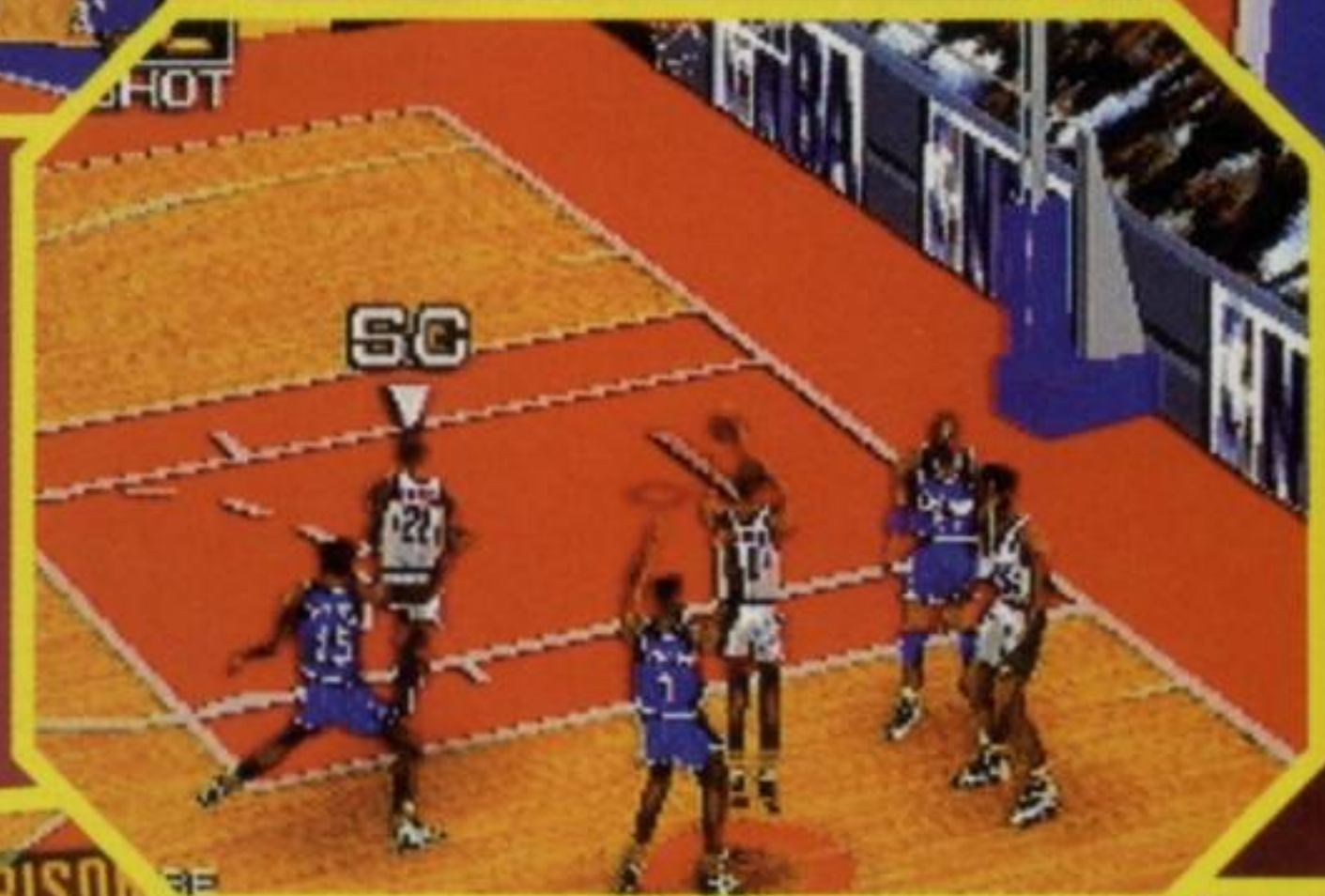
...TRUE LINES... The police in Korea have reportedly arrested 21 suspects in connection with 5,000 pirate copies of Samurai Shodown 2 on the NEO GEO.....



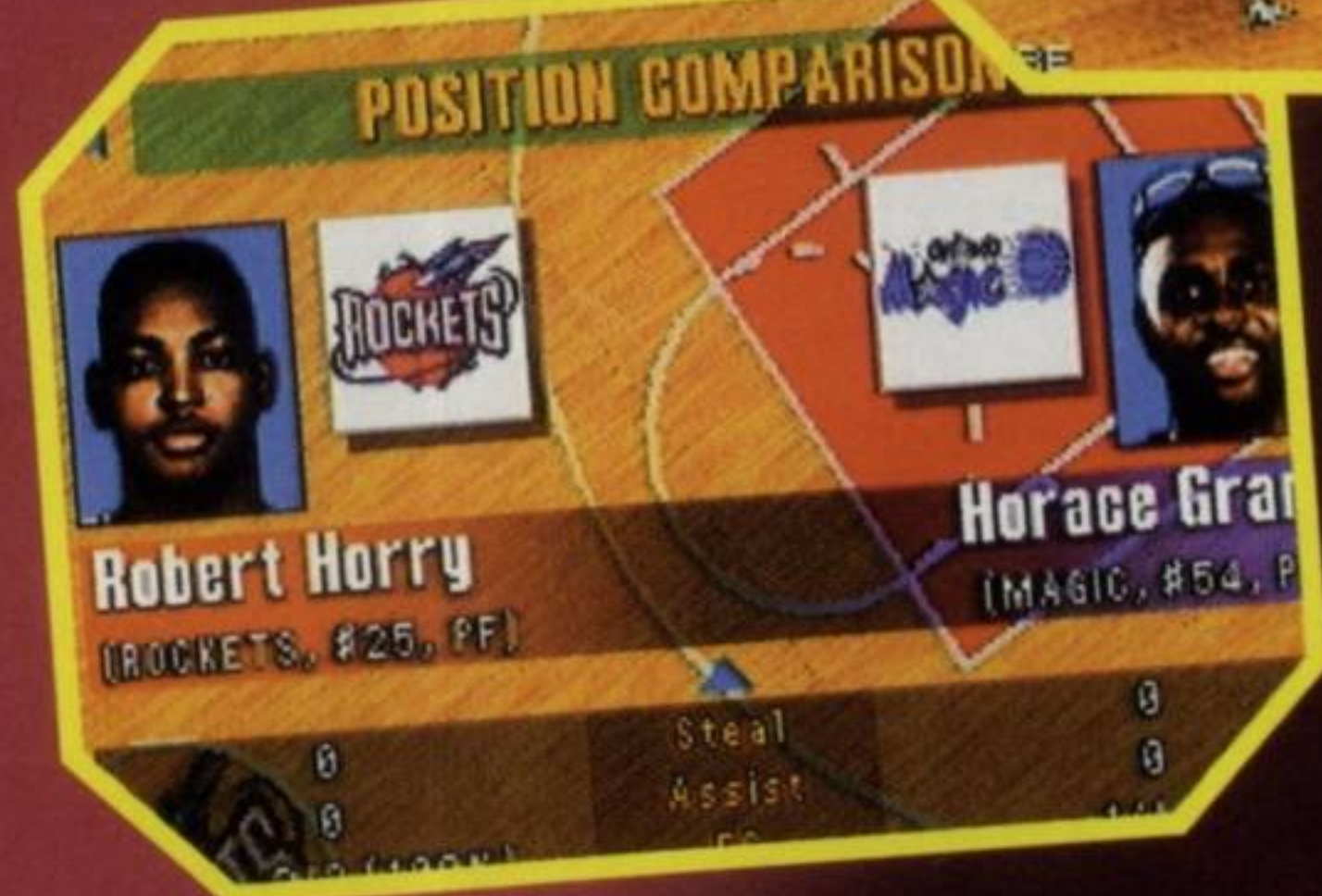
▶ You can replay the action from almost anywhere.



◀ Oi you with the white triangle in your head! Catch this, will ya?



▲ But the ball's up the other end of the court! What are they all doing?



NBA: In the Zone

That age old favourite of the console world, the basketball game, gets 32-bitted right-up in Konami's *NBA: In the Zone* for the PlayStation.

The crucial part of the title is the NBA bit. This means that they've stumped up a whopping amount of cash for an official NBA license so that they can use all the official American teams. Quite why they didn't save their cash and use some Japanese basketball teams instead we've no idea. Err... anyway.

Every one of the NBA's players are depicted in all their spindly, shiny-headed glory and all their oh-so interesting stats are on-hand for a sneaky perusal. Now, this type of

thing we've seen many times before, but Konami have created a bit of a first here. The players piccies aren't only there to jazz up the monstrously dull statistics screens, but during a game the players' faces are texture-mapped with them too! This means that if you get up close to a player you can actually see who it is! Except, of course, unless you're a basketball nutter you won't recognise any of them. Not to worry...

The polygonal figures look wonderfully lanky and, thanks, in part, to the PlayStations numerous buttons, a huge range of trick-shots, slam dunking special throws and ever-so-clever spiny-roundy defensive baffling blocks are possible. You can play the game from many different views too, ranging from an *NBA Jam* style side-

perspective to a down-the-court *Give 'N Go*-type view while a rapid moving players-eye view is available for those that fancy their chances, but are too short to play in real life.

As you'd expect from a top outfit like Konami the animation is startlingly smooth and the way our oversized chums thud and squeak around the court is highly realistic. By the way, it's their shoes that make the squeaking sound - not the players. Okay?

Machine.....PlayStation

Publisher....Konami

Developer...In-house

Style.....Sports sim

Release.....January

Country.....UK

you can't
buy this.



About to buy a new games machine?

Is it worth waiting?

Yes.

32 bit CD machines are fine, but they don't cut it where it really counts.

They just don't have the power.

This does. 64 bit power. Nintendo Ultra 64.

The speed of silicon cartridge.

Not CD s - l - o - w.

You can't buy it yet.

After all, nothing this good comes easy.

But do you really want something less powerful?

WAIT FOR IT....

Nintendo®



UPDATE

Stop The Presses! It's The Late Review!

Exclusive

Yes that's right, strange as it may seem, this is the last page to go to the printers in this literary masterpiece we call Ultimate. And in time honoured tradition we yelled, 'stop the presses,' as *Donkey Kong Country 2: Diddy's Kong Quest* for the SNES arrived in the office. Enjoy our exclusive review...



PETIT TEST

Donkey Kong 2

SNES • Nintendo • January

Last year's *Donkey Kong Country* was the fastest selling game of all time so who can blame Rare for developing a sequel? Not us...

Basically this is the same game as its predecessor with the addition of a new sidekick, Dixie Kong, better designed levels and graphically superior parallax scrolling. Too similar to be classic, but great anyway.

Ultimately

Sonya

- + Nicer, bigger, harder
- Same old, same old

87%



▲ *DKC2*. It's more of the same but that's not a bad thing.



► *Tekken 2!* Capcom!
Tosh 2! *Ridge Rev!* Cor!



PlayStation gets its own show

The very first ever PlayStation EXPO took place in Harumi near Ginza in the centre of Tokyo this month. In much the same way that Shoshinkai is 100% Nintendo, EXPO was 100% unadulterated PlayStation, and Japanese fans got their hands on the very latest PlayStation releases, some sleeping all night outside the venue for the right to be the first to play them. Nutters!

Once inside, Japan's videogames giants put on a fabulous show with one or two English exports putting in an appearance too. Capcom had the largest number of new games on show which included the latest *Street Fighter 2* and the new *Street Fighter Zero*. Set before the previous two games, *Zero* (or *Alpha* as it is known in the US) uses some characters from the original *SF* and two from fellow Capcom classic *Final Fight*. Both games looked very impressive. Other titles included *Bio-Hazard* and the long awaited *Vampire*, which surprisingly failed to pull in the crowds.

Namco's huge stand was primarily concerned

with pushing *Ridge Racer Revolution*. Linked PlayStations allowed visitors to try out the new multi-player mode and jolly impressive it was too. However the cars felt much more prone to skidding than in the original *Ridge* and it ran ever so slightly slower. This is probably due to the extra processing required for the link. Problems they'll fix before its release, hopefully.

Namco Museum Vol. 1 is a compilation of six past arcade hits on one CD - *Rally X*, *Bosconian*, *Twipop*, *Pacman* (of course), *Galaga* and *Pole Position*, which despite being the most up to date game isn't a patch on *Ridge*. A Vol. 2 is in the pipeline too featuring the likes of *Cuty Q*, *Xevious*, *Mappy*, *Gaplas*, *Globuda* and *Dragon Buster*. Wot no *Galaxians*?

The top *Tekken 2* arcade machine was on display, drawing a large crowd and, good news, a PlayStation version was announced for March, as revealed last month.

Takara, *Toshinden's* developers, showed *Toshinden 2* and *Choko Q*, a *Sega Rally* clone but not really up to the same standards. Other titles were *Beyond the Beyond* and planned *Virtua Cop* rival *Horned Owl*. Also on the stand was an English corner (how quaint) where Sony showed some new British titles yet to be

introduced in Japan, such as *Demolition Derby*, *ESPN Extreme Games* and *Warhawk*. Sony intends to publish them under a new label - 'Yoo GE!', 'Yoo' meaning Westerner and 'GE' meaning games and is keen to promote the 'western' aspects of the games.

Konami showed off *Dracula X*, a continuation of the endless *Castlevania* games and the first to make it onto the PlayStation. It's kind of an amalgam of previous themes, but borrows most heavily from the recent SNES *Vampire's Kiss* game (which was titled *Dracula X* in Japan). Of course the graphics have been improved thanks to the new hardware but the sprites still remain very small and the backgrounds very dark. A new addition is a 3D rendered intro - err, very impressive...

Other games on display included *The Firemen 2* from Human, an advancement on the SNES original featuring a much more active second fireman. While one fearless chap as 'Pete' is fighting the fire a second player as 'Daniel' can be chopping through obstacles with his axe and rescuing trapped civilians. Our hero!

Seems that EXPO is all set to be a regular occurrence and could well be the place that developers will choose to show off their hot new titles. Cool!

UPDATE

Doom 2

Well, it's about time isn't it? The game the 3DO was boasting about ages ago finally looks like it's about to see the light of day and it promises to be a bit of a belter. It features new weapons, new monsters, new sfx, and, most interestingly, around ten all-new levels. Yes, an entire new episode 'Descending the Depths' is promised, an episode which has not appeared on any other format. Not bad 3DO. Expect a review next month.



▲ All new levels! Now, now, now – give it to us!



Lost Vikings 2

What the 3DO needs is more games with Vikings and aliens in. Like *Lost Vikings 2* for example, a game which sees Erik the Swift, Baleog the Fierce and Olaf the Stout sucked into an Alien spacecraft. That's handy. We must help them find their way home, but be warned, behind every door lurks a different era in time, populated by loads of new enemies. This follow up to the popular SNES original is looking good so far, but a question still hangs over the gameplay.



▲ They can't still be lost! Sort it out Viking fellas.



▲ 100 new levels of the best 3DO game yet. Hoorah!

▲ The split screen two player game simply cannot be beaten. Hoorah!

Even more Return

Exclusive!

What can we say? *Return Fire* is a bit of an Ultimate favourite. Much punching of air and doing of silly dances occurs every time we slap it in our battle-scarred 3DO.

Its one-player game is the tops, placing you in control of one of four different

vehicles and sending you out to storm the enemy's base single-handed, but it's the two-player game that really tickled our fancy. Two players simultaneously try to steal *each others* flags, killing things and getting distinctly batey with each other in the process. Half an hours bash on *Return Fire* is

ideal for settling arguments and alleviating office tensions. It's great and no mistake.

But what should you do when you've played all the missions, kicked the crap out of all opponents over all terrain and generally crowned yourself *Return Fire* king? Well, you could shed a tear and sling it to

Win!



Look, could you help us out? We're looking for good homes for five 3DOs and 100 games! Panasonic sent us

back door last Thursday so we'd best get rid of them sharpish. This kind of 32-bit power must not fall into enemy hands! That simply can't happen! Understand?

3DOs must

them and since then we've been having to take turns guarding 'em every night such is there ee-nore-mouse value. A couple of likely lads nearly crow-barred open the

Thing is, we want something in return and the way we figure it, if we're going to give you 10 brilliant CDs and god's own console to play them one then the least you can supply us with is one rubbish CD in return. Yes, we want you to send us the most vile, most loathed, most aurally putrid CD in your collection. Or perhaps even your parents collection. Yeah, go on, knick it while they're not looking! We're no strangers to awful music here at Ultimate!!

Just bundle it up with plenty of sellotape and slap it in the



▶ A little tank crosses a bridge. Hoorah!

▼ Sunbath under the palms or drive about and shoot stuff! Hoorah!

Fire!

the bottom of your toybox, never to play it again or you could treat yourself to the new *Return Fire: Maps O' Death* disc which contains 100 new maps to fight on! Hip hip hooray!

It requires the original disc to run, the new disc containing only the new map data, but the good news is that it's going to

be sold for 'half price'. What a top idea, hardly revolutionary, but at least Studio 3DO aren't trying to rip us off with a sequel. By this we assume they mean around twenty quid which ain't too bad. *Return Fire: Maps O' Death* - is rocking good news for all 3DO owners and the Ultimate team.

- Machine.....3DO
- Publisher....Studio 3DO
- Developer...Silent
- StyleAction
- Release.....January
- Country.....UK

Shredfest

Ever fancied snowboarding but don't like the idea of getting cold and wet? Or are you a snowboarding master who can't be bothered to take to the hills? Either way *Shredfest* for the 3DO lets you compete in four different snowboard events, two for speed and two for tricks, merely by lobbing a disc into your machine. Not bad. Compete to become 'a shredmaster' and get a pro board named after you - the ultimate accolade apparently. It even features 'pumping CD-quality tunes from leading alternative bands'. Right you are then Grandad...



▲ In-bred, hillbilly types take to the slopes. Very odd.

Wing Nuts

Take to the air in a plane made out of waxed cheesecloth and held together with coat hangers and fishing twine! For this is *Wing Nuts* on the 3DO, set in the first World War when men were men and planes were rubbish. This ain't no flight sim. This is an instant action shoot-em-up with a lavish helping of 'chocks away' nostalgia to spice it up. But it's not all oldy-worldy stuff, lots of 'goofy' power-ups are promised to enhance your plane and weapons. Goofy power-up? Who's idea was that then?

▼ We need a decent flight sim on the 3DO.



▼ This is definitely gonna pooh all over *Flying Nightmares*.



go go GO!

post to us at: Arrrgghh!
 Doctor! My Ears!, Ultimate
 Future Games, 30 Monmouth
 Street, Bath, Avon, BA1 2BW.

The five people who supply us with the most abhorrent musical disasters will win a spanking new Panasonic FZ-10 3DO and all the games opposite while the five purveyors of lesser crimes against music will win just the ten games. So, raid those cupboards now and make our ears bleed with disgust...



- Flying Nightmares
- Return Fire
- Killing Time
- Bladeforce
- Captain Quasar
- Battlesport
- Po'ed
- Starfighter
- Phoenix 3
- D



UPDATE

Ultra 64 - The Games

The games announced were:

Super Mario 64 (see opposite), *Pilot Wings 64* (in which a player flies over a beautiful Hawian-style island with waterfalls, bridges, beaches and mountains. Fly down the mountain, through a cave or two then strap on a jet pack and fly back up!), *Super Mario Kart R* (a new version of everybody's SNES favourite), *Star Fox 64* (likewise), *Kirby Bowl 64* (a Kirby-madness game), *Star Wars: Shadows of the Empire* (see page 20), *Goldeneye 007* (from the UK's Rare - a James Bond game which sees the great man wiping out rooms full of 3D assassins) and *Legend of Zelda* (the much talked about *Ultra Zelda* - the only part on show was a sword fight scene from a movie-style perspective, but things are definitely looking good. Like Mario this is an all-3D game). Little is known yet about the other titles - *Wave Race 64*, *Buggie-Boogie*, *Blastdozer*, *Body Harvest* and *Creator* yet but we'll have loads more next month. Cor!

Ultra 64 - The Controller



All the rumours were true. A digital D-pad controller is above the controller's left-most arm while an analogue 'thumbstick' (like a mini joystick) is above the central arm. By all accounts it's a great success and feels very natural to hold and use. 'Because it feels so good I know exactly what to do,' one show-goer commented.

The much speculated-on socket in the base of the controller is for a memory card. The idea being that when you nip 'round your mates house you take your data card with you, pick up a spare controller and slap it in, enabling you to continue from where you left off, or show your mate your latest Ultra achievement. What's more the controllers will be available to buy separately in six different colours. So, you'll be able to have four different coloured controllers plugged into your machine, using the four sockets provided, enabling you to more easily tell who is who. Neat.



▲ Multi-coloured controllers! Which one's your favourite?

...TRUE LINES... It's official, Virtua Fighter Remix will appear on the PC. The snag is that you'll need an accelerator board which retails for around \$250! Eh?

News

Exclusive!

just in!

Stop the press! Right when this issue of *Ultimate* had to go to press we received the latest news from the Shoshinkai show in Japan where Nintendo are unveiling the Ultra 64 console and games. Information we thought we would have to wait until next month to tell you!

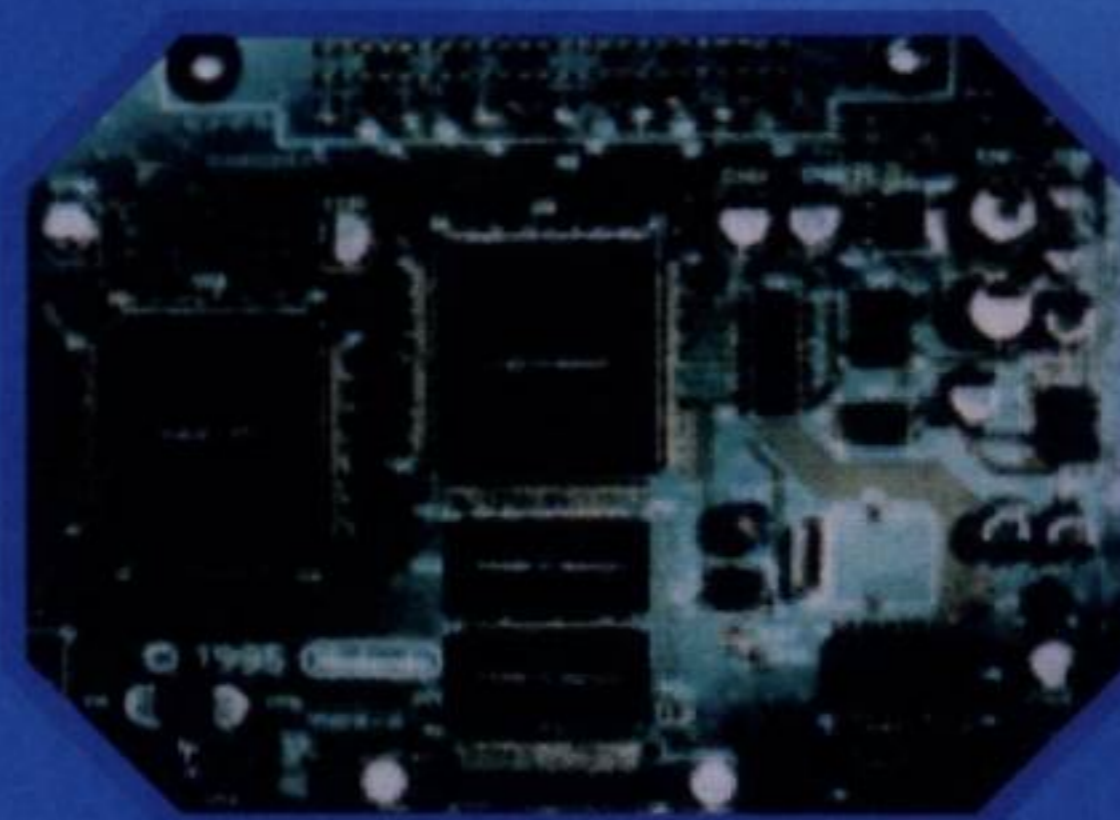
The Ultra 64 will be going on sale in Japanese stores on April 21, 1996 at a price of 25,000 yen, which equates to roughly \$250 - as expected. This usually converts directly into pounds. However, carts will sell for 9,800 yen, which is roughly \$100 dollars! As a guide present Saturn and PlayStation games retail for around 6,500 yen. \$100 a game is bound to be seen as too high. Would you pay £100 for a game? No, nor would we.

The machine is scheduled to reach America at around the same time, so hopefully it could put in a UK appearance late Summer/September, discounting earlier rumours of a '97 UK release? We hope so.

So what do you get for your 25,000 yen? Well, you get an Ultra 64

console (obviously), one controller and an AC adaptor - but no game. A bit of a shame, but Nintendo are very keen to keep the price low.

But what of the games? For a full list of those on show see opposite, but most of these are still at very early stages of production. One game a little further down the line is *Super Mario 64*, set in a completely 3D virtual world. Though only 50% finished one reporter has already claimed that 'this is simply the best game I've ever played.' Heavens!



The new analogue controller is used to steer Mario and the buttons on the right are used to make him jump and change the camera position and angle. The camera can be set anywhere, from way off in the distance, giving you the big picture, to zooming in just on Mario's face. Quite remarkable. The analogue controller means that there's no need for a 'run' button. By moving the controller further in a given direction Mario moves

much faster! It's as simple as that really.

You're free to wander around a land called 'The World of Rocky Mountain,' a kind of super map screen, the Mario character swimming, climbing over ice, scaling walls and climbing trees to get to his destination. Guide him into the castle, however and the game starts for real.

Characters such as Thwomps, Piranha Plants and Boos are brought to ultra-vivid 3D life and try to stop Mario as he explores. Choose a door and enter the rooms, never certain what lies within. At one stage a cannon fires Mario up onto a distant flagpole on top of the castle. To get down a handy chute is nearby, full of coins to collect. Later, while collecting baby penguins, their giant mother gives chase and in a battle with Bowser it's possible to grab him by the tail, spin him round and hurl him apparently right out of the screen! Mario himself has never looked so real. He laughs and chuckles when performing comedy backflips and comes over all cautious when entering an unexplored chamber.

It all sounds rather amazing and it seems certain that *Super Mario 64* will be the Ultra's killer title - a reason for buying the machine - like *Super Mario World* for the SNES. Bingo!



the birth of a star...

the ultimate 21st century boy, graces the world stage..

guitar playin', hair sprayin', devil slayin'...

..a string of number one tracks, this boy is bigger than the Beatles



in the grasp of the devil El diablo...

...the god of hellfire covets the stars guitar, help our hero battle for his axe..

it's only rock & roll

..but some things are worth playing for.

**JOHNNY
BAZOOKATONE**

Releasing December '95



SEGA SATURN

PC CD-ROM



US GOLD



Ultimate UPDATE



Ultra misses '96?!

Rumours have re-emerged about the Ultra's Japanese launch being delayed until March '96 making a spring UK launch, as currently promised, impossible. Industry insiders say a September UK launch is 'almost certain.' However, the latest shock news is that the late Japanese launch could put the USA back until the Summer or September which means that the UK could see it at the very earliest in September or, heaven forbid in early '97! 'If they're not ready in Japan, then they're a long way off in Europe' said a respected Nintendo pundit. And yet fully working machines and up to 13 games (10 playable) are expected at the imminent Shoshinkai show on Friday November the 24th! All will become clear when Hiroshi Yamauchi makes a statement there, outlining launch timing's at 3pm Tokyo time. Watch this space...

FutureNet

FutureNet in top 5%

FutureNet the Internet Web site of Future Publishing who produce Ultimate and all your other fave mags has been rated in the top 5% of Internet sites by Point Survey, the US-based rating and review service. Point catalogue the most 'lively', 'useful', and 'fun' sites on the Web judged by Point users. Thanks chaps. Not only that but FutureNet's weekly accesses have exceeded one million with 54,000 separate users gaining access. So if you want to read the highlights of all of Future's top mags join the throng at: <http://www.futurenet.co.uk/>



▲ Ultimate Future Games on FutureNet. Probably the best web site in the world.



▲ Oi Darth! Put him down! You don't know where he's been!



▲ Could *Shadow's* in-game graphics be as good as these *Rebel Assault 2* intro shots? Hope so.



Shadows the



now reveal information about one of the Ultra's

Nintendo's Ultra 64 is real. Somehow, somewhere it exists. Nintendo are known for their secrecy, but in this instance, the unveiling of the Ultra 64, their public relations departments throughout the world are, excuse the expression, tighter than a gnat's chuff. We're talking secret, we're talking super secret, we're talking the most mind-blowing, most important secret since the contents of your older sister's diary. Nintendo will be revealing all at the Shoshinkai show in Japan and until then they're staying tight lipped. Harumph...

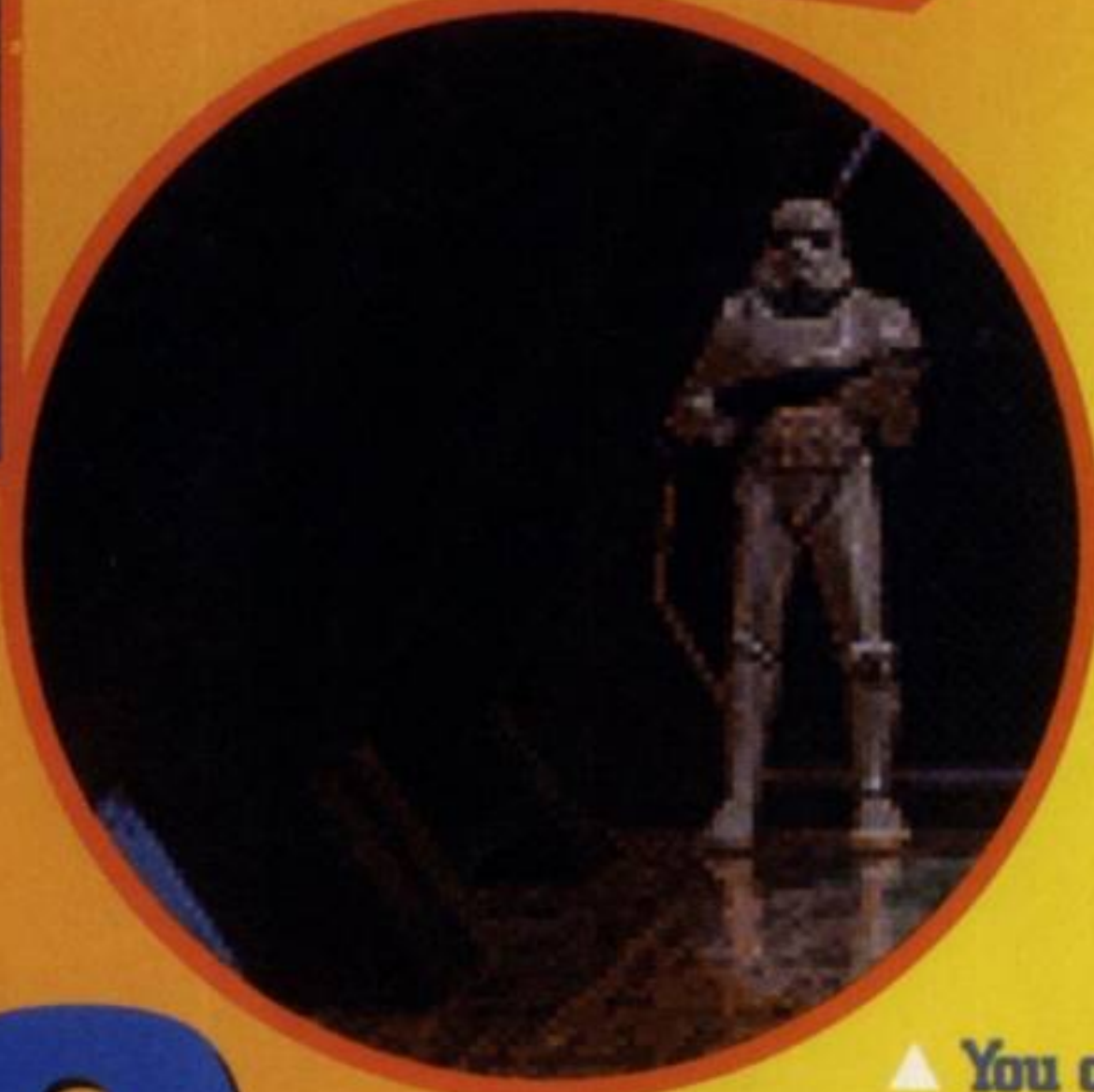
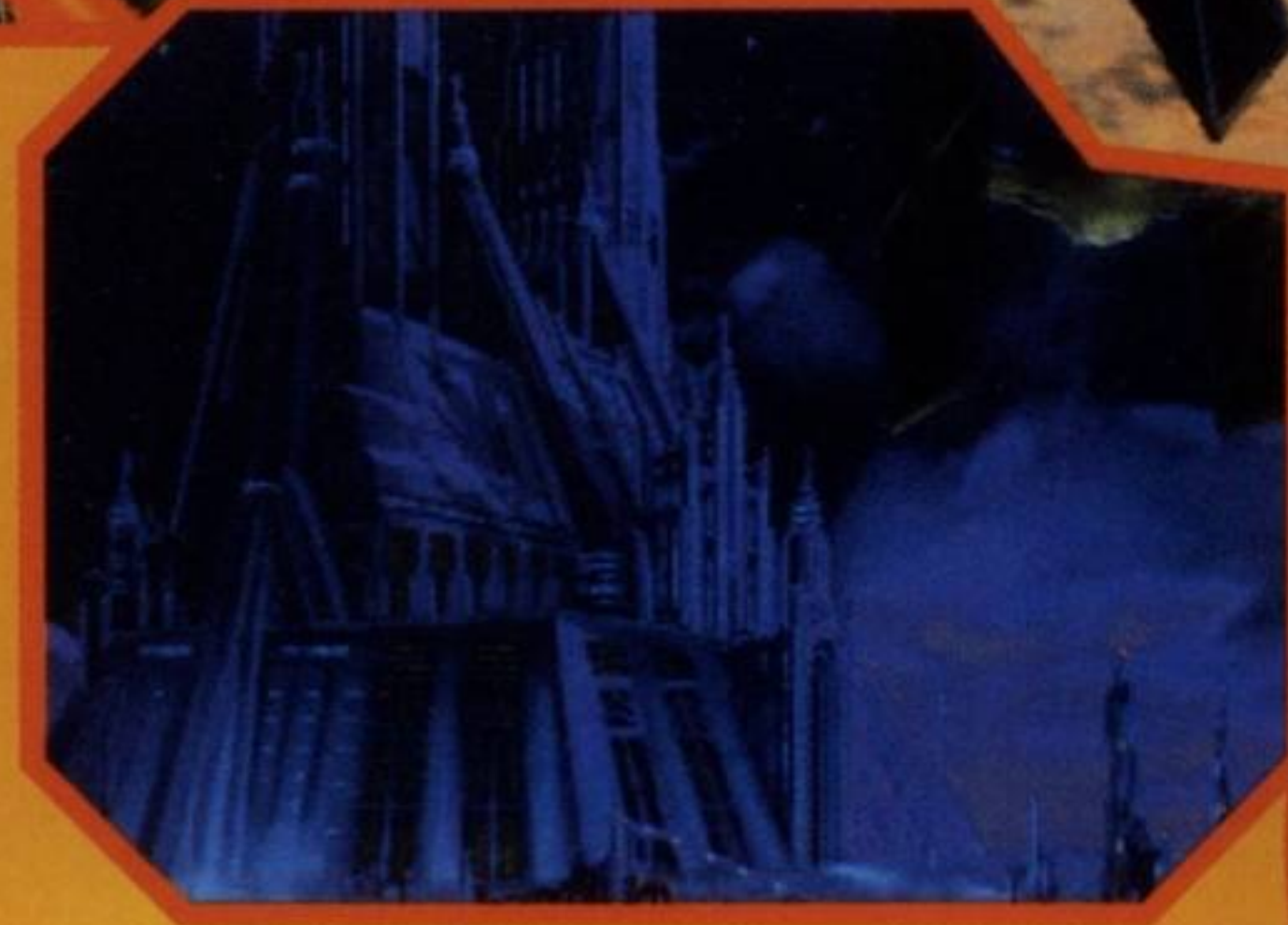
However, we can

most yearned after and top secret titles - *Shadows of the Empire*. Sounds quite innocuous doesn't it? Ho hum, another day, another game, *Shadows of the Empire* is it now? Well we say cease your complacency we have one word to whisper in your shell-like that'll make you leap from your comfy chair and ricochet from wall to wall with excitement. That word is LucasArts. *Shadows* is the latest and potentially the greatest in the long line of *Star Wars* based games. You've played the platformers, you've lusted after *X-Wing* and *Rebel Assault* and you've gasped at the near *Doom*-beating brilliance of *Dark Forces*. Now gird your loins and prepare for *Shadows of the Empire*, where the *Star Wars* universe goes all 64-bit! And that's a good thing! *Shadows* is set in the time

between *The Empire Strikes Back* and *Return of the Jedi* and concerns the relationship between a fiendish organised crime underworld and the Empire. Along with encountering Boba Fett, Jabba the Hutt, Darth Vader and the Emperor himself, a new power-mad criminal mastermind is there to be thwarted too.

The team working on it include many of those involved in making previous LucasArts *Star Wars* hits, such as *Rebel Assault*, *X-Wing* and *Dark Forces* and three newcomers, who've just joined LucasArts from Spectrum Holobyte, creators of the recent *Star Trek: TNG* PC game. Howard Lincoln, chairman of Nintendo of America said 'Combining an amazing *Star Wars* story with the Nintendo Ultra 64 system will give players everything they've hoped for in video gameplay. In addition to the 3D on the screen, players will have full freedom of movement and be able to control the action

actually glows in the dark! Well worth a look, especially for £35. Oh those folk at Infogrames are *so* wacky, crazy, zany etc.....



▲ A true 3D first-person perspective bit seems certain.

▲ You can bet *Shadows* going to full of these chaps.

Empire

throughout the game. It's very, very real.' It's this promised complete freedom of movement that is the game's most interesting feature and given the team's past record and the new 3D power available, one or two familiar themes could well be present.

It seems certain that *Dark Forces/Doom*-style levels will be prominent along with 3D flight and space combat sections. A 64-bit cross between *X-Wing* and *Rebel Assault* is expected, but there'll be no flying on rails here, oh no. In particular there has been much talk of a 3D snow-speeder level which sees the player as the pilot of a snow-speeder, skimming the planet's surface engaging heavily armoured Imperial walkers and demonstrating the full freedom of movement available to great effect. The ground and enemy craft being rendered on-the-fly at lightning speed thanks to the Ultra's unprecedented polygon shifting power. Lovely!

The game uses, 'a 3D

technique available today only on high-end, more expensive computer systems.' Could this technology be the fruity fruits of Nintendo's much publicised relationship with Silicon Graphics, makers of the worlds finest graphics workstations? We think so. LucasArts' special effects division Industrial Light and Magic are no strangers to this monstrously expensive hardware having used it to great effect to create the dinosaurs in *Jurassic Park* for example.

This snow-speeder level is at present the only complete section of the game and it seems certain that it is this that Nintendo and LucasArts will be unveiling at the Shoshinkai show although, more likely on video rather than on the actual Ultra hardware on display. A Virgin employee who, through his LucasArts connection, had the extreme privilege of viewing this level told us that it was, 'absolutely brilliant, better than the best thing ever.' Sounds pretty good then, eh? What with

being the best thing ever.

Whatever it looks like and whichever other Ultra titles Nintendo unveil at the Shoshinkai show rest assured we'll be splashing them all over the pages of the next issue of *Ultimate*. As always you can count on us to bring you all the Ultra news first. That's what we do.



▲ We've heard that it'll be the pack-in game in Europe.

Philips give away top stuff!

Philips. They invented the CD, you know. Thank you Philips. What's more they've invented the worlds first CD-i hi-fi, the FW380i. Now one machine can fulfil all your audio requirements and play CD-i movies and games too! It's brrrrilliant! Or perhaps you just want the CD-i bit? Well then there's the CD-i 470 with built in digital video capability, ready for watching all your fave CD films on. Or perhaps you'd prefer a top-notch CD ghetto blaster instead? You can't go wrong with the AZ9055. It's rockin'!

What a pity these luvly pieces of technology aren't free, eh? Well they are 'cos we've got one of each to give away! For now! We've an AZ9055 worth £160 for third prize, a CD-i 470 worth £400 for second prize and a FW380i worth £600 for the lucky winner! It could be you...



▼ Cor! Wouldn't you like to own this bit of kit? Enter our compo then, idiot.



All you've got to do is answer these three questions correctly to be in with a chance of taking away one of these fabbo bits of gear.

- 1) What nationality is Prince Phillip?
- 2) What rubbish group is bald singer Phil Collins in?
- 3) Who's Phil Mitchell's nutter brother? Get 'em right and you'll go through to our draw. Then if you're one of the three lucky blighters pulled out of the office hat, you'd best get your letterbox widened a bit!

Send your efforts on a postcard, not forgetting to include your name and address and a daytime phone number to: Phabulous Phil Compo, *Ultimate Future Games*, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW. Entries should arrive no later than Jan 1st 1996. We'd like to wish you all the best of British!

Ultimate UPDATE

UK Top Twenty CDs

1 Command And Conquer	PC
2 Wipeout	PSX
3 Toshinden	PSX
4 Championship Manager 2	PC
5 Ridge Racer	PSX
6 Rebel Assault	PC
7 Phantasmagoria	PC
8 Rayman	PSX
9 3D Lemmings	PSX
10 The Need For Speed	PC
11 The 7th Guest	PC
12 Fade To Black	PC
13 Star Trek TNG: A Final Unity	PC
14 Novastorm	PSX
15 Crusader: No Remorse	PC
16 Myst	Sat
17 Virtua Fighter Remix	Sat
18 3D Lemmings Demo Unit	PC
19 PGA Golf '96	PC
20 Indy Car Racing	PC

Ultimate's Essential Buys Of The Month

Join us as we travel back in time and revisit a few of our old favourites that are finally available to buy this month. Well, not necessarily old favourites, some of them are reviewed this issue, but you get the general idea. Anyway, here's what you should be buying in January - I thank you.

Actua Soccer - PC CD



Wahey, the new kid on the block, the Johnny come lately, the tip-top, motion-captured, polygonal, well commented footy game from Sheffield, home of the Human League and Def Leppard. It is a FIFA '96 beater? On the PC it is. And probably on the PlayStation as well, although we haven't reviewed that version yet. Anyway, it's the best footy game ever for the PC - go and buy it fools!

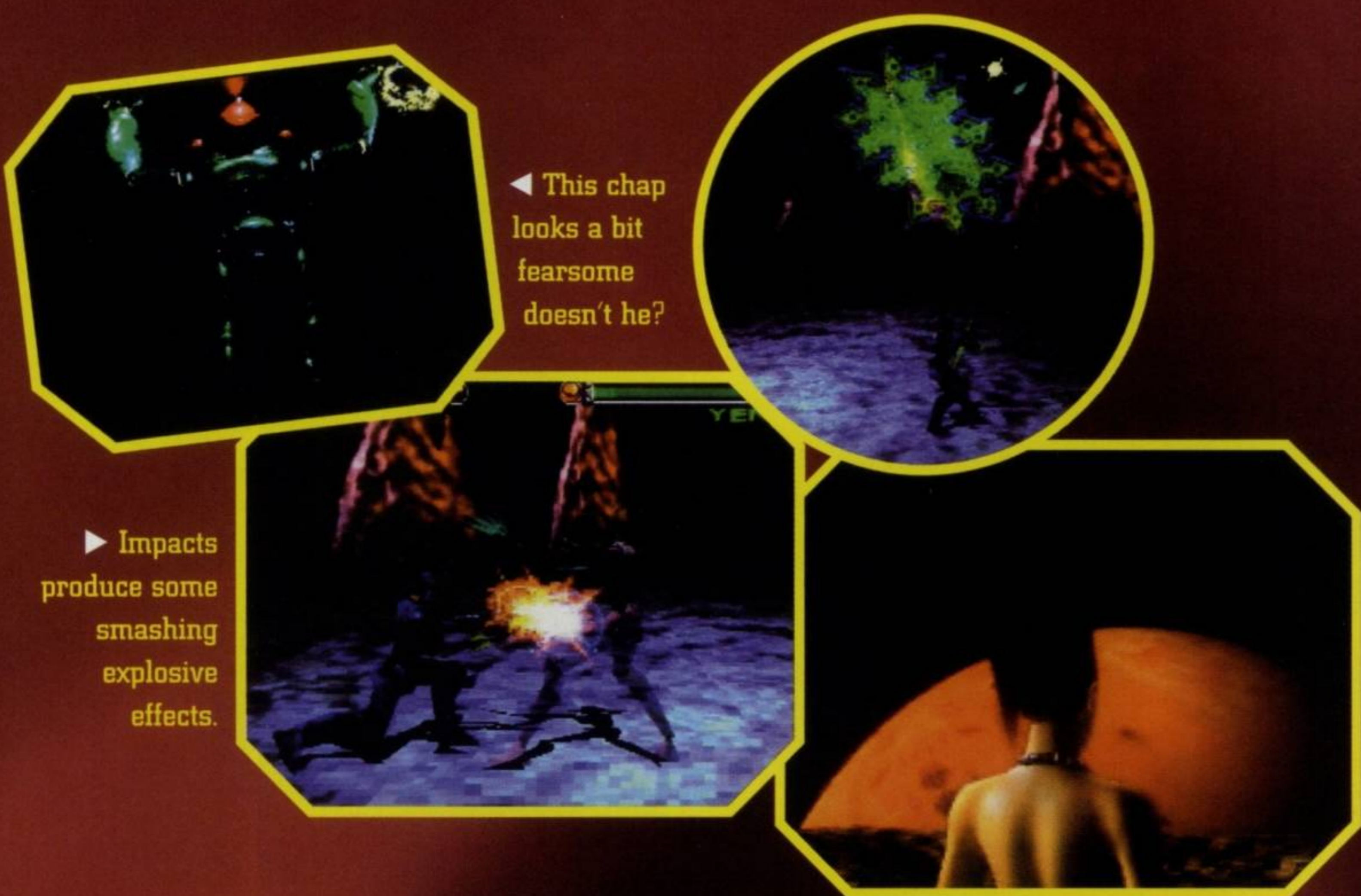
Ultimately: 89%

Captain Quasar - 3DO



Proving there's life in the dodo yet. This fine cartoon-style blaster certainly kept us entertained and the chances are it'll do likewise for you. Top explosive action - flex your destructive might. Good stuff.

Ultimately: 80%



◀ This chap looks a bit fearsome doesn't he?

▶ Impacts produce some smashing explosive effects.

Critic

The PlayStation may not yet be over loaded with 3D beat-em-ups but when those available include the likes of Tekken and Toshinden, anyone proposing to release another had better have something pretty special up their sleeves. Enter Vic Tokai. They've created Criticom a 3D beat-em-up for the PlayStation. Will it have what it takes to go against such strong competition?

Hmm.

Criticom sees eight characters coming to blows over who will become the new emperor. They come from two very different clans. The first, the Nezom Clan, are predominantly male and technologically oriented. We blokes like our digital watches and pocket calculators don't we? Whilst the second, the Zerai Clan are more curvy and female and they have rejected technology for a simpler way of life. Lots of knitting and reading Catherine Cookson one presumes. The finest

possesses the power to do that kind of thing, to form a new Emperor - a great honour and more than enough excuse for some almighty rucking action.

Unique to Criticom is the developable nature of the eight characters as the game progresses. Successful victories will earn a player enhanced weapons and new special moves to add to their repertoire. When a player is ranked first, the lowest rank, although many moves are available, the full power of the character is far from being realised. By beating

warrior from each of the clans are merged together by the 'Relic', an artefact which

all



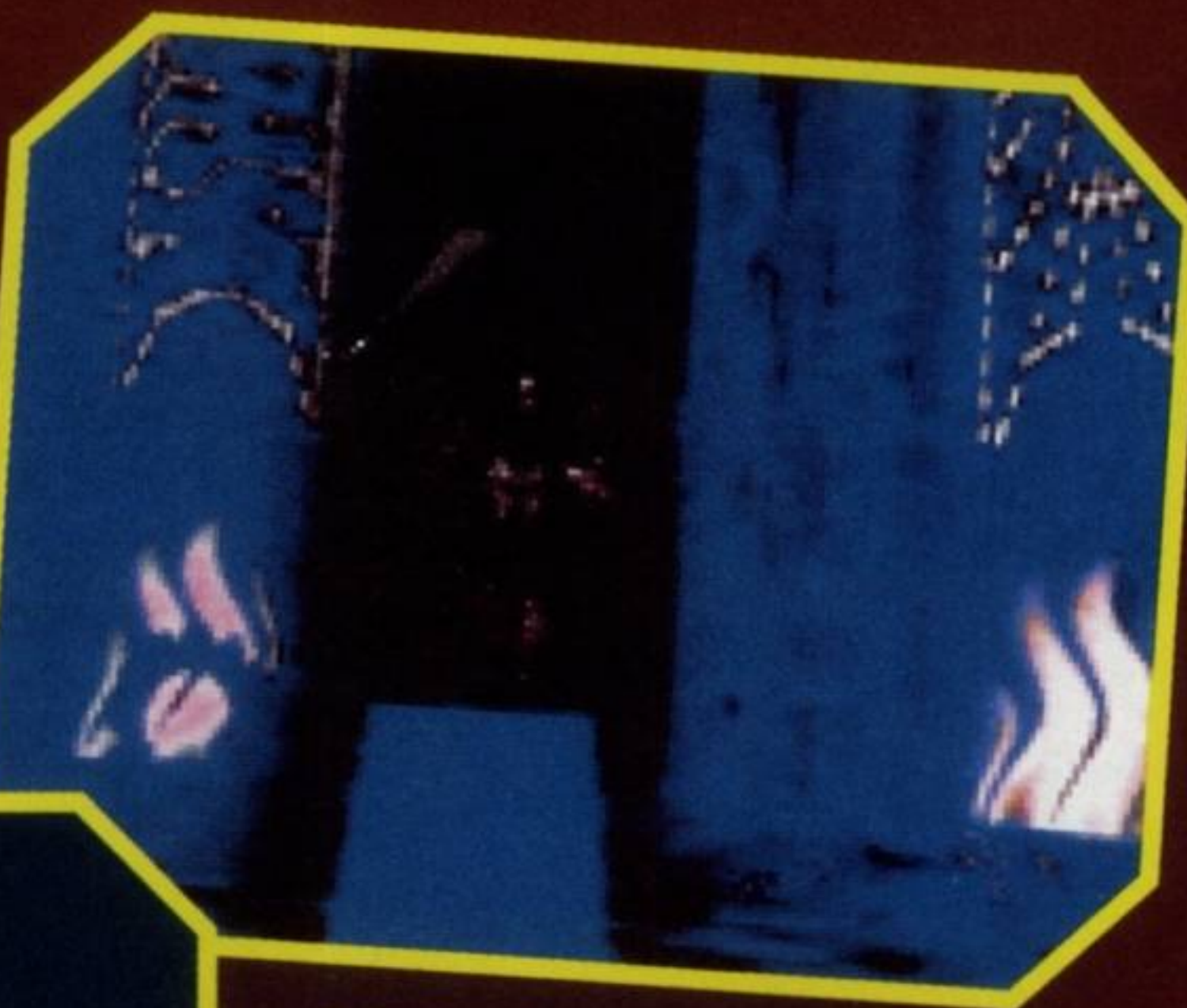
◀ Looks like a bit of a double hit combo to me. Ouch.



initial Saturn and PlayStation sales and have only kept the Mega Drive and SNES in stock for the Christmas period. RIP.....



▲ Demonica is a prime mover in the Zerai Clan – with very muscley thighs.



▲ The lovely intro sequence shows the spooky relic being stolen from under the guard's noses. Clots.



om

the opponents and, scarily, 'an image of himself' rank two is attained, which adds weapons and much more powerful special moves. At rank three a character has the full complement of moves available to him and his weapon is at full strength enabling some awesomely powerful long-range projectile moves. At the end of rank three a final boss character must be beaten.

As a character attains new skills and weapons his/her appearance changes too, from looking quite hard, with throbbing muscles and a stern expression, to nightclub-

bouncer-style hard with loads of armour and guns.

Stan Liu, president of Chronos, the game's developers, told Ultimate, 'we've had to work to a strict five month deadline set by Vic Tokai, which has meant that the characters are not motion-captured, which would have taken too long. Instead they are hand animated, but that means that we can move them in more interesting and imaginative ways.' Indeed the game's characters move in a distinctly 'technical' manor



▲ I wonder if he carves notches on his staff?

rather than in the natural style of other games.

When opponents make 'hits' there's some excellent pyrotechnical sparks and explosions giving you a real sense of force and impact whilst all the usual combination moves and ring-out features are implemented. In addition to the in-game graphical finery it has to be said that Criticom features perhaps the loveliest intro we've seen. Here's hoping the gameplay attains the same heady heights when we review it next issue...

Machine.....PlayStation

Publisher....Vic Tokai

Developer...Chronos

Style.....Beat-em-up

Release.....January

Country.....UK

...TRUE LINES... Ocean's poster campaign for Doom on the SNES has upset the poor old Daily Mail with its 'Go To Hell' message. No shock there then...

Powerdrive Rally - Jaguar



A neat little driving game. We had hours of fun playing it blindfold just listening to the co-driver's instructions for guidance. Without a doubt this is the month's best Jag title. In fact it's the best Jag title for a long time. Do a skid, do a skid! Are we nearly there yet? How much longer?

Ultimately: 73%

Sim City 2000 - Saturn



Set aside a whole weekend and lose yourself in Sim City 2000 on the Saturn. A great conversion of the classic game – only this time with Sonic statues in it. What could be better on, a rainy Sunday, than building your own city in Malibu? Well, apart from watching the Grand Prix. And settling down to Eastenders.

Ultimately: 80%

Doom - PlayStation

All of Ultimate Doom AND all of Doom 2 on ONE disc! You're either scared of the sight of blood or a total nutter if you don't buy this. A brilliant game and a faultless conversion. In fact it may well be our game of the year, but you'll have to wait until next month to find out for sure.

Ultimately: 86%



too cuddly toys and hand-held LCD games. It's just a shame that the actual game isn't as brilliant as all this hype would imply.....

FutureNet

Ultimate

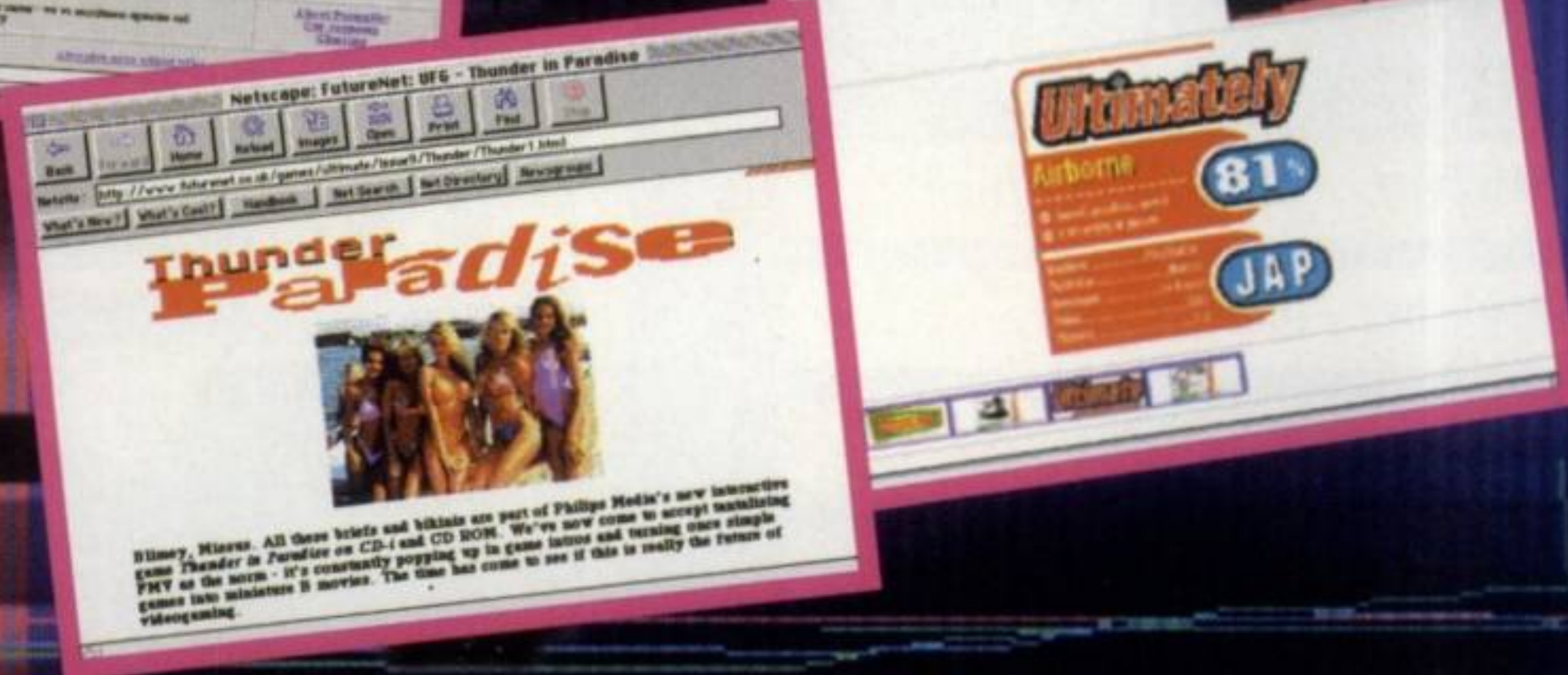
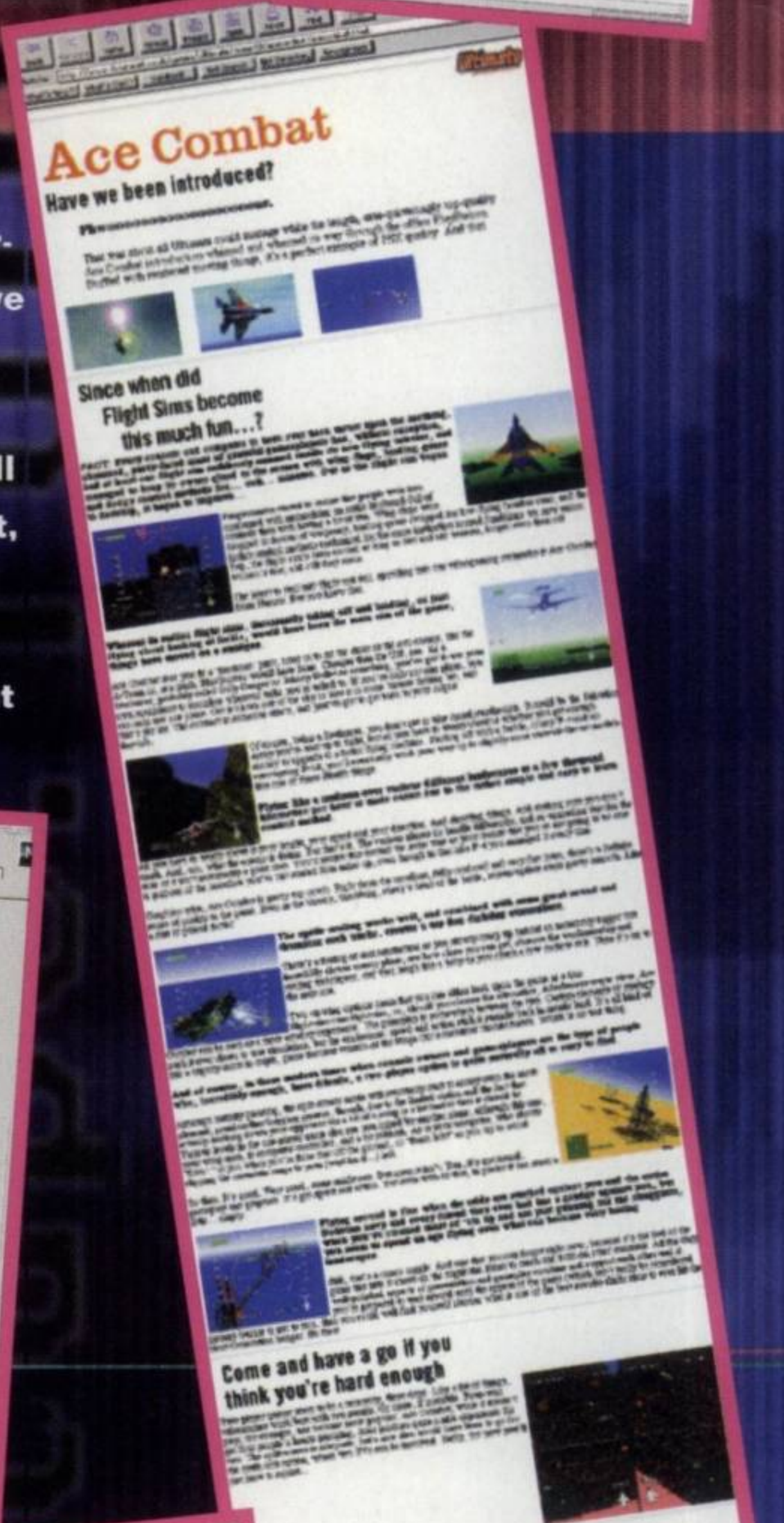
Future Games

Ultimate Future Games - Europe's biggest-selling Next Gen videogame magazine - is part of the Next Generation itself! Oh yes!

Accessed as part of the huge FutureNet site, you can talk to the experts, see the very latest previews and reviews and even subscribe!

FutureNet also has the most up-to-date worldwide news service on the information super-highway and lets you dive into oodles of other top all-knowing magazines.

To get connected you'll need an Internet account, such as Demon or Cityscape, or a direct college connection. Point your browser our way...



Point your World Wide Web browser at:
<http://www.futurenet.co.uk>

► The puke inducing Jaguar VR. Fine if you've just swallowed bleach by mistake.



Days of Chunder Jaguar VR leaves testers feeling ill

Bleeuuuuugh. Atari have pulled out of plans to release a head-mounted Virtual Reality machine after a senior official at the company claimed it left him feeling 'woozy'.

The allegedly pukesome head-mounted Jaguar machine was being developed by UK firm Virtuality, which currently markets a high-end VR arcade machine. Jaguar VR was planned to be on-sale in the US before Christmas with a \$300 price tag. Virtuality is still attempting to improve the technology, and an improved version could still be out some time in 1996.

Atari president Ted Hoff explains: 'Right now we don't

feel the technology is viable for the market. In fact when I played it, it left me feeling woozy.' The technology had been shown at E3 last spring and had impressed delegates (although it turned out to be no more than the \$10,000 arcade system linked up to a prototype Atari headset). At that time there were plenty who doubted that this technology could be converted into a low-cost home machine in such a short period of time. Hasbro recent scrapped plans for a similar project - codenamed Toaster - after spending nearly \$60 million in development. That system had been based on Argonaut's BRender software. Oh well, back to actual reality then...

The Console Barometer

Ladies and gentlemen, boys and girls, please comb your hair and give a nice big Ultimate welcome to *Stretch-Kylie* - this month's top console know-it-all. Marvel as Kylie's stretchometer indicates just how pullable each console is...



For the first time in absolutely ages, the Saturn is back on top! The price drop, which matches that of the PlayStation, hasn't done it any harm, but it's the release of the long anticipated *Virtua Fighter 2*, *Virtua Cop* and next month's pant-bulging *Sega Rally* that has sealed its position. Add to that the MPEG add-on and we have ourselves a winner! Will the Saturn stay there though?

9/10



Come on Sony, speed it up with the official UK releases will you? Oh well, not to worry, you've only dropped by a point this month, thanks largely to the completely orgasmic conversion of both *Ultimate Doom* and *Doom 2* - on one disc! The quality is there, but Sega have the quantity this month.

8/10



The 3DO climbs up a point this month with the rumour of a price drop to £199 and the surprise arrival of the long-awaited sequel to *Return Fire*, exclusively previewed on page 12. It's not gonna get much higher until more news on the M2 filters through.

7/10



With the Jaguar available at a measly £50 at Future Zone (when you trade in a 16-bit), the Jag maintains its six points this month. The collapse of its *Virtual Reality* helmet add-on prevents it from climbing any higher up the console ladder.

6/10



Yet another Ultra 64 delay! Insiders are no longer talking about an April UK release, most have predicted September and a few have even suggested 1997! Shame on you Nintendo.

4/10



At last! Things are beginning to heat up on the U-mail front - but they're still not nasty enough.

Come on, respond to someone's attitude you've seen displayed on this page in a previous issue, or tell us what's itching away at your 'pits. You know where we are...

U-mail, Ultimate Future Games, 30 Monmouth Street, Bath, Avon BA1 2BW. U-mail on E-mail: mhawkins@futurenet.co.uk

Star Letter

in Association with
Panasonic

You Know What You Are

Well it's finally arrived! And - look - grooming herself provocatively on top of the video, yes it's the PLAYSTATION!

I last wrote way back in issue five. There, I got a terrible slagging off by those Jag owners. Well haven't they gone quiet? Even

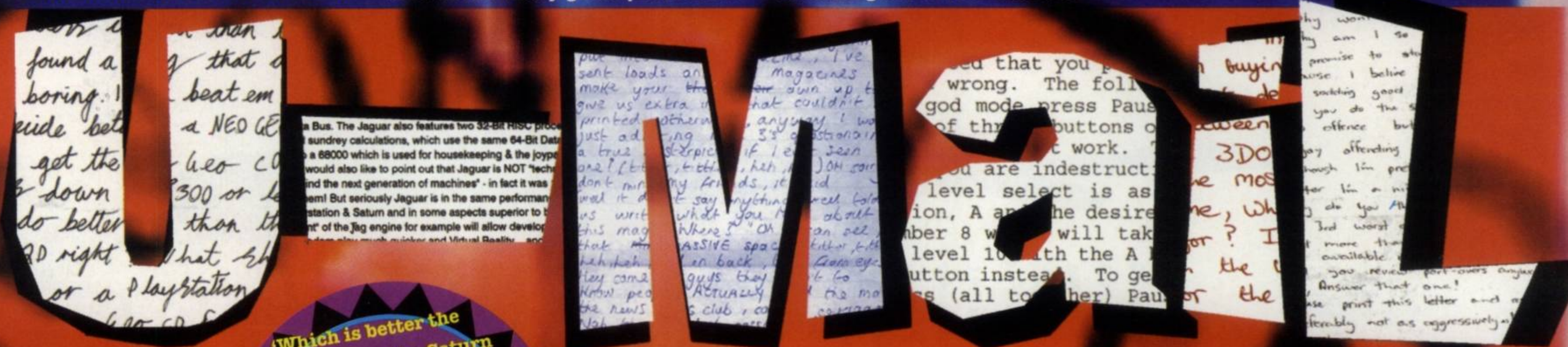
the girlfriend's impressed with the PlayStation. Rolling around the settee, not with me, but with Wipeout. Ears full of orgasmic soundtracks. Heaven.

Now the serious bit. Where's Doom and what's happening with Alien Trilogy - when can we expect a release? Well, that's it. Thanks. And to all you Jag owners - buy a PlayStation and start living.

John Bennett, Woodsetten, Dudley
Aah, it's good to find someone

who's actually happy with the machine they've chosen - a bit of good ol' enthusiasm is very refreshing. Don't know if your girlfriend's got her priorities right, though. But there again you might be an arse-faced baboon of a bloke. Who knows?

Oh and Doom? Well, from reading this issue you should have realised that it's actually out in the shops this very minute. Alien Trilogy has slipped to an April release date.



The Missing

I am a very happy owner of a Jaguar and I was wondering if you could answer a few questions for me.

1. When will the CD add-on arrive in Europe?
 2. What's the best game on the Jag (except AvP and Doom)?
 3. What the hell happened to your cheats sections? I would rather like to have some cheats rather than those 'bits' as you call them?
- Audunn Kristbjarnson, Akranes, Iceland

Oh, and someone else who's happy with their choice of console. Not bad. As for your questions, well, the CD should be out in the shops now (if not it should make it for Christmas) - Atari are currently working through deliveries. Best game on the Jag? Well, we're pretty fond of Tempest 2000. Cheats? Well, you'll be able to enjoy the first of our CD-sized game guides this issue - slip 'em into your game case and away you go!

Jesus Built My Hotrod

'Which is better the PlayStation or the Saturn and which is the best game for the PlayStation I think Ridge Racer is at the moment but their are bound to be better games in the future.'

Ben Heslop, Brighton

Please (with no sad answers) answer my long brain-stressed questions.

1. Because they are produced by top British geezers, will there be Japanese PlayStation versions of the following: Wipeout, Destruction Derby and Loaded?
2. Will there be a steering wheel type thingy for the PlayStation?
3. My PlayStation selection of games is: Ridge Racer, Toshinden, Kileak, SF: Real Battle on film, Ace Combat, Hotblooded Family and Cybersled. What else should I get (I love racing games)?

Aehed Stevinson, Andover

Sad answers? Jesus. Anyway, yes there are already NTSC versions of Wipeout and Destruction Derby available (and Loaded is on its

way). As for a PlayStation wheel, there was one in development, but no advances as yet (Namco's NegCon is the closest thing so far). Er, if you like racing games, why not buy Wipeout or Destruction?

Flashback
After looking through all the new Next Gen mags out there, it's safe to say yours is the best. You were the only ones with the opinion that the music in Wipeout wasn't hardcore enough for that type of game, or that racing could get a bit lonely, while all the other reviews I read were heaping nothing but praise onto the game. Haven't these journalists ever heard of critical reviews? Seems not.

Oh yeah, stop reviewing SNES and Mega Drive games. It wastes

space that could be used to make some of your reviews a bit longer. I mean, who's going to consider buying a game after reading a review that's two or three paragraphs long? Greg, E-mail

Cheers Greg - we aim to be critical, but fair in our reviews. As for SNES and Mega Drive, well, when was the last time we reviewed a Mega Drive game? We only touch those SNES games that are outstanding, and as the amount of Next Gen games being released increases, we'll even stop doing these. Even if a review is a few paragraphs long, we've still played the game to within an inch of its life and our percentage score is your absolute guide to buying games...

So What?
Have you tried putting the Ridge Racer CD into an ordinary CD player, ignore track one and the other thirteen play the Ridge music?



▲ dfkndgfk dfk dfk gfdk rtk erk erk rtek rtkfk gfdk rtk erk erk rtek

If you want to moan or question the industry specifically, then send your hot, steaming prose to 3RD Degree - see page 96 for further details...



If you thought all videogame mags were the same...
Think again

Johnny Bazookatone

The platform game lives on. *Clockwork Knight* brought you a knight who was clockwork, *Bug!* brought you an, err, bug who was bug-like and now *Johnny Bazookatone* brings you a bloke with a guitar and a preposterous quiff.

It turns out Johnny is the year 2050's biggest musical phenomenon and the chicks think he's the tops, a fact that makes Mr. L Diablo (i.e. the devil) a bit miffed. So miffed in fact that he decides to steal Johnny's guitar so that *he* may take his place. What an unpleasant sort. But does Johnny take this lying down? Does he release a greatest hits CD and become a tax-exile in the channel islands? Whoa-no, he leaps to his feet and sets about getting his coveted instrument back.

Cue umpteen levels of cunning platforming action, each of which contains a whopping boss to beat at the end. All the visuals are done with rendered Silicon Graphics trickery and as a result the whole thing seems to have a touch of the *Donkey Kong Country*s about it (dare we say it's only just on a par with the *Kongster*?). This is by no means a bad thing but here's hoping the gameplay is a touch more palatable when we review the finished game soon.

Machine.....Saturn/PSX

Publisher....US Gold

Developer...Arc

StylePlatformer

Release.....January

Country.....UK

► Now that's big hair! It's blue as well!

◀ We can't wait for these guitar related antics!



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UPDATE

Have a bonkers joypad on us...

...and those thoroughly loveable people at Spectra Video. We've got together with them to giveaway some groovy Next Gen joypads.

Okay, here's what you've gotta do: Simply make up a very funny anagram (and we mean funny) for the following: *I want a bonkers joypad.* We came up with, *inky jawbone adaptors*, but try and make it a little more humorous.

Anyway, send your answers to: Joypad Compo, Ultimate Future Games, 30 Monmouth Street, Bath, Avon BA1 2BW by January 1st. Remember to tell us if you own a Saturn or PlayStation.

PlayStation pads

Cor! Look at the quality of them there pads. Not bleedin' bad. Get your entries in now, we've got loads to give away.



Saturn pads

These are even MORE bonkers! If you own a Saturn, you really must own one of these, otherwise there's clearly something wrong with you. Get thinking and make your answers funny. The most chucklesome entries win stuff. Bye.

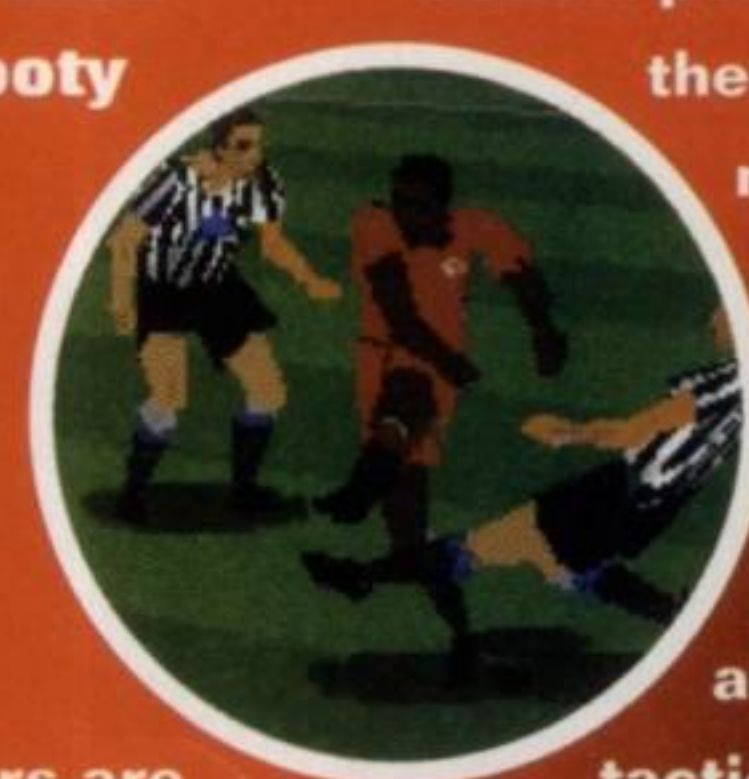


Onside



Being onside is so much better than being offside isn't it? A premise which Telstar wholly agree with and intend to exploit to the fullest degree in their all-new super footy game, *Onside*.

Play as any team from the English League, the German League or, if you're mad, the French League. All the players are depicted with polygons and each have over 15,000 frames of animation to ensure super smooth movement.



There's some neat texture-mapping to gawp at and a user selectable game camera offers an infinite choice of views. Is it a FIFA/Actua beater?

In addition to this action/polygon related finery there's a comprehensive management section shoe-horned in there too. Train your players, look after the team's finances, and discuss team tactics. Like trying to score a few more goals for example. If another team's player catches your eye and you've the necessary readies, you can buy

him in the transfers section of the game. Zoiks!

An in-game commentary (undoubtedly by an as yet unnamed footy celeb) is to be included and different weather conditions are there to be enjoyed too. In fact you could say that all facets of footydom are included apart from the bit where the players have too much 'lemonade' in nightclubs and cause senseless fights.

Now what is the onside rule anyway? It's something to do with every time you score a goal it's disallowed unless you've paid off the ref beforehand isn't it? Maybe not...

Snuggly-up

We don't know what it's like 'round your way but it's bloody freezing 'round 'ere! Do what we do, snuggly up safe and warm in an exclusive Ultimate T-shirt

(only £7.50). They look great by themselves or, perhaps, teamed with trousers, like the lovely Lisa has opted to do here.

But if you look very closely you can just see her belly

button. Look, there it is. Just above her belt. Got it? Good eh?

Just bung us the form below and we'll send postie 'round with one sharpish, before you freeze to death. A T-shirt that is - not Lisa. If only, eh...



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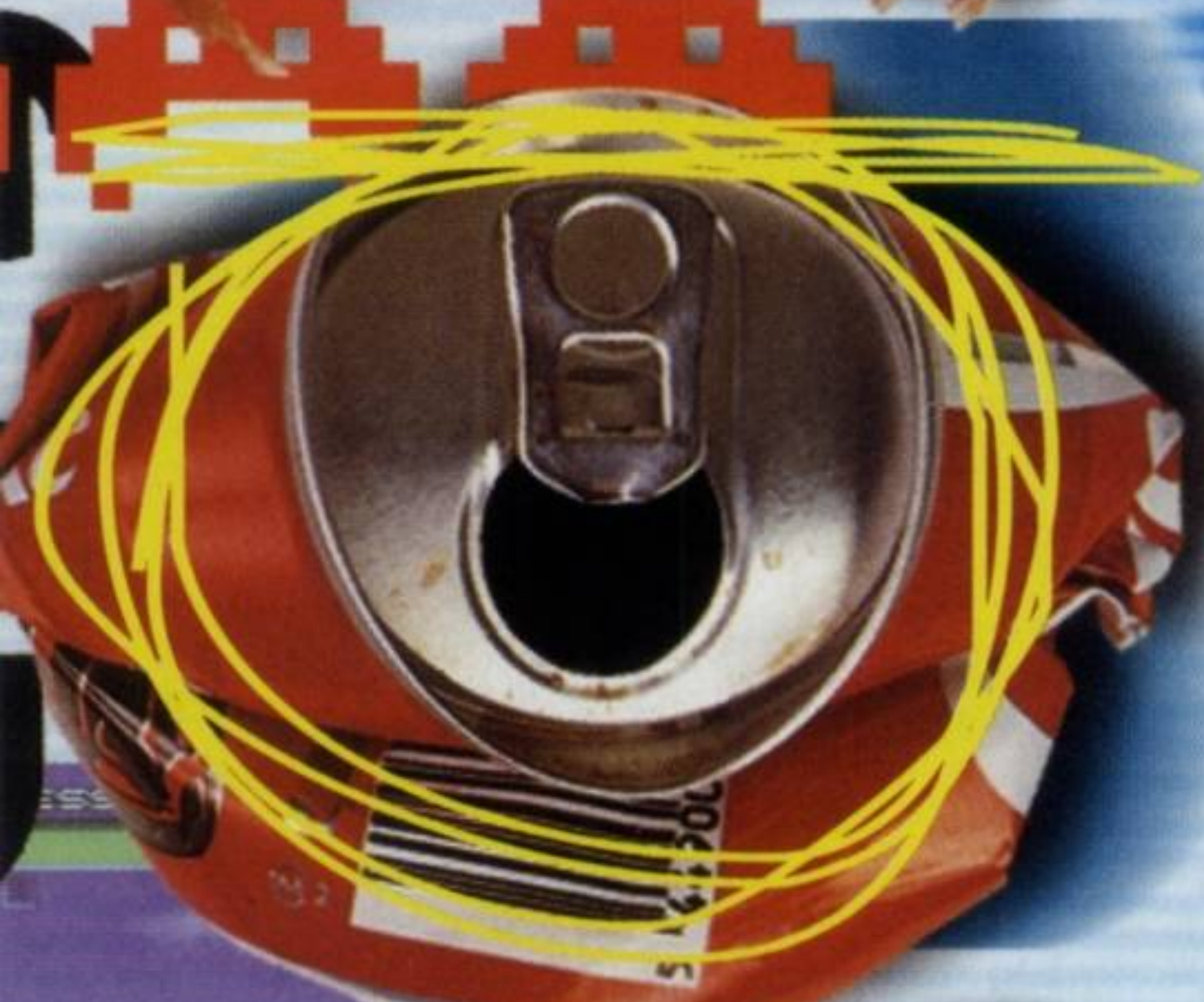
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Remember Vision On?

Virtual

In Japanese arcades Sega are currently enjoying a slight advantage over Namco thanks to such strong titles as *Virtua Fighter 2* and *Virtua Cop 2*. One title Namco has in its favour, however, is *Cyber Commando*, an advancement of the original *Cyber Sled* idea. Well, Sega weren't going to put up with that for long and have just unveiled

Virtual On, a game designed to compete directly against it. Crafty swines.

Again there are two robot vehicles in an enclosed arena doing battle until only one survives. However, instead of tanks or other vehicles, *Virtual On* uses more human-like robots which move in a far more natural fashion

(the robots were created by a famous Japanese Gundam robot designer). Instead of trundling about, these in-game robot

characters can run, strike dramatic poses and hide behind scenery. In fact the way they shoot while running or assume different defensive positions is

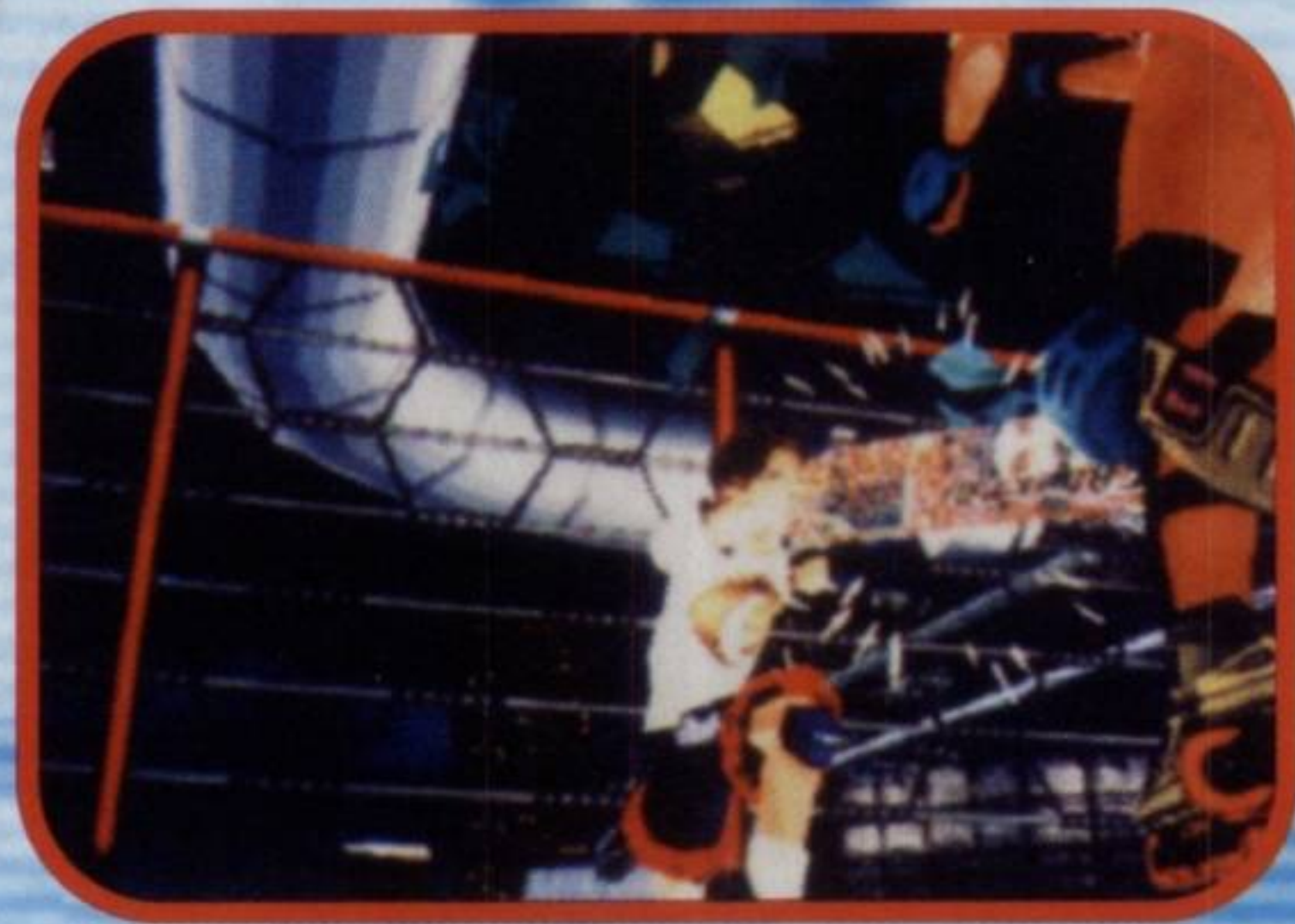
a sight to behold. The virtual camera, from which we see the



Vindscreen Vipers?

No its...

Fight



Sega seem to be competing with themselves slightly with *Fighting Vipers*. Another VF inspired game? Well, the way things are in the Japanese arcades, where VF2 has acquired a near religious following, any new Sega fighter will be an enormous success.

Fighting Vipers sees opponents fighting in grubby inner city settings within a circle of wire netting which gives a realistic 'ching' sound should you hurl your opponent into it. It uses a Model 2 arcade board, like *Virtua Fighter*, and therefore appears slightly 'blocky', featuring much less detail than VF2. What it does

have however, in addition to the proven VF fighting style, is weapons and armour. In fact it has been said that the whole thing is rather *Toshinden*-ey.

Two small figures in the top corners of the screen represent the condition of each particular piece of armour for each player. There are pieces for legs, arms, bodies and so on. An impact to

Well...

▶ The human-like robots give it more of a beat-em-up style feel.



◀ An extensive variety of different weapons are available.



On is totally different

game, is much more active than that in *Cyber Commando* giving the game an increased feeling of speed. It zooms in on explosions and a final destruction of an opponent is viewed from many different angles.

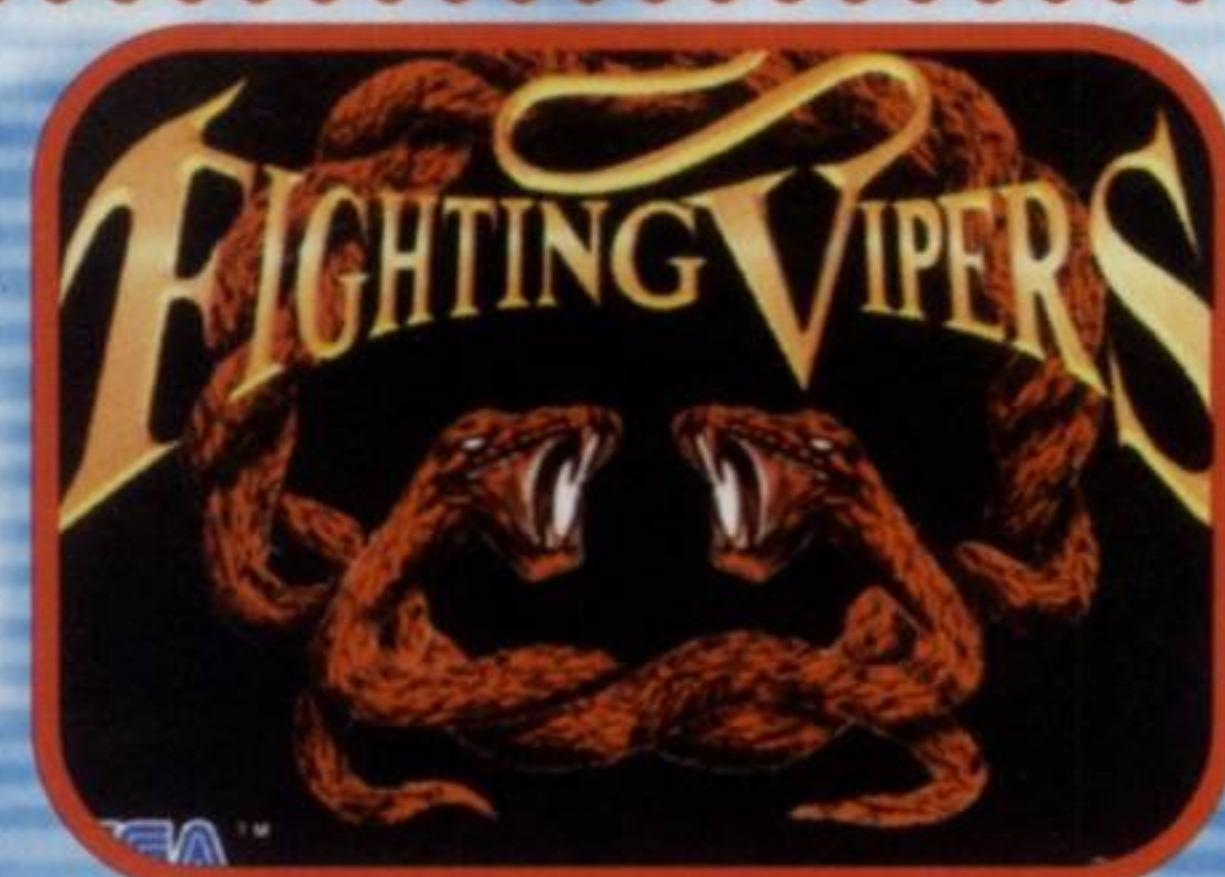
The way a player must use the surrounding scenery for cover, when retreating or sneaking up on an opponent when attacking, is one of its unique features giving the game a distinct strategy element

whilst the high speed camera keeps things moving blisteringly fast. A perfect combination and another Sega winner.

- Machine.....Model 3 board
- Publisher....Sega
- Developer...In-house
- StyleRobot-em-up
- Release.....TBC
- Country.....Japan



▼ Remember Metal Mickey? He was a robot. Caption filled...



◀ Some vipers having a fight - that'll be *Fighting Vipers* then.



▲ Enclosed: The two fighters are closely enclosed in a metal enclosure.

ing Vipers

a piece detaches it, after which the player is unprotected *there* and greater damage is inflicted should another successful hit be made. The way the armour shatters into lots of tiny pieces is superb whilst the gameplay is similar to that of *Virtua Fighter 2* (it too uses three buttons) with lots of special attacks including those oh-so-important

elaborate 'finishing' moves that we all know and love.

Like *Virtua On*, *Fighting Vipers* features a much more active Virtual camera, it's always changing position and zooming in and out making the game feel more rapid than *VF2*. Whilst waiting for *Virtua Fighter 3*, and yes, it is on the way, this'll do nicely, thank you...

- Machine.....Model 2 board
- Publisher....Sega
- Developer...In-house
- StyleHack-em-up
- Release.....TBC
- Country.....Japan



▲ That power bar at the top looks very familiar, doesn't it?

Gadgets



Night Spy

Restless nights? Can't sleep? Scared of the monster under your bed? Bit of a pervy voyeur? Well, Night Spy may just be the ideal companion for you. This light weight camera-lens-thing allows you to see in the dark thanks to an image intensifier which amplifies available light by almost 1,200 times. That's handy then...

Available from any decent gadgets outlet for £500. For more information pick up a South Kensington Museums catalogue.



Timex Watch

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Philips FW3801

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Available from Philips stockists for £600. For more information call: 0171 2225784.

JVC Big Telly

JVC lead the way yet again with their Dolby Pro-logic 3D Phonic TV, which convinces listeners that there're more than two speakers in the room. Now you can have surround sound without a wall full of ugly speakers. Ideal for playing *Tekken* in your bedroom, or in a dirty great warehouse if you like. Wherever you play, this is definitely the telly to have.

Available from decent JVC stockists for around £900.



CD Turntable

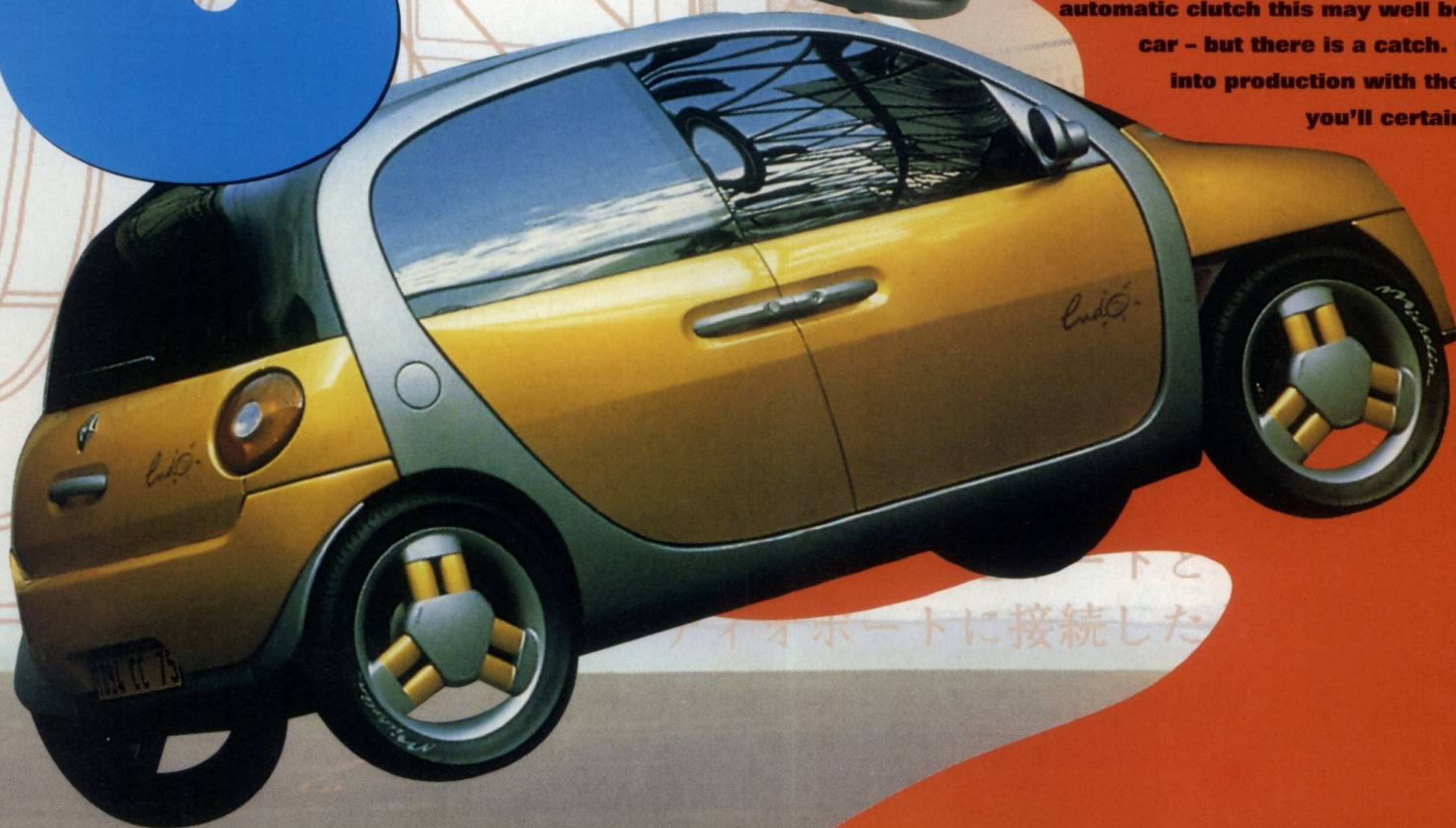
Laser scra-scratching is no longer just a dream for the modern DJ thanks to this new CD turntable. The Pioneer CDJ-500 gives the DJ full control of the CD, enabling him to sample, scratch, loop and mix on CD. And, unsurprisingly, you don't even harm the disc. So, no more lugging around huge turntables and mixing desks for your mobile disco. Could this be the final blow to old vinyl?

Available from Pioneer stockists for £800.

For more Information contact Pioneer: 01753 789789.

Renault Ludo

Definitely one for Nicole's grandchildren to play about with. Fitted with a Liquid Petroleum Gas engine, traffic navigation system, sliding doors and automatic clutch this may well be the ultimate future car - but there is a catch. Renault aren't going into production with the Ludo and if they do you'll certainly have to ask Papa for the cash.



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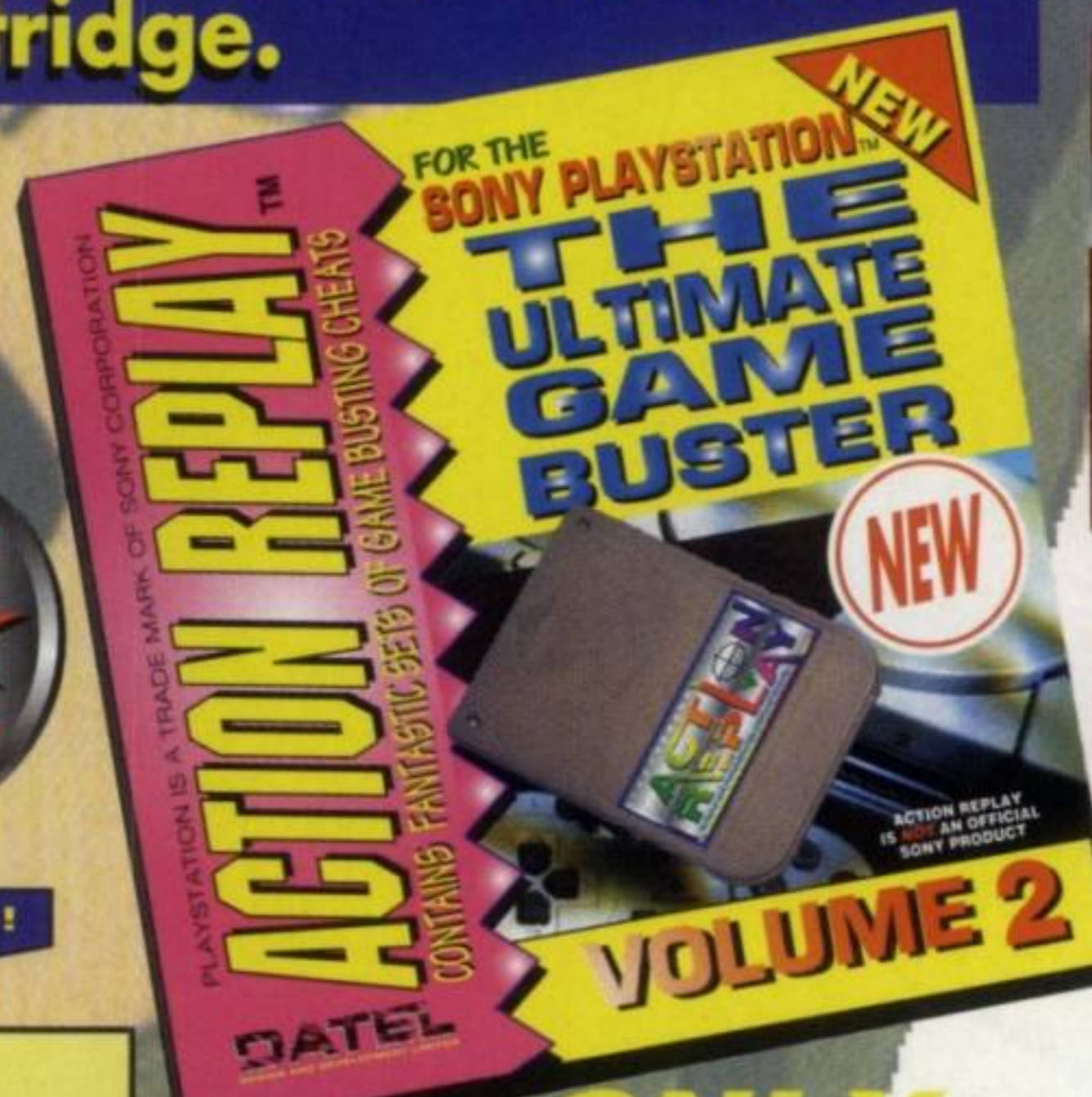
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Dragon Force

Sega recently created an 'RPG World' in Japan, dedicated to promoting the Saturn's Role Playing Games. Traditionally, RPGs have represented an important share of the videogame market (particularly on the Super Famicom), so it's unsurprising that Sega are releasing an impressive number of them (*Shining Wisdom*, *Blue Seed*, *Riglordsaga*), trying to capture those eager for a spot of Role Playing with 32-bit technology.

The latest title to join these ranks (well, nearly – it should make it before the close of '95) is *Dragon Force*. It's a simulation RPG, steeped in historical shenanigans. You get to rule a kingdom (after choosing your character from a given eight) and essentially fight, fight, fight all the way, either to protect your own country or conquer others.

All the action is timing-lead, which means you will have to react quickly to given situations (the CPU doesn't give you long to think up your strategy). You get to elaborate your strategy on a map of the country, while event screens appear randomly in order to keep you interested. The attacks, when they happen though, are very impressive. You get to follow the action in real-time, where you can be sat sending 100 soldiers in to attack 100 enemies! Wait until you see that magic flow...



▲ Real time battleage – supoib!



▶ Couches are not all they seem...



◀ You're a funky kind of dresser. Cool!



▲ This is your flat. It's become a prison. And that's scary.



Normality Inc

Point and click adventures are bloody great things. Don't argue. We've already had *Discworld* on the PlayStation, but when you get to see one which goes on to combine a first-person perspective, motion captured characters and a real sense of humour, then you've got to think pretty favourably about their future. Raise your hats please, for *Normality Inc*.

The story takes place in the crumbling eyesore that is Neutropolis. Ever since one of the city's twin leaders was blown to rather moist bits 30 years ago, a choking smog descended on the city. And with it came the Norm Troopers, grey-faced guys who quickly stamp out anything that could be viewed as 'fun'.

And you play Kent, a young slacker who's rather partial to a good dose of fun. That's where your problems kick off. The Norms have imprisoned you in your bedsit for a week of observation and you need to get out, you must GET OUT..! Okay,

this might sound worryingly simple, but it's not. Once you make good your escape you're out into the big, fat Neutropolis on your own, trying to sort your life out and get to the bottom of the population's apathy.

It's a big, old thing all right, packed with over 100 FMV sequences and with 120+ locations to explore. But at least it's not going to be a chore to explore, as there's a talented voice-over cast giving the game suitable atmosphere and Gremlin

Interactive's unique True 3D™ game engine makes it a joy to move around. It'll initially only be available on PC CD ROM, but a PlayStation version is currently being considered a serious proposition. And that's a very good thing indeed. We love you Gremlin – you're great!

Machine.....PC/PSX (TBC)

Publisher....Gremlin

Developer...In-house

Style.....Point 'n' click

Release.....Early '96

Country.....UK



▲ Get your kit off, mate! Stinking git.

▼ Don't pull the plug just yet, though.



TRUE LINES... Sony, Activision and MicroProse have signed up to use QSound Virtual Audio, the leading 3D audio enhancement technology. Sounds great Ho, ho, ho, ho,...

...TRUE LINES... Just released is *London Access* for the PC, a 'fun' guide covering roads, tubes, restaurants attractions and loads more

UPDATE

Bluffer's Guide to... Core Design

Blimey... lummey... look at the pins on that! All sayings that are rather incomplete without the word Core slapped on their front-ends. And what a cue that was for a look at the world of the UK's Core Design. So whisk your brain with us Derby-wards and the gorgeous Core Central...

Where did they leap from?

Well, in 1988 a strapping, young fella by the name of Jeremy Smith founded the company with a view to producing top software for publication by mainstream European publishers. Published by Firebird, *Rick Dangerous* was Core Design's first development assignment. This legged it to number one in Gallup's software chart, followed in 1990 by a sequel, voted 'Game of the Year'. Other notable little numbers from that period include *Action Fighter*, *Dynamite Dux* and *Corporation*. No wonder they won the In-Din award for developer of the year.

Can't remember those. What else?

You can't remember any of them? Okay, well try these: from 1991 - *Car-Vup*, *Chuck Rock*, *War Zone*, *Frenetic*, *Heimdall* and the Amiga and ST version of *Thunderhawk* (which stayed in the top 20 for over eight months). More importantly, they released the rather special Mega CD conversion of *Thunderhawk* when the future of this machine was a bit 'iffy'. In fact, it achieved a hardware-software sales ratio of almost 1:1 no less.

Busy beggars then?

Yes indeed. And in 1994, when the industry began to think 'Oi! In order to stay in business when the 32- and 64-bit machines come along, we're going to have to form alliances!', Core was sold to the CentreGold group. 1995's releases have so far included *BC Racers*, *Skeleton Krew*, *The Big Red Adventure* and *The Scottish Open*.

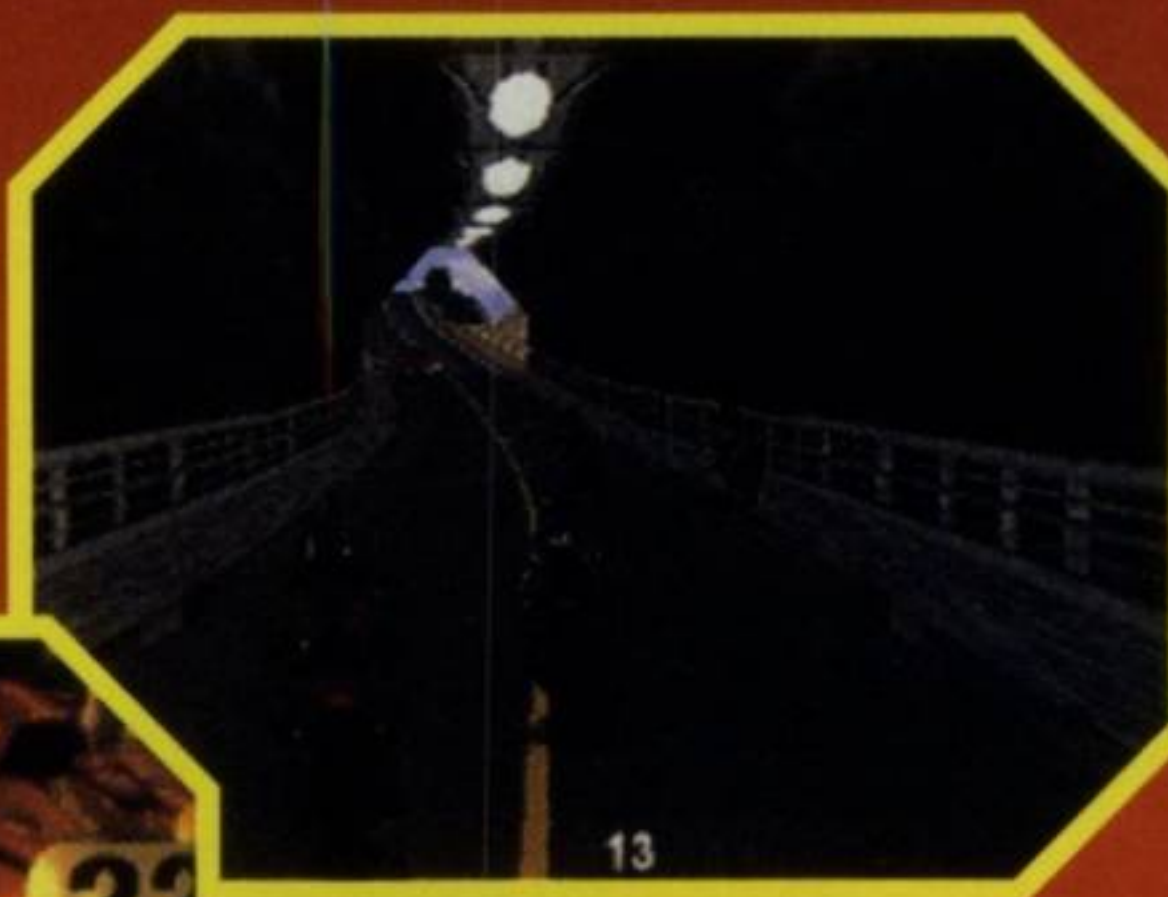
Next Gen! Tell us!

Okay - the top titles they're currently working on include *Shellshock*, *Blam: Machinehead* (a semi-sequel to *Battlecorps*), *Firestorm: Thunderhawk 2* (a certain sequel to *Thunderhawk*) and *Tomb Raider* and they're all shaping up extremely nicely too.

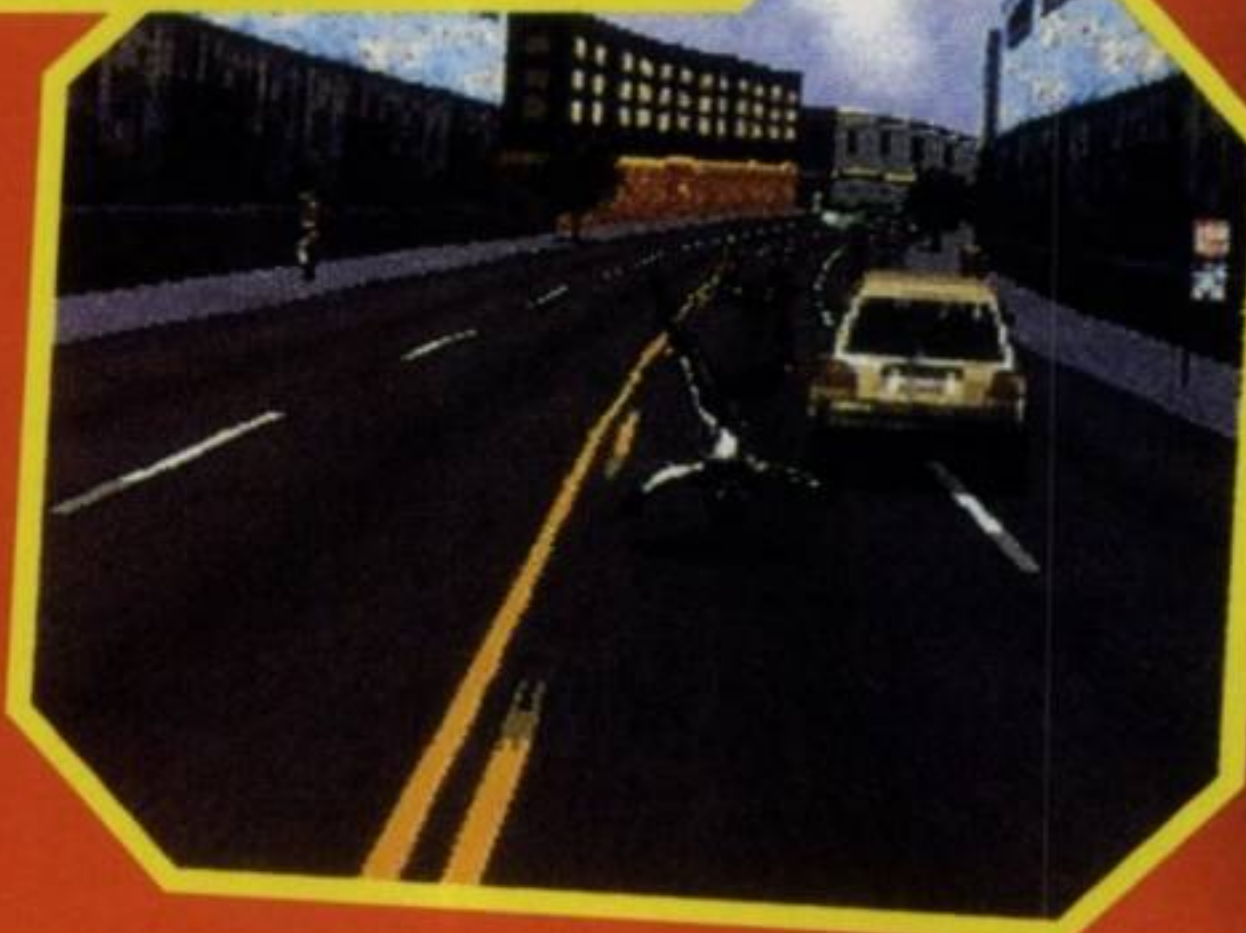


...TRUE LINES... Soon to be launched on the CD-i for £20 is a '95 interactive yearbook, featuring Hugh Grant's 'problems' and Everton winning the Cup.....

► If it's tunnels you want, *Road Rash* has the lot!



▲ Rendered bikes! Don't buy a Rat Bike, mind - they're like mopeds.



Road

Once Electronic Arts squeezed into their Speedo thongs and started bombing into the Next Gen swimming pool, we were witness to some of the most impressive titles in the first wave of 32- and 64-bit games.

Madden, *FIFA* and *Need For Speed* all proceeded to shunt the 3DO nervously into the spotlight, but, curiously,

it was the rather nifty update of the Mega Drive hit, *Road Rash* that people were craving for. And they got it in rather big, FMV-soaked lumps too with the 3DO version (reviewed issue one, page 104).

The good news is that Electronic Arts are bringing the violent, heavy rock spewing, motorbikin' death-fest to Sony's 32-bit machine. Yep, now it's the turn of PlayStation owners the world over to race all over the US accompanied by none other than Soundgarden, Paw, Therapy?, Swervedriver,

King Saturn

SNK's fiercest fighting game to date, *The King Of Fighters '95*, is set to be released on the Sega Saturn.

TKOF'95 is a massive hit in Japanese arcades (and equally in the home, thanks to the quick conversion to the Neo Geo systems). But a rather special deal struck between Sega and SNK means that it won't just be restricted

to the Neo Geo, but will come over to the Saturn some time mid-way through '96.

As part of the deal, Sega will be able to publish two other Neo Geo titles on the Saturn (one of which has just been confirmed as *Fatal Fury 3*), while three Sega games will appear on the Neo Geo systems. Likely candidates include a scaled down version of *Virtua Cop* and *Golden Axe: The Duel*. Not that the Neo Geo is short of beat-em-ups! Then again, more the merrier!



▲ *TKOF'95*: Exactly the sort of traditional 2D beat-em-up the Saturn needs!

McCree, Mad Dog 2: The Lost Gold and Crime Patrol. These three titles all take advantage of the 3DO Gamegun (not included).....

► You'd better be prepared to fall off of your bike. All the bloody time.



Rash

▲ But will it be a straight port-over from the 3DO?

Monster Magnet and Hammerbox. As part of a deal between Electronic Arts and A&M Records, each band provides one track (although Soundgarden provide more, 'cause they're good, like that). 'The A&M bands chosen for Road Rash have a musical style

and attitude similar to the feel of EA's game,' dandy Randy Breen, Producer at EA informs us, while Brad Pollack of A&M points out that there is, 'such a strong cross-over between videogame players and music fans.' And they've only just realised? WAKE UP!

Whether this will be a simple port-over from the 3DO classic remains to be seen (it's extremely likely that any changes will be very superficial). We liked that version though, which bodes well for the PlayStation. Look for a review next month.



Machine.....PlayStation

Publisher....Electronic Arts

Developer...In house

StyleThrashy bike sim

Release.....January '96

Country.....UK

It's THE Greatest Music Party In The World!

THE Games, the guys who handle Nintendo's UK distribution, are to sponsor the Greatest Music Party In The World from the Big Twix Mix '95.

The BTM'95 is a five day concert extravaganza featuring Eternal, Shaggy, Rod Stewart and a bunch of other big names at the Birmingham NEC from

the 13th-17th December. 'I am sure that the concerts will be a phenomenal success,' comments Alan Taylor of THE Games, 'and I look forward to Nintendo becoming more involved with the music world in the future.'

The Nintendo Challenge Vehicle, a 21 tonne HGV packed with 48 SNES and Game Boy

machines, will be in the foyer of the arena, giving you the chance to preview *Killer Instinct*, *Donkey Kong Country 2* and the rather special *Yoshi's Island*. So if you fancy a pop at the cutting edge of SNES gaming before anyone else, apart from us, get on down to the NEC. We'll all be there, it sounds like a top laugh!

Ultimate
Future Games

Section 2

100% 1996

It's the feature you've all been demanding, so we've dedicated a whole section to it! That's right, 16 pages of future gaming heaven is just a page turn away...

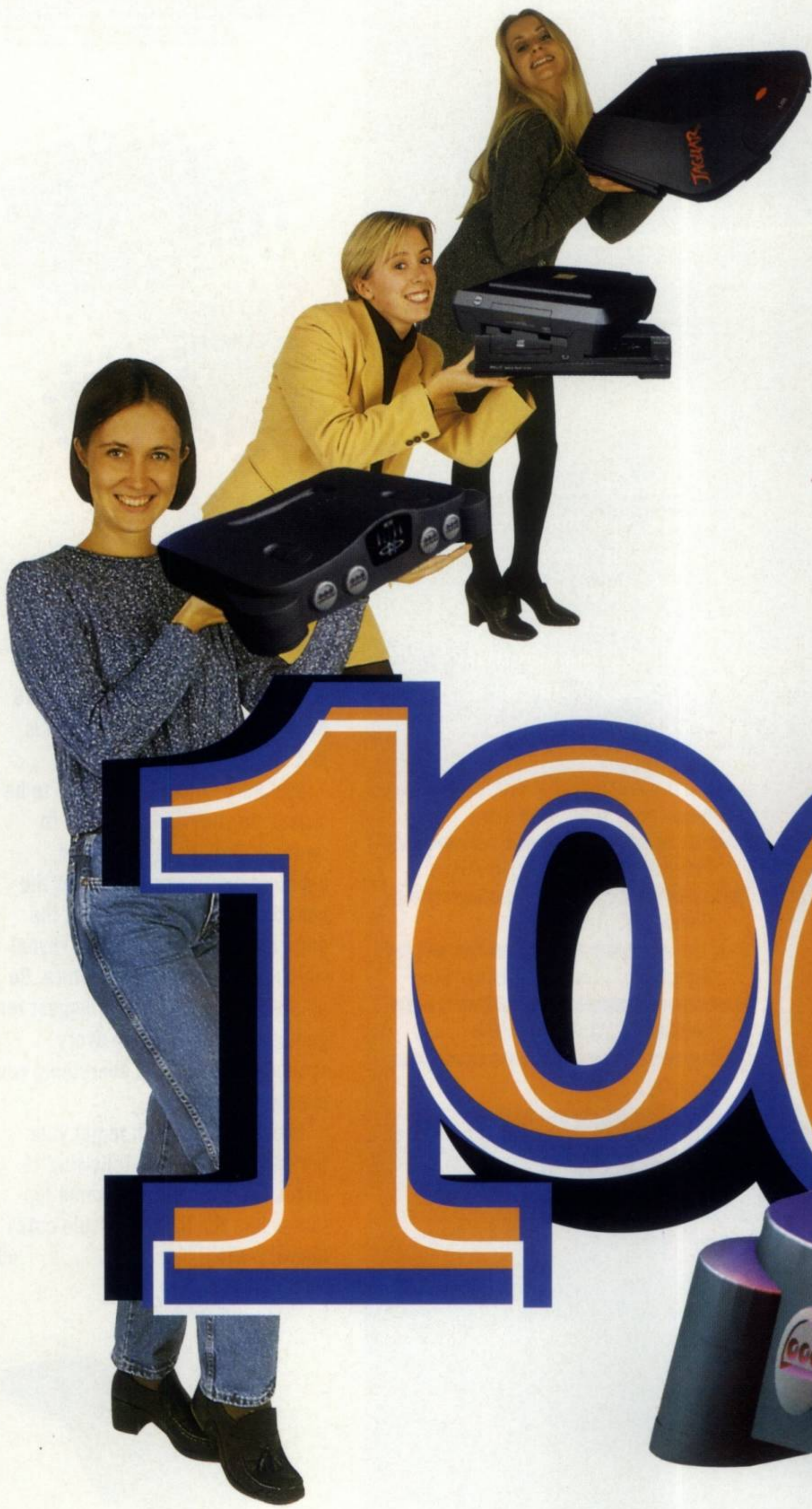
Still here? Okay, so you like to be teased do you? Well, prepare to swoon as we uncover what UK developers are working on for the coming year. Gasp as we test the current Super-Consoles and reveal which ones really have a future. Be amazed as we reveal the biggest ten games that'll appear on every system next year. It's everything you ever wanted know...

If that isn't enough to get your corks-a-popping, the following 16 pages will also features some top lasses like the lovely console cutey below. Wahey!40



to link him up to the rest of his Minister buddies. He's also taken out a subscription to Ultimate. That was a lie, actually.....

Your exclusive guide



100%



to the coming year!



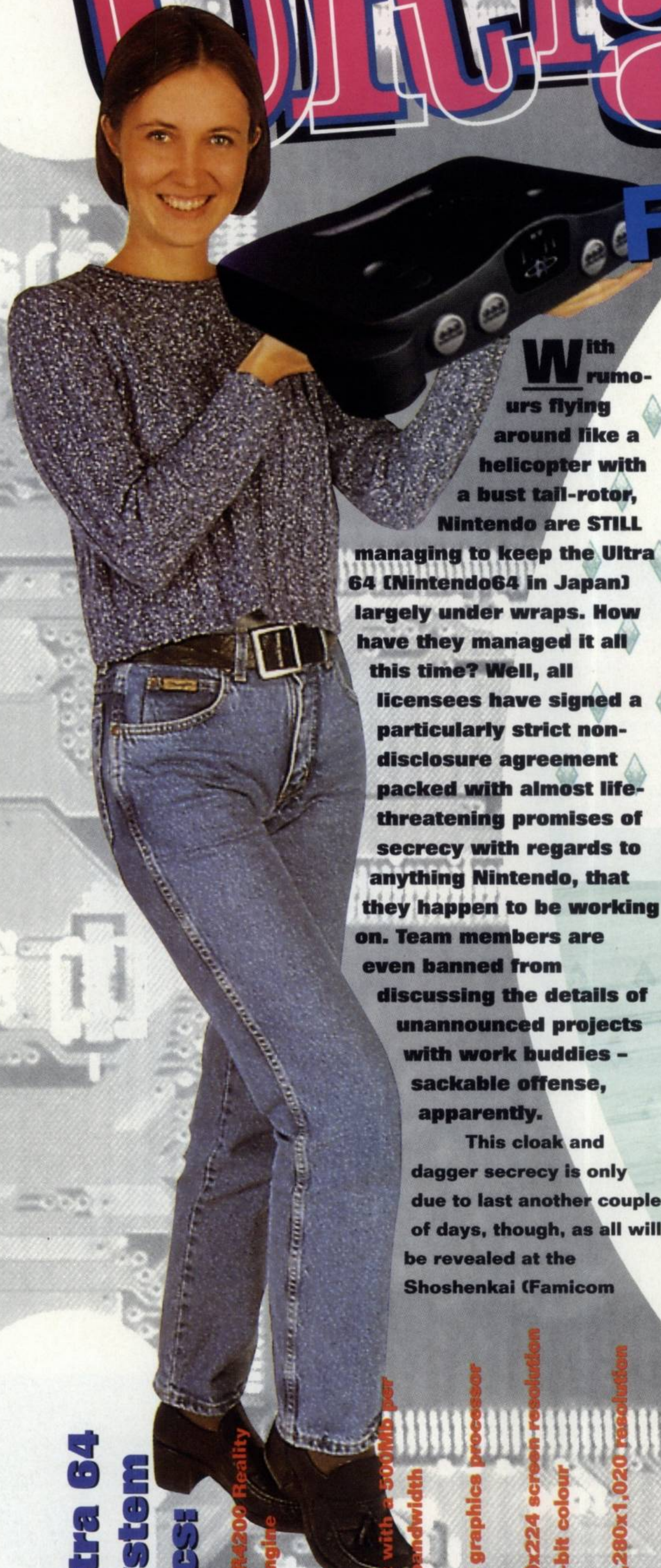
2006



The year ahead is going to be the most exciting in gaming history as the Next Gen moves into overdrive. Join us, as we blow

Ultra 64

For goodness'



With rumours flying around like a helicopter with a bust tail-rotor, Nintendo are STILL managing to keep the Ultra 64 (Nintendo64 in Japan) largely under wraps. How have they managed it all this time? Well, all licensees have signed a particularly strict non-disclosure agreement packed with almost life-threatening promises of secrecy with regards to anything Nintendo, that they happen to be working on. Team members are even banned from discussing the details of unannounced projects with work buddies - sackable offense, apparently.

This cloak and dagger secrecy is only due to last another couple of days, though, as all will be revealed at the Shoshenkai (Famicom

Space World) show in Japan on the day that Ultimate goes to press - can you believe it!? Anyway, here's what we definitely *do* know:

It's gonna be **POWER-FUL!** Of those licensees we've spoken to, who are directly connected to the development of an Ultra 64 title, nearly every one has harped on about just how much *more* powerful Nintendo's entry into the Next Gen war is, compared to current competitors. We can't name these developers, because of the aforementioned non-disclosure agreement, but phrases like, 'It's ten times more powerful than the PlayStation' and 'it redefines what we think of as a Next Generation machine,' have been bandied around like nobody's business. And they've only had development kits for just over six months. Would insiders really exaggerate *that* much without there being any truth in it? We think not.

What about Nintendo's decision to rebel against the current CD convention and

continue with carts? An odd decision, but not completely barmy. Howard Lincoln gave a clue as to the reasons in his keynote address at E3 in May stating that Nintendo's main concern with the CD format is that of piracy. True, it easier to bootleg CDs than it is carts, but CDs can hold so much more information. Nintendo's argument is that their compression techniques can match a CDs storage capacity and with no moving parts, they can keep the hardware price below \$250. Fair enough.

Add-ons are still at the rumour stage, but it has been, all but, confirmed that an optical mini-disc add-on is in development even as you read. This is allegedly twice as quick as traditional quad-speed CD drives and can hold five times as much information. Wahey!

What about the games then? Again, only a handful have been confirmed, but of those not one appears to be an obvious dud: *Killer Instinct 2*, *Ultra Mario*, *Quake*, *FIFA '97*, *Final Fantasy 7*, *Ultra Doom*, *Cruis'n USA*,

Ultra 64 System Specs:

- 64-bit Ricc R-4200 Reality Immersion Engine
- 3Mb RAM
- 105.8MHz with a 500Mb per second bandwidth
- 64-bit graphics processor
- 320x224 screen resolution
- 24-bit colour
- 1,280x1,020 resolution
- 64-bit sound chip with 64 channels
- 100,000 fully texture-mapped polygons per second
- Realtime raytracing
- Realtime anti-aliasing
- Tri-linear MIP-Mapped Interpolation



10 Things you never knew about Nintendo and their Ultra 64

100% 1996
Ultra 64

sakes arrive!

Shadows Of The Empire, Robotech Academy, Red Baron, Top Gun: A New Adventure, Goldeneye, Stackers and Monster Dunk. Not bad for starters. The rest of the software is of an equally tasty nature, although none of the titles in the following list have yet been confirmed, check this little lot out: *Turok: Dinosaur Hunter, Mortal Kombat 3, Ken Griffey Jr Baseball, Mission Impossible, Metroid 4, Waterworld, Pilotwings 2, Akira, Ultra Starwing, Frank Thomas' Big Hurt Baseball, Ultra Mario Kart, Alien Trilogy, Castlevania, Ultra F-Zero, Ace Driver, Madden '97, Ultra Zelda and Ultra Tetris.*

As exclusively revealed by Ultimate last month, the joy pad certainly lives up to the 'revolutionary' tag slapped on it when rumours were rife earlier in the year, but mystery still surrounds the hollowed-out area on its underside. Will it house a memory card? Is it a port for some sort of immersion goggles? Headphones? All will be revealed next month.

That's all the speculation laced with scant facts out of the way then, but what of Nintendo themselves. Have they left it too late to enter the Next Gen with any degree of success? Well, maybe. The release of the Saturn and PlayStation has certainly robbed Nintendo of some of their 'old faithfuls', but they're not stupid. Assuming there is a method to their apparent madness, it can only be assumed that they intend to crash past the Next Gen and into a New Wave of gaming, which is only possible if they can disassociate themselves from the PlayStation and Saturn. A significantly later release date would achieve this.

The only question that remains is when, exactly, will the bloody thing be released? The official line from Nintendo is that Japan will have units in time for Christmas and the rest of the world will have to wait until April. We can live with that, but what's this we've been hearing about a May 21 Japan release and September onwards for the UK? Here we go again...

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Since the first Mario game in Japan in the early '80s, Nintendo have sold videogames at roughly the rate of three per second, every minute of every day, for the last twelve years or so.

Recently Nintendo sold their billionth cart, which is the equivalent of one game for every teenager in the world.

Sony's PlayStation was originally developed as an add-on for the Super Nintendo.

Ten years ago, the processing power of the Ultra 64 would have cost \$14 million.

The fastest selling game of all time was *Donkey Kong Country* which, when first unveiled to the press in '94, was originally thought to be an Ultra 64 game.

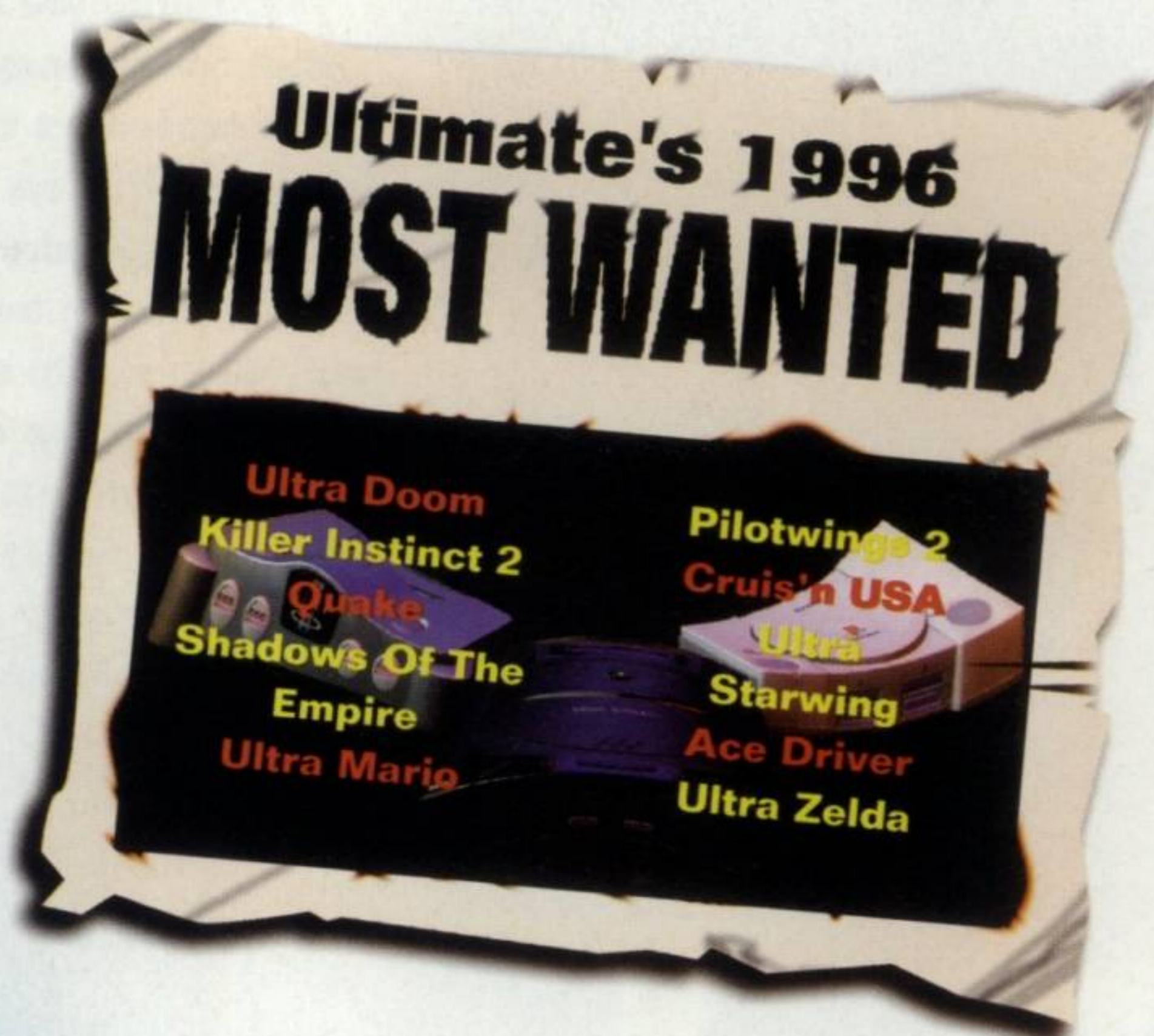
The early '80s Game & Watch classic, *Cement Factory* was the first game to feature Mario, NOT *Donkey Kong* as is commonly believed.

The word Nintendo is made up of three Japanese characters, NIN, TEN and DO which, when translated means: Work hard and in the end it's in heaven's hands.

Nintendo have assembled a Dream Team of developers for the Ultra 64 to try and re-establish their reputation as gameplay kings after the flood of tat that somewhat 'spoiled' the SNES and Game Boy. Hoorah for quality control.

The Ultra 64 is the first home console to include four built-in joy pad ports. Bit of an obvious addition if you ask us.

Nintendo was founded in 1889, with the invention of the Game Boy – only joking, they started out making ornate playing cards.



Master Test

If you live in a tiny bedsit, this won't be of great importance to you, but, if like each of us, your home is a stupidly big mansion, you'll want to know just how long those cables are on the Next Gen joy pads...



▼ We have a winner! The 3DD reaches an astonishing 350cm!



▲ The Saturn lead is a whopping 200cm long.



▲ The NEO GEO lead boasts a very respectable 145cm.



▼ The PlayStation lead clocks in at a luke warm 115cm.

PlayStation

Riding on the

There's no getting away from it. Sony's console has been the most eagerly awaited of the Next Gen bunch. From the first moment we saw its near-perfect conversion of the arcade classic *Ridge Racer* and the see-through trousered wonderfulness of *Toshinden* we knew that Sony, despite being newcomers to the gaming world, had produced a machine that had the power to beat the competition hands down. But should you nip down the shops and shell out three hundred nicker for a machine that may go the way of the Betamax before the year's out?

Well, amazingly, despite being relatively new to the shelves of British shops, Japanese ones have been flogging them by the cart load since December 1994. It's been an unprecedented Japanese success story. And the fact that it's taken a year to get the blighters over to Blighty means that there is a huge range of excellent titles already out there. At this developed stage of the proceedings there's no risk involved in purchasing one of Sony's beasts, it seems that a prosperous and highly successful '96 is assured.

However, there are two distinct blots on the PlayStation's landscape. The first is the Sega Saturn, released around the same time. Sony had its work cut out competing against a company with such established gaming might and arcade know-how, but have, over the last year,

consistently come up with the goods which has left Sega's nose ever so slightly bloodied. With Saturn titles like *Sega Rally* and *Virtua Fighter 2* out in the new year however, what can Sony pull out of the bag to match them?

Well there's a faultless conversion of *Doom* (see page 60) to look forward to, *Ridge Racer Revolution* with a link-up facility and new tracks seems certain to be a massive '96 hit and follow-ups to *Wipeout* and *Destruction Derby* are in the pipeline too. What's more, it has been said that existing title *Tekken* beats the not yet released *Virtua Fighter 2* anyway, and a *Tekken 2* follow-up is promised. Can the PlayStation do no wrong? It seems not.

Along with the likes of Namco producing PlayStation conversions of their arcade hits another part of the Sony

PlayStation System Specs:

32-bit custom R3000A RISC chip running at 33MHz

24-bit colour

Up to 4000 8x8 pixel sprites

66MIPS Geometry Transfer Engine

Resolution: 256x224 up to 640x480

16-bit sampling at 44.1KHz

256K CD ROM buffer RAM

16Mbits Main RAM

8Mbits VRAM

4Mbits Sound RAM



A

10 Things you never knew about Sony and their PlayStation

100% 1996
PlayStation

crest of a wave

success story has been the consistently top-quality software coming from the Liverpool HQ of Sony Interactive Entertainment. Glen O'Connel, their PR guru told us how he sees the PlayStation's '96 developing: 'Technically it's by far the superior machine and I'm confident that the team we have here will keep it coming throughout '96. I've seen software that surpasses anything we've already seen.' A confident chap, and perhaps quite rightly so, but what of the second threat to Sony's plans for world domination, the forthcoming battle with Nintendo's Ultra 64? Are pants being filled in Sony HQ's around the world? 'No, it's the software that's important', Glen reminds us, 'You could put a Kray (very powerful super-computer) in a console, but that doesn't mean that you're going to get better games. We can't be complacent,

but I think we're one step ahead of every other developer. 1996 is going to be a VERY good year for the PlayStation'.

With their 'second generation' titles like *Wipeout 2* and the amazing lookin *Tenka*, a game designed to go head-to-head against *Doom* sequel *Quake*, all putting in an appearance before the Ultra's rumoured September unveiling, he could well have a point.

Unlike Sega, with their keyboard and modem add-ons Sony are poo-pooing the fashionable 'multimedia' tag and are out to depict the PlayStation as the ultimate street-cred games machine.

It's been said that Sony are taking the launch and subsequent development of the PlayStation as seriously as that of the Walkman, their first 100 squillion selling, life-altering piece of hardware. Could the PlayStation be their second?

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'The unique architecture and advanced technology available in the PlayStation is allowing us to develop dramatically improved interactive entertainment software that will set a new standard in the industry,' said Larry Probst, Chairman, President and CEO of Electronic Arts on its launch.

More than 100,000 PlayStations were sold over its first weekend in the US which, combined with game sales and peripherals, brought the total revenue up to \$45 million – more than *Jurassic Park* grossed in its first weekend.

The UK PlayStation pad is 18% larger than the Japanese one and has a substantially longer lead. Cos we're bigger than them.

The PlayStation was released in Japan on December 3rd 1994, so it's recently celebrated its birthday – its first birthday in fact.

Sony originally originally joined Nintendo to R&D a CD ROM drive for the SNES, but went further, hoping to produce its own SNES which would play both carts and CDs. This was to have been called the Super Disc. The agreement was cancelled by Nintendo.

The PlayStation memory cards have 128K of storage space.

When the PlayStation was launched in Japan, most games cost under ¥6000 (£36) to buy.

Sony bought Psygnosis (now Sony Interactive) in 1993 for £30 million.

The console was launched in the UK on the eve of PlayStation-endorser Prince Naseem Hamed's Cardiff fight with Steve Robinson for the World Featherweight title.

The PlayStation was unveiled to the public a week before its official launch on the Ultimate Future Games stand at Live '95, London's Earls Court.

Master Test

From switch on, to logo – which of these machines gets its arse in gear the quickest? Assuming you switch the thing on around 10,000 times in your life, this test could save you up to ten hours! Oh, yes!

▼ 20.7 seconds?
That's just too long!
Good grief!



SEGA SATURN

SEGA ENTERPRISES, LTD. 1994 Ver.1.0

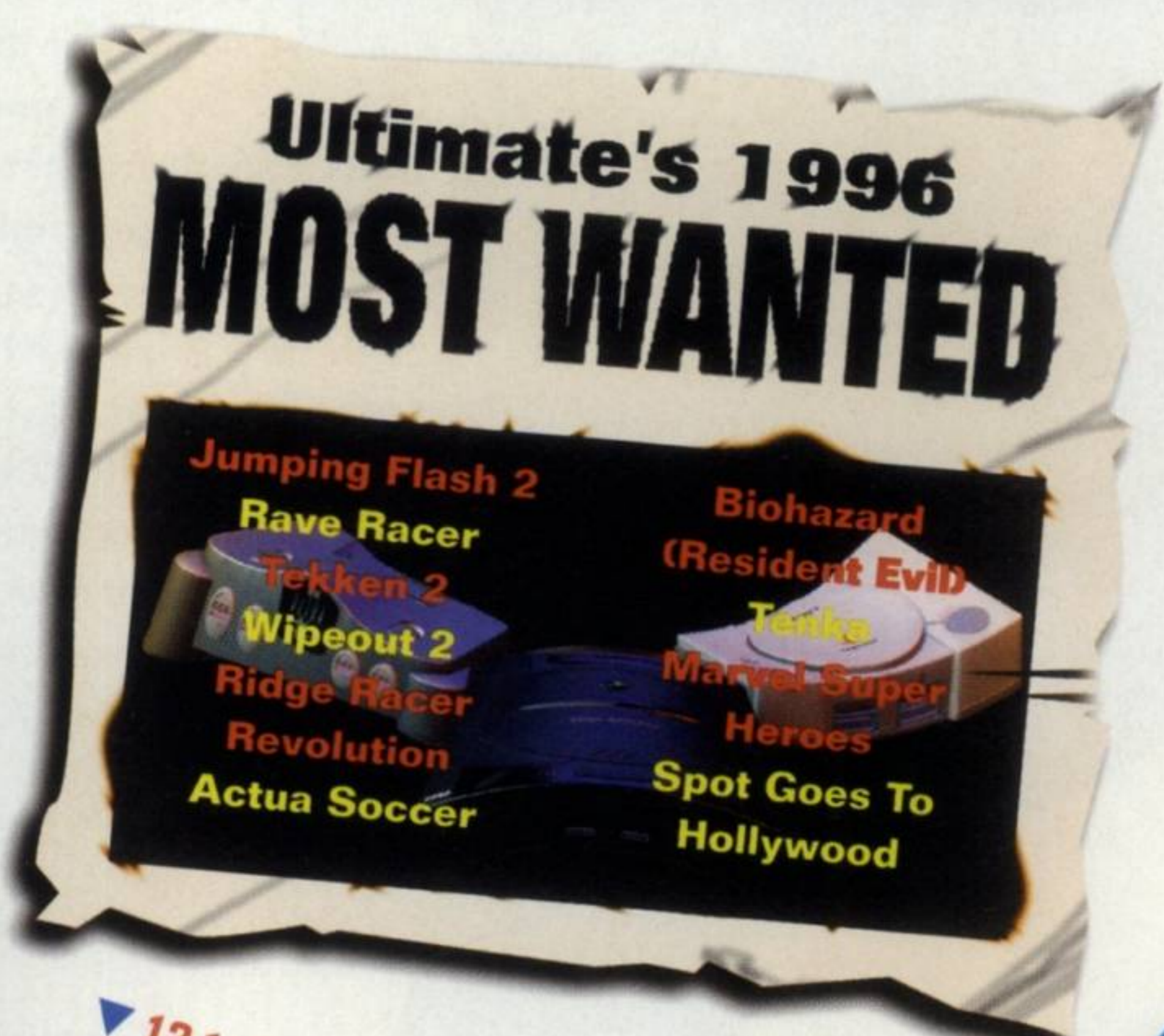
▲ Surely 15.2 seconds is still too long to wait...



▼ 12.1 seconds!
That's more like it.
Well done Sega.



▲ Hoorah!
11.5 seconds.
Well speedy!



Saturn

Sega



Next year could indeed prove to be Sega's year in the videogame arena ('95 hasn't been quite the vintage one they were hoping for). It's certainly set to kick off with a bang, thanks to the 99% sure slippage of *Virtua Fighter 2* and *Sega Rally* to January.

The reason for this delay is down to Sega Europe's determination to get the PAL conversions just right. 'We feel that after Christmas and into the new year things will change,' says Mark Maslowicz of Sega Europe. 'The initial hype the PlayStation had will have gone and it'll be down to deciding which system you want for which games - the prices will

be the same and it's down to the software. So we feel that if someone buys a Saturn a year from now, they'll still have to have *Rally*, they'll still have to have *Fighter 2*. People will see that we have taken the time for Europe to do a decent conversion while some of our rivals haven't.'

Everyone admits that by next year, when the hype-polluted summer of '95 has well and truly faded, it will be a matter of who has the biggest catalogue of quality games out on the shelves. But Sega aren't stopping there. Already, we have the Video CD add-on and Photo CD for the Saturn (whose sales are surprising even Sega). This type of 'upgrade' is never going to be something massive on the Saturn though, but certainly makes the machine seem a more attractive investment at its current price. It's certainly maturing from being a pure games system, especially with the long-term

projects like the keyboard (which won't even be available in Japan until next winter).

Next year, Sega's main concern will be to win the software war, though. Coin-op titles are going to become increasingly important, with loads more already on their way. 'What you have to do is look to the arcades,' says Maslowicz. '*Manx TT*, *Fighting Vipers*, there'll be a *Virtua Fighter 3* eventually... but there's also stuff like *Sky Target* and *Cop 2*. Basically, from everything that's in the arcades we'll be able to pick and choose which we feel are best. *Indy 500*, for example, may not have been state-of-the-art in the arcades, but could make a great Saturn game.'

The arcade conversions will be important, but the original stuff will be vital. There are plans for sequels to *Panzer Dragoon* and *Bug!*, for example. *Panzer* should be much less linear and feature a greater freedom of movement. *Bug!* was also a massive hit, so there's certain to be a follow-up. The results of

Saturn System Specs:

2x32-bit RISC SH2 (28.6 MHz, 25 MIPS)

Hitachi SH1, 24-bit DSP, Motorola 68000

2Mbit onboard RAM, 1.54Mb VRAM, 540K audio RAM

300,000 texture-mapped polygons/sec, 900,000 flat-shaded polygons/sec

True colour from palette of 16.7 million

Resolution: 320x224 up to 704x480

16-bit sampling at 44.1KHz

32 channels



10 Things you never knew about Sega and their Saturn

Strike Back

third party development are also beginning to appear – Sega are keen to point out that on a worldwide basis there's more Saturn stuff in development than for PlayStation. The difference is, that there might well be more PlayStation third party games out within the next six months, but in most cases (at the moment, anyway) the PlayStation versions are ahead because PlayStation development kits were available before those for the Saturn.

Obviously, the Ultra 64 will be out next year, but Sega don't see it as a big threat as they believe a PAL version may not even appear until September next year. By then, the Saturn and PlayStation will be on third and fourth generation software – the developers will be very familiar with the machines and there'll consequently be many more games on the shelves.

There's no doubting the current sales figures though – Sony have sold more PlayStations than Sega have Saturn's in a much shorter period. Sega accept this, but

are confident that Saturn owners know good software and will buy more games. Next year things will turn around, they believe. 'The SNK deal (see page 38) is going to be a nice plus for us,' says Maslowicz, but admittedly that's only a small part of what the Saturn will have to offer. Sega Europe themselves are aiming for 30-40 of their own in-house titles to hit the Saturn (chosen from over 100 worldwide). And top news Role Playing fans – they'll be covering RPGs more and more (*Riglord Saga* – will be one of the first releases). Sega also feel that extras like the Internet and Video CD give them the edge. Combine that with the fact that they're making an effort to create 'proper' arcade conversions – full screen and full speed, the fact that they've got a decent amount of arcade games next year and the fact that the Saturn's likely to get 95% of all PlayStation titles (plus its own exclusive ones) and its future looks better than it has done all year. The Saturn strikes back...

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In the US, Sega will, along with CSK Corporation, launch a new company; this month. SEGA SOFT will develop software for multimedia PCs and the Internet. They will also be contributing to the Saturn's catalogue of titles.

Almost 40% of Sega's software business comes from its Sega Sports family of games. Americans demand it, you see.

The Saturn supports Q-Sound. This is a sophisticated audio engine which allows programmers to make sounds in a game appear to come from anywhere within a 3D 180° arc in front of you.

Sega have launched the Sega Channel, which currently allows up to 50 games a month to be downloaded and 'test-driven' by US citizens with cable facilities.

Sega Music Group, a division of Sega US, has a huge studio facility in San Francisco. They are currently involved with a new band, The Bygone Dogs, whose 'brave, new brand of rock' can be heard on Saturn games *Ghen War* and *Cyber Speedway*.

Sega spent \$10 million on advertising in the US for the launch of its 16-bit Genesis, wielding the slogan 'Sega Genesis does what Nintendon't'.

Sega's AM3 division, the geniuses behind *Sega Rally*, *Manx TT* and *Virtual On*, were responsible for *Sonic The Hedgehog*.

Sega's Saturn-compatible arcade system, ST-V (Sega Titan Video Game System) was designed for driving games, beat-em-ups and sports sims.

The official development system used by most Saturn developers today was actually created in Leeds.

The PlayStation is indeed better at handling polygons, but the Saturn is far superior when it comes to shifting sprites and scrolling.



Ultimate's 1996 MOST WANTED

- | | |
|------------------|-----------------|
| Sega Rally | Street Fighter |
| Manx TT | Alpha |
| Virtual On | Fighting Vipers |
| Night Warriors: | Descent |
| Darkstalkers' | Johnny |
| Revenge | Bazookatone |
| Virtua Fighter 3 | Earthworm Jim |

Master Test

Each of the Next Gen consoles can play audio CDs as well as games, but which offers the most options? Which is the most ergonomic? Which has the grooviest interface? There can be only one winner...

▼ The 3DO has a lash at a pattern, but it's too chunky.



▲ Just an interface on the NEO GEO CD. Poor.

▼ The Saturn has jiggly balls on a plain interface. Okay.



▲ The PlayStation V-CD on the demo is the best.

M2 System Specs!

Custom PowerPC 602
microprocessor RISC chip
running at 66MHz

10 Custom co-processors

132 MFLOPS per second floating point
maths processor

528 Megabyte/second memory bus
bandwidth

1 Million polygons/second
rendering speed

100 Million pixels/second
rendering speed

700K texture-mapped, z-
buffered polygons/second
rendering speed

48 Mbits (6 Megabytes) total
system memory

640x480 at 16-bit and
320x240 at 24-bit colour
resolution

MPEG-1 video built-in

MPEG audio decompression

44.1 KHz (CD-quality)
sound



3DO

Dodo's

for around September next year. But it won't be the 3DO company bringing it to you. You may

have read the news story earlier this issue, concerning the \$100 million 'buy out' of the M2 technology by Matsushita. Now, at least things can begin moving at a real pace, thanks to the injection of cash the Japanese giant can offer.

Being one of the older Next Gen machines (which has the added advantage of the biggest software catalogue), you'd expect the 3DO to be at the forefront of upgrading to more powerful technology. And you'd certainly be spot on the mark.

Its 64-bit upgrade, the M2, with fabled power the likes of which even the arcades have yet too see is well and truly 'on'

As has always been held, it will initially be offered as an upgrade for the existing 3DO system, with an all-in-one console being launched shortly afterwards. The M2 technology will also begin appearing in many other applications, though and Matsushita are sure this will give them an edge in '96. 'In order to succeed in this business, we need to acquire the rights and become the licensor of interactive, high-speed, high-performance graphics processing and operating system technology offered by the M2 architecture,'

says Mikio Higashi, Managing Director of Matsushita Electric Industrial. 'We will implement this technology in a wide variety of applications in both consumer and commercial AVC (Audio, Video and Computer) businesses to gain a substantial advantage over the competition.'

3DO have been supplying third party game developers with M2 development systems since July and their own Studio 3DO label is well under way with developing 64-bit software, so there should be several titles out there when the machine is finally launched - that has to be of prime importance for any system trying to establish itself next winter, because not only will the PlayStation and Saturn be on third generation games, the Ultra 64 will have arrived, backed by a huge publicity campaign (including Premier League Sponsorship). But from talking to members of the industry 'in the know', those projects currently under way are already looking stunning and are certain to generate their own

10 Things you never knew about the 3DO

100% 1996
3DO

a Go-Go

publicity. The only trouble lies in the lack of killer arcade conversions. The Saturn and PlayStation rolled off the shelves due to conversions of *Virtua Fighter* and *Ridge Racer* respectively. They were known quantities, big names, which guaranteed success on launch. 3DO are going to have to work twice as hard to sell a system, which although powerful, will have to rely on original launch titles. The Electronic Arts connection should prove vital, though (*Need For Speed 2* and *FIFA '97* anyone?). One thing is certain - M2 will bring with it a new controller. Panasonic are working on a re-designed pad, as the rather cumbersome, stiff affair with the current system is, well, rubbish. There are currently no details as yet concerning the direction it might follow, though. If there's one thing you can say about the Next Gen with certainty, it's that it's caused a revolution in joystick design.

Are 3DO and their hardware partners going to be promoting

the idea of M2 at the expense of the existing console, though? Obviously not - if you've bought into a particular system, yes it's important that the company is always looking at making that machine even more powerful, but it's important to feel that software is still being produced for the 32-bit system. And 3DO Europe themselves are keen not to start hyping M2 just yet.

'We've just started a promotion with our retailers which has seen the price on the current 3DO hardware reduce in the marketplace,' Phil Kipling, Panasonic 3DO's Assistant General Manager, tells *Ultimate*. 'It's currently selling at £249, and if you look a bit harder, a little bit cheaper. And that really was an instant reaction from our point of view to the signing of the contract.' So yes, the ink hasn't even dried on this 3DO/Matsushita contract, but already preparations are beginning for next year's assault on the industry.

Let's hope they're successful in increasing their user base.

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The M2 is reputedly ten times more powerful than the Sega Saturn, seven times more powerful than the Sony PlayStation and four times more powerful than Nintendo's Ultra 64.

There are ten M2 titles currently under development.

Every Friday, at the end of the day, the company employees get together at their headquarters in California to talk about the latest developments in the world of 3DO, with Star Performers that week being 'recognised'.

Goldstar has created several 3DO-dedicated arcades in Seoul, Korea.

The official 3DO Web Site on the Internet features an Employee Spotlight section, which allows you to get to know a different member of the company each week.

The 3DO should have 250 titles available worldwide by the beginning of 1996.

Over six million 3DO CDs have been pressed to date.

700,000 3DO systems have been distributed through four continents around the world.

The codename for the company before it became known as 3DO was the San Mateo Software Group (SMSG).

Toshiba had planned to use 3DO technology in a car navigation system it's developing... but cancelled due to 'changes in the market environment'.

Ultimate's 1996 MOST WANTED

Return Fire 2
Doom
PO'ed
The 11th Hour
Alone In The Dark 2
Need For Speed 2
Foes Of All
Street Fighter Alpha
NHL '96
Maximum Surge

Master Test

Before you even contemplate buying a Next Gen console, there's one key element which must be taken into consideration: Just how far can each console's flip-top launch a humble penny? We find out...

▼ A very respectable 9.4 cm - pretty gutsy, but not brill.



▲ This only managed a measly 4.6cm (with slot coverage).

▶ What a beast! A massive 14.3cm. The clear winner!



Jaguar

A purrfect



The Jaguar's had a rough old time of it this year, there's no getting away from it, what with a lack of software actually getting out on the shelves and some particularly muddy efforts slipping through Atari's sieve-like quality control system. But we must always look to the future and Atari are certainly confident that theirs is better-looking than most.

The CD ROM add-on is at last shipping into High Street stores in the UK, but the Virtual Reality headset has again hit troubled waters (see news story this issue). Atari assure Ultimate it will now be released in '96, but could not confirm the exact timing. Research and

Development is also being carried out on Jag 2 and Jag 3 (with a release likely in winter '96). These will be considerably more powerful than the current system and today's software will be downwardly compatible.

But what of the software? The hopeful EA deal is rather sluggish at bearing fruits, because they weren't prepared to give Atari the source code at the same time as the license (i.e. *FIFA '95* now, rather than *FIFA '96*). Where are the games from the Sega deal? Darryl Still, of Atari UK explains: 'It's currently a finance thing, with no crossover as yet. The biggest thing for us software-wise is the advent of our PC range, so we will be producing software on both Jaguar and PC. We have quite a number of PC CD ROM titles lined up for the launch of our new division, Atari Interactive, on the 5th January '96. *Tempest 2000* is the first, followed by *Attack Of The*

Mutant Penguins, Highlander and Baldies.

More importantly, the Jaguar and Jag CD software is certainly beginning to pick up, with a whole host of releases planned for early '96. In fact, ten titles are due to hit the High Street before Christmas has slapped its tubby turkey self in our chops. As Darryl puts it: 'There's a load of software coming through now - not just in development, but in production. The only two key titles that have slipped are *Fight For Life* and *Defender 2000* which will be out early '96, the former being our first key title of next year.' Rather than rushing it out for '95, Atari want to make sure they're 100% happy with the game (and have even brought in a new team of programmers to take over the project).

So, it would seem that the generation and release of quality software is Atari's main concern for '96. 'The key thing for us is to emphasise that the current system, as it stands, is a low-

Jaguar CD ROM System Specs:

- Double-speed drive - 352K/second sustained data rate
- 790 Megabytes (non-ISO 9660 custom Atari format)
- Custom 'Butch' processor handles system chores and buffers data
- VLM (Virtual Light Machine) saves last setting without expansion. Flash RAM cartridge (1Mbit) for multiple saves to be available separately
- VideoCD (only with optional MPEG cartridge)



10 Things you never knew about Atari and their Jaguar...

100% 1996
Jaguar

future?

cost entry into the Next Generation,' adds Darryl. 'And our message is that you don't need a big CD machine, you don't need to pay £300 - you can get into the Next Generation for as little as £50 (in exchange for a Mega Drive or SNES at Future Zone).'

But what of next year's support for current Jag owners? 'We're now coming to third generation titles, like *Zero 5*. We've now, over a period of three years, in which we've been working with developers, got a group we know can make the machine sweat, a group we know can knock off quick conversions if we want quick conversions. So we've got our developers bracketed into the areas we can best use them. We know who are the time wasters, who are going to miss deadlines and who are going to produce the goods for us. And we've got the quantity threshold that allows us to raise the quality.'

Atari tell Ultimate the big games to watch out for next

year are: *Supercross 3D* (watch *Eurosport* to see how the Americans flip for the sport), *Defender 2000*, *Commander Blood*, *Zero 5*, *Sudden Impact* (a driving game in the mould of *Destruction Derby*), *Skyhammer*, *Highlander 2*, *Rocky Horror Interactive*, *Varuna's Forces*, *Mortal Kombat 3*, *Iron Soldier 2*, *Nerf Max Force* (the official game for the Nerf gun), *Dactyl Joust* and *Highlander 3* - that's the set-in-stone line-up, but there will be a lot more added. In fact, Atari have plans for 40 titles on PC CD ROM (which will probably all end up on the Jag), with another 25-30 on Jag cartridge (that's specifically from the European Development Centre, which tends to concentrate on cartridge titles). They see there being the constant problem of people always looking for the next big thing hardware-wise, but are confident in their software support line-up for the existing systems in '96. Good luck to you Atari.

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Atari was founded in 1968 by University of California engineering graduate, Nolan Bushnell. He released *Pong* in 1972. He is God.

In 1983, Atari were approached by a small Japanese company called Nintendo, who were offering them the worldwide rights to their Famicom console. Atari didn't want to know. That year, they made a loss of \$536 million.

Atari began research into a 64-bit system in 1990, completing development of the Jaguar's architecture in 1992.

Atari unveiled the Jaguar in August 1993 at the Chicago Consumer Entertainment Show and by the end of the year 150 developers had signed up for production rights.

At the tail end of 1994, Sega settled out of court with Atari for infringement of some of its patents. This came to \$50 million cash and \$40 million stock in Atari, meaning that both Atari and Sega can publish a specified number of games on each's present and future platforms.

The Jaguar itself has five processors, which are contained in three chips. One is a standard Motorola 68000, while the others are nicknamed Tom and Jerry.

Atari didn't get behind the headline-stealing third-party-produced 'Catbox' (a peripheral which basically separates out the ports on the back of the Jaguar) in the US. To use it properly you need to get one for every Jag you get and it costs \$80. For fanatics only.

An Official Jaguar Software Helpline exists. It's pretty expensive though (49p per minute cheap rate, 39p per minute at all other times), so ask whoever pays the phone bill before you let your digits wander.

Atari's mission statement is: 'To provide home users with the world's most advanced, yet affordable, interactive entertainment systems and software'.

By Christmas '95, there should be well over 50 titles for the Jaguar in the shops in the UK.

Master Test

If you're not happy with your machine's performance and you want to wee on it, chances are, this'll be the last view of it you see. Is it a pleasing one, though? Just how weeable are these consoles?

▼ Nice slats for maximum wee penetration.



▲ The flat. A definite splash-back hazard.



▼ The best wee-shedder of the bunch. Good curves.



▼ Give it a good blast on the open button. Top fun!



Ultimate's 1996 MOST WANTED

Missile Command (VR)
Defender 2000
Mortal Kombat 3
Brett Hull Hockey
Skyhammer
Phase Zero
Highlander 3
Nerf Max Force
NBA Jam
Tournament Ed
Varuna's Forces

Ottom's

And The Rest...

The other consoles should benefit from the hype and success of current machines and the '96 launches.

Once the general public begin experiencing the power of the 32- and 64-bit machines for themselves, videogames will start to become 'in vogue' again. There'll be a fevered interest in the new technology, and, as the machines are rather more expensive than your old Mega Drive or SNES, people will think rather more carefully about what exactly they want from a console. Oh yes!

Master Test

What happens when you bung a Video CD in each of these machines then? That's the big question on all your minds, surely. Well we thought we'd give it a go even if the answer is bleedin' obvious...

▼ CD-i, hey presto! It plays the movie - would you credit it?



▼ The NEO GEO CD, tells you to wait for a very long moment.



The Neo Geo CD, for example, is sure to slowly pick up even more followers to join the current 20,000 or so owners. It still presents the ultimate choice for those serious about their beat-em-ups, although the restrictions of the hardware means that it won't feature any scene-stealing 3D polygonal efforts, like *Tekken* or *Virtua Fighter*. It can handle 2D games like a dream though, and is certainly expanding its catalogue with simple, intensely playable games like *Windjammers* and *Puzzle Bobble 2*. It's even set to step tentatively into Role Playing territory with *Samurai Shodown RPG*. Good stuff.

The main problem facing the NEO is its sluggish CD speed. However, this is likely to be addressed, as it has been in the US, with a double speed CD drive. Hoorah!

The CD-i still hasn't fulfilled its true potential, but it is slowly growing and the truck load of Video CDs due to be released next year isn't going to do it any harm at all. Add to that its ability to access the Internet from your TV at the fraction of a cost of a PC and just maybe it'll surprise us next year. Hmm...

D

Acclaim

Busy year for Acclaim.

Alien Trilogy sees the light of day on the PlayStation, Saturn and PC CD ROM in April with Capcom's *X-Men: Children of the Atom* beat-em-up converted for the PlayStation, Saturn and PC CD ROM around the same time. Other Marvel tie-ins include *Iron Man*, *Fantastic Four* and *Mutant Chronicles*. Games of films include *Dragon Heart*, *Cutthroat Island* and *Crow 2* while there're new *Judge Dredd* and *Batman Forever* arcade games. 'Madden beater' *NFL Quarterback '96* is out for all formats in January while 3DO hit *D* gets the multi format treatment in March. *Rise 2*, the *Rise of the Robots* follow up for 32-bit consoles only ('16-bits can't handle it') is out in March. An Ultra 64 game, *Turok: Dinosaur Hunter* is under way with other Ultra games 'perhaps conversions of our arcade titles' planned.

Activision...

... are nearing completion on *Spycraft*, an espionage adventure game 'written with help from the ex-heads of both the CIA and KGB' for PC CD ROM. *Zork Nemesis*, the follow

up to *Return To Zork* is for PC CD ROM while *Hyperplay Hockey* is for the PlayStation. Janine Johnson is looking forward to '96 and hopes for the 'emergence of a single dominant hardware format.'

Argonaut

Jo at Argonaut tells Ultimate that they'll be releasing the PlayStation and Saturn versions of *Creature Shock* (along with Interactive Studios) with the dodgy first level replaced with a much better '3D flying game, a bit like *Starfox*'. Speaking of which there's also a Next Gen game featuring 'a famous Argonaut character' planned too. Next Gen *Starfox* anyone? There's a 3D 'Mario style platformer' in the works too. What, nothing new? We don't believe you Argonaut!

Attention to Detail...

... are fiddling with three titles for the PlayStation and Saturn on behalf of US Gold, GTE Interactive and Activision, they are: A 3D game 'based on a very popular comic and TV character', another 'original' 3D game and a 3D puzzle/action game. Chris Gibbs says that 'the PSX and Saturn are a dream come true for us, providing a superb platform for our 3D graphics'.

Bitmap Brothers:

The Bros are still plugging away at *Chaos Engine 2* for the PlayStation and PC CD ROM and *Z*, a top-down strategy/action war game will be out in January. They wouldn't tell us any more.

Developers

1996 may well prove to be the biggest money-spinning year ever for the gaming industry and who'll make all the money? This lot, that's who...

BMG Interactive...

... have the *Bermuda Syndrome Adventure* on PC CD ROM and two new Saturn titles, *3D Basketball* and *Titan Wars* (formerly known as *Solar Eclipse*). There will also be Saturn versions of the 3DO's *The Hoard* and platformer *Gex*. All are due early next year.

Bullfrog...

... are stepping up the pace in '96 with absolutely loads of Next Gen releases. *Dungeon Keeper* will kick things off in March on the PlayStation, Saturn and PC CD ROM, followed closely by the newly texture-mapped *Syndicate* follow-up, *Syndicate Wars* on the same platforms. The latest in their popular sim series, *Theme Hospital* will be released on PC CD ROM in April and promises to be scandalous to say the least. In May they're expecting to release their underwater saga, *Creation* on the PlayStation, Saturn and PC CD ROM. There'll be a new slant on the super-hero genre in *Indestructables* in September (formats not confirmed) and by the end of the year we should see a multi-format release of *Populous 3*. Do we need another *Populous*?

Capcom

Most of Capcom's games will be distributed through Virgin in the UK. The following dates are US dates: *Warriors Of Fate* on the PlayStation (January 2nd), *Darkstalkers* on the PlayStation (January 2nd), *Fox Hunt* on the

PlayStation and Saturn (January 19th), *Dungeons And Dragons* on the PlayStation and Saturn (January 19th), *Street Fighter Alpha* on the PlayStation and Saturn (February 2nd), *Buster Brothers Collection* on the PlayStation and Saturn (February 15th), *Night Warriors* on the Saturn (February 15th), *Resident Evil* on the PlayStation (March 1st) and *Warriors Of Fate* on the Saturn (March 29th). Although not yet part of Nintendo's Dream Team, Capcom are pretty confident that they'll be amongst the first companies developing for the system. Hoorah!

Caspian...

... recently completed the space shoot-em-up, *Zero 5* for the Jaguar and are currently working on three other exclusive Jag titles.

Codemasters...

... will be converting popular hits in the form of *Micro Machines*, *Pete Sampras Extreme* and *Brian Lara 2*. All for the PlayStation. Rachel England tells Ultimate that they will be, 'completely different, all-new Next Gen versions'. All three are due out in Spring.

Core Design

Core what? Rubbish joke, sorry. Core have the following planned for next year: *Scottish Open* on the PlayStation, Saturn and PC CD ROM (first quarter), *Blam! Machinehead* on the PlayStation, Saturn and PC CD ROM (first quarter), *Swagman* on the

PlayStation, Saturn and PC CD ROM (second quarter), *Tomb Raider* on the PlayStation, Saturn and PC CD ROM (third quarter) and *Ninja* on the PlayStation, Saturn and PC CD ROM (third quarter). Good work.

Electronic Arts...

... are going to be a very busy bunch next year. Amongst others, they'll be releasing: the flight sim *Advanced Technical Fighter* on PC CD ROM, the helicopter sim *AH-64D Longbow* on PC CD ROM, *Madden '96* on the PlayStation and PC CD ROM, interactive movie *The Darkening* on PC CD ROM, Bullfrog's strategy action game *Dungeon Keeper* on PC CD ROM, *Syndicate Wars* on PC CD ROM and PlayStation, *Theme Hospital* on PC CD ROM, the eagerly awaited PlayStation version of *Road Rash*, *Wing Commander 3* on the PlayStation, *NHL '96* on the PlayStation and Saturn, and *Magic Carpet* on the Saturn. Blimey!

Elite...

... have the helicopter shoot-em-up, *Aftershock* for PC CD ROM, 'an action football game,' *Onside* for the PlayStation and *Dirt Racer*, the 16-bit console fave rally racer for PC CD ROM and PlayStation. All due early '96. Stoating!

EMG

Atmosfear for PC CD ROM and CD-i is a conversion of the famous board game. 'It's absolutely brilliant and really scary'

according to Pamela Reidy, but then she's a girl isn't she? Also due soon is *Space Truckers*, a movie license of a film, currently in production in Ireland, starring Dennis Hopper. This 'comedy sci-fi adventure' is due NEXT Christmas (!) for, as yet, undecided formats.

Gametek

Ultra 64 news. *Robotech* an 'interactive Manga experience combining shooting and puzzle elements' will be out when the machine is released. *Death Star* for the PlayStation is a *Frontier/Elite*-style space adventure and a barrage of sports sims on a new, as yet untitled, 'sports label' are planned for summer '96. *BC Racers*, *Defcon 5* and *Primal Rage* all reach the 3DO in January and *Ripper*, an interactive movie on PC CD ROM, stars Christopher Walken and lots of blood. *Battle Cruiser 3000* is also for due on PC CD ROM and promises more *Frontier/Elite*-type goings on. Only better.

Gremlin

Sheffield's finest promise: *Normality Inc.* on PC CD ROM, a 3D graphic comedy adventure, *Actua Golf* a polygonal golf game (hey!) for yer PlayStation and the *Doom*-style shooting/adventure *Realm of the Haunting* for PC CD ROM. All are due early next year and Steve Leigh says he's hoping 'Derby get promoted in '96'. Dream on you very strange fella.

Developers

Next Generation - A Final Unity - more on this soon.

Interactive Studios

Psst. Top secret time. Philip Oliver says he 'shouldn't even be mentioning *Firo And Klaud*' for the Saturn and PlayStation, a comedy graphic adventure due in March. We won't tell a soul. They've also got a hand in *Creature Shock* for the Saturn and PlayStation. 'We've had quite a bit of stress with the PlayStation version. We've had to develop new routines to pull the video off the CDs but it's sorted now' Phew! Both versions out first quarter.

Interplay

They are a busy bunch at the moment. Here we go: *Frankenstein Through The Eyes Of The Monster* on PC CD ROM (early '96), *Casper* on the PlayStation, Saturn and 3DO (early '96), *Descent* on the PlayStation, Saturn and 3DO (Spring '96), *VR Baseball* on the PlayStation and Saturn (Spring '96), *Aftermath* on the PlayStation and Saturn (Spring '96), *Waterworld* on the PlayStation, Saturn, 3DO and PC CD ROM (Spring '96) and *Descent 2* for the PC CD ROM.

JVC...

... have *Deadly Skies* on the Saturn, PlayStation, 3DO and PC CD ROM in March. An intriguing 'combination of a 3D dog-fight flight game and a *Mortal Kombat* style beat-em-up' Pardon? *Varuna's Forces*, is a *Doom*-style blaster for the Saturn and 3DO, also in March, while *Impact Racing* is 'Daytona with weapons' for the Saturn. *Raw Pursuit* brings hovercraft, jetski and boat racing to the Saturn, again in March and *Victory Boxing* finally puts in an appearance on the PlayStation in May. Biff!

Konami...

... will be concentrating more on sports titles than ever before in '96 as well as 'classic' Konami

genres. *MLBPA Bottom Of The Ninth* will appear on both the PlayStation and Saturn, *NHL Full Contact* should be released on the PlayStation and the eagerly awaited *Project Overkill* will debut on the PlayStation and Saturn. There will also be a PlayStation *Castlevania* game (more next month) and they're not counting out a Next Gen conversion of the SNES footy sim, *ISS Deluxe*. Not all of these have been confirmed for UK release, but John Sloan is pretty confident that they'll all make it over here from the US at some stage, as well as another not too cryptic title, 'if you think about a certain event next summer and then you think, would it be sensible to release a game based around that event, that may give you some idea... in Atlanta.'

Millenium

After the super *Defcon 5*, Millenium are on the verge of releasing the isometric SAS sim, *Deadline* on the PlayStation and PC CD ROM.

Microprose

This Means War is a strategy/action war game for PC CD ROM and *Virtual Karts* is a kart racing game, also for PC CD ROM. *X-Com: Terrors From The Deep* is the sequel to *UFO*. *Civilisation 2000* is the latest in the *Civilisation* series with a 'top-down view, futuristic scenario' for PC CD ROM. Also on PC CD ROM comes *No Pain No Gain*, another futuristic racing game featuring 'cars with guns'. *Top Gun: Fire at Will* is an arcade/combat flight sim and pops up on the PlayStation and PC CD ROM and *Gunship 2000* for the PlayStation is 'based on the original PC helicopter game, but souped-up and looking pretty damn special' so says the lovely Lisa. All are out after Crimbo. Rumour has it that they're also working on *Star Trek The*

Ocean

Heading Ocean's massive line up is *Hornet* for the PlayStation, 'a helicopter shoot-em-up' and *Tunnel B1*, also for the PlayStation, 'an unusual 3D game' Both are by developers Neon, will be out in May and 'will blow people away big-style.' *True Pinball* hits the Saturn and PlayStation while Ultra 64 titles are promised for 'the back end of next year,' one of which 'may well be' *Mission Impossible* and another is *Waterworld*, also out as a 3D shoot-em-up for Saturn. *Cheesy* for the Saturn and PlayStation is 'a 3D platformer in the *Bug* mould,' while *Blades of Rage* for the PlayStation is a 'side scrolling shoot-em-up.' *Zero Divide*, a '3D beat-em-up' is also scheduled for the PlayStation and *EF2000*, a conversion of the PC flight sim pops up on Sony's beast too. All are due late Spring. Declan Brennan says that 'Neon will help us produce blockbuster jaw-dropping inventive, innovative games that will break the mould in '96.' Wooooooo!

Panasonic

3DO muckers Panasonic have *Mortal Kombat 3* on the 3DO in March and *C-Runner* (called *Autobahn Tokyo* in Japan) is a 'racing game,' amazingly enough. Ruth Lloyd says that she is looking forward to 'the M2 being released in '96' but then phoned back 30 seconds later when she realised it wasn't being released until '97. She's not a bright lass.

Probe...

... wouldn't give us so much as a whiff of their up-coming product, such is it's top secretness. Mum's the word chaps, oh, and thanks...

Psygnosis

Get your chops round this lot! *Krazy Ivan* for PC CD ROM in February, *Power Soccer* in March

for the PlayStation, *Parasite* for the PlayStation and PC CD ROM (a platform game, like *Flashback*), *G-Police* (a gyrocopter game), in October, *City of the Lost Children* on the PlayStation and PC CD ROM (a 3D first-person *Alone in the Dark* - ish, adventure) for September and *Tenka* (working title) for the PlayStation 'will be the biggest rival to the PC CD ROM's *Quake*. It's one of our first second generation PlayStation games. It's a big big jump up from *Wipeout* say'. Follow ups for *Wipeout* and *Destruction Derby* for the PlayStation and PC CD ROM in September. *DD2* will be 'a lot bigger' and *W2* will have 'new features and more variety'. An unnamed driving game 'not with cars' from *DD*'s developers is due in September. *Myst* will be converted for the PlayStation in March. *Sound To Light* is a new version of the 'graphics to music thing on the demo disc... for the clubs mainly'. *Zombierville* for PC CD ROM is 'a graphic adventure' while *Alphastorm* on the PlayStation and PC CD ROM which is 'not a *Novastorm* follow-up' will be out in September. 'Another racing game for June release' is planned (could feature bikes) and *Lemmings Paintball* 'a *Cannon Fodder*-type game' for the PlayStation and PC CD ROM is due in the Summer.

Rage...

... have *Striker '96*, their console/PC footy game for the PlayStation and Saturn and *Revolution X*, featuring the fabulous Aerosmith for the PlayStation will be coming up in early '96.

Rare

Lots of stuff here. *Donkey Kong Country 2* on SNES has slipped past Christmas. A juicy Ultra tit-bit from Nintendo's top developers - there's a *Goldeneye* Bond tie-in and *Killer Instinct 2* to look forward to. Simon Farmer couldn't 'say anything about either title, but

Killer Instinct 2 will hit the streets sooner than you think, so look out for it'. Perplexing, non? He's 'looking forward to the launch of the Ultra. There's a lot of good games out now, but the Ultra will go one step further'. Gulp.

Rebellion

Skyhammer for the Jaguar is a 'futuristic flight sim. Fly around a **Blade Runner**-style city, shooting stuff.' The Rebs are also working on 'a Saturn title' and hardware add-ons for Next Gen consoles. Paul Topping hinted at VR stuff and stressed that it isn't the upcoming Jaguar VR headset. Whatever it is, it's very hush hush.

Sensible

They've got the rock star RPG, **Sex, Drugs And Rock 'n' Roll** and **Have A Nice Day**, both for the PlayStation towards the end of next year. No doubt those and a million more versions of **Sensible Soccer...**

Team 17

By gum, it's **Witchwood** for the PlayStation and PC CD ROM, an adventure thingy and **Euro Manager** for the PlayStation and Saturn - football, one would presume. Both are out early in '96. Towards the end of the year we should see **Roll Cage**, a texture-mapped racer, as well as **Allegiance**, a first-person action/strategy type arrangement.

Telstar...

... will be following **Lone Soldier** (see page 70) with the multi-player racer **Speedrage** for the PC (Feb '96), **Fable**, a point 'n' click adventure for the PC CD ROM and Mac (Mar '96), the long awaited footy sim **Onside** for the PlayStation and PC CD ROM (Mar '96) and the PlayStation, Saturn and PC CD ROM conversions of **Starfighter 3000** (see page 73). Later in the year they'll be unveiling the 3D slash-em-up, **Excaliber** for the PlayStation and Saturn. Telstar's Simon Jones is 'expecting great things in '96:

There are only two words to describe Telstar next year, and that's s*** hot.' As eloquent as ever, Simon!

TH•Q...

... are a cagey lot, probably because they've been spooked by Nintendo's Ultra 64 non-disclosure agreement recently, anyway, all they'd tell us was that **In The Hunt** will be available for the PlayStation before Easter.

Time Warner

They've **Return Fire** on the PlayStation and Saturn in February and **Hardball 5** for the PlayStation and PC CD ROM. **Primal Rage** shows up on the PlayStation and Saturn in January and the fab **Z's** out too. **Unnecessary Roughness '96** for PC CD ROM crops up (great title!) and fellow PC alike **Star Control 3** is out too. **Endorfun** for the Saturn is due in Spring. Boing! **Adventures Of Star Patrol** 'no details as yet but it's a graphic adventure I think' hits the shelves a bit later.

Titus...

... are working on **Metal Rage** for PC CD ROM, which is a 3D tank game and an intriguing sounding 'animals' game, also for PC CD ROM and PlayStation. So said Sophie, a lovely French laydee. Au revoir mon petite, or something.

UbiSoft

Dance in the streets! **Street Racer** for the PlayStation and Saturn in March! 'Not just conversions but taking into consideration everything that those machines offer,' says Vera Shah. **Player Manager 2** puts in an appearance on the PlayStation and Saturn, an 'arcade and management football game' as if you didn't know, while **Guitar Hits** on PC CD ROM is a teach yourself guitar featuring Jimi Hendrix and Bob Marley! How do they do that? 'And we will be publishing on the Ultra 64' assures Vera. She'd like 'a buoyant games market, like it used to be' in 96.

Aww. Bless her.

US Gold

They're keeping next year's product line-up under they're hats are US Gold, but we do know that **Johnny Bazookatone** will soon be released on the PlayStation, Saturn, 3DO and PC CD ROM as well as **World Cup Golf** on the PlayStation and Saturn. Oh alright, we also found out that they're working on three motion-captured olympic licenses, one of which is titled **Olympic Soccer**.

Virgin

Apart from the aforementioned Capcom titles, Virgin will be releasing the following on the PlayStation and Saturn: **Spot Goes To Hollywood, Tilt, Pinnocchio, Agile Warrior, Indy Car Racing, 11th Hour, Earthworm Jim 2** and **Creature Shock** in the next six months.

Vivid Images...

... will be following the success of **Street Racer** on the 16-bit platforms with conversion for the PlayStation, Saturn and PC CD ROM. There will also be two spin-off titles, **Street Racer 2** and a 3D arcade adventure, **Hodger**, that bloke from the original **Street Racer**.

There you go then, everything you ever wanted to know about 1996, but were afraid to ask. Hang on, though, you did ask for it didn't you? Doh! Oh well, erm, there you go then, you won't have to buy another games mag until 1997. Erm, but where does that leave us? Do! Erm, hope you enjoyed the feature? Oh, that'll do...



Section 3

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Most of the fighting arenas are well done. But just wait until you enter Dural's ocean environment, a beautifully drawn place, backed with the best music.



▼ We've never liked Lau. We hate him even more since he started kicking in old blokes.



▲ The backgrounds still move while you pause VF2.

► Wolf's arch enemy is Akira. But he's not that fond of Kage.



▲ Pai and her dad, Lau, don't see eye-to-eye. In fact, that's the reason Pai's in the tournament – to beat her dad.

Japan's about to go nuts, thanks to

Virtua Fighter 2

Should you?

The original *Virtua Fighter* on the Saturn is the game that set the pace for the Next Generation. But looking back at it now, as things have progressed, it does look a touch rough. That didn't stop over 90% of Japanese Saturn owners legging it out to buy the game on its launch, though.

Along came *Virtua Fighter Remix* and at last we could see what the Saturn could do. But

even before the Saturn was launched, one conversion was being talked about in hushed tones: *Virtua Fighter 2*. Prior to the sequel hitting the arcades, people were making wild claims about the home version. Was the hype justified? You're about to find out...

The first thing that strikes you, once you actually begin playing the game proper, is the depth there is to Sega's strongest *Virtua* title. Okay, that

might sound at odds with itself (surely you'd have to sit playing it for weeks to appreciate this factor?), but if you take on the CPU, you're going to see an endless stream of progressively more complex throws, punches and combos hurled your way. In fact, *Fighter 2* boasts over 2000 moves – put that in context with the original's 700 and you can begin to appreciate what a leap this is. There is a school of thought that weeps on about

there being 'no point in all those moves – it takes far too long to pull off the more complex ones. In fact it's much quicker to just give 'em a basic shoeing. Waa-waa-waa...', but that's exactly the point. You can enjoy the action on several levels – the more proficient you become, the more the game opens up. As you'd expect.

There are also the options to back up this depth in gameplay. Six different modes cater for



Shun

1 The intro to the game shows new character Shun Di, China's answer to a drunken Terry Pratchett training right up.

2 Another section displays each character in turn trying out their moves on wire-frame models.

3 He's old, is this fella and only agreed to enter the tournament when 'under the influence'. Herbal Doctor? Drunk Git.

4 Shun's not so brilliant with his fists, but has a pretty mean 'ram' move which can send the opponent flying all over the gaff.

5 A preferred follow-up, when the opposition is on the deck, is to wobble tipsily about, then twist, and dig his elbow into their ankles. Quite, quite bizarre.

6 Being a master of the drunken martial art of Suiken, it's no surprise that Shun has to squat on the floor or even completely lie down. This can be quite off-putting for the competition.

7 When he's come out of a scrap victorious, very often Shun takes a swig from his hip gourd, cackles like a gibbon and ends up on the floor.

every taste, offering the uninitiated (and untalented) beginner through to the most well-informed of players something to sink their chops into. Kick off with the championship-like Arcade Mode, refine your style and move onto Expert where your opponents learn your fighting style and quickly adapt to your moves (after all, we do tend to stick to our favourite combos and strategies) – you simply

have to restart your Saturn to clear the fighters' memories, then have a pop at the Ranking Mode, where you get one go to see how far you get, with your ranking and tips to succeed displayed after you get walloped (there's a separate box dedicated to these fighting options). But these aren't all – the game itself is riddled with things: Different soundtracks, intelligence of the opponents and most importantly the option

to choose between version 2.0 or 2.1 of the game (basically, the latter is the later arcade version and features more moves and Dural as a playable character).

But what of the game itself? Well, the programmers seem to have got around the teething

problems they were experiencing at the beginning of the project (in particular, trying to match the 60 frames per second update of the arcade version). The designers found Dural the most difficult character to draw, while Jeffry was the most

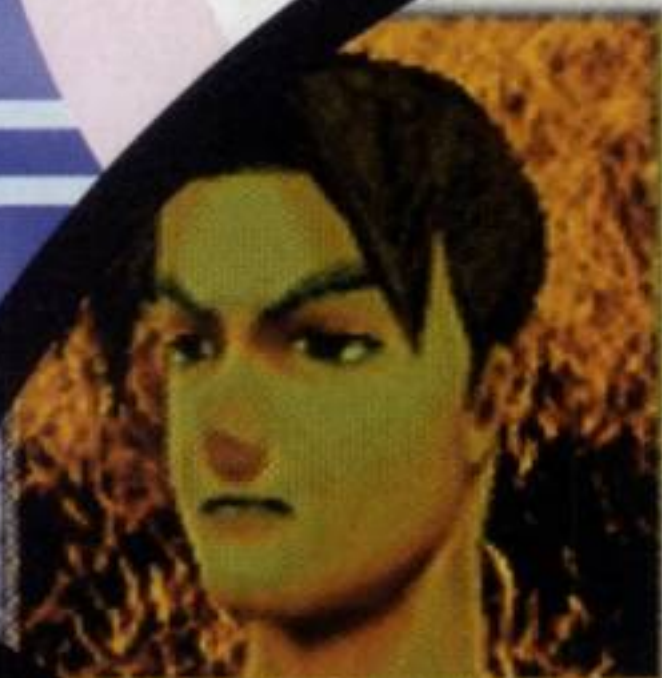




Lion

PROFILE

Name Lion Rafale
 Country France
 Birthday December 12
 Sex Male
 Job High school student
 Blood type AB
 Hobby Skateboarding



LION



RAFALE



To complement the old beardy-weirdy Shun, Sega have included a bouncing, quick-wristed altogether skinnier French fighter, Lion Rafale. The intro sequence shows him limbering up with his preferred fighting style of Toroken.

Lion learned his martial art as part of his management education (he should be still at High School). He has entered the tournament to be free of his arms-dealing father. And who wouldn't?

Lion's hobby (as if that's important) is skateboarding, explaining the funky attire. This also makes him one of the faster fighters to play as.

Shun may not be quick with his punches, but Lion sure is. In fact, he stands poised with limp wrists... just waiting.

If Lion's opponent is flat-out on the ground, he tends to follow up with a bit of boot-in-gob action. It hurts.

He can pull off a fancy cartwheel to pull out of trouble. Falling off a skateboard has certainly taught him well.

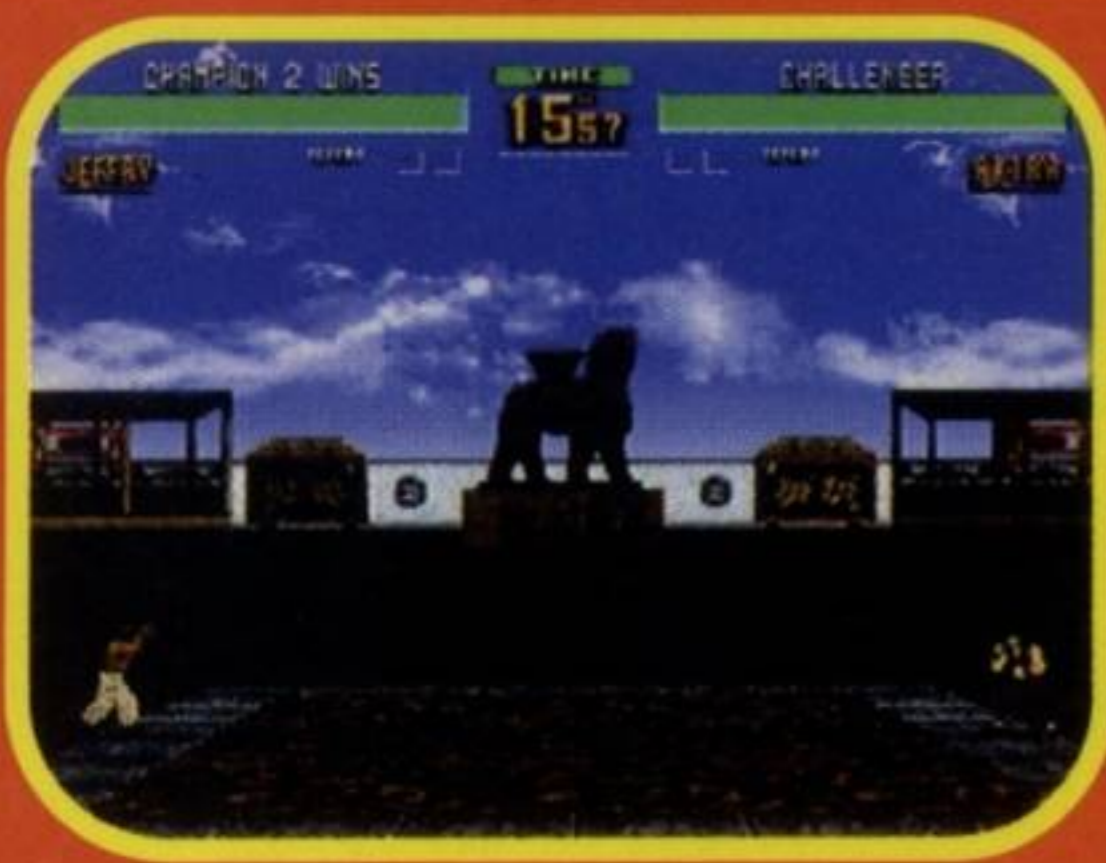
It's a pity he's so cocky when he wins - it goes straight to his head.

difficult to program (thanks to his sweaty Australian bulk). But they've made a pretty good job with the end result. There was a murmur of dissent from onlookers as we cranked the Saturn up: 'Ooh, those backgrounds look a bit 2D. And the characters don't seem to have the same proportions as the arcades.' But by Christ that's being a bit picky. You don't notice any of that while you're actually

fighting (but as in all these types of polygonal beat-em-up, you can still manage to smack your opponent with a punch or kick from a dubious distance). The animation's something special and the characters' response rate, as ever, is spot on.

There are problems with this conversion, though. The music is dreadful, a cacophony of cheesy, tinny tunes that'll have you scratching at your ears until they bleed... or turning the volume down on your TV, whichever you prefer. It could

also be argued that looks-wise, it's not such a significant step on from *Remix* as some were expecting (although some of the backgrounds, including Dural's underwater scene, are pretty impressive stuff). It's a pity that the 'barge' scene hasn't been kept in its entirety, though (you're now restricted to fighting *beside* the flowing river). And the Ring Out system, which caused a bit of unrest previously (you could be a much



▲ Jeffery usually follows up this with a body slam.



▲ Watch the bubbles spill from their orifices in Dural's domain.

▲ Jacky uses Jeet Kune Do. Say that with a mouthful of crackers.

▼ Get through Arcade Mode and smash your initials!



Mode 7. Er...6

The game comes with six fighting options. The beginner might use the regular two (Arcade and Versus), but what of the other four..?

► **Ranking Mode:** Lets you have one go to see how far you can get, giving you tips to succeed when you lose...



► **Team Battle Mode:** Great to play in as bouts tend to load up faster than in the regular Arcade Mode.



► **Expert Mode:** Watch the buggers in this one... they learn your moves. Switch the Saturn off to clear em.



► **Watch Mode:** Yep, watch as computer takes on computer, giving you the chance to learn the combos.



better player, be so far ahead, and you could lose the fight by simply treading off the raised section), is still in there.

You're also going to have to switch the time counter off. As in *Tekken* on the PlayStation, things can shift at an incredible pace (particularly when you start picking up energy-sapping combos, of which there's more of an allowance made than in the original thanks to the pace

and variety of moves). Now this is fine for the one-player arcade-style game and the Team Battle Mode, where you want things to move quickly, but when you're taking on a mate you want things to last just that bit longer.

Anyway, this is rather a special beat-em-up which, although it doesn't quite have the refined visual sheen or sound of *Tekken*, certainly impresses with its unmatched depth of play. It's a constant

struggle between the arcade divisions of Sega and Namco, and once the rather swish *Tekken 2* comes to the PlayStation it's certain to pull the spotlight back on Sony (but by then, Sega's *Fighting Vipers* will be in the arcades and well on its way to your home). People have devoted their lives to the *Virtua Fighter* cause and it's hardly surprising. With the release of this top conversion this winter, Japan's about to go

nuts. And as we're getting our own UK dose of the action soon after that, so should you.

Ultimately

David Wicks

92%

- ⊕ It's deep, man
- ⊖ Not as goigous as *Tekken*

Machine: Saturn
 Publisher: Sega
 Developer: In-house (AM2)
 Price: TBC
 Moves: 2000+

UK

Ultimate review sector



▲ You can't beat a bit of barrel nailage.



▲ Don't shoot, my leg's stuck in this wall. Please have mercy!



▲ The quickest re-load time of any version yet.

Quicker, slicker,

Doom

Picture the scene: Games journalist receives a copy of *Doom* on the PlayStation. Games journalist curses because he's played the bloody game to death on nearly every format there is and thinks that maybe id have tugged on the udders of this mighty blast-fest once too often. 'I can write this review in my sleep' mutters the young reviewer as he saunters over to the PlayStation.

'Still, I'd better have a peek at it just to make sure it's up to scratch.'

Ten minutes later... 'Bloody hell, it's the best version ever, it's the best game ever, oh I

don't know what I'm saying - gimme another go, surely it can't be that good? Aarrggghh! It is!

In fact it's so good that on returning to his trusty Macintosh, said reviewer types this load of old spoodle in his disorientated state. What exactly is so good about this version? Everything, that's what!

Those id fellas are just show offs! Not only do they produce one of the most addictive

and influential games ever,

Doom, but they go on to top that with an improved sequel that blows the PC world away. Next they manage to cram they whole thing into a slimmed down SNES

cart and now they've given the whole *Doom* collection an overhaul and crammed it onto a PlayStation disc. Yes that's right, *Ultimate Doom* and *Doom 2* - 54 levels! All in one little measure, marvellous, Night Nurse - erm, well not quite, but you might need a heavy dose of Night Nurse after a good session

if you're expecting to get any sleep that night. True story. This really is a frightening game

and we mean *frightening!*

The word is over used in review-based mags, but how many games really make you jump? Only one, that's how many - and this is it.

Okay, let's get specific - graphically this curls a turd on all previous versions from a great height. The levels are mapped out the same as before, but with far superior textures and lighting effects that are, well stunningly impressive, but not very nice if truth be known. It's too realistic!

Everything moves at rocket pace and is slicker than shiny nylon jim-jams, even the curious fish-eye perspective which has ruined many a version of *Doom* with its tummy upsetting ways



▲ After a while you get tetchy and just shoot walls.



Only a pistol left, health not good, start of a level!



The door locks shut, the barrels are your only hope.



You chainsaw his stomach and his head bleeds! Yuk!



You wake up after a boozy night with this in your bed.



One rock-hard bloke takes all your ammo to kill.

Nightmare Scenarios

bigger

more

Bloodier levels - muddier pants!

is bang on the money. This is what the Next Gen is all about!

Onto the sounds - orgasmic! These are truly amazing and reason enough for you to own at least some multimedia speakers, if not a stereo telly. The soundtrack is genuinely chilling and the multi-level samples (including a particularly disturbing baby in distress) just make you want to run somewhere, very quickly. Dare we say the best sounds we've



ever heard on a home console? Yes we dare, they're bleedin' marvellous and no mistake!

Overall *Doom* is *Doom*, whatever format you're playing it on. What it comes down to is speed and atmosphere - the PlayStation version makes all previous efforts look more than a bit silly in both these areas. And it contains 54 levels! THAT'S 54 LEVELS! Oh yes, we're talking value.



Now we're going to get some argument on this one, but *Doom* has to be worth 96%. Not only does it include every version that's officially appeared on the PC on one disc, it improves on them in every department. Yes, the Ultra 64 version may well be shaping up to be superior in many ways, but this is now - and this is superb. As far as PlayStation games go, they won't come much better than this, if at all. If you don't

rush out and buy this game as soon as you get the chance we don't want you as a reader any more. Simple as that.

Ultimately

Grant

96%

- ⊕ The best version ever
- ⊖ Far too addictive

Machine:PlayStation
 Publisher:GT Interactive
 Developer:id
 Price:£45
 Levels:54

UK

Virtual views

If you're looking for views you've come to the right place. Take your pick!

There's the Tele Cam. So called 'cos it looks like footy does on the TV.

Fancy it a bit lower down do ya? You'll be wanting the Endzone Cam then.

Or, if you're mad, you can induce Ball Cam. Blerch!

1

- Tele Cam
- Sideline Cam
- Cable Cam
- Endzone Cam
- Stadium Cam
- Shoulder Cam
- Ball Cam

2

3

4



▼ That'll be one of those Virtual Stadiums then.

▲ Jumping and heading. FIFA '96 really has got the lot.



What comes

FIFA

it to give *FIFA* a whole new look, or a slightly different look to the 3DO version, anyway. It's a 3D sports engine where you can just bung in your graphics and artificial intelligence routines and voila, instant soccer/hockey/etc. So, it's now easy for EA to re-vamp games, but what's in it for us, eh?

Well, PlayStation *FIFA '96* can move a pitch and surrounding stadium around with the greatest of ease and animate umpteen player sprites too, magically ensuring that they remain on the pitch as the whole lot is flung about under the watchful gaze of the virtual camera. It whizzes about, always affording us the best view of the action and occasionally very nearly taking a player's eye out.

To facilitate such visual trickery the game has to scale the sprites as the camera flies

overhead, keeping them the right size, running in the right direction and looking like they're stood on the pitch. It's quite some task and *FIFA '96* very nearly pulls it off - but not quite. Embarrassing 'running on the spot' is occasionally evident where the game stops a player moving before the sprite engine stops him running. Oops. What's worse is when players run in one direction while moving in a different one. This is in part due to the finite number of sprites available, there aren't enough to cover every movement in every direction from every angle, but mainly due to slack programming. Catch sight of a player committing this most heinous of crimes and you're suddenly reminded that you're not watching a football match but a 3D pitch with sprites drawn on it - all accumulated atmosphere dissipates instantly.

Oh come on. Where have you been? You know this, it's *FIFA* isn't it? You've already got it on your SNES, Mega Drive or 3DO haven't you? It's the footy game with that distinctive isometric, sloping pitch. Millions of people bought it for heavens sake, you *must* know it! Yes, is it coming back to you now? Good, well now forget anything you ever knew about it.

EA have invented the Virtual Stadium system and have used

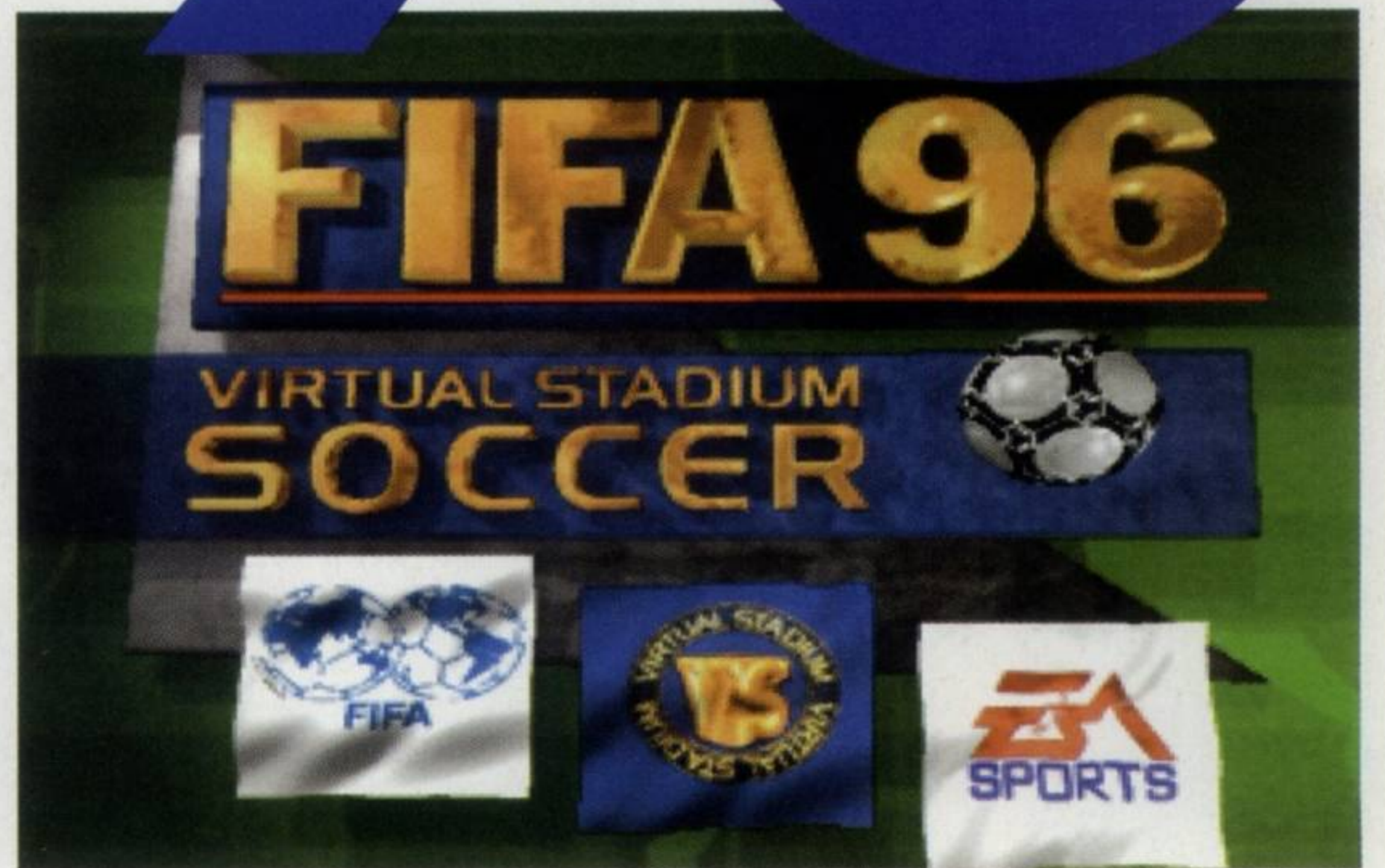
▼ The worst aspect of the game, in the flesh.



THE **OFFICIAL**
VIDEOGAME MAGAZINE

FIFA

96



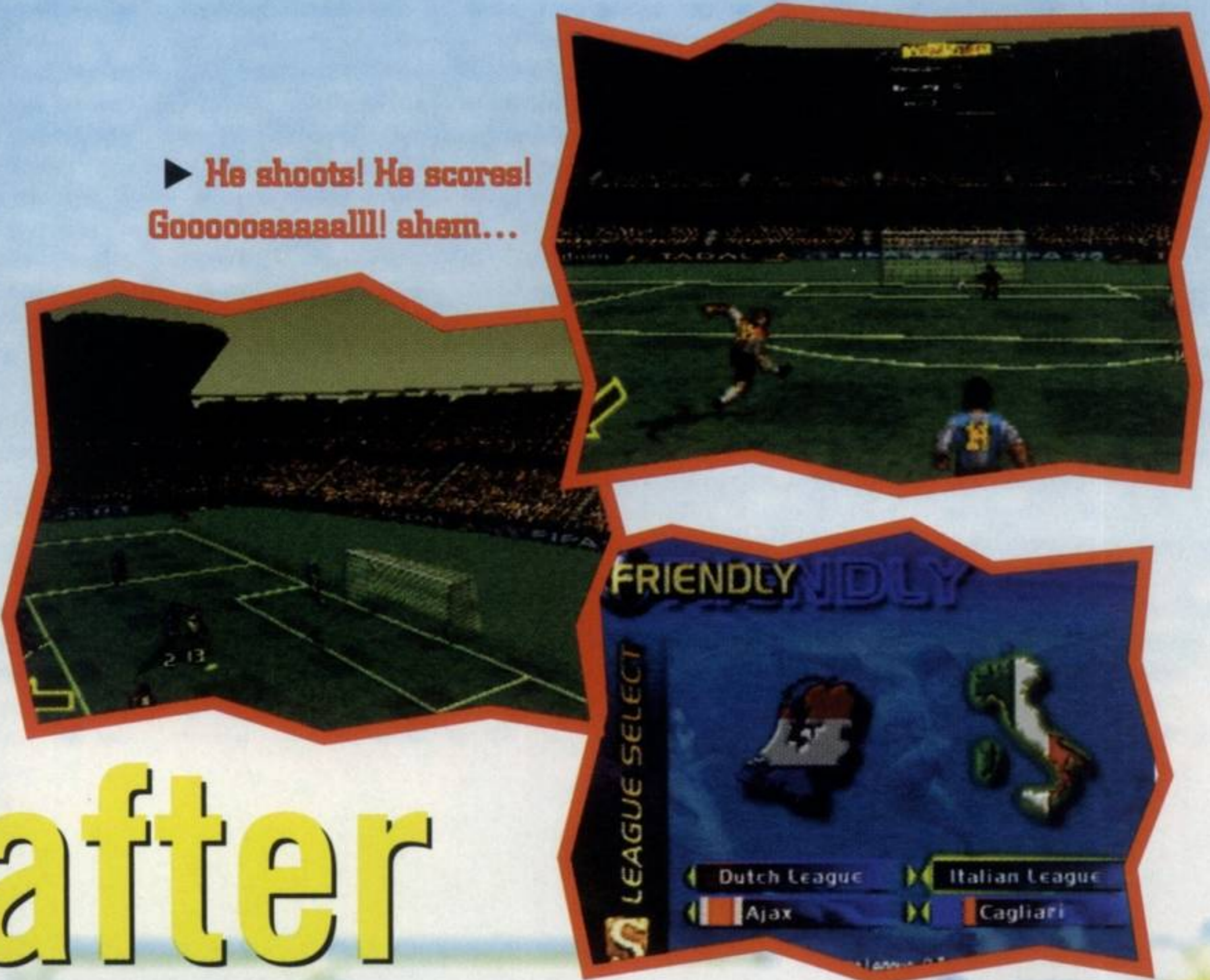
FIFA 96 on PC CD ROM, PlayStation, Saturn, 32X, Mega Drive, SNES, Game Gear, Game Boy and now on paper.

The definitive guide to the best soccer videogame in the world.

Win! A PlayStation and 10 copies of the game on every format.

ON SALE: OUT NOW

► He shoots! He scores!
Goooooooooalll! ahem...



after FIFA '95? '96 what else?

If they'd opted for polygon figures then they could be viewed from any angle without any sudden redrawing, the players would have looked like they were placed on the pitch and they wouldn't have gone all blocky when you looked at one close up, but they didn't.

Things don't seem to be looking too good for *FIFA '96* do they? Well, fortunately *FIFA's* top gameplay and player artificial intelligence make it through the overhaul unscathed. In fact they've been fiddled with to make them even better and *FIFA* still plays as the best game of football as it ever did. Just about every team in the world is here to select and each one has its own strengths and weaknesses. Put two top teams in the hands of two good players and a cracking game is assured. There's a

tournament mode to play in and you can even set up your own league to try and come top of. Naturally, due to this being an EA game, there's loads of video and music in there too, but much of this, especially the 'amusing' scoreboard animation, is very American and somehow not fitting when you're playing Coventry versus Newcastle.

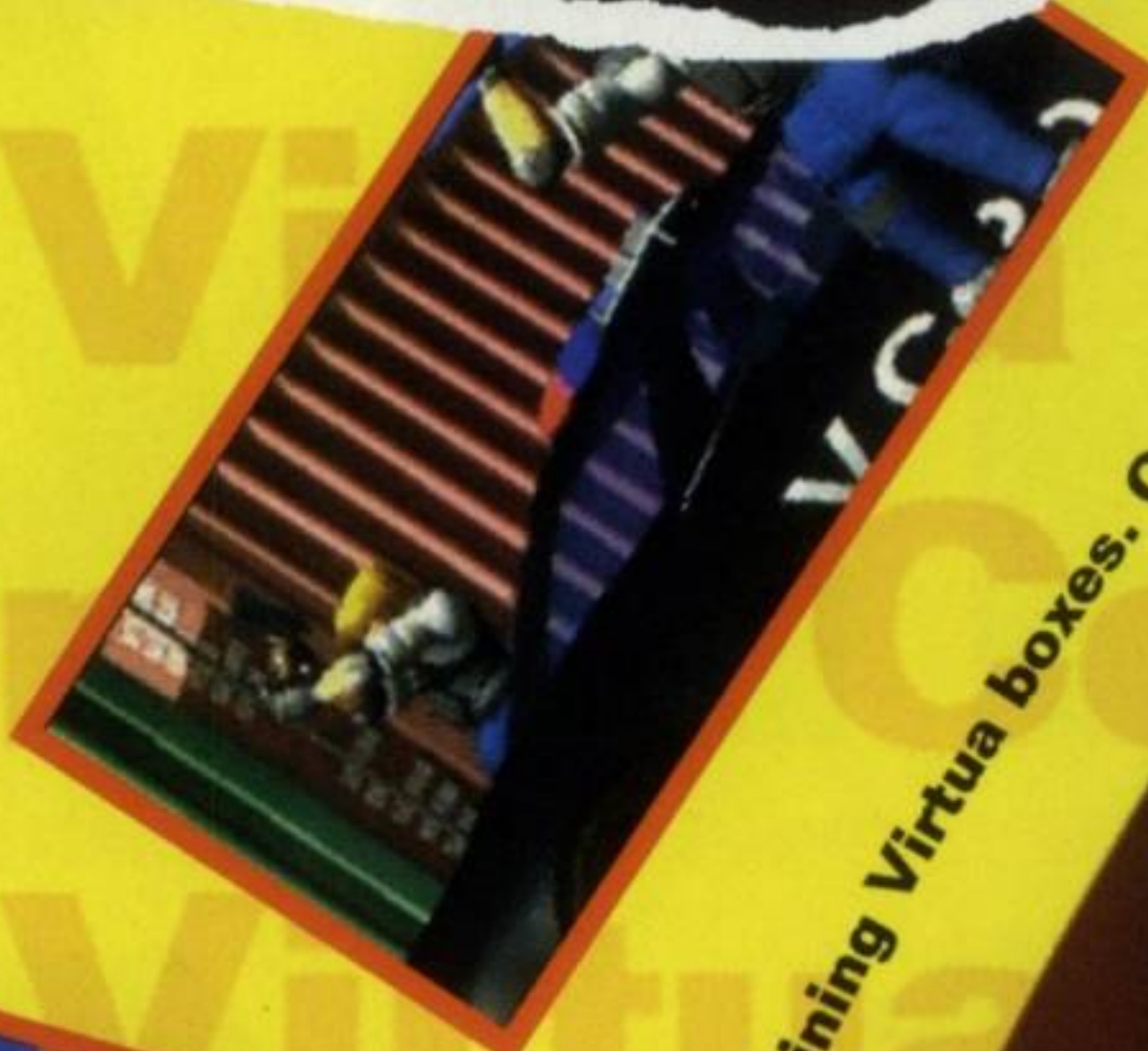
So, has the best just got better? Just about, thanks to gameplay rather than looks.

Ultimately
Geeeeeta **82%**

- ⊕ All new 3D look
- ⊖ Sloppy graphics

Machine:PlayStation
Publisher:EA
Developer:In house
Price:£45
Commentator:John Motson

UK



Hey, it's Rage and Smartly!
The lovely rendered intro shows our two heroes apprehending crims and driving around the docks, knocking over packing cases containing Virtua boxes. Clumsy.



▲ Graphically snaggable, but a chuckable shelf-life.

Cop an eyeful It's... Virtua

Reach for the skies punk, we've got an enormous plastic gun on a bit of wire and we know how to use it! That's light-gun games for ya. They started with those 'TV-game-with-gun' thingies where you had to shoot a white square whizzing about on your telly. Crap eh? Then there was *Mad Dog McCree* in the arcades, replacing the white square with hairy men in stetsons being a bit silly. Next up was *Lethal Enforcers* with its digitised characters, exchanging the stetsons for balaclavas and setting the whole shebang in a bank. Again, rather silly. Then, one lunch time, Sega

decided to fashion some Virtua technology they had lying about the place into a shooty game and call it *Virtua Cop*. Silly? Perhaps. The reason for the history lesson is just to outline that shooting games with guns on bits of wire are, yes you've got it, a bit silly. They are shallow and repetitive. What's more you look a right nonce when you're playing them and everybody watches you and you get all embarrassed. HOWEVER, and that's a big however (look, it's in capitals) they are excellent fun. They are, in short, a good laugh and *Virtua Cop* is the best one yet.

In it you creep around blasting Virtua baddies leaping out of the woodwork. You have no control over your travels, you just kind of float along, as if in an electric wheelchair, driven by Mr Sega. It's great, you want to get yourself off down the

arcades and have a good old session on it... Or now, alternatively, you can grab yourself a Saturn and get stuck into this, AM2's conversion of the arcade hit. It could well be their most successful to date. The Saturn has no trouble handling VC, perhaps in part due to the leisurely way in which you move through the surroundings which leaves plenty of polygon oomph left to handle loads of geezers in shades trying to plug you in the head. Whatever it is, despite a few minor details this is indistinguishable from the arcade original - except that it doesn't cost fifty pee a go.

What lets it down on the Saturn is that it's absolutely impossible and rubbish to play with a joypad. The crosshairs never quite move fast enough and you'll end up kicking your Saturn in with rage. What you need is some sort of light-gun



STAGE SELECT



▲ Three scenarios? That's a bit stingy – come on sega!



▼ Oh, I wonder where they're gonna pop out from then?



▲ Oh, Oh, what a fee-ee-lin! When you're dancing on the ceiling...

of this!

COP

thing to go with it... Good heavens! Here comes one now and in a fabbo bargainous deal you can get one lumped in with VC for 60 quid. That's handy isn't it? The only downer being that whereas Japan's gun is cool matt black ours is tacky blue, so that you can't rob post offices with it, which of course you would otherwise. Fire a few shots on the calibration screen to let your Saturn know where you are and you're away, it works startlingly well, especially on a big TV.

Seems that the only thing *Virtua Cop* on the Saturn can be faulted on is it *being Virtua Cop*. Y'see, as previously mentioned, this is a shallow, repetitive light-gun game. Shoot people – that's it. And thanks to there only being three scenarios and generous continues you'll finish it pretty quickly. But as Mums throughout the land used to say 'It's not whether you win or lose, but how you play the game' and *Virtua Cop's* thrills

come not from reaching the end, but from killing all the blokes you meet along the way. Thing is, thanks to the ability to have as many goes as you want, now that you're no longer paying to play it, unless you're a VC nutter you'll soon tire of the thing. Let that be a warning...

If you're a *Virtua Cop* fan however and the idea of being able to play it forever without pumping in coins appeals, this is your lucky day. But you gotta ask yourself one question, do you feel lucky punk?! Well? DO YA?! EH? ANSWER US...

Ultimately

Well 'ard

- ⊕ Perfect conversion
- ⊖ Repetitive

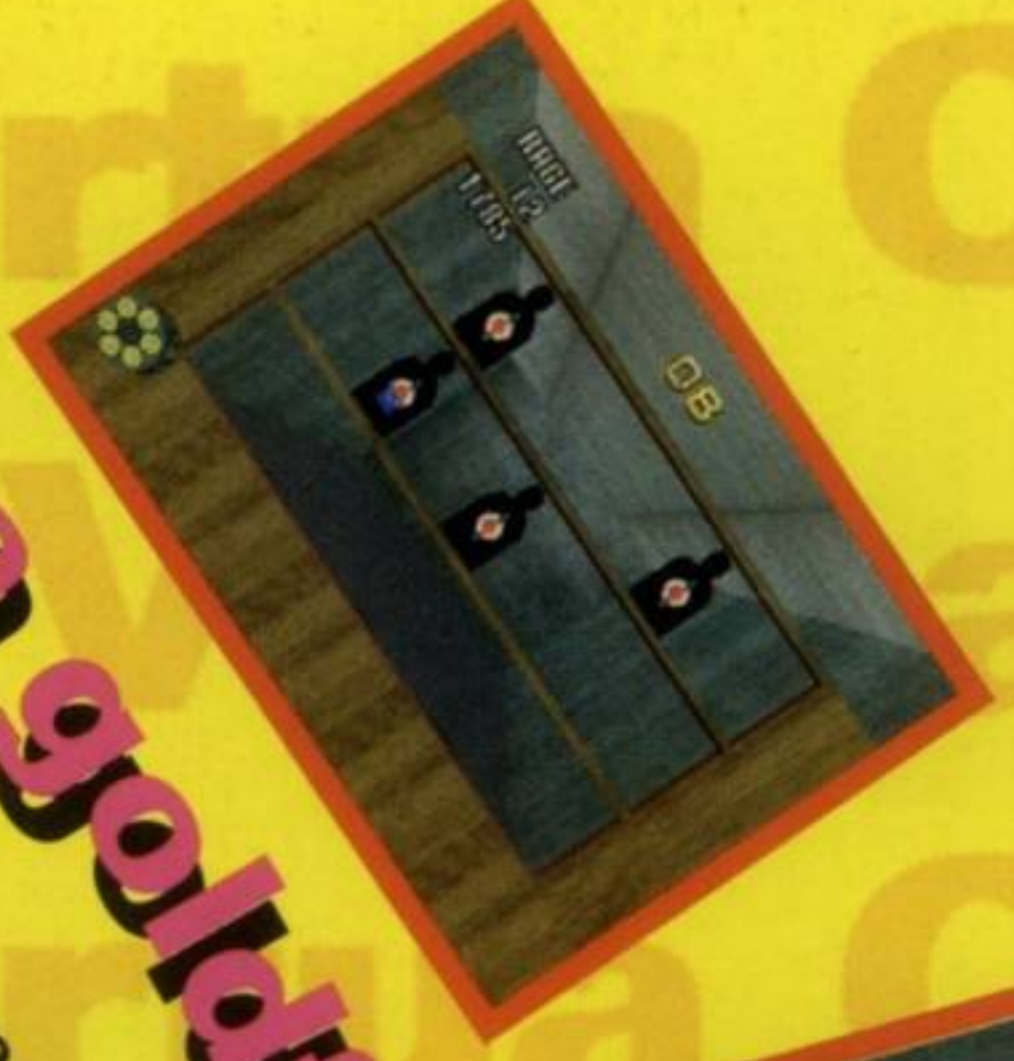
Machine: Saturn
 Publisher: Sega
 Developer: In-house (AM2)
 Price: £45/£60
 Players: 1-2

83%

UK

Win a goldfish

New to this Saturn version is the practice screen where you can perfect your rootin' tootin' six-gun shootin' skills. Pardner.



where you can perfect

Mind where you put that rocket!

Reach the end of a level and say hello to a big bloke with a rocket launcher. Hiyai



#504

Hiip or hype?

The videogame
marketing war



Issue **twenty-eight** onsale
8 December at selected newsagents

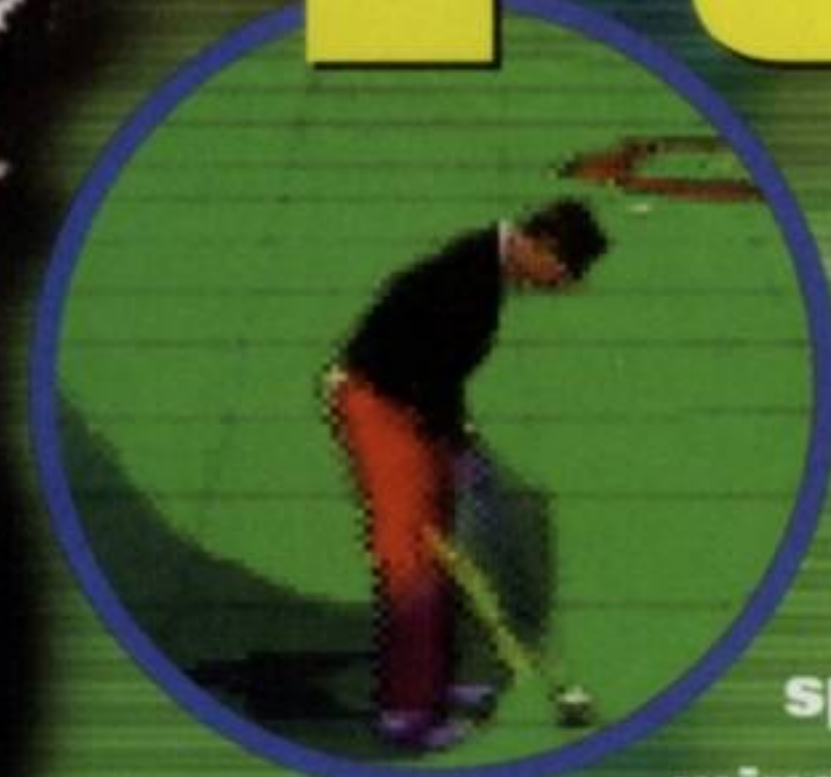
Electronic Arts certainly know their sports stuff. Football, hockey, dwarf throwing, you name it, they've made a game out of it. *PGA Tour* first appeared on the PC then console formats and every year, as with all their top sports titles they re-jig them, adding new players and updated graphics to make them even better. And make even more money.



◀ Or play in the sand pit. The options are limitless.

▲ Hit the ball with the stick.

Hang onto your Farah slacks! It's a **PGA Tour '96** golf overload!



a life. Golf is not a sport, it's a crime. Or mind destroying virus perhaps? Whatever it is it must be avoided at all costs. Oh crumbs! It's PGA Tour '96 for the PlayStation. Run away!

What we have here is two very famous American golf courses, that you won't have heard of, replicated right down to the last twig and fourteen digitised American golfers, again, that you won't have heard of, to play as, or against. New to this '96 version (the first to make it onto the PlayStation) is that you can now specify the precise spot on the course you are aiming for courtesy of an

enormous yellow trajectory banana (that's our name for it, not theirs) which shows the path that the ball will take should you perform a perfect shot. So you can chip it over trees, bushes and other shrubs or perform snazzy show-off shots such as hitting it into a grassy knoll so that it'll bounce onto the green and into the hole. Well, hopefully anyway.

There's no denying that the actual golf bit of *PGA* is ably taken care of, but what lets it down is that its graphics which, despite being all very lovely and golf course-like, feel a bit glitchy around the edges. The digitised golfers look a bit 'drawn on', occasionally

appearing as though they're not 'really there' and the trajectory banana is a bit jerky too. The same goes for the less than impressive 'fly-bys'.

Finally there's no escaping the fact that this is 'golf' which is equally playable on almost any system. Buy it for your Dad though, he'll love it.

Ultimately

Roy

69%

- ⊕ Just like real golf
- ⊖ Same old gameplay

Machine:PlayStation
 Publisher:EA
 Developer:In-house
 Price:£45
 Courses:2

UK

The crazy world that is... Golf.

PGA Tour '96 has lots of lovely video trickery to make you go "Gee".



Set fire to your car lot with...

Firestorm:



▲ Another ship bites the, err... water?



▲ Mind where your sticking your rotors you nana!



▲ Hello sailor.



Trains and boats and planes (and armoured cars)

Join the army, meet interesting people and bung a 'penguin' up

their tailpipes. It's amazing who you bump into on the battlefield...



▲ Despite looking like your Grandad's Maxi these armoured cars can prove to be a bit of a bugger.



▲ A plane carrying poor people on their hole to Majorca. Shoot it down!



▲ Blow up the train and kick the crap out of Jimmy Knapp!



▲ Shoot shame ships by the shee-shore.

BITS

Firestorm: Thunderhawk 2 is the long awaited sequel to *Thunderhawk*, the brilliant and highly successful game for the dire Mega CD. It sold in nearly a one to one ratio with the machine due to it being without doubt the best thing on it. It's taken the extra oomph of the Saturn to make this follow up possible, though.

▶ The mountains never get any closer...



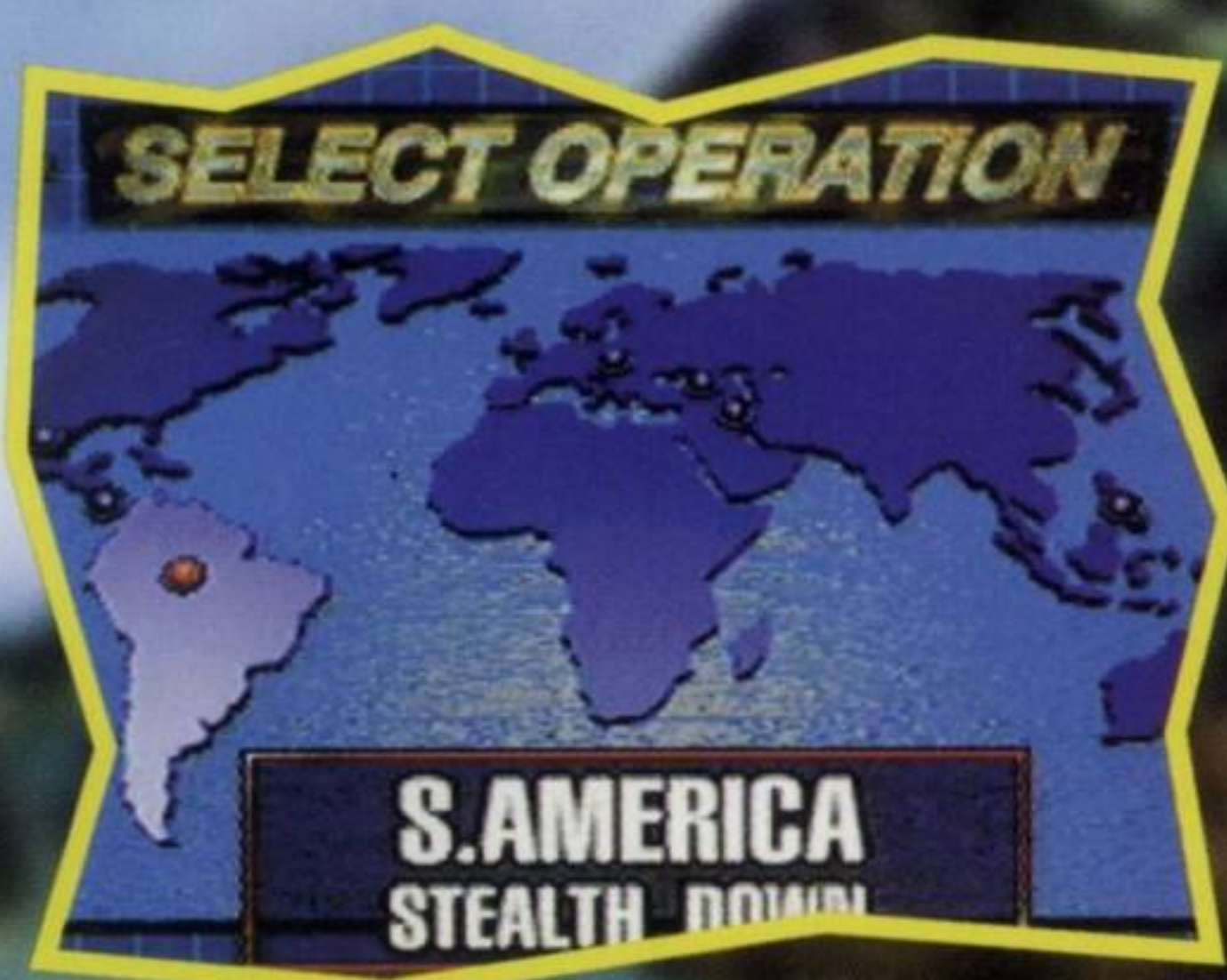
▶ Lots of things explode rather spectacularly when hit. Like this.



Thunderhawk 2

and make a bundle

on the insurance!



of weapons, it's a miracle it ever gets off the ground. It's so

Mmm, we love helicopters. Not only do they often make the subject of some quite chipper games, but it's very easy to do lots and lots of 'chopper' gags in your review. Ho ho!

Helicopter games are good, flying about, locking on your missiles, strafing ground targets – it's all very smashing indeed. Except of course there are some helicopter games that destroy this brilliantly simple premise by putting loads of options in and making it possible to 'wibble' your 'fins' in mid-flight and decide how fat your co-pilot is in the sake of realness.

Well you can stuff realness up yer chimney, if we wanted to fly a real helicopter we'd go outside and fly ours about for a bit (we really have got one you know, they're all the rage doncha know?) we like our helicopters shaken, stirred and distinctly unreal and *Firestorm* is just what our helicopter-loving doctor ordered (he's got one too). This is arcade helicopter action. A quick mission briefing and we're off in a helicopter that's so chock full

unlike a real helicopter that you can't even crash it! If only our Publisher's car was like that. You can hit trees, which doesn't do it any good, but point it at a mountain and it cleverly hugs the terrain until its safely down the other side. Now this may sound silly, but it's essential. The game here is to destroy enemy vehicles and take out strategic ground targets not have a ruddy flying lesson.

Firestorm pitches you against a myriad of life threatening craft. All of which are skillfully crafted with polygons. But it's not all kill, kill, kill you know. Each mission (and there are more than enough to fill a large bag) gives us different objectives. Shoot mines from the path of your ships. Stop the train laden with

vital thingies on board. Destroy the evil drug barons home-brew fermenting vats. No job is too tough and the hardware for the job is there for the picking at the start of each mission, 'I'll have one of those, one of those and two of those please.' Once righteously tooled-up with rockets, cluster bombs and penguins (we kid you not) it's time to wreak vengeance. There's nothing like seeing the mother-of-all-helicopter gunships coming towards you, hearing the confirming buzz of your missile-lock then pressing the fire button and rending the bugger in twain. Eat my missile! Smashing stuff.

But *Firestorm* has a chink in its armour plating. To get it to run at a decent speed, and indeed it does, you can't actually see very far into the distance. A 2D background provides the horizon, three

quarter distance is depicted with very basic polygons and it's only when close-up that the fine detail and enemies are added. This means that when pursuing a target it may cross the 'detail' line and disappear, losing your missile lock. It's not too bad for slow moving ground targets 'cos you can always catch them up, but faster moving craft like jets appear out of nowhere then back into the realms of the too-far-away-to-be-drawn-yet region before you get chance to shoot.

But don't dismiss it on this rickety premise, oh no. The way the game develops as it continues and the gorgeous graphics you meet along the way make it well worth the trip. It's the ideal game for blasting fans looking for something with a bit more depth. Yes you.

Just space enough left for a chopper gag: Look at the si...



▲ 'Boom bang a-bang!' - and other Eurovision winners.

Ultimately

Frank/Phil

86%

- ⊕ Varied, exciting, challenging
- ⊖ Graphics/speed compromise

Machine:Saturn
 Publisher:Core Design
 Developer:In-house
 Price:£45
 Missions:26

UK

BITS

Lone Soldier features four distinct worlds. First up there's the jungle level where Dr. Zawagawa has hypnotised everybody into being unpleasant. Then there's the Canyon level, a rocky outcrop full of baddies. Next is the City where the Ninja Warriors rule then, finally, the mighty alien mothership, headed to this E. Mulderhyde who must be defeated. Crumbs!

All on his lonesome... Lone Soldier kicks ass

This Lone Soldier is a curious thing.

Our character, Hank, the world's hardest living man, is fashioned from shaded polygons and occupies centre stage at all times. He doesn't move, instead the background smoothly scrolls around him. When bad people pop up, as they are prone to do, he moves his crosshair dead-centre of their greasy heads and sees them off with an array of mutilating weaponry.

It's a kind 'Virtua War', borrowing the polygon scenery, characters and crosshair from Sega's 'Cop' and the freedom of movement available from first-person perspective blasters like *Doom*. There's no preset route to take and you're free to go past a particularly tough enemy then return to him once you've acquired a more powerful weapon. To liken it to *Doom*

is perhaps saying too much, though. Yes you are free to move about, but the levels tend to take place in valleys, or streets or corridors. You always know where you're supposed to be heading and there's no exploring to be done.

It's *Lone Soldier's* controls that let the side down. Left and right on the D-pad walk Hank left or right (amazingly enough) while aiming is done with the shoulder buttons, one set for fast rotate left/right, the other for slow. It's all rather fiddly. A feature to lock the direction you are firing in so that you can dodge on-coming bullets whilst still hitting your target would have been great, but is sadly

not present. Imagine playing *Doom* without the 'strafe' feature - infuriating yes? You do get the hang of the controls after a while, but they still grate on you as you play and they totally confound newcomers.

What's missing are some 'neat' touches. For instance, regardless of what weapon bad guys are dispatched with, they die in the exact same way, sort of make a vomiting sound and fall flat on their backs. How about baddies bursting into flames when dispatched with the flame thrower? Or exploding after a bazooka impact?

Incidentally the game is completely gore free. Surely in a game like this a bit wouldn't have gone amiss. Hmm? It never did *Doom* any harm did it? With a spot of tweakage *Lone Soldier* would be spot-on. As it stands now it's very good, but could have been so much better. Never mind.

Ultimately

Ethel's Willy

82%

- ⊕ Action packed
- ⊖ Violently irritating controls

Machine:PlayStation
 Publisher:Telstar
 Developer:Tempest Software
 Price:£45
 Levels:24

UK

Guns guns guns

He may be all by himself but he's got some awesome hardware to keep him company.

▼ The machine gun works a treat.



▲ Grenades are ideal for tank removal.



▼ Be Bazooka Joe with your bazooka.



▲ No relation to Percy Thrower - it's the flame-thrower!



▲ Hank storms an enemy base and catches them napping. Literally.

▼ Enemies are often found loitering outside the toilets.

horror *n.* 1. Extreme fear; terror; dread. 2. Intense hatred. 3. a thing or person causing fear, loathing etc. 4. having a frightening subject, e.g: a horror film



You've read the **definition**,
now experience the **reality**.



GamesMaster **37** On-Sale November 23rd

Ta-ra-ta-raah!

It's...



Captain Quazar

BITS

Captain Quasar must defeat evil crime lords that have set up a network of terror that stretches across the entire Milky Way. In the first level Doobah must be prevented from launching his evil hypnotic spice-laden rockets. Zang must be defeated on the jungle planet in the second. And Ox must be banished from his palace on the volcanic moon of Moog in the third.

Shooting, blasting, killing, call it what you will we all love it like one of our own, don't we?

Oh, the thrill of killing things, how many games have exploited our dark, inner need to destroy? We'll tell you - stacks! Stacks and stacks. If you put them in a stack it would be a very large stack indeed. In fact there's been so many of them that you could say something like 'if I see one more shooting/blasting/killing game I'll go 'Harung!' and eat my

console. I'm sick to the back teeth of 'em!'

You could say that, but don't. There's plenty of life left in the old dog yet, if, indeed, it ever was a dog. Take *Captain Quazar* for example, that's by no means 'a dog' - it's rather good.

It's an isometric shoot-em-up in which our hero Captain Quazar must deal out death to anybody foolhardy enough to stand in his way. The initial three weapons to facilitate this task are: Your machine gun - a bit girly, your rocket launcher - tasty and your grenades - kaboom! What's more, you can collect ever greater and ever more bonkers instruments of destruction as the game continues. One of the best features is the eminently destroyable nature of everything on the screen. Don't like the look of a wall? Then blow it up. Missile a fuel

store or fling a super-grenade and decimate everything on the screen. All the game's explosions and characters are beautifully animated. From Captain Quazar himself to the many different types of bad guy, everything adds up to lend the game its own certain cartoony charm. Ahhh.

The isometric view takes a bit of getting used to mind. Much of the time your moving diagonally and thanks to the cack nature of the 3DO joypad it can be a tad troublesome. To make matters worse you can only fire or walk in eight directions, so lining up with the bloke you want to toast can be a frustrating affair. But perhaps the game's greatest shortcoming is that there are only three levels. Three! That's it! Yes, they are very big and thanks to the endless onslaught of enemies, very tricky, but by the end of each you'll have long since grown bored of the scenery and the task in hand. This of course means that the game acquires a new lease of life at the completion of each level, but a

bit more variety within the levels not just between them wouldn't have gone amiss. Six levels of half the length would have been far better.

Also *Captain Quazar* lacks any real innovation. It has the looks of a platformer, *Earthworm Jim* or *Rayman* for example, and while the isometric view makes the game different it's not really different enough for our liking.

That said, this is a quality game, just a bit old-fashioned looking for the Next Gen.



Ultimately

Big Ron

80%

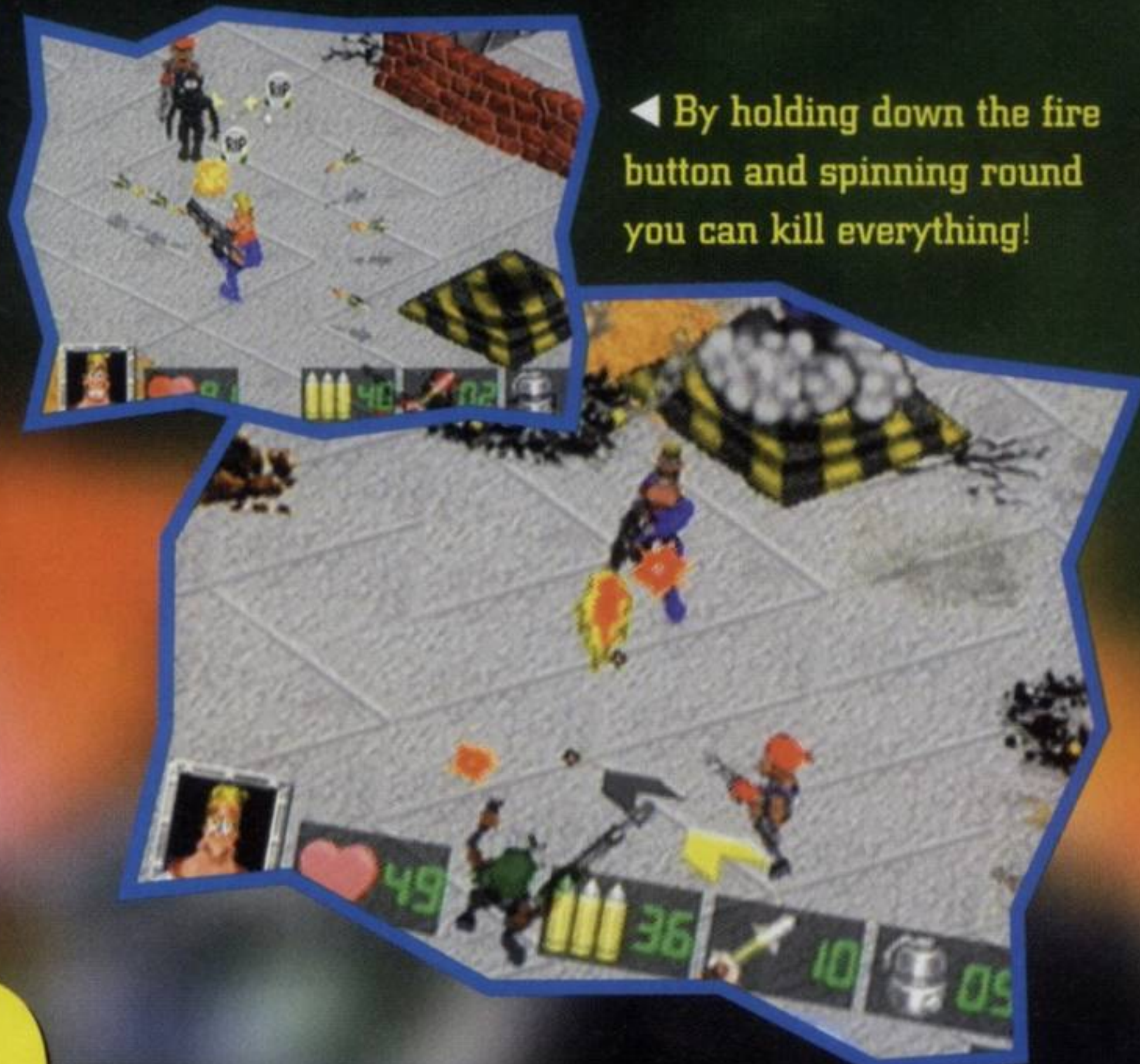
- Lovely cartoony graphics
- Long samey levels

Machine:3DO
Publisher:Studio 3DO
Developer:Cyclone Studios
Price:£40
Levels:3

UK

Cartoon time!

Setting the scene are the game's intro and between-level rendered movies. So where're Mickey and Donald then? Eh, where?



◀ By holding down the fire button and spinning round you can kill everything!



◀ Hey, it's the Captain! What a square-jawed hunk!



◀ These are his saucy backing singers. Phwoar!



◀ This little chimp sings the game's appealing theme.



◀ Clear off you horrible little man. You're rubbish!



◀ The Captain and his posse kickin' it live (ish).

Quasar

Fight the stars in Starfighter

(well, not really)

With a name like *Starfighter* what else could this be, eh? By Jiminy it's a 3D space shoot-em-up featuring some stunning texture-mapped graphics the likes of which so very rarely make it onto the 3DO. You'll be startled, nay amazed with by their detail and colourfulness.

Apply a missile to a building and it erupts into a cloud of fractured technicolour polygons. Perhaps falling onto nearby buildings and aiding in

their destruction too. It's all rather spectacular. Shoot a verdant grassy bank and it will ignite, laying bare the charred, blistered earth below. Continually assault one particular spot and a crater will appear, the polygonal landscape forever altered. *Starfighter* cunningly draws the scenery in low detail for quite some distance, then as you approach it, the texture-mapping and ground targets suddenly appear. There's a discernable line where this happens about midway between your ship and the horizon, but in an actual game this cunning process passes largely unnoticed.

There has to be a trade off for all this excellence (there always is) and it's that while the animation is super smooth and

the scenery beautifully detailed, it doesn't move by very quickly. You don't zap or whizz anywhere, instead you kind of majestically glide along. Swooping is within the realms of possibility, but only just, while the action never really gets far past 'leisurely' on the excitement-o-meter. Your afterburner may be full-on, but the burst of speed you desperately yearn for refuses to materialise. Very annoying.

There're a fair few missions to have a crack at, however, and these have plenty of variety so there's more than enough here to keep you occupied. Ground targets, air targets, docking with your mothership without being toasted by its rockets,



◀ That big thing's your mothership.



there's always plenty to take care of.

Don't go for *Starfighter* if it's frantic shoot-em-up action you're after, you won't find it here. This is careful, calculated and mission based - be warned.



Ultimately

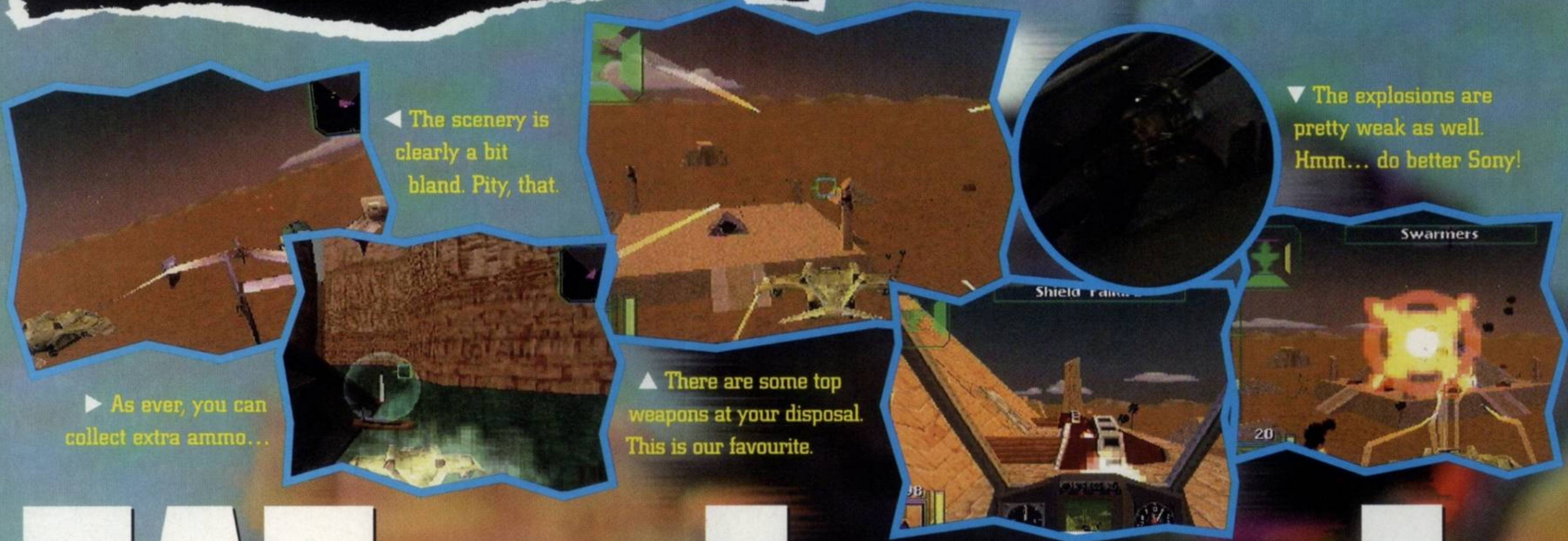
Tiffany

77%

⊕ Eye-poppingly attractive...
⊖ ...but a bit slow

Machine:3DO
Publisher:Studio 3DO
Developer:Krisalls
Price:£45
Missions:15

UK



Warhawk

Fly, shoot, kill, die



◀ FMV intro does not a good game make.

PlayStation access your first mission when you're right in the thick of it -

It's a bit of a mutant is this. A mixture of many influences and many games. Grab a handful of aerial shoot-em-ups on the market, drag elements kicking and screaming from each, throw in a hi-tech, futuristic craft that looks spookily like the one from *Aliens* (you know: 'Get up here Spunkmeyer' and all that) and you've got a hit on your hands. Or have you? Let's see, shall we?

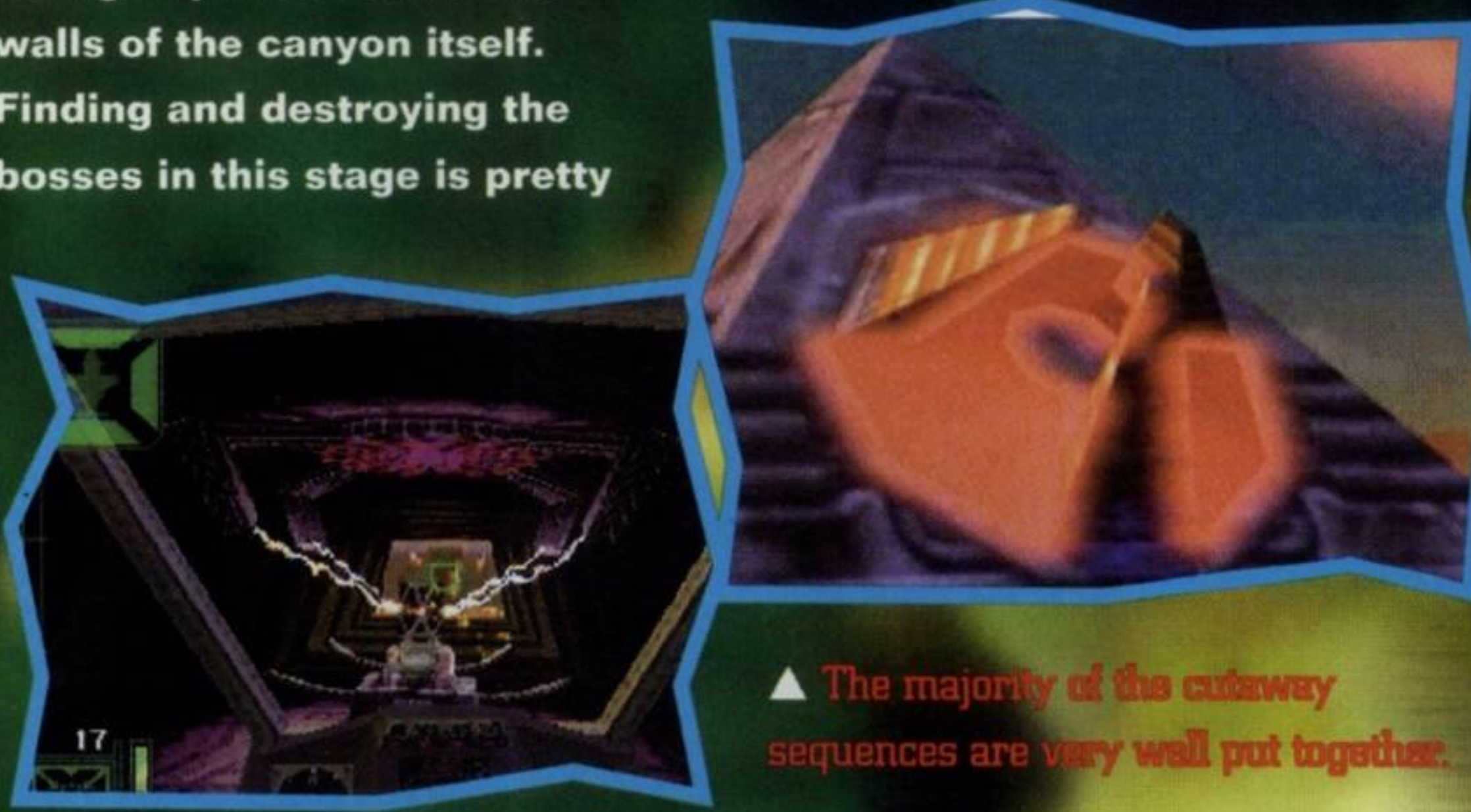
Well, for one thing, Sony have certainly pulled out the stops to create a game with a bit of bite, something with some real challenge. It's a little sod to get through. No sooner does the

planes purring madly after you, guns strafing the air around your wings - there's really no time for a subtle introduction to *Warhawk*. When you move into the canyon mission, your reflexes are tested to the limit as you avoid mid-air mines, cliff-side gun positions and the walls of the canyon itself. Finding and destroying the bosses in this stage is pretty

difficult, to say the least. So it's not likely to be a shoot-em-up you'll finish in one evening...

But would you want to actually sit playing for that long? No, is the short of it. *Warhawk* looks okay (once you shift uneasily past the opening desert-based mission), sounds rather weak and is far too unforgiving for its own good.

Yes, all the buttons on the pad have been used to full effect, giving you unmatched control over your craft, but the way the ship can fly off the bottom of the screen while in external view can be unnerving and rather damaging. It's not as accessible as, say, the pick-up-and-play *Air Combat*, and it's definitely not as much fun. Be more original Sony, or just a bit better at least.



Ultimately

Arfa Fowler

65%

- ⊕ At last a challenge
- ⊖ But it's far too annoying

Machine:PlayStation
 Publisher:SCE
 Developer:In-house
 Price:£45
 Release:December

UK

I much prefer....

Fever Pitch

the book



Football. Fusball. Fruitball even. Whatever you call it and whichever way you slice it, footy's great isn't it? You and your mates, down the park having a knock about, get all hot and sweaty and turn the knees of your jeans green with grass juice. Marvellous. Unfortunately it's often a bit nippy outside isn't it? Especially in winter. And getting a full 'squad' together for a kick about can sometimes be a bit troublesome. What's more, if you're fat or lazy then you're no good at

real footy. Good job for footy games then init? They're footy at the flick of a switch! Hoorah!

One footy game that's cropped up on umpteen machines is *Fever Pitch Soccer* and, good news Jag owners, now it's on the Jag too. Well, it would be good news but, unfortunately, this is not a very good game. It's not a very *bad* one, just not a very *good* one. And, besides being a bit faster, nothing much has changed in its conversion to 64-bit-dom. *FPS* is yet another Jag title which, rather than take advantage of the Jag's gutsy innards, implies that beneath the machine's lavatory-like curvyness lies not a throbbing 64-bit interior, but a dusty old 16-bit Mega Drive one instead. Why oh why?

FPS always was a failed *FIFA* clone. It's supposed stand out feature was its many player types, such as Bangers, who'll flatten other players as soon as look at them. Or Cheats, who'll throw themselves on the turf at the earliest opportunity. There are two types of Striker too. One has the ability to perform infeasible banana shots and the other can thump the ball so fast it bursts into flames. The many teams available have different proportions of the different types of players, which gives them their own unique style. Neat, but in an actual game they pass largely unnoticed. Yes, the player you're currently controlling may choose to foul rather than tackle another player or hit the ball faster than you thought he was going to, but it all feels a bit random. Before too long you've forgotten

about any 'special skill' gubbins and, with *FPS*'s only unique feature rubbished, get on with playing what is a distinctly average football game.

Mind you, Jag owners are a desperate bunch and anything that's just about up to scratch will no doubt be gratefully received. Well the good news is that yes, this is just about up to scratch, but hardly in the same league, let alone division as the likes of *FIFA* and *Actua* on the rival systems. Never mind.

Ultimately

Peggy **40%**

- Fast paced
- Rubbish looking

Machine:Jaguar
 Publisher:US Gold
 Developer:DD
 Price:£40
 Players:1-2

UK

What's going on?

The different teams all play differently thanks to their different types of player. Clever stuff, but why are Italy crap and England brilliant? That can't be right.

► The mighty England storm into Italy's box. Surely not.



◀ Fever Pitch only features international teams...



▲ But that does mean you can play Iran Vs. Mari. Good, eh?

Boomshakalaka... he's on fire... ugly shot... etc.

NBA Jam Tournament Edition

Nearly three years ago *NBA Jam* was unleashed on the American arcades. Almost two years ago, *NBA Jam* hit the 16-bit consoles like a stupid, four-player truck laced with mad samples and even madder moves. It's not a sim - just four players on the court, no fouls, some crazy jams where people leap three times their own height, plus a turbo mode where people go even faster and the balls shoot through the rims with

even more alarming cries of 'But that's just not physically possible!'

It was quickly followed-up by the *Tournament Edition* which was basically the same game with a few more options, updated NBA players and an extremely arcadey set of power-ups. And this is where the PC catches up. *NBA Jam TE* is as close to the fantastic arcade version as can be. On a P90 it's alarmingly quick, and while all the original features are there, the four on-screen character

sprites are made even more bonkers by the extreme sprite perspective scaling, which means that a player at the far side of the court is dwarfed by anyone nearer.

You can play seasons, almost like a sim, but basketball nuts should note that this is sheer arcade speed and nonsense and is bloody proud of it. The action's relentless, the speed is top-notch and the inclusion of *TE*'s hot-shots, Juice mode and power-ups adds a further option of silliness. The

Artificial Intelligence system works well too. Yippee!

This is definitely one for at least two players, and it's a madly-addictive dunk-fest.

Ultimately

Rolly

90%

- ⊕ Fast, mad, multi-player
- ⊖ Two years late

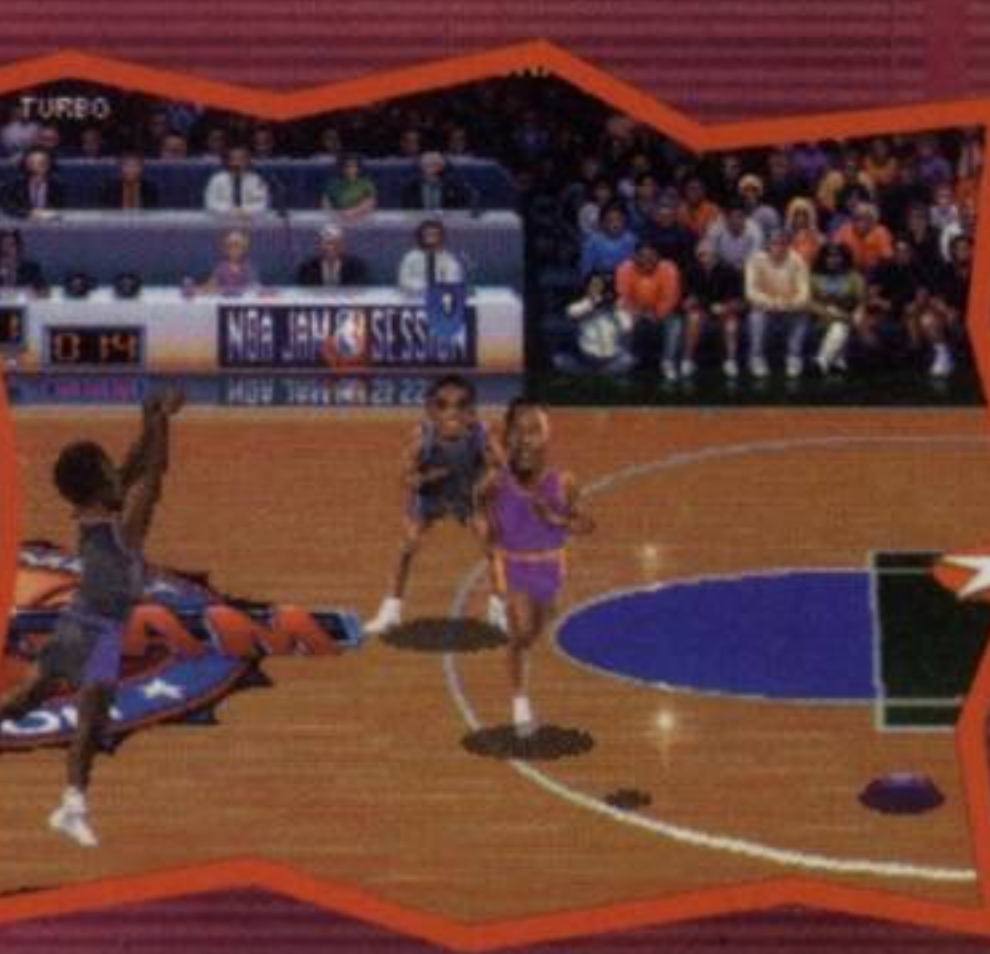
Machine:.....PC CD ROM
 Publisher:.....Acclaim
 Developer:.....Iguana
 Price:.....£45
 Players:.....4

UK

▶ Some players get dwarfed by the 'Arcade' perspective.



▼ No referees, so foul to your heart's content.



◀ Three points from outside the D, but six from the hot-spot. Yoinks!

Is

FIFA '96



▶ The sprites look good, but *Actua Soccer*'s got the edge.



Still the king of footy?

The *FIFA Soccer* titles, with their distinctive isometric view and rendered sprites have been big sellers on almost every system except the PC. This year's incarnation is certainly the best-looking and the best-playing of all, but is overshadowed by Gremlin's *Actua Soccer*.

The problem is that while the seven camera angles and detailed individual player graphics are all well and good, and the speed's okay, they can't compete with Gremlin's footy monster. *Actua*'s Motion-Captured players and amazing put-the-camera-anywhere-you-like feature is as yet unrivalled.

FIFA '96 is a solid game. It has all the options and features you'd expect; arcade and sim modes, real player names and attributes, a range of difficulty

levels and a sampled commentator (in this case John Motson), but the plain fact is that it's outplayed by better technology. It's good, but EA must be kicking themselves and

throwing darts at pictures of the grinning Gremlin team right now. Better luck next year EA - don't go getting complacent...

Ultimately

Ricky-esque

82%

- ⊕ Decent all-round
- ⊖ Not as good as *Actua*

Machine:.....PC CD ROM
 Publisher:.....Electronic Arts
 Developer:.....Extended Play
 Price:.....£45
 Release:.....December

UK





◀ 3D polygons and detailed backgrounds make the atmosphere.



How will you cope when you're Alone In The Dark?

Thousands of new PlayStation owners must be chuckling to themselves. Quite apart from all the amazing new games designed specifically for the system, they're blessed with a bunch of great PC port-overs. Years of painstaking game design and programming are being pilfered wholesale from R&D teams the world over, and find their way to the PSX. Yep, we're laughing.



What was stunning about the original game was its huge 3D polygonal characters and real 3D environments. It had

simply never been done before and set the standard. Now that standard has been met and exceeded, but there's no escaping the charm of the craft that's gone into the characters and massively detailed backgrounds - they have that spooky look that captures, no, *creates* the game's genuinely eerie atmosphere.

The frequently switching camera angles are there, too. As you move from one area of a room to another, or cross a certain line in a corridor or path, your view of the action cuts to a different angle. On the PC this was almost

instantaneous, but now on the PlayStation there seems to be a delay, especially when faced with complications like

more than two moving characters on-screen. This really is a disappointment.

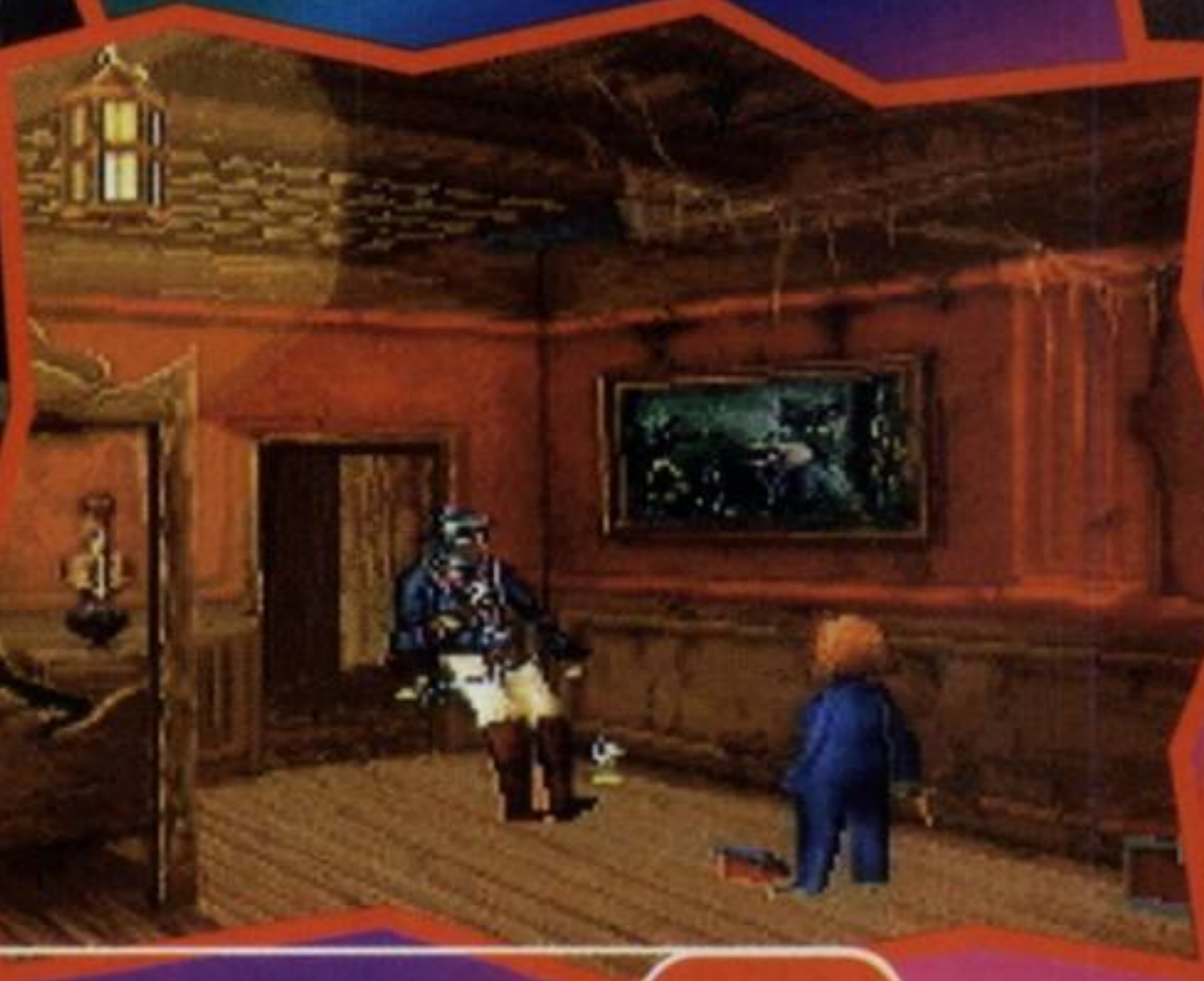
But it's not the graphics or the cameras that make this a great game. It's the puzzle-ridden gameplay. You are under pressure. You have limited resources and only a scant clue as to your objectives. Okay, these become more clear as you progress, but the freedom to wander in the true 3D environment can both distract you from the task in hand (whatever it might be) and lead you into misadventure... some tempting doors and windows are booby-trapped and some

flasks that seem to say 'drink me' are really saying 'drink me and you will die painfully'. Take care of yourself.

Basically it's a brilliant game - huge, with smashing graphics, a unique atmosphere and brain-hurting problems to overcome. It's a shame about the slowdown and CD accessing in play and at camera switches, and some of the puzzles may make you throw the pad down in frustration occasionally, but basically it's sound as a pound. We like it a lot.



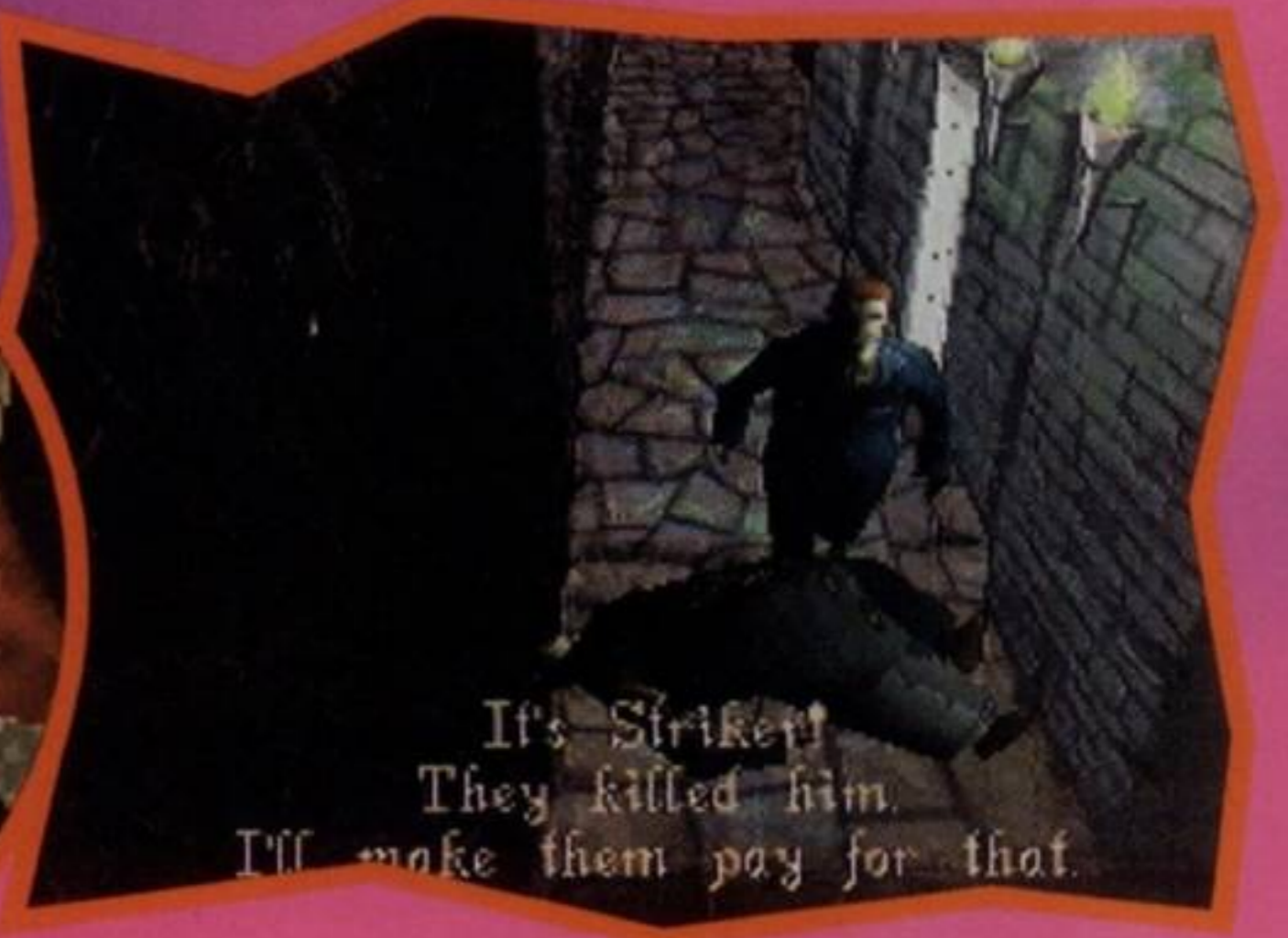
▲ That'll be a clue then. There are plenty of puzzles and they get stupidly hard.



▲ One of the easiest choices you'll face.



▼ They killed the fat fella then. You'd best go and wreak revenge.



Ultimately

Ethel-some

88%

- ⊕ Puzzles, atmosphere
- ⊖ Slow-down, dated

Machine:PlayStation
 Publisher:Infogrammes
 Developer:In-house
 Price:£45
 Access Time:Slow

UK

The PlayStation's *Alone In The Dark: Jack's Revenge* is a fairly straight conversion of the second game in the PC's massive-selling AITD trilogy. There isn't a huge difference in looks or gameplay between the first two, though the sequel is a slight improvement - we guess they thought they'd start with No 2, and quickly catch up with No 3. No matter.

BITS

▼ Scenes not unlike these have warranted a 15 rating for the game.



If a shoot-em-up is intent on adopting a first-person perspective, having you yomp around a series of dimly-lit locations with



▲ Clowns. Quite the scariest things in the whole world.

The 3DO gets all bloody with

Killing



only your hands and the tip of your weapon at the bottom of the screen for comfort, then it's going to get compared to *Doom*. Full stop. Sorry about that.

The trouble is that as the seminal shooter is taking so bloody long to reach the system, we're crying out for a bit of quality pump action, erm, action. *Doom* is on its way, 3DO promise *Ultimate*, but will *Killing Time* do as a surrogate shotgun-orgy for now?

One thing in its favour is the way it tries to lace a story through

the heated action. Set in the early '30s, you're investigating the mysterious disappearance of one Tess Conway and her guests from a wild party on the Conway's island estate, Matinicus. What makes their disappearance all the more mysterious is the fact that

occult-obsessed Tess had in her possession a myth-rich Egyptian clock that bestows amazing power on the owner and... ooh, it's just to chilling to contemplate on an empty stomach. Use your imagination.

The game has you moving swiftly around the various

conspiracy theories flying around the office right now concerning the likes of Neurofen having had a hand in developing *Assault Rigs*. Probably not, but they certainly missed the perfect product placement opportunity within the game. So yes, it hurts your nut, but then the best games always do. What's it all about though?

Okay, before we kick off for real, there's no avoiding

comparisons with *Twisted Metal* (issue 13, page 58) so go and dig out last month's *Ultimate* and we'll be right here. Okey dokey, clearly they're both *Doom-in-a-car* type scenarios, they both excel in multi-player mode and they both dish out tension on a plate the size of a small country.

Basically, that's the game summed up. Or is it? *Assault Rigs* also gives you the choice of five perspectives, is as much concerned with collecting gems as it is with blasting opponents,

BITS

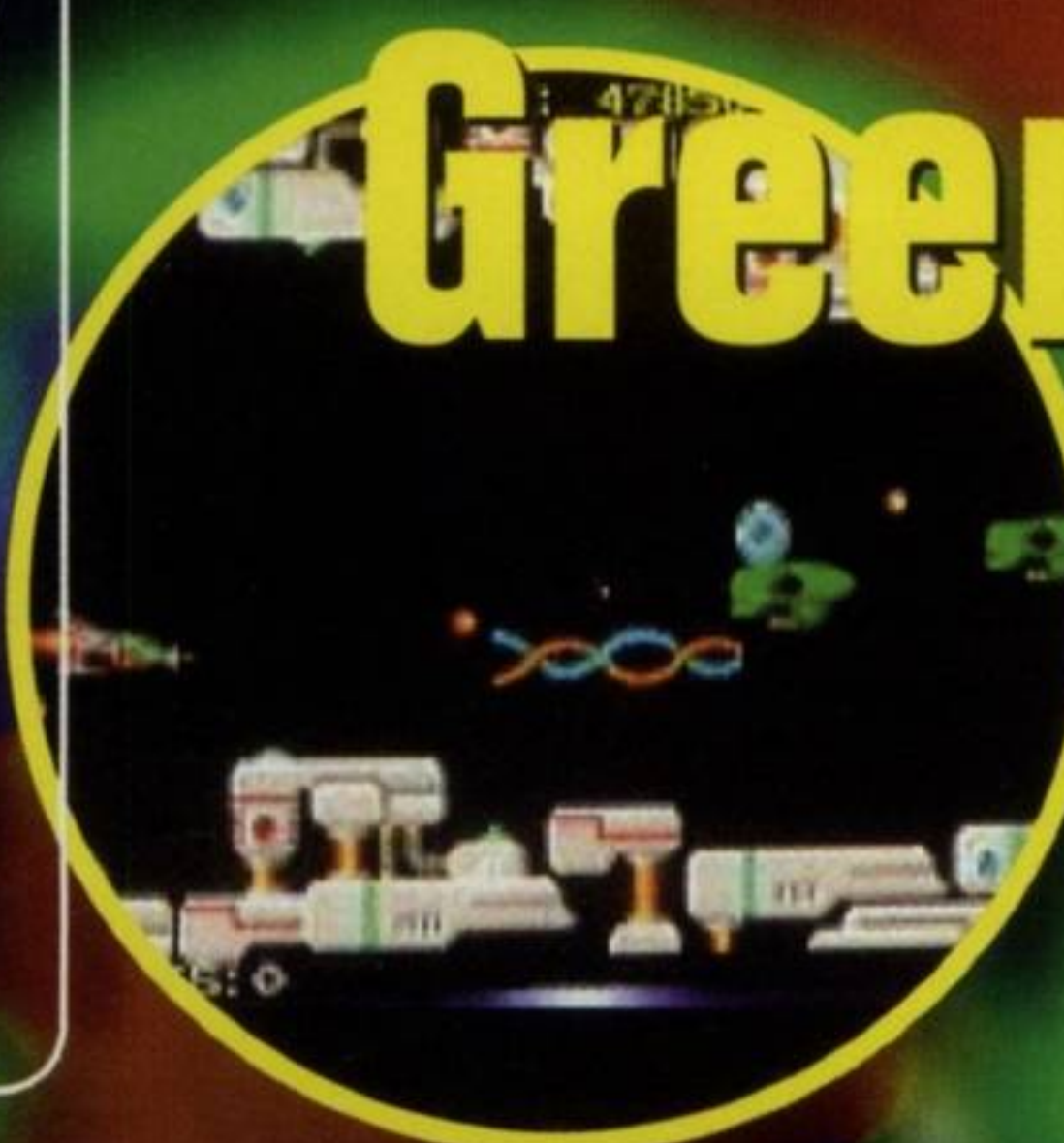
The PC CD ROM version of *Assault Rigs* will be released in a couple of months (see next month's *Ultimate* for review) and, amongst other features, will include an eight-player network option. If the rest of the game is up to the same standard as the PlayStation version we could be looking at a whopping score. There's only one way to find out...

Warning: This game will give you a headache! Oh yes it will. Even if you have

perfect eyesight, got a good nine hours sleep and don't wear a tight hat - after half an hour of *Assault Rigs*, your noggin will begin to suffer. There are a few

Greenpeace like to

Assault





▲ Walk around bodies and view them from every angle – hurrah!

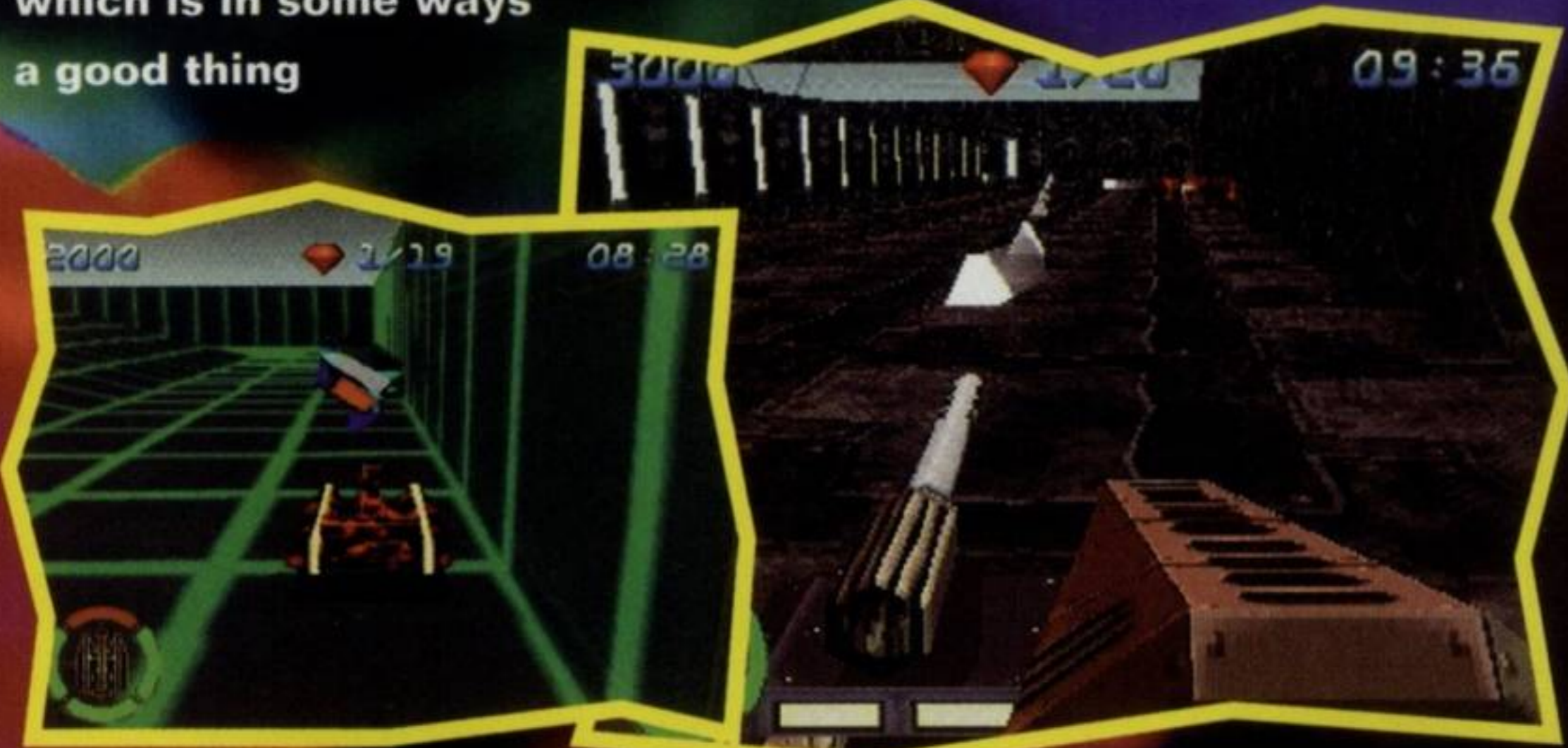
Time

locations of the estate, gawping at the FMV apparitions of the vanished guests (who give you clues as to what actually happened), trying to solve the puzzles that cheekily throw themselves up (if I flick this switch, will the door at area X open?) and, of

course, the chance to take out an endless stream of ducks, skeletons and clowns. Er, quite. *Killing Time* throws up a fair few neat touches: realistic, varied locations to traipse around, the ability to look up or down (very handy for those 'negotiating flaming pits while on a stupidly thin wall'

boasts 40 levels and takes place indoors the whole time. Hmm – that could just be the first problem. It's very claustrophobic. You can't move for more than three seconds without coming across a jump, ramp, skyway, trench, movable block, elevator or push-rod, which is in some ways a good thing

strategically, but you can't help wanting to bust free. On the upside, *Assault Rigs* does contain probably the best intro in the business, but that's not even vaguely important except for High Street demo purposes, so let's ignore it shall we?



▲ It's very difficult to aim accurately from afar.

Rigs

sequences) and sound effects to worry your pets and plum-rinsed relatives. But there's one rather irritating problem. Frame rate, or lack of it. *Killing Time* is right up there with its speed, but it really is painful on the eyes, the way the walls jerk around (especially when those in particular locations all look the same). The sensitive controls don't help much either – one touch can send you flying all over the gaff. At least Studio 3DO are trying a different slant on the *Doom* theme, it's just a pity the game engine isn't quite as refined as it should have been. How about a *Doom*-like game set in an alien-riddled New York? Now that would be groovy. Keep dreaming...



▲ Watch out for the fireball-breathing skeletons. Swines!

Ultimately

Nick Cotton

55%

- ⊕ 35+ 'levels'
- ⊖ Jerksome on the eyes

Machine:3DO
 Publisher:Studio 3DO
 Developer:In-house
 Price:£45
 Weapons:5

UK

Overall then, well, if you haven't got a potential link-up buddy then you may well be a tad disappointed. In one-player mode it all seems a bit slow and tiresome after about five levels. You never really get going – too many ramps and corners! However, linked-up this a completely different game and worth another nine percent. *Twisted Metal's* better though.



▲ Is that, or is that not, the best looking rendered woman you've ever seen? She's gorgeous!

▼ Everything feels a little claustrophobic. Not enough space!

Ultimately

Wilmot

82%

- ⊕ Bonkers multi-player options
- ⊖ Headache inducing

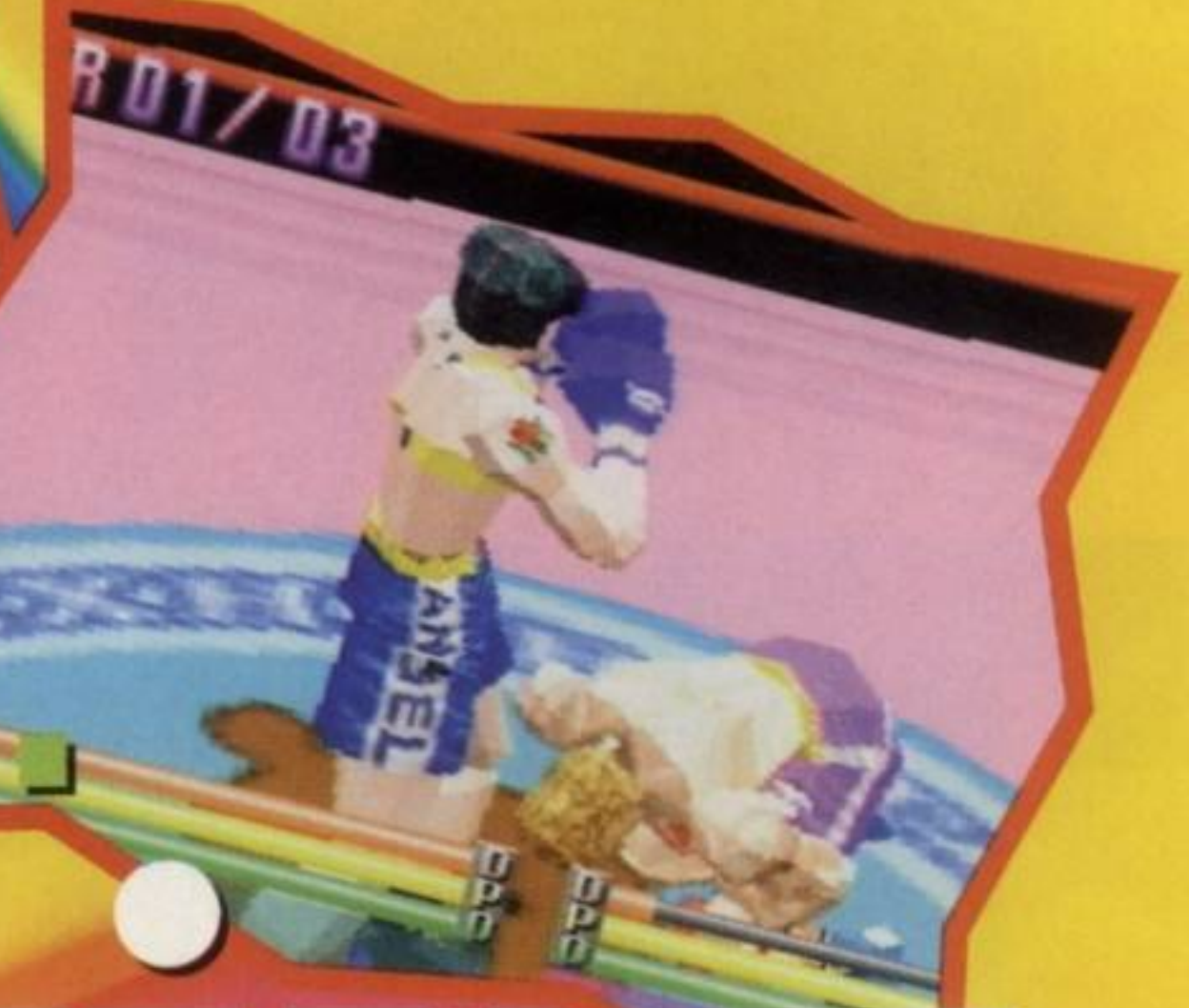
Machine:Playstation
 Publisher:Sony Interactive
 Developer:In-house
 Price:£45
 Levels:40

UK



If you're too damned lazy to create your own boxer, simply take your pick from one of the four ready-made fighters. There's Detroit Jake, a welterweight ranked 8th, Bubbles, a lumbering heavyweight ranked 26th, Dean, a nippy welterweight ranked 5th and finally Gat, a welterweight woman ranked 31st who you wouldn't want to call 'Darlin'. Odd bunch really.

▼ The customary inspection of the knees ceremony is also included.



Fun in the ring? Or is... Victory Boxing ... a pain in it?



Another month another boxing game. Games reviewers up and down the country let out an apathetic sigh at the prospect of reviewing yet another unsuccessful shot at the boxing game title. On paper however, *Victory Boxing* looks like it might be a bit of a corker.

Ignoring the, yawn, rendered intro completely, the options screen offers the Main Event, Sparring, Vs or Debut. Sparring is a simple head-to-head with the computer during which you can learn the moves and polish up your technique. Nuff said.

Vs mode is, yes, the two-player option in which two flesh and blood buddies can choose a fighter and slug it out. The criticisms of the game (which are coming soon) still apply to this mode but the additional

excitement generated by actually lamping your mates lifts it above the rest of the options.

Debut is a very interesting feature. Not interesting in the great scheme of interesting things, but not bad for a videogame. You can 'build' a



custom fighter. Choose the weight category (Bantam, Welter, Light, and so on), adjust the fighter's height, weight and the colour of his shorts

then change the emphasis of his allocated skills. If he's average in the areas of speed, power and stamina, but you'd like him to be a bit nippy, you can increase the speed rating at the expense of the other two. Once you're happy you can give him or her a comedy name and save the fighter for future use. Smart!

Next up, the Main Event. It's a career mode essentially. You choose a boxer and then take on all-comers in the hope of moving up the ranks. It all seems a bit hopeless at the start, but the

more you play the better your fighter becomes (his attributes increase with experience) and the further you get. You can set the type of training you want to do between fights which in turn affects your skills. It's up to you which areas need working on. And finally, there are lots of match stats to look at after a fight so you can evaluate your performance and there's a video playback option so you can pore over your mistakes frame by frame. In terms of features, the game is chocka, so it gets a huge bag of gold stars from us for that. But gameplay...

... Sadly, *Victory Boxing* fails in all the usual areas. The fact is it's simply not tactile enough. You can land bone-crunching punches one after the other, but it's very rare that you actually 'feel' like you're making contact. Games like *MK3* (which granted has the added advantage of gore) make you wince at the ferocity of the attacks. Not so, *Victory Boxing*. Another problem is that the game is very slow. It speeds up when your fighter improves, and the developers probably see this as an interesting approach, but in

reality it prevents the game being as immediately accessible as you might like. There are plenty of easily accessed punch options but there's no real reward at the end of a flurry of skillful exchanges. Special combos become available and this does add to the thrills a fair bit, but the feeling you're left with is too little too late. There's not nearly enough fun up front. Only for the very patient...

Ultimately

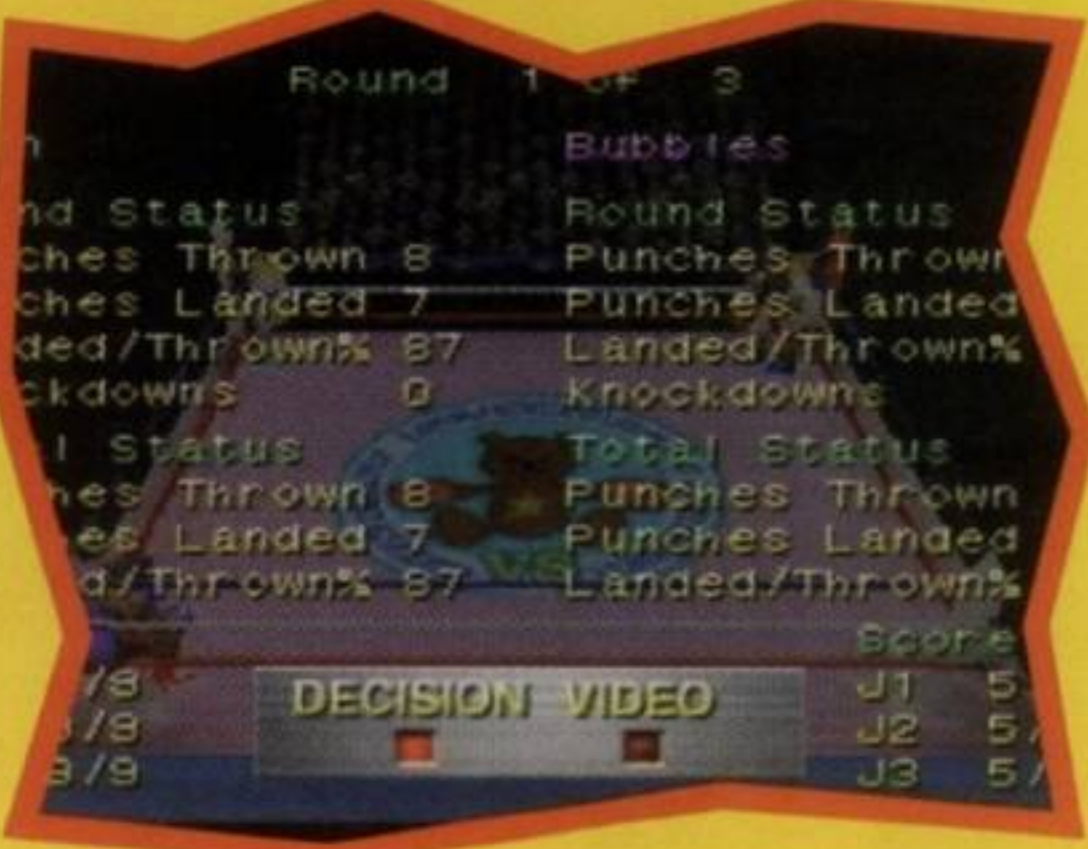
Liam

71%

- ⊕ Packed and eventually pacy
- ⊖ Sluggish to start with

Machine:.....Saturn
Publisher:.....JVC
Developer:.....In-house
Price:.....£45
Combos:.....25

UK



▲ Yes, even statistic mad anorak types are catered for. Nerds!

Look at it this way...

or any way for that matter. There are oodles of views to choose from. Many are just variations on a theme but here are the six most interesting:

Top down



All the action is constantly visible. Very good, but low punches are a bit obscured.

Bottom up



Totally stupid unless you're a bit partial to staring up boxer's butt clefts.

Through the eyes



A bit fussy when things get frantic, but if you like realism it's the best of 'em.

Through the nipples???



Eh? I don't get it. Same as the previous one only it's a bit lower down. Cheers!

Three quarter

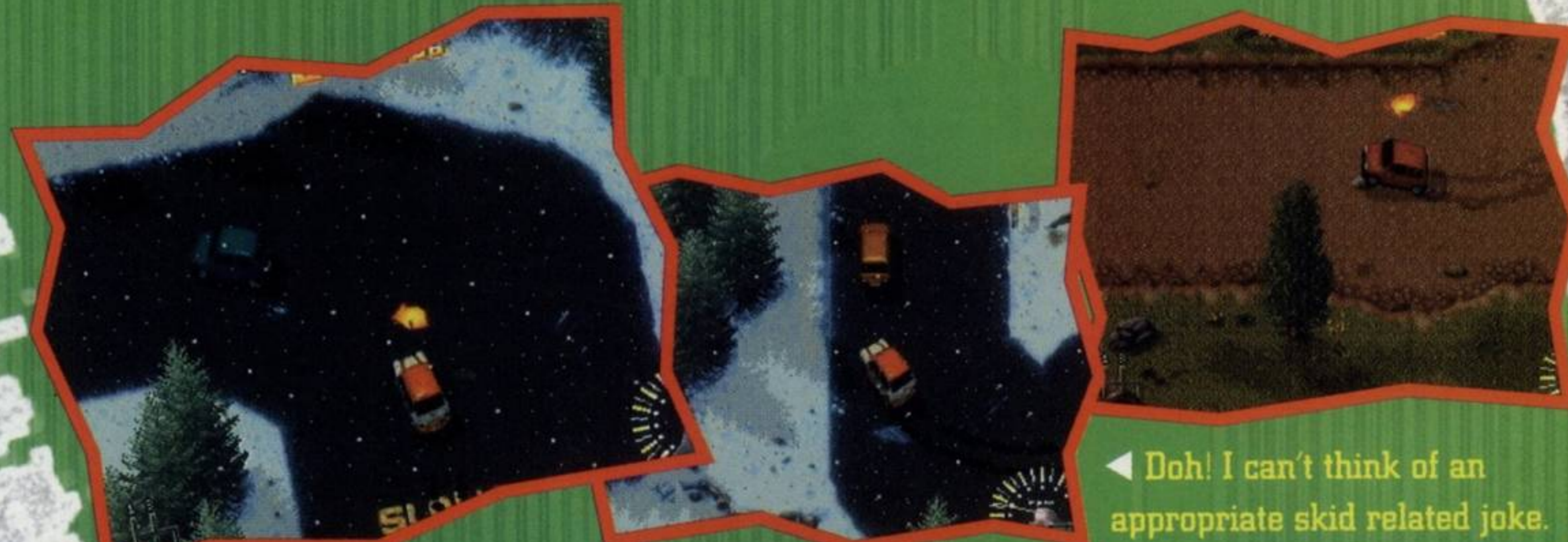


Quite a handy one in that you get to see absolutely all of the action.

Side-on



A familiar view for spectators but doesn't quite have in-yr-face excitement.



◀ Doh! I can't think of an appropriate skid related joke.

Powerdrive Rally

In 64-bit shocker

This first appeared on the SNES about a year ago to a less than rapturous reception. It reviewed well, but didn't exactly fly off the shelves - probably because *Micro Machines* stole its thunder.

Eleven months later and it's Time Warner's turn to release a beefed up version on the Jag - complete with six new cars - and it's surprisingly good fun!

Herein lies the problem - we can't put our fingers on exactly why it's so much of a laugh. On paper *Powerdrive* seems more than a bit drab - it's merely a blockier, though more graphically pleasing, slant on *Micro Machines* without the break-neck speed or simultaneous multi-player option. However, crank it up and you'll lose a couple of hours immediately as you come to terms with hand brake-turns, the racing line and the relentless samples. Oh, yes it's sampled right-up! Every couple

of seconds you'll hear 'square left, half right, U-turn left,' and that's about it really. Which leads us to our first gripe - it's too easy! Should you really be able to sail through twenty levels on your first go? We think not. The samples give too much away! You could always turn them off, but they're far too comforting. Ahhhhh.

Powerdrive Rally is the best game to grace the Jaguar for some time, but that's hardly a recommendation is it? If it contained the same multi-playability as *Micro Machines* we'd have been talking about a late eighties score and this review would sprawl over both of these pages. As it stands, well, look at the verdict below...

Ultimately

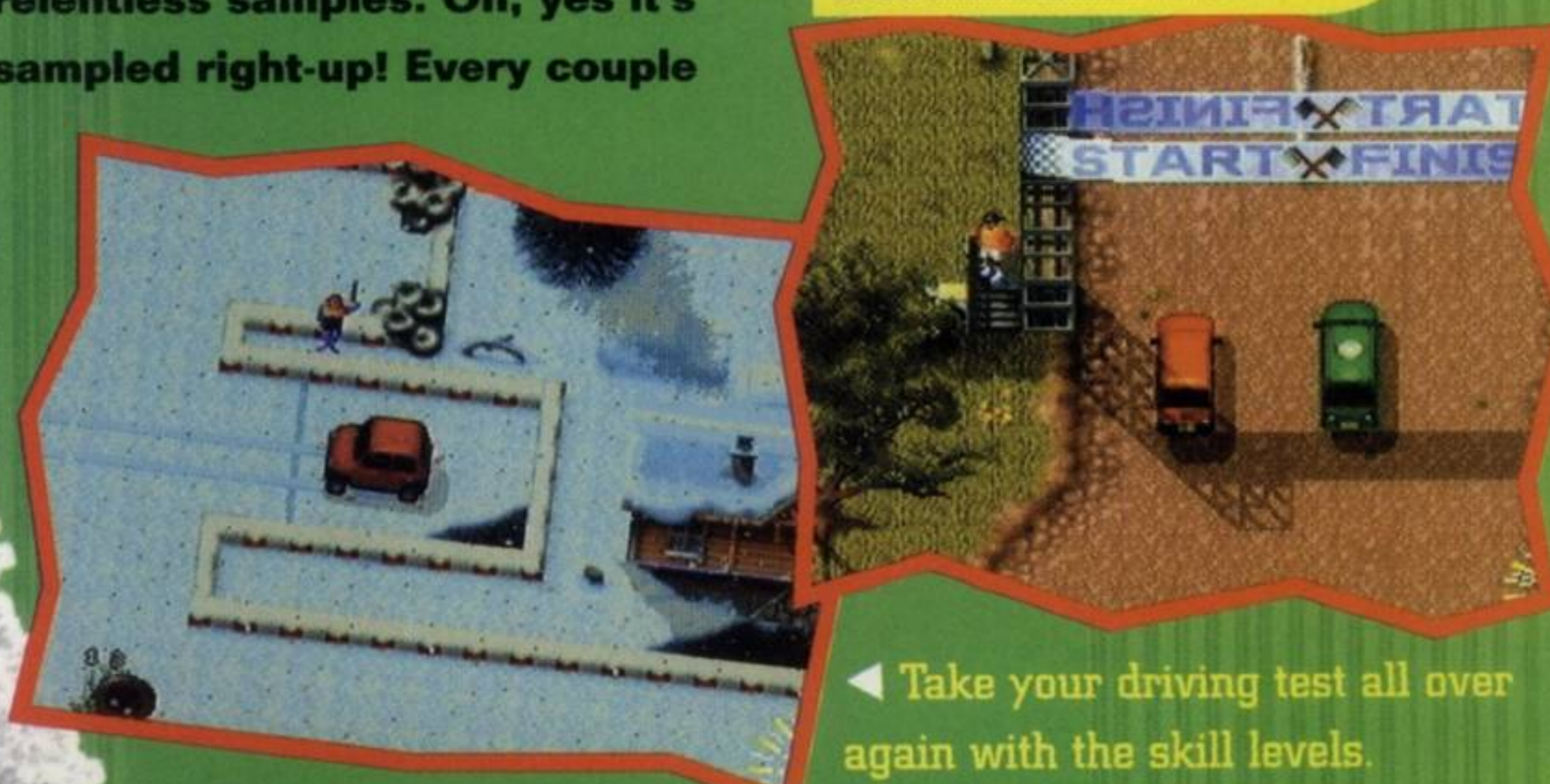
Bianca

71%

- ⊕ Curiously addictive
- ⊖ Sluggish at times

Machine:Jaguar
 Publisher:Time Warner
 Developer:Rage
 Price:£45
 Levels:48

UK



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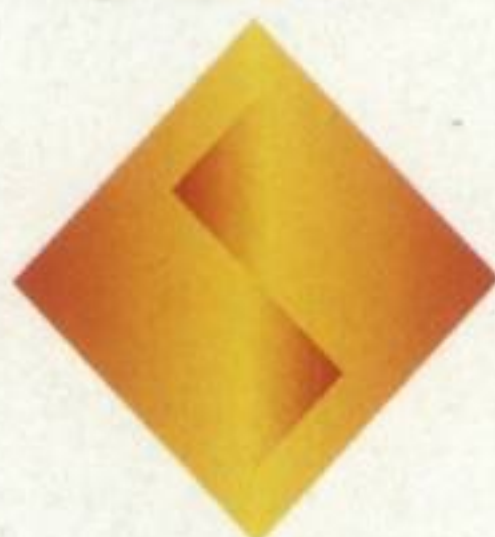
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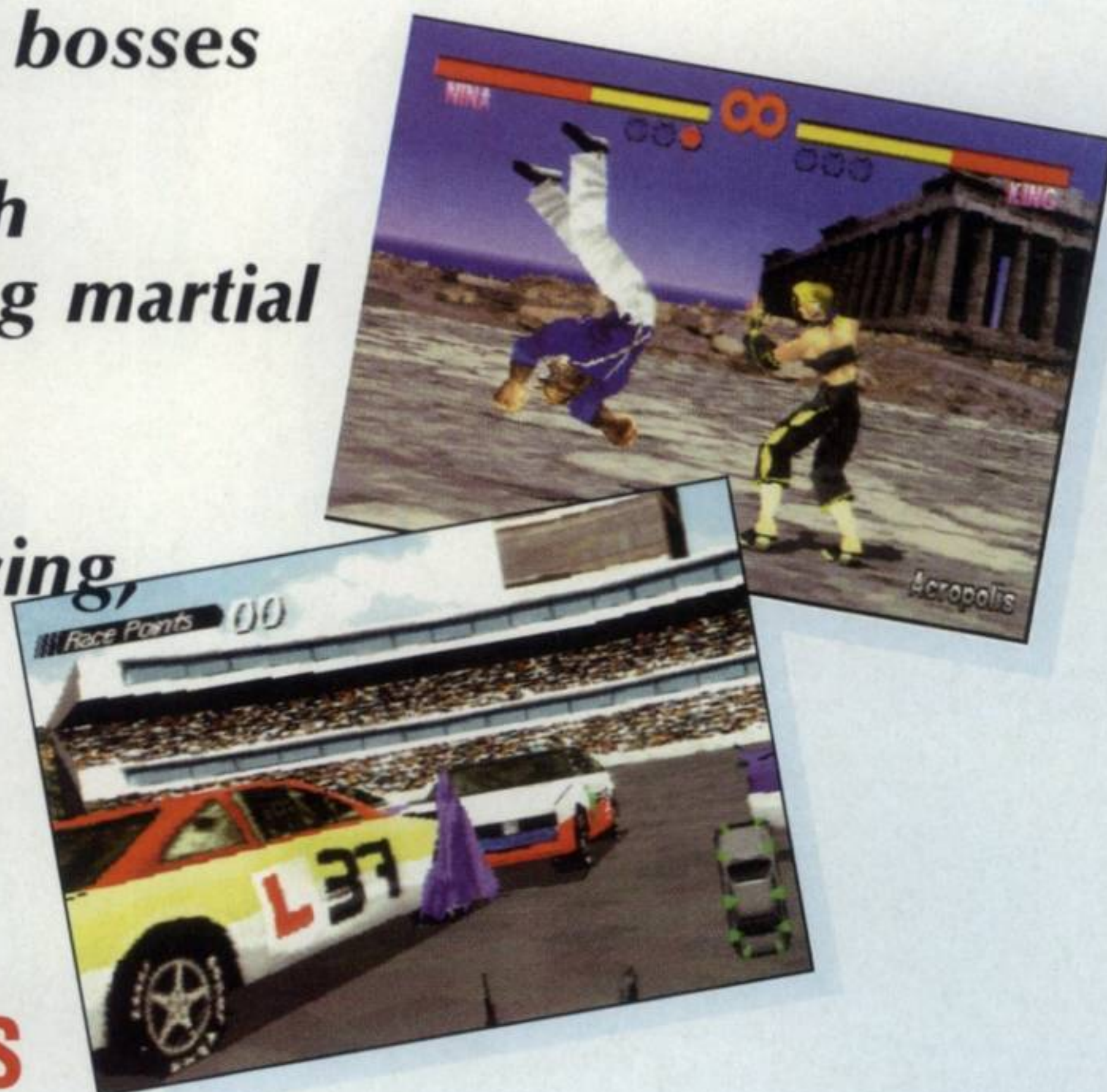
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◀ It's pinball. Ignore the yellow arrows and just go flipper crazy!



3D Ultra Pinball

Yes, another pinball sim

Welcome to the Next Generation of pinball games. Pinball has gone 3D. But it's not just Sierra that have moved away from tradition 2D vertically-scrolling monsters with their lack of proper perspective, inability to see your flippers while you're hitting the top features and their glitchy updating. No, everyone seems to be having a go. There's *Tilt* on the way from Virgin, and Empire are working on *The Web*, both with 3D elements. Cool!

3D Ultra Pinball is a good pinball game. Although there are only three tables, and this is in itself worrisome, those tables are PACKED with well-worked features, smart animations and bonus games. Plus each of the three tables has effectively three tables itself. While the play starts in the large central table, the sub-tables are easily accessible by knocking down a few characters or exploding a couple of bulldozers (no, really). It's not huge, but what there is, is complex, logical and exciting. So far, so good then, but is it all good? Better read on...

It's all based on a space theme, originally inspired by Sierra's space strategy game, *Outpost*, from which it borrows graphics and a scant storyline. Bonuses come with an option to build space stations, refineries and other buildings, with an eventual goal being the construction of an *Outpost*-style city, which is a refreshing alternative to chasing high-scores, which in 1995 is, frankly, sad.

Altogether it's a fine pinball game. The only real problems are that if you don't like pinball, the space theme and 3D novelty aren't enough alone, the three tables might get boring, and, amazingly, you'll need a 486 DX-66 (to play pinball!). This is good, but it might be best to wait and see the other two.



▲ Hit the right features and a huge tower appears.



▲ Keep it up on the top two tables and you're laughing.



Ultimately

Sam Butcher

75%

- ⊕ Real 3D, lots of features
- ⊖ Only three tables

Machine:.....PC CD ROM
 Publisher:.....Sierra
 Developer:.....In-house
 Price:.....£40
 Tables:.....3

UK





► This is one frustratingly sluggish game.

◀ The Doomscale machine doesn't look at all 16-bit.



Attack Of The Mutant Penguins

Atari are so wacky!

What were they thinking of, eh? Maybe this is how it happened: After a particularly heavy lunchtime session one particularly merry 'creative' at Sunrise Games chaired the production meeting for the next big Jaguar hit. 'Okay I've got a great concept. Sonic hasn't been around for a while and *Earthworm Jim* is performing badly - the time has come for us to leap into the cutesy gaming market, all we need is an angle. Now let me think... *Anorexic Elephants From Beyond Infinity*? No, too pretentious... *Bumble Bee*



Bloodbath, an airborne *Doom*? Nah, too much of an effort... *Attack Of The Greengrocer's Vest*? Nope, but I like 'attack'... how about... yes that's it. How about *Attack Of The Mutant Penguins*? Brilliant! It'll sell, it's Ker-ayzee!' Much back slapping, by his equally merry colleagues, later - 'Now all we need to do is work out the actual game. Okay, this won't take long, we'll be back down the boozier in no time. What original games have yet to be exploited? Hmm. Well how about the Mega Drive classic *Toejam and Earl*? We could borrow the look of that. Yes, it's all coming together. Now gameplay... let's make it a

puzzler, yes a platform puzzler. Why not take the more frustrating bits out of the likes of *Lemmings*, *Sink Or Swim* and anything else we can get our hands on and chuck a few of them around some tiny levels? Yes, that's 64-bit gaming! Up yours Nintendo! Let's do it!' And they did. Good grief...

That's it in a nutshell really. Loads of borrowed ideas trying desperately to be zany, but only succeeding in creating a chore of a game which is in no way connected to the word 'fun'. Not only is it a swine to work out in the first half hour, but when you actually get to grips with the aim of the game it becomes no easier and even less satisfying.

If your idea of gaming heaven is plodding around levels - that smell like William Shatner designed them -

chasing penguins and flicking the occasional switch, then you are clearly related to one of the game designers and are merely being polite. Who cares whether or not good penguins survive or mutants out-weigh them on a contraption that goes by the name of The Doomscale?

What an effort this is - only give *Penguins* a go if you happen to find it lying around in a skip - which you probably will in a few months' time.

Ultimately

Dr Leg

- ◉ Jolly in places
- ◉ Not very many though

29%

Machine:Jaguar
 Publisher:Atari
 Developer:Sunrise Games
 Price:£40
 Levels:20

UK



◀ See, it's *Doom* in a taxi. Drive, shoot stuff. Sorted.



▶ It's a hell of a way to make a living, but somehow fun.



Armed to the teeth with Tarmac in Road Warrior

Curiously this isn't titled *Quarantine 2: Road Warrior*, but that's what it is, the sequel to *Quarantine*, which really should have been subtitled *Doom In A Taxi*.

Anyway, in *Road Warrior*, not unlike the original, you play a taxi driver in a bleak post-apocalyptic future. Your taxi's bulletproof and so are most of your fares.

Essentially you drive about your nasty first-person-perspective 3D world, taking people from A to B and blasting a few people and buildings. Top stuff. It's mission-based and each time you go out for a drive your life gets harder and harder.

The storyline and idea are great, but the execution sadly isn't. It doesn't feel like driving, like a

first-person game in a car really should, and the graphics aren't up to the standard of, say, *Descent*. Nevertheless, the idea's still good, and the level design and missions, coupled with increasingly smart weapons and suitably post-apocalyptically-grim music and sound-effects, add to the atmospheric. It's fun, but has limitations. Ho hum.



Ultimately

Debs

- ⊕ Missions, violence
- ⊖ Dodgy graphics, unconvincing

80%

Machine:.....PC CD ROM
 Publisher:.....Gametek
 Developer:.....In-house
 Price:.....£40
 Road:.....Tarmac

UK



▲ Lob grenades for ex-Worms.



▲ Get buried in bomb craters and you're easy pickings. Teleport now!



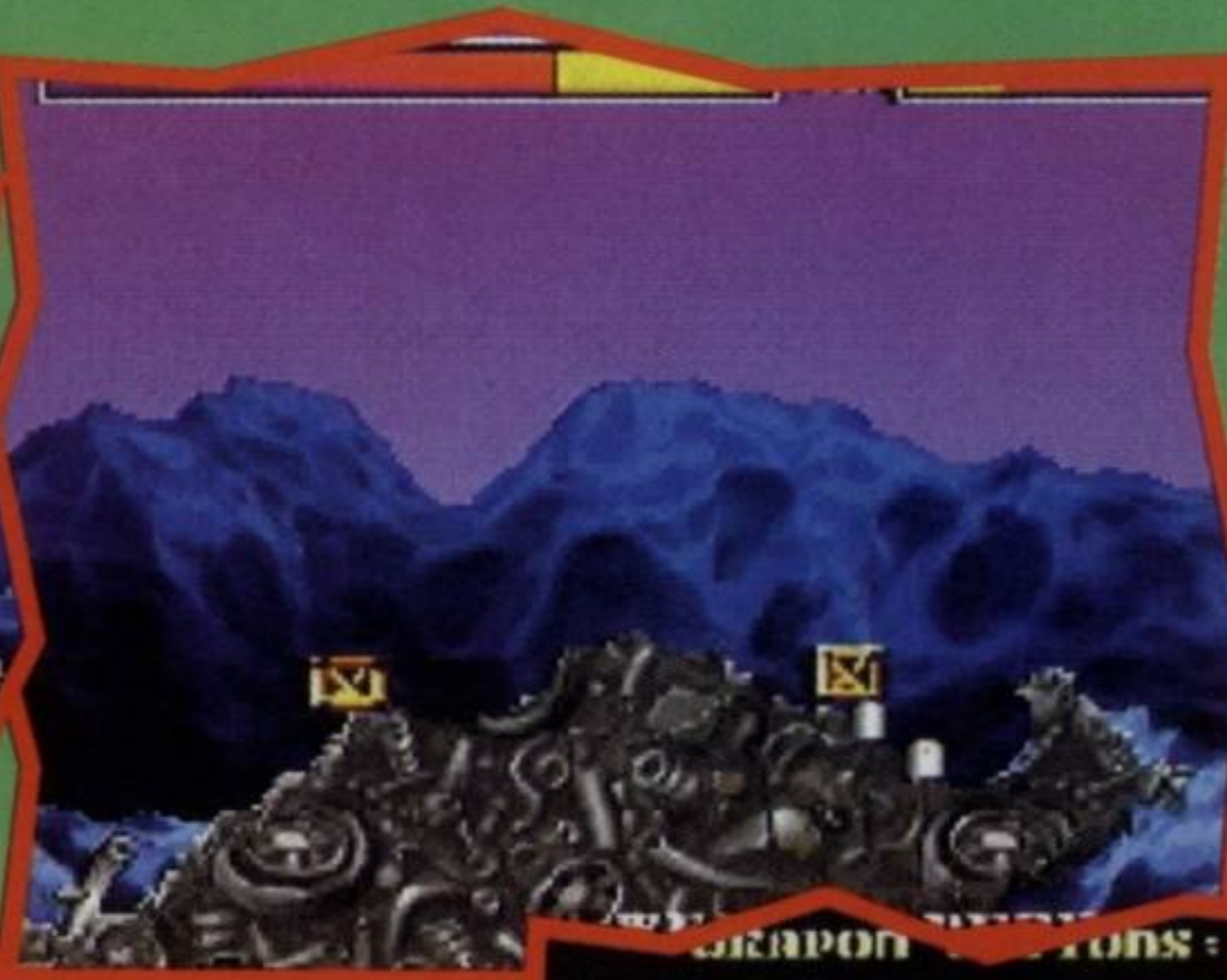
Mousey

If you've got a PlayStation, *Worms* is one of the most engaging small-scale strategy bazooka-em-ups – oh, alright it's the only one, but it's bloody good. Just you look at that cross-hair for aiming bombs and other offensive projectiles. It's screaming 'MOUSE!' Can you hear it?





◀ Homing missiles are effective but in short supply.



We've got WORMS



The basic idea's simple enough. Up to eight platoons of four Worms (whoops, nearly called them Lemmings) are plonked on a 2D landscape, each with the express purpose of destroying the other platoons. It's a game of elimination by strategy. Or by all-out blasting if you've got the bottle to try it.

They're equipped with a range of weapons and abilities, which are accessed through a hierarchical menu system, the default being the bazooka. Soon enough you'll want the grenade, and as you progress, kit like the Ninja rope, Uzi and teleport will become invaluable. Get to grips with your equipment and set off to destroy the other teams.

You can predetermine the length of time for each 'go', which is a good feature for getting into the game - start off with 40 or 60 seconds per go so you've time to experiment with your 'stuff' but once you know the effects of each piece of hardware and have developed your strategies, you'll want to

bring them down to 20 seconds. If you've got more than two players taking turns then bring it down to ten, ASAP - an eight-player game with 60 second goes could leave you waiting SEVEN minutes for your turn of, say, five seconds of action, which does NOT qualify for the cutting edge of Next Gen gaming fun now does it?

But learning what each piece of kit does and how to use it properly is most of the fun. It's not quite as simple as teleporting near some poor unfortunate chaps and off-loading a bazooka in his direction - that might get you by in some instances, but once you take each level's landscape, and the destructive effect of each bout of violence on that landscape, into account, you need to develop systems. These include bridging chasms, digging yourself out of bite-sized cluster-bomb craters and positioning yourself defensively, in the knowledge that the other players are developing their attacking strategies too.

Aaaaand, as if that's not enough, there's wind to contend with. All the projectiles and

some other moves (e.g. n.inja rope) are affected by the wind speed - there's a gauge at the bottom of the screen. The cross-hair is for aiming where bombs, bazookas, etc. are thrown, kicked or launched, but then they fall, and the wind direction and speed come into effect. Ignore it and you can find an explosive device being thrown back IN YOUR FACE. You will then be 'an ex-Worm'.

The game setup's important too - if you have a restriction on, say, the number of homing missiles, girders or air-strikes, you can stop your enemy using 'clever' remote tactics and keep to relatively straightforward blasting. Although there are a variety of 2D landscapes, each with its own theme and parallax scrolling backdrop, the high-lobbing grenades and teleports make light of these - to make a

truly testing game you have to tailor the weapons before starting to handicap both teams. It might've been better to have the handicaps as a default setting, and to discover weapons, *Doom*-style.

The team names (we played as the Beatles vs The Royal Family) are fun, and the cutie high-pitched voices and sound-effects are fitting to the humorous nature of the game. The graphics, however, are a big let-down. Though this is the kind of game that can get away with it, simply slapping a rendered intro and zoom in/out facility onto a dated 2D game isn't enough, and despite the great strategy and the Worms' addictive qualities this stops *Worms* entering the PlayStation's Must Buy list.



Ultimately

Ian Beale

79%

- Smart strategy and sounds
- Dated, small 2D graphics

Machine:PlayStation
 Publisher:Ocean
 Developer:Team 17
 Price:£45
 Players:8 in turn

UK

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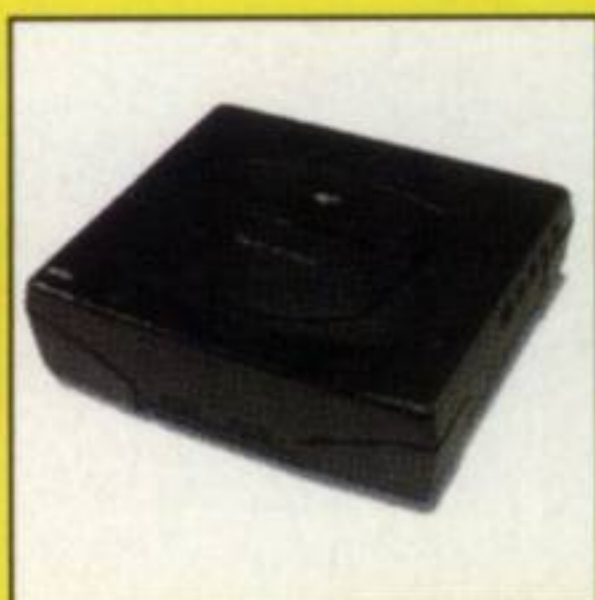
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BITS

Battlesport owes a great debt to Namco's hover tank/sled arcade blaster *Cybersled*. Both share enclosed arenas and big guns with which to fry your opponents bottom. If 'frying bottom' is something you like to do. By adding the 'ball' part and trying to make the game a 'sports' game they've tried to create something new and fun. They haven't succeeded.



◀ See that eye thing? That's a power-up.



▼ Ships is it now? You wants 'em we gots 'em. Ha haar!



▲ Yes, yes, very impressive Mr. 'ooh what a big ship I've got'.



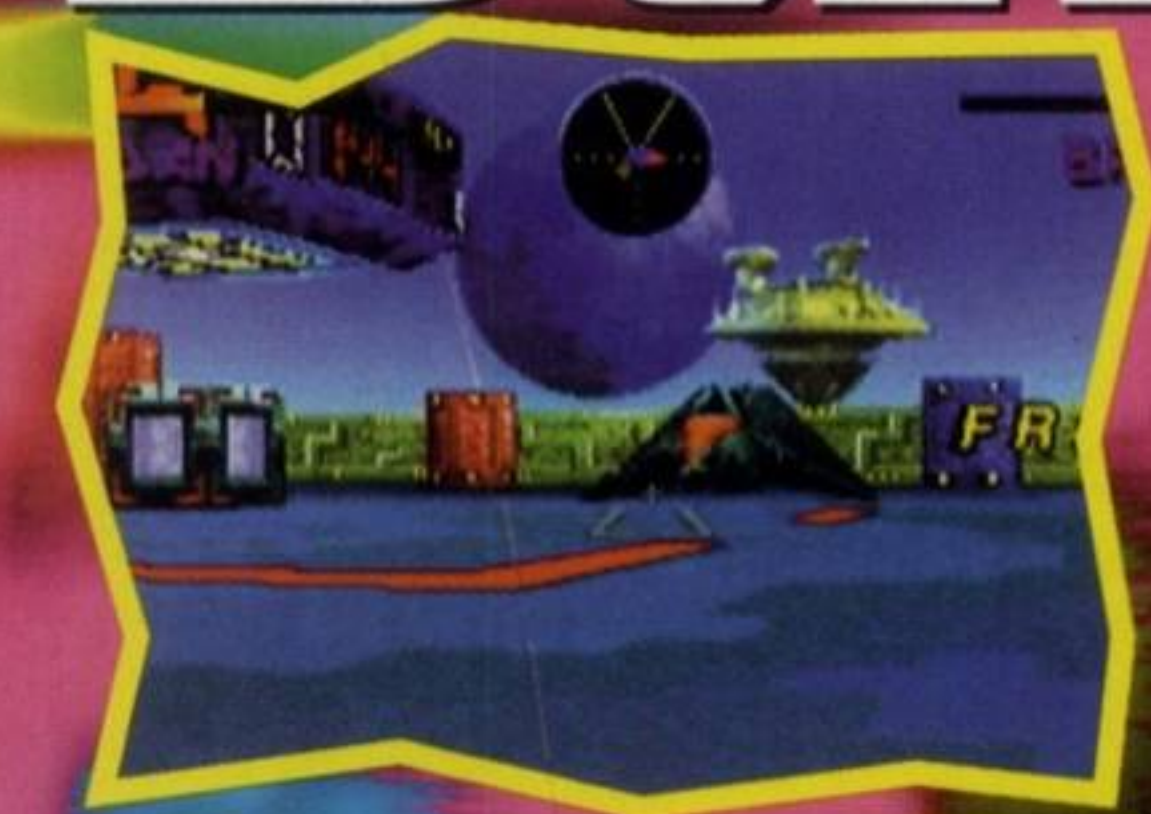
▶ The split-screen two-player mode isn't at all bad, actually.



Is...

Battlesport

Cybersled with balls?



Are you an ancient old bloke? Do you remember playing *Battlezone* in the arcades when you were a tiny wee child? If so then *Battlesport* will be somewhat familiar.

We are, once again driving tanks, while shooting tanks. Or rather 'tank' as there's only ever one opponent at a time, with a

scary name like Arson or Snyder or Bowl Smasher or something. 'Ah, righty-o', you say to yourself, 'all I've got to do is give this bloke a firm missiling up the hatch and I've won'. Oh Lordy how wrong you are, for amongst the tanky carnage there's a bloomin' great ball thing that needs stuffing in a goal. And stuff it you must for this is a sports game, where goals equal victory.

Tank plus ball, plus goal? Yup. This is basically a one-on-one football game in tanks. Pick the ball up and blast it goalwards while your miffed opponent gives you a piece of his mind with his guns. Guns which are souped-up via the power-ups left messily around the 'pitch'. Vast volleys of unbridled fire-power will make

ol' Face Splatter (or whatever he's called) drop the ball and you can sneak in and steal it, but ultimately the 'guns' bit of the game feels a bit silly. Kill your opponent and he's reincarnated a few seconds later with no penalty incurred. See - silly. As a one-player game it's a tad infuriating too. Your foe continually beats you to the ball and magically knows the

exact right time to jump and avoid your missiles. Extended play leaving the air thick with 'harumphs'. The two-player, split-screen game sorts things out a bit in that both players are equally crap and everything, but the less than nourishing gameplay experience remains unmolested, unfortunately.

So, one-on-one football, in tanks, with large guns. One question - why?



▲ That's your enemy. Will you kill him or invite him in for a cuppa?

Ultimately

Nigel

34%

- Fast 3D graphics
- Repetitive gameplay

Machine:.....3DO
 Publisher:.....Studio 3DO
 Developer:.....Cyclone Studios
 Price:.....£45
 Players:.....1-2

UK



1 ▲ Ultimate's launch issue... A collector's item! The best introduction you can get to all Next Generation super consoles and games, and all for 95p! Bargain! Well, it was.

2 ▼ *Super Street Fighter X* on the 3DO – we had the very first review. Also includes everything you need to know about the Neo Geo CD, PlayStation and Saturn... Lovely!



3 ▲ The first review of *Ridge Racer* – and it's damned fast! – sandwiched between reviews of *Virtua Fighter* on the Saturn and *Mortal Kombat 2* on the 32X. Tip top!

4 ▼ Blow your mind with every single Next Gen console rated in all known game genres. We review *Motor Toon GP* and *Toshinden* on the PSX. Things are hotting up. Cookin'!



5 ▲ Sega throw a heavy punch in the face of the competition with their first shoot-em-up, *Panzer Dragoon*. We also review *Return Fire* for the 3DO. Scorchin'!

6 ▼ More punch-ups on the PSX with Namco's *Tekken*. The characters are incredible, will it beat *Virtua Fighter* to a pulp? Also *Street Fighter Zero* – first glimpse. Crunchin'!



7 ▲ Delve into the Top 100 games that'll be hitting super consoles in the very near future. Plus! Don't miss the sharpest reviews of *Daytona USA* and *Tekken*.



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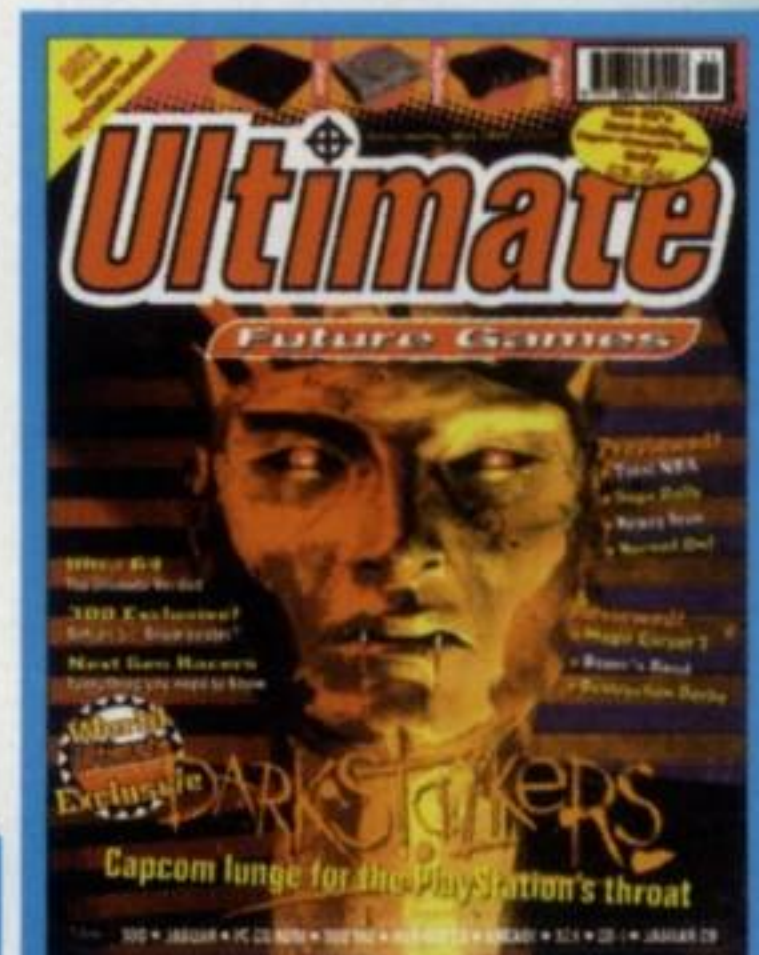
8 ▲ Includes 16-page pull-out guide devoted to Britain's contribution to the Next Gen. CD Sex – is it worth the hype? Plus! *Asta!* on the Saturn and PSX *Jumping Flash*. Sexy!

9 ▼ We preview every single 1995 Next Gen game. Exclusive previews of *Loaded*, *Wipeout* and *Destruction Derby* on the PSX. Plus! Free supplement. Only a fool would miss it!



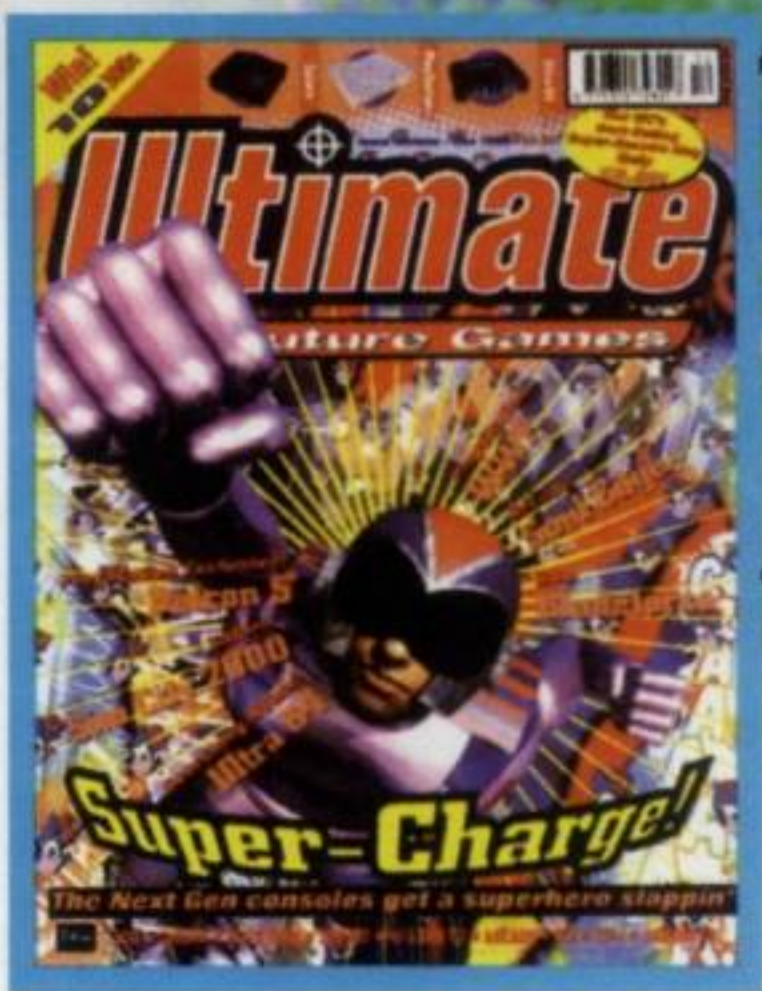
10 ▲ As the 32-bit war kicks off we predict who will be the winners and the losers. Plus! Free exclusive Psygnosis supplement to blow your socks clean off!

11 ▼ The PlayStation finally arrives just in time for our exclusive *Wipeout* and *Philosoma* reviews. Plus! First ever Virtual Boy reviews and a free exclusive Atari supplement. Value!



12 ▲ We bring you world exclusive reviews of *DarkStalkers* on the PlayStation as well as *Defcon 5* on the 3DO and *MK3* on the PlayStation. It's an exclusive frenzy!

13 ▼ *WWF* on the PlayStation, *Sim City 2000* on the Saturn and *Soul Edge* in the arcade. Add to that exclusive Ultra 64 news and superheroes in the Next Gen and it's a winner!



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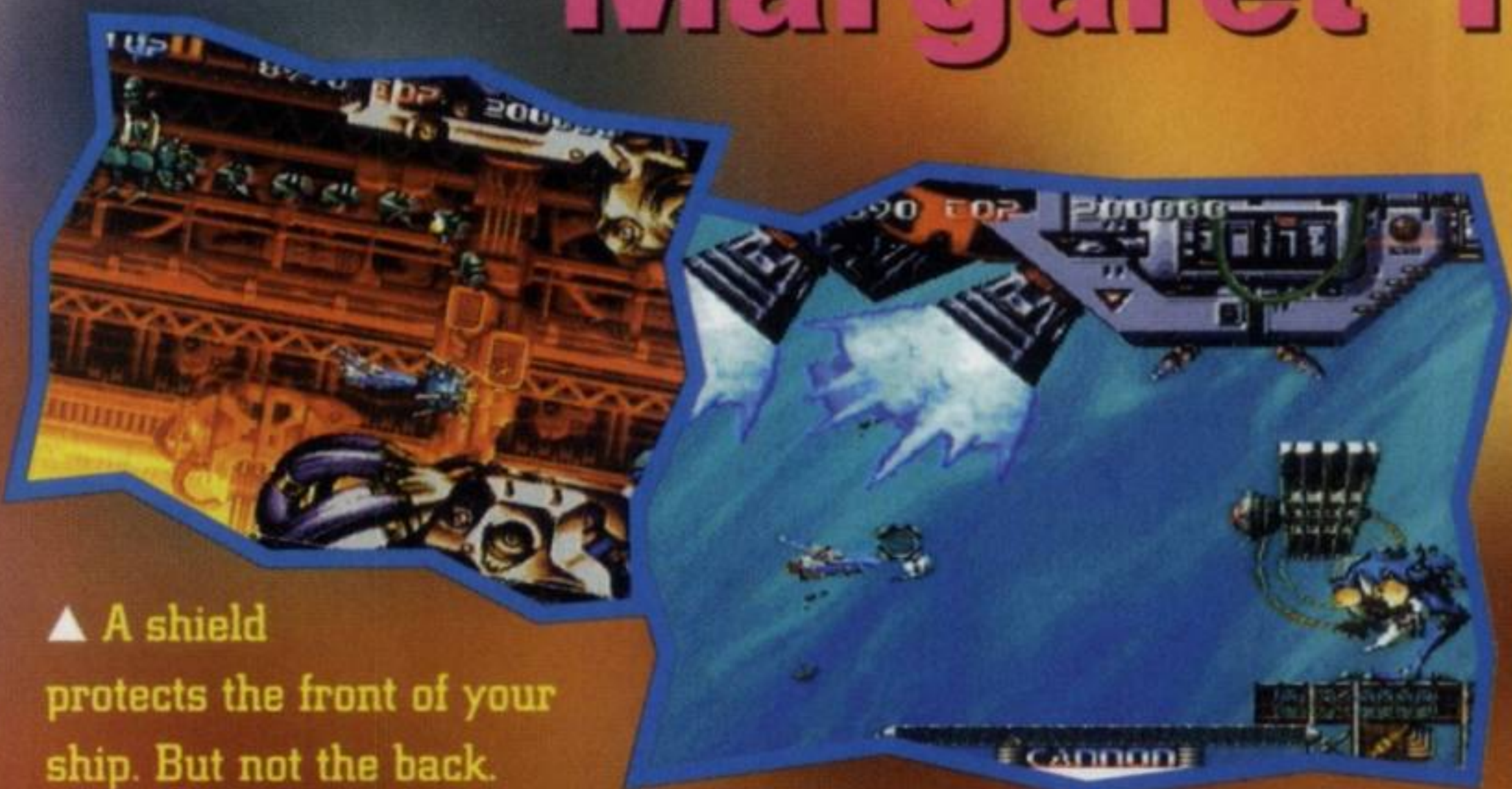
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UFG/BI/14

Spandau Ballet, Margaret Thatcher and

Pulstar



▲ A shield protects the front of your ship. But not the back.



▲ The backgrounds throughout the game are quite lovely. Look at them – lovely eh?

Will the Neo Geo's only game of the month be a beat-em-up or a shoot-em-up? Place your bets, and no peeking at the pictures. It's a shoot-em-up! Gosh that was fun.



Diversity in its games may not be one of the Neo's strong points, but reproducing arcade-style thrills in the home is. However, *Pulstar* is the sort of game that was popular in the arcades in the eighties. It's that hardy old favourite – the sideways shoot-em-up. Think *R-Type*, think *Gradius*, think 'My goodness I've seen this all before.' For the hardened blaster fan *Pulstar* holds nothing new, swirling, diving baddies, mid-level bosses, and end bosses.

What *Pulstar* does have in spades is arcade quality. It has arcade written all over it. It's the sort of game you find in the back room of a country pub miles away, after you stopped there to use the toilet. The kind that still costs ten pee to play – the old size ones. While playing it you want to balance your shandy on top of your Neo Geo and keep looking over your shoulder to see if the pool table's free. It's a retro-gamer's dream come true.



▼ *Viewpoint's* baddies are not only amazing to look at and very large but bloody hard to defeat too – the swines!

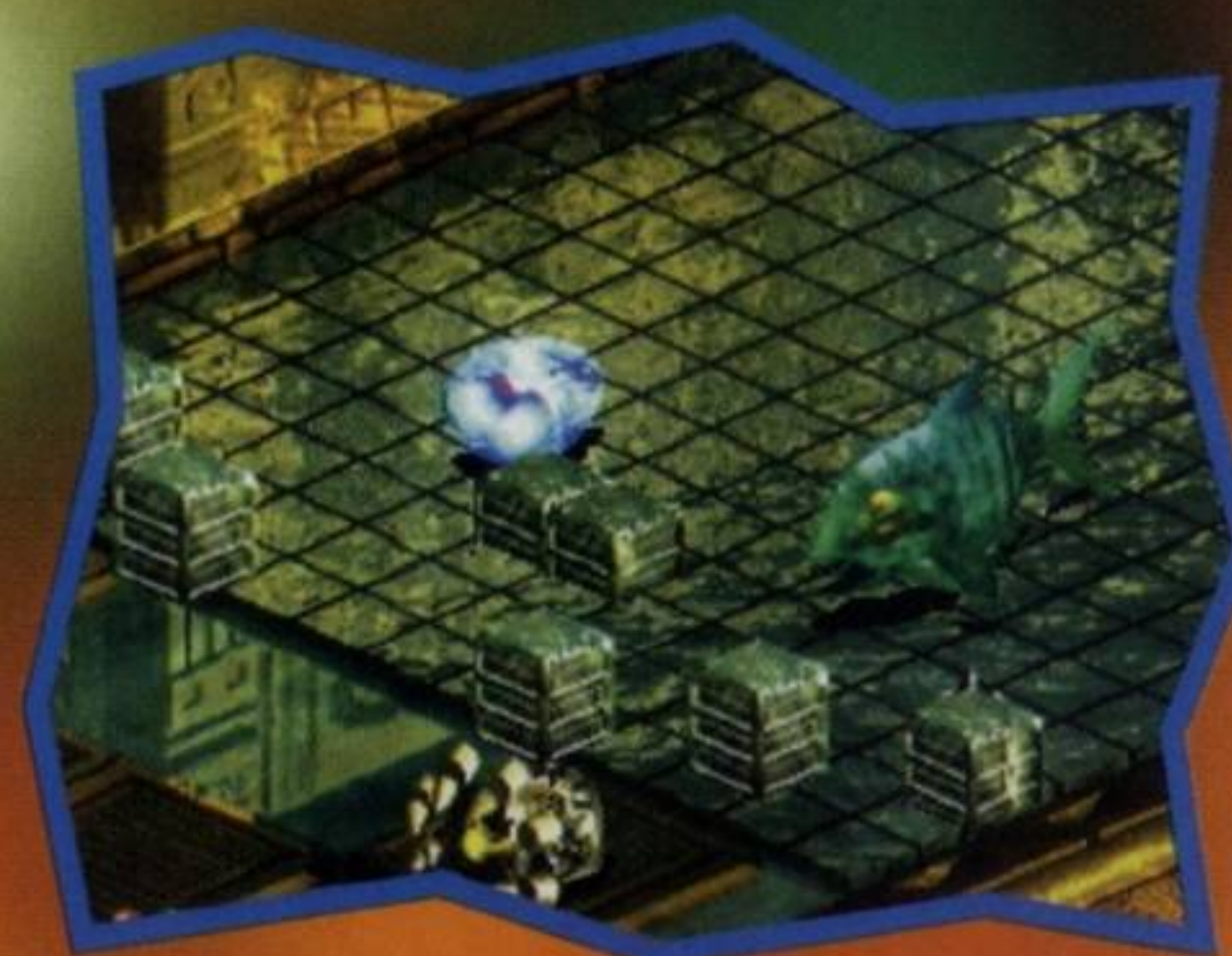


View

The Neo Geo CD classic, *Viewpoint* arrives on the PlayStation. Is this a cause for much singing and dancing? Indeed it is. It's a shoot-em-up, distinctive in its isometric perspective (anyone remember *Zaxxon*?), but despite appearing 3D, *Viewpoint* is very much good old 2D. It's essentially an up-screen scroller slewed over a bit.

had a field day designing the most weird and wonderful obstacles and enemies they could think of. A distinctly 'aquatic' feel seems prevalent, with fish, sand-worms and giant crabs all having a pop at you at every opportunity (or should that be oppor-tuna-ty, har har) and

Its best feature has to be the outstanding graphics. The game's designers have obviously



► Look at the size of that crab! You'd never get that home in your bucket, would you? Best nuke it with a smart bomb sharpish.

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◀ Your ship can even go underwater too. Jeepers!

tar

The eighties live

The graphics are bright and garish, the sounds brash and violent and the gameplay as addictive as hell. If we'd been paying ten pee a go to play it, we'd have had to sell our internal organs by now. It's addictive because it's tough. Suddenly those whirling bad guys will multiply exponentially then fly straight at you. You'll curse, you'll laugh, you'll cry, you'll

have a marvellous time, but all the while, deep within your subconscious, you'll know - this game is long past its sell by date. It may be just the sort of hardcore arcade stuff that Neo owners love, but there are more interesting and original games happening out there.

A bit of nostalgia is nice once in a while, but time marches on and it has, all over *Pulstar*.

Ultimately

Lou Beale

63%

- ⊕ Genuine arcade action
- ⊖ Very 'old school'

Machine:.....Neo Geo CD
Publisher:.....Aicom
Developer:.....Project
Price:.....£45
Stages:.....4

UK

point

Look at it this way...

▶ These little green vermin spew millions of homing bullets.

making this one very tough game. One helpful newness is that pass codes at the beginning of each stage of each level mean that you can restart a game from somewhere near where you met your end. But fret not arcade buffs, this will

▶ Winch the barriers from your path by shooting the wheels.

still take you a fair old while to finish, such is its extreme firmness, or something.

While this PlayStation version obviously features improved visuals the Neo's seem chunkier and funkier, leaving them looking a bit sterile in comparison. That said there's no knocking *Viewpoint's*

cunning design and lavish execution. It's certainly neat blasting action, just not very original neat blasting action.

Ultimately

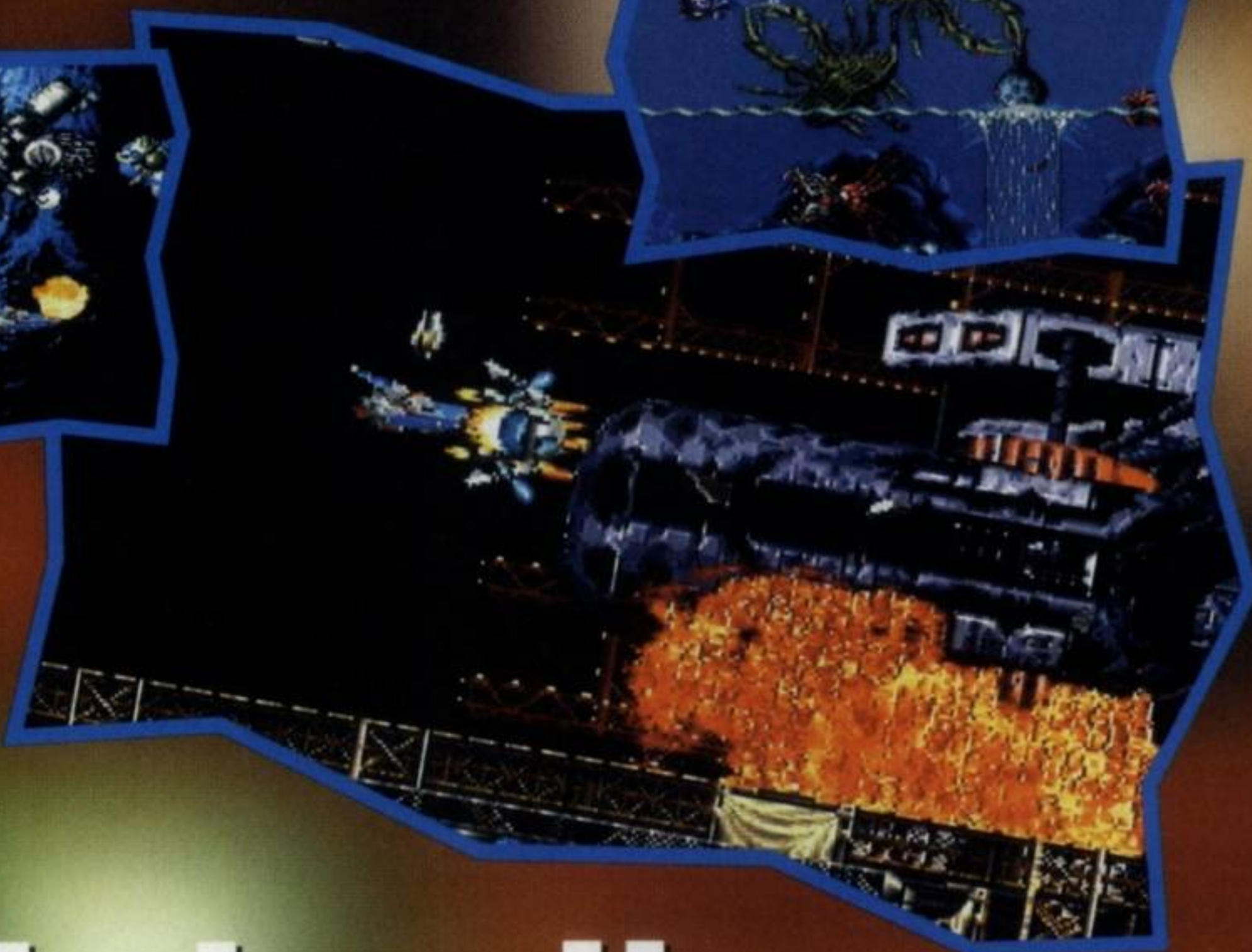
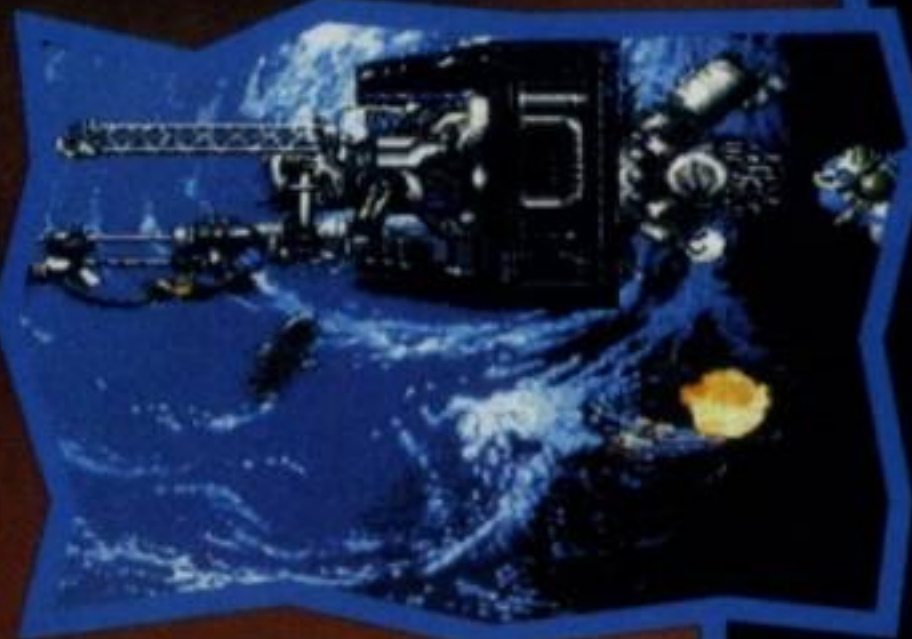
Mary the punk

79%

- ⊕ Gorgeous to look at
- ⊖ Very tough

Machine:.....PlayStation
Publisher:.....EA
Developer:.....Visual Concepts
Price:.....£45
Fish:.....Lots

UK



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3rd Degree

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Codemasters

Blimey, what are Codemasters up to? They're releasing loads of stuff on PC now, but what about us PlayStation owners - what and when are we going to see something?

D Silverman, Leeds

'PlayStation - we love it! Only we're not rushing head-long into the publishing playground for a little while. But CM HQ is currently bulging with new development teams focusing on PlayStation development. We'll be kicking off with the firm faves with very novel approaches: prepare to be totally immersed in the wild world of *Micro Machines* racing and to come eye-to-eye with Sampras in what's tentatively known as *Sampras Extreme*. And then there's a veritable bucket-load of jaw-dropping stuff that we're keeping firmly down the leg of our treads and walking around in a slightly embarrassed, non-revealing fashion. But one thing's for sure - we'll most definitely be getting them out for the PlayStation.'

Richard Eddy, Codemasters

Konami

Will there be a version of *Rocket Knight Adventures*

from Konami on the PlayStation soon?

Noel Ellis, Swansea

'Currently there are no plans to put the Sparkster character on the PlayStation. However, there are some very special games featuring long-standing Konami characters that will appear. It would be a little premature to reveal all now, but, suffice to say, vampires and big guns will feature prominently!'

Jon Sloan, Konami UK

Ocean

Ocean used to chuck out 16-bit titles by the dozen, but they've been a bit quiet on the Next Generation front. What good stuff have they got coming out?

Nigel Rowdan, York

'Ocean have a lot of plans and indeed a lot of product on the way for the Next Generation consoles. As we speak, *The Raiden Project*, on PlayStation is hitting the shelves and will soon be followed by the stupendously playable *Worms* on both the PlayStation and Sega Saturn. There will be several other releases before Christmas, including *True Pinball* on both Saturn and PlayStation as well as *International Championship Soccer* and *Powerserve Tennis*, both on the PlayStation.'

1996 will be quite a spectacular one for Ocean Software in terms of Next Gen titles. We will be unveiling the awesome *Hornet* and *Tunnel B-1* projects currently under way in

Germany and there will also be the innovative platformer *Cheesy* (PlayStation) as well as *Waterworld* and *Mission Impossible* on the Saturn. So there.'

Declan Brennan, Ocean

Sony Interactive

I thought *Krazy Ivan* should have been out by now. Why isn't it?

M Peterson, E-mail

'The original release date which was set for *Krazy Ivan* was October '95, but in order to fully realise the potential of the game it was necessary to push this deadline back to January '96. The factors which caused this delay include the massive leap in 3D environment and character animation technology which we developed, the integration of extremely high quality Full Motion Video, the creation of a two-player mode, the writing of over 30 artificial intelligence routines and many other features too numerous to mention. The extra three months we spent on *Krazy Ivan* will ensure that it exceeds people's expectations and does not, like many games today, promise any more than it delivers.'

Kristian R Jones, Producer/Designer, Krazy Ivan

Capcom

I've heard that Capcom have recently been signed up as part of the Ultra 64 development 'Dream Team'. Is this true and what titles are they working on?

Nathan, E-Mail

'At this point, Capcom are not part of the official 'Dream Team', but I'm sure we'll be

among the first companies developing for the NU64 when the time comes. Remember that Capcom were among the first five third-party developers for Nintendo way back in the good old '80s...'

Chris Kramer, Capcom US



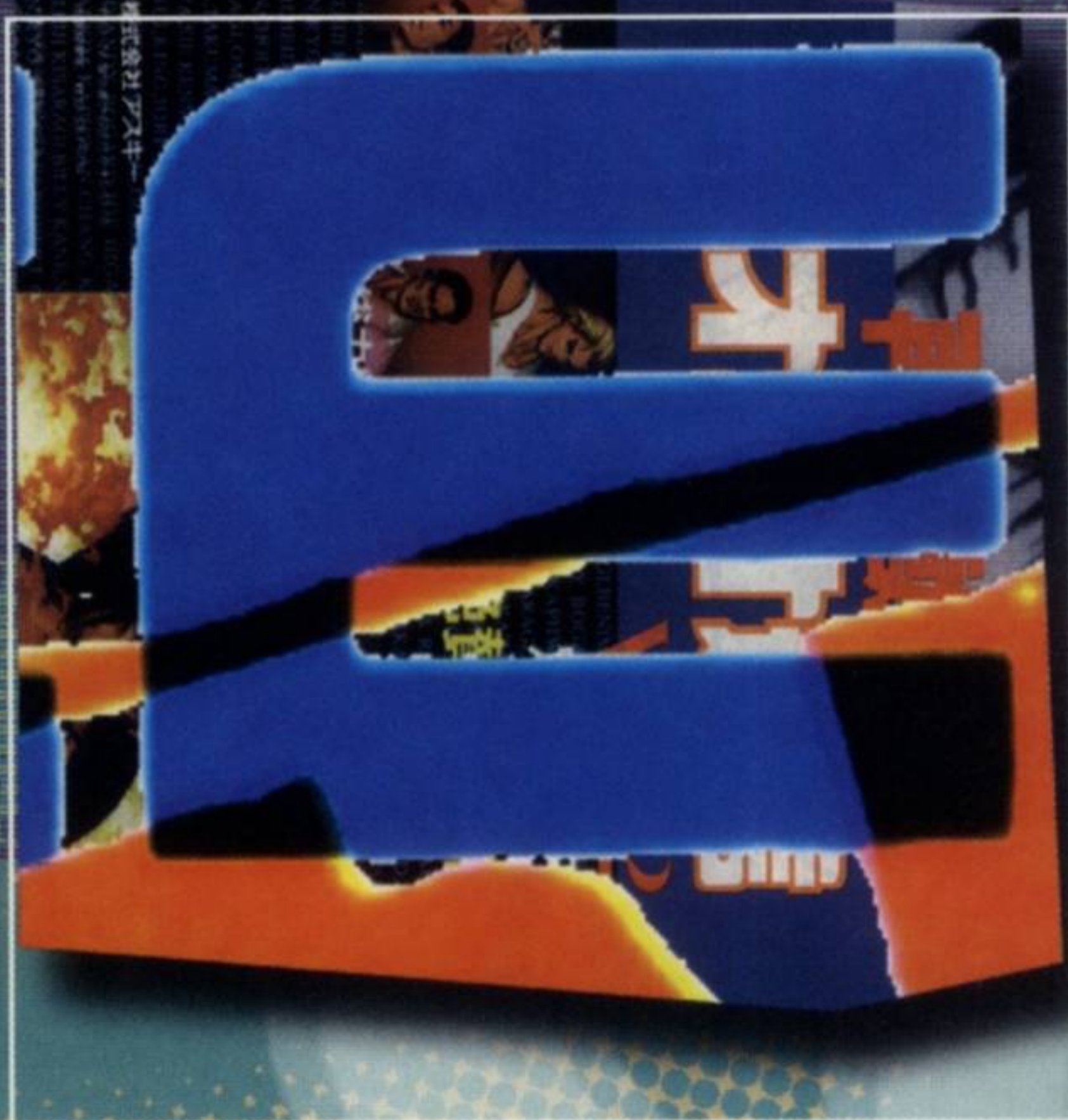
Crystal Dynamics

Crystal Dynamics seem to have gone a bit quiet on the old videogame publishing scene. When can we expect a game for the Saturn and what exactly is it going to be?

Garry Head, E-mail

'Well, Crystal have got quite a lot of games coming out for the Saturn in the near future: *Solar Eclipse* (a top 3D texture-mapped shoot-em-up featuring the stars of *Babylon 5*), *Legacy Of Kain* (an RPG with beautiful *Myst*-like backing scenarios), *Blazing Dragons* (as written by Terry Jones of Monty Python fame), *The Horde* (originally on 3DO and looking even nicer), *Offworld Interceptor Extreme*, 3D baseball and a secret basketball game that's going to blow everyone away. Most of these titles should see a release in January, but *Offworld Interceptor* should, hopefully, be out before Christmas.'

Gavin White, BMG



Acclaim

Why are Acclaim bothering to release *Mortal Kombat 2* on the Next Gen systems? Yes, it may be 'arcade perfect' and everything, but it seems madness when everyone's played it to death and is moving onto *MK3*.

Gavin Jones, E-mail

'You're correct, it is arcade perfect. Remember that not all Saturn and PlayStation owners have previously owned either a SNES or Mega Drive. We give these new gamers the chance to own what is essentially the original unbeatably popular classic arcade machine in their own home... And for Saturn owners, they'll have to wait at least another five months for *MK3* to appear.'

Simon Smith-Wright, Acclaim

Sony Interactive

How many players can actually link-up to play the PlayStation version of *Destruction Derby*?

Ron Jones, Clapham, London

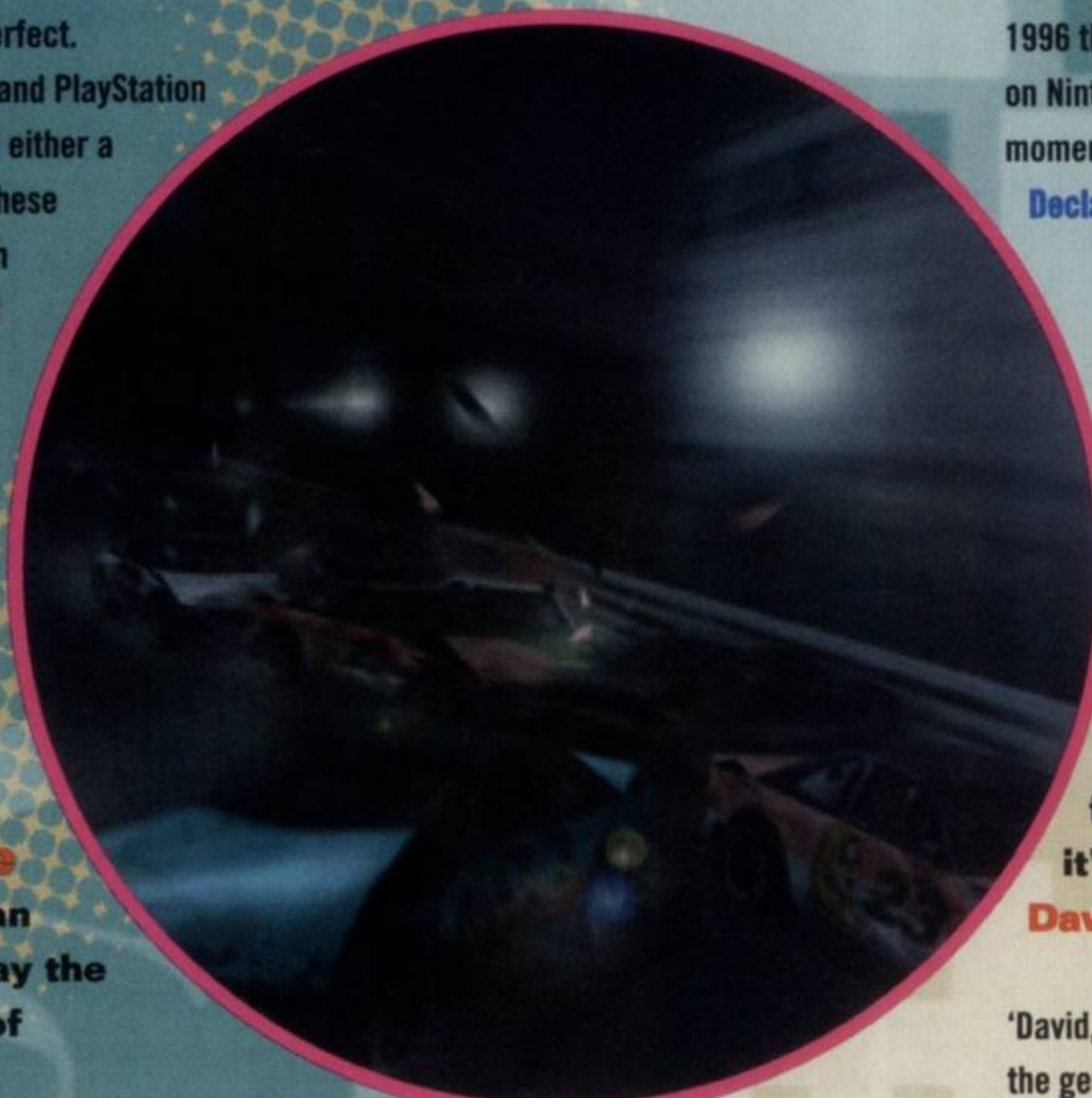
'At present there is only the ability to link up two PlayStations together via the serial link cable, so it's two actual players on screen across two televisions. We do have a knockout option on *Destruction Derby* which has 20 players on a single machine, so when two are linked up it doubles to 40... And there is also a Multi-tap due out from Sony soon, which will allow more players to play on the same screen in games such as our forthcoming football game, *PowerSports Soccer* and Sony's

basketball game, *Total NBA '96*. So by having two machines linked together with a Multi-tap in each port there's a chance we could be seeing 16-player games across two screens in the very near future...'

Glen O'Connell, Sony Interactive

Acclaim

Is Acclaim's motion capture studio being used for special



effects in any other films (after *Batman Forever*)?

Stuart Houton, Derby

'Yes. Also, Acclaim have close relationships with Pressman Films (*The Crow*, *The Crow 2*), Warner Bros (*Batman Forever*) and James Cameron's Lightstorm Entertainment – all of which present further opportunities for collaboration and co-operation. This may involve the use of Acclaim's Motion Capture and Ultimate studios.'

Simon Smith-Wright, Acclaim

Ocean

Is it true Ocean are bringing out *Waterworld* for the Ultra 64? Are they working on any other Ultra 64 titles?

David Hurst, London

'Ocean own the rights to the title, but as yet the project has gone no further than the concept stage. Ocean are working on a number of major titles for the final quarter of 1996 that will definitely appear at some stage on Nintendo's upcoming hardware. But at the moment that is as much as I can divulge.'

Declan Brennan, Ocean

Capcom

Is it true to say that, with the advent of the PlayStation and Saturn, Capcom are moving away from the classic style of beat-em-up we have come to know and love them for? Look at *Resident Evil* – it's gorgeous!

David Hurst, London

'David, Capcom have no plans of abandoning the genre that made us what we are today. Check out some of our recent and upcoming arcade titles – *X-Men*, *Street Fighter Alpha*, *Marvel Super Heroes* – and you can see that one-on-one fighting games are still being done. However, Capcom are branching out with some fresh ideas for the new platforms. *Resident Evil* is a very radical departure from what we've done in the past, and caught everyone by surprise the first time they saw the game. Most people find it hard to believe that *ResEv* is even a Capcom game! We hope to be able to do this more in the future. Our programmers both in the States and in Japan

are really pushing the limits of the new hardware. We're trying to make everyone happy by continuing (and advancing!) our fighters, while developing new in areas as well.'

Chris Kramer, Capcom US

3rd Degree

Post your questions to:
3rd Degree, Ultimate Future Games, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW
E-mail: mhawkins@futurenet.co.uk

EXPOSED

DD

estruction Derby

Win!

Got a PlayStation? Not got *DD* yet? Well why not win yourself one of ten copies by telling us what Sony game recently out sold *Ridge Racer* two-to-one? Send your answers to: *Exposed Compo* at the usual address by January 1st. Alrighty?

From this moment onwards we shall be championing a specific game each month that has delighted and amazed us. A game which has made everybody spill hot tea down their shirt or choke on their pasty and chips in surprise. And we'll be giving away ten copies! This month we fondly fondle the techy goings-on of Sony's *Destruction Derby*. Enjoy...

When *DD* was first seen in the Ultimate offices all-new PlayStation titles had yet to emerge. *DD* was one of the first and really brought home to us what Sony's beast could achieve.

There're so many ground-breaking facets to it: the detail, the smoke, the ever so-clever video wall. So, how was it all done? Top Sony fella, Glen O'Connell tells all:

'The video wall is a 256 colour texture taken by snapshotting the main game and

mapping this onto the video wall model. It doesn't actually use much memory, but does sap some speed.'

How did they avoid the dreaded track pop-up? 'Track building was a problem we wanted to avoid. Since in *DD* you can potentially see every item of scenery at the same time, and all 20 cars, we had to develop our own detail reduction system to optimise speed. Luckily we wanted to keep the track size small anyhow to maintain a high

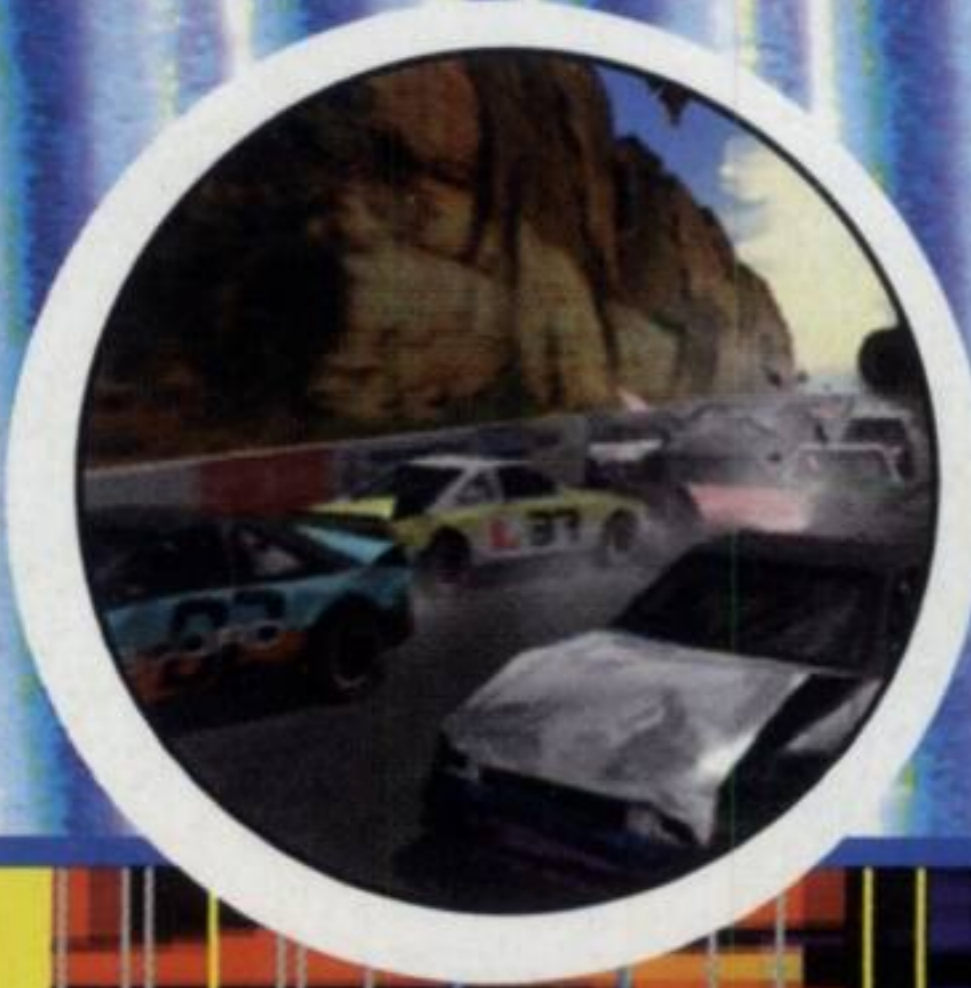
density of cars. Ten car pile-ups look better than two or three car shunts.' They certainly do.

What about the PC version? 'The main problem is the lack of any graphics hardware on the PC. All the routines had to be very fast. Actually the PlayStation's processor is slow compared to, say a Pentium. For this reason the main game code, collisions, handling, intelligence etc runs much faster on the PC... we added track details such as lakes, car and truck-parks, skid-marks, road

markings, paths and so on to the PC version. Mainly because we were so sick of people joking about the amount of detail we'd have to take out, we were determined not just to match it, but to add more!'

Technical

Graphic Textures: 10 Mbytes
Sound Effects: 1.8 Mbytes
Tracks: 6 selectable (more introduced in league) + 1 secret track.
Music: 17 audio tracks



◀ Will the sequel match this rendered heaven?

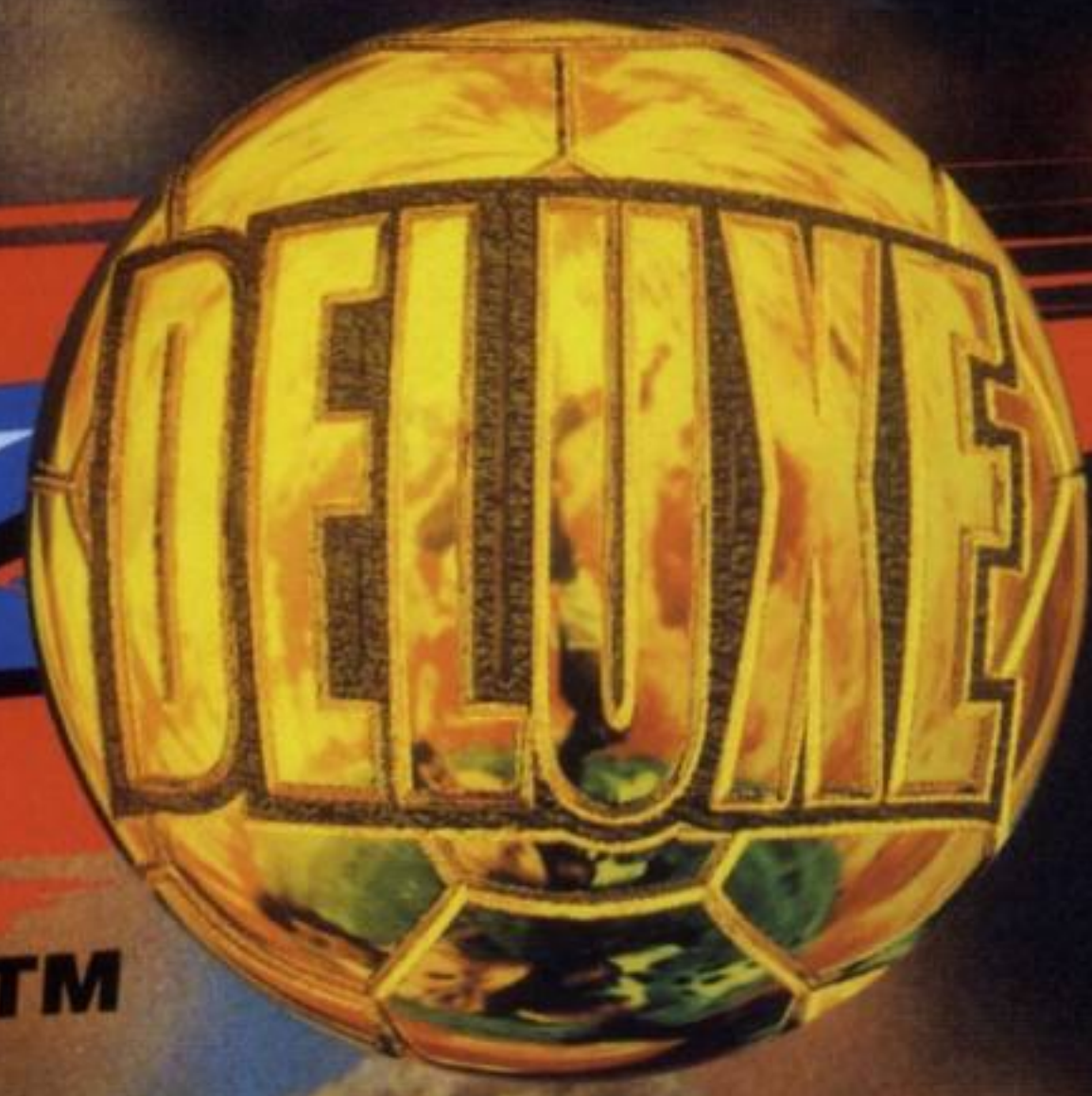


◀◀ Win ten copies of this splendid bash-em-up above.





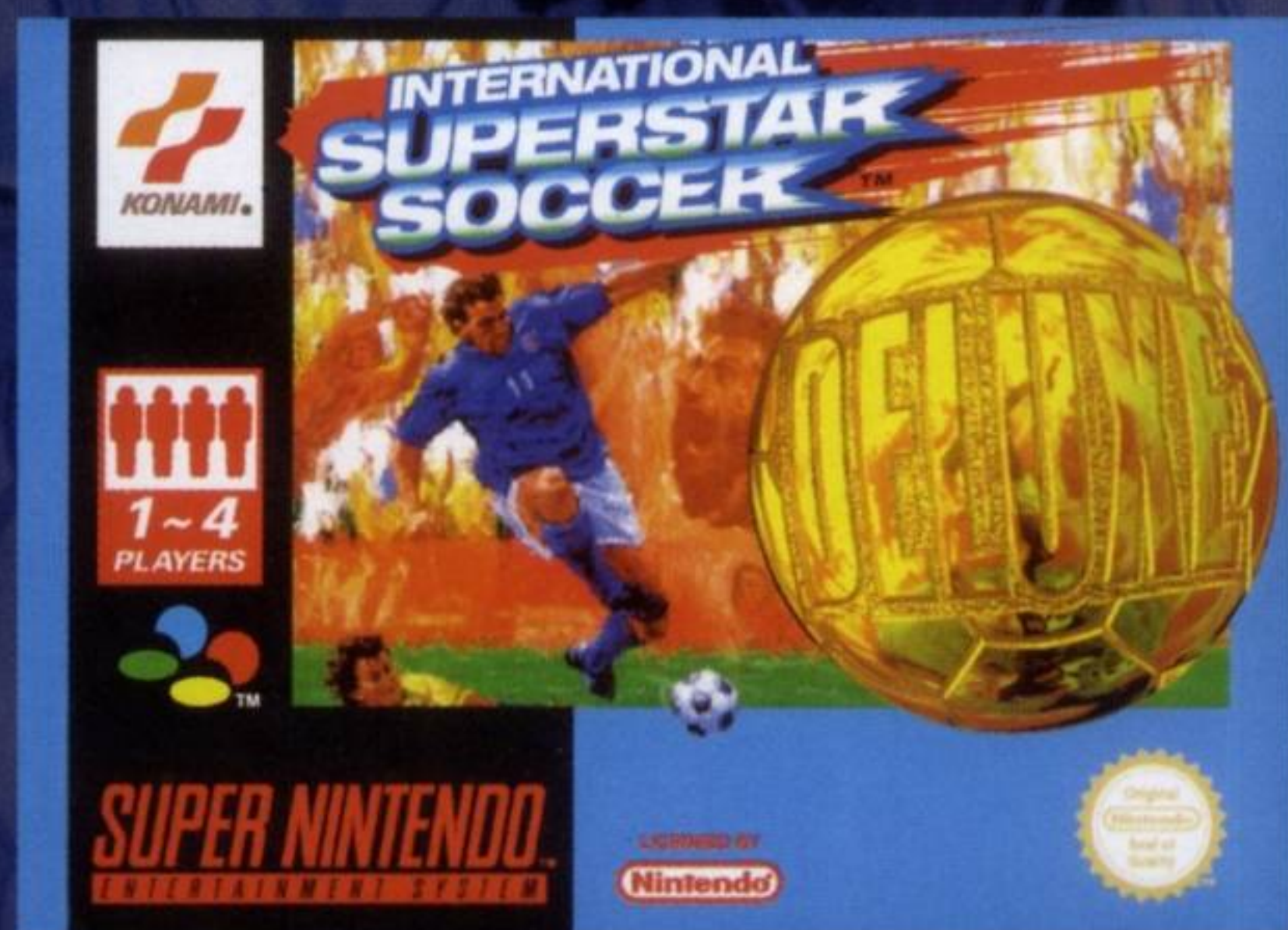
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- ★ Real, live commentary, 7 different stadiums and new stadium video screen
- ★ International Cup, World Series and fully editable tournament modes



- ★ Choose from 16 formations, 8 strategies, 20 players and 9 adjustable player skills to create your perfect team
- ★ Four way play also possible

A load of old balls it ain't!



Release Date: 3rd November 1995

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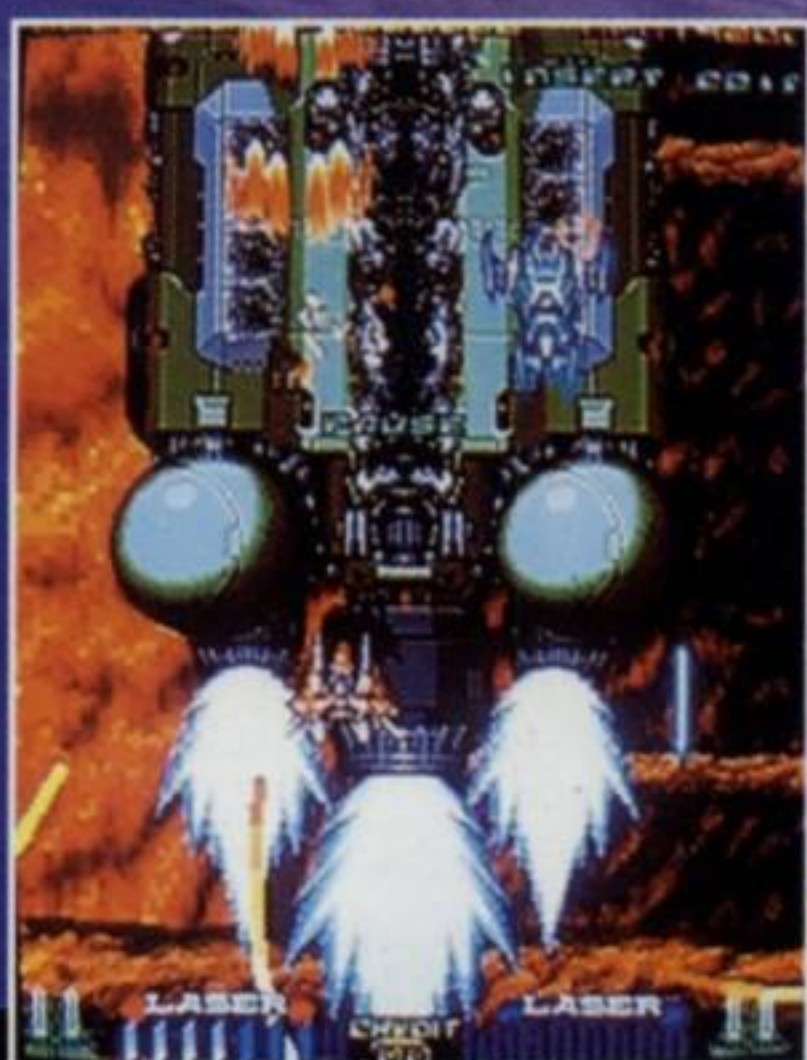
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robotic colonies and vast armadas of alien warships, mankind's only hope for survival is...Jupiter Strike!



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