

TEKKEN 3: ON PLAYSTATION! SHOTS INSIDE!

N64 • PLAYSTATION • SATURN • PC • ARCADE

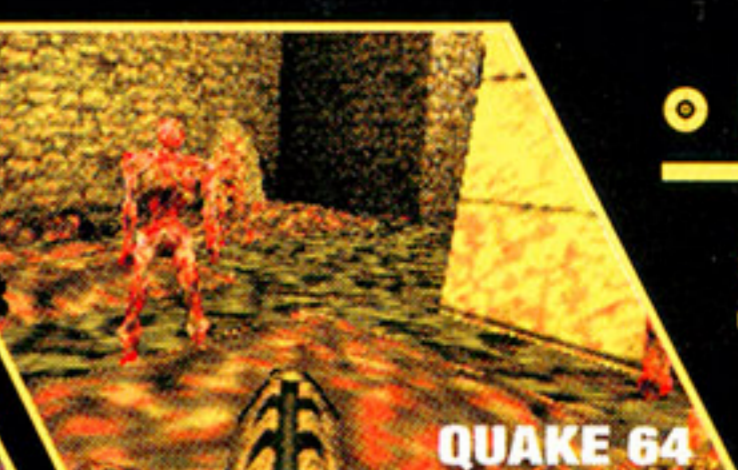
◉ WWW.ULTRAGP.COM

◉ FEBRUARY '98

◉ ISSUE #107



BLADE RUNNER



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ULTRA gameplayers

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1

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G

**IVEN THE AMOUNT OF EFFORT IT
TAKES TO SCORE, IT SEEMS ONLY FITTING
THAT IT'S CALLED A GOAL.**



**NHL
FACEOFF
98**

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ATHLETIC DEPT.**



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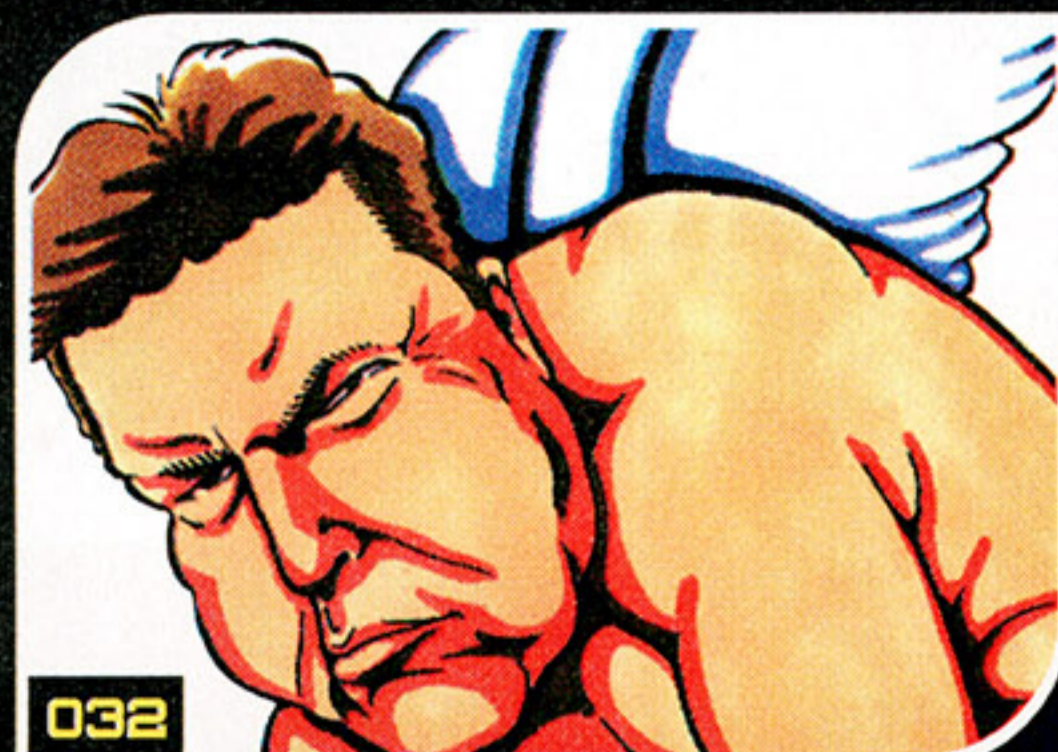
WE WENT TO SHOSHINKAI... AND BROUGHT BACK ALL THE GOODIES!



028

LITTLE BLACK BOOK

FIND OUT WHAT MAKES OUR HEARTS GO PITY-PAT, GAMEWISE, THAT IS!



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Standard Mail enclosed in the following editions: C4, E, E2, E1

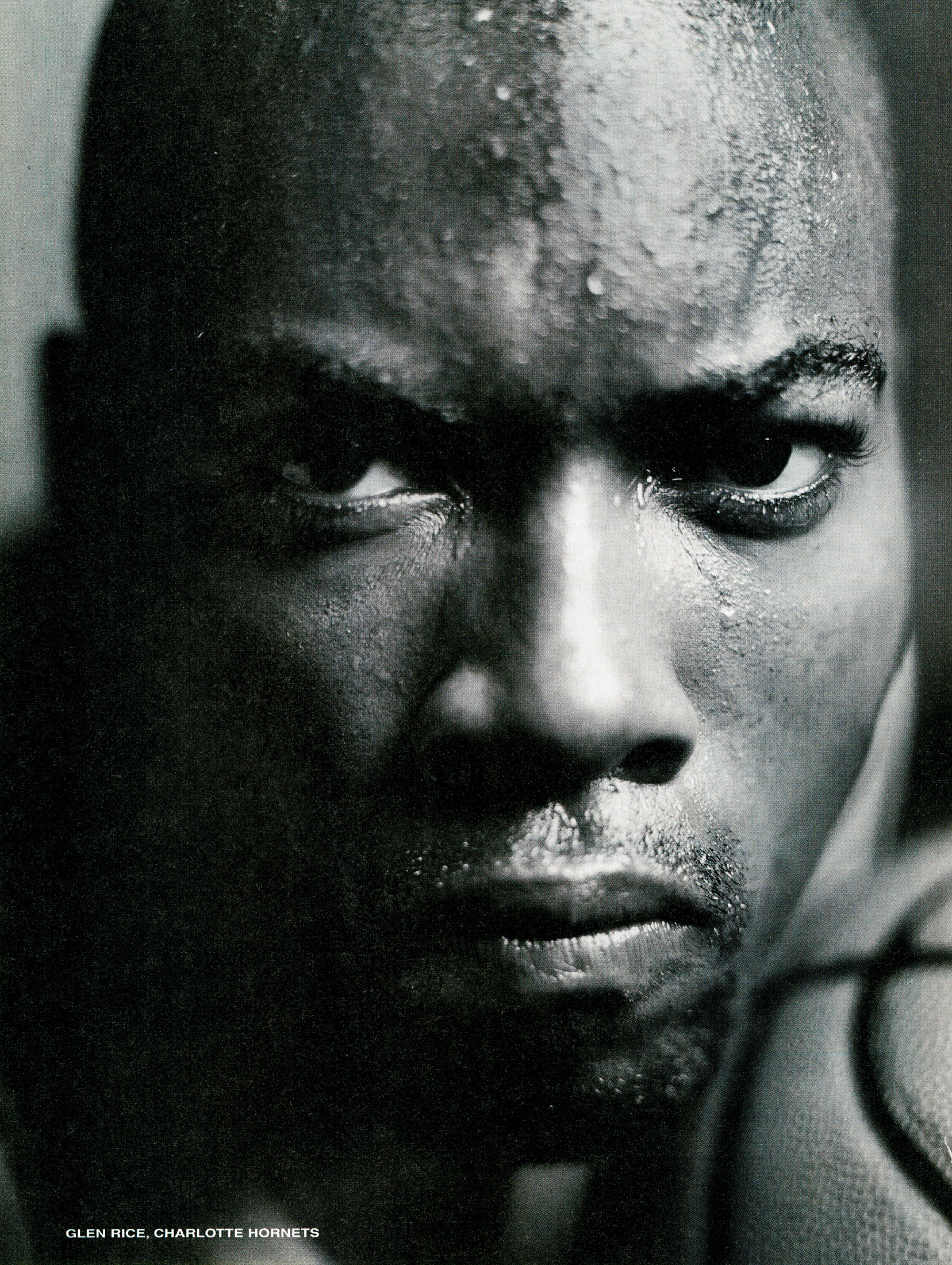
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Resident Evil 2

058

Get some brains and then eat 'em up! Yum!
 The BBQ starts on page 058!!!



GLEN RICE, CHARLOTTE HORNETS

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I'd go to the schoolyard
and shoot 'til it got dark.
And then I'd keep shooting.
So I can make this shot
with my eyes closed.

But now, my hands
are your hands.
Drain it.



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LOADING

ISSUE 107



WELCOME TO ISSUE 107:

IT'S VALENTINE TIME AGAIN, AND WE'RE FILLED WITH THE HAPPINESS AND JOY THAT ONLY LOVE CAN BRING. FORTUNATELY, THIS ISSUE IS PACKED FULL OF GAMES THAT WE LOVE, SO NOBODY HAS TO KISS BILL. MIKE SALMON IS SO LOVED UP, THAT HE PROPOSED TO HIS GIRLFRIEND. SHE SAID SHE WOULD HAVE NOTHING TO DO WITH HIM BECAUSE HE HAD LONG HAIR AND LOOKED LIKE A GIRL. SO OFF HE WENT TO THE BARBER SHOP FOR A CHOP. LOOK FOR A NEW LOOK MIKE NEXT MONTH. LOVE YA!

>>> **FRANK**

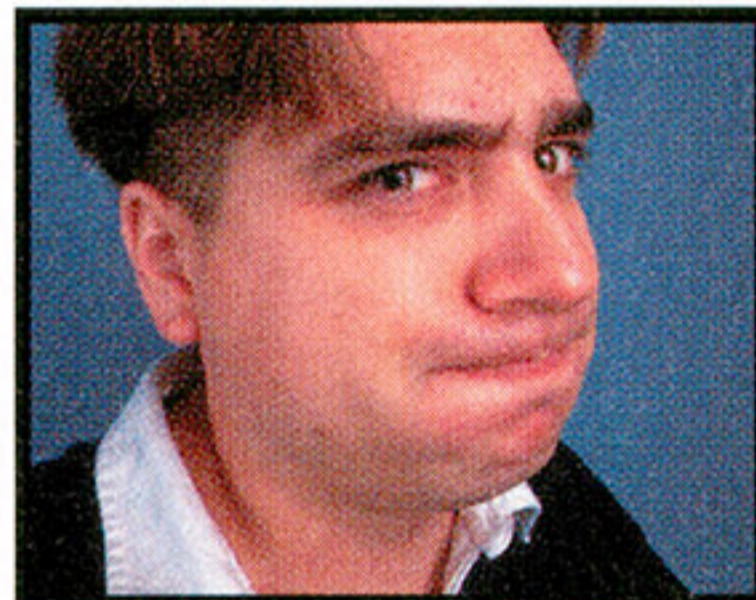
SO WHY IS FEBRUARY SUCH A SHORT MONTH, ANYWAY?



FRANK O'CONNOR

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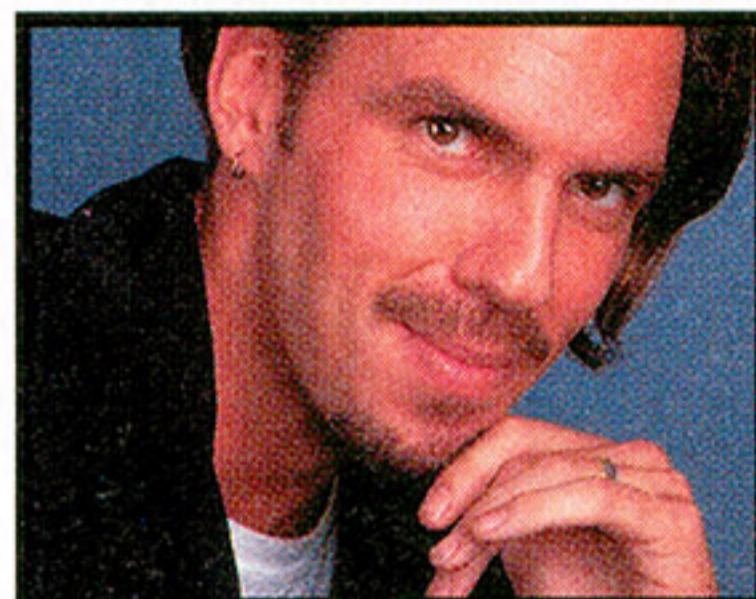
'I believe the government shortened it in order to welcome me back from Scotland!' says Editor Frank O'Connor. 'You know, all of the months in Scotland are 28 days long. We use the leftover days to have all these really long weekends, during which we have festivals where we throw logs and worship the Sheep God.'



ROGER BURCHILL

rburchill@ultragnp.com

'These short months are the bane of my existence!', wails Reviews Editor Roger Burchill. 'I have to run all over the malls even faster than I normally do, because in February, there's only 28 Tiffany shopping days until March. Hey, can I borrow your credit card? Mine's melted again...'



MIKE SALMON

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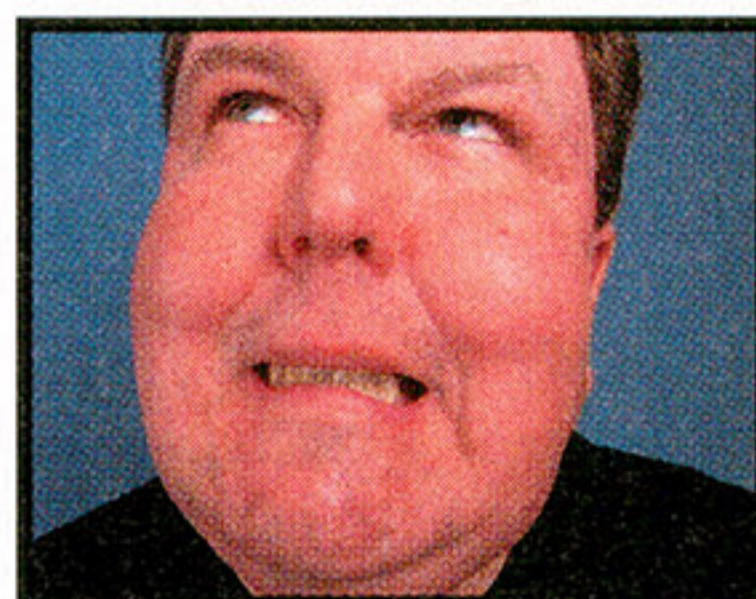
'Let's face it', says Senior Editor Mike Salmon. 'The only reason that February is a short month is that there's no new sports in it. Football just ended, hockey and basketball are going already and baseball doesn't start until March, so there's really no reason to have 30 or 31 days in there. Am I right?'



FRANCESCA REYES

freyes@ultragnp.com

'I don't know. Why do you keep asking me these ridiculous questions every month?' asks Associate Editor Francesca Reyes. 'It's bad enough that I have to sit near Roger. Have you noticed that he smells like burning plastic every February? What's up with that?'



BILL DONOHUE

bdonohue@ultragnp.com

'Well, it's either one of two possible answers', says Managing Editor Bill Donohue. 'First, it could be because the Earth's rotational period is 365 days, plus a couple of hours, which requires a flexible month of 28 or 29 days to keep all our clocks correct. Either that, or the beer companies are trying to confuse me.'



SCREAMIN' CRAYONS

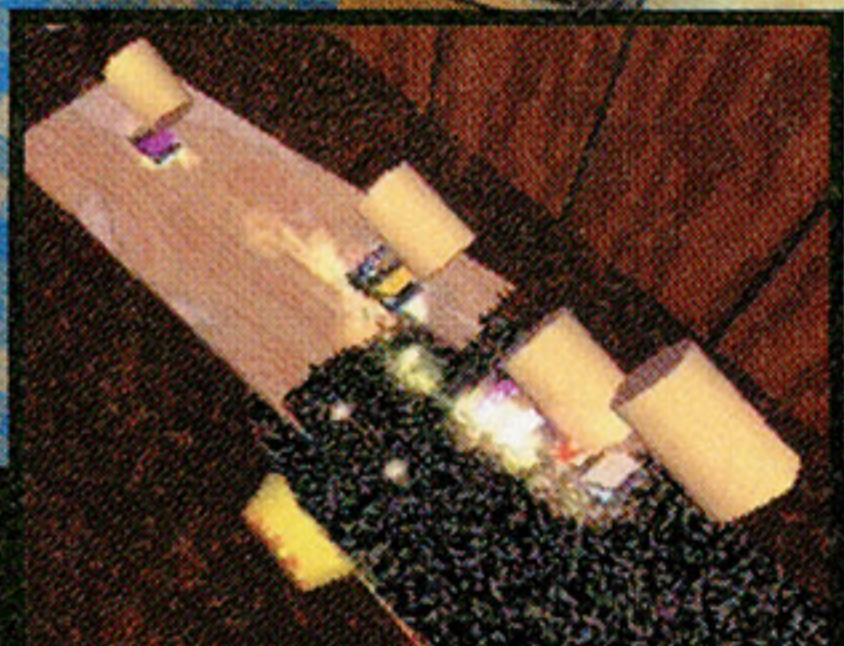
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ecastellanos@ultragnp.com

LChido@ultragnp.com

'Hey, we wear short shorts!', exclaims our swinging Art Staff. 'Let's have a disco party! We can do the Hustle and the Boogaloo! And we'll have plenty of snack foods! What's a month?'

Haven't you always wanted
to do it on the
kitchen table?



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Codemasters



ON THE DISC

No matter how good a videogame magazine may be, there are some things that you just can't get from print. We can show you the pictures of the games, but it's impossible for us to let you play the game for yourself, or even see the game in motion. Enter the *ULTRA gameplayers* Disc Edition. On the disc, which works with both Apple Macintosh and PC compatibles, you'll find movies of all the newest, hottest console games, as well as playable demos of the biggest PC and Mac titles.



Read the print magazine, check the web site, and view the disc to get the full *ULTRA gameplayers* impact.

Questions regarding subscriptions should be sent to:

subscribe@gameplayers.com
 Faulty disc/subscription questions: phone 415-468-2500. Current subscribers can receive the disc by following the help line instructions.

screen savers

If you didn't get 'em here, you just plain didn't get 'em!



Shipwreckers

Myth

Dark Reign

screensavers



mac previews

myth

Real time combat with dwarves, archers and barbarians on the Mac!

postal santa pak

Spread some Christmas cheer to the deranged in this free Postal add on.

tempest 2000

Seminal retro-hip game finally comes to the Mac.

bootcamp

Learn to use the Force in our Star Wars: Masters of Teras Kasi Bootcamp!

pc previews

manx tt

Intense motorbike racing on the Isle of Man.

myth

Real time combat with dwarves, archers and barbarians.

virtua squad 2

Sega's fantastic, pistol-packing shooter takes aim!

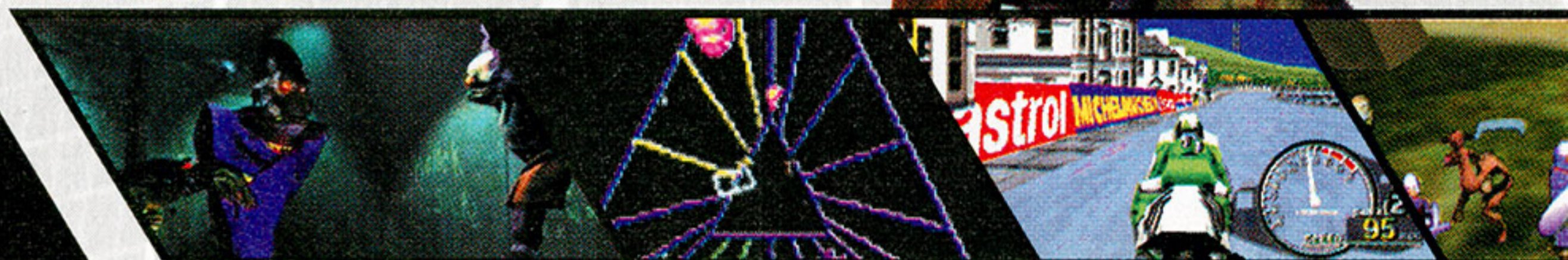
shadow master

Another beautiful, atmospheric shooter from Psygnosis.



questions?

I don't have access to the Internet, but I've got a problem with the Disc Edition. Please write: New Media Group • c/o Imagine Publishing • 150 North Hill Drive. Brisbane, CA 94005 • (415) 468-2500



Abe's Oddysee

Tempest 2000

Manx TT

demos featured this month



videogame movies

Why settle for just still screens when you can see the games in action for yourself? Just take a look at this month's hit list:

- Banjo Kazooie • Diablo • Einhander • Fighting Cup • F Zero X • Need For Speed 3 • Rascal • Reboot • Enemy Zero • Yoshi's Story • Zelda 64

code crypt

Don't miss Part Two of our San Francisco Rush Code Crypt! We've got winning shortcuts to fame and fortune, not to mention first place.

installation

macintosh installation:

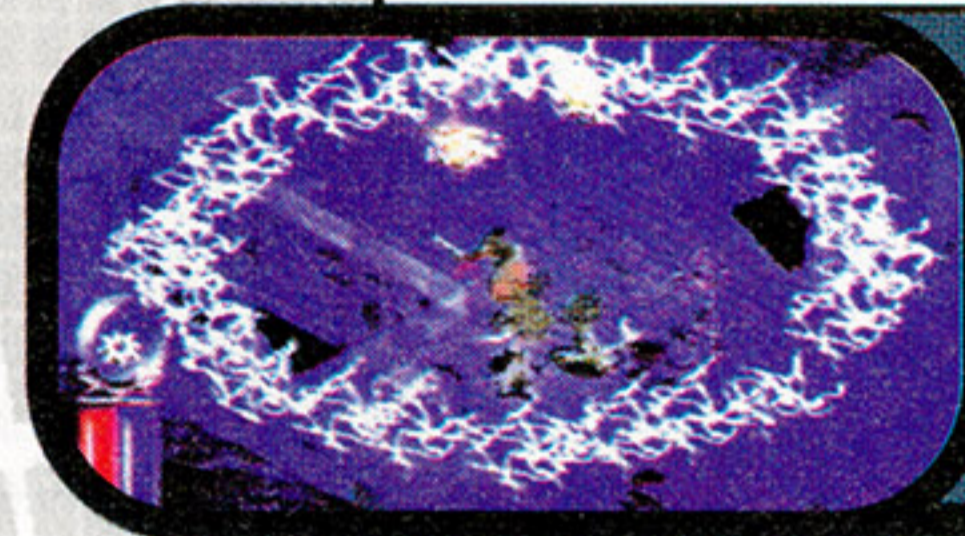
1. Insert the ULTRA disc into your CD-ROM drive.
2. Double-click on the ULTRA icon.
3. Choose your computer platform. Start68K for 680xx machines, StartPPC for Power PC machines.
4. You're on your way to gaming heaven.

pc installation:

1. Insert the ULTRA disc into your CD-ROM drive.
2. Open 'My Computer'.
3. Double-click on your CD-ROM drive; usually noted as Drive D.
4. Double-click on 'Start95.'
5. Now experience the glory of demos and movies a go-go!

movies:

diablo



Fight your way through Hell in this PC conversion.

einhandler



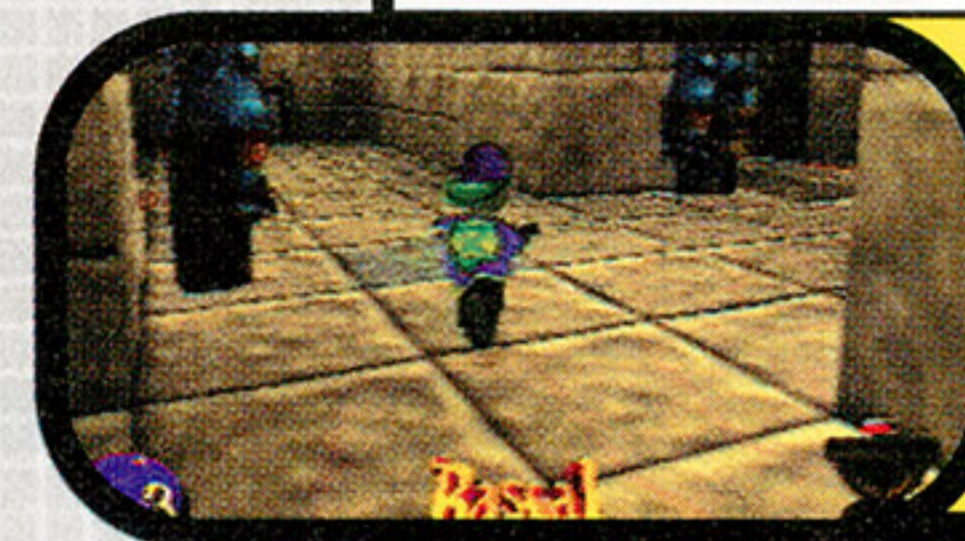
Square's fantastic shooter... we hope it's released here!

f zero H



Nintendo updates its seminal space racer.

rascal



Another good looking game from Psygnosis!

reboot



From cartoon to your PlayStation. Cyber never looked so good!



Myth

Virtua Squad 2

DURAL MISCONCEPTION

CLEARED



Everyone's favorite blue hedgehog is heading for the Dural.

NEW SYSTEM NAME STILL UNKNOWN

Previously it was thought that Sega's next console would be based upon the same 3D technology used in PowerVR's next generation PC product. The reality is that PowerVR's next generation of hardware will come in a number of different forms with different applications in mind. Only one such incarnation is slated for use in Dural. Previously, names like Highlander, PMX and PowerVR2 have been tossed about interchangeably when referring to the second generation of PowerVR hardware (no, PCX2 isn't second generation). Sources close to PowerVR have indicated that doing so is largely incorrect, as the second generation of PowerVR hardware isn't going to be a single chipset, but instead will actually be an entire family of chipsets that will range in features and price.

As it stands right now, sources have indicated that there will be at least five new chipsets, all based around a base second generation PowerVR technology. The original names of Highlander and PMX only

Super GT should break all the speed limits on Sega's new system.

referred to one such chipset: the one slated for use in PCs. This leaves a host of other chips which will be used for everything from Dural (which also is said to have a new, as-yet-unknown name) to arcade applications and various applications in between.

Sources have indicated that the technology will be extremely cheap and scalable (much like the current archi-



Virtua Fighter 3 is expected on the new system as well.

ture), but that even in the lowest end form (which is expected to be the PC product), it should compete toe-to-toe with the best offerings from the likes of 3Dfx. At the same time, due to the integrated 2D/3D nature of the technology, PowerVR is also said to be making moves to get on OEM PC motherboards. Supposedly, at least one such deal has already been made, but it is currently unknown with whom. As a result of the distinction between members of the new chipset family, equating the polygon performance (or even some of the hardware features) of Dural with that of the PC chipset would, at this point, be potentially erroneous. Sources have indicated that the

Dural performance will exceed the PC performance by several times and is likely to have a few hardware features that the PC version lacks. At the same time, the known specifications for Dural are still correct in terms of CPU, RAM configuration, OS, etc.

Arcade chipsets based around the new PowerVR technology are said to be even more powerful, supposedly exceeding the performance of Sega's Model 3. Some developers have indicated that price points for the first PC products will stay in the sub \$100 range, with availability hap-

pening late in the first quarter of 1998 (around the same time as the Voodoo 2 release).

NEWS FEED

Matsushita's M2 recently resurfaced at both Comdex and the Digital Media World Expo in Japan. The system was shown fully functioning and with a few pieces of software (primarily games). The system is still slated to be released in Japan, but it will not be aimed directly at the gaming market. Instead it will be something of a set-top box that is capable of playing games. • VM Labs new console, Project X,

isn't being backed by a single electronics giant, but instead will follow a 3DO model with a number of different manufacturers producing machines that use the technology. Exactly which manufacturers will be doing so is still unknown but Ultra Game Players will continue to follow the story closely. • Electronic Arts will be distributing a new wireless 3D display system for PC for H3D. The new product is an LCD shutter

continued on pg 15

NEW VOODOO

CHIPSETS

VOODOO 2 PUTS HEK ON CONSOLE WORLD

For more than the last year, 3Dfx has shocked the entire gaming and graphics world with its Voodoo Graphics technology. The add-in boards for PCs offered a massive jump in performance, allowing PCs to out-perform even the highest end consoles for the first time. Towards the end of 1997, a few new board manufacturers overtook 3Dfx in some performance benchmarks (most notably Direct3D performance), but 3Dfx promised to leapfrog its competitors once again. It more than made good on its promise when it recently announced its next generation of hardware: Voodoo 2.

The new hardware is more than four times more powerful than the original Voodoo incarnation and is able to push more than 80 million bi-linearly filtered, mip-mapped pixels/second for its fill rate. Real game performance (not nebulous benchmarks) is estimated to allow for over two million polygons per second. *Quake 2* has been seen running at over 120 frames per second and, while this is useless, it does provide insight into the power that developers will have to create more detailed worlds and immersive environments.

Direct comparisons of performance to PlayStation or Nintendo 64 benchmarks are impossible, given that the PlayStation

Voodoo 2 will make *Quake* that much tougher to beat!



Will Turok abandon gaming consoles for the power of a Voodoo 2 enhanced PC? Only time will tell...

doesn't have hardware support for texture filtering or mip-mapping and the Nintendo 64 uses tri-linear filtering, but according to developers, the new Voodoo 2 chipset will out perform a Nintendo 64 by more than 20 times.

At the heart of the new chipset are dual Texelfx processors and one Pixelfx processor. The parallel nature of the Texelfx processors allows for different tasks to be handled independently, resulting in massive speed increases. The original Voodoo hardware only made use of a single Texelfx processor that wasn't as powerful as the current versions.

Traditionally, 3D accelerators have been constrained by CPU speed. Thus a Pentium 90 wouldn't benefit from an accelerator as much as a Pentium 166 would. The new hardware takes much of the load of triangle setup off of the CPU by handling the mathematically complex process with its own hardware. The result is that performance should be less affected by differences in CPU speed, allowing developers the luxury of 'knowing how a game will run'

regardless of what machine you have. This experience for developers is even more like developing for a specific console (where there are no variations in hardware, RAM configurations, CPU speed, etc.).

As if one of these boards weren't impressive by itself, it is possible to connect two boards together in parallel, doubling performance yet again. While this isn't a 'cheap' solution, there is no other consumer level gaming technology that can compete with the performance of such a setup.

The first boards taking advantage of Voodoo 2 will cost around \$250 (much like a console), appear towards the end of Q1 '98 and will come from manufacturers such as Diamond, Canopus, Creative Labs, Jazz Multimedia and Orchid. For the ultimate hardcore gamer, a \$250 to \$500 investment will make you the envy of all your friends while giving you reason to soil your boxers with the amazing graphics and framerates that will result from using Voodoo 2 in your PC.

NEWS FEED continued from pg 14

technology that offers an excellent 3D sensation. • Bullfrog will be introducing a new add-on pack for *Dungeon Keeper* as well as a sequel to the best selling PC title. The game was originally conceived and designed by industry legend, Peter Molyneux who has since gone on to form a new company. The new levels and sequel will be developed by other members of the team that

are still at Bullfrog. • Running With Scissors, the company behind the controversial game, *Postal*, recently released a patch for its game that allows players to be Santa Claus as he runs through the streets, killing enemies and innocents alike. The company received tons of coal in its stocking at Christmas as a result of the release. • Nintendo has announced that it will

be taking legal action against publishers of unauthorized strategy guides. Nintendo specifically mentioned Prima as an offender in its statement. For its part, Prima is seeking some amenable solution with Nintendo. • The next Tokyo Game Show will begin March 20, 1998. Ultra Gameplayers will have full coverage of the event. • Paradigm (which was responsible for

continued on pg 16

OPTIONS

NEW! RATING KEY

⊙ ULTRA	★★★★★
⊙ PREMIUM	★★★★
⊙ STANDARD	★★★
⊙ DEFICIENT	★★
⊙ DOOMED	★

- ⊙ RATING: ★★★
- ⊙ PRODUCT: game.com Internet
- ⊙ COMPANY: Tiger Electronics
- ⊙ SYSTEM: game.com
- ⊙ PRICE: \$19.95

The game.com Internet is an add-on pack available for Tiger Electronic's game.com 8-bit portable game system that allows the user to access the internet. The package includes a cartridge that inserts into the game.com (which you must already own) and a cable that connects the game.com to a modem (which you must also already own, or Tiger has one available for \$49.95). Additionally, users should keep in mind that they must subscribe with an Internet Service Provider in order for the whole package to work.

The actual internet experience that the game.com Internet package provides is, well... different, from the one most people are used to with their PCs. Forget about graphics-laden

web surfing, game.com is strictly text-based. The package also provides e-mail capability, but inputting messages using the game.com's stylus is a far cry from a computer keyboard.



- ⊙ RATING: ★★★1/2
- ⊙ PRODUCT: Ascii A/V Selector
- ⊙ COMPANY: Ascii
- ⊙ SYSTEM: multimedia
- ⊙ PRICE: \$59.99

Switch boxes have always been a necessary convenience for anyone who owns multiple game systems, but convenience also meant sacrificing some quality, since traditionally

available units have only supported RCA jacks.

The Ascii A/V Selector is a godsend to gamers seeking the

ultimate in performance and convenience because of the fact that the unit supports both composite RCA and S-VHS inputs. Up to six videogame systems (or audio/video systems) can be attached to the unit, which allows the user to switch between systems at the push of a button. There's even a front input terminal for frequently reconnected devices such as camcorders.

The Ascii A/V Selector is simply one of those thoughtfully designed convenient products that gamers won't be able to live without after trying it. So why only 4-1/2 stars? Note to Ascii: Drop the price by \$10.00 and we'll give you the other 1/2 star.



- ⊙ RATING: ★★★★★
- ⊙ PRODUCT: NitroVibe Plus
- ⊙ COMPANY: ACT Labs
- ⊙ SYSTEM: Nintendo 64
- ⊙ PRICE: \$14.99

Although not insufferably annoying, one of the more tiresome little aspects of the N64 is the Rumble Pak/Memory Pack shuffle that is required when playing some N64 games. Sure, we live with it, but ACT Labs has come up with product that ensures that we won't have to.

The NitroVibe Plus is a Rumble Pak-clone and memory pack combined in one convenient package. There's no more need to switch packs during the middle of a game, just flip the switch on the bottom of the unit to access either the 256KB memory or the vibration pack. The

NitroVibe Plus even comes with a set of AAA batteries included and, at the sum of \$14.99, it is very attractively priced, too.



The only question that remains is whether the vibrations of the unit could ever adversely affect the memory. Since we figure the unit doesn't utilize the Etch-A-Sketch method of saving games, this shouldn't be a problem and there wasn't any problem while we tested it. Options will continue using the NitroVibe Plus and we'll relay any problems encountered in the long haul if there are any. But for now, the NitroVibe Plus is a cleverly designed product at an irresistible price and it receives our highest rating.

NEWS FEED continued from pg 15

Pilotwings 64) is working on a new flight sim for the Nintendo 64 that will make use of VTOL jets and other aircraft. Paradigm is also developing an online flying RPG in the form of Skies for SegaSoft. Both products look extremely promising at this early point in development. • A Nintendo 64 light-gun is finally in the works from Naki and Interact. Now all they need are some games that take advantage of the popular peripherals. • Nintendo has been cracking down on companies making products that aid in the pirated game market. It has recently filed suits against retailers and manufacturers

of such products including Bung Enterprises and Carl Industries. • Activision recently acquired both CentreSoft Limited in the United Kingdom, and NBG Distribution from Germany. Activision will use the two companies to establish a foothold in the European market, which is currently dominated by companies such as Electronic Arts, Virgin, GT Interactive and Ocean/Infogrames. • Nintendo is releasing a digital camera and associated software for use on the Nintendo 64. The unit is currently only slated for release in Japan but is said to take advantage of the write capabilities of the

continued on pg 17

- RATING: ★★★★★
- PRODUCT: PC Dash
- COMPANY: Saitek
- SYSTEM: PC
- PRICE: \$69.95

Options took a first look at the PC Dash back in our Oct. '97 issue (No. 102). Now, the production model of the unit has been received and Options is happy to report that the unit performs as advertised.

The PC Dash is an alternative command entry device to the PC keyboard that can be programmed with specific controls for popular PC games. To utilize the unit, the player merely connects the PC Dash into the keyboard port of the PC, inserts a game-specific paper overlay, and swipes a bar code reader that immediately programs up to 180 game commands. Directional control can be input using the built-in thumb pad, or the unit also works in conjunction with joysticks, throttles, game pads, and steering wheels.



Options will keep using the PC Dash and report if any problems arise in the future.

- RATING: ★★★★★
- PRODUCT: GameShark Videogame Enhancer
- COMPANY: InterAct Accessories, Inc.
- SYSTEM: Nintendo 64
- PRICE: \$49.99

The editors at UGP are big fans of the GameShark. The GameShark has inherited the title of preeminent videogame code accessory from the Game Genie. If you want an easy way to cheat on next-generation games, you need to turn nowhere else than the GameShark.

The PlayStation and Saturn versions of the GameShark have been available for some time, but the Nintendo 64 version has just joined the party. The N64 GameShark lives up to our experiences with its PlayStation and Saturn predecessors, with its quality construction and ease of use. The only point of warning is that since the N64 is cartridge-based, the N64 game sits high above the GameShark and is vulnerable to damage if something, err... stupid should occur.



NEWS FEED continued from pg 16

64DD. • Namco has acquired all of the XS arcade centers and rolled them into its growing arcade empire. • Senators Joe Lieberman and Herb Kohl collaborated to release the third annual video and computer game report card. The report was apparently concerned by the amount of videogames which contained what it felt to be gory violence, inappropriate sex and language, and antisocial 'things.' However, the report did notice the thousands of games produced which are deemed to be appropriate for children.

DRAGON BALL Z

THE FIGHT CONTINUES IN FEBRUARY!



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The battle between Nappa and The Earth's Special Forces rages on, but now, Goku has arrived! Will Goku teach the monstrous Saiyan thug a lesson, or will the Earth pay the price?

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An evil tree has been planted on Earth and threatens to suck all life energy out of the planet. Can Goku and the Earth's Special Forces destroy the Tree of Might before the evil Saiyan who planted it can devour all of the Earth's energy?

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Laugh while you frag, from Hollywood to outerspace!



Bag some aliens with over a dozen hi-tech weapons!



An all-out overload of non-stop carnage!

DUKE NUKEM: TOTAL MELTDOWN

Duke's in town. And there's nothing he hates more than an army of alien punks crowding his space. 34 levels of freak-smashing 3D mayhem should see to it. Gigantic guns! Gruesome enemies! Total interaction! And all-out devastation! Don't mess with The Man!



Developed by



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HE'S GOT TO GET

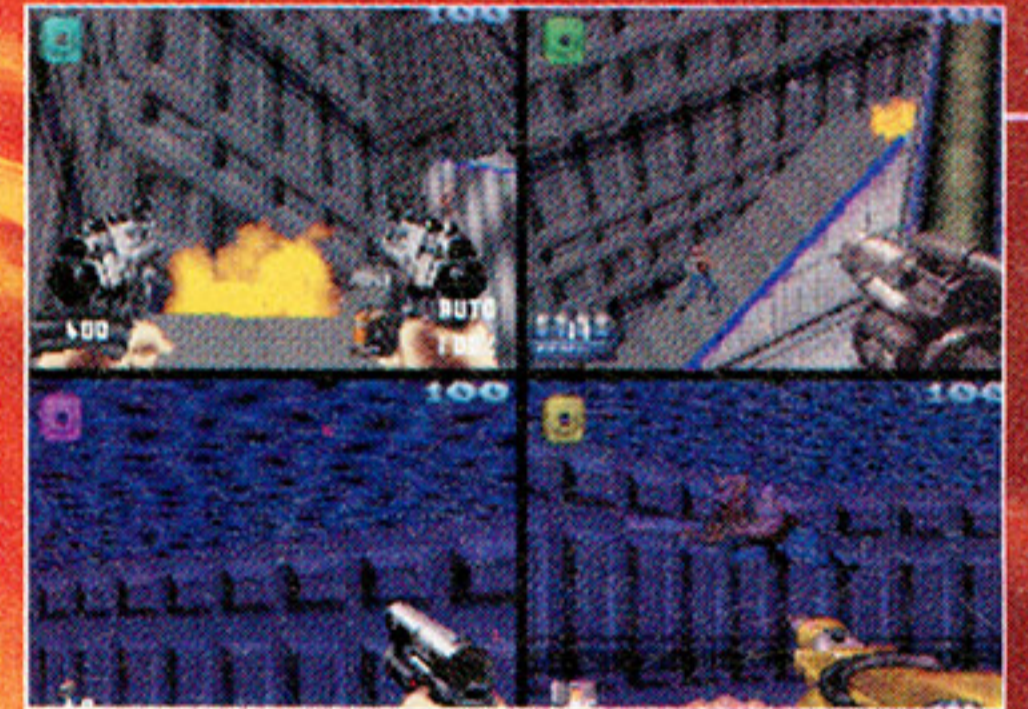
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Big weapons and bigger bosses for a fun-filled fragfest!



Earthquakes, exploding buildings and working subways!



Four-player, split-screen Dukematch action.

DUKE NUKEM 64

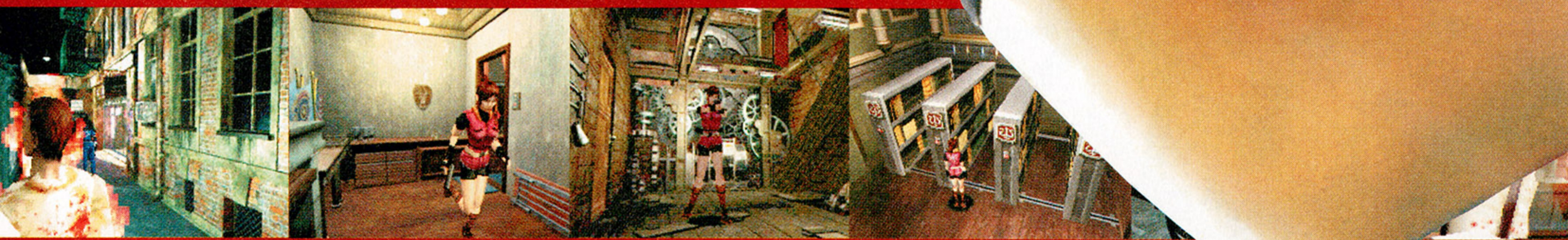
From L.A. to the moon – 32 towering levels of 100% interactive carnage! On film sets, in bars, on moving subways...no butt-ugly alien is safe from the wrath of Duke! Grenade Launchers. Shrink Rays. Hardcore 3D action. And graphics to kill for! Duke's coming to take out the garbage!

COMING SOMEA

NINTENDO⁶⁴



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RESIDENT EVIL

2

WHAT'S OLD, AND CREEPY, WITH A RAVENOUS HUNGER FOR BLOOD AND HUMAN FLESH AND IS STANDING RIGHT BEHIND YOU?!? WHY, *RESIDENT EVIL*, OF COURSE!

THE ORIGINAL MANAGED TO SCARE A WHOPPING 2.8 MILLION GAMERS WORLDWIDE, NOW *RESIDENT EVIL 2* IS SET TO FRIGHTEN A WHOLE NEW GENERATION OF PLAYSTATION GAMERS. THE DEEP STORYLINE, CINEMATIC PRESENTATION, AND IMPROVED PLAY MECHANICS MAKE *RE2* AN IMMEDIATE CLASSIC. IN THE FOLLOWING PAGES, WE ARE PROUD TO PRESENT EVERY DETAIL A *RESIDENT EVIL 2* FAN COULD WANT. COMPLETE CHARACTER BIOS, AN INTERVIEW WITH THE DEVELOPER, A LOOK AT WHAT INSPIRED THE GAME, AND AN ENTIRE GALLERY OF GORE TO TOP IT ALL OFF. BE SURE TO CHECK OUT THE REVIEW AND LOOK FOR OUR 80-PAGE STRATEGY GUIDE NEXT MONTH. NOW GET READY TO SINK YOUR TEETH INTO THE BEST GAME SO FAR THIS YEAR.



THE CASTING COUCH

Since *Resident Evil 2* is essentially like playing through a movie, it's good to know a bit about the characters that will drive the story. As in the first, the dialog and voice acting are atrocious, but the camp

factor more than makes up for it.

These are the bios provided by Capcom and, while convoluted, they do show the attention to detail put into every phase of the game.



LEON KENNEDY

Leon is an idealistic rookie cop. He has quickly become disenchanted with the very system he is trained to uphold as he learns the harsh realities of the real world. Leon is highly qualified for his job and his sense of humor makes him a very likeable officer despite his rowdy attitude.



SHERRY BIRKIN

The daughter of William Birkin, Sherry is a bit insecure, yet very intelligent for her age of 12. She is very shy and when she speaks, she always sounds a bit unsure of herself, like a lost little girl. Her father, William Birkin is a brilliant scientist working for the Umbrella.



CLAIRE REDFIELD

Claire is a light-hearted, articulate, and modern woman. Her intelligence and optimism combine to make her both worldly and keenly aware of her surroundings. Claire is a bit of a tomboy at times, yet she is very attractive and feminine. Her demeanor softens considerably when she is with children. Also known as somewhat of a wild girl.



ADA WONG

Ada is a very professional woman, highly skilled and intelligent. However, she also can come across as very condescending with her tendency to talk down to those she deems 'inferior' to herself. This is most evident in her tone of voice when addressing others. She is a Chinese-American who is engaged to be married in the near future.

BEN BERTOLUCCI

Ben is a brash man, even reminiscent of a cobra or some sort of poisonous snake. His voice reflects an underlying bitterness, which is also evident in his venomous writing.

WILLIAM BIRKIN

William is a classically trained scientist first and foremost, but hardly fits the stereotype. He is by no means socially inept and a true people person. He possesses outstanding intellect.

BRIAN IRONS

He is the self-serving, bitter chief of police who reeks of self-importance. Oddly enough, he sees nothing wrong with his behavior and can't comprehend why his staff isn't cooperative.

ANNETTE BIRKIN

Somewhat cold and emotionless, Annette Birkin is deeply immersed in her work. Her job takes priority over everything else in her life, including the emotional needs of her daughter.

INTERVIEW

BEHIND THE EVIL

Who would know better about the nuances of *Resident Evil 2* than the developers themselves? Thanks to Fami Tuu Magazine in Japan, we are able to present an in-depth look at the thoughts and people behind the scariest game ever made. The key members of the *RE2* team include: Shinji Mikami, the producer of the game, Hideki Kamiya, the director, Jun Takeuchi, the guns expert and designer, and Yasuyi Matsunami, one of the main designers of the game. Now that you've met the players, all you have to do is sit back and prepare to peak behind the scenes for the making of one of the most anticipated games of the year.

Q: In your opinion what is the most interesting part of *Resident Evil 2*?

Kamiya: That would be the zapping system. In the original *Resident Evil*, there are two scenarios, one with Chris and the other on with Jill. But in 2 you play and look at one incident from both points of view.

Q: You can actually select either character for each disc, is that correct?

Kamiya: Yes, you can select either Leon or Claire and you can change when you start the second CD.

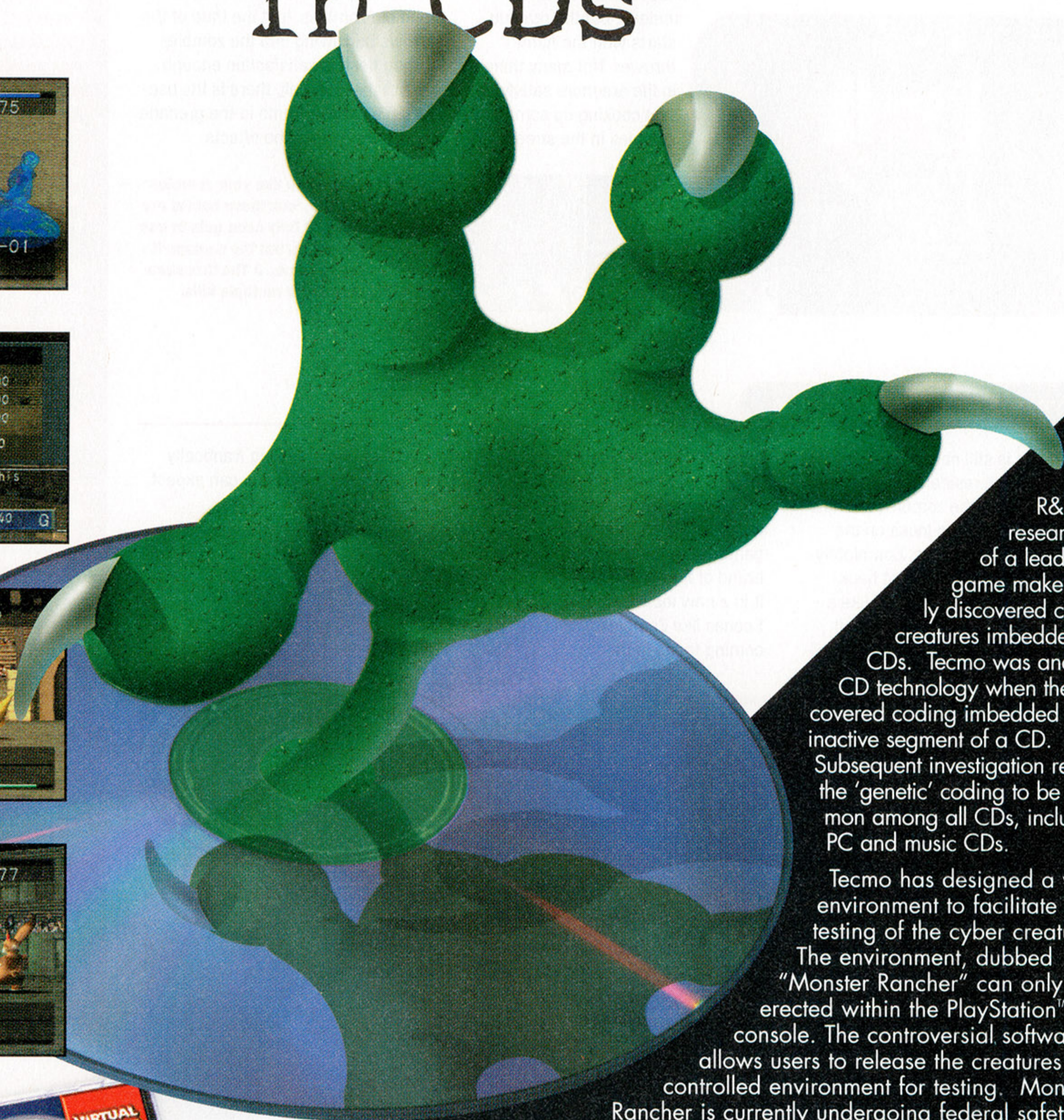
Q: So that means players can enjoy four different patterns?

Mikami: Yes, but there is still only one big flow of the scenario. There are slight differences depending on which pattern you choose to play.

Q: Is it true that depending on which character a player chooses and how he plays influences the later scenario?



TECMO Discovers 'Virtual' Genetic Coding Imbedded in CDs



Tecmo R&D, the research arm of a leading game maker, recently discovered cyber creatures imbedded in all CDs. Tecmo was analyzing CD technology when they discovered coding imbedded in the inactive segment of a CD. Subsequent investigation revealed the 'genetic' coding to be common among all CDs, including PC and music CDs.

Tecmo has designed a virtual environment to facilitate further testing of the cyber creatures. The environment, dubbed "Monster Rancher" can only be erected within the PlayStation™ console. The controversial software allows users to release the creatures into a controlled environment for testing. Monster Rancher is currently undergoing federal safety testing and is slated for over-the-counter sale in November.

Lab Accident at Tecmo R&D: Ultra Game Players & Next Generation Magazine CD-ROMs Implicated

Ex-programmer Max Sydeye is charging Tecmo with mental anguish resulting from prolonged contact with the company's virtual environment software, 'Monster Rancher.'

"I'm just a simple game programmer. Breeding monsters wasn't in my job description," claims Sydeye. "Monster Rancher releases incredibly unstable substances and should not be made public."

Tecmo legal counsel, Pat Prevarice, points to Imagine Publishing as the responsible party. "Sydeye admits that he was unharmed until he attempted to spawn creatures with the December Ultra Game Players and Next Generation Magazine CD-ROMs. Tecmo merely brought this bizarre conspiracy to light."



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ARMED AND DANGEROUS

If you thought killing Zombies was a blast the first time, then you are in for a real treat with *RE2*. There are more zombies, they're bigger, badder and to take out these

monstrosities, the developers have given the characters a bit more firepower.

The shotgun and pistol are still the most common weapons and are effective in downing the undead, but the real fun starts with the flamethrower. Not many things in life are more satisfying than cooking up some zombies in the streets of

Raccoon City.

One of the cooler new weapons is the crossbow, which is particularly effective for taking down multiple zombies, just the thud of the arrows burrowing into the zombies rotting flesh is satisfaction enough. Oh but that's not all, there is the useful Uzi and new ammo in the grenade launcher changes the effects.



1 I hope you like your zombies well done, 'cuz these babies are cooking. 2 Only Leon gets to use the shotgun, but the damage it causes is nice. 3 The Crossbow is perfect for multiple kills.

HOT TIME IN THE CITY

The game is still called *Resident Evil*, but the residence is gone and all of the zombies are now running loose on the streets. Completely different back-grounds like a bus, basketball court, and the sprawl-

ing police station give *RE2* more variety and play than the original.

Much like the movies it patterns itself after, the game takes the same brand of horror and sets it in a new locale. Scenes like Zombies coming to life in the

mortuary and attacking frantically are just a few treats you can expect.



1 No more haunted house for our heroes, this time it's the entire city that is zombified. 2 Much of the early game takes place inside the police station, but believe us when we say it's safer inside.



COMING TO LIFE

Make-up artists that haven't created zombies since the early 80's are getting another chance to bring the characters of *Resident Evil 2* to life. The national TV ad is going to feature

live actors and actresses taking out zombies. We got a chance to peak behind the scenes and check out some of the rotting flesh and, as a nice little bonus, we got to see what

Claire would look like if she was real.



1 We've all had our share of acne, but this man needs to do some oxy-cutting. 2 Claire in true 3D, with skin and everything. Not bad, eh?



INTERVIEW CONTINUED:

Mikami: Yes, and another thing we changed was the damage indicator. Now the character will cover their stomach or drag their foot when they get damaged. In the original, you didn't know the characters' health condition unless you opened the sub-screen. Because of that, the character could die all of a sudden. I wanted to improve this. Now you can visually see what condition your character is in.

Q: That makes sense, but will it affect the game in other ways?

Mikami: It also makes it possible to make tense situations that you haven't seen before. For example, the situation where the character with some injury cannot run, therefore becoming a sitting duck for faster enemies, like dogs.

Q: Is there any change in fighting the zombies?

Takeuchi: The characters do not attack with bare hands and reactions after shooting the guns are different depending on the weapon of choice.

Q: Are there more weapons in *Resident Evil 2*?

Takeuchi: There are several new weapons that are all based on real weapons. We pride ourselves on the accuracy and detail of the guns. Also, Leon and Claire will have access to different weapons, so the only way to get the whole game is to play through with both characters.

Q: What about the characters actions in the game?

Takeuchi: There are still the actions of the original, but there are new ones depending on the situation. For example, when you use some items or when there is some obstacle in the way. There is no set button for a







IT'S A SIMPLE PROPOSITION, REALLY. JUST USE THOSE STRATEGIC POWERS IN THAT NOGGIN OF YOURS TO OUTSMART AND DESTROY THE HUMORLESS GEOMETRIC BLOCKS AS THEY COME CRASHING TOWARD YOU. OR BE SQUASHED LIKE A POTATO CHIP. YOU MIGHT ALSO FIND YOURSELF CAREENING OFF THE END OF THE UNIVERSE. IS IT ANY WONDER YOU'LL KEEP COMING BACK FOR MORE?

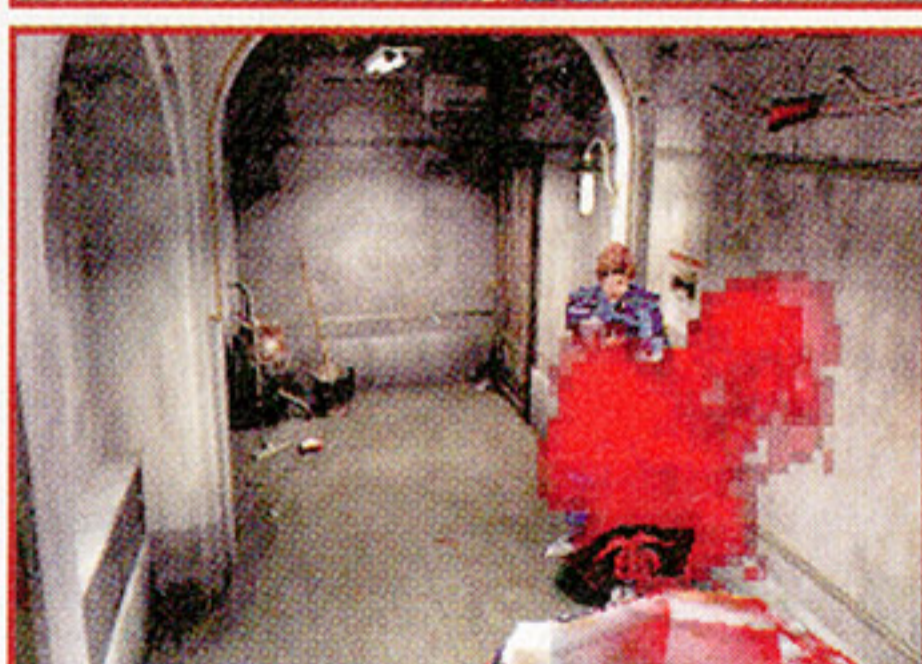
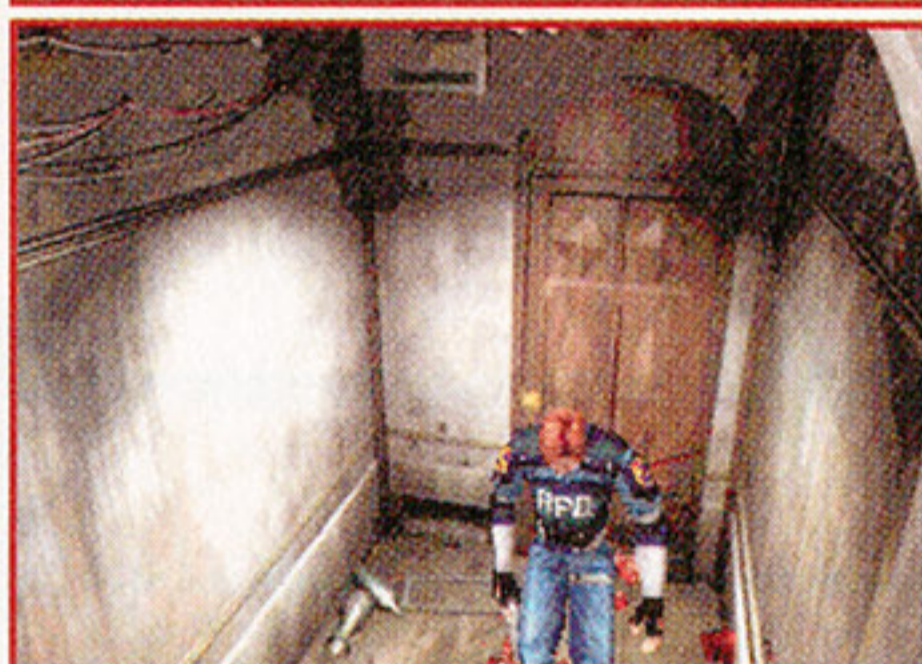
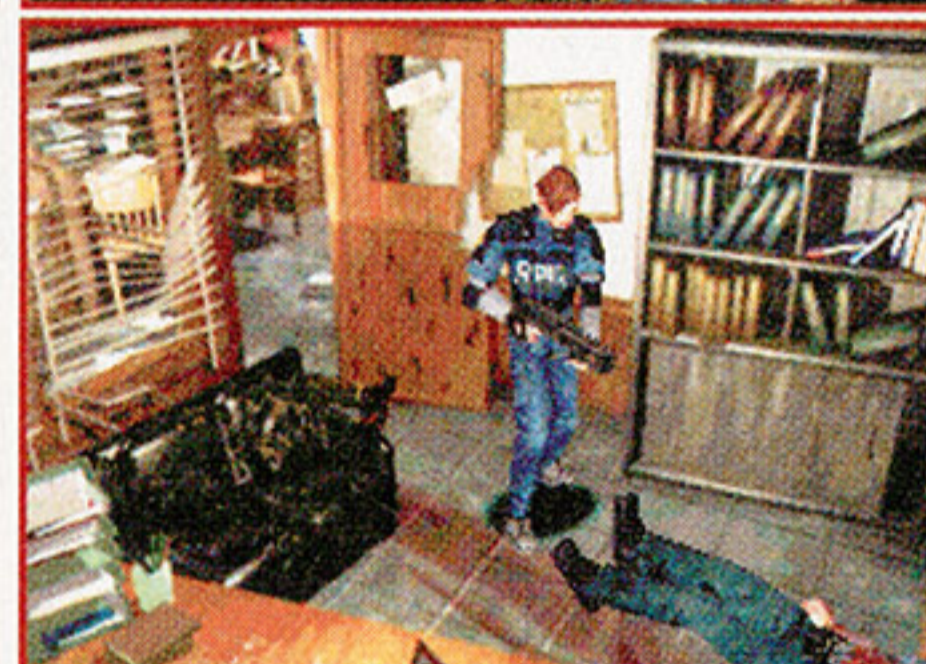
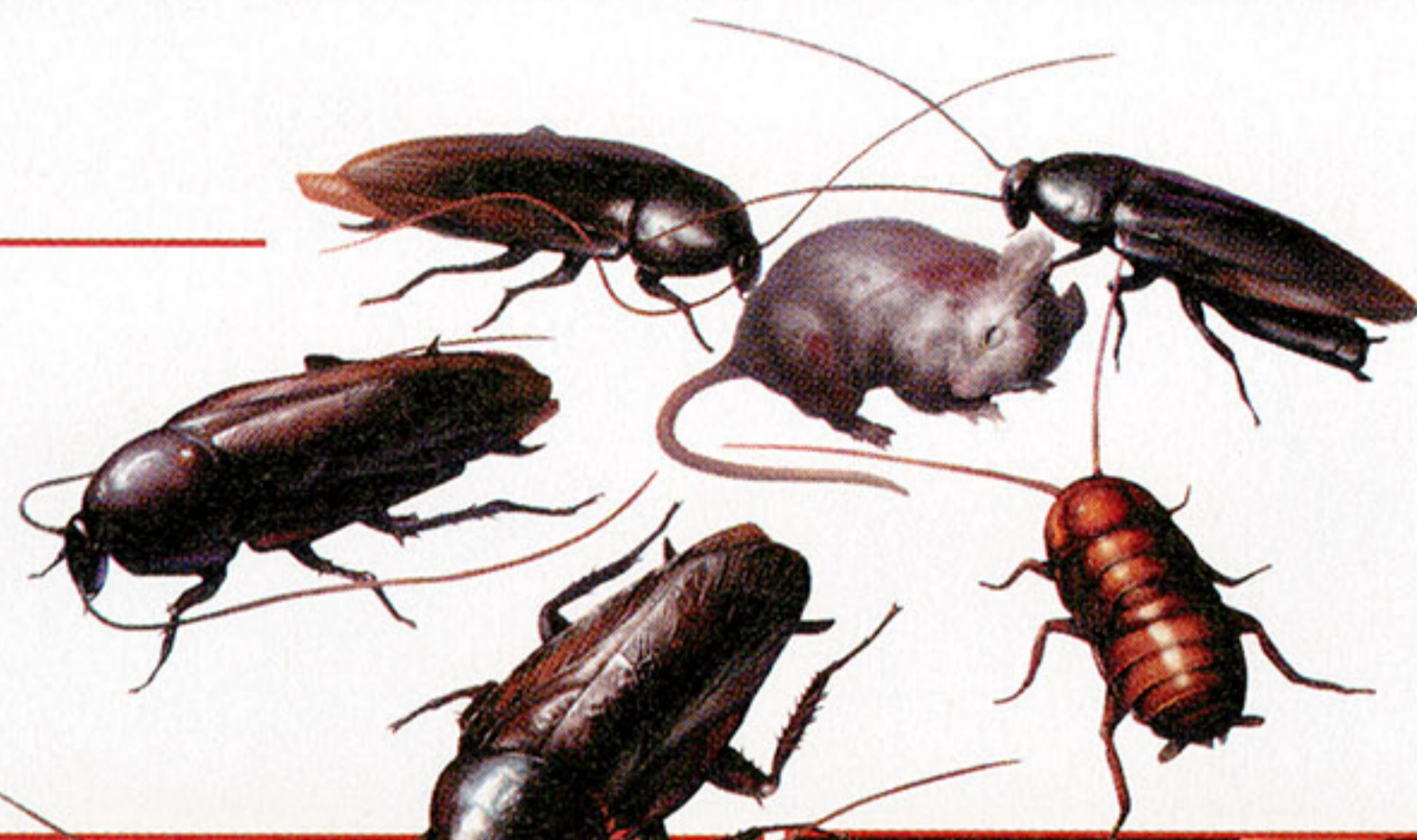


Only on PlayStation.



THE KILL GALLERY

For your viewing pleasure, we've compiled a few of the gruesome deaths that make *Resident Evil 2* nearly twice as gory as the original.



INTERVIEW CONTINUED:

particular action, but the characters can do a lot of different things situation by situation. There are actions that you could guess if you had played the original and there are some that you cannot even imagine.

Q: When you are playing the game you can see some connections to the original, so did you make this game for the veteran *Resident Evil* player?

Mikami: Even if you haven't played the original, you can still enjoy the game on its own, but for players who played the original we've continued the story. You'll even notice that Chris and Jill's desks are in the police station.

Q: I understand the setting for *RE2* expanded greatly from the original, what can we expect in future versions?

Mikami: Well, before we started making *RE2*, there were concepts that had cosmos in the setting. All those concepts did not make it, though. There was a concept in which a player would play the game as a zombie. Some of these ideas are sure to spring up in future versions.

Q: I was surprised to see a female zombie

Mikami: Her voice was done pretty nicely, right? Did you hesitate shooting her?

Q: Yes, but I didn't really have a choice! Did you name each zombie?

Mikami: No, we didn't, but we have our own little names among the team, we call the female zombie 'gal' and the frog guy who we call Aoyama, which is actually one of the members of the team. His moves just like the frog guy, he even got on all fours for motion capture.

A NEW



Nintendo knows Basketball, apparently.

LOOK FOR NINTENDO

NINTENDO UNVEILS A HOST OF ADD-ONS AND A NEW, YOUNGER TARGET AUDIENCE FOR THE N64.

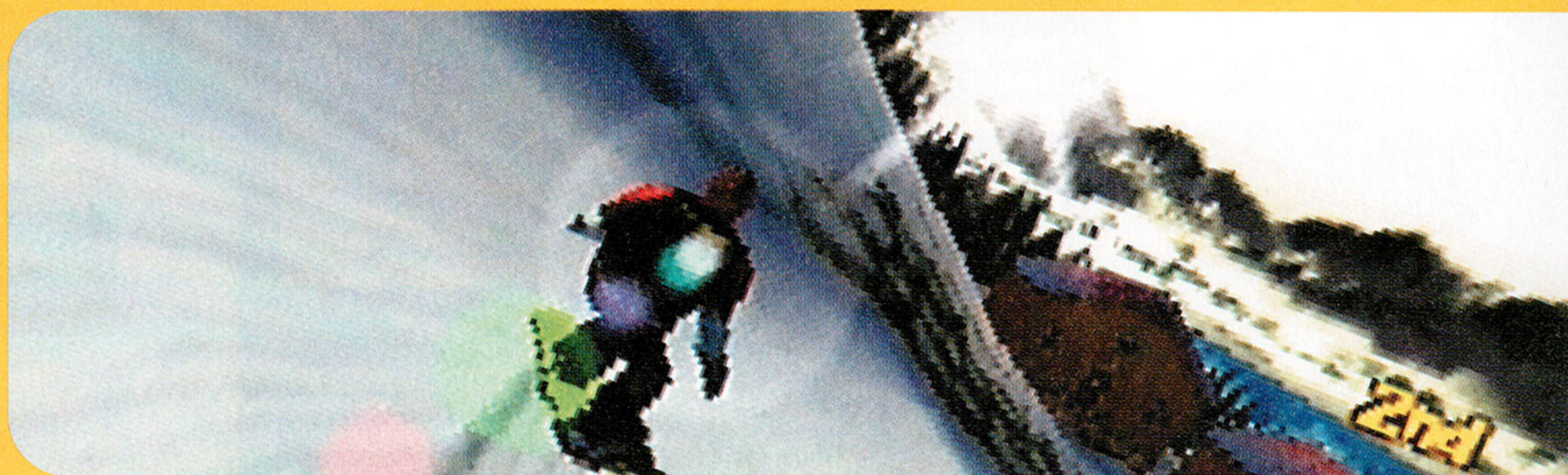
NINTENDO'S WEIRD AND WONDERFUL LINE UP OF PRODUCT SHOWS THAT THE COMPANY IS AIMING THE N64 AT A MUCH YOUNGER AUDIENCE THAN BEFORE. THE N64 SALES SUFFERED IN JAPAN AGAINST FIERCE COMPETITION FROM PLAYSTATION AND, AS A RESULT, NINTENDO APPEARS TO HAVE HAD A CORPORATE RETHINK. WACKY DEVICES, KIDDIE GAMES AND, YES, MORE DELAYS SEEM TO BE THE ORDER OF THE DAY.

THE ADD-ONS WERE THE BIG SURPRISE OF THE SHOW. THESE INCLUDED A MICROPHONE HEADSET THAT ALLOWS YOU TO TALK TO YOUR GAMES, A BIO-RESPONSE SENSOR THAT MEASURES YOUR STRESS LEVELS AND A VIDEO CAPTURE SYSTEM. THESE STRANGE DEVICES HARKEN BACK TO THE DAYS BEFORE NINTENDO BECAME A VIDEOGAME MANUFACTURER AND ARE POSITIONED TO MAKE THE N64 APPEAL TO A WHOLE NEW AUDIENCE. ALTHOUGH THESE GADGETS ARE ALL COOL, THEY MAY BE ILL-PLACED FOR

A LAUNCH IN THE US - THEY'RE JUST TOO WEIRD.

THE BIGGEST PIECE OF SOFTWARE DEBUTED AT THE SHOW WAS *ZELDA*. IT'S LOOKING PRETTY RESPECTABLE, BUT HAS AGAIN BEEN DELAYED. NO TELLING WHEN IT WILL SHOW UP IN JAPAN OR THE US, BUT THE OFFICIAL LINE IS APRIL. SINCE THERE'S NO REASON TO BELIEVE THIS IS THE LAST DELAY, NINTENDO'S OWN PRODUCT LINE UP FOR THE US LOOKS AS CONFUSING AND GRAY AS EVER. THE GOOD NEWS IS THAT THE GAME IS FANTASTIC, JUST LATE.

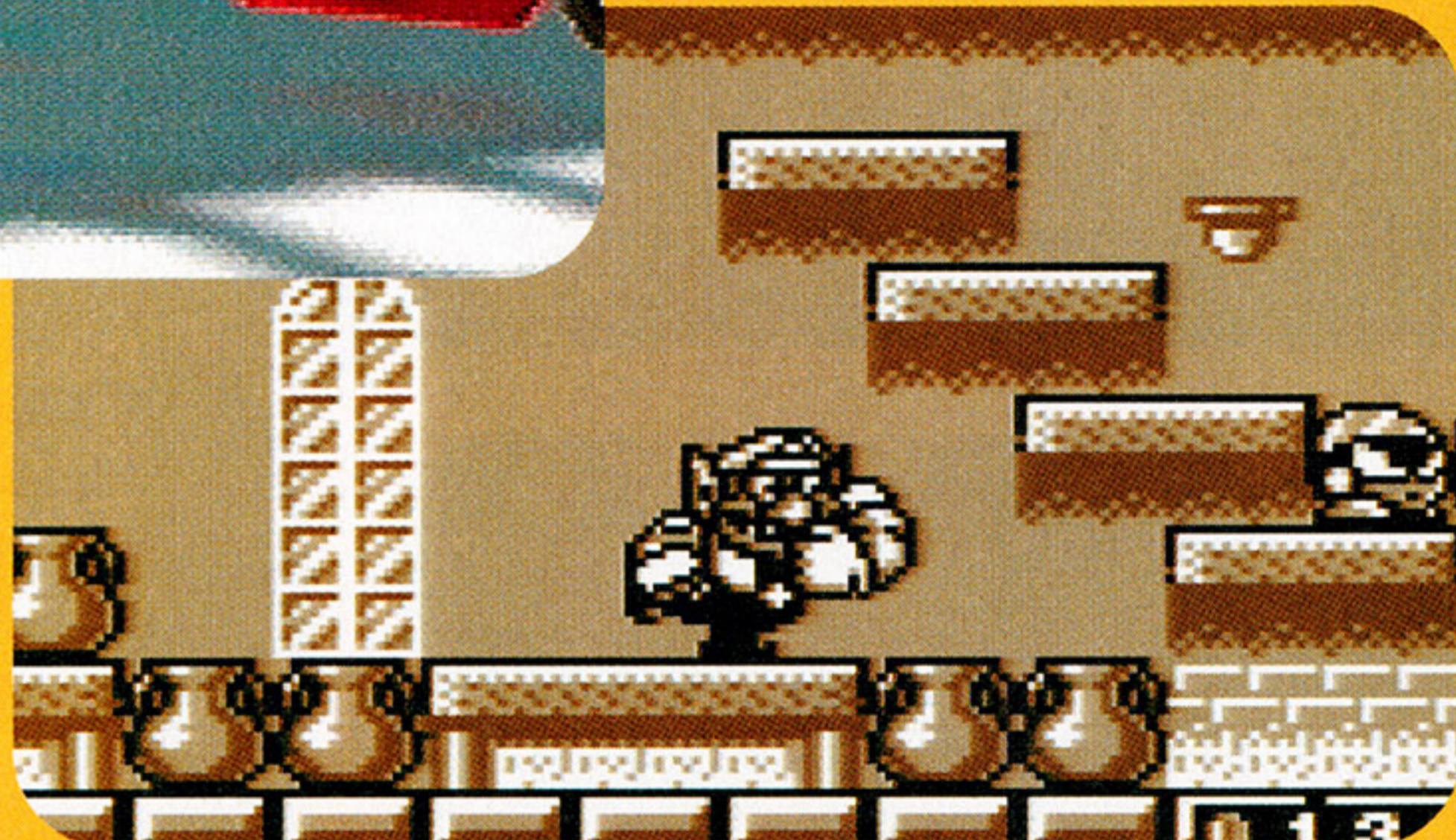
PERHAPS EMBARRASSINGLY, THERE WERE ONLY 25 THIRD PARTY GAMES SHOWN. THAT'S JUST FIVE MORE THAN NINTENDO'S OWN UPCOMING CATALOG. THIS LACK OF THIRD PARTY SUPPORT HAS DOGGED THE MACHINE FROM THE START, BUT AT LEAST COMPANIES LIKE NAMCO AND KONAMI ARE MAKING A SHOWING. NAMCO, IN PARTICULAR, IS EXPECTED TO MAKE A KILLING WITH *FAMISTAR 64* - A BIG-HEADED BASEBALL GAME AND THE LATEST IN A POPULAR SERIES.



1080 Degree Snowboarding



Sim City 64 - your chance to be Mayor!



Game Boy ain't dead yet, Wario knows!

HARDWARE

BIO FEEDBACK

It's not just a game, it's therapy. Nintendo's *Bio Tetris* features an add-on that attaches to your ear, or any other extremity and senses electrical activity from the depths of your brain. If this activity increases as a result of stress, then the game action increases, with Tetris blocks falling faster and faster. The point of the game is to relax as much as possible, slowing your heart rate as well as the rate of block descent. It was fully playable at the show and worked without a hitch. Although the technology only works on *Tetris*, the same device could theoretically be employed on any other game. Combine it with any of the other Nintendo technologies and you open up a whole new avenue of interaction. Scary stuff.

hideously cute) character. The speech recognition was pretty darned faultless and even our English speaking correspondents were able to talk to the critter, albeit in terrible Japanese. You can tell him you love him, hate him, anything you like. The creature responds to various key phrases and, like a Tamagotchi, he can be upset or pleased, depending on what you say to him. Again, this title was limited, but the technology was nothing short of amazing and opens all sorts of possibilities for the future. RPGs may never be the same again.

ment at the moment) and you can map friends faces (theoretically) onto fighting game characters and give them a sound kicking.

Just before we went to print, Nintendo also announced that it would be releasing a digital camera, developed in conjunction with Fuji. This is a much simpler solution than the video capture cart and will allow players to import images quicker and easier than fumbling around with a VCR or camcorder. The device is due to debut in November 1998, so don't hold your breath. Every major Nintendo product has been delayed. No reason to expect that this will ship on time.



grayscale photographs of anything that takes your fancy. The photos can be enhanced, enlarged and even printed, thanks to a tiny thermal printer, also to be released in 1998. Useless, but fun and sure to gather a cult following.



Voice control headset for N64.



Image capture cart, N64 and DD.

IMAGE CAPTURE CART/DIGITAL CAMERA

Nintendo continues to expand the possibilities of the N64 with the strange video capture cartridge. You can plug any video source into the RCA jacks and capture still, full color images directly onto your N64. The device has been designed with the 64DD's storage capabilities in mind. The device can be used to import images into either paint/modeling packages (several of which are in develop-



Game Boy Pocket Camera.

GAME BOY CAMERA

Although it may never see the light of day in the US, Nintendo Japan is releasing a tiny camera cart for the GameBoy, which lets you take



Game Boy Pocket-Printer.



GAMES

ZELDA: OCARINA OF TIME

Easily the most eagerly awaited game for the system, *Zelda* made its first playable debut at the Shoshinkai show. Everything we expected from the game was there, from the fluid, texture-rich graphics to the brilliant new camera techniques.

New additions included a horse for Link and a hint at the plotline. We now know that Link can travel in time as well as space and must return to his childhood to solve some elements of the game. Crowds of excited players crowded around this amazing game, but were disappointed to discover that it has been delayed yet again.

A 64DD version will be released in the future, but Nintendo has not decided if it should be an add-on 'mission' disk for the cart version, or a stand alone adventure. Whichever it is, the DD version will be designed by an entirely separate team.

YOSHI'S STORY

Not the most technically astounding game around, but certainly one of the prettiest. The mixture of hand-drawn and rendered graphics lift it high above any other scrolling platform game visually, and Miyamoto's genius should ensure the gameplay matches the graphics.

F-ZERO X

Another SNES update for the N64, *F-Zero X* comes along just in time to challenge *Aerogauge* and *Extreme G* for the future racing crown. Slimmed down backdrops mean silky smooth frame rates and lots of vehicles, but not much in the way of pizzazz. A four player mode is fast and fun.

DIDDY KONG RACING

Nintendo was promoting Rare's post *Mario Kart* racer as the next big thing and the crowd certainly seemed to lap it up. Rare is clearly the most technically proficient



developer for the system and the incredible graphics reflect that.

BANJO KAZOOIE

Another delayed title, but looking even better than when we last saw it at E3. The graphics have been improved as has the interaction between the heroes, Banjo and Kazooie. Again, this looks better than any home grown Nintendo product and may reverse a trend in Japanese gaming - not to play foreign platform games.

1080 DEGREE SNOWBOARDING

Wonder what the *Wave Race* team has been up to? Wonder no longer. They've been putting the finishing touches to what is clearly the best Snowboarding sim around, nicer in places than Namco's *Alpine Surfer* and includes a split-screen two player race. Wow! This is going to be huge!

NBA BASKETBALL

Developed by Left Field right here in California, this'll be one of the first Nintendo sports titles to feature full licensing. Obviously a nod in the direction of US success with the system. Apparently it's looking pretty good.

COMING SOON!

PIKACHU GENKI DE CHU

Used with the voice recognition headset — an interactive pet, of sorts. You can talk to it!

MARIO ARTIST

Mario Paint with bells on. The N64's graphic power at your disposal for the first time. Looks like it incorporates bits of the now defunct 'Creator'. Comes with a mouse.

TALENT MAKER

Ahem... Make 3D dolls, dress 'em and pose 'em. Sounds thrilling. No, really...

POLYGON MAKER

Think of this as graphical Lego - you can make anything you want, apply texture maps, animate and play with your creations.

PICTURE MAKER

This is best described as a coloring book and is aimed squarely at the kiddie end of the market.

POCKET MONSTERS' SNAP

It's a park full of Pocket Monsters and you have to find 'em and take their pictures. Yes, it is very weird.

JUNGLE EMPEROR LEO

Miyamoto's next big project is based around a Japanese cartoon character, widely believed to be the inspiration for Disney's *Lion King*.



Pikachu Genki De Chu



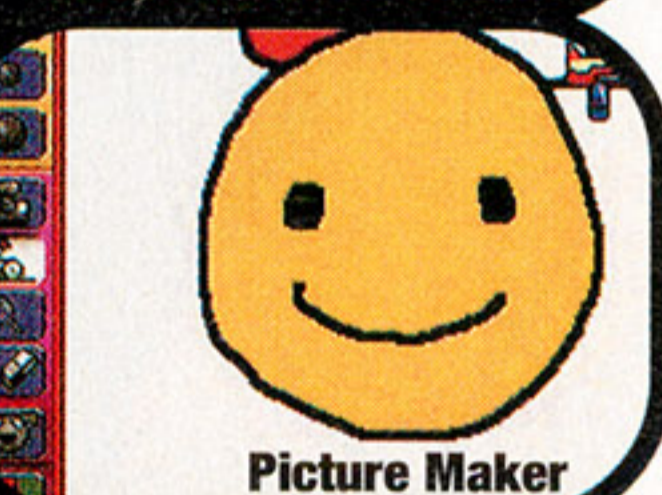
Mario Artist



Talent Maker



Polygon Maker



Picture Maker



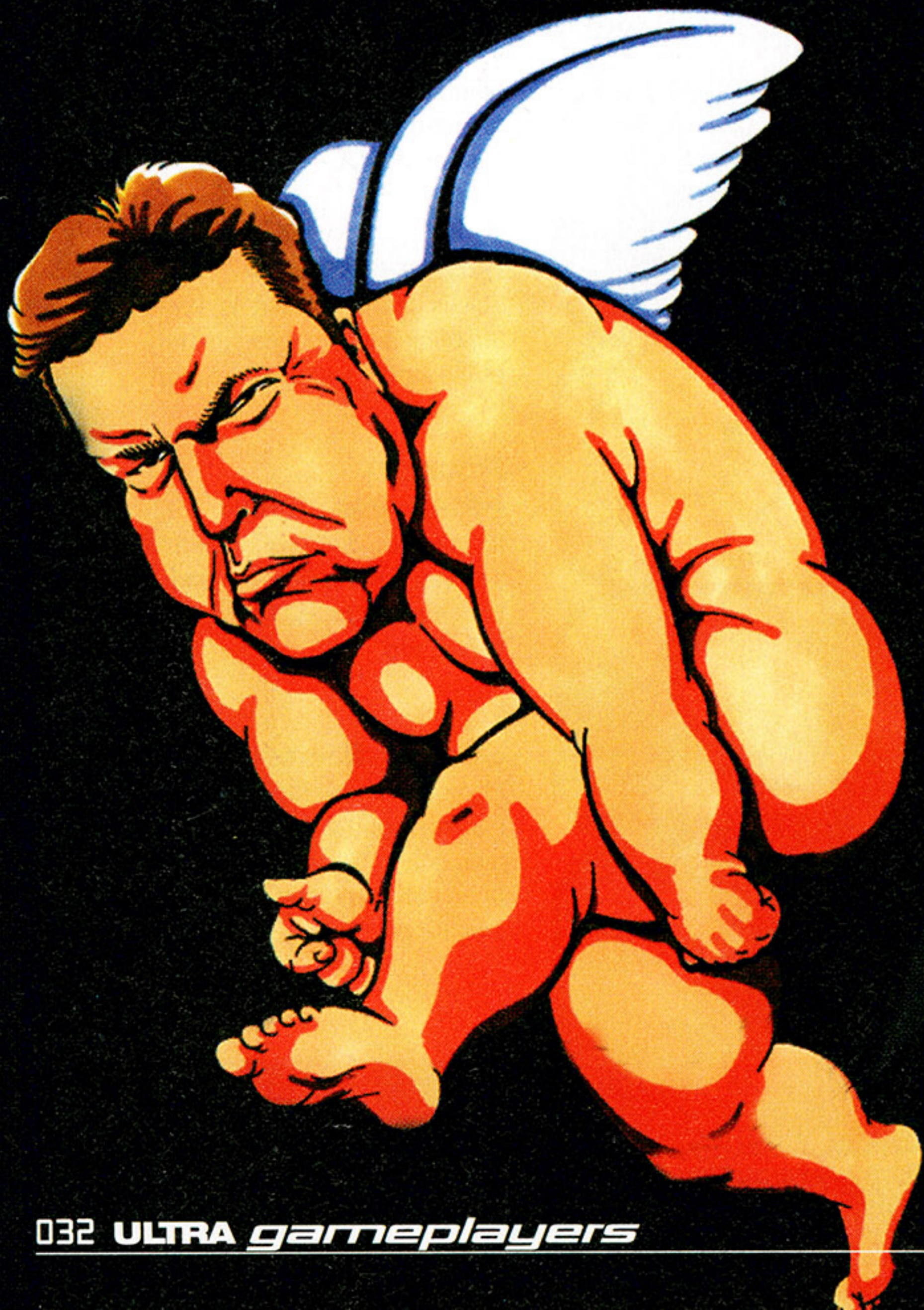
Pocket Monsters' Snap



jungle Emperor Leo

UGP'S Little Black Book

*WE'RE NOT TALKING
ONE NIGHT STANDS HERE...*



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Every gamer has at least one.

The game that you didn't just enjoy playing, but LOVED playing. Like that girl you liked in your second period class, you lived for that game. Forget eating or sleeping; nothing else mattered while you were consumed by that game's allure.

Sure, sometimes that game was the raging beauty — beautiful, provocative, and the most popular. The funny thing is, more often than not, that game was also the one that seemed to appeal only to you. Others may have scoffed, but something about that game was special and changed your world. Maybe it was even better when it only meant something to you.

In honor of the day, the editors of UGP take a look back at the games that hold a special place in our hearts. These games have passed the test of time and they still inspire passion in us. We could pick up any of these games today and still experience the best of what videogames have to offer.

EDITOR: ROGER**POSITION:** Reviews Editor**STATUS:** Out to Pasture (Married)**Stupidest Thing You Ever Did for****Love:** I Used to write a lot of Love Songs, but since I couldn't sing or play a musical instrument very well, women would just take pity on my pathetic wailing. Hey, it didn't sweep 'em off their feet or anything, but it did the job... occasionally. OK, very occasionally.

OK, DEAR, THE DISHES ARE WASHED AND THE LAUNDRY'S DONE... WANNA HEAR MY LOVE SONG NOW? OUCH!

**1 WEIRD, BUT CUTE**

game: Jumping Flash
system: PlayStation
publisher: Sony CE

A year before *Super Mario 64* wowed the world with 3D platforming, Robbit the Battle Mech Rabbit had me hooked with vertigo inducing triple jumps. The original Japanese import version was even more entertaining.

2 THE SURE THING

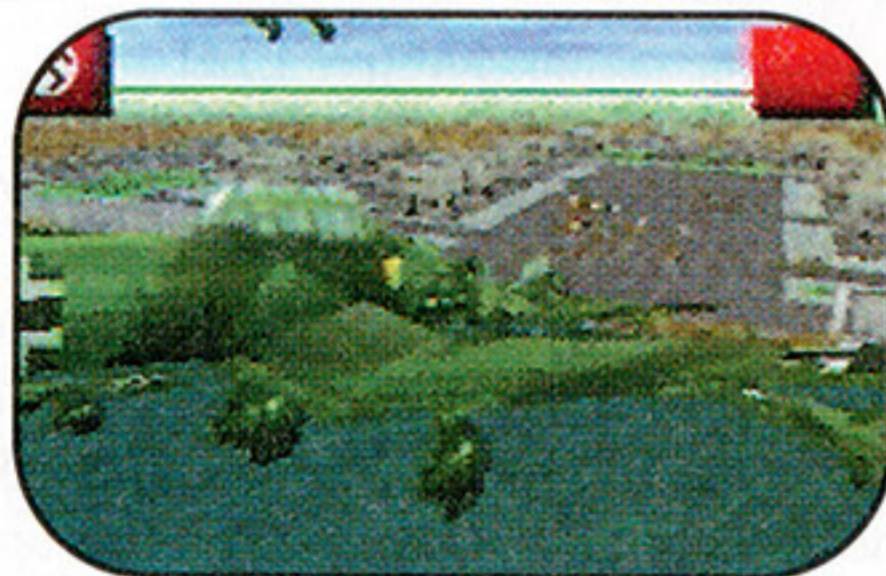
game: John Madden Football
system: Genesis
publisher: Electronic

The game that changed everything. Videogames took on a whole new meaning when Madden redefined what sports games were all about. Of course, the new definition was arguing over the 'good pad', serious trash talking, blaming the game for losses, and physical confrontations with friends during and after games.

**3 BRAINIAC**

game: Iron Storm
system: Saturn
publisher: Working Designs

Turn-based strategy isn't the most exciting of genres, but there was something truly addictive about this one. I actually once played it for 18 hours straight, called in sick due to lack of sleep, took a nap, and played it some more.

**4 MILE HIGH CLUB**

game: Chuck Yeager's Air Combat
system: PC
publisher: Electronic Arts

Today's flight sims may offer more graphics glitz, but no flight sim to date captured the exhilarating sensation of flight and the adrenaline rush of air combat as well as this game did.

**5 OLD FASHIONED GIRL**

game: Super Mario Bros.
system: NES
publisher: Nintendo

If there was ever a game that I played to death, it was *Super Mario Bros.* I started out clumsy and unsure, but numerous repeat playings revealed every secret the game had to offer and turned me into a videogame virtuoso (a.k.a. addict).

EDITOR: FRANCESCA**POSITION:** Associate Editor**STATUS:** Off the Market**Stupidest Thing You Ever Did for Love:** Got a tattoo. I just thank god that it worked out.**1 -BOOHWAAM**

game: Zork
system: PC
publisher: Infocom

First date will usually include a walk through the forest searching for jewel-encrusted cuckoo eggs, while stumbling across the occasional metal BAR BAR. I never left my computer's side.

2 CLASSROOM CRUSH

game: Lunar: The Silver Star
system: Sega CD
publisher: Working Designs

A classic RPG. From the wacky disco intro to the fully animated cinemas, it was love at first sight with *Lunar*. Even now, fond memories of the game still induce a nostalgic sniffle from me.

3 CRADLE ROBBING

game: Bonk's Adventure
system: Turbo Grafix
publisher: NEC

One of the cutest and most carnivorous platformers to ever make it out in the US, Bonk had me spellbound with a joystick in my hand until I finally defeated the evil (but adorable) Dino boss.

4 EXPERIMENTAL PHASE

game: Super Mario 2
system: NES
publisher: Nintendo

With a cast including a cross-dressing, egg-tossing dinosaur and a pink-frocked floating princess, I couldn't tell if I was hallucinating most of the time. It's no wonder I played this game non-stop for what seemed like days on end. Pure Nintendo camp.



YEAH, THE HEART LOOKS FINE. NOW CAN YOU TATTOO 'I LUV PLAYSTATION' IN THERE?



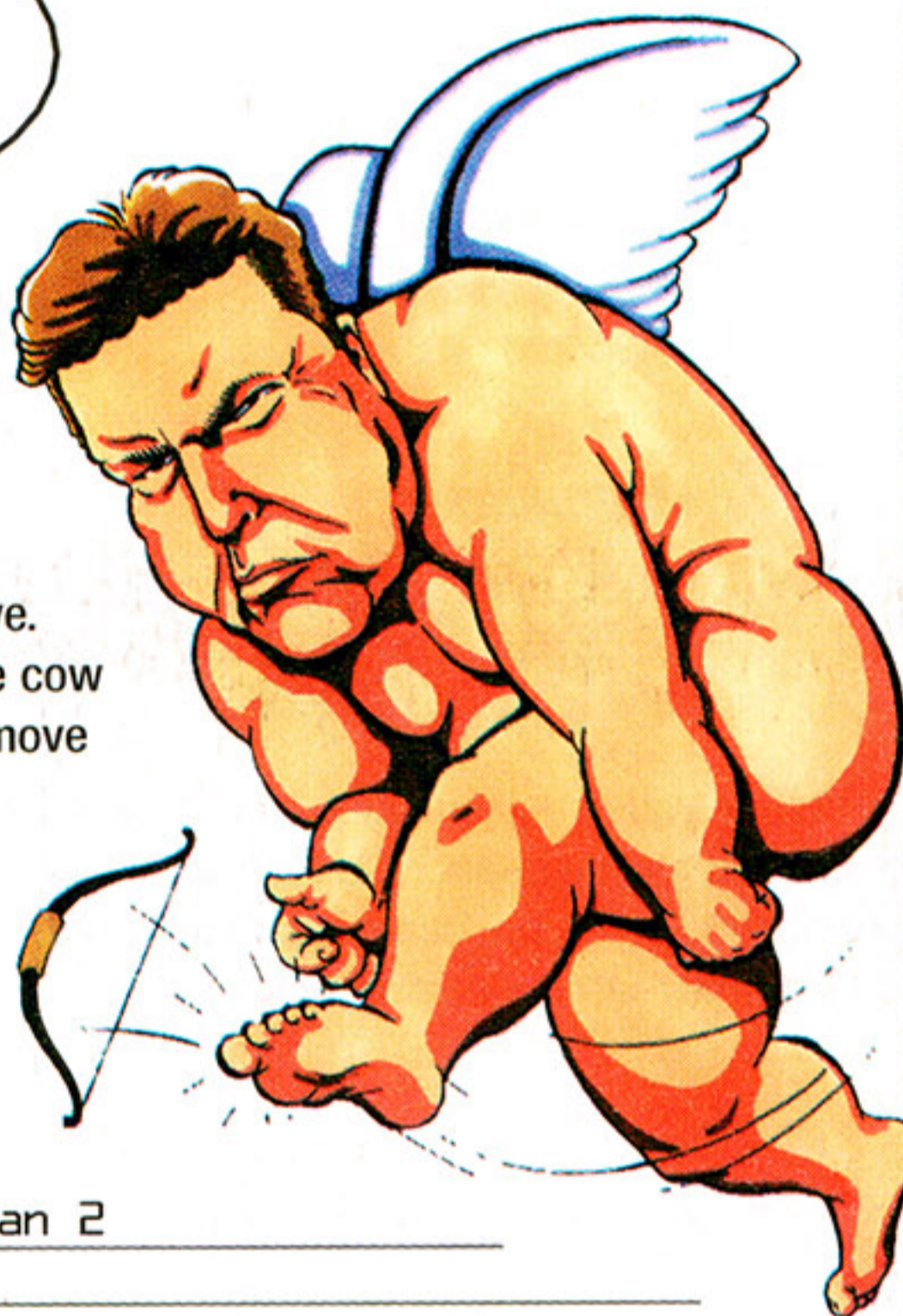
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MENAGE A TROIS

game: Shining Force/Gunstar
Heroes/Phantasy Star IV
system: Genesis
publisher: Sega

One's for strategy, the other goes for action, and the last includes a long involving storyline. None of them enjoyed phenomenal success, but I swear that at times while playing them, it couldn't get any better.

WOMEN! CAN'T LIVE
WITH 'EM... LET'S
HAVE A BEER!

**EDITOR: BILL****POSITION:** Managing Editor**STATUS:** Single Libertine**Stupidest Thing You Ever****Did for Love:** Got married. Bad move.

Real bad move. I mean, why buy the cow when the milk is free? I chalk that move up to being young and stupid. Now that I'm older and hopefully wiser, I've seen the error of my ways. I'll never do that again, no sir!

1

TRUE LUST

game: Super Bomberman 2
system: SNES
publisher: Nintendo

I've probably spent more time with this one game than I've spent going on beer runs or hitting on groupies, and that's saying something! Why? The answer is simple: you get to blow people up. The four-player battle mode game of *SB2* is simply time spent in gaming heaven.



2

CREEPY, BUT COOL

game: Resident Evil
system: PlayStation
publisher: Capcom

Once, after playing punk show, I met this girl who had a Mohawk. She also had a tattoo of a dragon that started up by her right breast and ended at her left ankle. I'm not an art critic, but I know what I like and that was one hell of a weekend! Just like *Resident Evil*... you know... scary, but real fun!



3

THE EVIL, UH... WITCH

game: Final Fantasy VII
system: PlayStation
publisher: Square Soft

Oh, sure, *FF VII* is one sweet looking game; all nice graphics and smooth movies, but what happens when you try to get serious with her? Fights. A whole bunch of unnecessary fights over nothing! I finally just let someone else at the office have her...

4

FAST, TIGHT AND EASY

game: Ace Combat 2
system: PlayStation
publisher: Namco

Who needs sex when there's air combat? Uh... OK, let me rephrase that. What else do you need besides sex and beer? Why, air combat, of course! With its clean graphics, tight control, and devilish AI, this game easily won my heart, as well as my analog joystick.

5

LIVING IN SIN, OR WAS THAT GIN?

game: F-14 Tomcat
system: Commodore 64
publisher: Activision

Take four wannabe fighter jocks and lock them up in a room on a really rainy weekend with nothing but four cases of JP-4, a Commodore 64 and a copy of *F-14 Tomcat*. That was just possibly the best weekend of my life, if you don't count the one with the 35 year old actress in Sacramento.

EDITOR: MIKE**POSITION:** Senior Editor**STATUS:** Broken and Branded (Engaged)

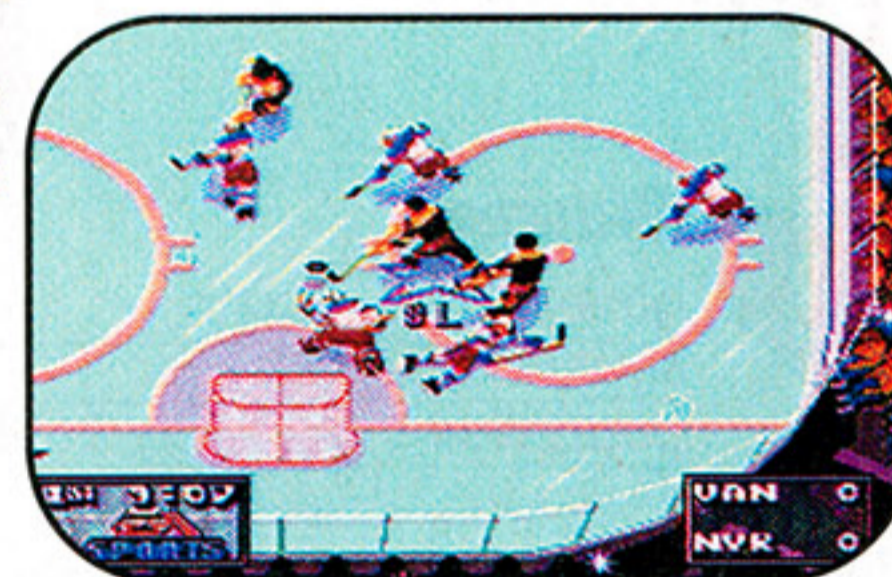
Stupidest Thing You Ever Did for Love: The obvious choice is blowing (err... spending) a wad of cash on an engagement ring that is certain to end my once footloose and fancy-free lifestyle. Prior to that, I was known to borrow children in order to show women how sensitive I was. Surprisingly, this was a huge success.

1

THE MARRYING TYPE

game: NHL-series (Any year besides '95)
system: Genesis
publisher: Electronic Arts

Say what you want about EA's 32-bit sports games, but on the Genesis, *NHL Hockey* and *Madden* inspired a love of sports games that continues on to this day. Late night showdowns with roommates in college lead to betting, fisticuffs, and some of the nastiest language you'd ever want to hear.



2

GREAT BODY — BAG THE FACE

game: King's Field
system: PlayStation
publisher: ascii Entertainment

This is the first time I've admitted my secret love for this slow-paced, first-person RPG. We got a version in around Christmas and I succumbed to the seductive soundtrack, voluptuous polygons, and the sleek graphics. I was too caught up with lust to realize how slow and repetitive the gameplay actually was. Call me a sucker, but for one week, *King's Field* made my life better.

3

FATAL ATTRACTION

game: Tony LaRussa Baseball
system: Genesis
publisher: Electronic Arts

The common belief is that this was EA's ugly duckling on the Genesis, but at one point I'd have killed a rabbit to play another game of *Tony LaRussa Baseball*. I actually created a stat database on my PC where I tracked every players stats (yes, I was a complete geek). The realistic fielding and speed ratings of the players has still never been equalled, nor has the spot on control.

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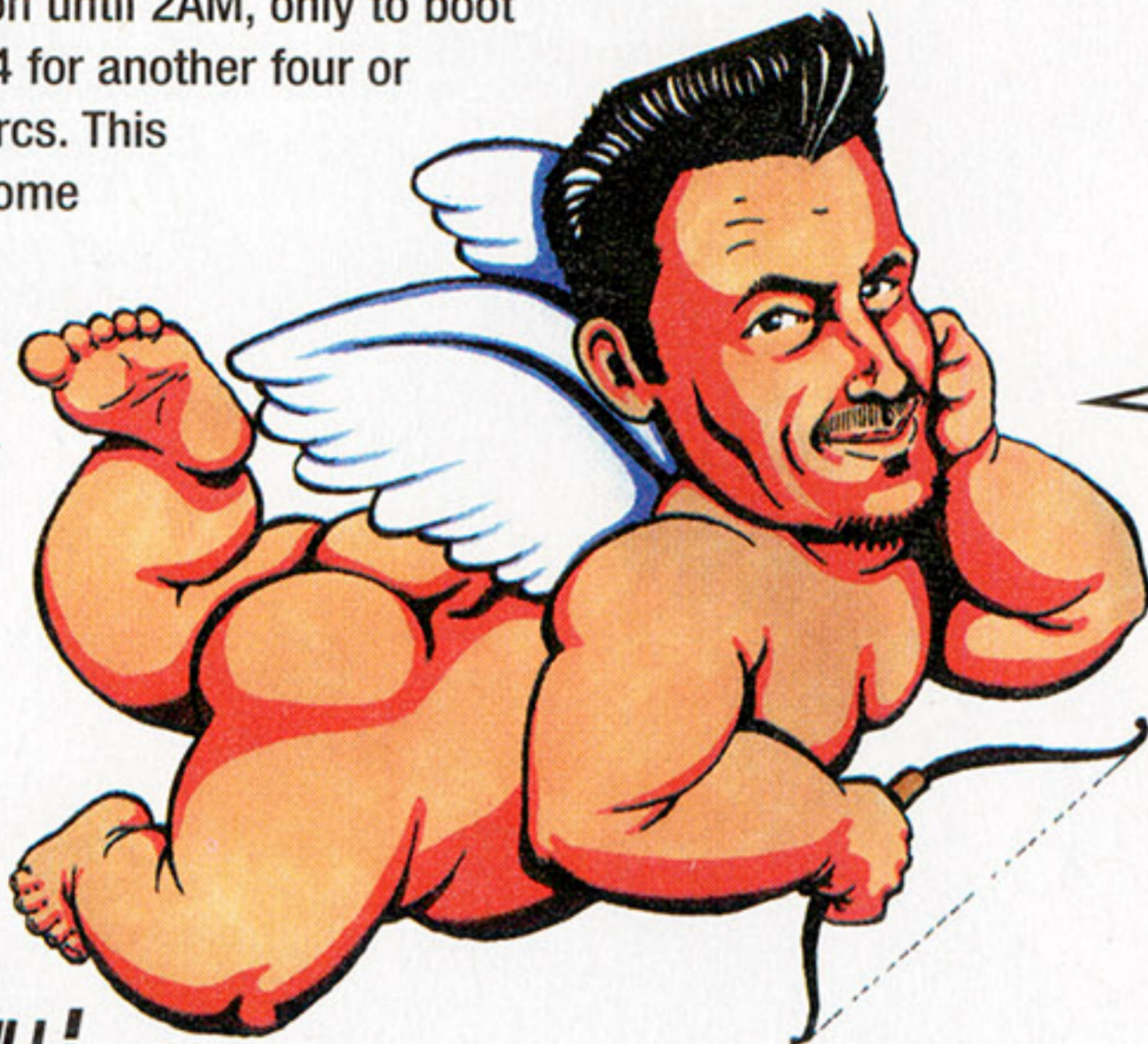
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4 THE MORRIS TWINS!

game: Dungeons & Dragons and
D & D: Pool Of Radiance
system: Commodore 64 and Intellivision
publisher: Electronic Arts

Yes, there I was, whipping through the pixelated corridors on my Intellivision until 2AM, only to boot up my Commodore 64 for another four or five hours of killing Orcs. This threesome cost me some sleep, got me addicted to Mountain Dew, and ruined my real love life for nearly a year.

**5 BOOTY CALL!**

game: Blades Of Steel
system: NES
publisher: Nintendo

It wasn't that *Blades Of Steel* was the best game ever made, but after a night of partying, it was the only game that would answer that late night call. The good old shot from across center ice, so the other player can't see his goalie, is a classic trick that still works and led to my roommate actually throwing the NES through our coffee table (true story).

**EDITOR: FRANK**

POSITION: Editor in Chief

STATUS: Confused

Stupidest Thing You Ever Did for Love: You remember the Gulf War? That was my fault. This girl I was dating was going to move to Kuwait to live with her family who worked at an oil refinery. I hadn't even got to first base and so I engineered the Iraqi invasion by making three prank phone calls and bribing a traffic cop. Well, I guess I'd just like to apologize to everyone involved. You'll be pleased to know that she did end up necking with me because, and I quote 'Nobody ever engineered a big war for me, Frank. You're so thoughtful.'

3 NEED CHICK

game: Legend Of Zelda
system: SNES
publisher: Nintendo

Not a true RPG, but in fact, far more mentally taxing. Puzzles to solve, mysteries to explore — all you ever wanted from a game. Inspiration on how to solve this quest would come to you at the weirdest times (at school, in my case).

**2 HIPPY CHICK**

game: Marble Madness
system: Arcade/Amiga
publisher: Atari/Electronic Arts

They don't come much curvier than this little number. She's all curves and like any girl, you have to spin frantically to make her do what you want. Although she made me very happy, I once got badly chafed as I tried to avoid getting sucked into a vacuum cleaner.

YES, LAURIE... NO, LAURIE... ANYTHING YOU SAY, LAURIE...

**1 MY FIRST TIME**

game: Moon Patrol
system: Arcade/PSX/PC
publisher: Williams

I heard her before I saw her, humming a sweet tune. Boop-boop-boop, da-dum-da-dum-dum-dum. Her six wheels wobbled illicitly as she sped across the bright green lunar landscape, hopping daintily to avoid craters, blasting sweetly at marauding saucers. She wasn't easy, but she was worth it.

4 WALLFLOWER

game: F/A-18 Hornet
system: Mac
publisher: Graphic Simulations

Flat, shaded polygons may not be the best looking graphics around, but they looked so good in *Hornet*, we can forgive 'em. This fast-paced, supremely playable flight sim felt like an arcade game. And that's why I fell for it. Mmm... kissy-kissy.

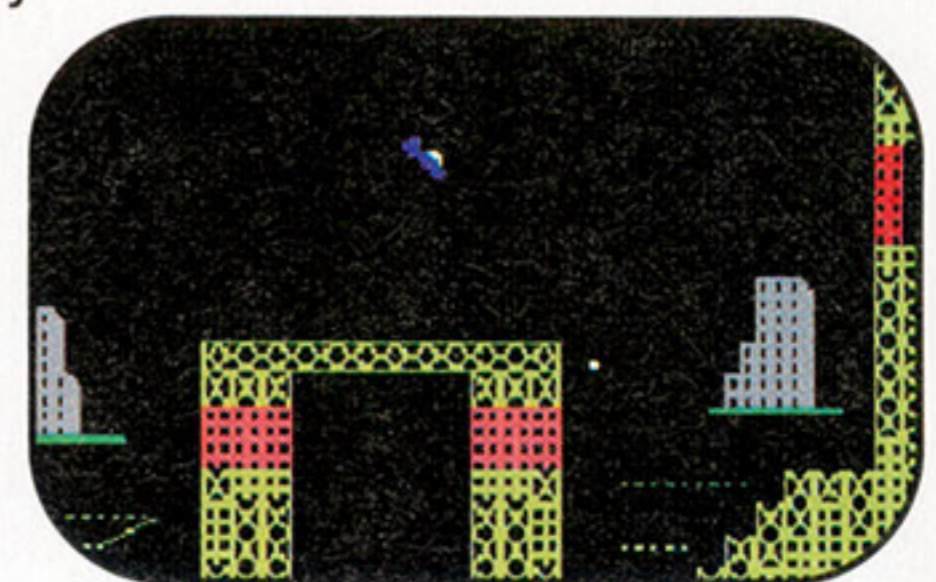


THERE'S NOTHING LIKE ROMANCE, EXCEPT MAYBE A STEAMING BLADDER OF HAGGIS!

5 THE OLDER WOMAN

game: Looping
system: ColecoVision
publisher: Coleco

Make a little plane loop the loop on a badly scrolling background. Might not sound like fun, but neither does *Tetris* on paper. I loved the music, too.



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Okay, so you're flying through the city of San Francisco hitting a heart-pounding speed of 160 mph. But up ahead is Lombard Street -- famous for its many curves.



Should you slow down? Or push the pedal? We suggest you nail it. Because you're in San Francisco Rush, the most awesome racing game to ever come home. There



are shortcuts. Hidden keys to help you find cool cars and even more shortcuts. And, of course, speed, air and totally awesome crashes. So bring home San Francisco Rush today. It won't hurt as much as you think.

SAN FRANCISCO **RUSH** EXTREME RACING

"What makes San Francisco Rush a great game is its pure, raw, unadulterated fun."

Ultra Gameplayers

"San Francisco Rush is a game that's all about air. Not hot air...but real air."

Game Informer Magazine

MIDWAY



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PREVIEWS



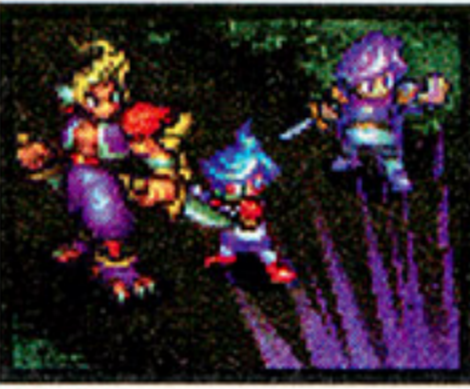
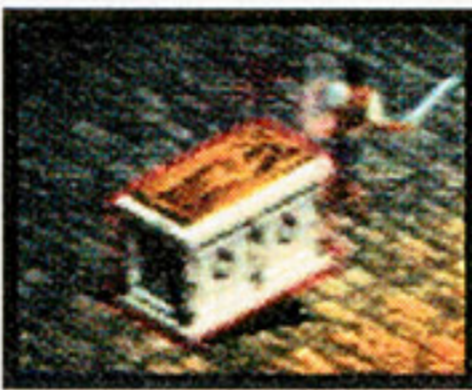



TEKKEN 3



FEATURE OF THE MONTH

IT'S VALENTINE TIME AGAIN, AND FORTUNATELY FOR US, THERE ARE A WHOLE LOT OF GAMES TO LOVE. *TEKKEN 3* TOPS THE LIST AND WE'RE SO EXCITED ABOUT THAT, WE CAN HARDLY THINK. BUT THAT'S NOT ALL, *FIGHTER'S DESTINY* FOR THE NINTENDO 64 IS EASILY THE BEST BEAT 'EM UP FOR THAT SYSTEM, OUTCLASSING THE COMPETITION BY MILES. BACKED UP BY HOT SHOOTER *QUAKE 64* AND A SNOWBOARDING SIM FROM THE GUYS WHO BROUGHT YOU WAVE RACE, THINGS ARE LOOKING PRETTY SPECTACULAR FOR THE N64. IT'S NICE TO BE IN LUUUURVE. ACK!
>>> FRANK

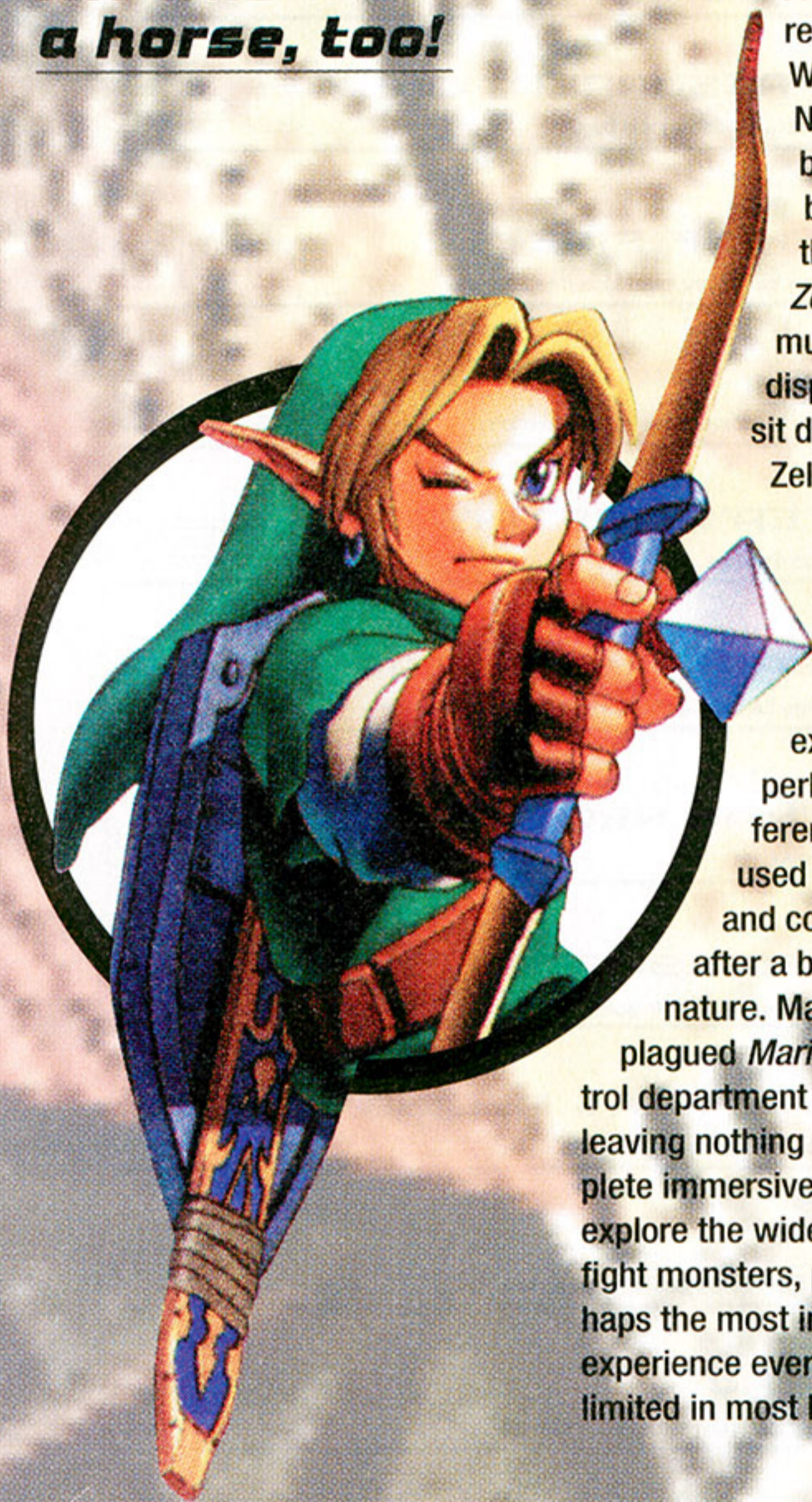
February is here and, of course, that means Valentine's Day. Since we're a gaming magazine, we thought we'd show you some pictures of your next true loves. We liked the other pics that Bill picked out, but if we showed those, we might get in a little trouble with our publisher...

	AEROGAUGE You'll never have a flat tire again!	046
	ALIEN RESURRECTION Psst! Here's a clue... Sigourney's a bug...	048
	BREATH OF FIRE 3 You wouldn't have this if you used Listerine...	040
	DIABLO Where's Daniel Webster when we really need him?	047
	FIGHTER'S DESTINY It's usually brain damage...	050
	MASTER OF MONSTERS Bill keeps claiming he's the only true master...	046
	MEGA MAN NEO Same as it ever was...	054
	NEED FOR SPEED 3 Rumor is, Tom Cruise named this game...	053
	NEWMAN/HAAS RACING Gentlemen, start your salads...	044
	NINJA A sneak peek at Trent Reznor's German album!	052
	QUAKE 64 One of two games that start with the letter 'Q'!	055
	QUEST 64 Uh, here's the other one...	052
	RASCAL He's little and has a dog named Petey!	054
	SANITARIUM The game that features a tour of Bill's house...	051
	TEKKEN 3 Not as good as Tekken 4...	039
	ZELDA: OCARINA OF TIME Play that magic sweet potato, Froggy!	038
	1080 SNOWBOARDING Kinda like skiing for folks with one leg...	050

The Legend of Zelda: Ocarina of Time

SYSTEM: NINTENDO 64
 PUBLISHER: NINTENDO
 DEVELOPER: NINTENDO
 RELEASE DATE: 2ND QTR 1998

All this and a horse, too!



When it comes to creating original games, no one does it any better than Nintendo. Gameplay mastermind Shigeru Miyamoto has done it once again by creating a game that is certain to redefine the action RPG and 3D gaming forever.

For the past year, we've been hyping *Zelda 64* with each new screenshot, but now we finally have solid proof that this game really is 'all that'. At the Space World show in Japan, Nintendo showed off its biggest and brightest stars, but the one game that stole the show was a playable *Zelda*. That's right, Nintendo's much anticipated game was on display and UGP got a chance to sit down and play through *Zelda*'s first true 3D adventure.

After playing the game, we can honestly say that it is even better than we imagined. The graphics are crisp, the sound is excellent, and the gameplay is perhaps the greatest mix of different genres ever done. Getting used to the revolutionary camera and control system takes time, but after a bit, it becomes second nature. Many of the problems that plagued *Mario 64* in the camera and control department are a thing of the past, leaving nothing in the way of *Zelda*'s complete immersive experience. Being able to explore the wide environments, climb hills, fight monsters, pick up and use items is perhaps the most invigorating gameplay experience ever. One thing that is usually limited in most RPGs is the ability to interact



The young Link is just soooo cute you want to pinch his cheeks (not those cheeks, you sickos).



The unique camera system is easy to work and provides the best view at all times.



Because it's a cart game and not the promised 64DD, *Zelda* will have to repeat textures.

with all objects. In *Zelda 64*, you can pull and push walls, open chests and drawers, hang from ledges, and try to hit anything you can see on screen with your sword, bow, boomerang, hammer, or stick. What's even more amazing is that the sound effects are dead on for whatever you hit. Of course, like any good elf, Link can swim and, while the water portions of *Zelda* aren't as numerous as *Mario*, it does lend variety.

Zelda 64's perspective and the believable and completely interactive world give this game an atmosphere that even *Final Fantasy VII* can't touch. Combining elements of first-person shooters, RPG's, fighting games, and strategy games is the one thing that guarantees *Zelda 64* will be one of the best games of the year.



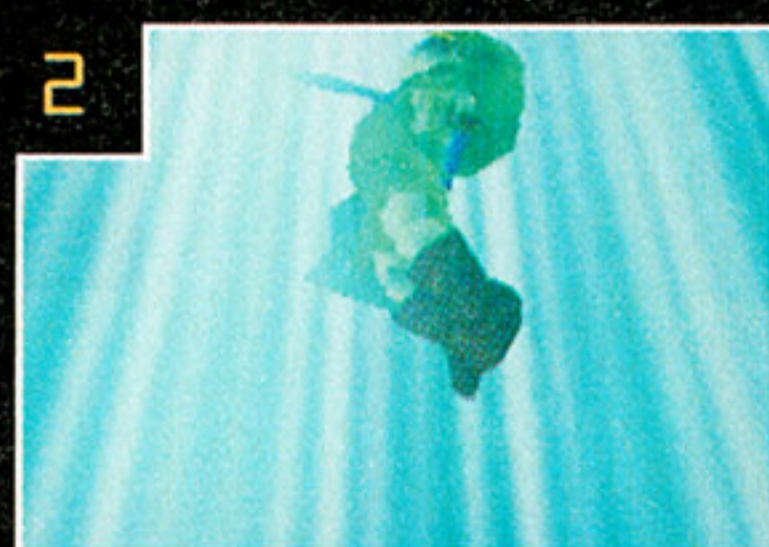
Among his many weapons, the most exciting is his bow and arrow, which turns *Zelda 64* into a *Doom* game at times.

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- 1 The control in battles is better than any other fighting game on the N64.
- 2 Link's horse is brilliant and it gives the game even more variety.
- 3 Exploring the overworld or down in the dungeons, *Zelda 64* has just about everything you could want.



- 1 They've taken the princess Zelda again, and it's your job to try and get her back.
- 2 Here's the part where Link gets sucked into an alien mothership, where he has to do battle with Sigourney!

Tekken 3

SYSTEM: PLAYSTATION

PUBLISHER: NAMCO

DEVELOPER: NAMCO

RELEASE DATE: SUMMER 1998

Something terrible has awakened...



There are usually no guarantees that new games are going to be any good. Normally, it's just a case of wait and see. Even the best publisher can drop the ball and release a turkey sometimes. But not this time. *Tekken 3* will be a best-seller, a graphical masterpiece and a gameplay triumph. *Tekken 3* will be awesome.

The PlayStation version has been a surprisingly long time coming. *Tekken 2* was actually developed on PlayStation hardware for the arcade, so the port to home version was a quick and simple process. This wasn't the case for *Tekken 3*. As a matter of fact, the port has been one of the biggest technical challenges Namco has ever faced.

Although the *Tekken 3* coin-op is based around PlayStation circuitry, it has far more memory and an improved graphics processor. Taking all that enhanced information and dragging it back to PlayStation levels without loss of quality? A big hurdle. But Namco assures us that not only has the feat been achieved, but that the game has been improved in the process.

Details about the final state of the conversion are scarce, but we do know that new characters and options will be seen (as in the *Tekken 2* conversion) as well as the beautiful rendered sequences we've come to expect from Namco.

It is believed that the polygon count has been dropped to ensure a smooth frame rate, but it's nearly impossible to tell from these screenshots. Even the backdrops appear to be faithful to the arcade, but these are bitmaps, not true 3D objects.

Each character has a new arsenal of moves - heavily reliant on 3D without over-complicating the controls. *Tekken 2* masters will ease into this with considerable style.



1 It appears that Namco has managed to include the 3D backgrounds from the arcade - quite a feat considering the processing power involved. **2** Jin is the main protagonist - but the mighty God Of Combat awaits him - as does his destiny.



Nina is back, after being frozen (conveniently preserving her looks) in suspended animation, only to be kicked upside the ass by Xiaoyu.

The gameplay is identical to the previous games, but with more emphasis on 3D sidestepping and counters.

The plot, too, has progressed. It's 20 years later and Heihachi Mishima is orchestrating a plan to revive the ancient God Of Combat. Heihachi plans to exploit the power of this being for his own good, but he may have bitten off more than he can chew.

The time scale also gives us new characters, including the children of Marshall Law, Kazuya and Jun Kazama. Expect this to be bigger than *Tomb Raider*. It's an awesome, awesome game.



Paul Phoenix, older, wiser and ten times tougher. No manners.



Jin Kazama, son of Jun and Kazuya, takes on Hwoarang.



1 Lei feels what it's like to catch a falling anvil in your teeth. It's nothing like flossing. **2** Paul is about to unleash something very unpleasant into Jin's pants. Expect tears before bedtime. **3** The virtually unpronounceable Hwoarang meets Eddy Gordo.

Breath Of Fire III

SYSTEM: PLAYSTATION

PUBLISHER: CAPCOM

DEVELOPER: CAPCOM

RELEASE DATE: MARCH

Yet another upcoming blessing for PlayStation RPG lovers...

Since its Japanese release several months ago, Capcom's latest installation in its only RPG series, *Breath of Fire III*, has remained in that country's top ten list. With an epic and involving storyline and a massive world to explore, there's hope that the game might follow in Japan's footsteps and draw a solid standing in the American market when it's released this Spring.

This time around, the story centers around a young boy named Ryu. He is first discovered in the form of a young dragon, soundly sleeping at the bottom of a bustling coal mine. The workers capture him, with plans on transporting him to another location. In the young dragon's favor, he is able to escape his cage and resurfaces, unconscious and in human form, in a forest nearby. He is adopted and cared for by two mysterious youths, who are eventually revealed to be delinquent hoods who survive through thievery and the occasional mugging of citizens from McNeil, a nearby town.

How did Ryu evolve from a small dragon to a young boy? Why doesn't he remember what happened to him? Where is fate leading him and his newfound friends? All of these questions and more are answered throughout the extensive 60+ hour game.

And with a pleasantly orchestral soundtrack as a backdrop, prepare for a very emotionally immersive journey as well.

Battle mechanics and gameplay seems highly reminiscent of the majority of RPGs on the market, but the graphics include hi-res backgrounds that allow for more interaction with objects, as well as a manual

The storyline continually unfolds into a more expansive adventure as the game goes on. Don't expect to be pursuing only one end throughout your play.

You want us "heroes" to steal everything back, is that it?



Although *BOF3* doesn't appear to make leaps and bounds beyond some of the other RPGs on the market visually, it sure does look pretty.

rotation option that allows the gamer to view the landscape from more than one angle. To provide more depth, Capcom has also included a Master system and Skills List feature that expands gameplay beyond simple role-playing. Certain skills can be shared between party members and apprenticeship roles can be acquired to master rare skills or new magic. Coupling a seemingly long and twisting plot with some unique gameplay features, series fans and PlayStation RPG fans will definitely have their hands full when *BOFIII* hits the stores.



The stronger the rod, the better your chances are for reeling in a rare item or even a curious character!



Like in most other recent RPGs, some stationary monsters near your home will provide you with brief tutorials on the game.



1 The world map seems massive, with an incredible amount of land to cover and all sorts of interesting secret areas. 2 Enemy interaction is frequent, but it will help you to acquire some of the more necessary items in town with all that fighting loot! 3 The land is packed to the hilt with small, but intricate details and talkative characters that will give you vital info from time to time.



1 Ring the bell and run! 2 Teepo and Rei will accompany you on your early journeys. Rei provides the brawn, while Teepo is nicely trained in magic-casting.

Newman/Haas Racing

SYSTEM: PLAYSTATION, PC

PUBLISHER: PSYGNOSIS

DEVELOPER: STUDIO 33

RELEASE DATE: MARCH

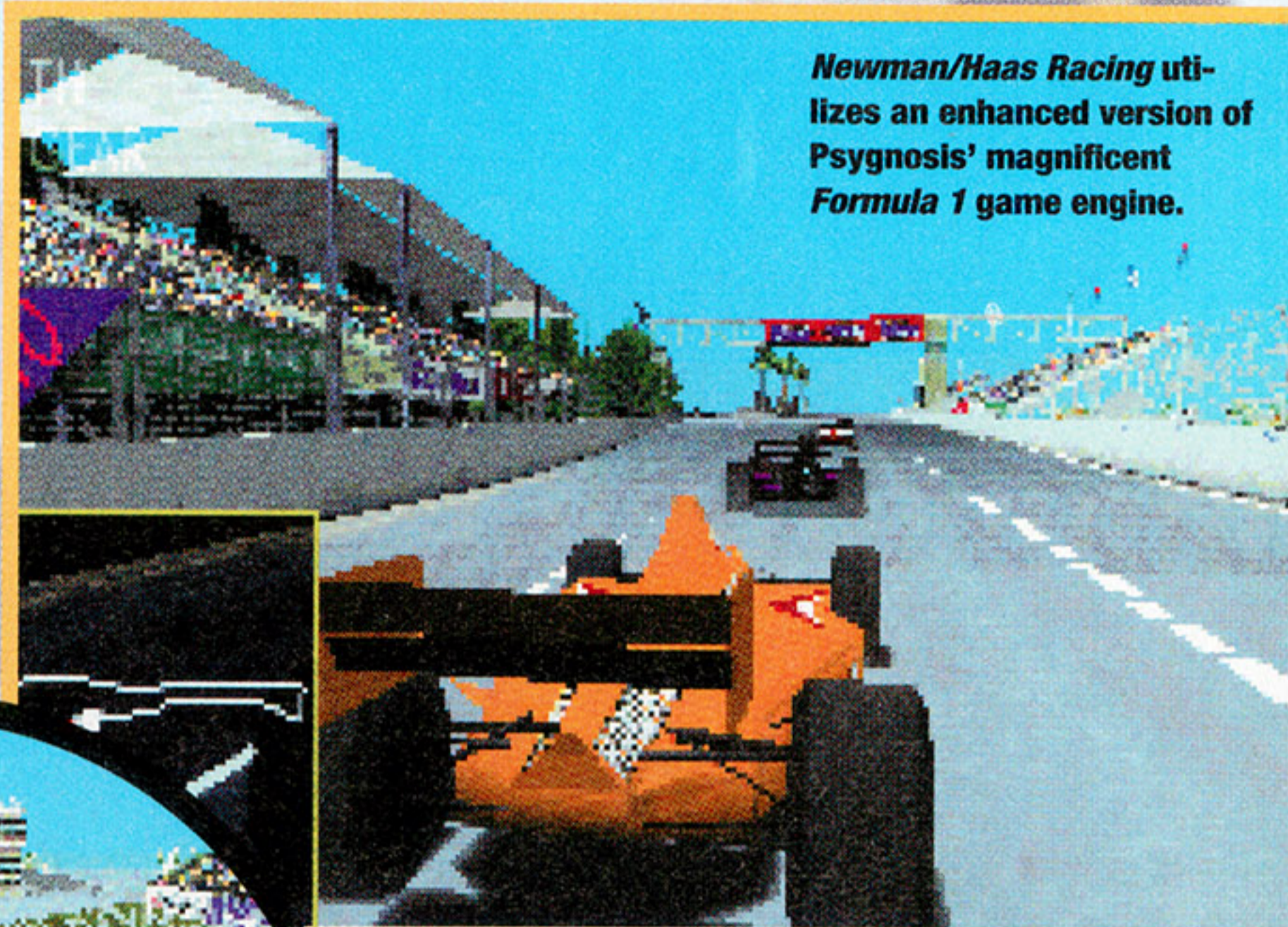
Gentlemen, put down your salad dressing and start your engines!

Considering the success that Psygnosis has had with its *Formula 1* series, it comes as little surprise that they would try to duplicate that success with a game featuring Indy Cars. Although there seems to be a glut of F1, Indy Car, and NASCAR licensed titles, a game that uses the superb *Formula 1* game engine has a definite advantage.

Psygnosis has taken a different tact with *Newman/Haas Racing* by obtaining a license for a specific team and the top drivers on the circuit. This means that the game does not include all of the tracks or all of the drivers that exist in real life.

While *Newman/Haas Racing* may not sport the ultimate license, it does include 11 standard tracks (two ovals), plus four hidden tracks, and about fifteen top drivers. Special attention has been placed on realistic driver AIs, so that cars on the course will mimic their driver's individual racing styles. An innovative new touch that *Newman/Haas Racing* features is a picture in picture replay mode that allows the player to view both cars in two player mode, simultaneously.

Control was a little on the sensitive side in the early PlayStation preview version, but the game does offer support for Sony's analog controller and PC control will depend on the gamer's individual set up as usual. There is no reason to believe that



Newman/Haas Racing utilizes an enhanced version of Psygnosis' magnificent *Formula 1* game engine.



Detailed tracks and accurately reproduced Indy Cars promise a top flight racing sim experience.



A good cross section of real life drivers are available.



Newman/Haas Racing offers an adequate, level of mechanical adjustability for the cars.

Newman/Haas Racing won't be up to the standard of *Formula 1* when it is finally released.

The only irritating aspect of the game was the inane commentary of commentators Danny Sullivan and Bob Varsha. If nothing else, there will hopefully be the option to turn off the commentary in the final product.

1 TRACK HISTORY



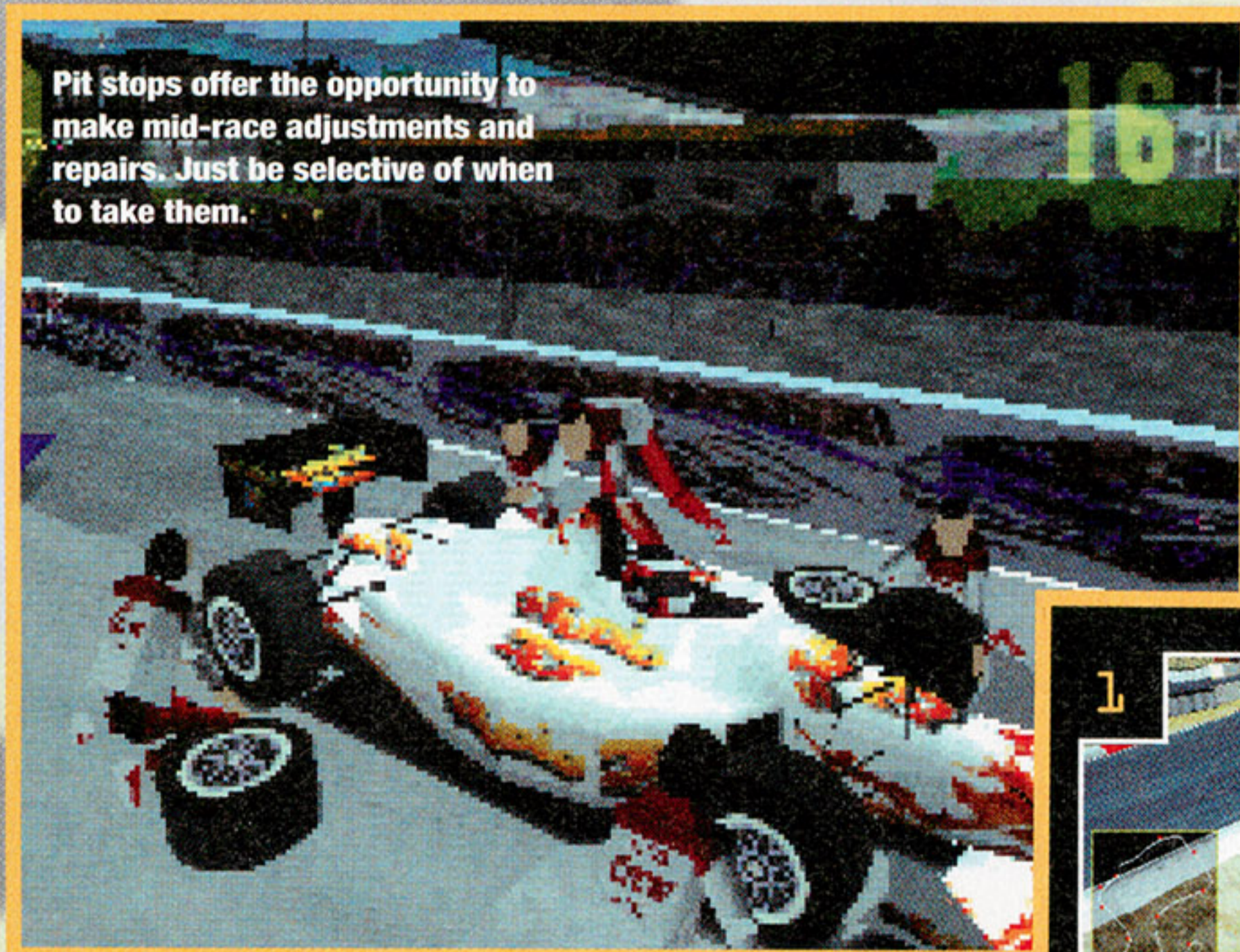
By 1956, the annual Pebble Beach Road Races had become a fixture on the SCCA calendar, both as a racing and social event. From very humble beginnings in 1950, the event had grown in stature and...



1 Historical information about all of the game's drivers, race teams, and tracks is available in a handy in-game reference. 2 Control seems spot on for Indy cars — challenging and, at times, a bit touchy. 3 The interior view features a functional instrument panel... Hey, look! It's the Goodyear blimp!



1-2 Like the *Formula 1* series, too much contact can result in a little offroad activity.

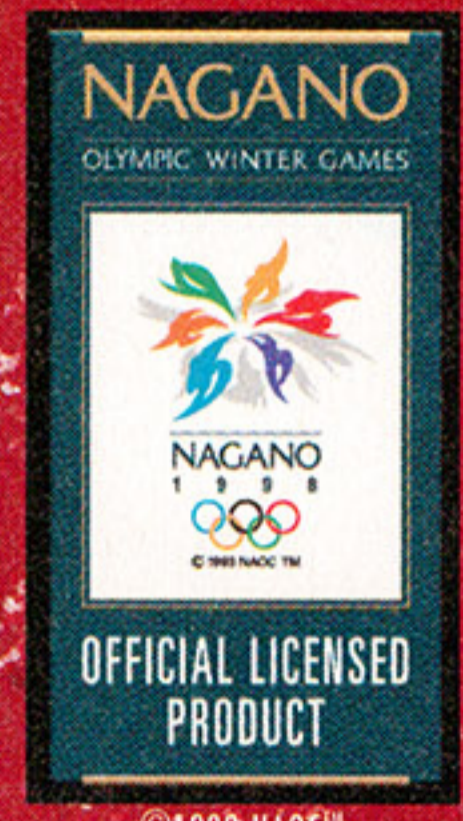


Pit stops offer the opportunity to make mid-race adjustments and repairs. Just be selective of when to take them.



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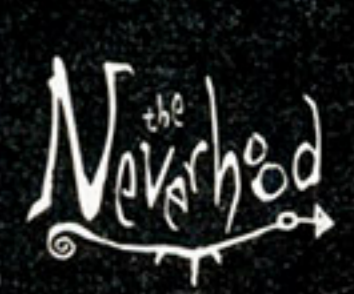
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—Game Informer

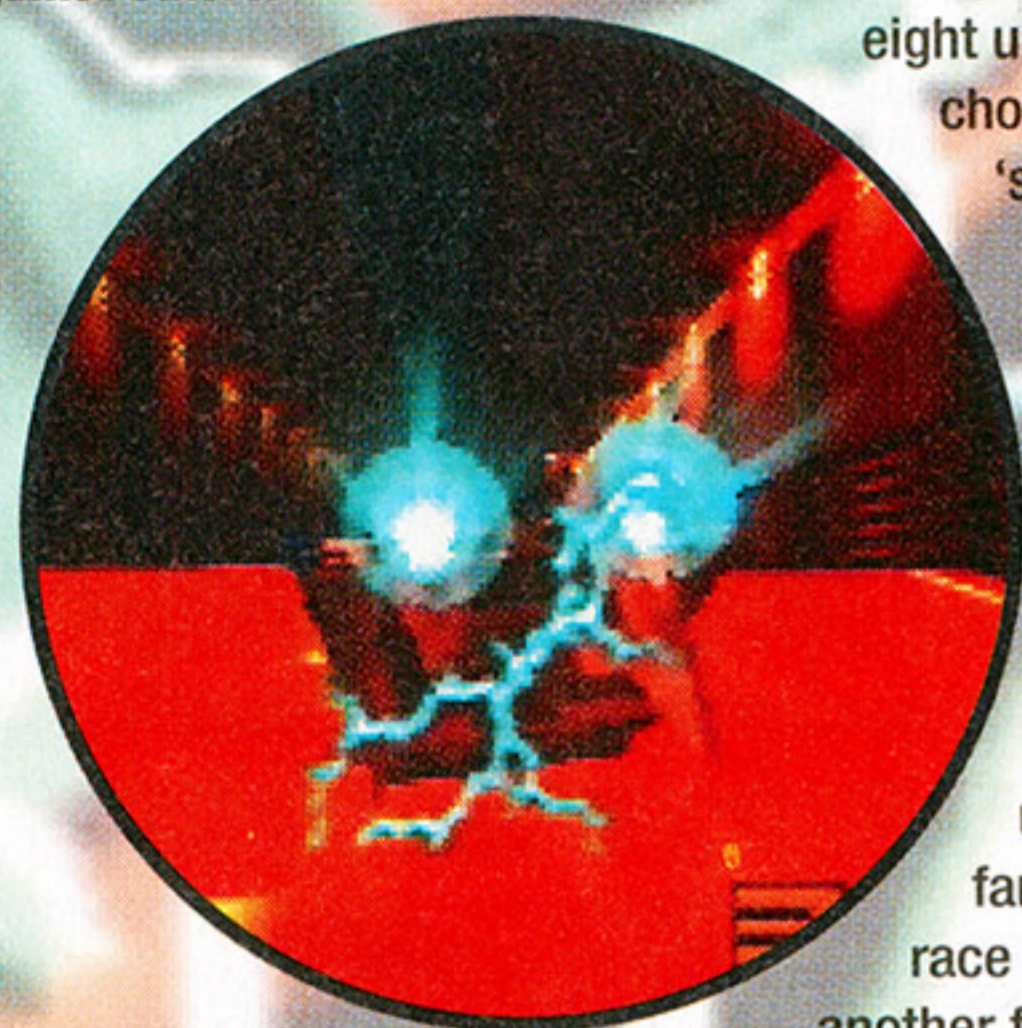


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Aerogauge

SYSTEM: NINTENDO 64
 PUBLISHER: ASCII
 DEVELOPER: LOCOMOTIVE
 RELEASE DATE: MARCH

Chinatown and its dark, narrow tunnels will keep you on your toes, especially if you're in a race against others.



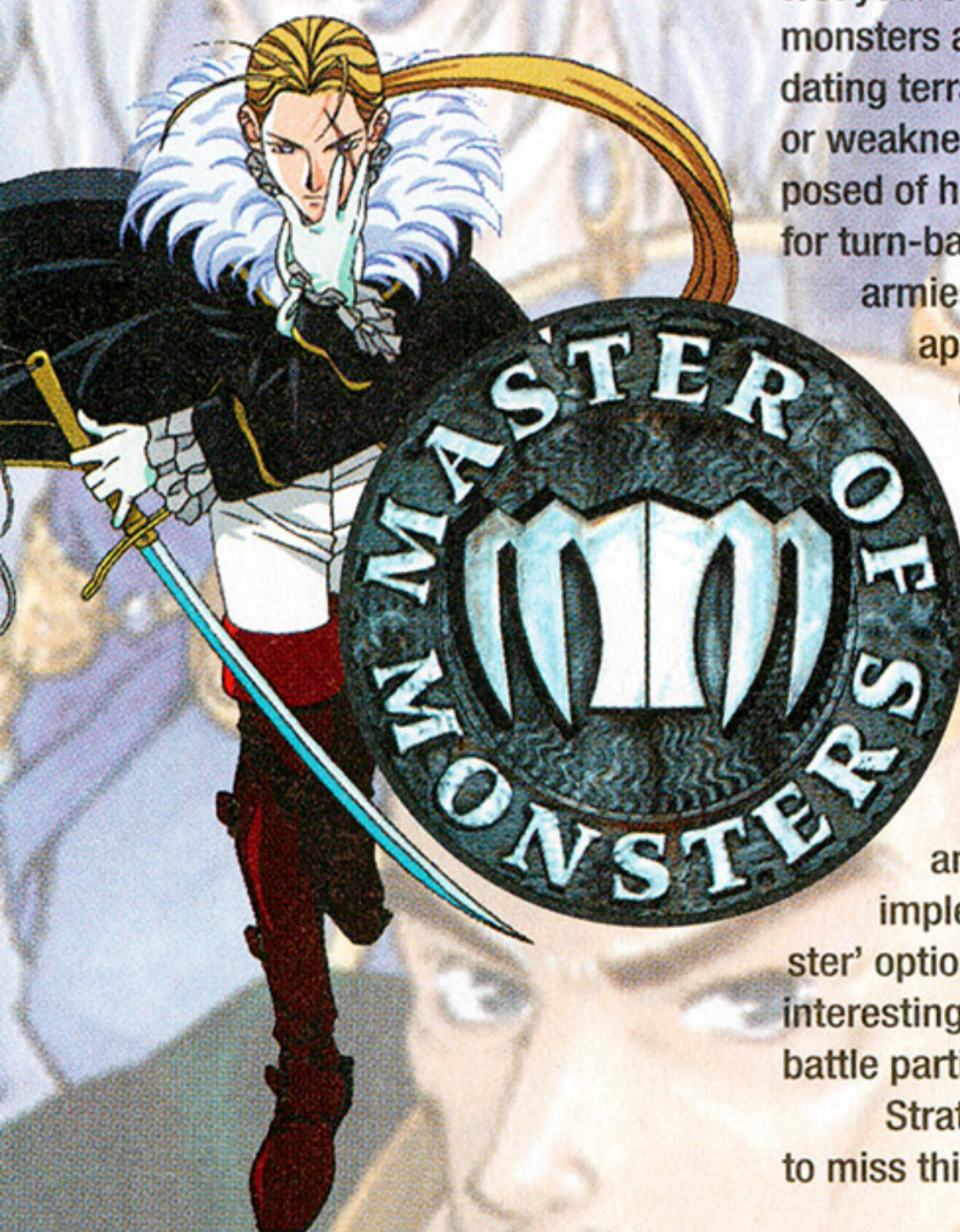
Since the release of the N64, the system has seen quite its share of flashy racers, including *Extreme G* and *San Francisco Rush*, which have accomplished a unique kind of speed specific to the console. Japanese developer Locomotive has decided to utilize the N64's capacity for fast-paced competition with its first quarter offering, *Aerogauge*. Leaving weapons out of the picture, *Aerogauge* is more based on sheer speed and interesting track layouts. You'll have a choice of up to eight uniquely designed hovercrafts to choose from (one of them being 'secret') to race on up to six tracks (and a secret seventh track). The ability for gamers to push their vehicles up to 640 MPH on a curving, twisting track, while avoiding massive obstacles and other hovercraft ensures a frantic experience that's coupled with a rush of dizzying speed unequalled by any N64 game thus far. You'll also have the option to race in competition, practice, or against another friend. With an interesting combination of features, ASCII's first cartridge title promises to be a solid debut. Racing fans will want to keep an eye out for it.

1 Every vehicle has its own engine sound as well as a wacky design.
 2 The tracks often include passages that will allow your craft to 'magnetize' to the sides, allowing smooth controls. Look ma, no crashes!
 3 The gorgeous water track will have you making sharp turns to avoid damage.

Aerogauge definitely has some of the more interesting textures, patterns and track designs of any game on the N64.

Master of Monsters

SYSTEM: PLAYSTATION
 PUBLISHER: ASCII
 DEVELOPER: ASCII
 RELEASE DATE: 2ND QTR 1998



Following the move made by Atlus with *Ogre Battle* last year, ASCII will be the second company to re-release a classic 16-bit strategy/RPG on the PlayStation. Formerly on the Genesis, *Master of Monsters* concentrates mainly on the more strategic aspects of battle, rather than emphasizing storyline. The battlefields will test your stat-checking skills, by pitting monsters against monsters while accommodating terrain, climate and overall strengths or weaknesses. The playing fields are composed of hexagonal grids which will allow for turn-based movements and massive armies of enemies. You'll have approximately eight characters, each with their own motivations and backgrounds, to choose from as the party leader. Their abilities will range with experience and promotions. The big selling point for the game will be the multi-player options that will enable up to four people to participate in an all out battle. ASCII has also implemented a 'create-your-own-monster' option, which will allow for some very interesting creature combos and unique battle parties. Strategy fans will definitely not want to miss this ASCII offering this spring.

1 Your choice of leaders will range from wizard to swordsman, each possessing unique capabilities and options.
 2 The game seems to closely resemble any number of 16-bit strategy titles, like *Dark Wizard* or *Shining Force*.
 3 Combat scenes have been finely detailed to make the jump to 32-bit.

The storyline hasn't been divulged as of yet, but the intro screens look interesting. Is there a doctor in the house?

父さん...母さん...
 くそっ、もつと僕に力が...

Diablo

SYSTEM: PLAYSTATION

PUBLISHER: ELECTRONIC ARTS

DEVELOPER: CLIMAX

RELEASE DATE: FEBRUARY

Blizzard's PC Hit Prepares For A Run On The PlayStation

The history of PC games coming to home consoles isn't especially good, specifically for games which are designed for mouse control. Even though the PlayStation does have a mouse peripheral, so few people own it that developers rarely use it. On the PC, *Diablo* was designed for mouse control, but for once the translation to the PlayStation pad works almost better. The directional pad is used for all movements and the X button is used for attacking. The triangle button is used for spell casting and, when a spell requires targeting, an additional cursor becomes available. The spell menus and inventory screens are easy to access with the shoulder pads. All of the familiar spells and weapons are in the PlayStation version, as are the music and great background sounds. Some PC fanatics are still likely to claim that the mouse works better, but the different control and faster speed actually changes the type of game it is.

The game is much faster than the PC version, making this into much more of an action game. The intentional boost of speed is intended to make the game a better fit for console players.

However, the developers didn't leave out the depth of character development that made the original a PC classic. There is an option that allows players to save their characters to memory cards. Of course, the best part of *Diablo* on the PC was the multi-player game. Unfortunately,

EA is not going to support a link cable, but Climax has created a completely different two-player mode that seems to work quite well. The two-



The two-player co-operative mode is easily the best part of *Diablo* on the PlayStation.

player game features both players on the screen at the same time and, with the faster arcade-style play, the game starts to resemble the Genesis classic *Gauntlet*.

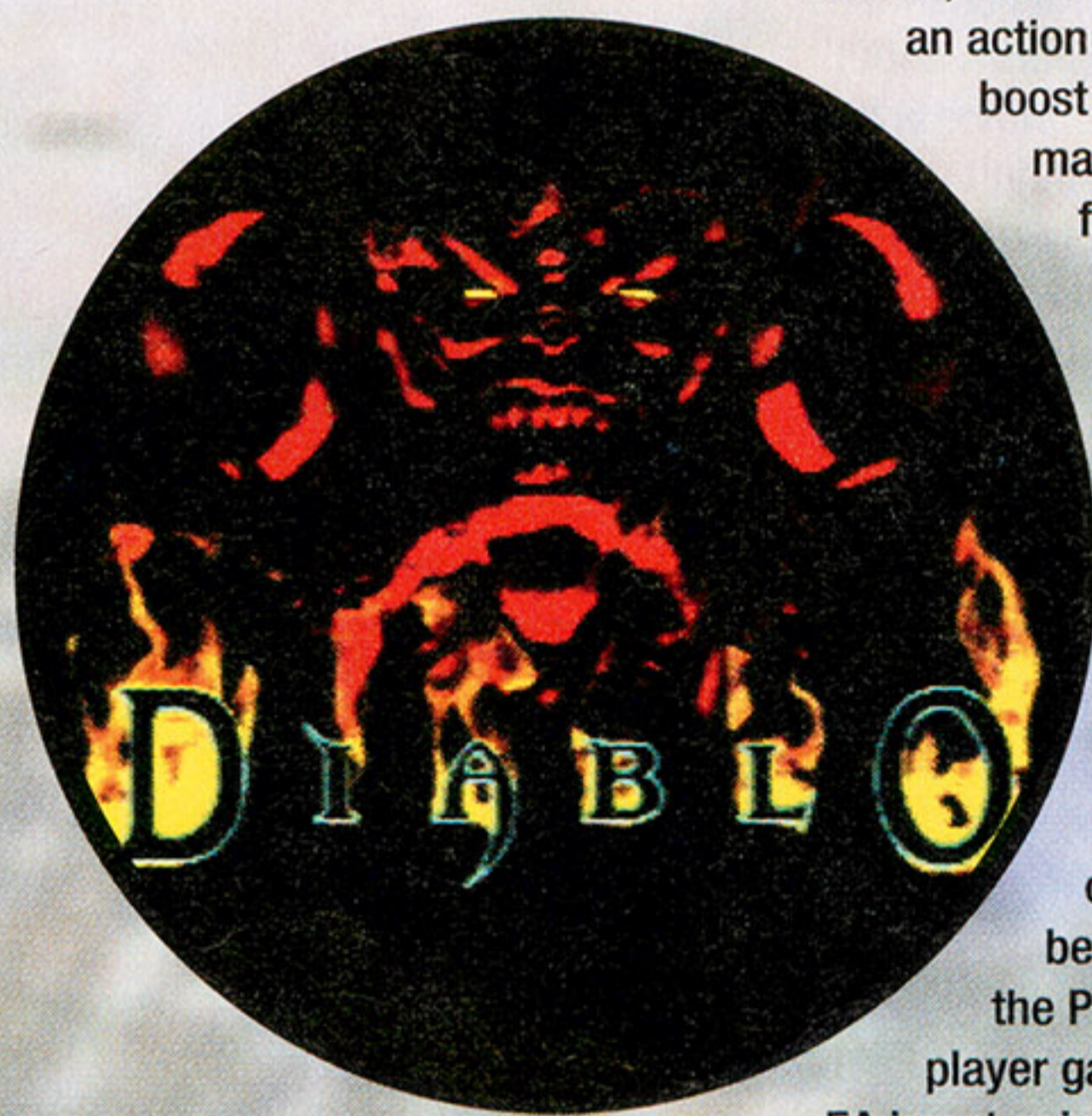
While the developers have done a great job turning a PC game into a fast-paced console game, some things are still lacking. The first you'll notice is that the graphics don't compare favorably to other PlayStation games. The colors seem a bit drab and more closely resemble a first-generation PlayStation game. However, *Diablo* gives PlayStation gamers a chance to experience a game that isn't readily available.



The graphics aren't awful, but don't really match up with games like *FFVII*.



Helpful advice like this is what landed the whole staff in prison last year.



The complete spellbook is the what makes *Diablo* an interesting one-player game.



1 Of course, the biggest drawback to any PlayStation game is the hated loading screen — be prepared to wait. 2 Some light-sourcing does make the game look a bit sharper. 3 The easy to access menu screens give you all the options you'll need.



1 The atmospheric sound and music really adds to the feel of the game. 2 Taking out a wall of enemies with a nasty spell is always a good time.

Alien Resurrection: The Game

SYSTEM: PLAYSTATION, SATURN, PC

PUBLISHER: FOX INTERACTIVE

DEVELOPER: ARGONAUT SOFTWARE

RELEASE DATE: 2ND QTR 1998

**Good, clean,
face-huggin',
chest-burstin',
disembowelin',
fun stuff**

With the likes of *Alien Vs. Predator* and *Alien Trilogy*, the *Alien* series has been more successful than most at spawning good movie licensed games than is the standard. Now, Fox Interactive is working on bringing the latest installment in the *Alien* movie series, *Alien Resurrection*, to interactive life. A third-person perspective action/adventure game featuring fully polygonal 3D environments, *Alien Resurrection: The Game* promises intense action, awesome fire-power, and throngs of enemies.

The storyline in the game is closely based on the movie. The player is trapped on the crippled military research vessel *Auriga* battling swarms of Aliens while trying to prevent the deranged Dr. Wren from escaping to Earth to continue his alien cloning experiments. Argonaut Software looks to have done a good job of recreating the look and atmosphere of the motion picture. Actual dialogue and sound effects will be used to help complete the mood. The biggest question will be whether the speed and animation quality of the characters and aliens in the game will live up to the standard of the game's environments.

Gameplay details haven't been fully disclosed, but the player can assume the role of one of five different characters over 13 expansive levels. 'Father', the spacecraft's talking computer, will outline specific tasks which must be completed in order to complete a level. A diverse arsenal of high-powered weapons and the fully destructible nature of the game's environ-



Hollywood monster makers use melted condoms for alien saliva. Ack!

ments seems to assure that there will be plenty of action to supplement the adventure elements of the game.

The general consensus around the UGP offices about *Alien Resurrection: The Movie* is that it was better than *Alien 3*, but didn't come close to the level of the first two *Alien* films. *Alien Resurrection: The Game* seems to hold a lot more promise than the movie. This may be one time that the quality of the game exceeds the quality of the actual movie.



The *Auriga* is infested with deadly aliens. It's sort of like taking public transportation.



The dark mood of the movie is admirably recreated with 3D polygons for the game.



Who says there's now such thing as an ugly baby?

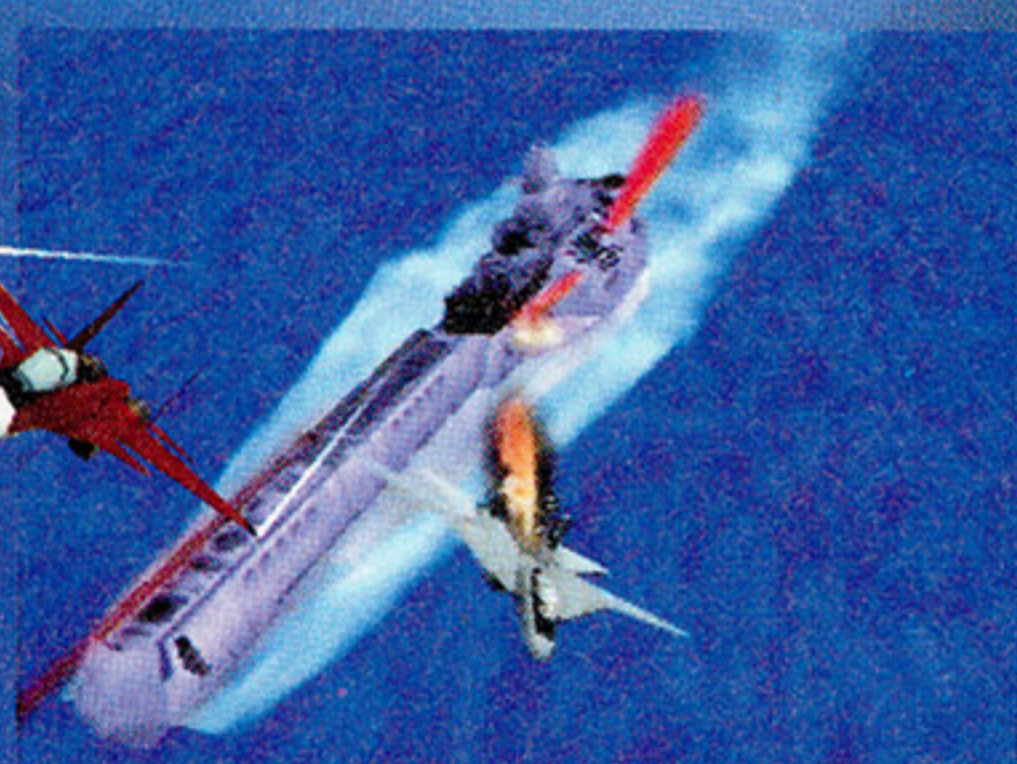


1 Your going to work, you get body-napped, and they implant aliens in you. Sometimes it just doesn't pay to get out of bed. **2** Creepy corridors. The best part of the game is the anticipation that aliens could attack at any moment. **3** The level of detail in the environments is impressive AND the player can blow everything up!



1-2 Apparently, it doesn't matter which ship you're on. They all explode! In space, no one can hear you sue for gross negligence.

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Fighter's Destiny

SYSTEM: NINTENDO 64

PUBLISHER: OCEAN

DEVELOPER: IMAGINEER

RELEASE DATE: 2ND QTR 1998

Another new feature is avoiding attacks rather than just blocking.

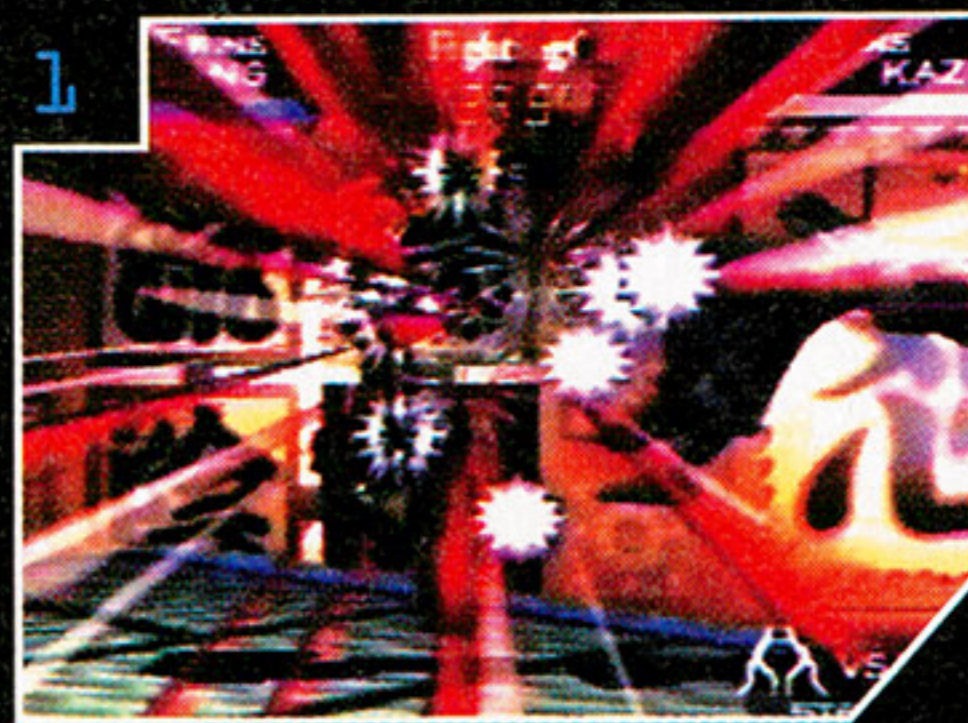


Known as *Fighter's Cup* in Japan, this highly original title is headed for the states, thanks to Ocean.

There are nine main characters in *Fighting Destiny*, whose moves range from bizarre to outlandish. The characters are also balanced for even fighting. For example; Chinese she-fighter Mei Ling can kick fast and repeatedly, while Leon uses his strength to plough through opponents. Ryuuji is a balanced character that attacks with hard and fast punches, while Tomahawk is a wrestler who relies on throws and strangling moves. Other characters have their own distinct styles.

A variety of different play modes allows you to try out a survival match, an Instruction Mode, and little mini-games like the Rodeo, which is all about staying in the ring as long as you can. But what really separates *Fighter's Destiny* from the rest of the beat 'em ups is the way the fights take place. Rather than a health meter and a button mash to the death, *Fighter's Destiny* is a point-based fighting game that rewards take downs and ring outs with points.

It looks like *Fighter's Destiny* is going to be a real big hit.



1 Spectacular effects accompany the super moves — reminiscent of a *Street Fighter* game. **2** Instead of beating each other to the death, the game goes on a point system. **3** The intricate point system makes for a different fighting experience.



Solid polygonal characters, great collision detection, and smooth animation make *Fighter's Destiny* one hot-looking game.



1080 Degrees Snowboarding

SYSTEM: NINTENDO 64

PUBLISHER: NINTENDO

DEVELOPER: NINTENDO

RELEASE DATE: 2ND QTR 1998

The speed and graphics in *1080* make it one of the most promising N64 titles this year.



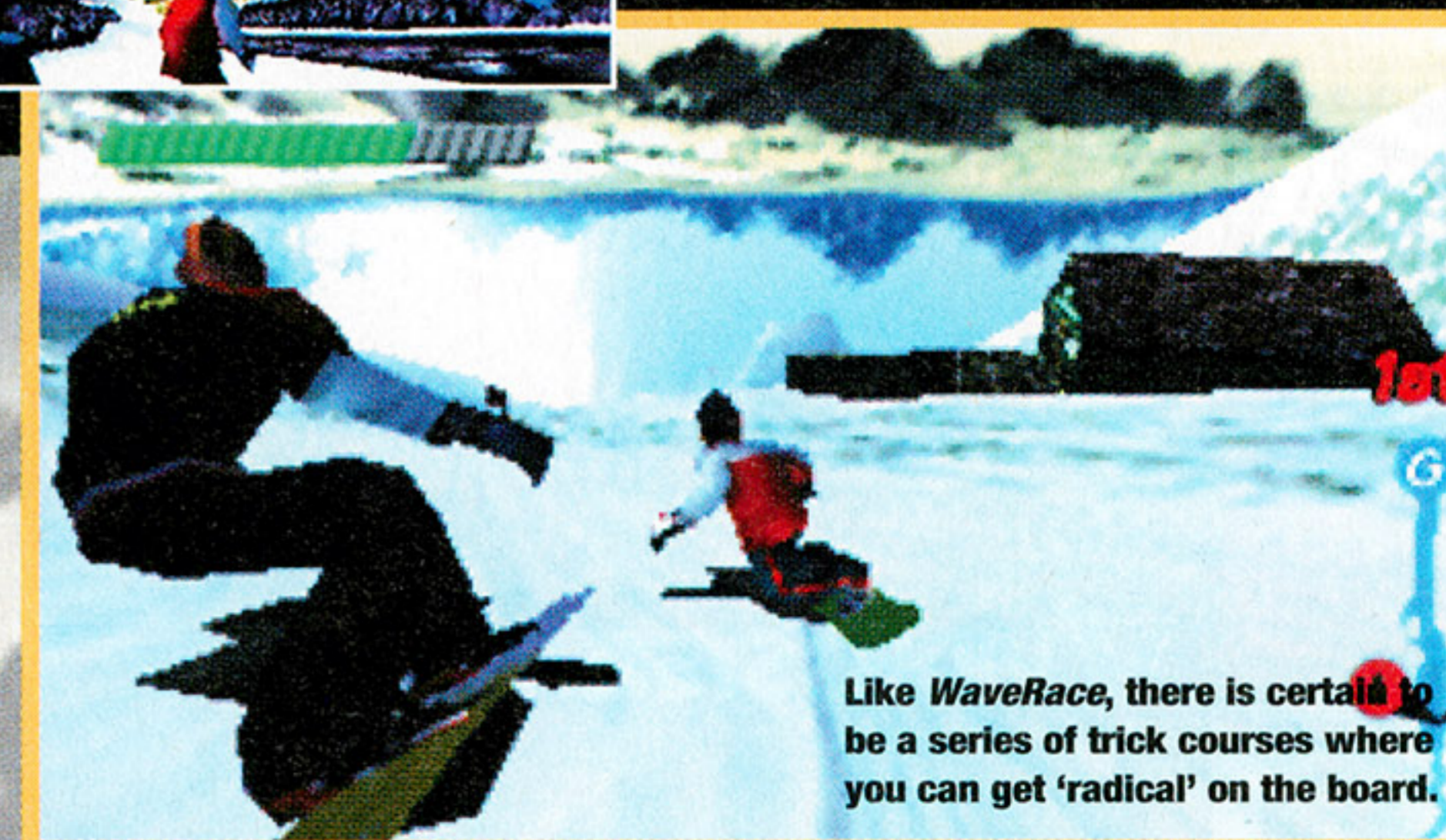
The Space World show in Japan gave new hope to N64 gamers the world over and one of the main reasons had to be this excellent looking snowboarding game.

The game is being developed by the same team that created the amazing *WaveRace 64* and, from the early video we've seen, this game is set to surpass any racing game on the N64. The electrifying speed of the game is only topped by the outstanding visuals. Transparency effects and light-sourcing perfectly capture the spraying of snow and the excitement of snowboarding. The analog controller is perfect for maneuvering along the detailed courses and, while little is known about exact options in the game, it will have a two-player split-screen mode similar to *WaveRace*.

Companies like Imagineer and Boss Games preparing their own snowboarding games better take note, because *1080 Degrees Snowboarding* appears to be the cream of this crop.



1 Look at the detail! As you go down the hill, the board and hands leave trails in the snow. **2** Catching major air is another thrill this game promises! **3** The two-player head-to-head is likely to be the feature that gets the most play in the office.



Like *WaveRace*, there is certainly to be a series of trick courses where you can get 'radical' on the board.

Sanitarium

SYSTEM: PC

PUBLISHER: ASC

DEVELOPER: DREAMFORGE ENT.

RELEASE DATE: NOVEMBER

Finally, a game where the UGP staff can feel comfortable

Well, if David Lynch were to make a videogame, our best guess is that it would closely resemble *Sanitarium*. The developers at DreamForge got together and made a list of the things that scared the crap out of them. The result is *Sanitarium*, a game that combines surrealism and horror in a unique graphic adventure.

The game begins with a dream of a car accident and when you wake up, you are completely lost in a mental institution with bandages covering your entire head. The rest of the game exists on two levels. First, you have to deal with the current reality and figure a way to get around in this strange universe. Below the surface of the game universe, you must also figure out who you are and how you got there. The game is packed with stylish flashbacks that slowly reveal what exactly is going on. Is it a dream? Are you insane? Or is this just a twisted game that makes you uneasy? All of these questions must be answered before the secrets of *Sanitarium* can be revealed. Of course, we know the answer, but telling you would really ruin the game.

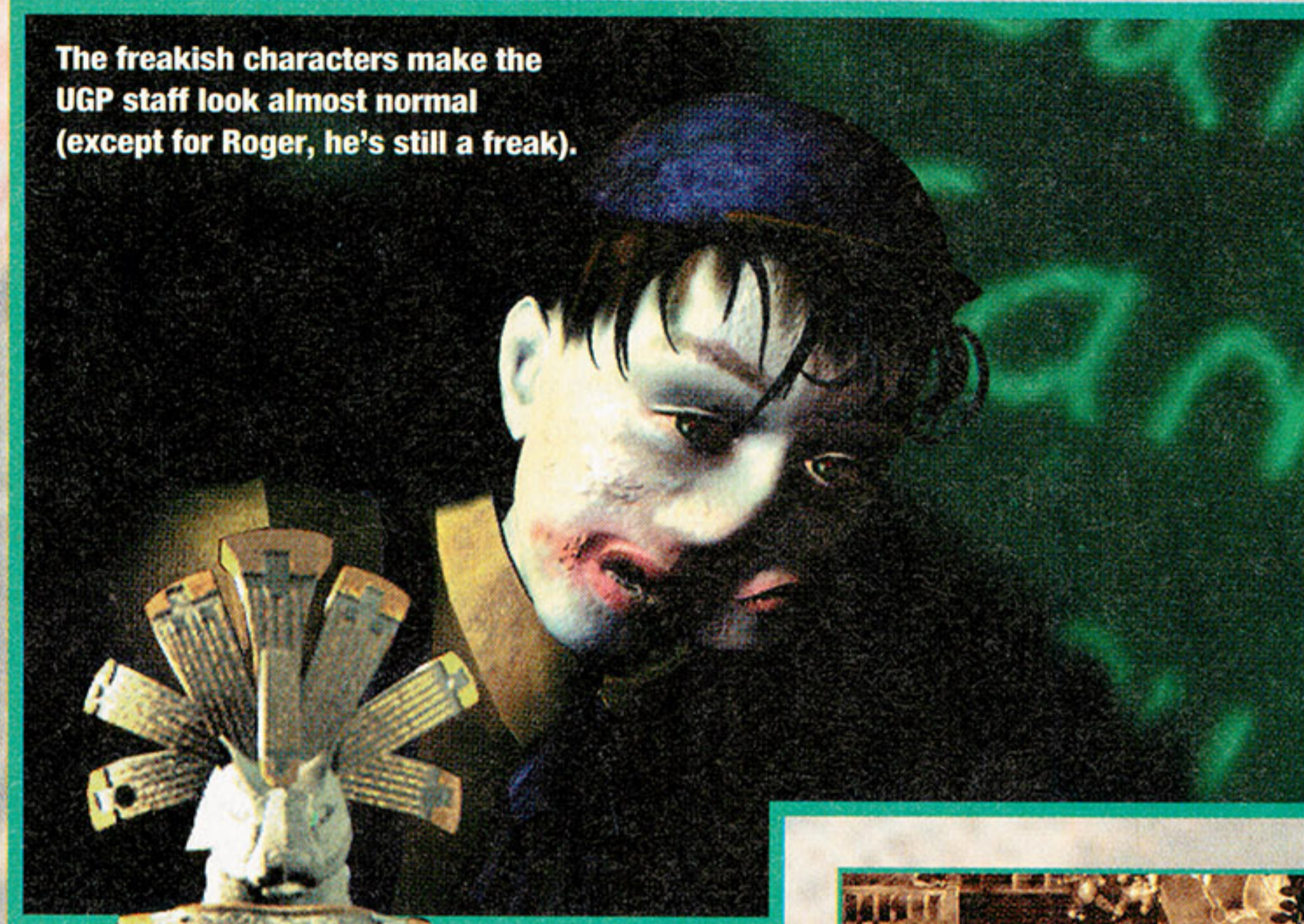
Essential to *Sanitarium* is the story-based gameplay that forces you to learn the dark secrets behind a conspiracy by interacting with over 80 freakish non-player characters. The graphics, sound, and music work in symphony to deliver the surreal atmosphere of *Sanitarium*.

Just the haunting nature of the game is good enough to warrant this game a serious look, but the inclusion of mini-games, great dialog, and other new twists makes this one of the best looking graphic adventures anywhere.

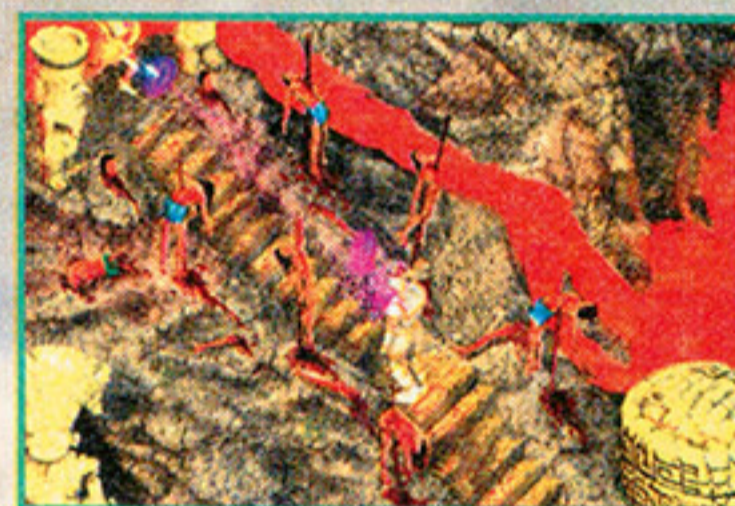


Apparently some people think clowns are funny, as in strange. We think they're funny, ha, ha.

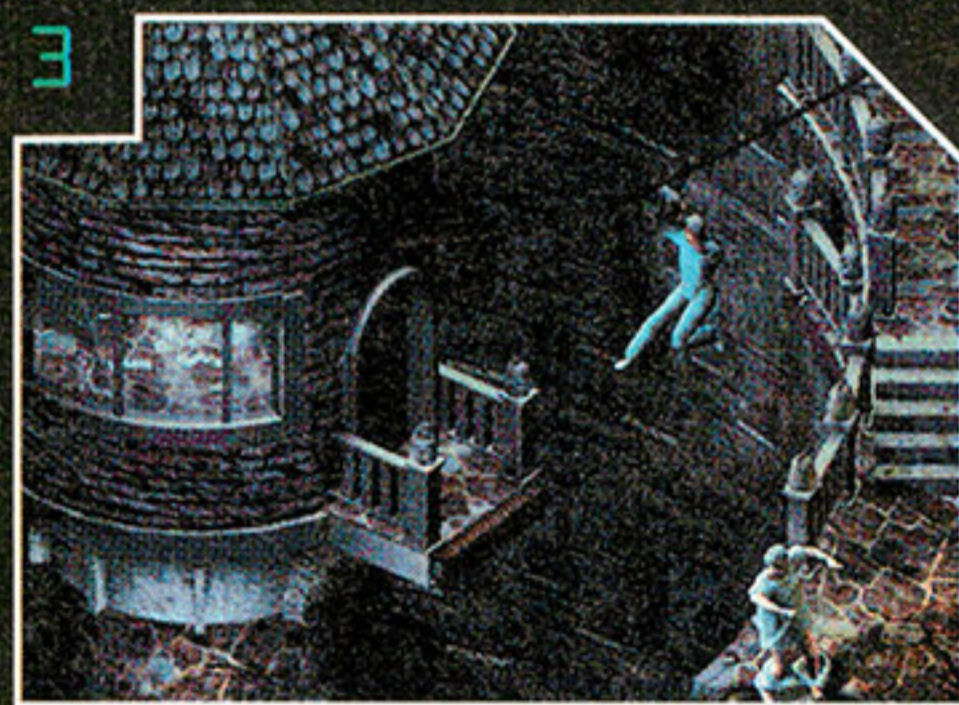
The freakish characters make the UGP staff look almost normal (except for Roger, he's still a freak).



The art in *Sanitarium* is exceptional, especially considering that a 3D card isn't necessary.



The environments are all different, but still maintain a familiar insane look.



1 When the psychos are having a press conference, it's time to get the hell out of this world. 2 The long shadows and detailed sprites of *Sanitarium* catapult you into a universe like you've never seen. 3 Some action sequences add more depth and excitement to the game.



1 Freak Beach is the only beach in the world that allows the UGP staff to undress. 2 The game couldn't really be scary unless there were gallons of blood.

Ninja

SYSTEM: PLAYSTATION

PUBLISHER: EIDOS

DEVELOPER: CORE

RELEASE DATE: 2ND QTR 1998

No, that isn't Shiva from *MK3*... that's more like an 80-pound tarantula on your back.



With the enormous success of *Tomb Raider 2*, Eidos is seeking to hold onto the 3D crown with its latest joint venture with Core, *Ninja*. Emphasizing more of an arcade feel in controls and looks, *Ninja* puts you in control of newbie named Kurosawa, who has been inexplicably drawn into a medieval world filled with demon lords, nifty death rituals, and all the other macabre goodies that tend to make life a drag. His adventure will span three worlds and fourteen levels.

You'll traverse every type of environment, from squirrel-infested woodlands, to spooky catacombs, to a burning village. Throughout, you'll have to deal with all the usual adventuring goons, like enemy ninjas and rabid creatures. You'll also have a whole arsenal of projectile throwing stars and a progressive list of magical attacks. The action is real time, with hordes of enemies waiting around every turn.

The bosses are massive, requiring you to use all your skills in order to survive. With a lot of loving care, Eidos and Core are sure to capture the attention of *Shinobi* fans, as well as action enthusiasts, when *Ninja* is released sometime this coming spring.



1 The action seems modeled after *Fighting Force*, but there are plenty of other features that set the two titles apart. **2** You think he'd leave you alone for a Scooby snack? I doubt it. **3** Lightning storms seem to pop up every now and then when you're traveling the forest in *Ninja*. Make sure to pack a raincoat.

Expect to use your hand to hand fighting moves, as well as your projectiles and magic casting abilities throughout the game.



Quest 64

SYSTEM: NINTENDO 64

PUBLISHER: THQ

DEVELOPER: IMAGINEER

RELEASE DATE: 2ND QTR 1998

When monks wear acorns on their heads, you know they ain't closing in for a friendly 'catechismic' moment.



Well, THQ's ambitious 64-bit effort is inching closer to full realization with the impending second quarter release of *Quest 64*.

Imagineer, the Japanese developers of the game, have been eagerly adding more features to the game to beef it up for its Japan release. Both companies are hoping to beat out *Zelda*'s ship date and arrive in stores as the 'first true RPG for the N64.' When it does become available, gamers will be treated to extensive landscapes filled with visually deep graphics, frequent turn-based enemy interaction, and the option for having two more warriors join your journey.

The game is rumored to have at least 130 other characters roaming the environment, which should intrigue RPG fans looking for more depth in a story-driven adventure. The spells used in combat can be customized by combining different C-directional button presses and will include all four elements to experiment with. The N64's internal clock will keep the time of your game, ensuring that your experience will span both night and day. From what we were able to see, the game handles smoothly, with character movement comparable to *Super Mario 64*. *Quest 64* looks like it's shaping up to be a solid RPG.



1 Get a load of that depth! And not a single trace of that blasted fog! **2** With three massive worlds to explore, Shanjaque will have to find himself in maze somewhere down the line. **3** The usual 'invade-a-house-and-plunder-without-consequence' bit that RPG developers love is still a staple for *Quest 64*.

QUEST 64



Magic spells will be massive, so don't expect to see these Skittles twinkles in the final version. caption:

Need For Speed 3

SYSTEM: PLAYSTATION
 PUBLISHER: ELECTRONIC ARTS
 DEVELOPER: ELECTRONIC ARTS
 RELEASE DATE: MARCH

A fast blast, but not the last...

The *Need For Speed* series has gone up and down in quality like a set of bad shocks. The 3DO original was a work of art, the PlayStation conversion was less inspiring and *Need For Speed 2* was... well, ho-hum. *Need For Speed 3* is here to redress the balance and hopefully drag the series into the next generation. With games like *V-Rally* and *Gran Turismo* out there, *Need for Speed 3* has an awful lot to prove.

The most noticeable change for the latest version is added light sourcing. Although the graphic engine is the same as that seen in *NFS 2*, the new lighting effects help a lot. Not only is your car reflective (thanks to simple graphic trickery), but headlights and police lights now fill the darkness (on night levels) and glorious sunshine makes backdrops look more realistic.

The cars have also been updated, with hot new vehicles, including the Ferrari 355 F1 and the radical front-engined 550. Italdesign's BMW-based concept car, the Nazca C2, will appeal to science fiction fans, and the Lamborghini SV provides unheard of traction.

Older vehicles are still in place and are joined by the previously absent Lamborghini Countach. Jaguar's controversial XJR-15 completes the lineup. Since *Need For Speed 3* is all about exotic cars, the accurate 3D models will appeal to the most ardent fans.



It was a quiet day at the town fair, when suddenly a Ferrari blasted through Main Street at nearly 180 mph. Mrs. Atwater's apple pie was destroyed, and the bake-off was a disaster.



New light effects make night driving an altogether more convincing experience. Just don't blink or you'll crash.

Tough to see in screenshots, but the cars reflect the environment, adding greatly to the realism.



This Ferrari is the first front-engined model in years.

There are shortcuts in the game, but they're a heck of a lot more logical than those in *San Francisco Rush* and help you avoid things like police roadblocks.

EA promises that the finished game will run at the now requisite 30 frames per second and, if they can pull that off, they'll have a winner on their hands.



Shortcuts are subtly placed and tricky to find.



1 Shortcuts are subtly placed and much experimentation is needed to find them. 2 The programmers are working hard to include more effects, such as leaves blowing as you drive past, or water splashing from the road surface. 3 You can choose to go through the tunnel, or around it to avoid speed traps.



1 Cityscapes break up the sometimes monotonous countryside and require some pretty sharp turns, powersliding is not an option on this corner. 2 Sometimes a heavy police presence can mess with your driving fun. Cops have a vocabulary of smart-ass remarks.

Rascal

SYSTEM: PLAYSTATION
 PUBLISHER: PSYGNOSIS
 DEVELOPER: TRAVELLER'S TALES
 RELEASE DATE: MARCH

Psygnosis packs a platforming punch in Rascal

Well, in its first clear attempt at a 3D platformer, Sony's powerhouse subsidiary, Psygnosis, has lined up a five-star development house to ensure success. Traveller's Tale, the developers behind *Rascal*, are responsible for notable 16-bit goodies like *Toy Story* and *Mickey Mania*. Its experience with the genre has resulted in a visually gorgeous action platformer unlike any other on the PlayStation, so far. The insane 60fps framerate allows for an intense amount of character animations, as well as an interesting real time texture mapping technique that gives the game a real 'N64-ish' feel and look.

Your character throughout the game is Rascal, a boy in search of his kidnapped father. During your quest, you must travel back and forth through time portals collecting 'time bubbles' (six in each time period) in order to continue your search. Rascal can shoot and swim his way through levels that will change each time you enter them.

RASCAL



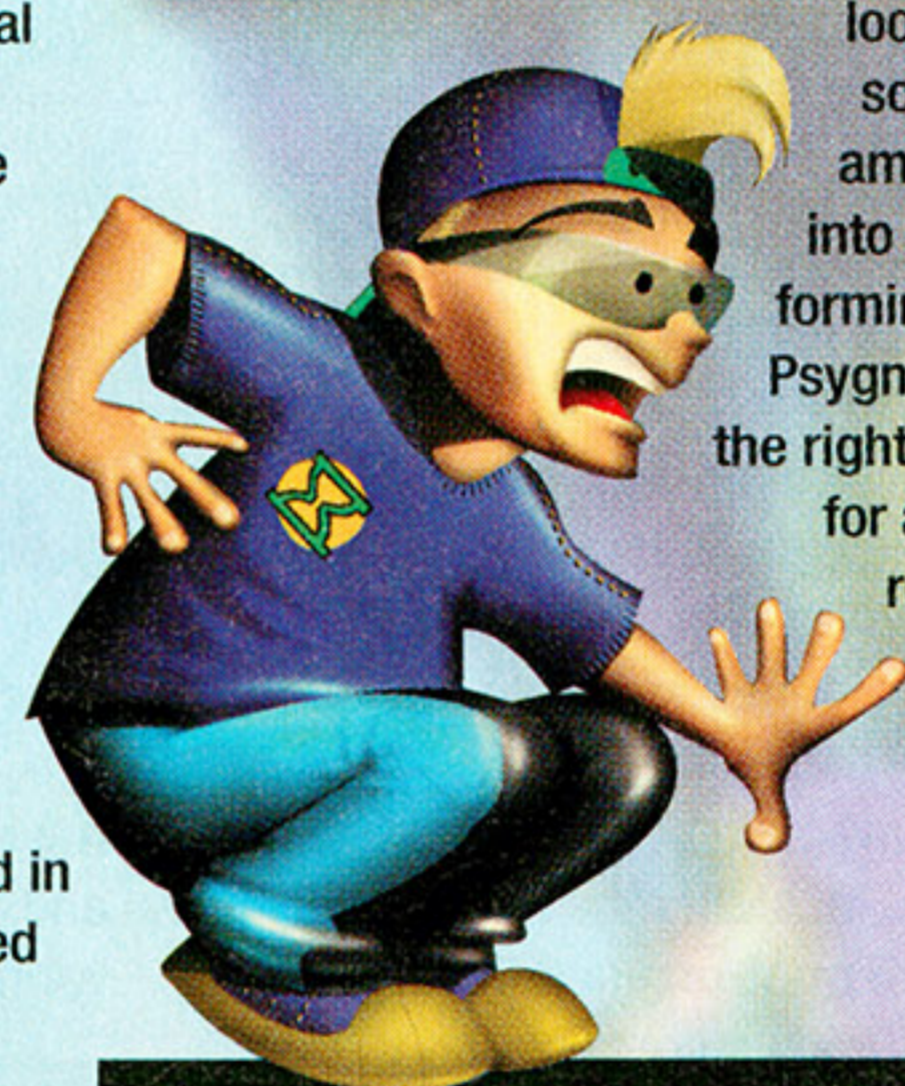
The time machine makes sure of this. You'll have to travel through each level more than once and each time in a different time period (past, present, and future). This means that one trip through the Aztec level will have you plopped in the middle of ancient times, packed with hostile natives and mysterious pyramids. The next time, depending on which period you are trapped in, the environment will be completely different. In this case, the Aztec level is now a thriving logging company (Rain forest deforestation? How's that for social commentary?). Some of the other five levels will have you scrambling across lava, then returning for a swim down into sunken ships.

While camera angles and level designs are still slightly rough, the

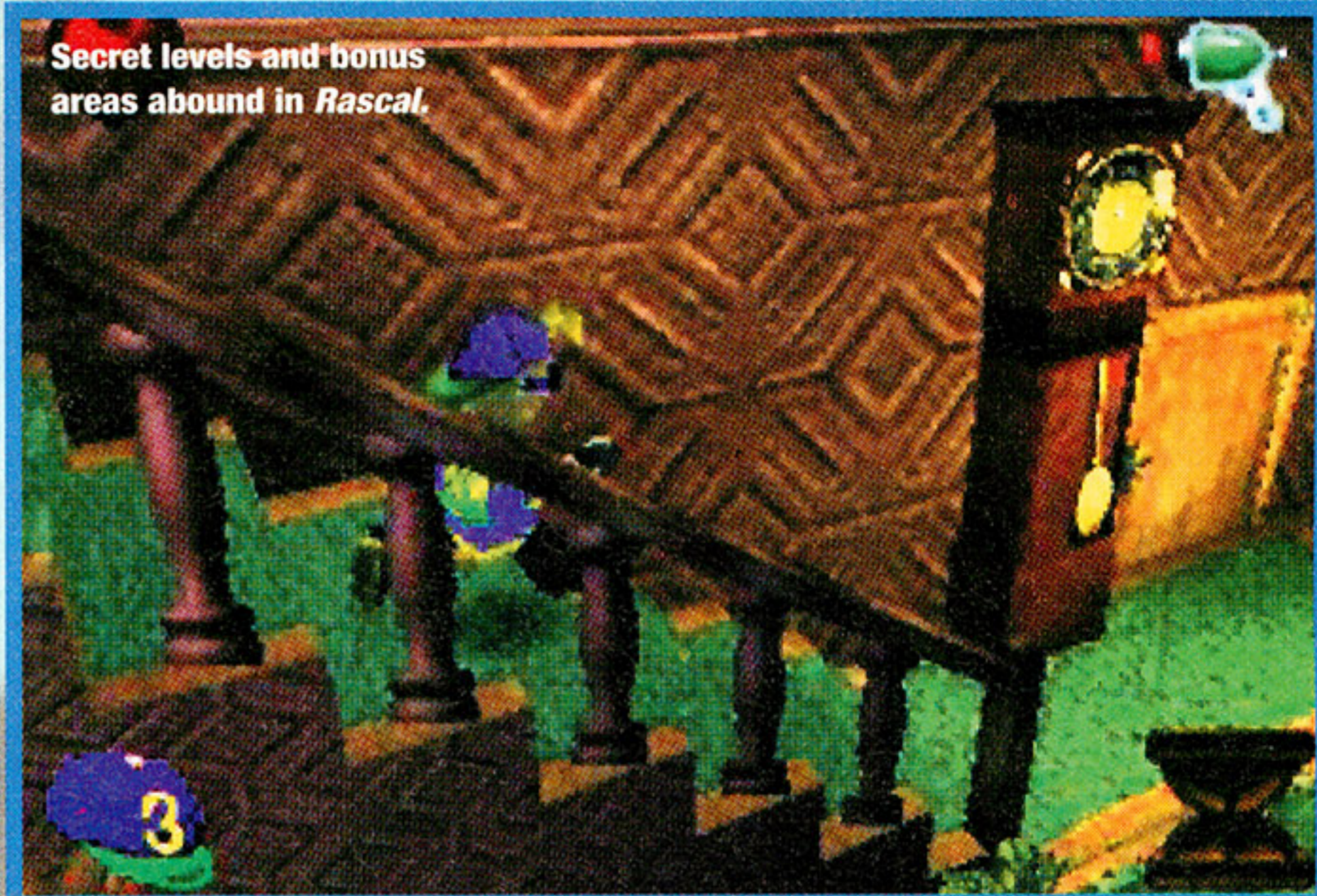
Sharp character design and clever animations should give the game a real attractive look.



game looks amazingly smooth and, with a little work, the stages will be more complex and challenging. After all, simply collecting keys and power-ups does not a platformer make. But with a highly promising overall



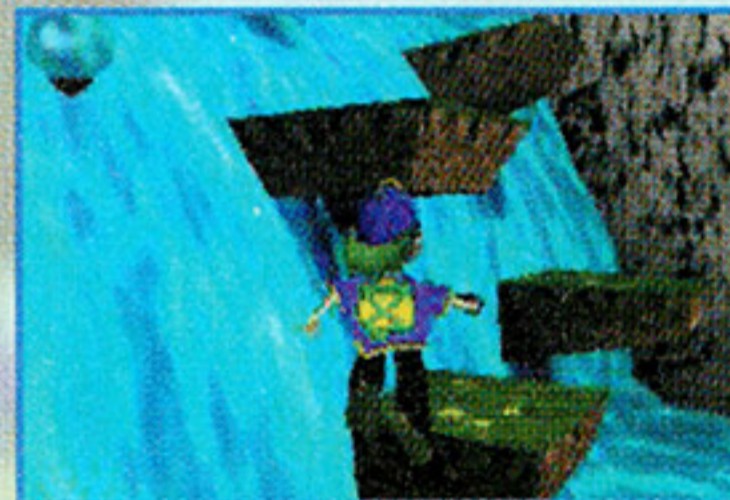
look and a solidly backed ambitious step into the 3D platforming genre, Psygnosis has all the right components for a game with real appeal in *Rascal*.



Secret levels and bonus areas abound in *Rascal*.



Little does this officer know that Rascal's packing the mother of all Saturday Night Specials.



Underwater levels require you to find air bubbles to survive.



1 The main bad guy here isn't 'the Man,' but an evil Timelord who's dragged Rascal's father to another time dimension. **2** Obviously, medieval knights aren't hip to Rascal's lingo. Word up, bro. **3** Even underwater, Rascal can still hang ten on this half-pipe for a quick ride down.



1 Is that a peacock sitting on your face or are you just happy to see me? **2** You'll have to come back to this room later in the game when it's completely submerged. Unlike Ninjas, Rascal can swim.

Quake 64

SYSTEM: NINTENDO 64

PUBLISHER: MIDWAY

DEVELOPER: MIDWAY

RELEASE DATE: MARCH

Uh... I hope that axe is sharp, because those zombies are coming at you and they're hungry for brains.



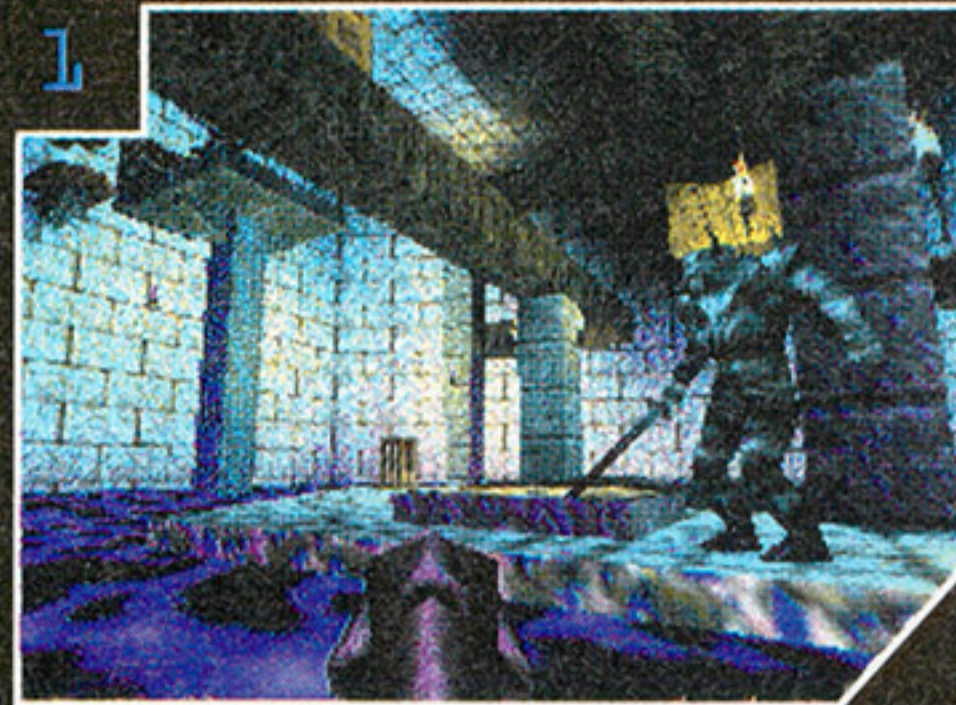
Smeared texture maps aside, *Quake 64* is shaping up to be one of the most impressive PC to N64 ports to date. While *Doom 64* featured poorly designed and implemented sprite characters, *Quake 64* uses the polygonal, fully animated bad guys found in the PC original.

The background environments are also far more interactive than those found in *Doom*. Doors, traps, pitfalls, ramps and true 3D areas present a more challenging task. Players will have to look before they leap (now that jumping is an option) in order to progress smoothly through the game.

Tricky things, like controls, have yet to be finalized, but expect the options to echo those found in *Duke Nukem*, with the analog pad used for 'looking' and plenty of redefinable options. The N64 version is also due to receive five brand new Death Match levels.

Weapons however, will remain identical to the PC — shotgun, axe, rocket launcher, big electric thingie and our personal fave, the grenade launcher.

Quake is looking surprisingly good, with interesting RGB lighting relieving the game of the 'brown' look it suffers on PC.



1 The trick is to leap out of the water, shoot the Knight and get back under water before he knows what's hit him.
2 The rocket launcher is by far the most popular weapon in the game.
3 Changing the difficulty level increases the number and IQ of marauding bad guys.



The grenade launcher evens things up a bit. Now you can take out three at a time.

Mega Man Neo

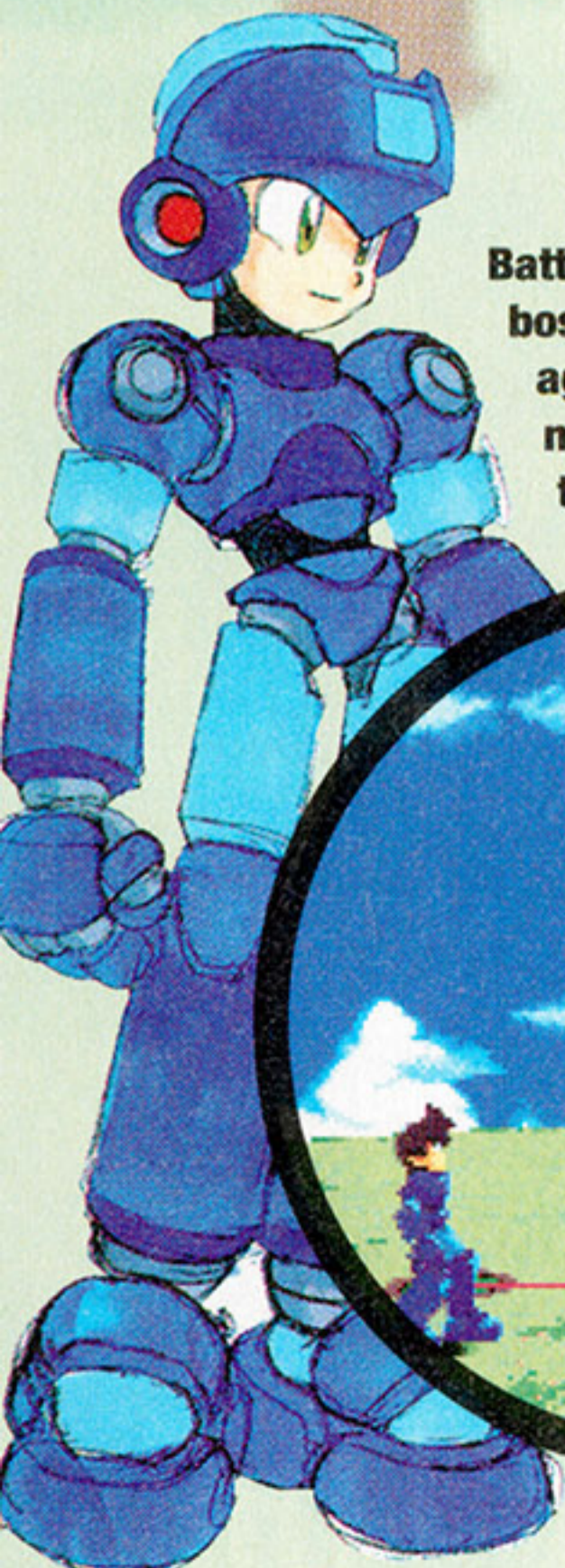
SYSTEM: PLAYSTATION

PUBLISHER: CAPCOM

DEVELOPER: CAPCOM

RELEASE DATE: 1ST QTR 1998

Battling huge bosses is once again a mainstay of the gameplay.



After ten years and over 20 games of 2D platform action (and even a curious soccer game), *Mega Man Neo* marks a dramatic departure for everyone's favorite little blue Capcom hero.

The real change marked for *Mega Man Neo* is the addition of RPG-type elements to the gameplay. The game will still feature challenging shoot 'em up action, but there is also an elaborate story line that includes searches for the famous 'Hidden Legacy Treasure' and the missing parents of Mega Man's new female partner, Roll. Cut scenes, using actual game graphics instead of pre-rendered FMV, help to flesh out the storyline in a seamless manner.

One confirmed new feature in the game is that a different weapon can be equipped to each arm, which allows the player to utilize two powers simultaneously. It is difficult to gauge how successful *Mega Man's* conversion to the 3D realm will be. The game's manually adjustable camera angles are particularly cumbersome at the moment, but hopefully will be rectified by the time the game releases. *Mega Man Neo's* new gameplay twists promise to make the first 3D *Mega Man* one to look out for.



1 Mega Man - The perennial hero looks a bit older and sports a slightly updated look. **2** Roll - A major part of the storyline revolves around the search for the parents of Mega Man's cute new partner. **3** Grandpa - This senior citizen always manages to get into trouble, but his engineering skills make rescuing him worthwhile.



Besides its graphical upgrade, *Mega Man Neo* has added some RPG-type elements to its gameplay.



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REVIEWS

INSIDE THE SCOREBOX

- **GRAPHICS** How a game looks is only a small part of the formula, but an important one. Great graphics can pull the player into a world and make the experience seem all the more real. **Weighted by 4.**
- **MUSIC** Again, music won't make or break a game, but if the soundtrack moves you in an RPG, or gets your heart pumping in a fighting game, it adds to the overall appeal. **Weighted by 2.**
- **SOUND EFFECTS** Good sound effects can actually help you to 'feel' the game better. Just imagine how much less of an impact a heavy punch would make if it only made a small 'tick' on contact. **Weighted by 2.**
- **INTERACTION** How well does the game respond to your commands? How much influence do you have over what's going on? **Weighted by 4.**
- **BALANCE** Is the game childishly easy one level, then frustratingly hard the next? Does your opponent have an unfair advantage? When you want to save, do you have to walk an hour back to the village? **Weighted by 4.**
- **DEPTH** Ever bought a game, fallen in love with it the first hour, only to beat it in two hours? A great game will take a long time to finish, and offer plenty of reasons to come back for more. **Weighted by 4.**
- **EXTRAS** Did the game's programmers go for that 'little extra', tossing in codes, hidden items, secret screens, or other added bonuses? **Weighted by 1.**
- **PRESENTATION** Does the game create a world that draws you in? Do the intro screens and menus reinforce this environment? **Weighted by 1.**
- **INNOVATION** A game can be loads of fun without offering anything totally new, but the classics are always the trendsetters. **Weighted by 1.**
- **RATING** The total sum of all the categories, divided by 23.

**ULTRA AWARD
ONLY THE BEST
PASS THIS TEST!**



THE RATING

The system is the result of hours of gameplay and endless toil, resulting in the most in depth (and, uh... really complex) rating in the industry.

1.0 EXTRAORDINARY

9.0-9.9 ULTRA

8.0-8.9 VERY GOOD

7.0-7.9 GOOD

6.0-6.9 AVERAGE

5.0-5.9 LACKING

4.0-4.9 SERIOUSLY FLAWED

0.0-3.9 FREEZING RAIN

Now that all those New Year's parties are over, and the Super Bowl's a done deal, we can get back to the really important stuff — work! Of course, in our case, work is playing all of these great new games. Damn! What a hard life...

	AUTO DESTRICT Drive like there's no tomorrow, or insurance, either...	064
	BLADE RUNNER Track down Data's ancestors!	060
	BROKEN SWORD: SOTT No, this game doesn't feature John Revolta...	070
	CART PRECISION RACING No, this game isn't about homeless people racing...	067
	CART RACING And neither is this one.	067
	DRAGONBALL GT Isn't this supposed to be plural?	072
	ENEMY ZERO Surprisingly, this game isn't about Pearl Harbor...	065
	LODE RUNNER Yep, it's back again. Call the Retro Police...	072
	ONE It's the loneliest number, you know...	062
	POINT BLANK Go ahead, pull the trigger!	067
	RAYTRACER Drive like a madman. We do!	072
	RESIDENT EVIL 2 The game that's grateful to be dead!	058
	ROBOTRON 64 Danger, Will Robinson, danger!	066
	SHADOW MASTER Me and my shadow, all alone and feeling blue...	070
	WCW NITRO Now you can roll around with fat, sweaty men. Ack!	070

REVIEW
PLAYSTATION



プレイステーション



RESIDENT EVIL 2



THE GRANDDADDY OF ALL 3D ADVENTURES SPAWNS THE PERFECT BROOD, AT LAST!

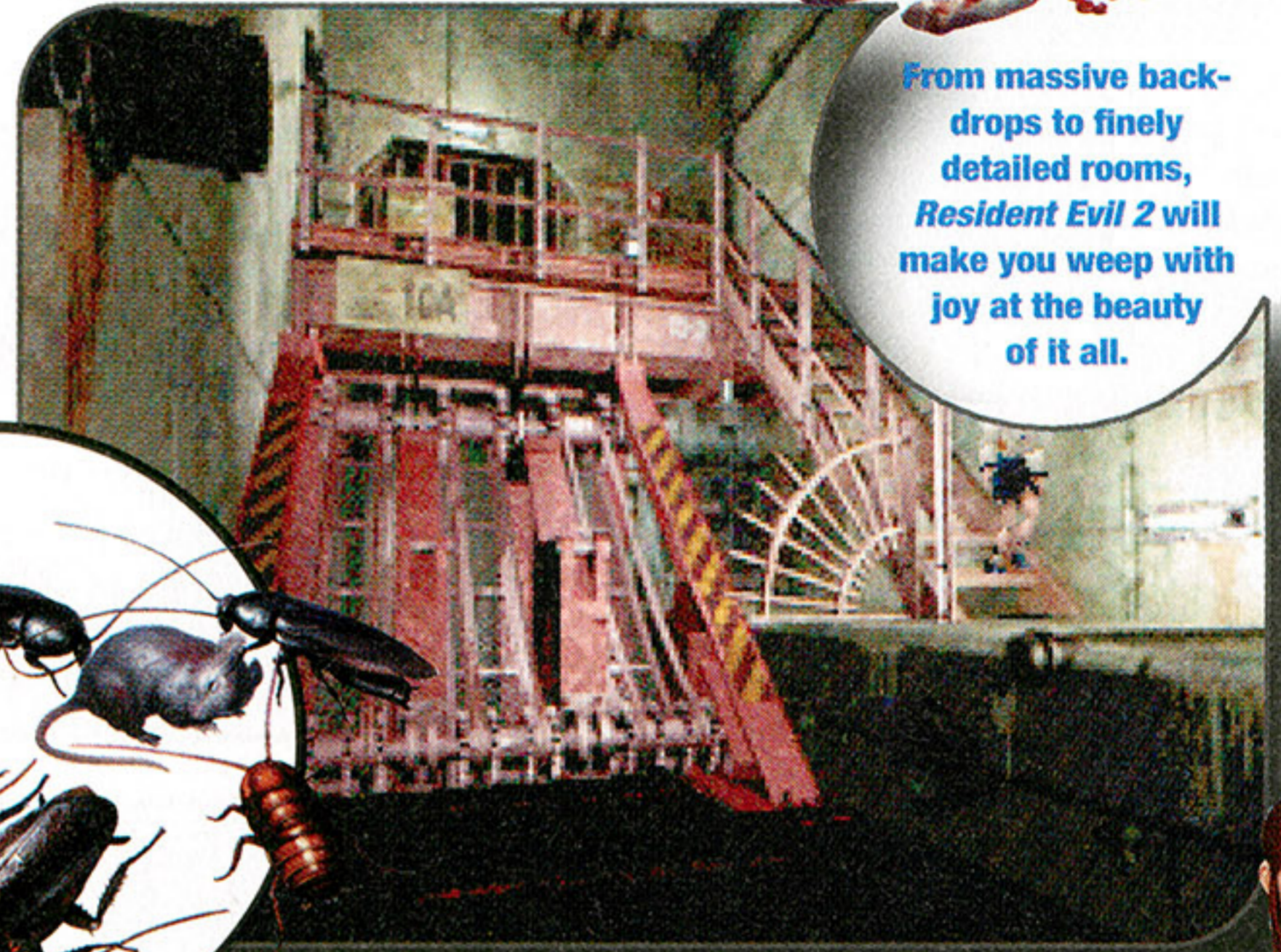
When the first *Resident Evil* was released over a year ago on the PlayStation, Capcom had some doubts as to whether the game would succeed in a market that was still accustomed to 2D environments and gameplay. Fortunately for gamers everywhere, the company relied on their instincts and what resulted was one of the most revolutionary 32-bit titles ever to grace the small screen. Now, over 2.8 million units later, Capcom is poised and ready to do it all again with *Resident Evil 2*. The good news is that lucky for us, the company didn't settle for adding a few new gimmicks onto the pre-existing title — they've completely outdone themselves and created the perfect sequel.

With close ties to the first game, *RE2* introduces us to two new characters: Leon, a rookie STARS

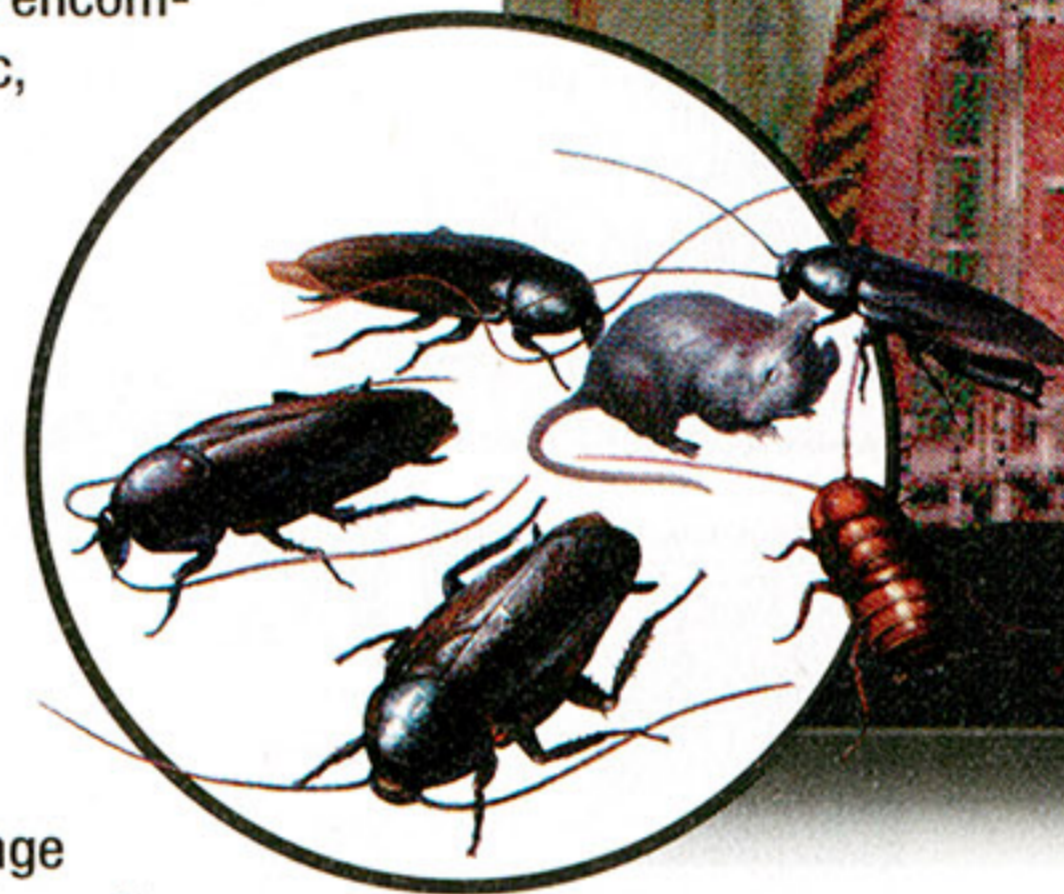
cadet who happens to be in the wrong place at the wrong time; and Claire, Chris's sister, who's in search of her missing brother. Both are separately plunged into the heart of Raccoon City, surrounded on all sides by mutated monsters and all manners of zombiedom. Each character's storyline encompasses an entire disc, which also includes alternate endings

Wow, talk about scary! Here, giant mutant roachs devour Mickey Mouse. It's evil!

and gamepaths. Gamepaths will change once the game has been finished and the player decides to play through it again to view a different



From massive backdrops to finely detailed rooms, *Resident Evil 2* will make you weep with joy at the beauty of it all.

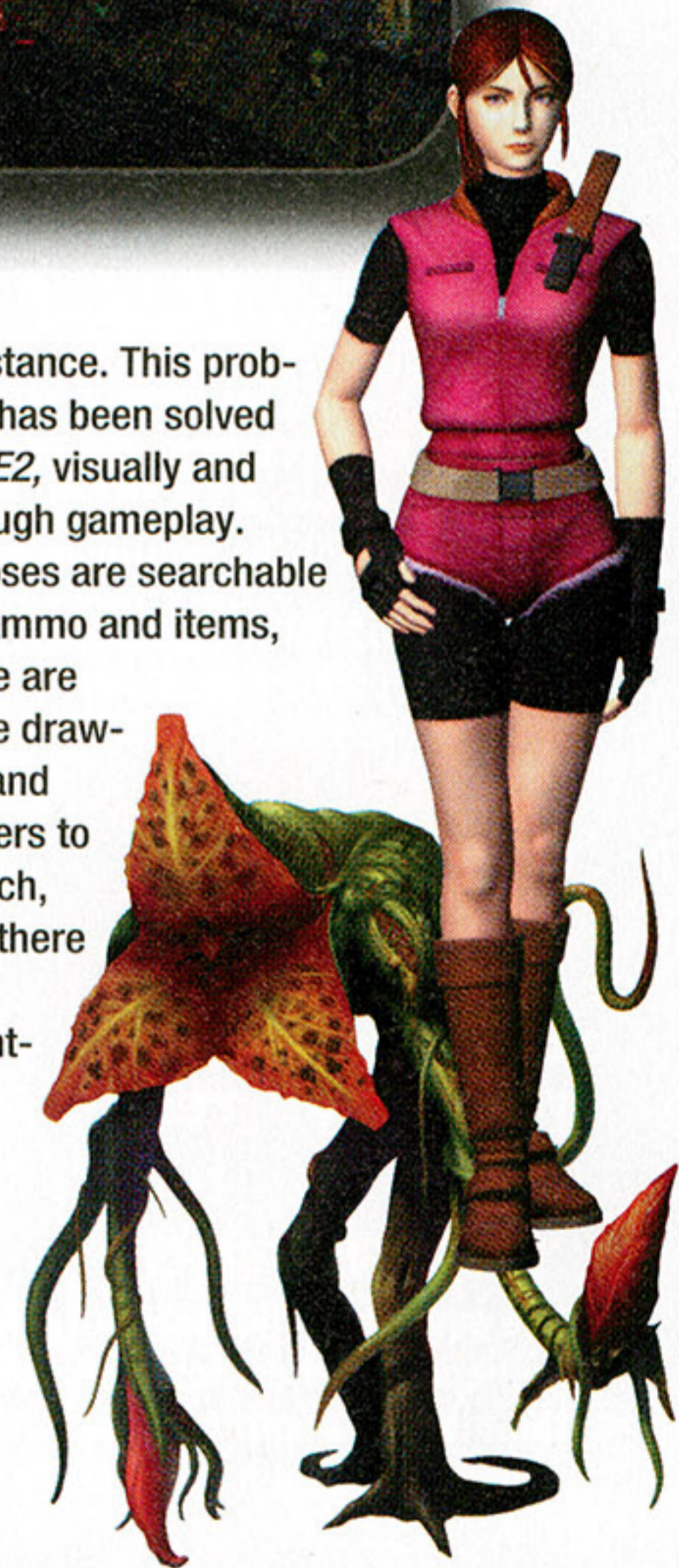


Once again, puzzles play a big part in the game.

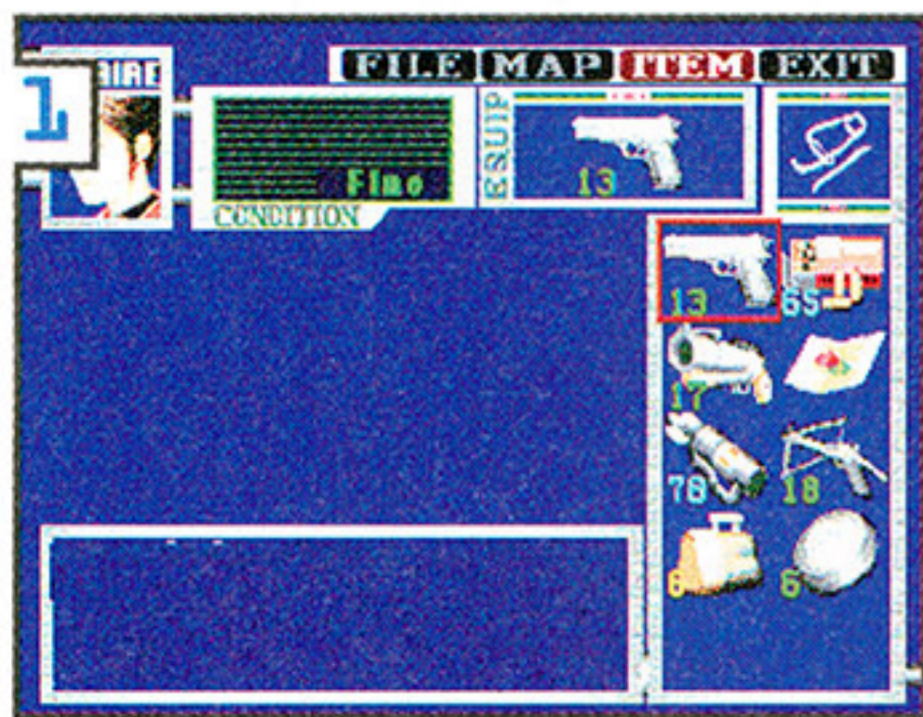
ending. For instance, once the game has been completed, the next time you play through it, you'll begin on a different street and have to enter the police building via the second floor instead of the first. With tougher enemies and varied item locations, it's almost an entirely different game, strategy-wise, providing more depth and replay value. Bravo, Capcom!

The glossy, high resolution backgrounds and tightly textured characters have also been designed not only to create an almost flawless visual presentation, but the disparity between the polygonal models and the prerendered environments has been reduced to minimal noticeability for *RE2*. This 'disparity' was blaring in the first game, giving the backgrounds a non-interactive look which translated into limited moments of exploration and indicated style over

substance. This problem has been solved in *RE2*, visually and through gameplay. Corpses are searchable for ammo and items, there are more drawers and lockers to search, and there are count-



1 Leon and Claire will both start off with the same amount of item space. 2 RE2's sound effects are impeccable and accommodate every change in the environment. 3 The fact that this room is even in a police station sure makes you wonder what Raccoon cops are doing during overtime. 4 Bosses will tax your ammo stash and keep you scrambling!



THE LADIES OF RESIDENT EVIL 2

less more areas open for exploration. And you'll need all the help you can get while solving puzzle after puzzle and killing creature after creature in *RE2*.

The game, itself, is broken down into several different sections to explore and conquer. You'll begin on the city streets, make your way through a massive police station, wade past a labyrinthine network of dangerous sewers, only to end up at the heart of the zombie madness, the Umbrella Laboratory on the outskirts of town. Much in the same vein as the first game, you'll have to duke it out with some of the nastiest and biggest 3D bosses in gaming, using everything from grenade launchers, high-powered Uzis, pistols, shotguns and crossbows in order to survive. The pace is frantic at times, but often the mood remains steeped in the horror tradition sparked by the original game. With a sparse, but dramatic soundtrack, the music has been improved to capitalize both on silence and ambient sounds to create a suspenseful tension very specific to *Resident Evil*. With surprises around practically every corner, you'll find yourself letting out little yelps of fear when hands break through windows or something massive drops from the ceiling. This game is that intense.

The only issues that most gamers may have are strictly related to camera angles and control. A small number of people were turned off by the dramatic camera angles and

With more character interaction throughout both storylines, you'll stumble upon all these ladies, but beware and tread lightly! All possess what it takes to survive. When playing as Claire, you

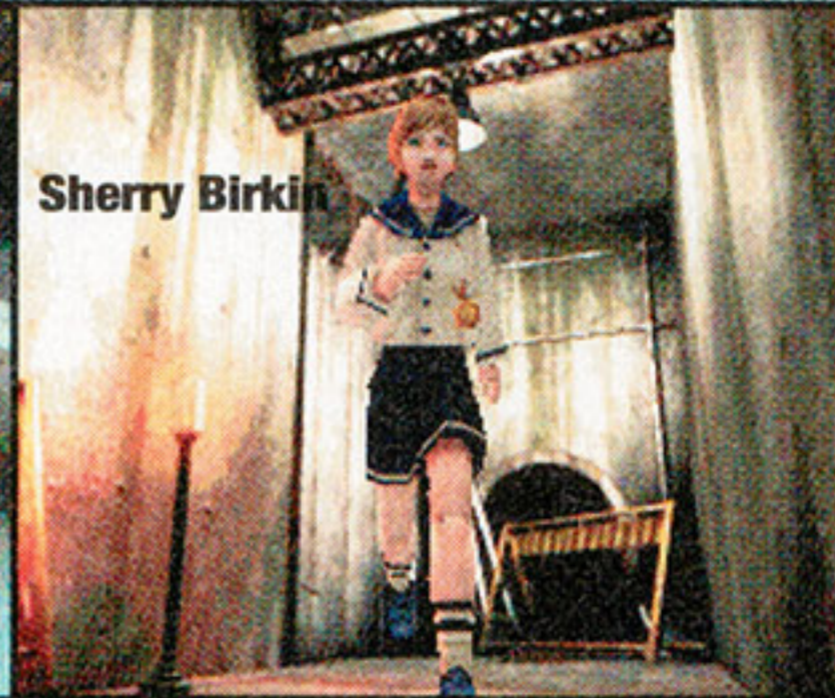
get the fortune of babysitting Sherry for a spell, but if you're playing through as Leon, a quick rendezvous in the parking lot with Ada adds a whole new dimension to the story. Gee, don't guys have it rough?



Claire Redfield



Ada Wong



Sherry Birkin



Garden variety zombie chick

somewhat stiff controls. These problems, although smoothed out for *RE2*, still remain fairly true to form, so that those who had criticisms of the first game may still shy away from this latest offering. But with graphics challenging those in *FF VII* and gameplay surpassing that of *Tomb Raider 2*, *RE 2* proves that Capcom has created the perfect sequel.

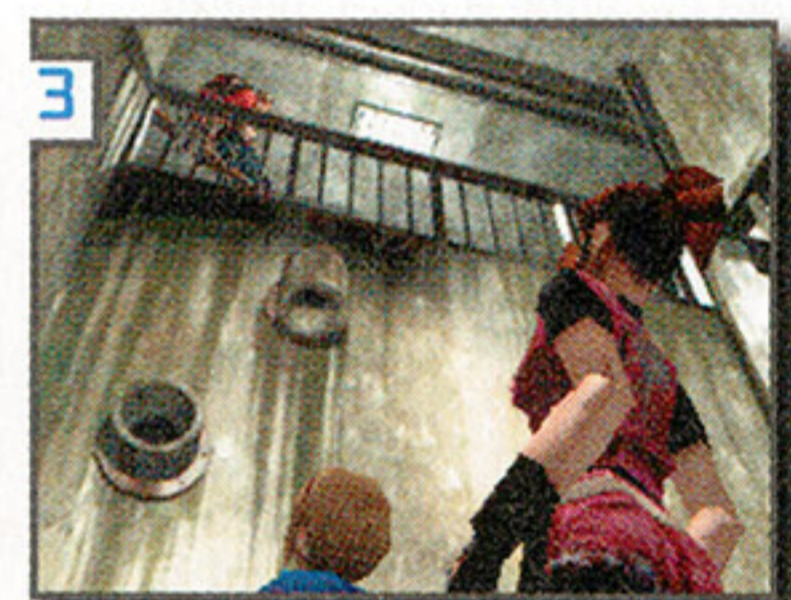
FRANCESCA REYES



1



2



3



4



5



6

- 1 The voice acting during cinematics has actually improved quite a bit from the laughably bad bits that made *Resident Evil* infamous.
- 2 Claire gets to show her nurturing side when she takes little Sherry on an escape mission.
- 3 'What the HELL is THAT? Run!!!'

- 4 Capcom has taken every opportunity to scare the piss out of gamers... so I'd keep an eye on those windows if I were you.
- 5 Garage mechanic or zombie murderer? These career choices can really kill you.
- 6 Pet that puppy and kiss your hand goodbye.

Like in the first game, at some points you may have to control a different character to proceed through the game.



ALTERNATIVES

- Tomb Raider 2 - 9.6
- Clock Tower - 8.3
- RE: Director's Cut - 9.5

THE LINE

AUDIO & VIDEO

GRAPHICS	10
MUSIC	10
SOUND EFFECTS	10

GAMEPLAY

INTERACTION	10
BALANCE	10
DEPTH	10

SPECIAL

EXTRAS	9
PRESENTATION	10
INNOVATION	7

RATING

9.8

REVIEW
PC CD-ROM



コンピュータゲーム

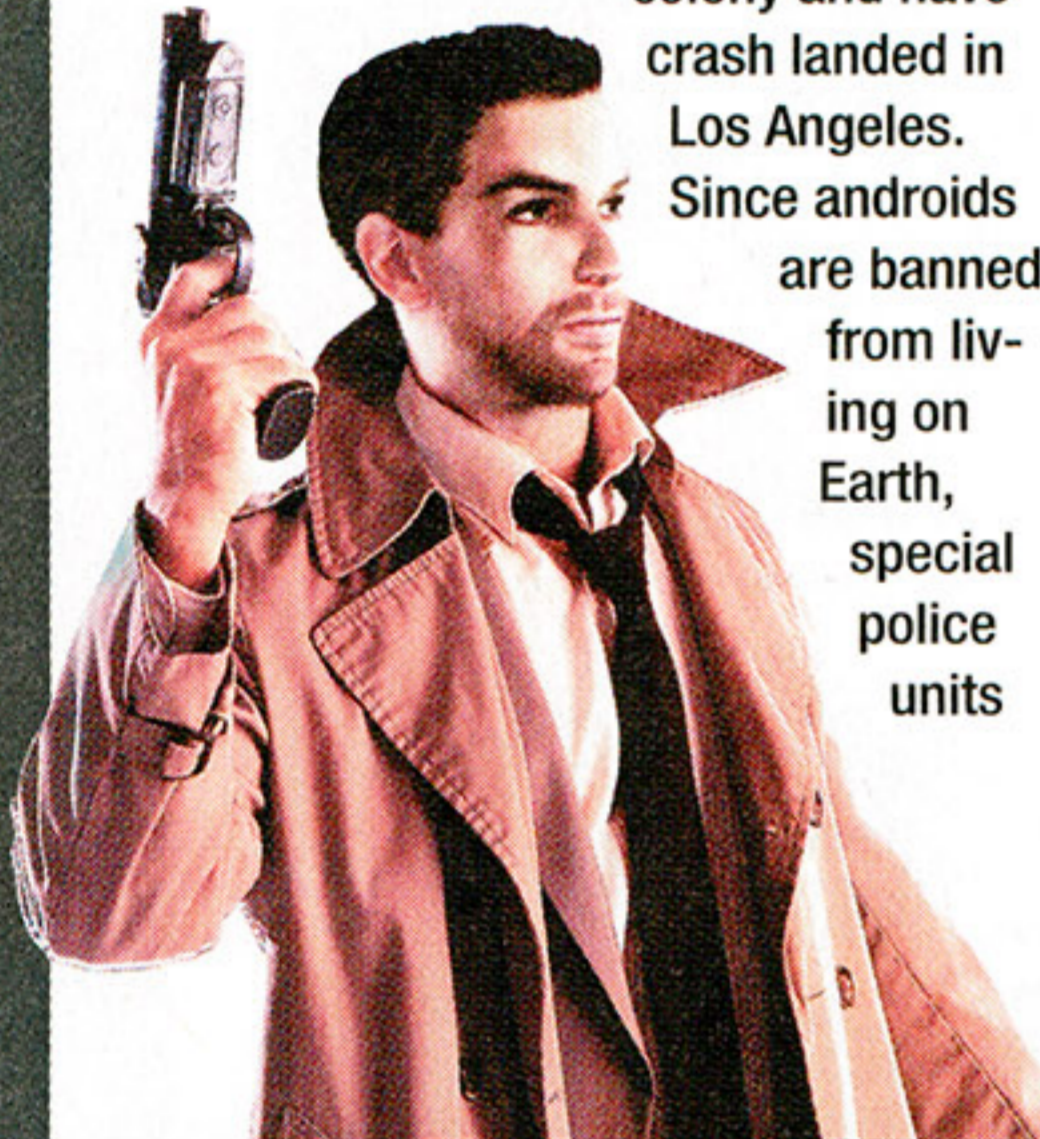


BLADE RUNNER

DO ANDROIDS REALLY DREAM OF GRAPHIC ADVENTURES?

Over two years in the making, *Blade Runner* could be Westwood Studios' most ambitious project yet, and the results are nothing short of impressive. Westwood has not only successfully recreated the dystopian future of the *Blade Runner* movie, but has also managed to devise a clever new plot for the game.

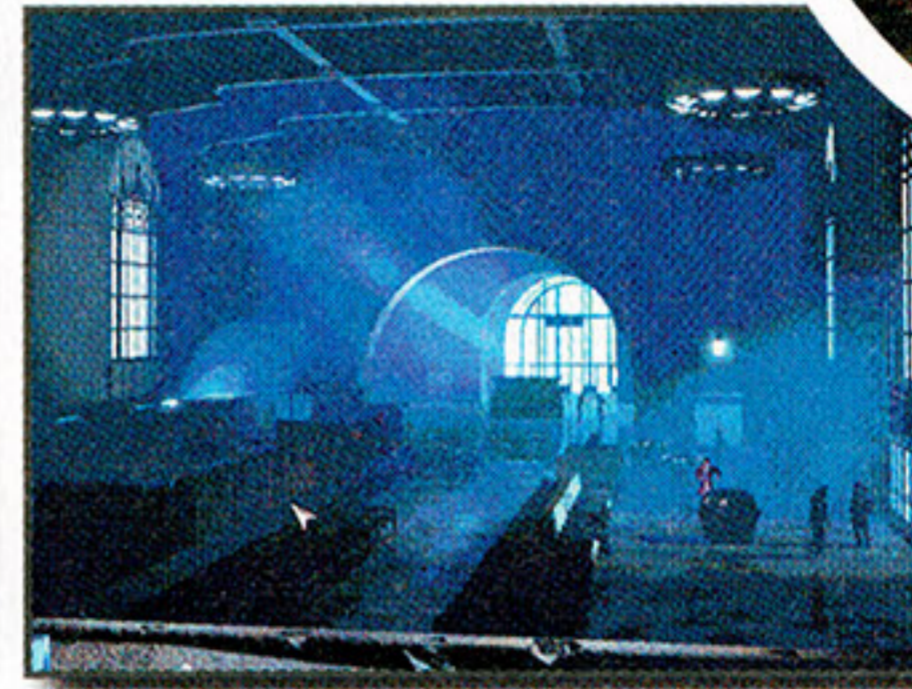
A group of rogue Nexus 6 models have escaped a local mining colony and have crash landed in Los Angeles. Since androids are banned from living on Earth, special police units



Locals such as Kipple, though not represented in the movie, still retain the look and feel of the *Blade Runner* universe.

called Blade Runners are assigned to track down and terminate these. The only problem is that the Nexus 6 models are so lifelike that the Blade Runners are having a tough time distinguishing them from the general populace. Enter Ray McCoy, a rookie Blade Runner whose first assignment is to 'retire' these fugitive androids.

The environment clearly represents the Los Angeles we've become accustomed to seeing in the movie. Everything from Chinatown to the



The police station houses a wealth of potential information, ranging from the laboratory to lock-up.

Tyrel building is impeccably recreated, along with a number of new locales. The only drawback in the game's graphics is that the sprite-based characters don't live up to the visual quality of

the pre-rendered backgrounds – polygonal characters would have been preferable.

The acting is also well done, although the character movements are somewhat reminiscent of *Resident Evil*. But, as far as dialogue and narration is concerned, all the actors put forward excellent performances and the character interaction sets a new genre standard.

Blade Runner pulls out all the stops and possesses a presentation only bested by Square's *Final Fantasy VII*. Boasting a superb story and some well-paced action, *Blade Runner* represents the best use of a movie license in recent memory.

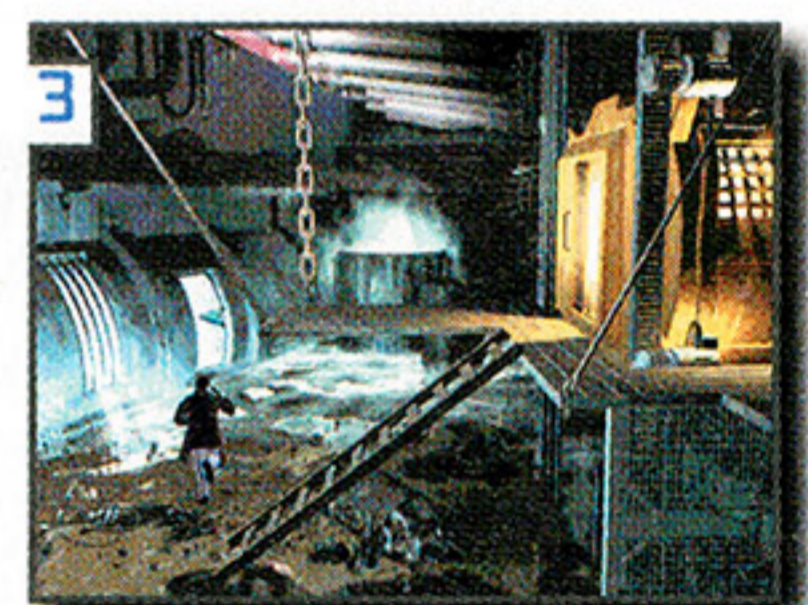
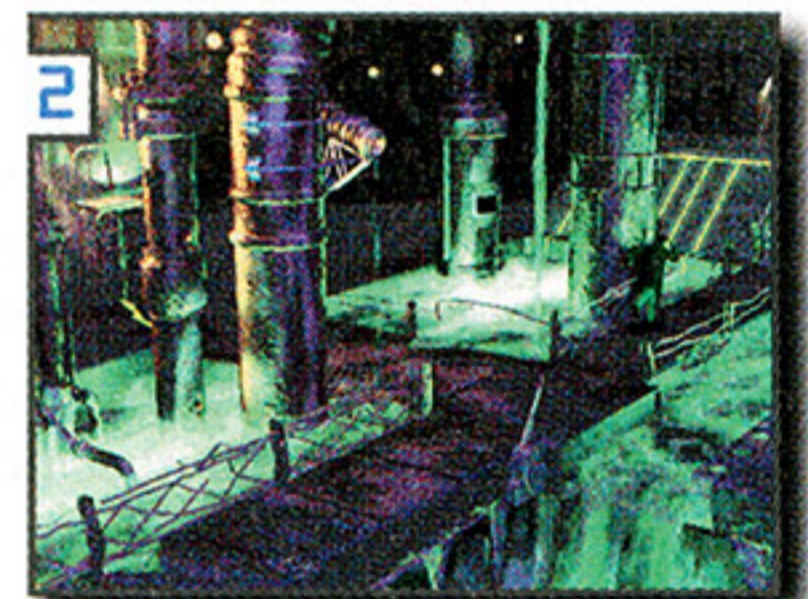
• JASON MONTES



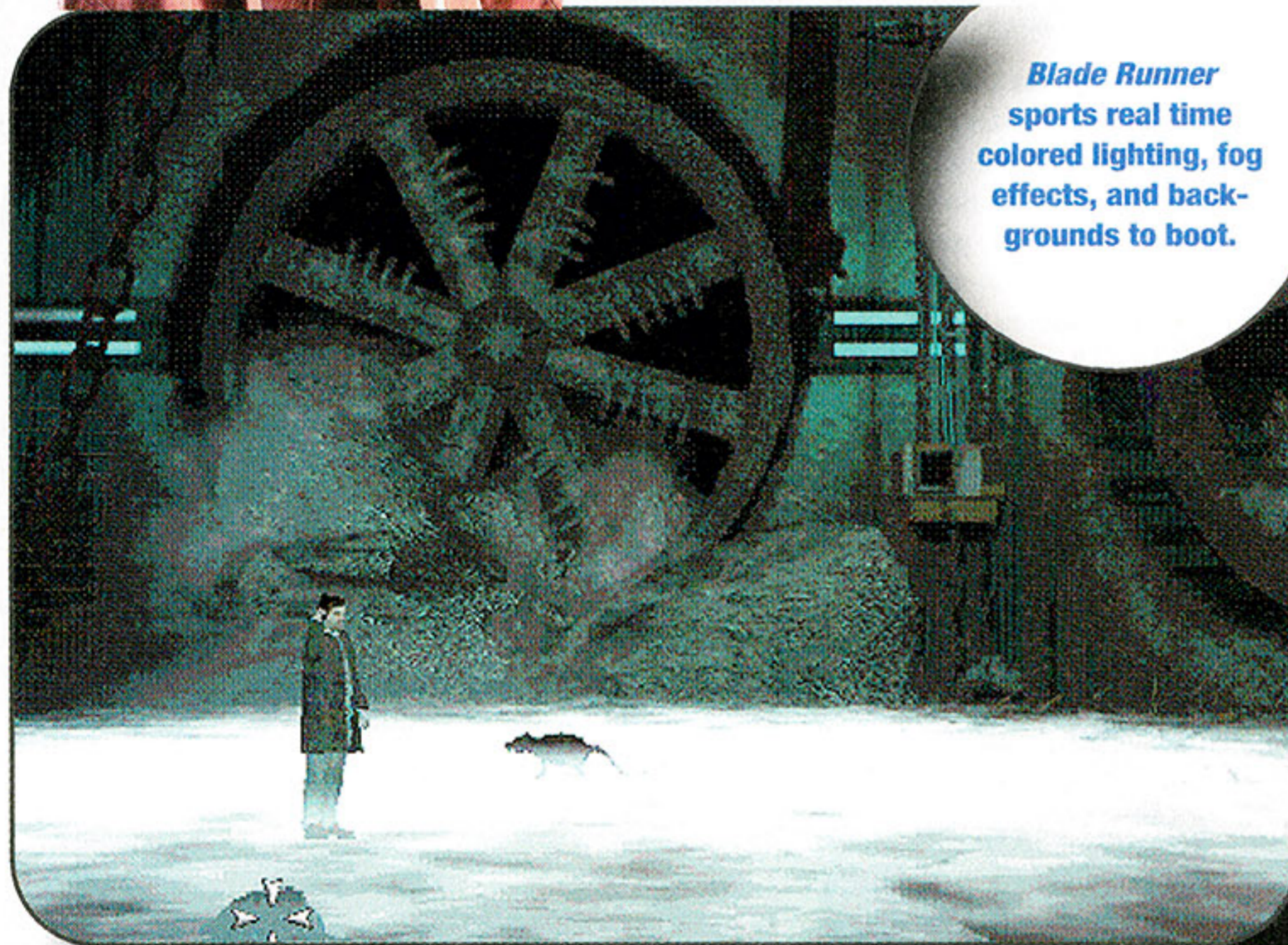
There is a solution for every predicament. If you're in a bind, look at every possible option before giving up.



Just like the movie, the ESPER machine plays an integral role in discovering clues.



Blade Runner sports real time colored lighting, fog effects, and backgrounds to boot.



THE LINE

AUDIO & VIDEO

GRAPHICS	9
MUSIC	10
SOUND EFFECTS	10

GAMEPLAY

INTERACTION	8
BALANCE	9
DEPTH	10

SPECIAL

EXTRAS	8
PRESENTATION	10
INNOVATION	8

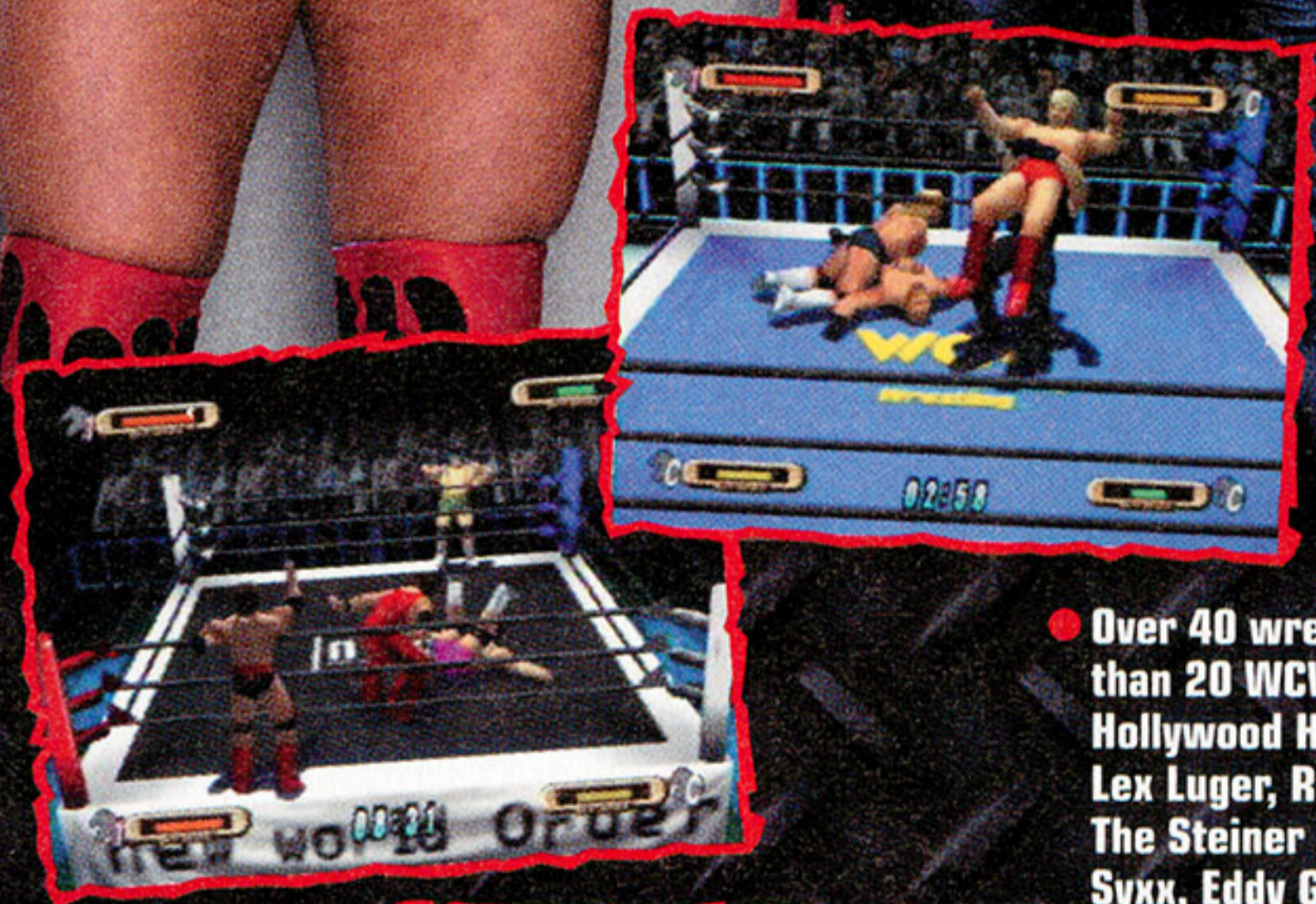
RATING

9.1

ALTERNATIVES

Oddworld:	7.8
Lucy:	6.6
Resident Evil: IX:	9.5

THE GIANT DEMONSTRATES HIS MOST DEVASTATING NEW WRESTLING MOVE.

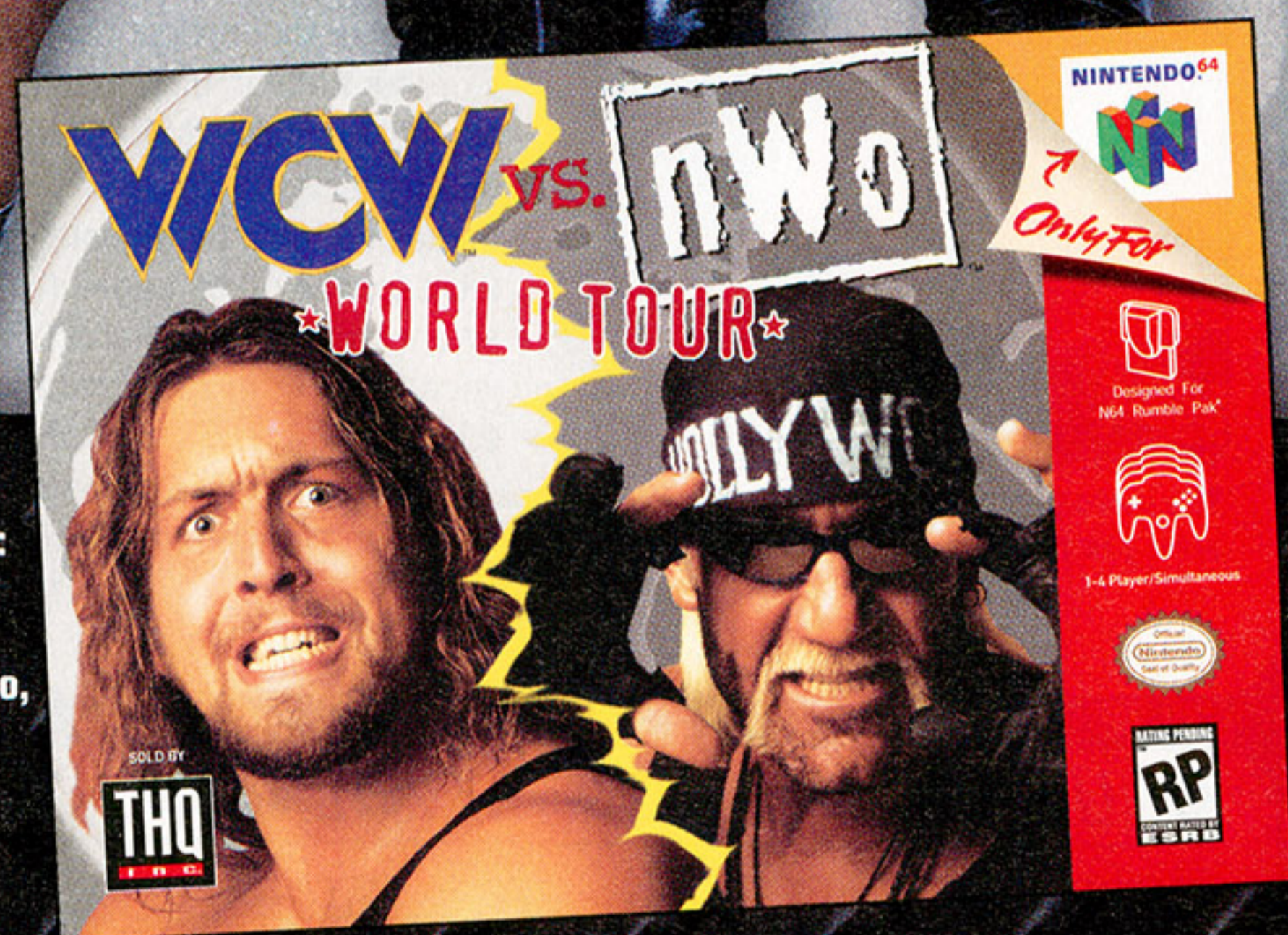


"One of the Fall's hottest games!"
 - GamePro, July 1997



- Over 40 wrestlers, including more than 20 WCW and NWO superstars: Hollywood Hogan, Sting, The Giant, Lex Luger, Ric Flair, The Outsiders, The Steiner Brothers, Dean Malenko, Syxx, Eddy Guerrero, Chris Benoit, Scott Norton, Rey Mysterio, Jr., Steven Regal, Ultimo Dragon, Buff Bagwell, and many more!

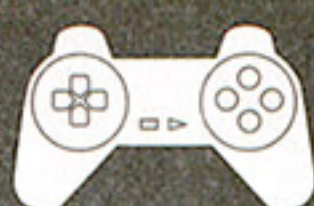
- Each wrestler has 30 to 40 moves, including his own signature moves
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REVIEW
PLAYSTATION

プレイステーション



ONE

IT WAS THE BEST OF GAMES, IT WAS THE WORST OF GAMES

Today's vocabulary word is Dichotomy. Webster's dictionary describes it as 'something with seemingly contradictory qualities', and it should include a picture of ASC Games' intense shooter, *One*.

When this title is at its best, it is one of the most enjoyable action games of the year. At times, *One* gives players the feeling that they are in total control of a big budget action flick. Clever game design keeps them moving at all times, with barely a chance to catch their breath.

The key to this hyper-kinetic action is the 'rage meter' which makes the main character stronger and more dangerous as he blows more things to smithereens. This brilliant feature rewards players for jumping into situations that are way

over their head, and keeps the action at a frantic, pulse-pounding pace. Each of the perfectly choreographed action sequences immerse players into the game with incredible sound, explosive special effects, and non-stop excitement.

But as I said before, it is a game of two halves. Because the good parts of this game are so enjoyable, the frustration of trying to get from level to level is heightened by a few key problems. The title would be considerably better if:

A. It included a 'safe' level (or levels) where players can learn the skills and control methods that are crucial in life or death situations later on.

B. It featured more intuitive gameplay that doesn't require players to die in order to learn how to pass a specific section.

C. It made players feel that every death was their own fault, not the fault of changing camera angles, over dramatic explosions, or questionable level design.

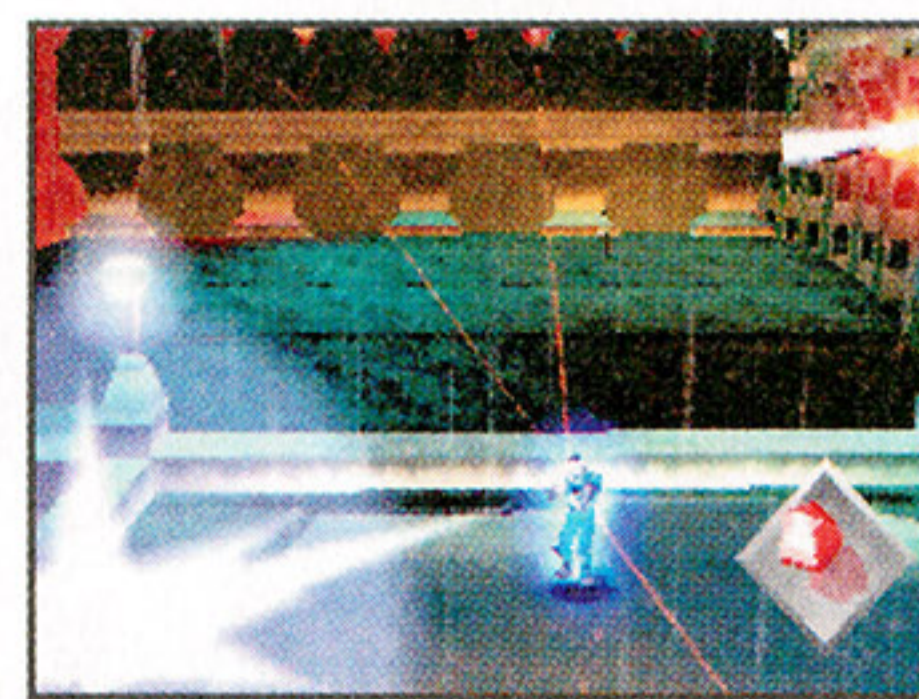
As it stands, this game includes none of these, and consequently is sometimes frustrating. Not the 'golly, I guess I have to try again' frustrating, but a much more insidious kind. This frustration is the kind that makes postal workers trade in their mailbags for AK47s, makes Mike Tyson hungry for earlobes, and makes our own Bill Donohue increase the percentage of swear words in his overall vocabulary from 76 percent to 95 percent.

Despite these problems, *One* is one of the most exciting,

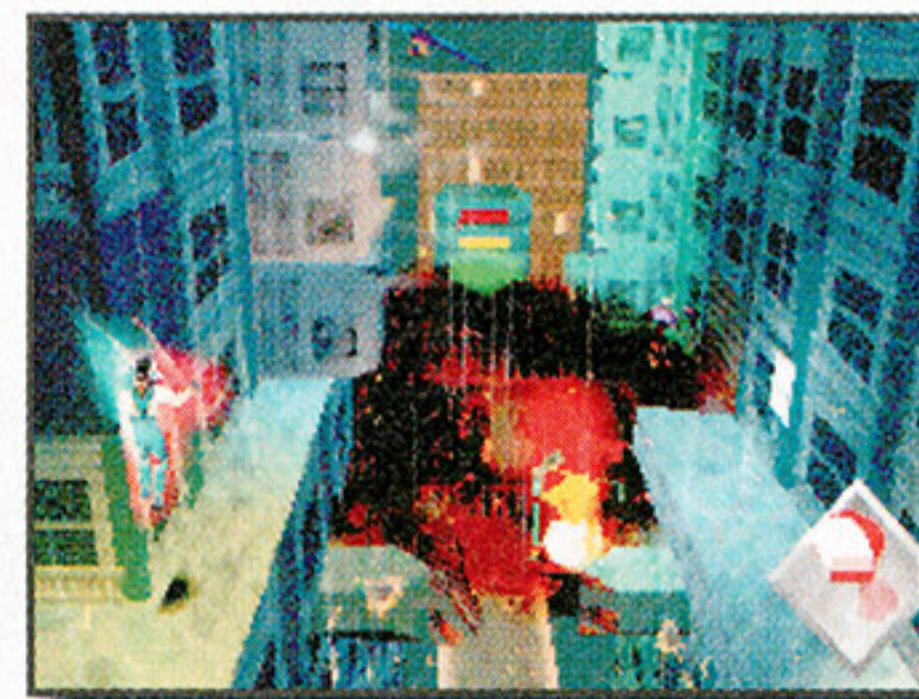
The opposition comes in droves, but is easily dispatched.



An explosive super-bomb wipes out everything on the screen at once.



Even when pinned down by three separate enemies, the hero still has a chance.



AAIIIEEE! Big red blob appears magically in our blue-green city! Ack!

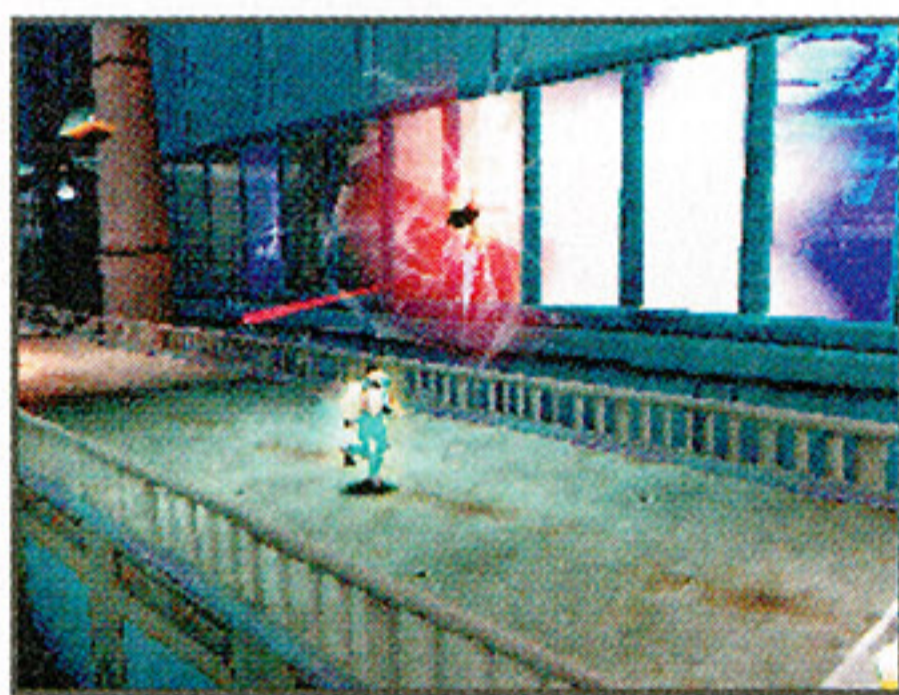
breathhtaking, and impressive looking titles of the year when it is at its best. Those patient enough to overcome the frustration level this game incurs, will find it plenty of fun.

• DAN EGGER

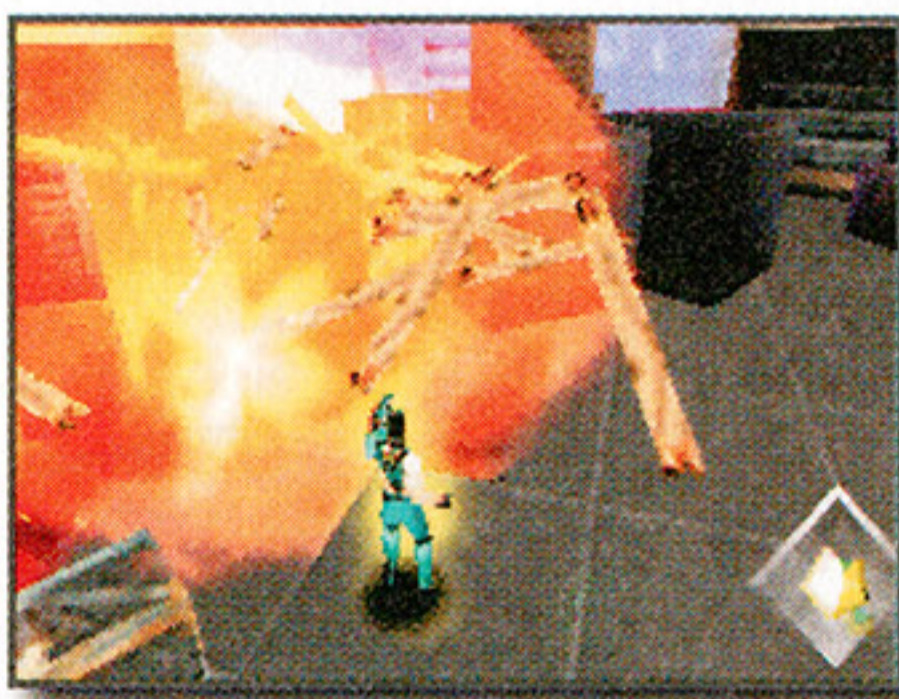
ALTERNATIVES

Goldeneye: 9.1

Postal: 8.1



From the very start, players find out that they are out-gunned, out-manned, and in trouble.



The more you destroy, the more powerful you become.



Armed jet-pack guards try and stop you if they catch you riding the monorail for free.

THE LINE

• AUDIO & VIDEO

GRAPHICS	9
MUSIC	9
SOUND EFFECTS	9

• GAMEPLAY

INTERACTION	9
BALANCE	5
DEPTH	8

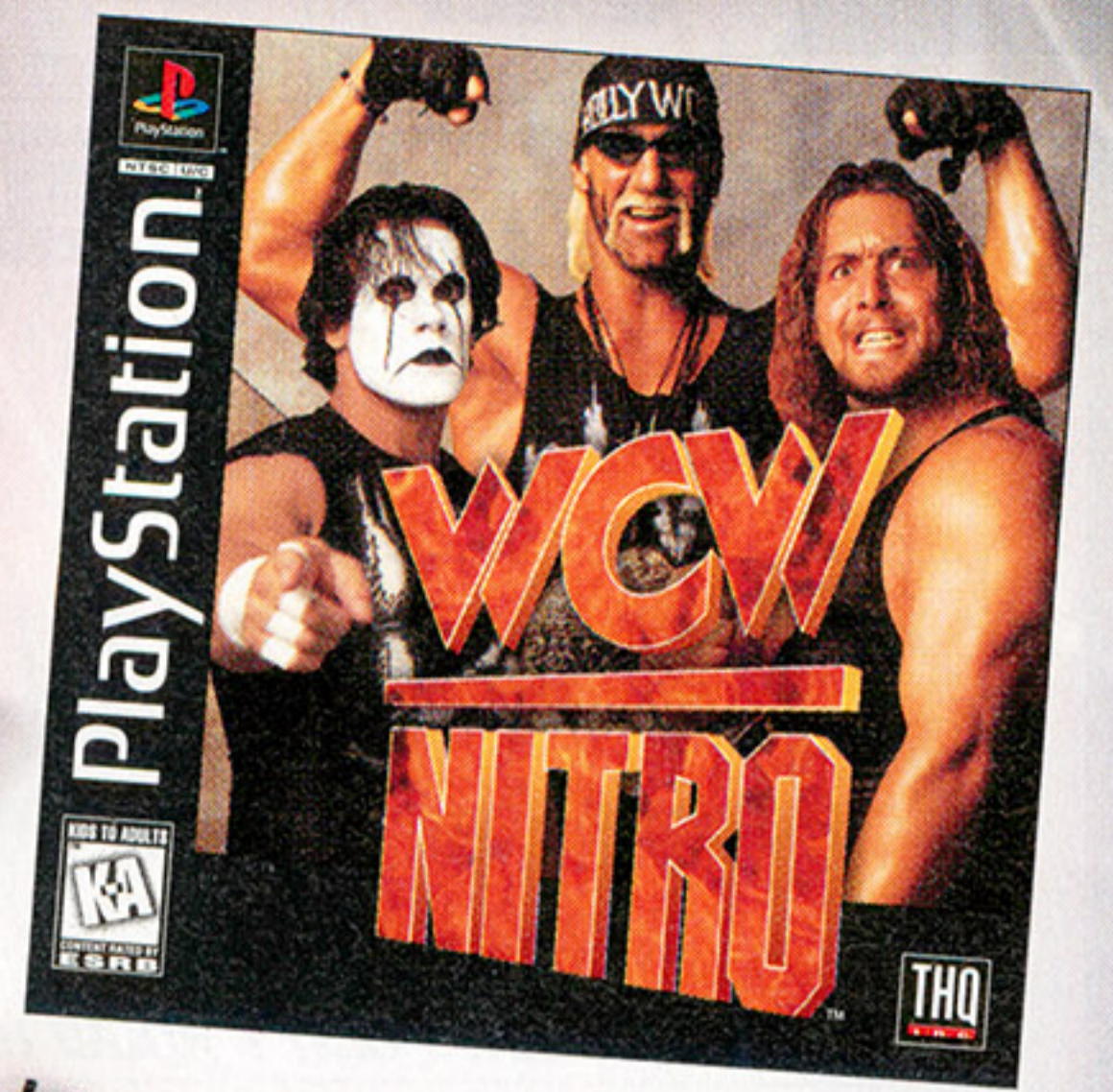
• SPECIAL

EXTRAS	9
PRESENTATION	10
INNOVATION	10

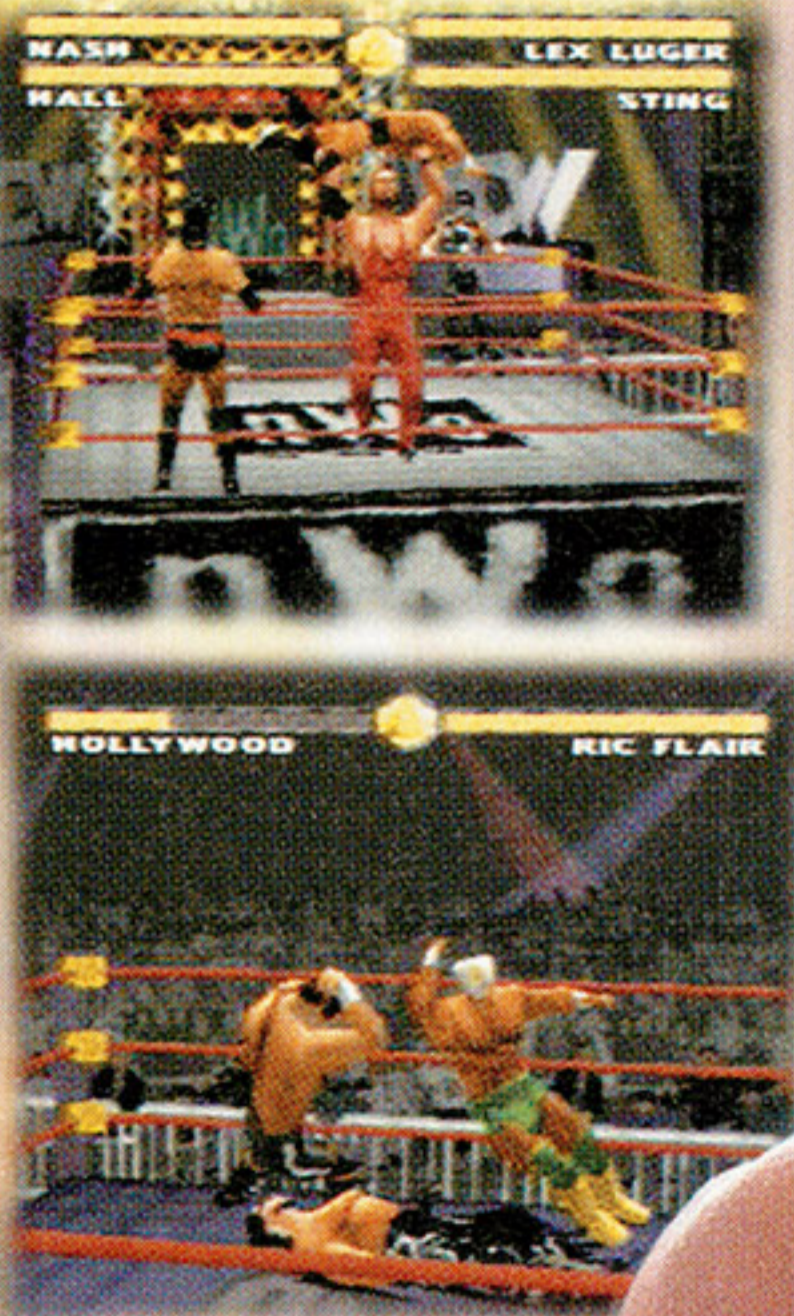
RATING

8.2

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REVIEW
PLAYSTATION



プレイステーション



AUTO DESTRACT

'WHY NO, OFFICER, I DON'T KNOW HOW MANY PEOPLE I KILLED.'

Featuring a flavor reminiscent of *Carmageddon* and *Twisted Metal*, *Auto Destruct* is a mission-based combat racing game set around the story of a champion race car driver recruited by a mysterious organization to battle a fanatical cult known as the 'Disciples of Lazarus'.

What distinguishes *Auto Destruct* and keeps it from being an uninspired rip off of its genre predecessors are the fully realized 3D environments that serve as the backdrop for the game. Gameplay takes place in several fully realized 3D

cities like San Francisco, London, and New York. These cities aren't absolutely accurate recreations, but the sheer scope and size of each city in the game is truly impressive and equals (or perhaps eclipses) the environments found in the already awe-inspiring *Carmageddon*. The most appealing aspect of *Auto Destruct* is choosing and navigating any desired course through these environments when racing to a mission designated location.

But as impressive as the environments are, the game's graphics aren't on par with cutting edge

games. Unattractive textures, a bland color palette, and a general overall graininess give the game a *Twisted Metal*-like appearance which is far from the best that the PlayStation has to offer. Spotty collision detection and rampant draw-in problems make the game seem unpolished and gives the impression that the title was rushed to market.

Despite these technical problems, *Auto Destruct's* gameplay offers entertaining action, some resource management strategy, and an admirable amount of depth. A nice variety of missions have the player

racing, searching, escorting, protecting, and destroying, sometimes against the clock and at other times at a more leisurely pace. Limited availability of weapons, ammo, armor, fuel, and cash require the player to plan strategically in order to successfully complete all the missions. The only minor complaint may be that the missions seem to have a bit of a 'by the numbers' feel at times. The environments encourage exploration and a bit more figuring out, instead of being told what to do, would have been nice.

Overall, *Auto Destruct* does a lot of things right,



Airborne targets take the battle above city streets.



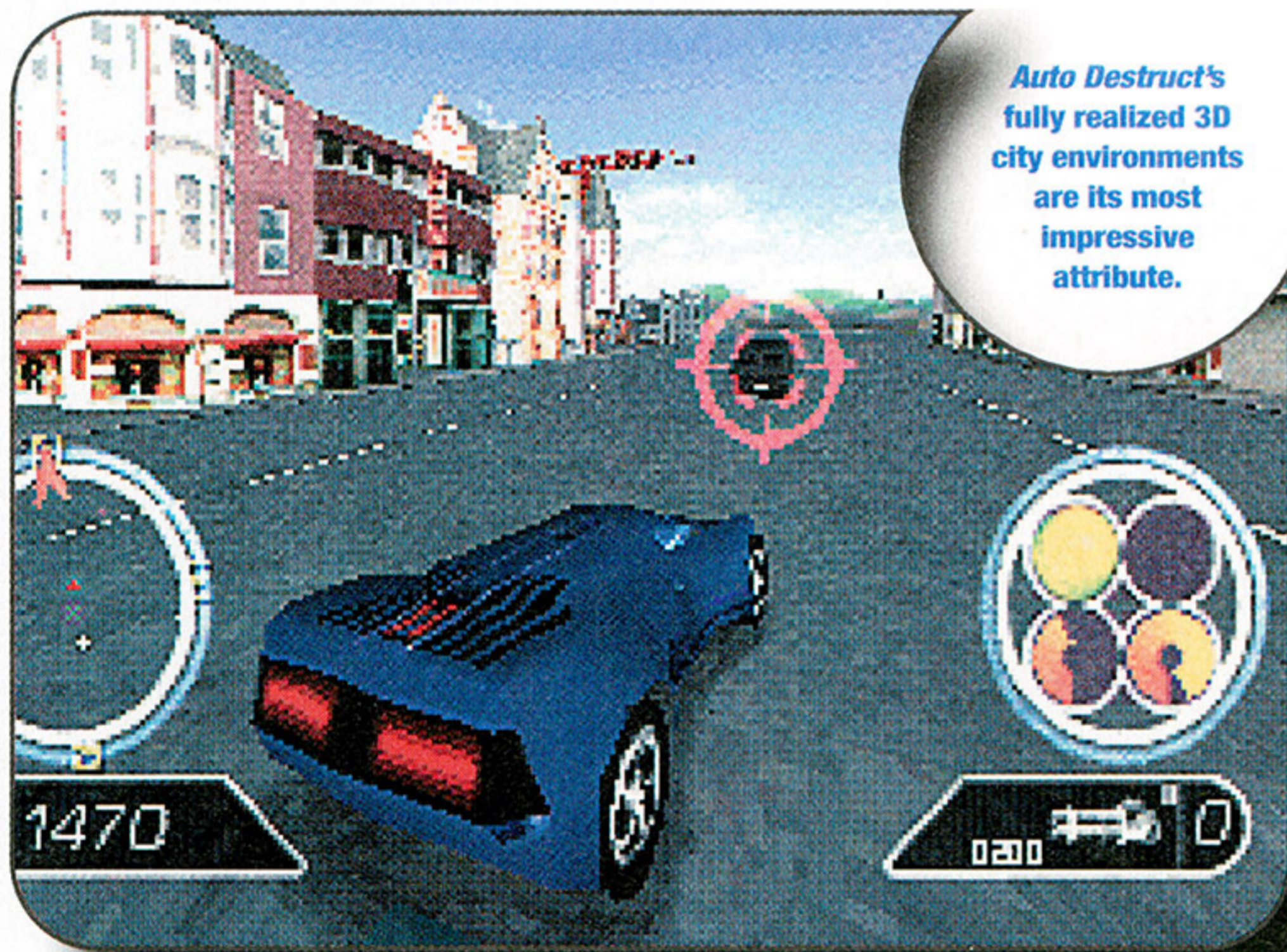
Traffic and pedestrians are unpredictable and frequently become expendable obstacles during the course of a mission.

but it also leaves a feeling that it didn't fully realize its potential. A little more polish and a little more time could have made this game extraordinary. As it is, it's an entertaining title that boasts some of the most elaborate environments ever.

ROGER BURCHILL

ALTERNATIVES

- Carmageddon* - 9.1
- Crimewave* - 6.6
- Twisted Metal 2* - 8.2



Auto Destruct's fully realized 3D city environments are its most impressive attribute.



Videogame cliché #357: Power-ups magically appear and are picked up by running into them.



An array of weapons (like the homing missile) is available for cult harvesting duties.



Auto Destruct's graphics aren't top of the line, but the explosions sure are pretty.



Stick it to the Man! You've got to like any game that encourages you to blow up cop cars.

THE LINE

AUDIO & VIDEO

GRAPHICS	7
MUSIC	5
SOUND EFFECTS	6

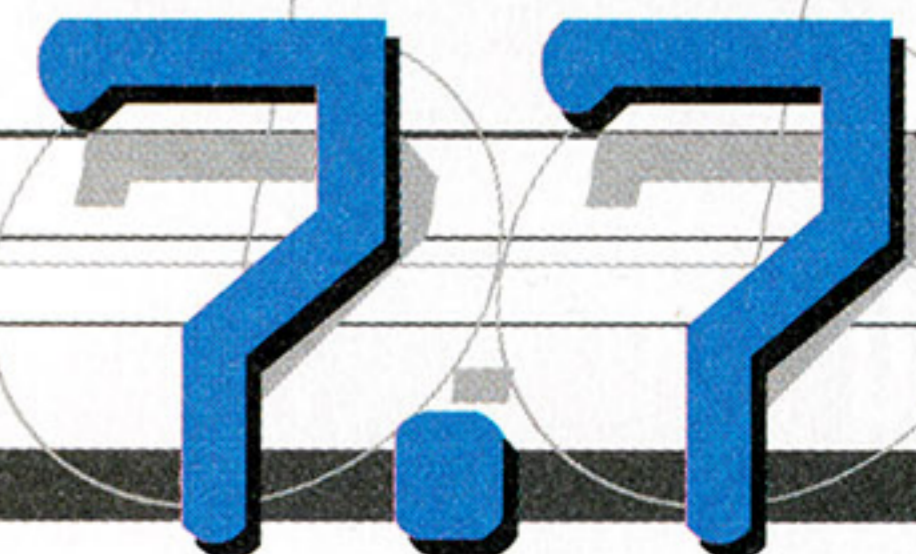
GAMEPLAY

INTERACTION	8
BALANCE	8
DEPTH	10

SPECIAL

EXTRAS	8
PRESENTATION	6
INNOVATION	8

RATING



セガ サターン



REVIEW
SATURN

ENEMY ZERO

THIS ISN'T JUST ANOTHER BUG HUNT

You know, it's a shame, really, that all of the Saturn's best games come when the system's just about dead. Sega, with nothing to lose, has been picking riskier games to keep gamers interested until the Dural arrives. One of its chancest ventures has been to acquire *Enemy Zero*, an FMV (full motion

Don't let the gun's looks fool you. This glorified taser isn't even full auto.



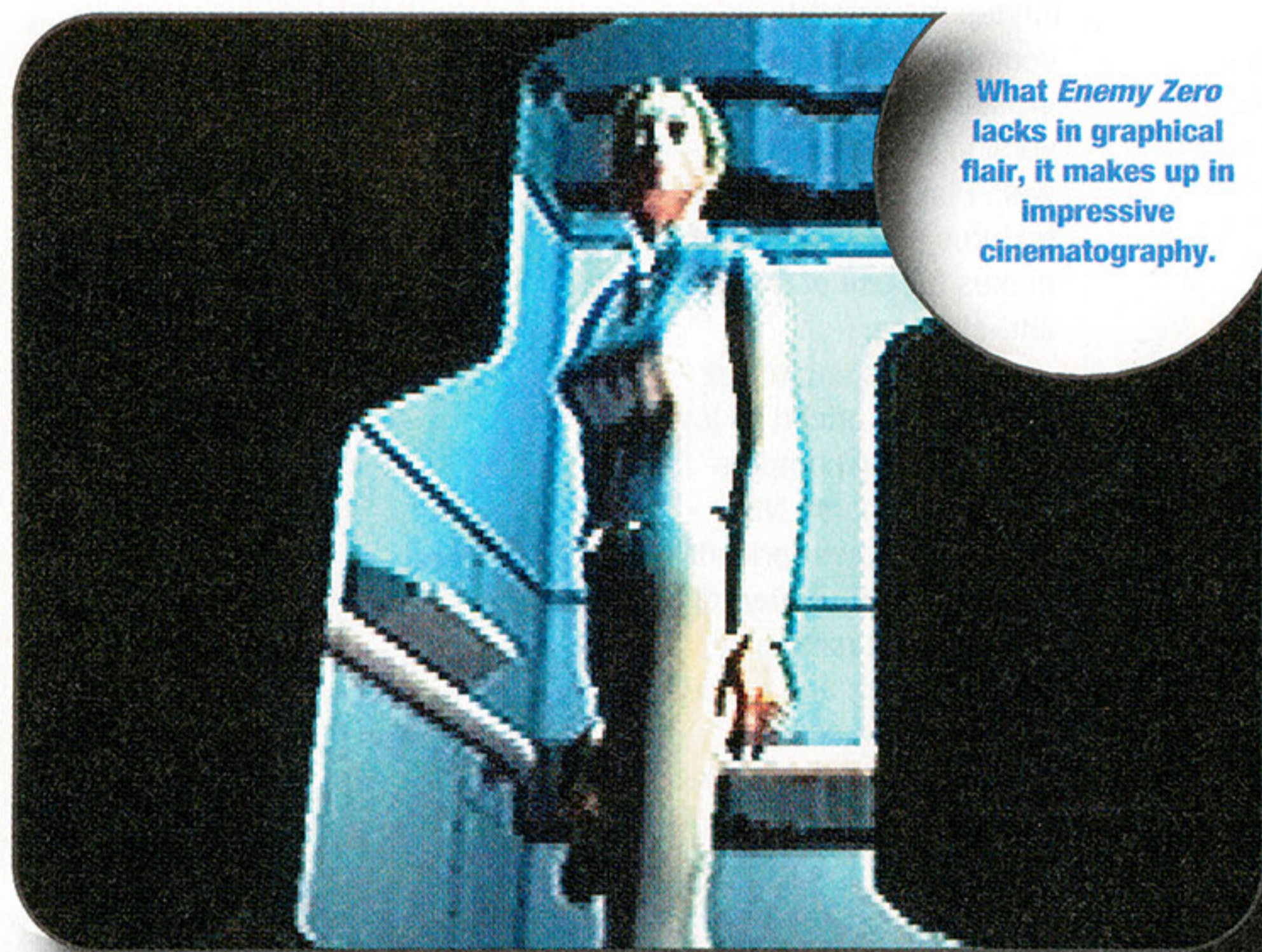
That's definitely not tomato paste.

video) graphic from Warp, the designers of the mildly successful *D. Luckily for Sega's product team, it's almost as good as they had hoped.*

Like the typical FMV game, it's the story and mood that set the quality level. Warp does both very well. Laura Lewis, Warp's CG-rendered mascot, goes back to the future to face invisible, one-eyed, one-horned, flying purple people eaters on a remote space station. Basically, it's *Alien* told from a '90s point of view, but still quite gripping. The CG quality is high, and the animators have a fine cinematic style that's sure to catch your attention.

Enemy Zero is a breath of fresh air in the graphic adventure genre, balancing a solid set of puzzles with

What *Enemy Zero* lacks in graphical flair, it makes up in impressive cinematography.



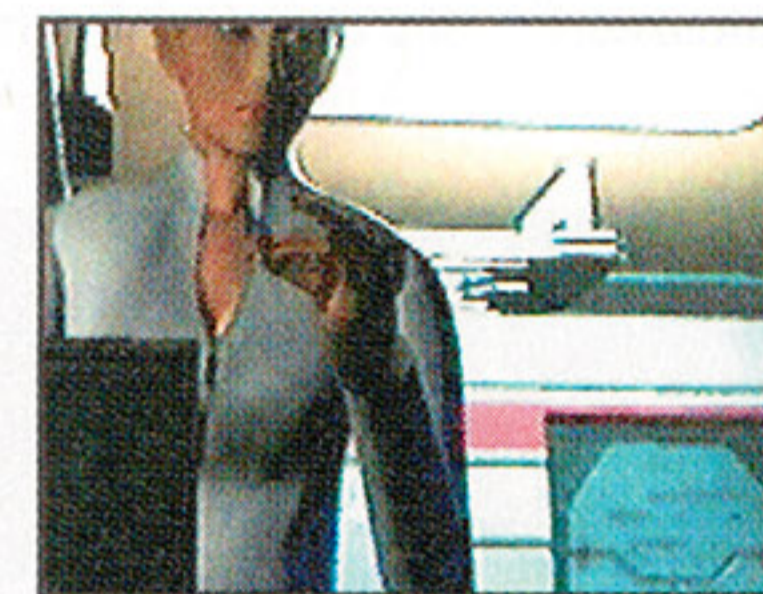
Believe it or not, you're going to need those fingers.



Hmm...there couldn't be any aliens in an air duct, right? Yeah, right.



You're right, Holmes, someone was painting their nails here!



Unlike *Myst* or *Riven*, the puzzles make sense. Laura needs the detector to stay alive, not open some switch on the other side of an island.



Here's Laura checking out the Dewey Decimal System card at the library. What depth, what pathos!

good, old-fashioned bug hunting. You need to open the door to George's storage closet to get his gun, which you use to shoot the monsters. But where are the monsters? That's the kicker. You can't see them. Only hear them through the audio motion detector. Since you don't have an automatic rifle, timing the gun to shoot once the alien gets within five feet is a white knuckle moment, and you're going to have lots of those. But that's all part of the fun.

Overall, Warp has done a fantastic job with *Enemy Zero*. If you like to try a difficult, demanding, nerve-wracking, yet exciting adventure, this one adds up to a must for your Saturn.

JEFF CHEN

ALTERNATIVES

Lunacy: 6.6

Clock Tower: 8.3

THE LINE

AUDIO & VIDEO

GRAPHICS	9
MUSIC	8
SOUND EFFECTS	10

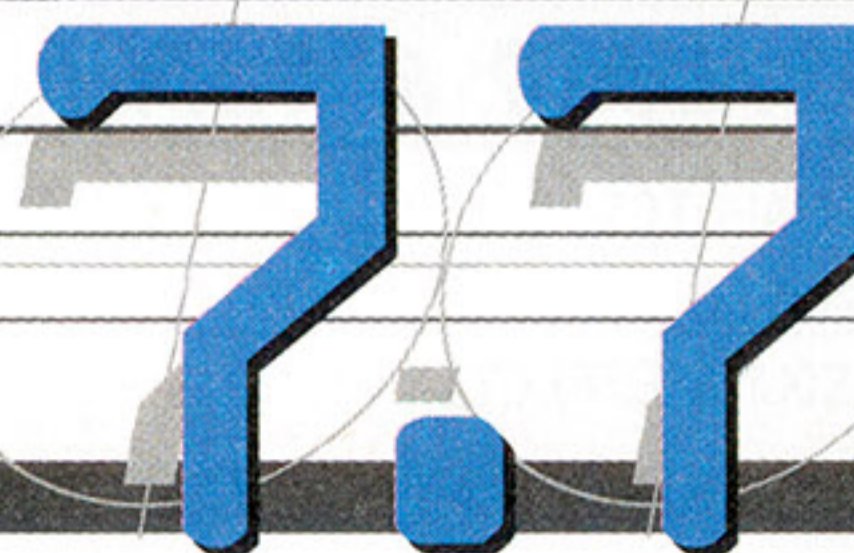
GAMEPLAY

INTERACTION	7
BALANCE	7
DEPTH	6

SPECIAL

EXTRAS	8
PRESENTATION	10
INNOVATION	7

RATING



REVIEW
NINTENDO 64



プレイステーション



ROBOTRON 64

PSYCHEDELIC SHOOTING FUN GETS THE 64-BIT TREATMENT

Just last year, Midway released *Robotron X* for the PlayStation, an updated version of the 80's classic, *Robotron 2084*. That game added a 3D polygonal environment, moving camera, psychedelic pulsing colors and a techno soundtrack. It was a good idea, but *Robotron X* had a lot of problems. The difficulty curve was way too steep, the roving camera frequently let you blunder into deadly enemies, and the digital control made

moving and shooting inaccurate. Although it wasn't a complete failure, *Robotron X* didn't do well enough for Midway to pick up the 64-bit version.

Fast forward to the present and newcomer publisher Crave has picked up Player One's latest attempt at revamped retro gaming. Fortunately for Crave and N64 owners everywhere, Player One has addressed the problems with the original and tailored *Robotron 64* to the capabilities of Nintendo's 64-bit hardware.

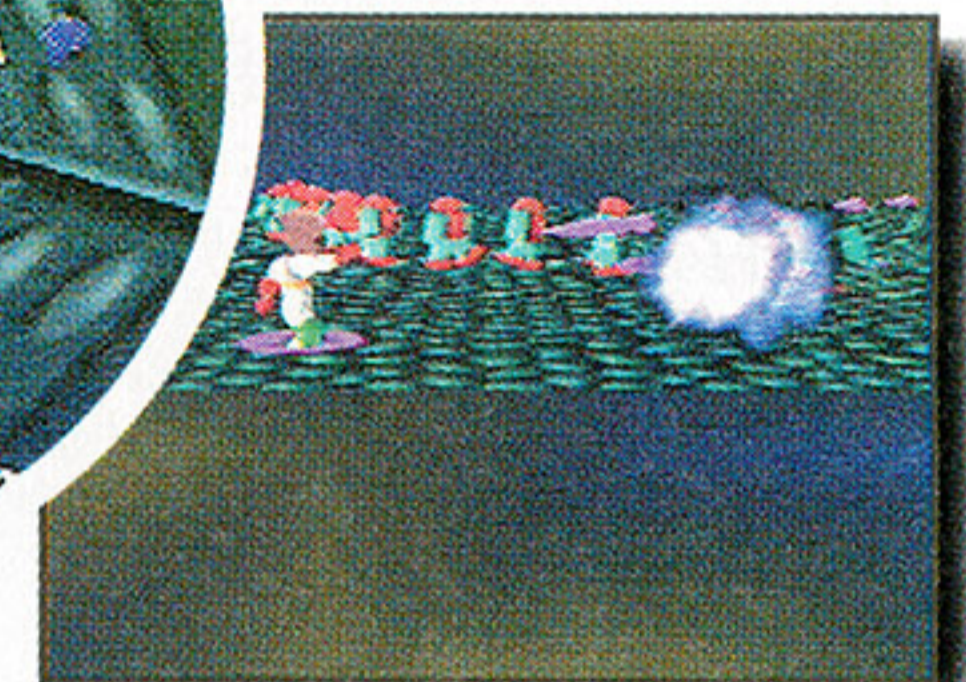
The first thing players of the original update will notice is no load time thanks to the cartridge. That actually makes the game significantly better, since the fast paced action is never interrupted.

The game play is still familiar, even with the 64-bit upgrade. The normal stages manage to stay fresh by introducing new obstacles, shapes and sizes, as well as more and tougher enemies. Player One has also

After Wave 60, the enemies get stronger and the playing field becomes an octagon.



This flame thrower allows the player to clear the board quicker.



This Galaga-like bonus round has waves of enemies that can be blasted to improve scores.



As you progress, the playing field itself becomes a danger, with pylons that generate a deadly beam between them.

added exciting new Galaga-esque bonus rounds that keep you on your toes and help you earn bonus lives which you'll so desperately need. New power-ups are also included.

Control for the N64 *Robotron* is also better, as players can use either one controller and the camera buttons to fire, or pick up a second controller for dual analog moving and blasting. The camera movement is also much more fluid and never leaves you wondering where the nasties are lurking. If you don't like the default camera, a quick button tap moves you

seamlessly to the next preset. Naturally, the N64 version looks better as well. Player One redid the textures and shapes and makes full use of N64's anti-aliasing.

Crave is pushing to get *Robotron 64* priced as low as possible to compete with bigger name N64 games and lower priced PlayStation titles. Bargain pricing, solid gameplay, good graphics and a nice soundtrack make this game an attractive package for anyone who enjoys a good shooter.

RICK SANCHEZ



Boasting a number of improvements over *Robotron X*, *Robotron 64* looks and plays better than its predecessor.



Check out the impressive swirling rings that indicate a power-up in use and the explosion of an enemy brain.



Collecting extra lives is important in order to make it through all of the generous 200 levels of gameplay.

ALTERNATIVES

- Contra: Legacy of War - 6.5
- Loaded - 9.1
- Machine Hunter - 7.3

THE LINE

AUDIO & VIDEO

GRAPHICS	8
MUSIC	9
SOUND EFFECTS	9

GAMEPLAY

INTERACTION	8
BALANCE	9
DEPTH	8

SPECIAL

EXTRAS	8
PRESENTATION	8
INNOVATION	8

RATING

8.3



POINT BLANK

- GENRE. Shooter
- PLAYERS. 1 or 2
- PUBLISHER. NAMCO
- DEVELOPER. NAMCO
- RATING. KA
- M.S.R.P. \$49.95 w/GUN

Whether Namco is trying to rid itself of excess GunCons or ensure that every PlayStation owner has access to their plastic enforcer isn't certain. What is certain is that *Point Blank*, while looking a bit kiddy and 16-bit, is an absolute joy to play.

The one player game is decent, with a ton of variety and depth, but *Point Blank* can only be enjoyed with a pair of GunCons and a competitive friend. The accuracy of the gun is excellent and the challenge and variety of the different shoot outs isn't likely to be surpassed. Whether you're shooting chickens or knocking off villains in a shooting range, *Point Blank* is an excellent two-player game that

you'll be able to pick up and play for years to come.

The only problem is that the game comes packed with one GunCon and as I stated you'll need two for the real fun. Since the GunCon isn't yet sold separately, I guess

you'll need to pick up *Time Crisis* as well. There's a package that'll make any arcade shooter fan happy for quite some time.

MIKE SALMON



The two-player shoot outs are a complete blast and the only way to play this game.

RATING

AUDIO/VIDEO

GRAPHICS	6
MUSIC	6
SOUND FX	6

GAMEPLAY

INTERACTION	8
BALANCE	8
DEPTH	9

SPECIAL

EXTRAS	7
PRESENTATION	5
INNOVATION	9

7.3



CART RACING

- GENRE. RACING
- PLAYERS. 1
- PUBLISHER. SIERRA ONLINE
- DEVELOPER. PYPYRUS
- RATING. KA
- M.S.R.P. \$29.95

Officially licensed by Championship Auto Racing Teams, Sierra has re-released its classic *IndyCar Racing II* at a bargain basement price as *CART Racing*. *IndyCar Racing II* was the most realistic Indy sim available, authentically reproducing all 15 tracks of the 1995 season, as well as the cars and drivers. Precision adjustments of everything from tire pressure to spoiler attitude was essential. *CART Racing* retains these features and adds Rendition support for improved graphics. *CART* is so authentic, Papyrus is including a 200 page guide to teach the fundamentals. As long as you're willing to really learn how to drive an Indy car, *CART Racing* is still the best sim available.

RICK SANCHEZ



With *CART's* improved graphics, gameplay is incredibly smooth, even on lower end systems.

RATING

AUDIO/VIDEO

GRAPHICS	8
MUSIC	8
SOUND FX	9

GAMEPLAY

INTERACTION	9
BALANCE	7
DEPTH	8

SPECIAL

EXTRAS	8
PRESENTATION	8
INNOVATION	8

8.1



CART PRECISION RACING

- GENRE. RACING
- PLAYERS. 1 TO 8
- PUBLISHER. MICROSOFT
- DEVELOPER. MICROSOFT
- RATING. KA
- M.S.R.P. \$54.95

CART Precision Racing is Microsoft's officially licensed Indy car simulator. Unlike *CART Racing* from Sierra, *Precision Racing* has more of an arcade feel with a pulsing rock soundtrack and a virtual mechanic who sets up the car to insulate drivers from the minutiae of Indy racing. Microsoft didn't leave out realism, though. The tracks were recreated using global positioning system data and the cars use a real world physics model. Unfortunately, there's a surprising amount of graphics pop-in, even with a fast PC. *CART Precision Racing* is genuinely fun, but it's more suited to the casual racing fan than someone looking for the true sim experience.

RICK SANCHEZ



CART Precision Racing is an entertaining game, but the graphics don't perform up to expectations.

RATING

AUDIO/VIDEO

GRAPHICS	8
MUSIC	7
SOUND FX	8

GAMEPLAY

INTERACTION	8
BALANCE	8
DEPTH	8

SPECIAL

EXTRAS	8
PRESENTATION	8
INNOVATION	8

7.9

WHICH ONE of these THREE CARS
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BROKEN SWORD: SHADOW OF THE TEMPLARS

- GENRE. Graphic Adventure
- PLAYERS. 1
- PUBLISHER. THQ
- DEVELOPER. REVOLUTION
- RATING. KA
- M.S.R.P. \$39.95

Originally called *Circle Of Blood* on the PC, this English developed graphic adventure features all that makes the genre good and everything that makes it bad as well.

Like almost all graphic adventures, the gameplay in *Broken Sword* is an exercise in trial and error. Talking to the right people about the right objects is key to discovering the killer. The lack of freedom in dialog and gameplay makes the puzzles easier to solve, but it keeps the world feeling very small.



The brilliant colors of the PC version don't come through on the PlayStation and the control suffers as well.

As the game goes on, the world opens up and I found it hard to put the game down. However, the control, load times, and repetitive gameplay eventually

earned this game a spot collecting dust on my shelf.

I'm still waiting for the graphic adventure that gives me the freedom to figure things out rather than mindlessly narrowing down choices through trial and error.

MIKE SALMON

RATING

AUDIO/VIDEO

GRAPHICS	6
MUSIC	7
SOUND FX	9

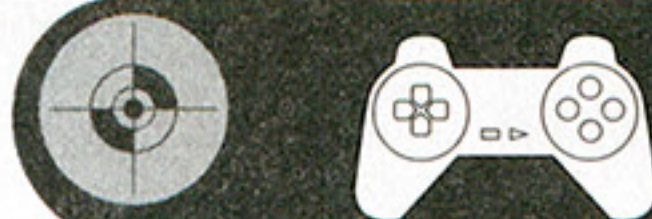
GAMEPLAY

INTERACTION	5
BALANCE	5
DEPTH	7

SPECIAL

EXTRAS	5
PRESENTATION	7
INNOVATION	6

6.2



WCW NITRO

- GENRE. FIGHTING
- PLAYERS. 1 OR 2
- PUBLISHER. THQ
- DEVELOPER. INLAND DEV.
- RATING. KA
- M.S.R.P. \$49.99

Judged strictly on its merit as a game, *WCW Nitro* doesn't really excel. The graphics look good enough, but character movement is a bit on the stiff side. Gameplay is overly simplistic, with moves that don't require much in the way of skill to pull off. More often than not, winning comes down to how prolific the player is at button mashing. Despite these flaws, *WCW Nitro* is a game that wrestling fans will love. The game features 16 big name WCW wrestlers, replete with their signature moves and taunts. Elements such as climbing the ropes, fighting outside the ring, and 'surprise attacks' by wrestling allies give the game an authentic WCW flavor. If WCW action appeals to you, there's a lot of fun to be had here. If not, *WCW Nitro* doesn't offer enough to warrant serious consideration.



'Surprise Attacks' by compatriots from outside the ring is *WCW Nitro's* most innovative feature.

ROGER BURCHILL

RATING

AUDIO/VIDEO

GRAPHICS	7
MUSIC	6
SOUND FX	6

GAMEPLAY

INTERACTION	7
BALANCE	7
DEPTH	7

SPECIAL

EXTRAS	7
PRESENTATION	7
INNOVATION	7

6.8



SHADOW MASTER

- GENRE. SHOOTER
- PLAYERS. 1
- PUBLISHER. PSYGNOSIS
- DEVELOPER. HAMMERHEAD
- RATING. KA
- M.S.R.P. \$49.95

Fantastic graphics, brilliant special effects, and lots of lens flare. Sound like a PlayStation game from Psygnosis? It is.

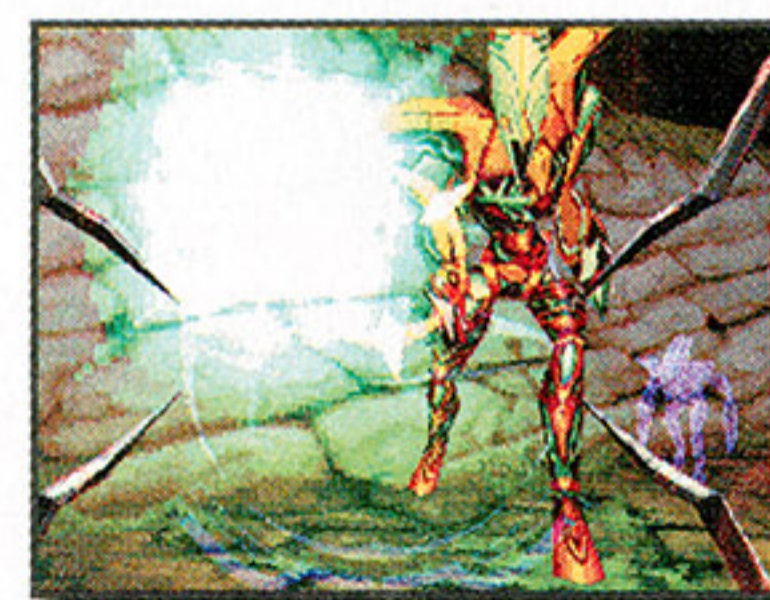
Unlike its stellar siblings, *Colony Wars* and *G-Police*, the latest first-person action experiment from Psygnosis offers a mixed bag of amazing visuals and soulless gameplay.

Players blast their way through wave after wave of beautiful, yet brutal monsters, with loads of trademark Psygnosis eye-candy to drool over along the way.

Shadow Master represents the saying that 'beauty is only skin deep' all too well. For underneath its fair exterior lies an anemic, shallow game.

For gamers itching for a serving of mindless shooting action, *Shadow Master* may very well fit the bill. Those in search of some substance to their gaming experience need not apply.

RANDY NELSON



Shadow Master's enemies and landscapes are some of the most breathtaking yet seen on the PlayStation. It's a shame the gameplay isn't on par with the visuals.

RATING

AUDIO/VIDEO

GRAPHICS	9
MUSIC	8
SOUND FX	7

GAMEPLAY

INTERACTION	6
BALANCE	6
DEPTH	6

SPECIAL

EXTRAS	6
PRESENTATION	9
INNOVATION	5

6.8

BREAKTHROUGH

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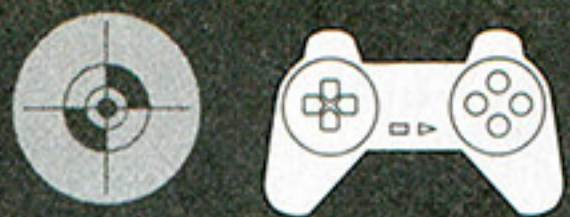


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RAYTRACER

- GENRE. ACTION
- PLAYERS. 1
- PUBLISHER. T•HQ
- DEVELOPER. TAITO
- RATING. T
- M.S.R.P. \$49.95

Raytracer is a lot of fun — for about an hour. The game manages to pull together a lot of winning elements: fantastic graphics, good control, and a thrilling sense of speed, but the gameplay experience rarely transcends these solid fundamentals. There are only four cars to choose from, and despite their differing characteristics, they

behave in pretty much the same manner. The handful of tracks don't



Raytracer features unique combat racing situations.



Ridge Racer-like in appearance, Raytracer adds the element of combat for a more intense gameplay experience.

offer much variety for racing fans, although ramming and blowing up cars for points is actually very cool. On the normal difficulty setting, most gamers can beat the combat driving mode in 30 minutes. To keep things rolling, T•HQ included a time attack mode, where it's you versus one other car. Overall, there's really nothing wrong with *Raytracer*, it just ends too abruptly.

RICK SANCHEZ

RATING

AUDIO/VIDEO

GRAPHICS	4
MUSIC	8
SOUND FX	7

GAMEPLAY

INTERACTION	4
BALANCE	3
DEPTH	6

SPECIAL

EXTRAS	6
PRESENTATION	7
INNOVATION	3

5.0



DRAGONBALL GT: FINAL BOUT

- GENRE. Fighting
- PLAYERS. 1 or 2
- PUBLISHER. BANDAI
- DEVELOPER. BANDAI
- RATING. KA
- M.S.R.P. \$49.95

What a shocker! Seriously, I've seen some rotten games in my time, but few of them compare to *Dragonball GT*. That's not to say it has no redeeming features, it's just that none of them have anything to do with gameplay.

Let's get the bad part over with first. The graphics are lousy. Bland backgrounds and badly animated 3D figures that detract from the quality of the animation they're based on. The gameplay is simplistic rubbish, *StreetFighter*-style moves start boring combos with little graphical flair. Ouch!

The good parts? Your favorite *Dragonball* characters and some nice intro animation. Sony, did you actually approve this and pass over *Gundam*? Art thou high?

FRANK O'CONNOR



Look, it sucks. No, really, it's just awful. Stop looking at it now. It's a bad, bad, game.

RATING

AUDIO/VIDEO

GAMEPLAY

SPECIAL

GRAPHICS	6	INTERACTION	7	EXTRAS	7
MUSIC	6	BALANCE	8	PRESENTATION	7
SOUND FX	5	DEPTH	8	INNOVATION	5

6.8

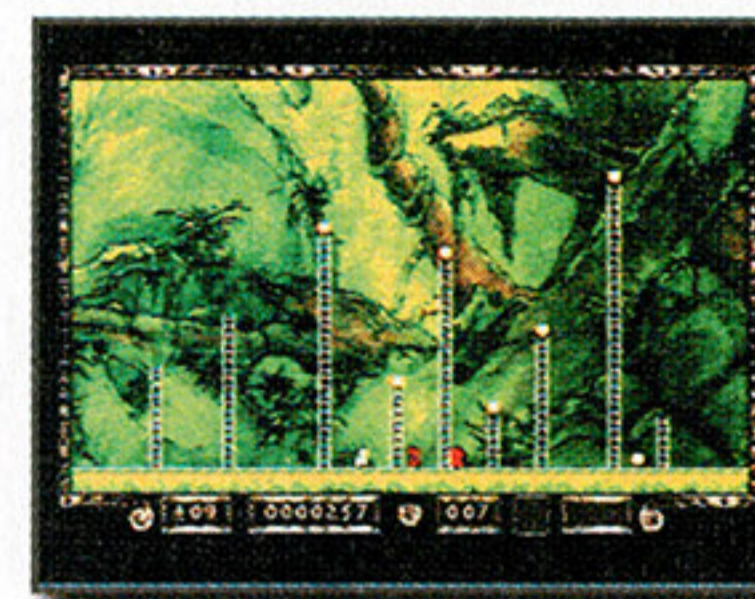


LODE RUNNER

- GENRE. PUZZLE
- PLAYERS. 1
- PUBLISHER. NATSUME
- DEVELOPER. PRESAGE
- RATING. T
- M.S.R.P. \$49.95

Het another classic from the decade of glam metal is making its way onto 32-bit hardware. This time, it's the seminal Apple IIe platform/puzzler — *Lode Runner*. The PlayStation version is the same game loaded on my old Apple with all the same levels, but with prettier graphics and animation. To keep things interesting, Presage has added a few new screens and a level editor, but overall, the game is eerily devoid of innovation. In 1982, *Lode Runner* was a spectacular, addicting, gaming sensation. In 1997, *Lode Runner* is a nostalgia trip to a simpler gaming day. If you're looking for the classic *Lode Runner* experience, this is it, but don't expect a game that competes with any of the 32-bit puzzlers being developed today.

RICK SANCHEZ



Lode Runner should come with a 'Retro Gaming Flashback' warning label.

RATING

AUDIO/VIDEO

GAMEPLAY

SPECIAL

GRAPHICS	6	INTERACTION	6	EXTRAS	5
MUSIC	6	BALANCE	7	PRESENTATION	6
SOUND FX	6	DEPTH	7	INNOVATION	3

6.2

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SPORTSLINE

Christmas is all over and while the rest of the gamers are still busy trying to find the secrets in games like *Crash 2* and *Tomb Raider 2*, us sports gamers are still shopping for the perfect simulation. Right about now I'm sure everyone out there is craving a new hoops game. I've put together a four page feature to help in the on-going search for a hardwood game that finally gets it right.

Next month, I'll continue to update you on the progress of the b-ball games and bring you a detailed report on *NHL Breakaway '98* for the N64. Until then, enjoy the coverage and don't count out the Bulls just yet (that is, if Pip decides to return).

Mike Salmon

MSalmon@gameplayers.com



The all-important Jordan factor, Z-Axis uses the name MV Peterson. Clever, huh?

In *The Zone '98* has the worst possible Jordan-clone; he's white!



TAKE IT TO THE HOLE

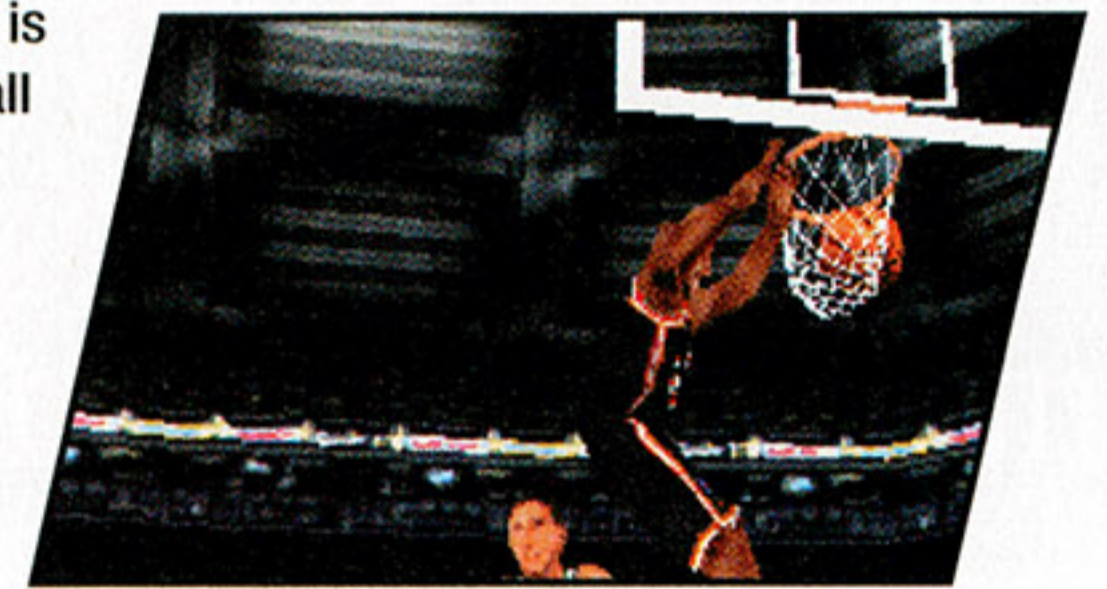
The new year is upon us, football is coming to a close, and basketball is in full swing. Unfortunately for us gamers, many of the hoops games haven't finished up yet and we are left with choices. In the following three pages, I am going to take you through each basketball game and tell you all I know about each product. Some of the games are finished and on store shelves, while others are only 80% complete. Don't consider the ratings in this section to be the final word, instead, consider them a heads up of what to expect from each game.

This guide isn't designed to tell you which game to buy, it is merely to give you an idea of what to expect. Should you wait for the next couple of hoops games or pick up the ones that are already out? Hopefully, some insight will help you make these important choices. Of course, if you're like me, you'll buy every decent looking game and choose

for yourself (that's easy to say, since my games are free, but when I used to buy games, this was my system).

Note- All of the opinions expressed within are mine and while they are usually right this time they are based on unfinished games.

Therefore please understand that the games could change dramatically before they are finished. In this case, I will eat all of my words.



Zo elevating for a serious put-down! Great motion capture makes some sweet replays in *NBA Live '98*.

When Are They Coming?

PlayStation

NBA Live '98 Available
 NBA Fastbreak '98 Available
 NBA In The Zone '98 February
 NBA Shootout '98 March
 NCAA March Madness March

N64

NBA In The Zone 64 February
 NBA Basketball March
 (unnamed) NBA Game ?????

PC

NBA Live '98 Available
 NBA Action '98 Available

Saturn

NBA Action '98 Available
 NBA Live '98 March

NBA IN THE ZONE '98

How critical is icon passing?

- **SYS.** PLAYSTATION
- **PUB.** KONAMI
- **DEV.** KONAMI
- **REL. DATE.** FEBRUARY

O **verview:** Last year, *In The Zone* was the best two-player basketball game around and for '98, the developers promised to add the missing simulation efforts. The game features a complete NBA license, incredible graphics, fast play, and good speed. The problems of the one-player game are still evident and could keep this from being the best hoops game of the year. Still, *NBA ITZ '98* is clearly one of the premiere titles.

Features: On the fly play calling, full season stat-tracking, extensive create-a-player feature, deep defensive strategy, great motion-capture, fade-aways, leaners, and boxing out. One major missing ingredient is

direct or icon passing. This is now the best way to pass in basketball games and is sorely missing from this game.

Current Status: I've been playing a version that is nearly 80% done and once again it appears to be the best two-player game around. The new strategy and stat features help the one-player game, but so far, the computer AI still isn't up to the standards of the best. Perhaps the finished version will shore up some of these problems.



The graphics are even crisper than last year, clearly one of *ITZ '98's* greatest strengths.

- 1 The great control in *ITZ '98* is one big reason it's the best arcade b-ball game around.
- 2 Boxing out for rebounds is an *ITZ* original that should be in every game.
- 3 Added strategy features make this more of a thinking man's game than last year.



NBA LIVE '98

Still the best, so far at least.

- **SYS.** PLAYSTATION, PC
- **PUB.** EA SPORTS
- **DEV.** EA CANADA
- **REL. DATE.** AVAILABLE

O **verview:** One of the most successful basketball series is finally starting to get better. The first couple of PlayStation efforts were really no better than the 16-bit predecessors, but for '98, EA really made some big strides. The advanced controls, extra moves, and improved graphics have placed *Live '98* back among the elite. If it weren't for some disturbing gameplay, control, and AI issues, this would be my choice right now.

Features: *NBA Live '98* boasts a giant play-book, on-the-fly play-calling, hysterical 'create a player' feature, direct passing, every stat imaginable, and more options than any game

on the market. The PC version uses all of the buttons on a gamepad and is remarkable with a 3DFX card.

Current Status: *Live '98* is available. The slippery control is still annoying, as are the flopping players, but the direct passing and variety of moves still make this a decent effort. So far this is the best basketball game on any system, but I'm hoping some of the later titles will prove to be a bit better.



The variety of moves gives the player an incredible arsenal of weapons.

- 1 Great motion-capture makes the dunks in *Live '98* the best around.
- 2 Detailed player faces are a nice touch in *Live '98*, but getting a real Jordan would be better.
- 3 So far, *Live '98* sports the best dunks of any game available.



NBA SHOOTOUT '98

Delay of game may help

- **SYS.** PLAYSTATION
- **PUB.** SONY CE
- **DEV.** SONY INTERACTIVE
- **REL. DATE.** MARCH

O **verview:** Last season, *Shoot Out* was easily the best one-player b-ball game on the market. However, the game was still full of flaws and really lacked the excitement of other games. For the first time, *Shoot Out* is being developed in San Diego, and while the team is late with the product, this could mean they are giving the game the full treatment.

Features: Since I haven't yet played this game, all I can say is that the developers are planning to give the player more control than ever before. The producer of the game is also putting a great deal of attention on creating a realistic basketball experience, something that

has yet to be done. As of right now, these are only promises.

Current Status: The game was originally scheduled for December, but has been delayed until March. I've only seen screen-shots of the game and am still awaiting a chance to play it. Judging from the talented development team that Sony has put together and the history of the series, I am confident that this is going to be a serious challenger for best hoops game, but only time will tell.



The only thing we know for sure about *Shoot Out '98* is that the graphics are superb.

- 1 Accurate player ratings was key to *Shoot Out '97* and the developers are promising to take that a step further in '98.
- 2 This is what they call telegraphing a pass.
- 3 Dribbling the ball between the legs has no real value, but you do look really cool doing it.



NBA IN THE ZONE 64

Blurry doesn't mean better!

- **SYS.** NINTENDO 64
- **PUB.** KONAMI
- **DEV.** KONAMI
- **REL. DATE.** FEBRUARY

O **verview:** Likely to be the first basketball game on the N64, *ITZ 64* is being developed by an entirely different team at Konami. So far, I'm not impressed with much about this game. The graphics are fuzzy, control is muddy, and the depth is seriously missing.

Features: The standard b-ball features are all here, but due to the limited cart size the game lacks the depth of the PlayStation b-ball games.

Current Status: I received a version of the game that was nearly 60% complete and have been trying to play it. However, the blurry

graphics and slippery control were so annoying, I had trouble even completing a game. There is some hope since the game isn't finished, but as of right now, this is an embarrassment to the quality *In The Zone* name. I must say that this is the N64 basketball game I had the most hope for, but right now it is the worst of the bunch. The only hope for this game is some serious re-working before releasing this game.



This is what basketball games look like when you're picture tube is shot.

- 1 The analog controller could add new gameplay elements, but as of right now, it just makes for poor control.
- 2 This is a view from the cheap seats, when you've forgotten your glasses.
- 3 All the real players and stats are in the game.



NBA FASTBREAK '98

(NBA ACTION '98)

Poor jump shot means average game

● **SYS.** PLAYSTATION, SATURN

● **PUB.** MIDWAY HOME, SEGA

● **DEV.** VISUAL CONCEPTS

● **REL. DATE.** AVAILABLE

O **verview:** Visual Concepts made one basketball game, but with a different publisher on the Saturn and PlayStation, it actually gets two names. Both games are solid b-ball titles, but neither is great in any one way. On the Saturn, *NBA Action '98* ensures that Saturn owners have a decent hoops title, but on the PlayStation, *Fastbreak '98* just can't compete with the other games.

Features: A complete list of features includes fade-aways, leaners, post-up moves, cross-overs, and backing down players in the post. However, none of these moves are necessary, since the defensive AI is so porous. Dribbling down for a dunk is the only thing that

really need be done.

Current Status: The game is finished on the Saturn and PlayStation and I've played through both versions. The motion-capture is really poor, especially on the jump-shot and there isn't one camera angle that really works. Essentially this is an average basketball game. It's also available for the PC but the same problems keep it from seriously competing on any platform.



On the PlayStation, *Fastbreak '98* has some nice graphics, but they still aren't as good as *Live, Shoot Out*, or *ITZ*.

1 Whoever is doing the motion-capture for the jump shots in this game needs to work on their stroke.

2 The cool replay camera angles are in this game as well.

3 Oddly enough one key element missing from *NBA Fastbreak '98* is a fastbreak.



NCAA MARCH MADNESS

College game is big money

● **SYS.** PLAYSTATION, PC

● **PUB.** EA SPORTS

● **DEV.** EA CANADA

● **REL. DATE.** MARCH

O **verview:** Currently the only NCAA basketball game slated for the PlayStation, *NCAA March Madness '98* is going to feature a revised version of the *Live '98* engine. With 108 division I teams and eight womens' teams, *MM* is set to be the most in-depth college b-ball game in years.

Features: Dynasty Mode and the Momentum Meter are two of the best new features in college basketball. With the Dynasty Mode, you can actually take the helm at a major university for four seasons and watch as your stars go pro after their sophomore season. The momentum meter allows you to get

the crowd involved or silence it with a T.O. The game is also packed with all of the usual features.

Current Status: I haven't seen a playable since E3, but the game is shaping up nicely. The developers are hoping to refine the *Live* engine enough to get rid off annoying things like flopping players. Looks like college hoops fans are finally getting a game that is worth their money.



Motion capture by Tim Duncan ensures some fluid moves by the players.

1 Having 108 division one teams is awesome, and it means you can pick your favorite team no matter how much they suck.

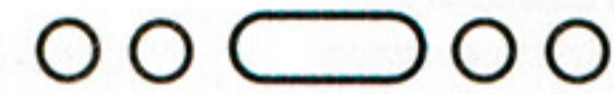
2 Incorporating the variety of moves from *Live* and fixing the AI should make *NCAA* roll.

3 The Dynasty mode is key to giving this game replay value.



NBA BASKETBALL

Best looking N64 hoops game?



● **SYS.** NINTENDO 64

● **PUB.** NINTENDO

● **DEV.** LEFT FIELD

● **REL. DATE.** MARCH

O **verview:** One of the big surprises at Nintendo's Space World show had to be this *NBA Basketball* game. The Big N has teamed with California developer Left Field to make a five on five fully licensed basketball game. The game is the best-looking N64 hoops game we've seen and reports from the show are that it plays good as well.

Features: Up to four players can join in an exciting and great playing game. The players can perform a variety of moves, but there is no word yet on stat tracking. Many of the features haven't been revealed, but the NBA license is a good sign that the rest of the features will fall into place.

Current Status: A few of our freelancers got a chance to play the game in Japan and reports back are that the 60% complete game is already head-and-shoulders above *ITZ 64*. The easy control, crisp graphics, and consistent play add up to one of the more promising and surprising hoops games this year. Once I get my hands on the game, I'll let you know exactly what's up with the Big N's latest offering.



The surprise of Space World, *NBA Basketball* looks to be spearheading the Nintendo Sports label.

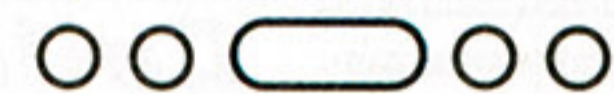
1 The players are big and reportedly move very smoothly as well.

2-3 Just check out the smooth motions on this jam. Couldn't have done it better myself (unless, of course, it was a nerf hoop)



UNNAMED NBA GAME

BMG's loss will be someone's gain!



● **SYS.** NINTENDO 64

● **PUB.** N/A

● **DEV.** Z-AXIS

● **REL. DATE.** N/A

O **verview:** This is truly a game without a home. Z-Axis originally started developing the game for BMG, but when BMG closed its doors, the developers were left with a game and no publisher. Currently they are shopping the game to several companies, but the average graphics have been a major reason no one has picked the game up yet.

Features: The game features a wide variety of moves and the ability to fake every move. In other words you can pass and fake pass. This variety of moves is perhaps the best of any game. Other key features are the first-step (as

opposed to turbo), trash-talking, and incredible detail, right down to shoe color and maker.

Current Status: I've played the game and it really does play great. The ability to fake every move and great control make for a great experience. The two-player game is a blast and the trash-talking definitely ups the ante. While the graphics are still below par, any publisher who picks up this game will be quite lucky.



The graphics aren't exceptional but they are much better than *ITZ 64*.

1 Some smooth motion-capture makes for some aerial maneuvers you won't believe.

2 The first step is a modified turbo that is key to getting the rock to the rack.

3 Put this one down and start talking trash! Just don't strangle your coach (ahem... Latrell).



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'DEATHTRAP DUNGEON' This ultimate dungeon thriller is based on the fantasy gamebook series and offers 10 tortuous levels of combat. Armed with swords, missiles, muskets, magic spells and more, you can fight solo or multi-player combat in an eerie dungeon atmosphere.

Eidos (Roleplaying)
Release Date: 1/98 PSX \$46

'RESIDENT EVIL 2' Join rookie-on-the-job Leon Kennedy as he sprints through the chaos of streets littered with debris. Pursued by zombies, he must make it to the Raccoon City Police Headquarters. The headquarters equals Resident Evil's mansion in size and possesses the same creepy ambiance.

Capcom (Adventure)
Release Date: 1/98 PSX \$52

'BREATH OF FIRE III' Immense environments allow viewpoint rotation to reveal hidden pathways, items, secrets and powerups. Find the secret of the Dragon shrines or become an apprentice to learn magic and special abilities

Capcom (Roleplaying)
Release Date: 1/98 PSX \$44

'POWER WHEEL' was designed to bring realism and playability to the video game player. Provides smooth four direction shifting. Brake and gas pedals provide a realistic feel and are ergonomically designed to be used either sitting or standing. Steering column can be adjusted for correct height.

Game Source (Hardware)
Release Date: NOW PSX/SAT \$52

'LUNAR SILVER STAR' Join Alex as he begins a quest to save Lunar from the Magic Emperor. Explore dungeons and fight terrifying monsters as you advance toward the explosive combat that will keep you challenged until the end.

Working Designs (Roleplaying)
Release Date: 2/98 SAT \$46

'MAGIC KNIGHT RAYEARTH' Three Japanese school-girls must save a Princess to restore peace to the land. Breathtaking animation with over 90 minutes of audio. When you talk to characters in the game, they reply!

Working Designs (Roleplaying)
Release Date: 2/98 SAT \$52

'MORTAL KOMBAT:MYTHOLOGIES' The Mortal Kombat saga continues with an all new storyline. Instant playability as you take on over 30 different enemies while exploring 8 new worlds. Real-time 3D lighting, fully rendered 3D characters.

Midway (Adventure)
Release Date: NOW PSX \$46, N64 \$76

'DIDDY KONG RACING' While focusing on high-speed, entertaining racing action, Diddy Kong Racing also throws in the works by adding a large dose of adventure and exploration. Diddy Kong and seven other characters will race through a total of 20 beautiful 3-D courses with rivers, waterfalls, tunnels, canyons, lava, snow, rolling hills, and quiet lagoons.

Nintendo (Simulation)
Release Date: NOW N64 \$54

'WARHAMMER' Become a fearless commander- painting and assembling mighty fantasy armies to do battle on the tabletop. Warhammer provides you with the core regiments of two armies, the valiant Bretonnians, and the cold-blooded Lizardmen.

Games Workshop (Board Game)
Release Date: NOW BG \$65

'MAGIC THE GATHERING 5TH EDITION' This deck contains 60 tradable game cards, randomly assorted, plus a rule book. Each player must have a deck. This deck may be enhanced with more cards sold in booster packs.

Wizards of the Coast (Card Game)
Release Date: NOW CG \$7

'DEADLANDS' The year is 1876, but the history is not our own. In this *Weird West* Roleplaying game, players take on the roles of hexslinging Hucksters, Mad Scientists armed with weird, steampunk gizmos, deadly Gunfighters, fearless Indian braves and wizened Shamans.

Pinnacle Entertainment (Pen/Paper RPG)
Release Date: NOW RPG \$22



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ALL ACCESS

The shortest month of the year is upon us, but the same can't be said for codes. All those gaming gifts are gonna need some codes to go along with them. After all, you can't have turkey without the stuffing... oops, wrong holiday! Well, never fear — the

code basket has been literally bursting with goodness this time around and I'm planning on sharing some of the wealth. Be nice and share them with your loved ones when Valentine's Day rolls around, gang. No one likes a stingy code-dependent gamer, after all. Enjoy!

Your #1 source for Codes, Strategies, & Tactics!

DIDDY KONG RACING

SYSTEM: N64

PUBLISHER: NINTENDO



MORE RACING CODES!

From the time of last month's strategy guide, even more codes have been discovered for DKR. These can be entered at the Magic Cheats screen, but some will only be enabled in Adventure Mode.

CODE	EFFECT
WHODIDTHIS	view the credits
ARNOLD	big characters
TEENYWEENIES	small characters
OFFROAD	four wheel drive
JUKEBOX	music test opens on audio options screen



FIGHTING FORCE

SYSTEM: PLAYSTATION

PUBLISHER: EIDOS



INVINCIBILITY AND LEVEL SELECT

At the screen where you can choose a one or two player game, press and hold **Circle + Square + L1 + R2** until 'Cheat Mode' appears at the bottom of the screen. Quickly choose **OPTIONS** and you'll have new options, including invincibility or level select available to you.



NFL QUARTERBACK CLUB '98

SYSTEM: N64

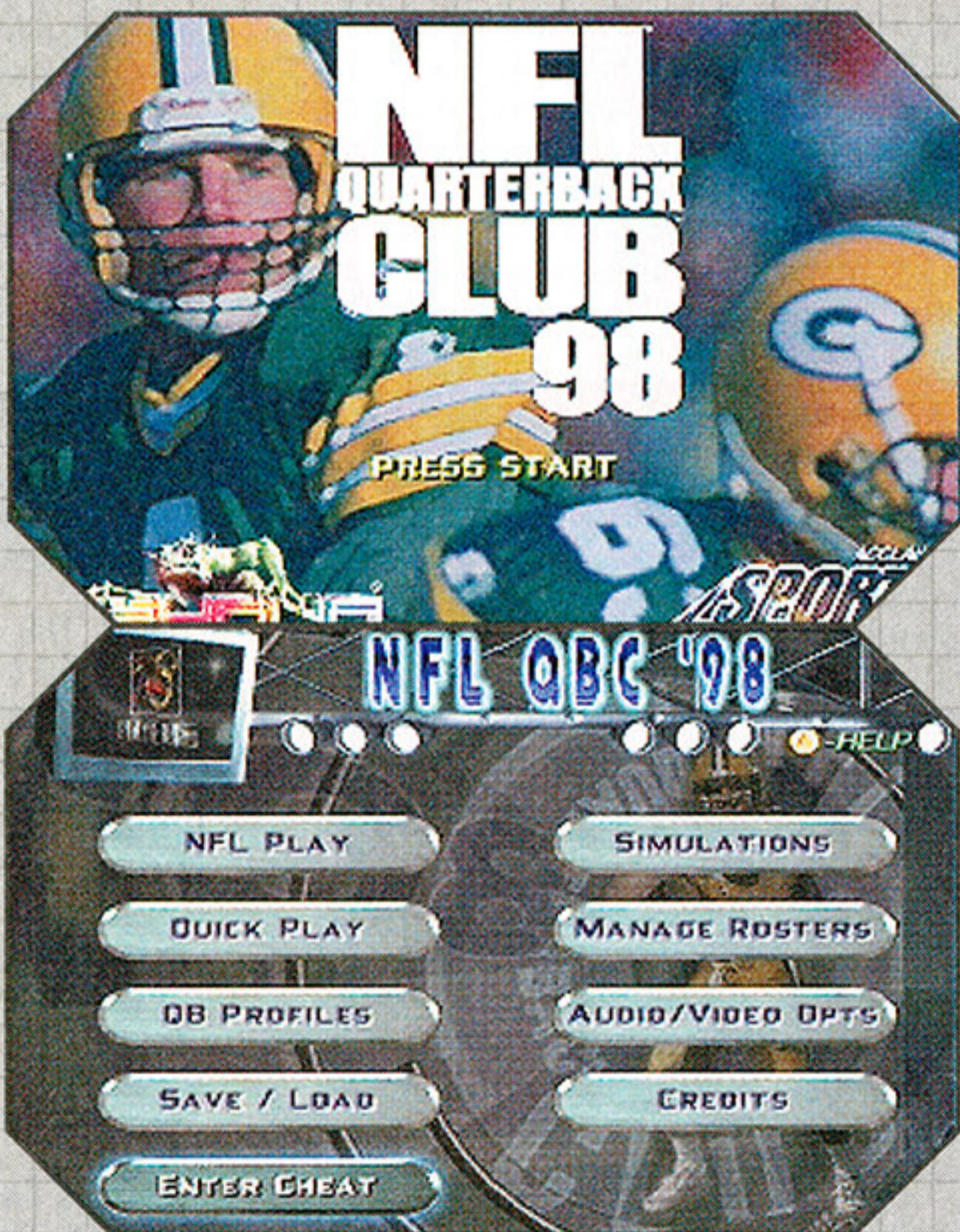
PUBLISHER: ACCLAIM



CHEAT TO THE GOAL LINE!

Enter these codes in at the CHEATS menu. When you start a game, you'll see the difference.

CODE	EFFECT
BBMNTBL	Tall and skinny players
CRLLWYS	Jump farther
GLYTHMD	Goliath mode
RNLDSWZNGR	Slow running backs
SMLMDGT	Midget mode
JPNMWR	Short and flat players
MCHLJNSN	Faster players
WLTRPYTN	Stronger running backs
BGBFYFF	Stronger receivers
DWNRV	Improved secondary
GTNHNS	Fumble mode
SPRSLYD	Slippery field
STYCKYHNS	Players always catch the ball
BRDWYNMTH	Quarterback is more accurate



PANDEMONIUM 2

SYSTEM: PLAYSTATION
PUBLISHER: CRYSTAL DYNAMICS



GETTIN' THROUGH THE GAME

Wanna see Nikki do a little dance in the ending cinema the easy way? Then simply enter in any level password in at the Password screen and play through the rest of the game!

LEVEL	PASSWORD	LEVEL NAME
1	EMAGCAI	ICE PRISON
2	OMACCBAL	ZORRSCHA'S LAB
3	FAIAGCBI	HOT PANTS
4	FEKAGCCA	STAN'S THE MAN
5	LGBFIICE	OYSTER DESOYSTER
6	LMBBIEE	PUZZLE WOOD
7	IEBBIIGF	TEMPLE OF NORI
8	KNBBIAI	EGG! EGG!
9	LGBJIICI	HUEVOS LIBERTAD!
10	LOBJIEI	PIPE HOUS
11	IGBJIIGJ	HATE TANK
12	FFCAGCCC	FANTABULOUS
13	FHCAGCCK	MR.SCHNEOBELEN
14	FJKEGDCD	COLLIDE O SCOPE
15	FLKEGCDK	THE ZOUL TRAIN
16	ADIKBIIB	LICK THE TOAD
17	ADMIBIID	THE BITTER END
18	MAECCBEJ	RUB THE BUDDHA

ABE'S ODDWORLD ODDYSEE

SYSTEM: PLAYSTATION
PUBLISHER: GT INTERACTIVE



LEVEL SELECT

When you get to the Main Menu, enter the following code:
Hold down R1, then press
□□□□,
Square, Circle, Square, Triangle, Circle, Square,
△△. If you've done it correctly, the screen will flash and you'll end up at a Level Select screen.

MOVIE SELECT

When you get to the Main Menu screen, enter the following code:
Hold down R1, then press △△△△, Square, Circle, Triangle, Square, □□□□. If done correctly, the screen will flash and you'll be taken to a Movie Select screen!



MK MYTHOLOGIES: SUB-ZERO

SYSTEM: PLAYSTATION
PUBLISHER: MIDWAY

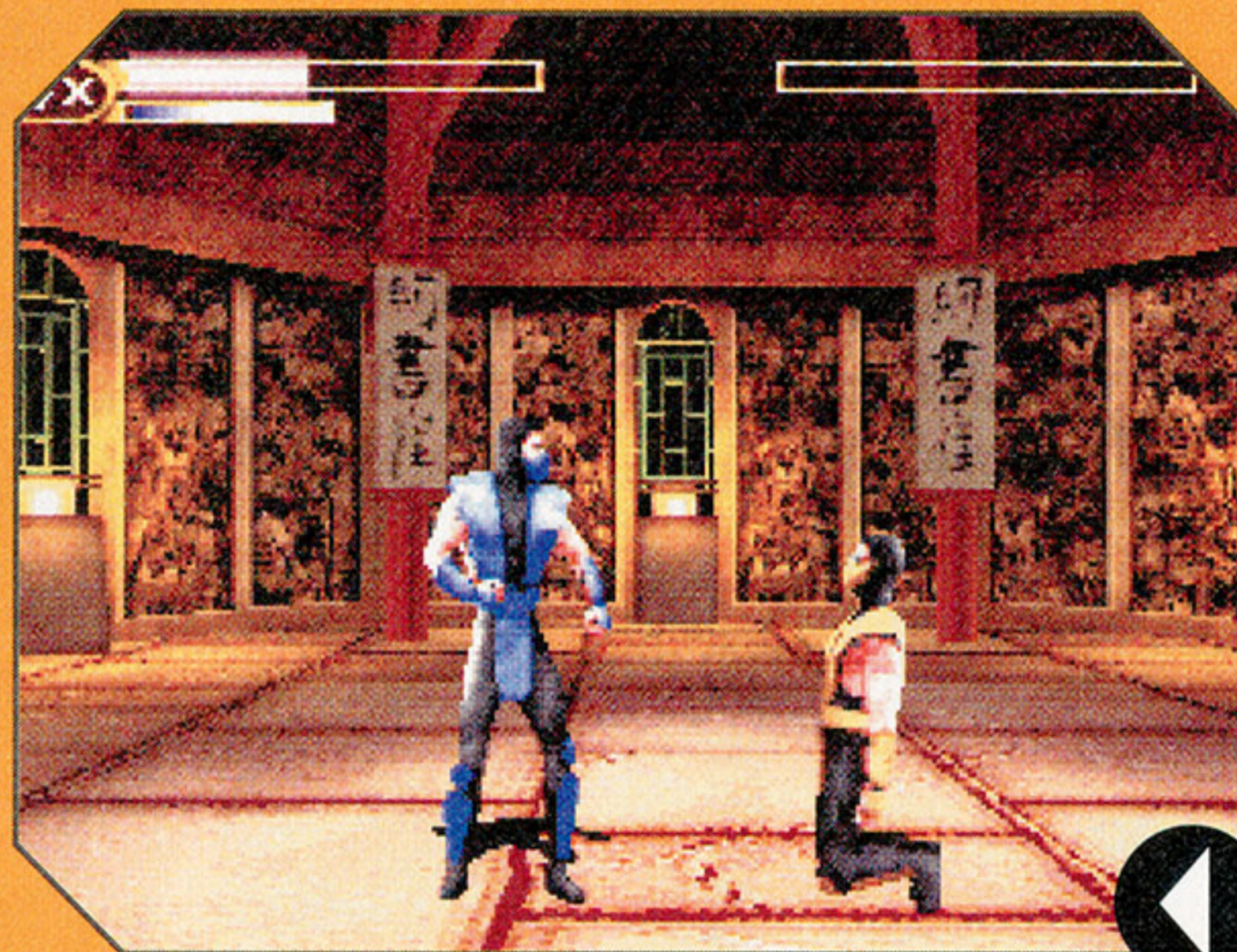


MK HODES CONTINUED

Enter these codes at the password screen.

CODE	EFFECT
GTTBHR	1000 lives
CRVDTS	View credits
ZCHRRY	The 'Ultimate' Cheat (Transport to Level 8: Shinnok's Fortress with a full items list and all the moves already learned)

1-3 All codes can be entered in at the Password Screen, then begin a new game. Credits and Level skips will automatically take you into a game.



Wanna take Scorpion out AND keep a hefty number of lives in stock? Just enter the 1000 Lives cheat to live out your dream.



NHL ALL-STAR HOCKEY '98

SYSTEM: SATURN
PUBLISHER: SEGA

ALTERNATE JERSEYS

This cheat only works for NYR, ANA, CHI, TB, and BOS teams and only if they are positioned as the home team. Make sure to accommodate this requirement when selecting your teams. After that's done, press and hold A + Y + C while the loading bar fills up. The home team should then show up in their third jerseys and the visitor will be wearing their home jerseys.



BONUS TEAMS

Press and hold A + Y + C after selecting 'Start Game/Quick Game' until the team selection screen appears. Rad Army and Virgin Blasters will show up just to the left of the Mighty Ducks at the team selection screen.

Bonus Teams will give you the opportunity to play as a gaggle of programmers or tester, who incidentally have perfect stats more often than not.



If you want a little change in your uniform, make sure you pick the right team for the cheat.

WIN! The Ultimate Gaming Rig!

OVER \$20,000⁰⁰ IN PRIZES!

PANDEMONIUM
PROMOTIONS, INC.



You have the POWER. In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles get a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

Computer Contest. Win a blazing fast computer with 300 Mhz MMX Pentium II, 32 meg. RAM, 4 Gig. HD, 24X CD-ROM, Windows 95, modem and more!

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Sony Playstation w/ ASCII control pads; Sega Saturn; Game Boy Pocket; and Nintendo 64! Get all four or trade the ones you don't want for CASH! Bonus options include: 33 inch monitor, \$1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 60 inch monitor, 130 watt receiver w/ Dolby Digital Surround Sound, and all components shown. Win DSS Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at \$2.00 each and one tie-breaker at \$1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Mystery Word Grid

	H				M Y S T E R Y W O R D	
		E				
P	I	N	C	H		W
	R					
S						

WORD LIST and LETTER CODE chart

PINCHW PRESSK BLASTA WRECKD
 BREAKZ PUNCHS SPRAYC TURBOV
 STOMPT STANDR PRESSE DREAMO
 CRUSHI SCOREH SLANTL CHASEP

MYSTERY WORD CLUE:

WORLD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT

Yes!

ENTER ME TODAY, HERE'S MY ENTRY FEE:

- (\$3.00) Video Game Contest
- (\$3.00) Media Rig Contest
- (\$3.00) Computer Contest
- (\$5.00) SPECIAL! Enter them all (SAVE \$4.00)

Name _____ Age _____
 Address _____
 City _____ State _____ Zip _____

SEND CASH, CHECK, MONEY ORDER TO:
PANDEMONIUM, P.O. BOX 9045
GRESHAM, OR 97030-9045

VOID WHERE PROHIBITED • ENTRY DEADLINE: POSTMARKED BY FEB. 21ST, 1998 • ENTRY FEE MUST BE INCLUDED
 Only one entry per person. You must be under 30 years old to win. Employees of Pandemonium and its suppliers are ineligible.
 Judges decisions are final. Not responsible for lost or delayed mail. Open to residents of the U.S. and Canada. Offer not open to
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CLIP AND MAIL

COLONY WARS

SYSTEM: PLAYSTATION
PUBLISHER: PSYGNOSIS



INFINITE ENERGY!

To get what you need to beat *Colony Wars*, simply enter the code 'Hestas*Retort' in at the password screen. You'll now have infinite shields!

To get what you need for *Colony Wars*, simply type in the code here...



... and if the code is correct, it'll pop up in the top corner!



LEVEL SELECT & MORE!

Enter the following codes in at the Password Screen.

CODE	EFFECT
Level Select	Commander*Jeffer
Max. First Weapon	Tranquilleux
Max. Second Weapon	Memo*x33RTY

LAST BRONX

SYSTEM: SATURN
PUBLISHER: SEGA



PLAY AS REDEYE

Beat the game with Yoko in the ARCADE mode with the default settings. After you beat the game, you should see a 3-D ending of Yoko and Redeye. Go to the character select screen and highlight Yusaku or Joe, then move the cursor up. Redeye should now be selectable.

JOKE WEAPONS

Each character has a joke weapon which you'll be able to fight with. In order to access each character's Joke Weapon, you will need to obtain the third set of portraits for each character (in Arcade Mode, set the difficulty to 'Arcade' and win the game without losing a single round or continuing). Once you have the third set of portraits, you will be able to select the Joke Weapon by pressing and holding **△** or **○** on the D-pad when choosing your fighter. Here's a list of what weapons each character will have.

FIGHTER	WEAPON
Yusaku	Toy Bullet Train
Joe	Corn Cobs
Lisa	BBQ Utensils
Tommy	Broom
Yoko	Umbrellas
Zaimoku	Big Fish
Nagi	Fork and Spoon
Kurosawa	Large Fan
Red Eye	Pike Fish

CODE MONKEY

Monkey on a Stick



After being strapped down and continually beat over the head with *Final Fantasy Tactics*, *Alundra* AND *Resident Evil 2* for the past two and a half weeks, I think I may need to request a vacation. On the heels of a 30-page *Tomb Raider 2* strategy guide, I believe that I'm having a videogame-related nervous breakdown. Help me out, trusty readers, by making my load a little lighter in the months to come with your cheats and I promise that those who send in the best and coolest codes will be rewarded with fame, material goods, and my undying appreciation. And if my pathetic whimpering isn't melodramatic enough for you, then send in some of your own code gibberish, please! You can ship the code off with your address, system, and name to ULTRA GP, ATTN: Code Monkey, 150 North Hill Drive, Brisbane, CA 94005. Or if you're out of stamps, email the loot to me at <freyes@ultragp.com>.

All PlayStation, N64 and Saturn Code Monkey winners will receive a GameShark Videogame Enhancer provided courtesy of the nice people at Interact Accessories, Inc. Yes, the N64 Game Shark is finally here! Of course, PC owners still won't get jack! No, no, still kidding. PC owners will receive a prize of equal or greater value than a GameShark at the discretion of ULTRA Game Players.



GAME: RESIDENT EVIL: DIRECTOR'S CUT
SYSTEM: PLAYSTATION
PUBLISHER: CAPCOM

DOUBLE YOUR AMMO

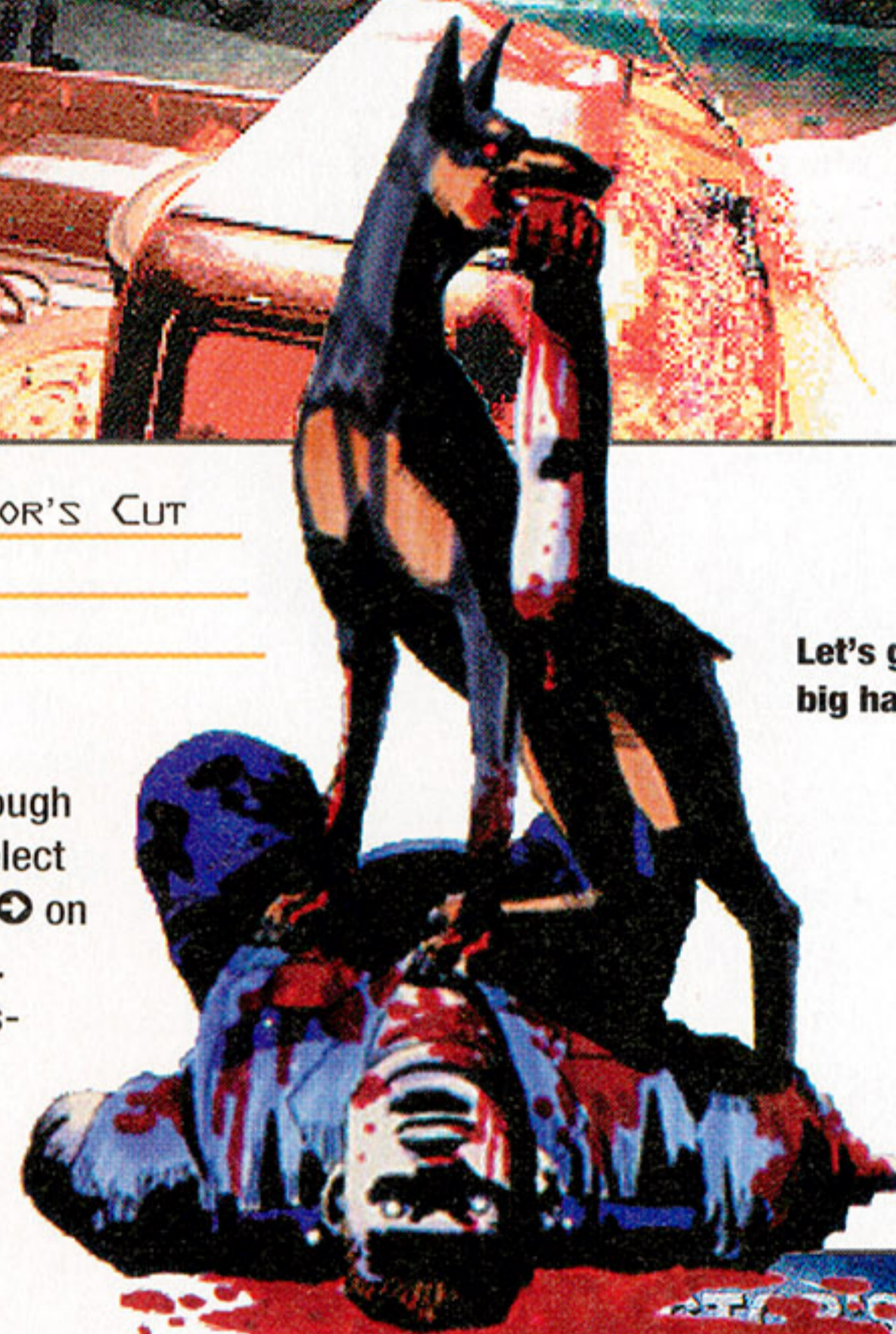
Pop in the *Director's Cut* and scroll through the menus until you reach the game select screen. Highlight Advanced, then hold **△** on the D-pad until 'Advanced' turns green. Begin an advanced game and you'll discover that all the ammo you pick up during the game is doubled!

ROOKIE MODE FOR WIMPS!

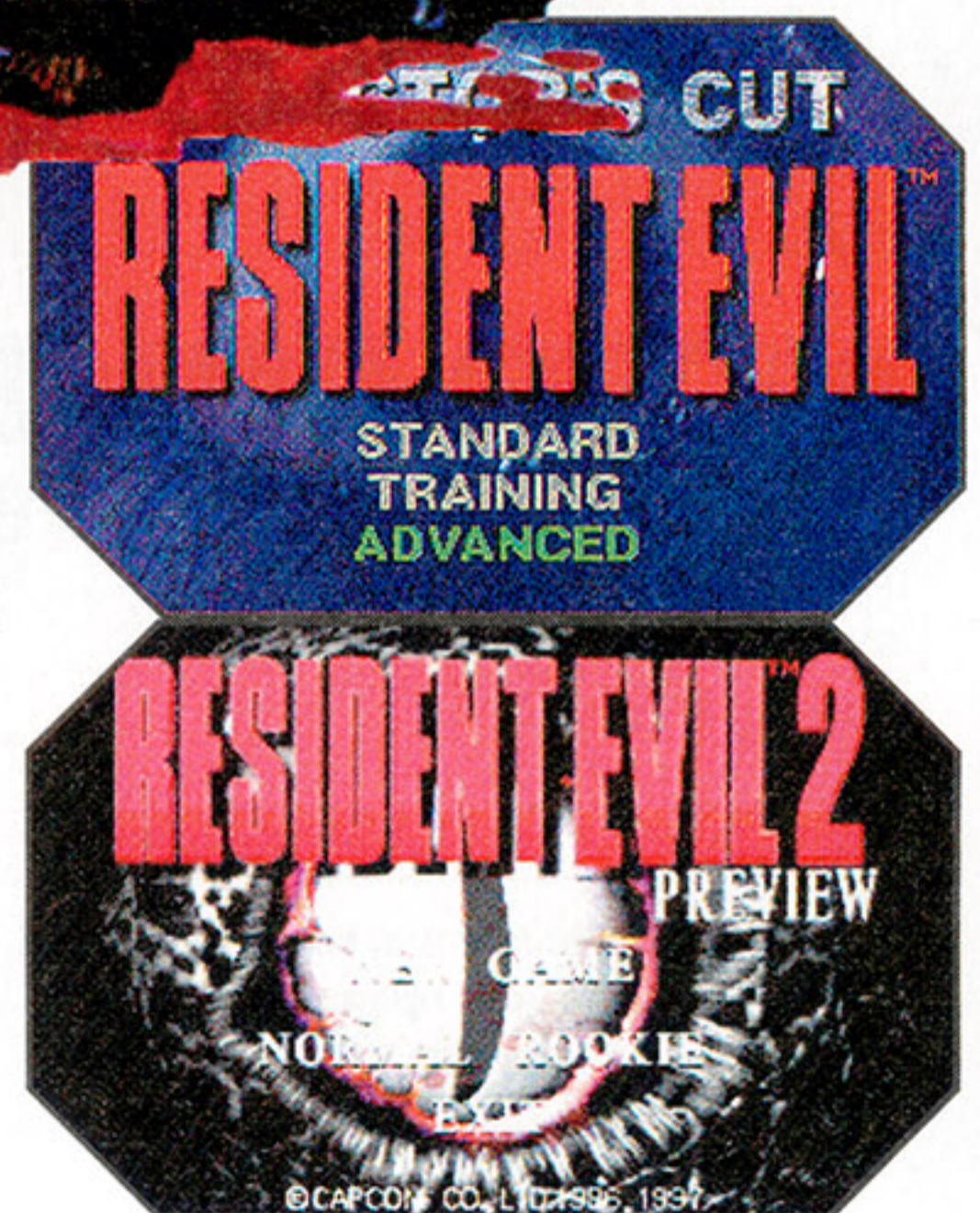
(Ed. note: This may be a good practice mode for those waiting to buy the actual full-length game. Give the Rookie mode a try, then play it on the normal setting to prove that you're ready for the real thing!)

The second code is for the *RE2* demo. Go to the screen that displays 'Game' and 'Sound,' then highlight Start Game. Don't press any button except to hold **△** on the D-pad for about ten seconds. A new menu will pop up and you can choose to play a Normal game or a Rookie game. The only difference is that, in the rookie game, the zombies die easier.

**-GEOFFREY B. MATTHIS,
BLUE SPRINGS, MS**



Let's give the dog a big hand!



DUKE NUKEM 64

SYSTEM: N64
PUBLISHER: GT INTERACTIVE

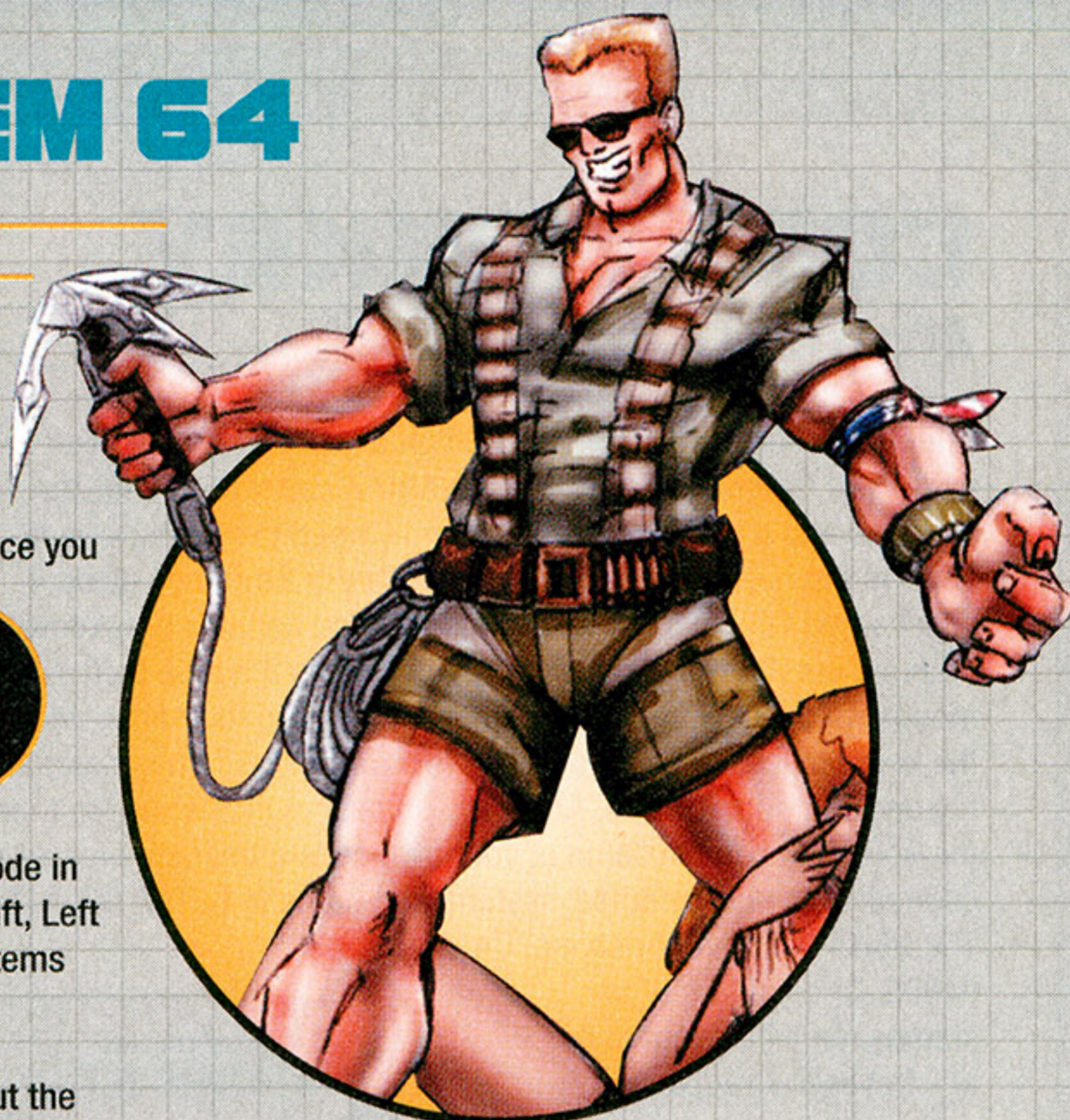
CHEAT MENU AND WAY MORE!

To access the cheat menu, enter this code in at the Main Menu: **⓪⓪**, L-shift, L-shift, **⓪⓪⓪⓪**. The cheat menu option should now appear at the bottom of the screen. Once you enter the menu, you'll notice, though, that nothing is open for you, yet.

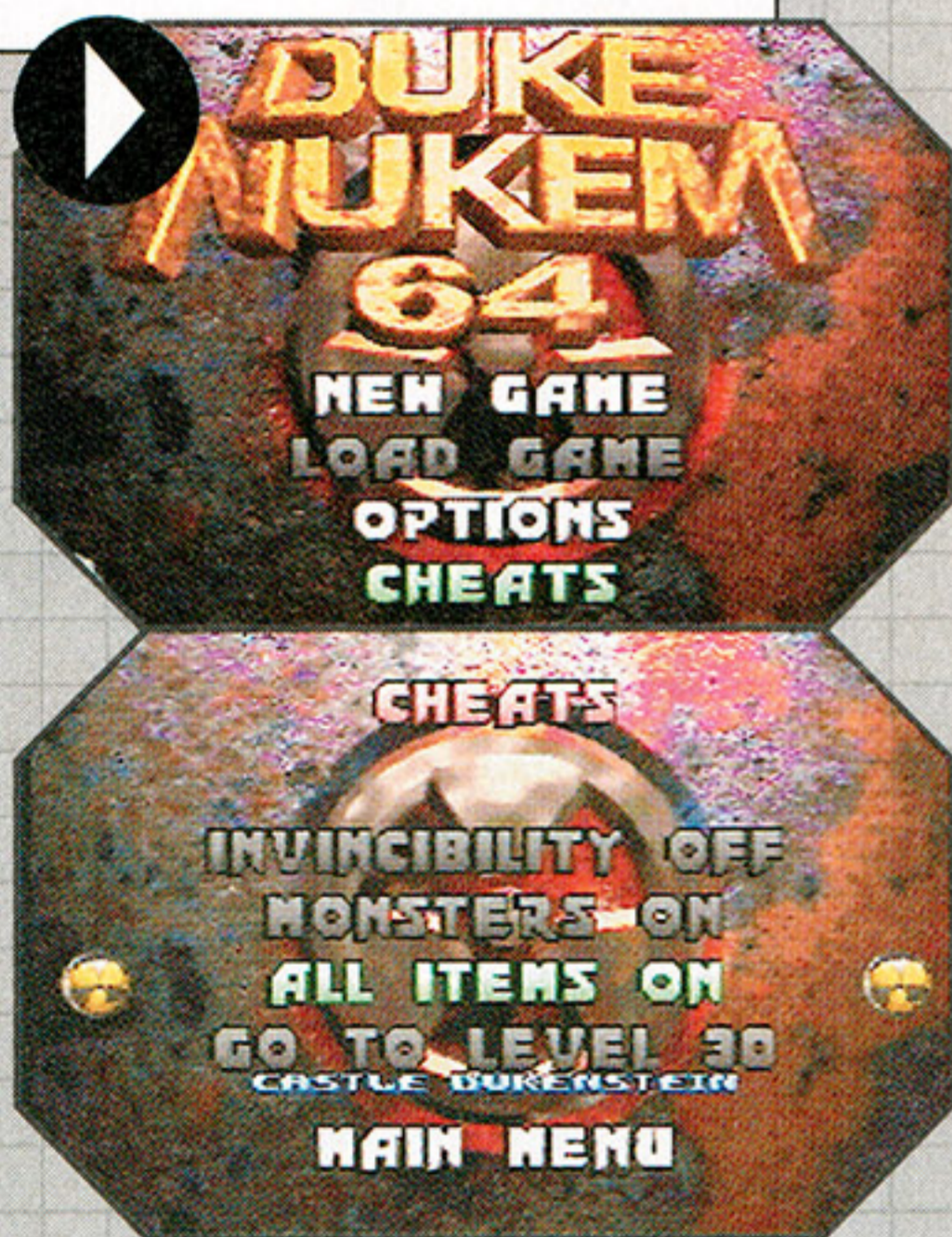


To Turn all Items on in the Cheat Menu, you must first enable the Cheat Menu, then enter the following code in at the Main Menu: **⓪**, Right C, R-shift, L-shift, Left C, **⓪**, Right C, **⓪**. Now you can toggle the Items option in the Cheat Menu on or off.

To become the Invincible Duke Nukem, input the Cheat Menu code and enable it as an option at the bottom of the main menu. While still at the title screen, press the Right Shift button seven times, then press **⓪** on the D-pad. If done right, you'll hear a loud noise to confirm the entry of the code! Now get to it!



We haven't completely figured out how to open all of the Cheat Menu options, but if you're invincible... who cares?



FROGGER

SYSTEM: PLAYSTATION
PUBLISHER: HASBRO INTERACTIVE

INFINITE LIVES

Begin a game, then pause it. While on the pause screen, press **⓪**, Square, Triangle, Square, Triangle, X



OPEN ALL ZONES

Begin a game, then pause it. While on the pause screen, press **⓪**, Square, Triangle, Square, Triangle, R1, L1, R1, L1, Circle



1 Aw... how cute. 2-4 Both codes need to be entered when the game is paused.

MOTO RACER

SYSTEM: PLAYSTATION
PUBLISHER: EA



CORNUCOPIA O' CODES

Enter these codes in at the Title Screen. If you do it correctly, the screen will reload with a loud engine rev!

CODE	EFFECT
⓪⓪⓪⓪ Circle, Circle, R1, L1, Triangle, X	Reverse Mode
⓪⓪ R2 L2 ⓪⓪ L1 X	Pocket Bikes!
⓪⓪⓪⓪⓪⓪ Circle, R2, Triangle, X	Open all ten Tracks
⓪⓪⓪⓪⓪⓪ Circle, L2, Triangle, X	Open all ten Tracks & Reverse Mode!
Circle, Triangle, Circle, Circle, Triangle, Circle, ⓪⓪⓪ X	View Credits
Circle, Triangle, Circle, Triangle, Circle, Triangle, L1, ⓪ , R2, X	Victory Movie
⓪ , Circle, L1, ⓪ , Triangle, L2, Circle, ⓪ , R1, X	Night Mode



NCAA GAME BREAKER '98

SYSTEM: PLAYSTATION
PUBLISHER: SCEA



At the Main Menu, scroll down past the Mem Card option and Easter Egg will appear!



EASTER EGGS IN FEBRUARY!

Enter these codes in at the Easter Egg screen for some maximum effects.

CODE	EFFECT
SC	Win all games in simulator
BOOST	Give season team boost in simulator
BEAT DOWN	Season team (or home team) all 99s in game
JUMP	Allow to change season team during season (loses returner stats)
GIMME	Activates all-time teams
BUILDER	Can make created player with high attributes
CREDITS	Show credits
GB98 Allstars	All time teams!

NBA LIVE '98

SYSTEM: PLAYSTATION
 PUBLISHER: ELECTRONIC ARTS

SECRET CODE ENTRY SCREEN

To access the code entry screen, go to the User Setup screen and enter your name as 'Secrets'. All codes are case-sensitive, so make sure to enter them correctly. Once you enter in the name, press X to confirm it and a new option will be unlocked at the bottom of the screen called 'SECRETS.' Hit your Circle button and you'll pull up the code entry menu!

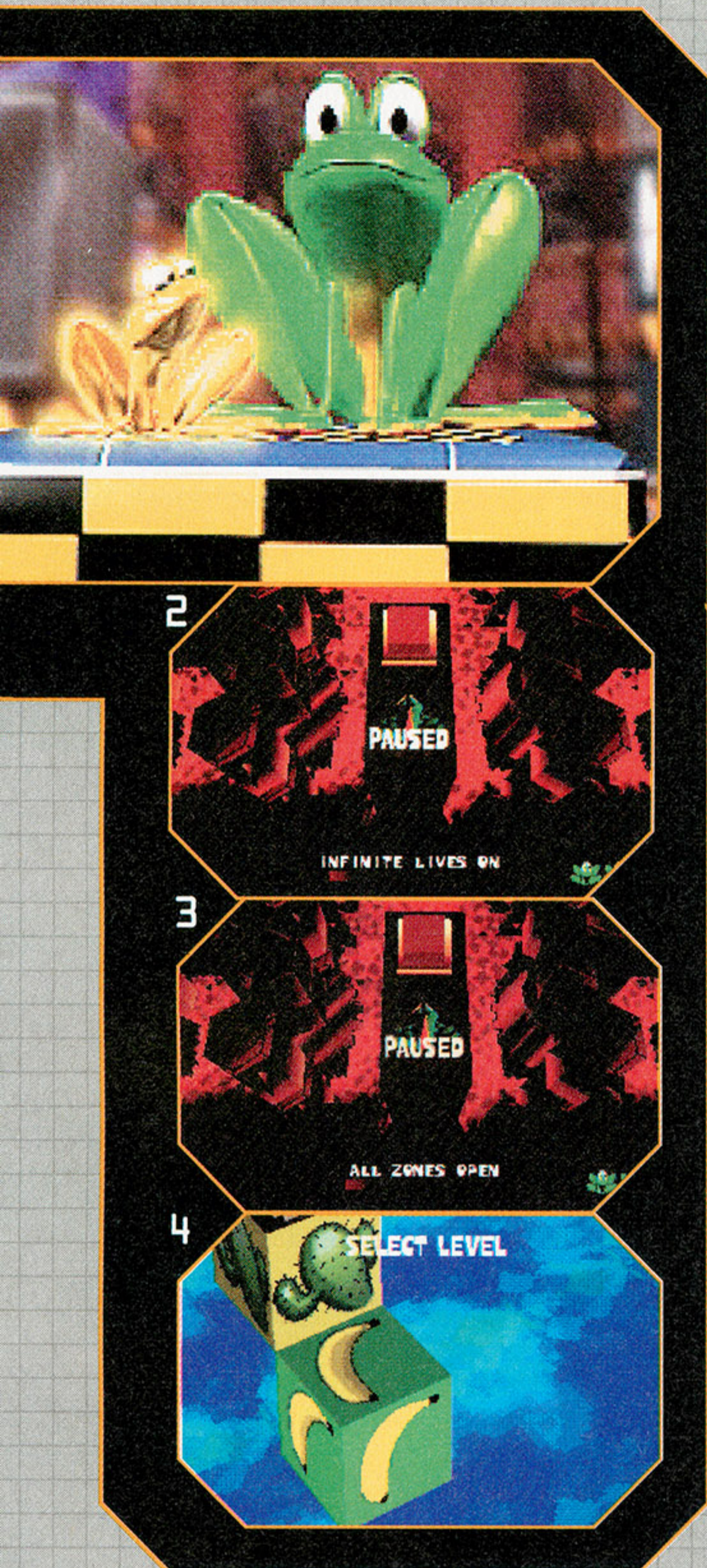
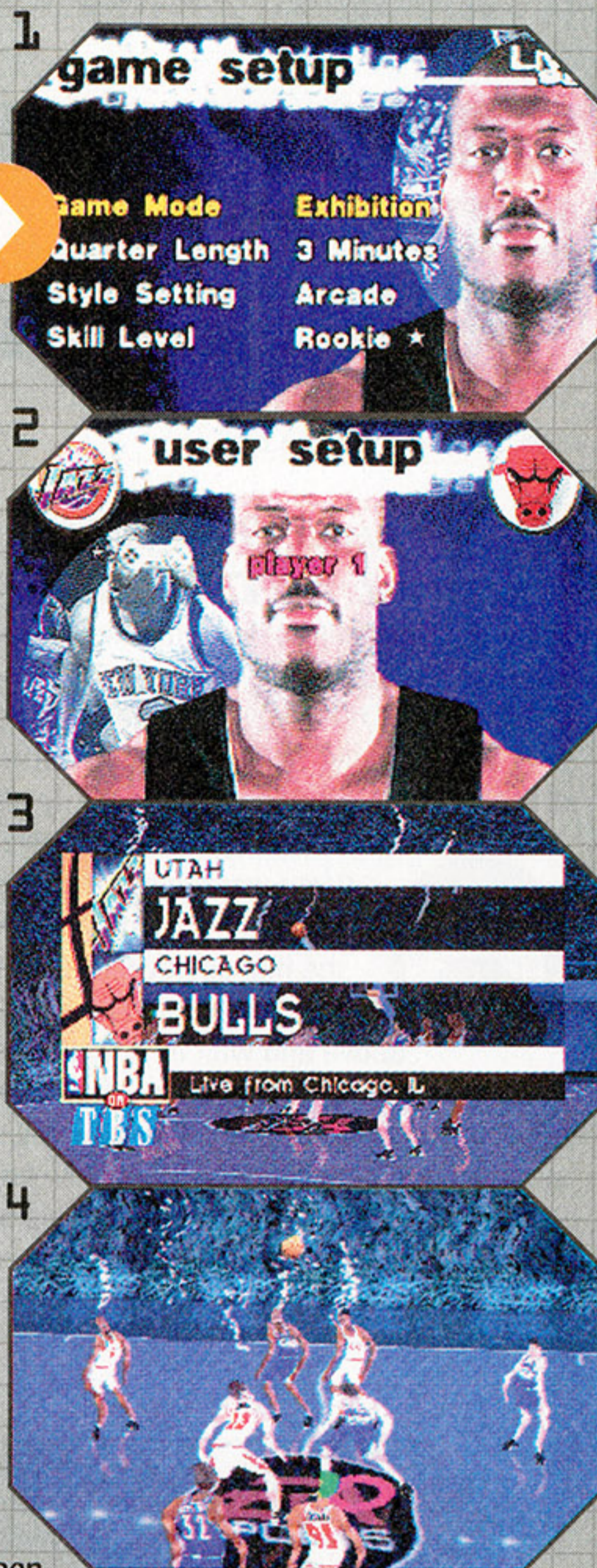


SECRET PLAY MODES

Enter these in at the Secrets Menu. If you input them correctly (remember that all codes are case-sensitive!), you'll be able to toggle them on or off afterwards. They can even be strung in for maximum goofiness.

- 1 When you begin a game, head to the User Setup screen.
- 2 Once there, enter the correct name to enable the Secrets Menu to appear.
- 3 Now watch the Seaweed code in action!
- 4 No swimming skills are necessary to win!

CODE	EFFECT
Seaweed.....	Underwater court
Scary.....	Home team dresses up for Halloween
Freaky.....	Away team gets to dress up for Halloween
Cloak home.....	Home team is invisible
Cloak away.....	Away team is invisible
Eyepatch.....	Create a player wearing an eyepatch... ahoy, matey!
Monocle.....	Create a player wearing a monocle
Lizard.....	Home team are chameleons
Reptile.....	Away team are chameleons
Pin rocks.....	Pin the Bear will join Halloween enabled teams (answer 'both' to the question that pops up!)



EXTREME G

SYSTEM: N64
 PUBLISHER: ACCLAIM

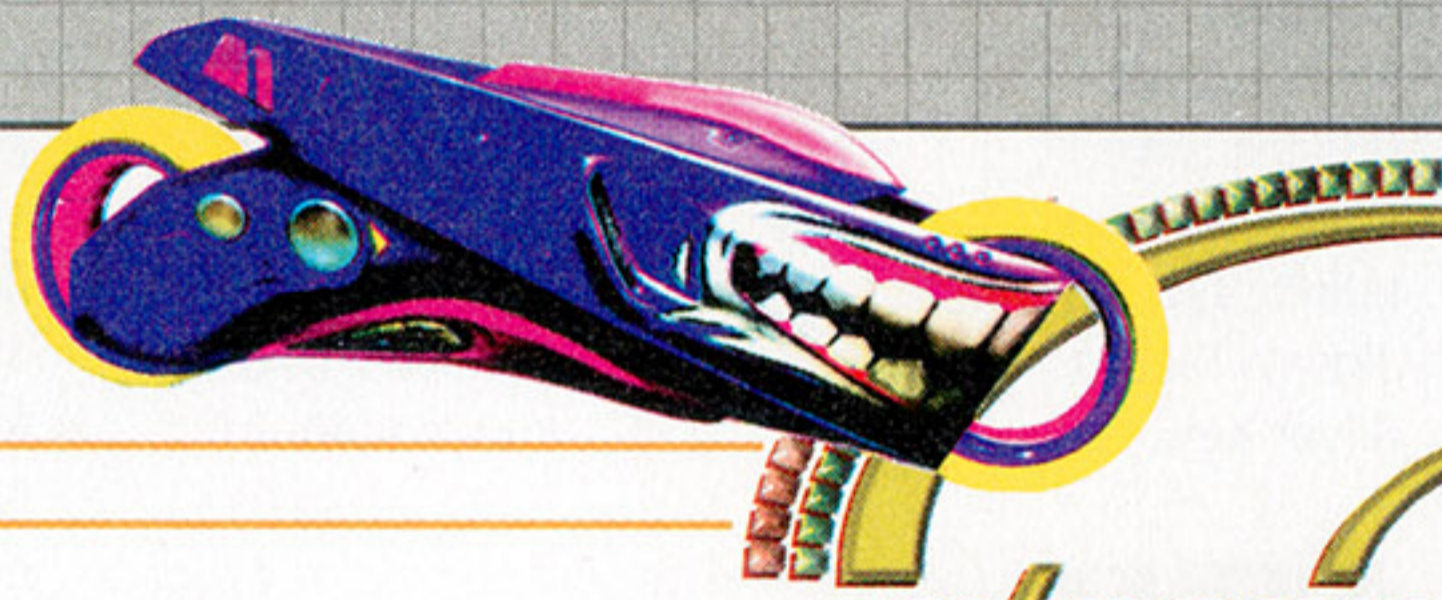


RACE AS THE DEVELOPMENT TEAM!

Enter your name as 'XGTEAM' at the name entry screen, then go back and change it to the first name of one of the game's programmers, such as Ash, Greg, John, Shawn, Justin. When you begin a game, the faces of the *Extreme* team will now appear on top of the bikes.

FERGUS MODE

In a strange Probe Entertainment tradition starting with *Die Hard Trilogy*, you can actually morph all enemies into hostile versions of the president of the company. Enter your name as 'FERGUS,' then go into the Shoot 'em Up Mode. The drones will now have Fergus's face.



UNLIMITED TURBO BOOSTS

Enter the word 'nitroid' at the name selection screen and you'll get unlimited turbo boosts in the following race. Enough speed for ya?

WIN BY QUITTING

Enter your name as 'RA50' at the name selection screen. If you quit during a race at any point, the game will still think that you finished it in whatever position you were when you selected the quit option. An easy path to the championship.



DRAGONBALL GT: FINAL BOUT

SYSTEM: PLAYSTATION

PUBLISHER: BANDAI

PLAY AS LEVEL 4 GOKU AND UNLOCK ALL THE CHARACTERS!

At the title screen (the one with the option to enter the Sound Options), press **○○○○○○○○○○**. You should hear a tone. If you go to the Character Select screen in Battle Mode, all the characters and their powered up alter-egos will now be selectable!

If you want to see a new screen at the main menu AND play at the highest level of Goku's powers, enter in the same code from above and wait for the tone. Now, press Triangle FIVE times, then Square NINE times. If done correctly, another tone will sound and the main menu screen should now have a picture of Level Four Goku instead of his blond incarnation. He'll be selectable on the character select screen.



GAMESHARK CODES

PSX CODES

ARMORED CORE

Infinite Armor.....	801a28188000
Infinite Energy.....	80040fbe6d60
Infinite Money.....	80039ca600ff
Left Shoulder Weapon Ammo.....	800412c60028
Right Arm Weapon Ammo.....	8004128a01f4
Right Shoulder Weapon Ammo.....	800413020028

BUSHIDO BLADE

Automatic Win.....	8013d6360001
	8013d5240005
Enable All Endings.....	800a10d4ffff
	800a10d8ffff
Enable Katze VS. Mode.....	800a10040001

COLONY WARS

Infinite Shields.....	800463b400c8
Energy Weapon Never Overheat...	80119c4c0000
	80119c800000
	80119cb40000
	80119ce80000
	80119d1c0000
Infinite Missiles First Position.....	80119cc00001
Infinite Missiles Second Position...	80119cf40001
Infinite Missiles Third Position.....	80119d280001
Infinite Missiles Forth Position.....	80119d5c0001

CRASH BANDICOOT 2

100 Lives.....	8006cbd06400
All Crystals.....	8006cda4ffff
	8006cda6ffff
	8006cda8ffff
All Gems.....	8006cc28ffff
	8006cc2affff
	8006cc2cffff
	8006cc2effff

CROC

Five Crystals.....	80074ac8001f
Gobbos Saved.....	8007496c0006
Infinite Crystals.....	800749640064
Infinite Lives.....	80074fdc0003
Jigsaw Pieces.....	80074e6c0008
Silver Key.....	80074ac40001

G POLICE

Infinite Cluster Bombs.....	800f5cbc0063
Infinite Firestreak Missiles.....	800f5cb00063
Infinite Hyper Missiles.....	800f5cac0063
Infinite Rockets.....	800f5cb80063
Infinite Starburst Missiles.....	800f5cb40063

MASS DESTRUCTION

Infinite Hi-Explosive Shells.....	800a8018270f
	800a801a0001
Infinite Mines.....	800a8024270f
	800a80260001
Infinite Mortar Shells.....	800a801e270f
	800a80200001
Infinite Torus Bombs.....	800a802a270f
	800a802c0001
Infinite Flame Thrower.....	800a8030270f
	800a8032270f



Infinite Guided Missiles.....	800a8036270f
	800a80380001

NIGHTMARE CREATURES

Berzerker.....	800cc06a0009
Chaos.....	800cc0700009
Dynamite.....	800cc0620009
Fire Bombs.....	800cc0660009
Flash.....	800cc0640009
Freeze.....	800cc0600009
Healing.....	800cc06e0009
Infinite Credits.....	800cc0060009
Multi-Gun.....	800cc0680009
Pistol.....	800cc0720009
Proximity Mines.....	800cc05c0009
Repulsive Smoke.....	800cc05e0009
Super Healing.....	800cc06c0009

PGA TOUR 98

Only One Shot Recorded.....	800906c80001
	800907ac0001
	800bae380100

RAMPAGE WORLD TOUR

Infinite Health George.....	800d67860063
Infinite Health Lizzy.....	800d69520063
Infinite Health Ralph.....	800d6b1e0063

SHIPWRECKERS!

Infinite Ammo.....	800b862c0000
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N64 CODES

EXTREME G

100 Points.....	80167c370063
Anti-Grav + Fish Eye Lens.....	80095f6f000a
Anti-Gravity Mode.....	80095f6f0008
Boulder Mode.....	80095f6f0001
Boulder Mode + Fish Eye Lens.....	80095f6f0003
Boulder Mode + Wireframe Mode.....	80095f6f0011
Extreme Mode.....	80095f6e0002
Fish Eye Lens.....	80095f6f0002
Ghost Mode.....	80095f6f0040
Infinite Turbos.....	801635cb0003
Infinite Turbos.....	801635cf0003
Magnify Mode.....	80095f6f0004
Stealth Mode.....	80095f6f0020
Ugly Mode.....	80095f6f0080
Wireframe Mode.....	80095f6f0010

MORTAL KOMBAT TRILOGY

Player 1 No Energy.....	8016984d0000
Player 1 Unlimited Energy.....	8016984d00a6
Player 2 No Energy.....	80169b210000
Player 2 Unlimited Energy.....	80169b2100a6

FINAL FANTASY TACTICS

FINAL FANTASY TACTICS

SYSTEM: PLAYSTATION

PUBLISHER: SCEA

DEVELOPER: SQUARESOFT



HOW TO GET CLOUD

This task will have to be pulled off before you go to the Orbonne Monastery. Once you've entered there, there's no returning to the World Map. So, don't wait too long into Chapter Four to start this quest. As long as the story has progressed appropriately and the places mentioned in the steps below are open to you, then Cloud will be accessible.

- Choose to hear the Rumor of the 'Cursed Island, Nelveska' at the Zeltennia bar.
- Go to Zarghidas Trade City and buy a flower from the girl (Aeris).
- Go to Goug Machine City.
- Listen to the Rumor of the 'Ghost of Colliery' in the Goland Coal City bar.
- Have Beowulf join your party in Lesalia Imperial Capitol.
- Go back to Goland Coal City, fight the four battles and when you save the Holy Dragon, have him join your party. You will receive the Zodiac Stone.
- Return to Goug Machine City. The Steel Giant will metamorphose from the Steel Ball.
- Defeat the Steel Giant in Nelveska Temple and receive another Zodiac Stone.
- Return to Goug. The new Zodiac Stone will activate the Machine which will summon Cloud.
- Go to Zarghidas and protect Cloud from the Thieves. Make sure that the story has progressed past the dispute with your brother Dycedarg and Adramelk at Igros.
- Cloud is unarmed when he joins your troop. You must now find him a weapon!
- Set your character's 'Move' ability to 'Move-Find Item' and go to Bervenia Volcano and climb to the top of the highest rock. There you will find Cloud's Materia Blade. Cloud can not perform any of the Limit Breaks without this sword equipped.



THE DEEP DUNGEON

The Deep Dungeon Subquest will become available for exploration after leaving St. Murond Holy Place. When you enter Warjilis you will activate a bar scene, and when you leave, a path will open to an island in the east. The Deep Dungeon is ten difficult levels of complete darkness. Each level will become attainable when the previous level's exit has been found. If you have to replay the same level, don't expect to see the same enemies. The cool thing about the Deep Dungeon is that it's an excellent poaching site.

DEEP DUNGEON HINTS

- Equip your characters with the Thief's 'Move-Find Item' ability. This will keep you safe from most of the traps and aid you in discovering items. There are items to be found that you can't buy at any shop.
- Bring a Summoner into Level Ten (End) of the Deep Dungeon. He will be able to learn a new summon if Elidibs casts the 'Zodiac' spell on him.



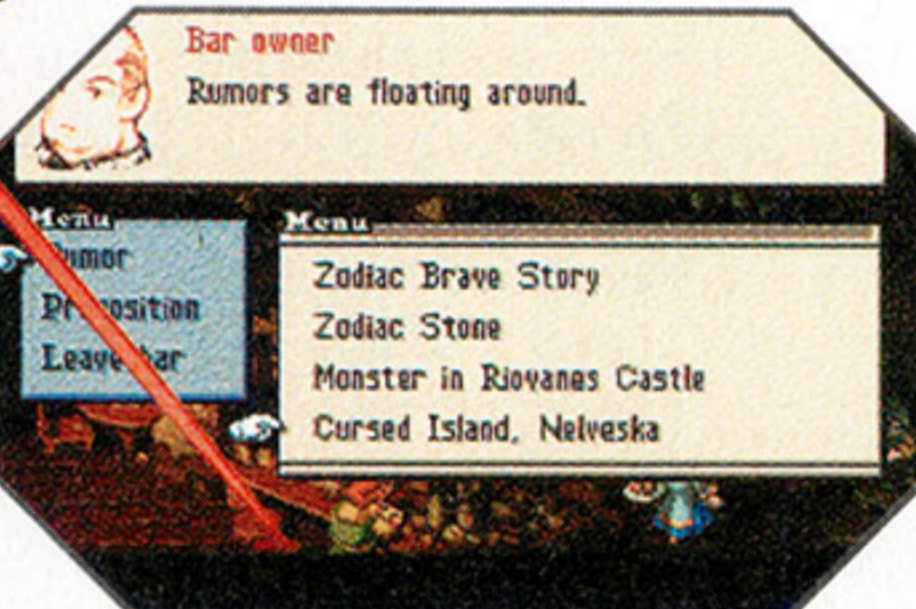
Learn to use ALL of your character's abilities to survive the later battles.



Prepare for a long game, gang. Gameplay lasts about 100 hours.



Your astrological sign minimally affects your party's success rate.



Listening to this bar rumor is essential to accessing Cloud.



Wanna know what Aeris has been up to since her 'death' in FF7? Head here on the map.

- The exits are randomly placed on the battlefield and are usually in the furthest section from where you began and nearest to the enemy. A high percentage of the time, they are found in the corner edges of the stage. Keep one enemy alive until you find the exit.
- If you're having difficulty finding an Exit, try lining up your characters and sweep the area one tile a turn until you reach the end of the field. Move to the next row and repeat until stumbling upon the Exit. Always start the 'Sweep' on the opposite side of the battle field from where you've started.
- Have the Calculator cast spells like 'Don't Act' and Paralyze. Using his 'Height' calculations can be very efficient on many of the levels due to the extremities in landscape. The sooner you kill, the sooner you will see where you are going. Crystals from dead enemies will light the dungeon. This still doesn't mean you'll spot the exit, but it'll be easier to see where you're going and where you've been.

JOB LEVEL REQUIREMENTS

To access new character roles, you need to gain Job Points by encountering the enemy. JPs are necessary to learn new abilities. To raise the amount of JPs earned in battle, learn and use the Squire's 'Gained JP Up' ability. This works until you need a more precise ability in its place for the tougher enemies. You do not need to 'Master' each new Job when it becomes available to you. Look at the Job level requirements listed below. Notice that a Level Three Knight is all that is required to get any other Job in the game. You can even master a Job when you are not in that role. NOTE: A small percentage of the JPs that your allies earn are added to your JPs in the same Job category that your allies hold.

The following is a description of all the jobs available, the Job Level Requirements needed to obtain them and the bare minimum level needed to get all the other jobs.

JOB TITLE	LEVEL REQUIREMENT	SUGGESTED LEVEL	BEST ABILITIES
SQUIRE	None	8	Gained Jp Up and Move+1.
CHEMIST	None	8	Potions, Phoenix Down, Auto Potion, Throw Item, and Move-Find Item.
KNIGHT	Level 2 Squire	3	Weapon Guard, Sword Equip.
ARCHER	Level 2 Squire	3	Charge+1 and 2, Jump+1.
MONK	Level 2 Knight	4	Wave Fist, Earth Slash, Hamedo, Martial Arts, and Move HP Up.
PRIEST	Level 2 Chemist	4	Cure 2, Raise 2, Esuna, and Holy.
WIZARD	Level 2 Chemist	4	Fire 2, Frog, Death, Flare, and Counter Magic.
TIME MAGE	Level 2 Wizard	3	Haste, Don't Move, Demi 2, Meteor, MP Switch, Teleport.
SUMMONER	Level 2 Time Mage	4	Shiva, Titan, Leviathan, Fairy, Clops, MP Restore, Half of MP
THIEF	Level 2 Archer	4	Thief abilities are equally useful, save these for last; Gil Taking, Steal Exp, Caution, Gil Heart and Catch.
MEDIATOR	Level 2 Oracle	4	Invitation, Praise, Preach, Death Sentence, Mimic Darlabon. Equip Gun.
ORACLE	Level 2 Priest	3	Life Drain, Paralyze, Sleep, Petrify, Move-Mp Up.
GEOMANCER	Level 3 Monk	4	Hell Ivy, Quicksand, Sand Storm, Counter Flood, Attack Up, Any Ground.
LANCER	Level 3 Thief	4	Level Jump 8, Vertical Jump 8.
SAMURAI	Level 3 Knight, Level 4 Monk, Level 2 Lancer	NA	Koutetsu, Murasame, Heaven's Cloud, Kikuichimo Ji, Blade Grasp, Equip Knife, Two Hands.
NINJA	Level 3 Archer, Level 4 Thief, Level 2 Geomancer	NA	Shuriken, Ball, Knife, Ninja Sword, Knight Sword, Sunken State, Two Swords.
CALCULATOR	Level 4 Priest, Level 4 Wizard, Level 3 Time Mage, Level 3 Oracle	NA	All the equations are needed to be versatile for battle, Damage Split, Move-Get Exp.
DANCER	Level 4 Geomancer, Level 4 Lancer	NA	Wiznaibus, Slow Dance, Nameless Dance, Jump+3, Fly
BARD	Level 4 Summoner, Level 4 Mediator	NA	Life, Nameless, and Last song, Move+3, Fly
MIME	Level 8 Squire, Level 8 Chemist, Level 4 Summoner, Level 4 Mediator, Level 4 Geomancer, Level 4 Lancer	NA	This Job is mastered when you receive it. The abilities of a Mime are only as good as the character you mimic.

1 The Calculator is one of the best jobs to master in the game.
2 The Mediator's best ability is 'Invitation.' Learn it right away.

3-4 Use the Tutorial option in order to learn as many ways to succeed in the game as possible. Astrological horoscopes are just one way.

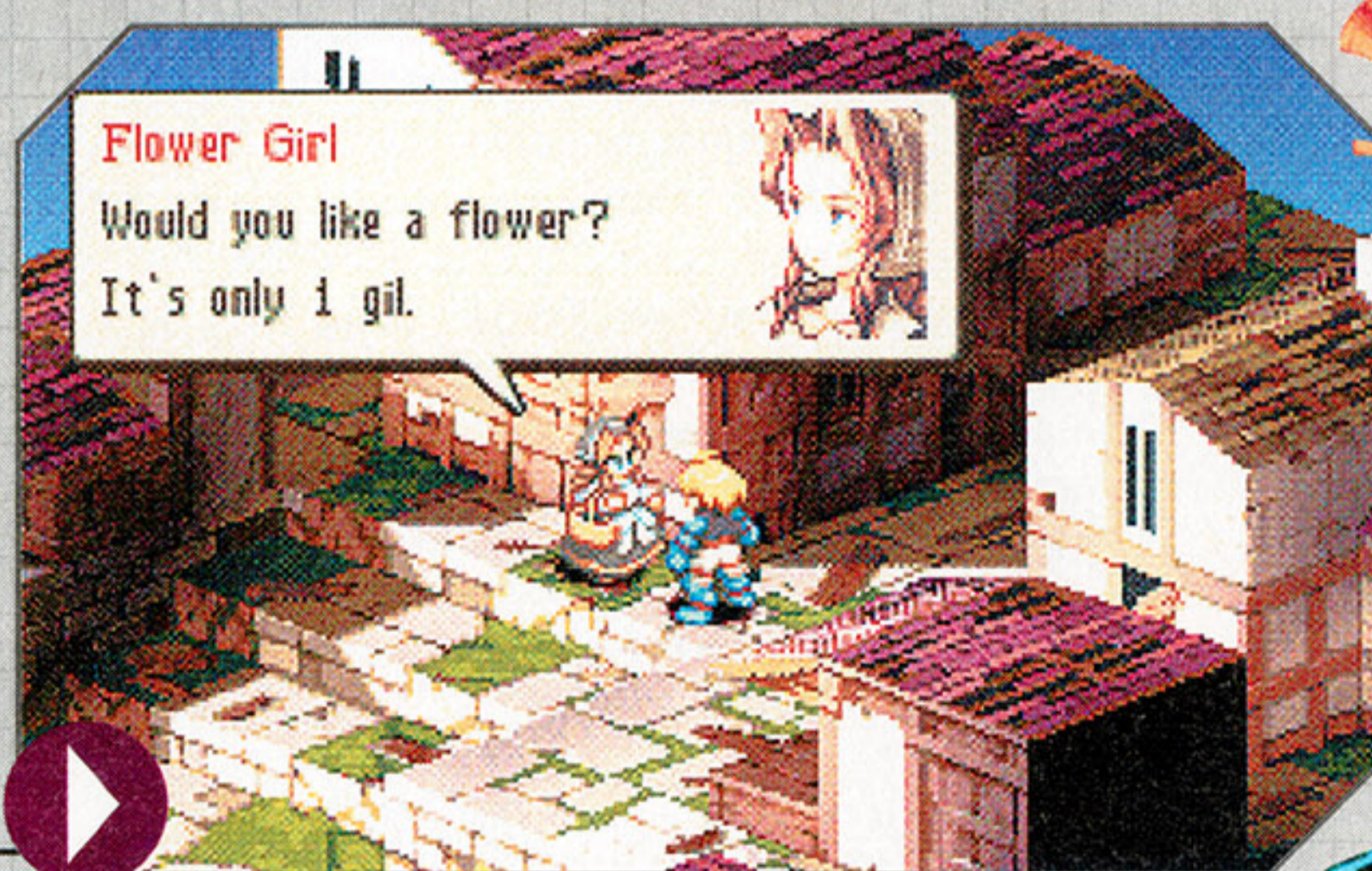
FUR SHOPS AND POACHED ITEMS

Before you leave the 'Thief' job title, make sure you learn the 'Secret Hunt' ability. This is an ability that will allow you to poach. To poach, your character needs to perform a basic hand-to-hand attack rather than magic, jumps, or special abilities. The only exception is when using arrows or guns for the 'final attack.' When you make the kill in this manner, a message will appear to tell you that the poach was successful. Now you can go to any Fur Shop and buy the item made from your kill. The Fur Shops items are cheaper and some items you buy from Fur Shops won't be available at any other shops. Below is a list of most of the Poached Items. Some monsters give you two or three different items.

ANIMAL	ITEM
Ahriman	Magic Shuriken
Behemoth	Defense Armlet
Black Chocobo	Eye Drop
Black Goblin	Small Mantle or Hi-Potion or Antidote
Blue Dragon	Cashmere
Bomb	Fire Ball
Bone Snatch	Hi-Potion or Partisan
Bull Demon	Battle or Giant Axe
Chocobo	Phoenix Down
Cocatoris	Soft
Cuar	Soft
Dark Behemoth	Wizard Rod
Dragon	Jade Armlet
Explosure	Lightning Ball
Grenade	Hi-Potion or Water Ball
Ghoul	Ether
Goblin	Potion
Great Morbol	Ice Shield or Elixir
Grenade	Water Ball
Gust	Hi-Potion or Mind Gauche
Hydra	Blood Sword
Juravis	Potion
King Behemoth	*Cherche
Living Bone	Wizard or Elf Mantle
Mindflare	Hi-Ether
Minitaurus	Coral Sword
Morbol	Platina Messer
Ochu	N-Kai Armlet
Pisco Demon	Echo Grass
Red Chocobo	Barette
Red Dragon	**Salty Rage
Revnant	Hi-Ether
Red Panther	Antidote
Sacred	Holy Lance or Ivory Rod
Skeleton	Holy Water or Ether
Squidlarkin	Small Mantle or Sleep Sword
Steel Hawk	Phoenix Down
Taiju	Defense Ring
Trent	Gold Staff or ***Fairy Harp
Vampire	Holy Water or C Bag
Woodman	Eye Drop

How did she get here from the last game? Apparently, Aeris has quite a few aces up her sleeve.

1-3 Cloud's first appearance in the game is quite humorous and will add a little of the *Final Fantasy VII* storyline into *Tactics*, as well. Don't pass him up!



GENERAL TIPS

1. After every battle, go to the formation menu to see if you have enough JPs to learn the ability you need.
2. If you ever forget what bar you left your adventuring party members at, simply go to 'Brave Story' in the map menu and then to 'Job.' Here, you will click on 'Advancing.' The name of the mission, how many people were assigned and how many days left to pick them up will be revealed. Press the circle again and it will show you what town they will need to be picked up at.
3. If you want to know how successful an attack will be, look at the top of the character status bar that moves onto the bottom of the screen just before you execute an attack. This shows the amount of HP damage that is expected to occur and the attack success percentage.
4. Mimes are very excellent when paired with magic users, Calculators, or Dancers. The Mime will

mimic all the actions of your allies as soon as that character's turn is completely over. They aren't always successful, only the attacks that are in the Mime's range will work. They cannot move to the target to make a mimicked attack. Even though they can't equip weapons, the Mime will mimic arrows and any weapon attack. Cool beans.

5. The Calculator has a very powerful and demanding job. It's not surprising when they actually end a battle in one turn, either! But, they can be a little frustrating to use at first. The abilities in your previous jobs that had the word 'Calc' in the description are the abilities you will use in your equations. To separate you from the enemy, the Calculator will use CT, Level, Experience, and Height in his figuring. Try using Auto-Battle a couple of times to see how it's done.

6. Try using the Mediator's talk skill 'Invite' to lure the enemy onto your team. After

the battle, remove the new member from the party. He'll be gone, but his items will remain.

7. Use any HP restoring method to destroy the undead. Gouls hate Phoenix Down! The same idea goes for evil characters by using holy items and holy magic attacks.

8. When you kill enemies who have the same Job title as someone in your party, have that member pick up the gem when it materializes. It's a quick shortcut to new abilities.

9. Job propositions in the town's bars are useful for building up the JPs of characters that you don't use often. Besides making gil and slowly building up your unused characters, these adventures hold no other purpose. You can view all your treasures and lands discovered in the Brave Story menu.



- * **Cherche** - Always: Float and Reflect (Woman's Perfume). Price: 30,000
- ****Salty Rage** - Always: Protect and Shell. (Woman's Perfume). Price: 30,000
- *** **Fairy Harp** - Attack Power: 15 Evade: 10% Range: 3 Add: Charm Equip: Bard Price: 15,000

BOMBER MANIA

BEAT THE BOMBERMAN 64 BOSSES!!

SYSTEM: NINTENDO 64
 PUBLISHER: NINTENDO
 DEVELOPER: HUDSONSOFT

GREEN GARDEN

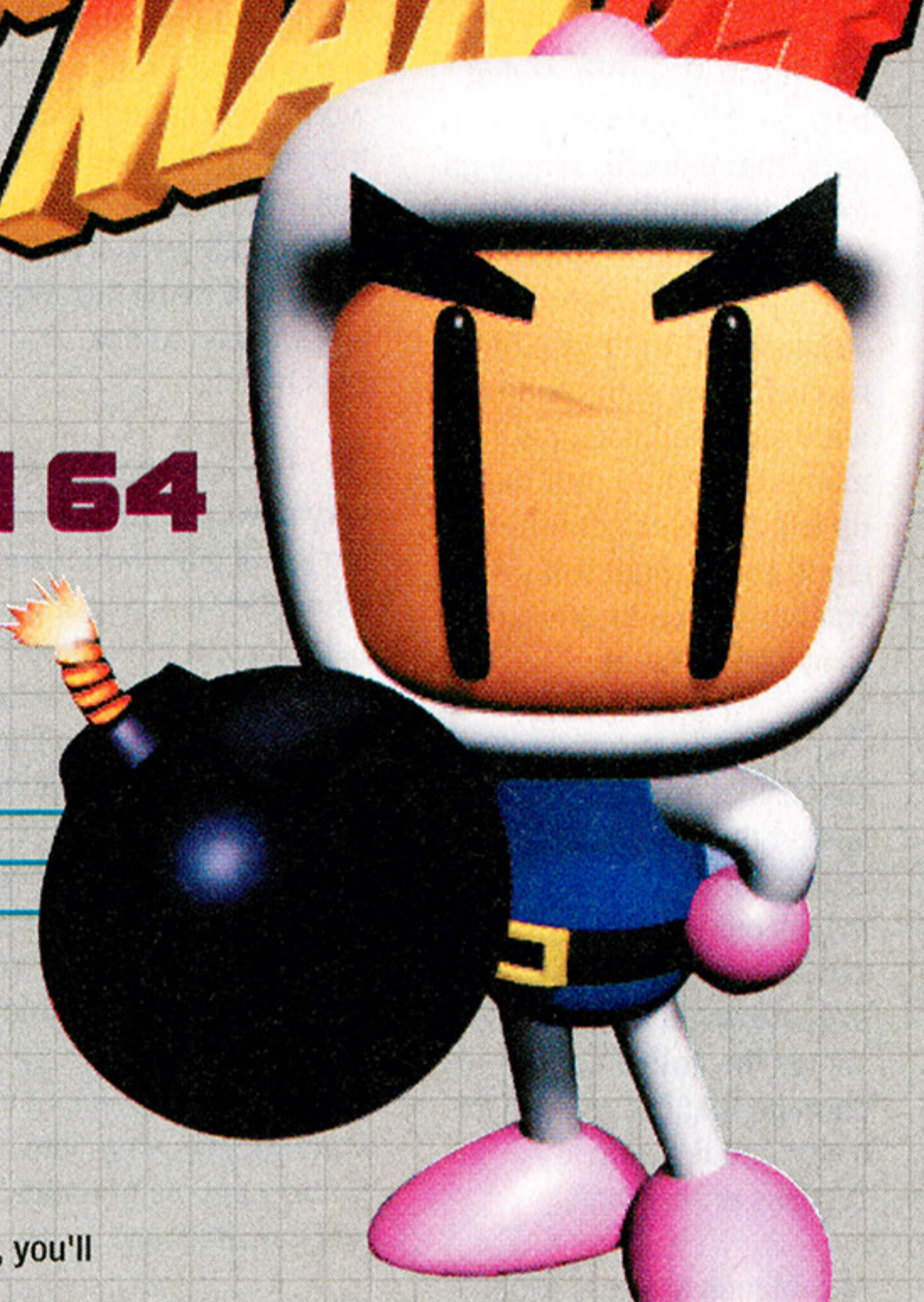
(World 1, Stage 4)
 Time Target: 00020000
 Hints for beating Draco the dragon.

1. By Destroying his body parts, limbs, tail, etc., you'll destroy the dragon.
2. Avoid the dragon when he unsheathes his claws. You'll hear a screech when he does this, so get ready.
3. Beware of accidentally bouncing bombs off this baddie, they could hit you.
4. As soon as this big bug starts breathing fire, throw your bombs.
5. Pump up your bombs for extra power, and use these larger mammas to wipe him out for good. Also, make sure to use the timed bombs wisely.

BLUE RESORT

(World 2, Stage 4)
 Time Target: 00025000
 Hints for Beating Leviathan

1. Make sure to blow up the Leviathan's bizarre mace-like limb first. He'll try to hit you with it first in a triple blow, but it's easy to avoid, especially if you pump up a bomb and hit him early.
2. Just after Leviathan submerges under your raft, he tries to send stunning bubbles at you. When he emerges from the water, you should have a pumped-up bomb ready to throw. This will prevent any major damage from him while he's in front of you, and also completely piss him off.
3. Now that he's pissed, he'll send a huge wave toward you, hoping to throw you off the raft. Push forward when the wave comes, and you'll be able to stay on the raft.
4. The Leviathan will send very sharp razors at you when his health starts decreasing. We suggest that you always stay to the right (although once in a blue moon you need to stay to the left, about one out about five times), to stay alive.



RED MOUNTAIN

(World 3, Stage 4)
 Time Target: 00012000
 Hints for Beating Hades

1. Almost immediately, Hades will start walking from side to side, and as soon as he's done, he'll square off and send out a big fist to squash you. Make sure to move quickly to avoid him. Generally, move in one direction, and then as soon as he sends out the fist, move the other way. After his attack, chuck a bomb at him fast — the bigger the better.
2. If he happens to smash you, you can save yourself from deliriousness easily. Twitch the joystick back and forth quickly and you'll regain sanity.
3. Another weak trick of his relies on a petty laser eye beam. He always uses it after his obvious smash attack, so run from one side to the other to avoid it. He takes about three seconds to warm up his laser

DOUBLE TROUBLE

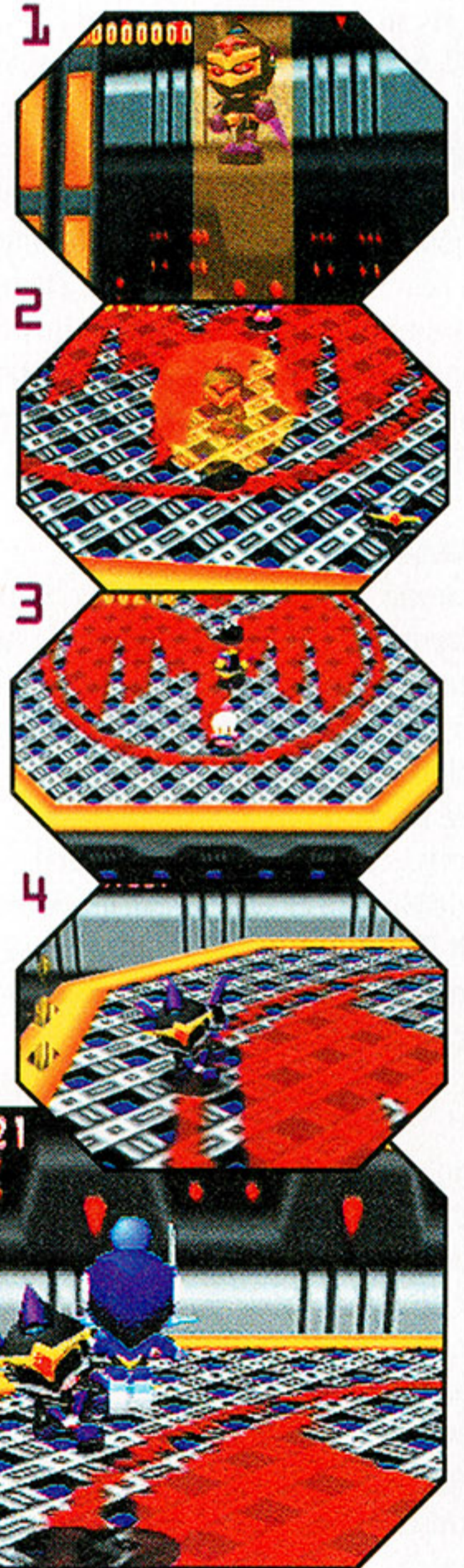
1 This boss makes a big appearance, but he's nothing special.

2 This pair of bosses together are actually stupidly easy to beat.

3 Once the pair of sun glasses is downed, the two merge and become one annoying little dude.

4 Trap him in the corner, and kick the *@#%* out of him.

5 Once you've kicked the bleep out of him, his friend comes to rescue him. Weakling!



eyes, so as mentioned in hint one, chuck a bomb at him.

4. To achieve full damage on this electronic garbage can, wait until he's totally shaded. When he's light colored, you can't do any damage (with one exception).

5. When Hades decides to spin like a top, a good strategy is to run close up and under his arms. Don't carry a pumped-up bomb while doing this though, or you're dead, buster. Carry small bombs and get a running start to throw these at his head and neck.

1 Hit him in the head a few times and this bird won't fly. 2 After you blow his arms off, he'll dip into the lava for a little swim. Bomb him as soon as he emerges. 3 There are some nice motion graphics when the spider swipes at you.



WHITE ICE

(World 4, Stage 4)

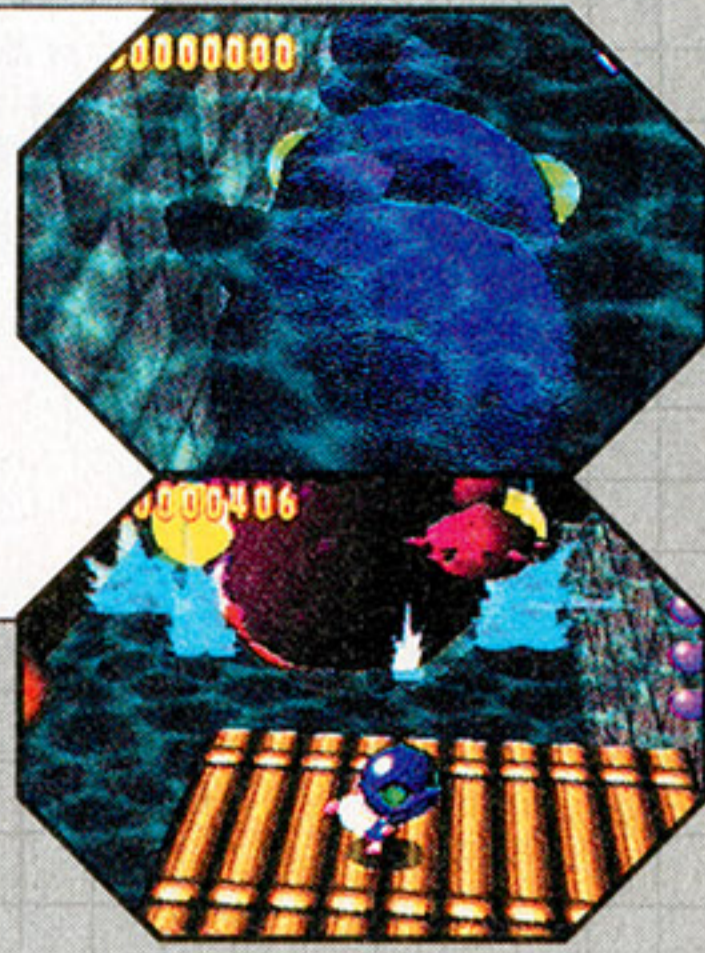
Target Time: 00012000

Hints for Beating Shining Spider

1. This Spider can be clever, but she's just as easy as the easiest of the bosses. The only difference is that she takes longer. In general, make sure to stay on the outer boundary of the ice cave in which you're trapped. Also, always have a pumped up bomb ready to throw at this guy. In fact, don't just stay on the outer boundary, run around it constantly. Remember, you're faster than it is.
2. At some point, this slick-looking monster will crawl up onto the opposite wall, and begin laying babies. These little critters are slow and annoying, but are easy to avoid. Make sure to avoid touching them!
3. This spider will utter a screeching dog-like whimper, indicating it can't find you if you run away from it fast enough. When this happens, the spider will stop in its tracks, giving you the perfect opportunity to run in and chuck a pumped-up bomb. Aim for its head, chest, or legs.
4. If you fail to beat this beast under a certain time limit, you'll come crashing down into its more dangerous lair, an icy spider web with holes that lead to a bad, bad places. Amazingly enough, the same strategy that you employed in the upper level will help you here. Just watch for the cracks. Remember that after the spider swings at you, it'll take a few seconds to swing again. Use your pumped-up bomb to attack it. Run in toward its head and then throw one right between the eyes!



- 1 This giant 'Leviathan' isn't so hard when you know how to beat his bubble attack. 2 He'll never even attack you with his big mace-like tail if you hit him early with bombs in the head.



BLACK CITY

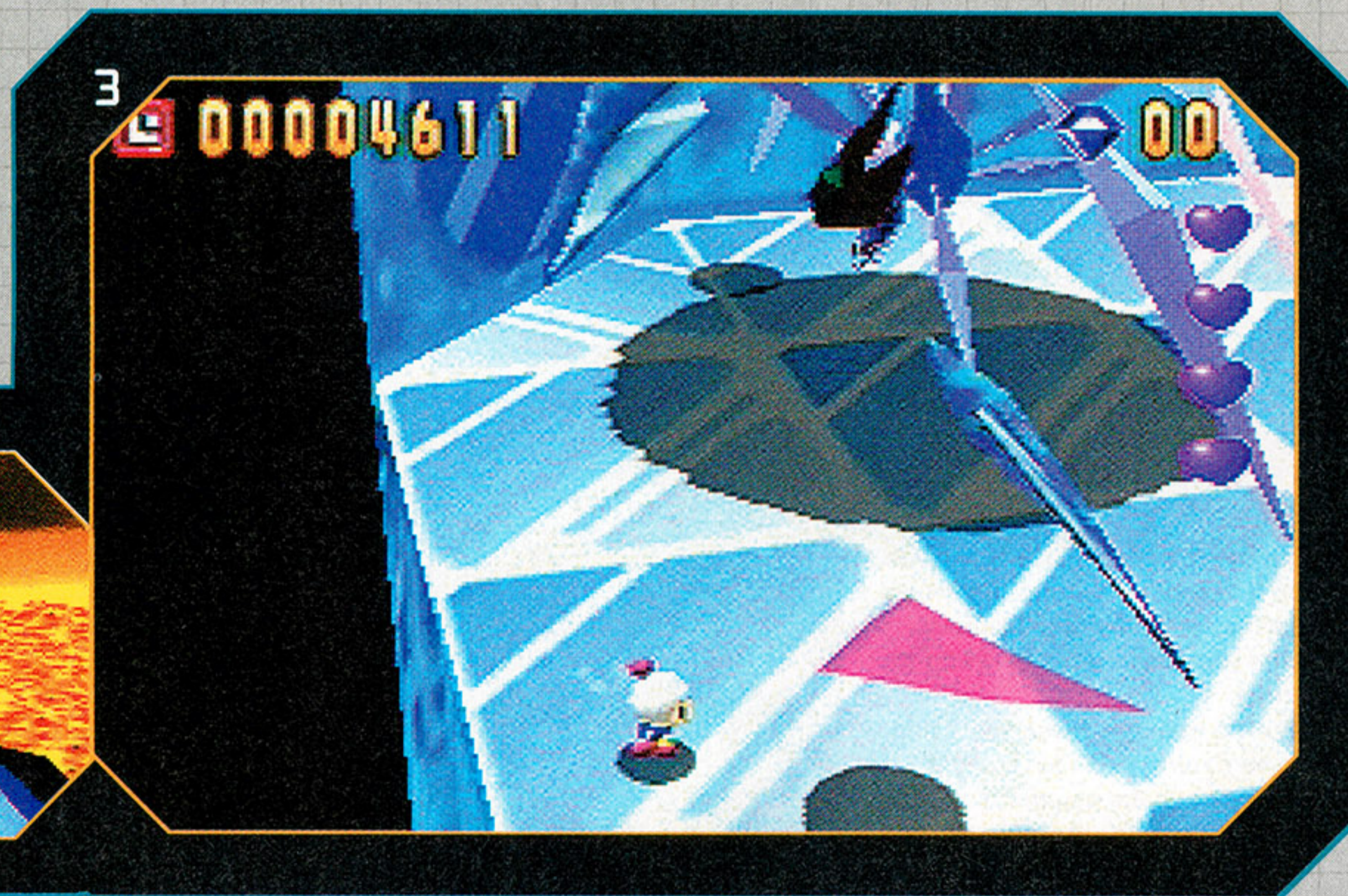
(World 5, Stage 4)

Target Time: 00020000

Hints for beating the final boss, Altair

1. Since Altair and his sidekick, a weird pair of exotic sunglasses, team up against you, it seems you're outmanned. Don't fret. Just like before, running helps a lot. Run away from Altair and keep an eye on the glasses, who will emit a laser beam that'll kill you quick. Once the eyebeam has appeared, you can lead Altair into it by kicking bombs toward him. It's a scream!
2. Laser brain is slow and you can knock out its lives quickly. Aim to do this and then you'll only have one boss to fight.
3. Anticipate where he re-appears. When you get good at this, you'll beat him easily. He usually re-appears directly across the square from where he disappeared.
4. Use a pumped-up bomb to knock out Gold Cards, and whittle away Altair's health.
5. Twitch the joystick back and forth when you're knocked unconscious.
6. When you knock him unconscious, stay close enough to avoid the bomb fire and kick as many bombs at him as possible. This will knock life points off him and put you in a great position to win.

This spider is very cool looking, and she's a nasty old crank.



If you haven't visited IGN recently then you've missed

Dural specifications revealed

The first Blade Runner movies

The complete Final Fantasy Strategy Guide



ALUNDRA

ALUNDRA STRATEGY GUIDE

SYSTEM: PLAYSTATION

PUBLISHER: WORKING DESIGNS

DEVELOPER: MATRIX SOFTWARE

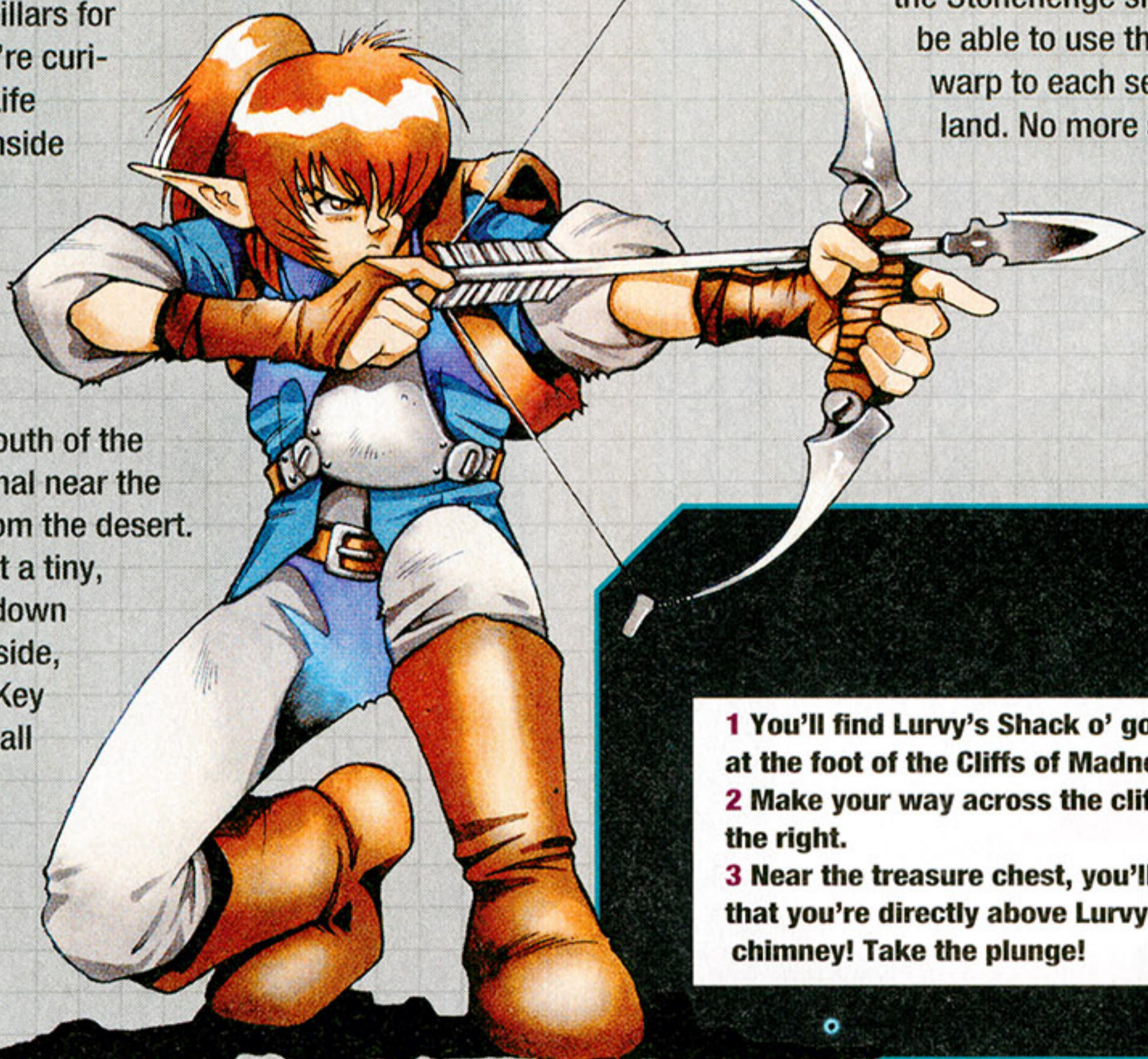
ALL THE SECRETS

Want an item that will replenish your magic crystals at any given time? Looking for a way to get around the massive landscape quickly? Look no further than this guide to find out all the hidden goodies available in *Alundra*! Another good way to solve some of the puzzles you're stuck in is to watch the second opening cinema that pops up after the title screen has been sitting for awhile. The game sequences will give you some clues on how to get through some of the puzzles in the game. But if you're looking for the secrets, simply read on...

DOIN' THE TIME WARP

Once you've obtained the Long Boots from the Ancient Shrine, you'll be able to wheel around freely on sand and shallow water. Use this to your advantage by discovering all the secrets and items to be had in the desert area. To the far west, along the north wall on the screen below Nirude's Temple, you'll come across a cave opening with pillars on either side of it. Inside, you'll have to jump around to reach a chest holding the Sluice Key. Unless you have the Ice Wand, don't worry about the fire pillars for now. But if you're curious, there's a Life Vessel sitting inside another chest behind the pillars.

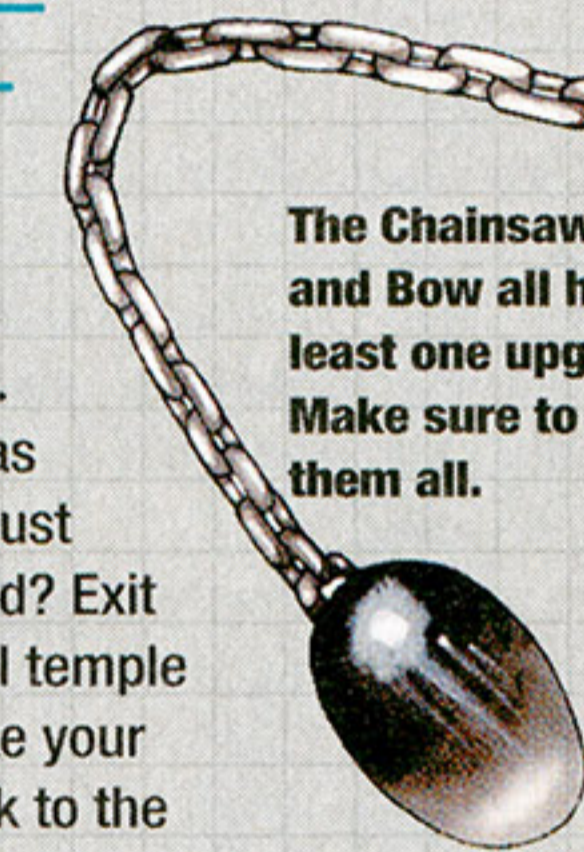
Once you have the Sluice Key, head directly south of the small water canal near the western exit from the desert. You should spot a tiny, ruined temple down below. Once inside, use the Sluice Key to enter the small room. Flip both the switches and some water will drain through the grates in



the wall. Hmm... curious as to what just happened? Exit the small temple and make your way back to the canal. It's now dried and emptied! Take a closer look and you'll see an opening in the newly drained canal wall. Inside, you'll talk to a man named Berue who happens to know who you are. You'll be challenged to a 'Simon Says' type of mini-puzzle, wherein you must follow a set pattern of lighted floor panels. There are five patterns in all and once you successfully complete all of the puzzles, Berue will unlock the 'time gates' for you to use throughout the rest of the game.

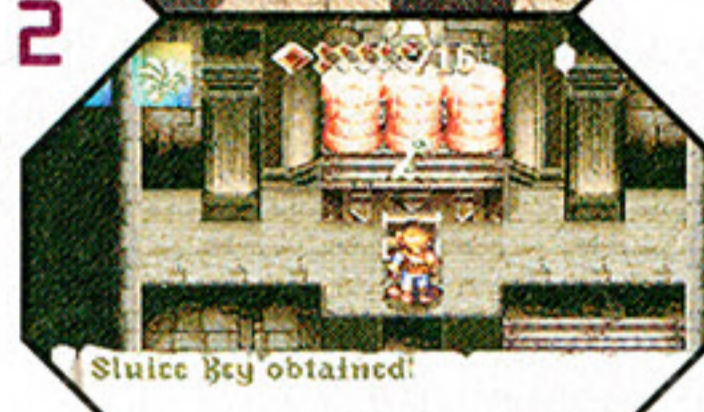
Now if you visit anyone of the Stonehenge-looking structures, you can use it to warp to a center room where you can save your game. Once you visit each of the Stonehenge sites, you'll also be able to use them to quickly warp to each section of the land. No more senseless fighting while travelling from place to place!

The Chainsaw, Sword and Bow all have at least one upgrade. Make sure to get them all.



TIME ON YOUR SIDE

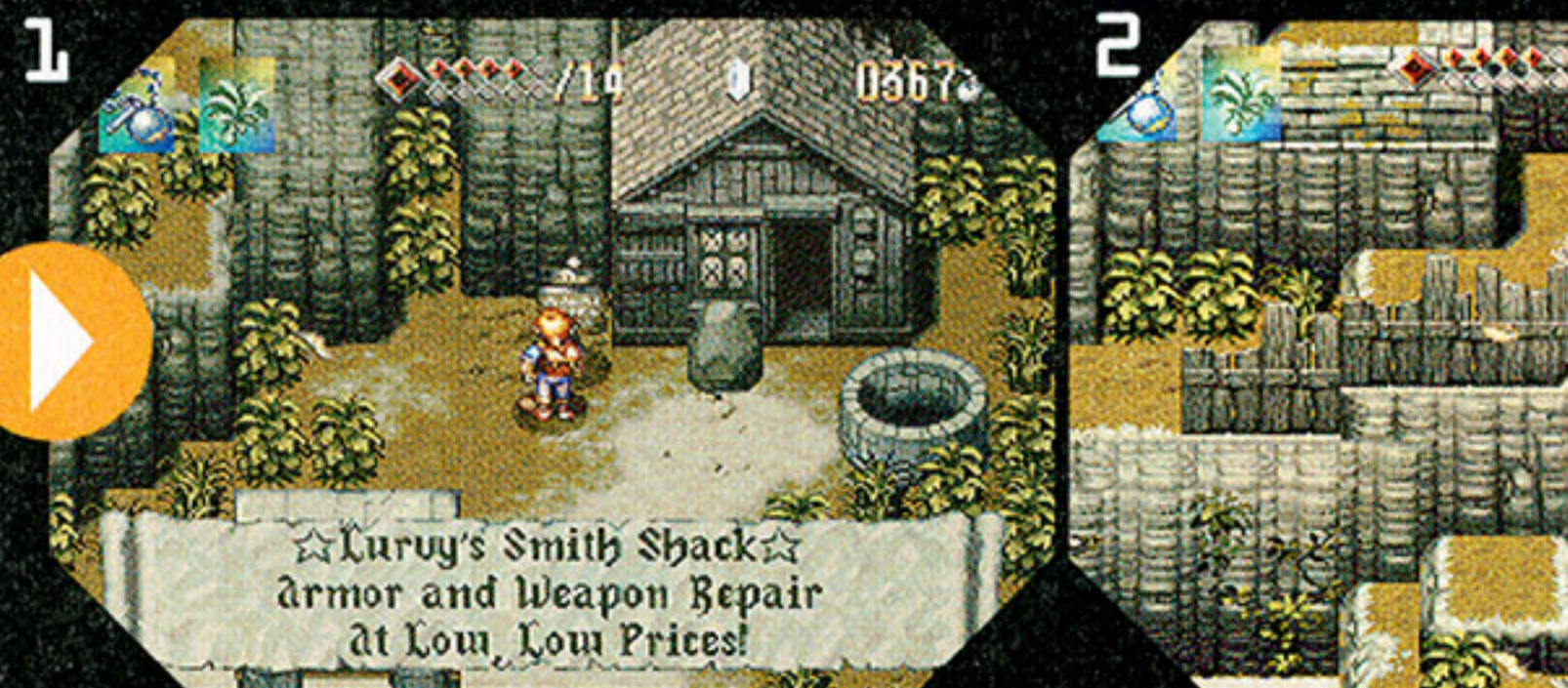
- 1-2 Go around the long way to get to the cave with the Sluice Key.
- 3 Use the key to open the door inside this temple.
- 4 Berue awaits in the canal shrine.



JESS' BROKEN ARMOR

After Jess passes away, you'll receive a key that will open the blue chest near his workstation inside your house. Inside, you'll receive some broken armor, among other things. It's not of dire importance to equip the armor, but it is stronger than your last suit, so you'll need to find a way to repair it. Return to the merchant Lurvy's house at the foot of the Cliffs of Madness. If you hadn't already done this on your first visit, you'll want to do it now. Jump down his chimney! You'll need to work your way up the mountain a bit, then make your way over to the right in order to do it, but once you fall on his chimney, you'll fall into the back-room of his house. He'll strike up a bargain to repair any equipment for you in exchange for your silence (he has some shady operations going on involving the restoration of old junk). Have him repair the armor and you'll be able to equip it.

- 1 You'll find Lurvy's Shack o' goodies at the foot of the Cliffs of Madness.
- 2 Make your way across the cliffs to the right.
- 3 Near the treasure chest, you'll find that you're directly above Lurvy's chimney! Take the plunge!



GETTING THE FAKE I.D.

Ever wonder how you could get into Lutas' upstairs room in town? The only way to do it is by doing a little chimney hopping. When you return to town after leaving Magyscar (In town, Sybill will ask you to meet her. Do this before-hand.), head over to the staircase near Lutas' house. Climb them all the way to the top and you'll notice that you're facing the chimney of his house. Hmm... no smoke must mean that there's no fire. Jump on it and you'll fall through and exit into the locked room inside his house! Open the chest and grab the Secret Pass, then hop on the lighted switch to open the door.

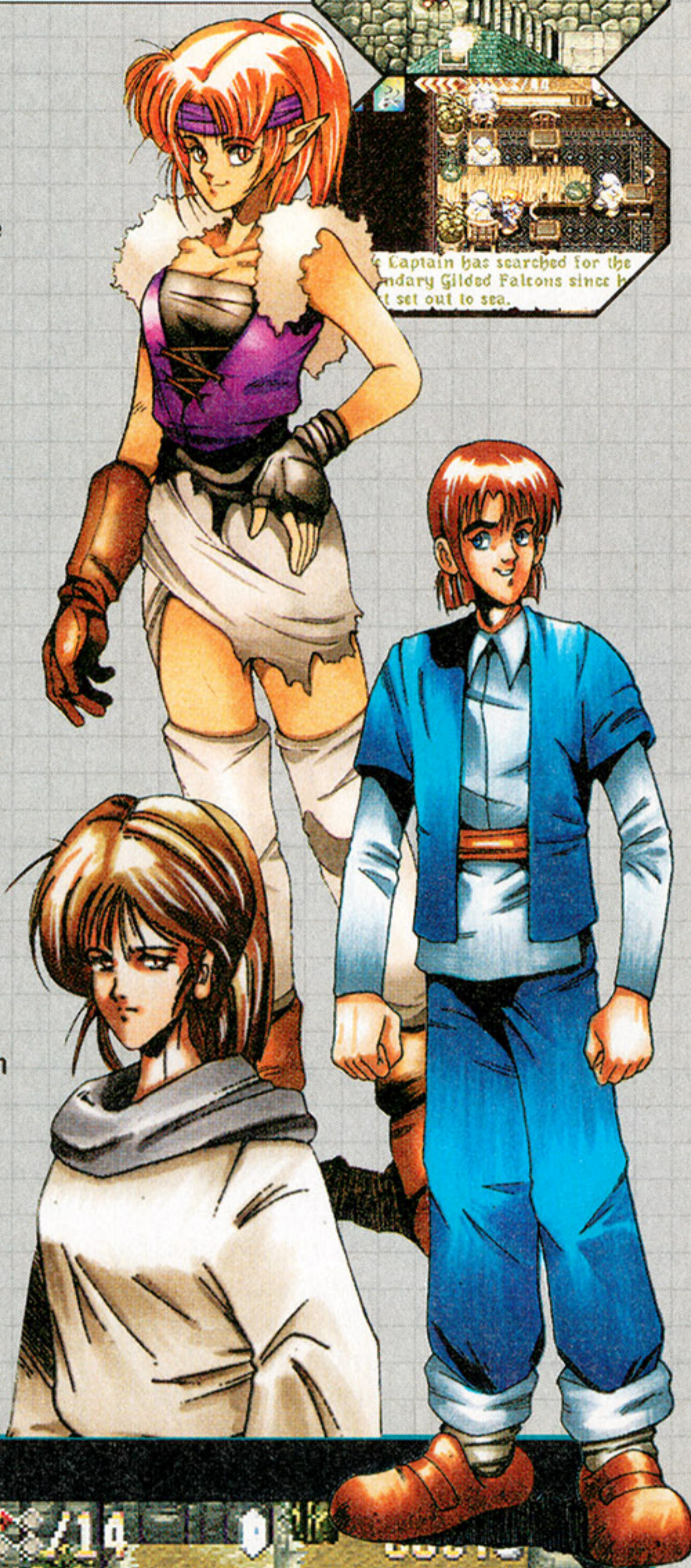
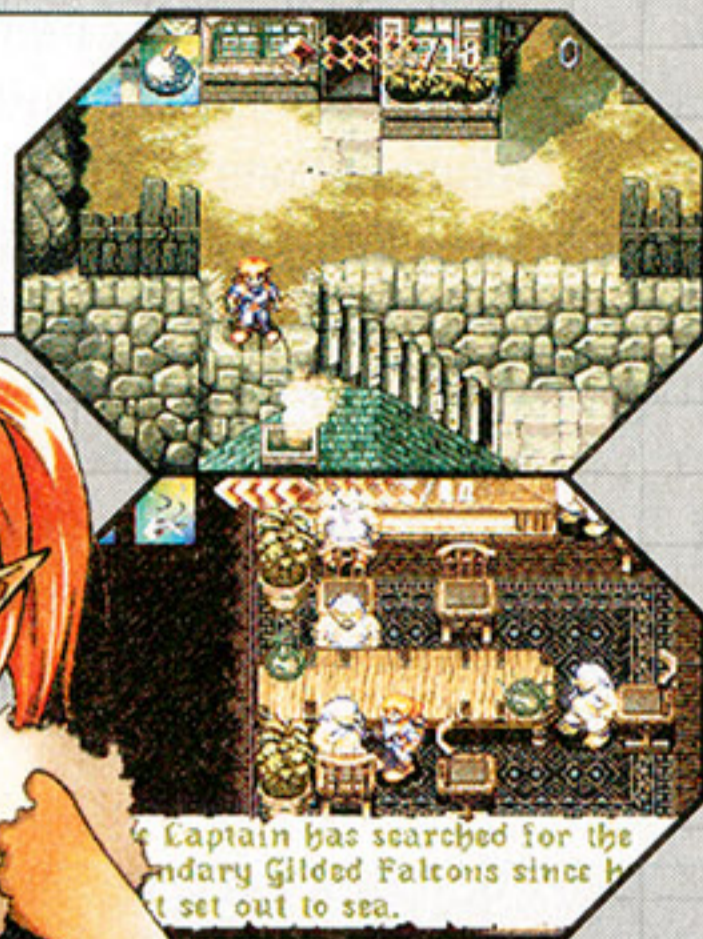
You can use the Pass to enter the Riverside Pub Casino to the south of town, near the beach. Just talk to the bartender and a door in the back will open, allowing you access to three gambling rooms. Use the games to make more money whenever you're running low.

NAVA'S CHARM

Ever wondered what the hell those unlit torches were used for in the basement of the gravedigger's house? Or what that cryptic plaque at the top of the room that continually needs to be cleaned off actually does? Mix these ingredients together and you've got a mystery. Well, we're here to give you the real deal, but before you can attempt to solve the puzzle, make sure that you've obtained the Fire Wand from Flame Manor. Now, the order in which you need to light the torches follows this pattern: upper left, lower right, lower left, lower middle, upper middle, then upper right. If you did it correctly, a chest will drop down in the center of the room. Open it and grab Nava's Charm! At first, this item may not seem to be all that helpful, but once you reach the later dungeons, you'll be glad that you picked it up. Not only does it increase your defense, but it also protects you from any fire damage (except for walking on lava). Equip this sucker when you're fighting against the boss inside Torla Mountain and laugh in its face as you're showered upon by fiery flame attacks

without taking ANY damage! How cool is that? It's also very helpful during the battle with Melzas and his minions at the end of the game. So, don't pass it up!

Getting the Secret Pass for the Riverside Pub will require you to do a little chimney sweeping at Lutas' house.



You also missed

Zelda 64 DD
Tekken 3 details



THE HIGH-PRICED MERCHANT

A little later on in the game, you'll discover that the small shack directly to the south of town is now open for business. If you wander inside, you'll also run into the good ol' captain from the Klark peddling his wares inside. Don't bother attempting to purchase any of his goods, because his prices are much more than you could ever afford. Instead, you'll need to obtain the Secret Pass and use it to talk to everyone inside the Riverside Pub. When you do, one of the men in the front room will inform you of Captain Melnick's newly opened shop and of his fondness for Gilded Falcons... have you put two and two together yet?

Throughout the game, you'll have the chance to collect up to 50 Gilded Falcons from various locations. You can trade them in at Captain Melnick's shop for one-of-a-kind items, depending on how many you've collected. After you talk to the men in Riverside Pub, head over to the Captain's shop. Talk to him and he'll count your birds, so to speak. Depending on how many you

have in your inventory, he'll automatically award you with the appropriate goodies. Here's a list of the items he has on his shelves and how many falcons you'll need to snag them (Note: The falcons don't become discounted once they're used for trade-in. Their total number in your inventory will affect the barter.).

FALCONS	ITEMS RECEIVED	USE
20	Life Vessel/Olga's Ring . . .	Increases attack power
25	Life Vessel	
30	Silver Cuffs	Increases defense
35	Life Vessel	
40	Life Axle	Regain one HP every three seconds
45	Life Vessel	
50	Spirit Wand	Regains MP everytime it's used

KING SNOW'S SECRET

Ever wondered what the headless statue's purpose in the game was other than to give you some odd speech on some dead swordsman? It's surely not a cheap thunder and lightning show, if you're wondering. Only after you receive the Power Glove from Jess can you reach the statue of King Snow to the west of Inoa, but if you talk to him, most likely he won't have much to say to you. His sword will flash briefly, but you cannot get it.

According to Working Designs, the only way to receive King Snow's mighty sword is to really suck at the game. *Alundra* has a built in stats 'algorithm' that can determine whether or not you're any good at playing the game.. and if it's assessed that you pretty much really bite at action role-playing, then the next time you talk to King Snow, he'll hand over his sword to you. I've

never personally had the opportunity to get the sword, but then again, what does it say about the gamer who DOES receive it? By the way, if you do manage to grab it, you'll be happy to know that it kicks much butt throughout the rest of the game because the sword takes most enemies out with only one tap. Cool beans.

SLIMES UNLIMITED

If there was one thing in *Alundra* that piqued my curiosity the most, it was the small cave directly above the main entrance to the Coal Mine. Near the beginning of the game, you can use bombs to clear the doorway to the cave, but it's only when you get the Chainsaw that you can really get anywhere inside of it.

It's easy enough to use the Chainsaw on the white blocks sitting beneath the switch. Break them, hop on the switch, then jump across the wooden platforms to grab the Gilded Falcon in the chest to the left. In the next room, all you have to do is kill all the

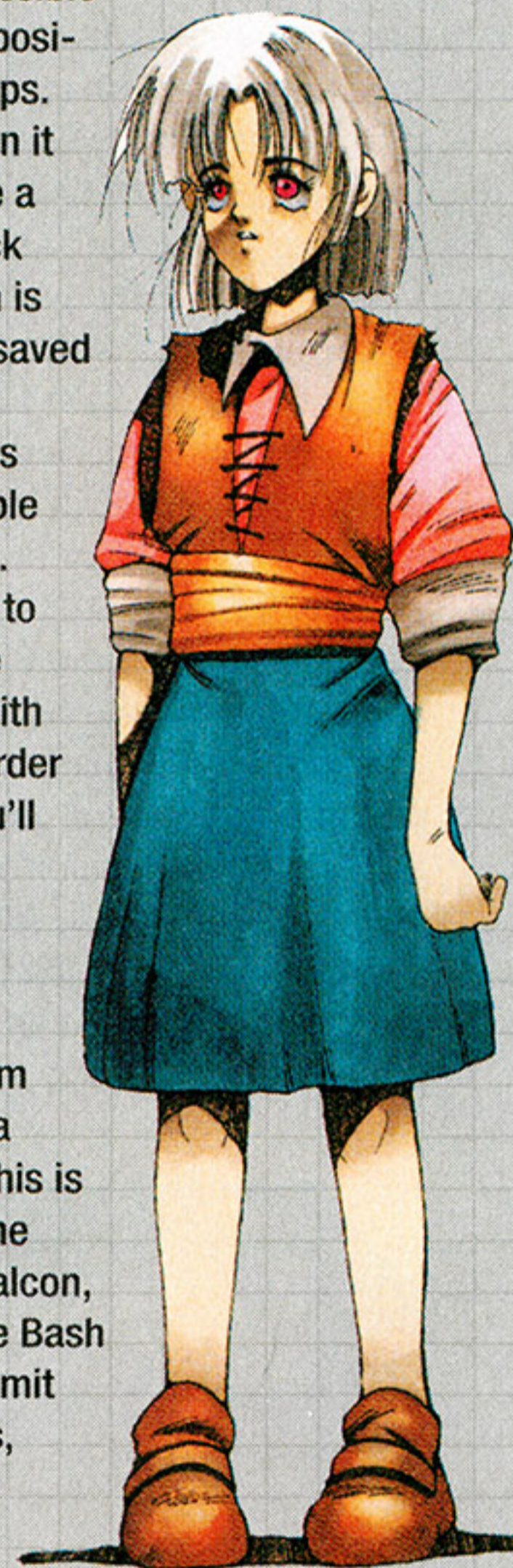
Slimes to open the staircase. So far, so good. But it's the next room that I was confused by. To the right of the staircase is a watery room filled with slimes. I kept killing them, but they kept reappearing after I had demolished them. What I discovered is that if you continually keep killing all the slimes, over and over again, they'll eventually begin to stay dead! For each slime, there's about seven or so replacements for them. So you'll probably have to kill off around 40 slimes in all, but once you do, the

locked gate to the south of the stairs will finally open! If you walk out the door, you'll drop off a small cliff on the mountainside and drop down the chimney of house to the right of the Coal Mine. Voila! Now you can grab the Falcon in the chest that you couldn't reach before! Hit the switch near the chest to open the gate and exit the house. You've successfully solved two mysteries in fell swoop.

TRICKIER FALCONS

In order to get all of the items from Captain Melnick at his item shop, you'll have to collect all 50 of the Gilded Falcons. While most of them are easy to get throughout the game, some of them are a little trickier. The most difficult one to obtain is the one that appears during Olen's dream in the Coal Mine. At the end of his dream, the Murgg attack and right before the dream dissipates, a chest will drop from above and land near the mine cart tracks. You'll only have a half a second to pick it up if you aren't prepared for it. And another sticking point is that the Gilded Falcon inside won't be considered 'acquired' by the game UNLESS it registers in your inventory BEFORE the dream ends. Now how's that for 'difficult'? The best way to avoid missing the bird is to make sure to save before you enter Olen's dream. When the Murgg show up, kill as many of them as possible to get the chest to drop, then position yourself near where it drops. When it falls, immediately open it and claim the bird. It may take a few tries, but you can't go back into this maze once the dream is over. Restart and reload your saved game if necessary.

Two other Gilded Falcons that may elude you are available from the Riverside Pub Casino. You must use the Secret Pass to enter the casino section of the pub and familiarize yourself with the games offered inside. In order to get the one of the birds, you'll have to master the Shooting Gallery game. If you continuously win in a consecutive match, there will be a point when the operator will proclaim you an expert and award you a Gilded Falcon. It's tough, but this is the only way to get it. The same applies for getting the other Falcon, but you must master the Slime Bash game. Once you surpass the limit of the operator's reward funds, he'll give you another Gilded Falcon as the ultimate prize.



1 Use your Power Glove to move the rocks with writing on them. **2** King Snow will only help those who are too lame to help themselves.

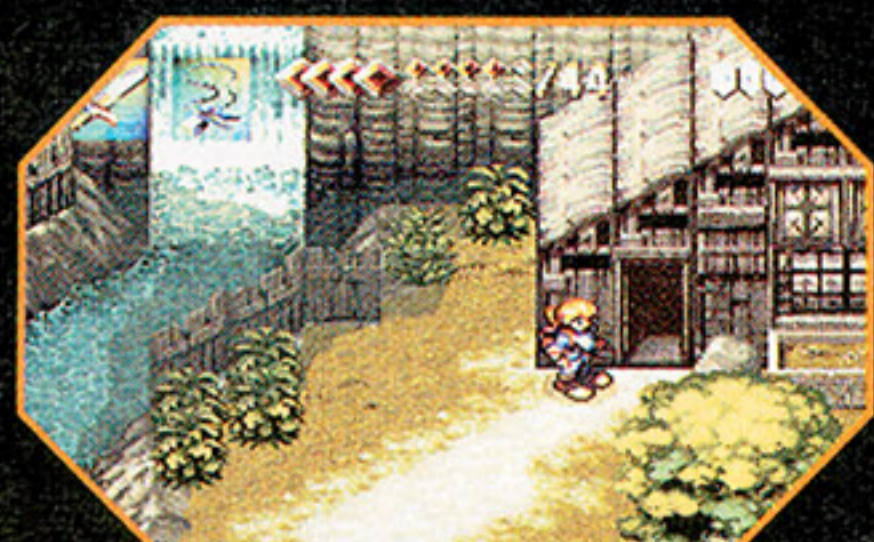


1-3 The first two rooms in the cave above the Coal Mine are easy pickings if you've got the Chainsaw equipped. Make sure to pick up the Gilder from the first treasure chest. **4-6** The third room will have you slime bashing practically into the next dimension! Keep killing them until they stop appearing to open a secret path into the locked house outside. You'll drop through the chimney to pick up a Gilded Falcon!



And you've probably missed

OFF THE RECORD



take you to an area with three torches, four posts and a switch blocked by bushes. Use the torches to burn a path to the switch, instead of using them to light the posts. Once you hit the switch, all the torches will light. READ the plaque before you leave! (b) The top right warp will land you in a room with four torches and four posts on the lower level. You'll need to be extremely quick or water drips will put the torches out! Starting from the far left torch, pick it up and throw it at the nearest post, then head down the line of torches while repeating the same method. With the last torch, jump down, avoid the enemies and light the last torch! Read the plaque and exit. (c) The lower left warp leads to an annoying area with four torches in the center of a room filled with spikes and water drips. Your mission is to use each torch to light a post, while avoiding the water drips and the spikes (sustain damage, drop the torch!) until all four posts are lit. READ the plaque, then exit. (d) In the room attached to the lower right warp, kill the corpses first and try to kill off as many bugs as possible, before trying to light the posts. If you get hit while carrying a torch, you'll have to do the room over again. Once you do this, lighting the posts from the moving platforms is easy! Read the plaque, then return to the main room with the four levers. Point the levers in this order: top left = east, top right = west, lower left = north, lower right = south.

THE MUSIC MAN

Music select options are prized by some and viewed indifferently by others. Either way, you'll have the choice to listen to all the music tracks in Alundra after a certain point in the game. I first noticed the option after I had conquered the Ancient Shrine in the desert. Afterwards, the house to the left of the Coal Mine is now occupied by a musician living in the upstairs quarters. You'll start off the game with one victrola on one of the four tables in the room. You can play any of eight tracks on the first victrola. Throughout the game, more victrolas will appear until all four tables are occupied. Nothing special happens once you access all four, but if you're a videogame BGM fanatic - this may be a small secret that you'll treasure.

TOP FIVE MOST HATED PUZZLES

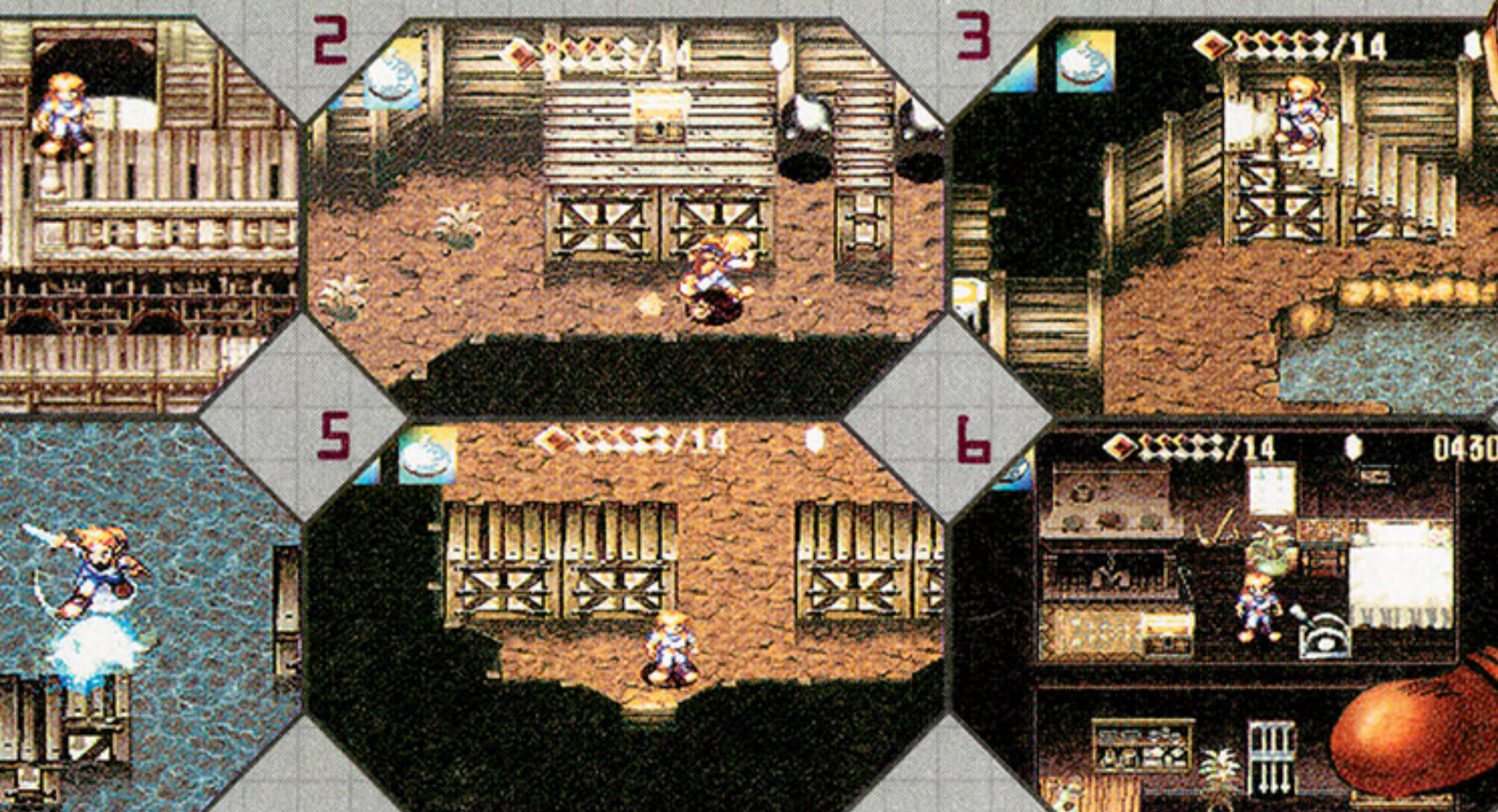
1. MAGYSCAR: FOUR ROOMS WITH PLAQUES

The four warps leading from the area with a strange reversed pattern on the ground with four levers will require you to do some fancy jumping, so make sure to save! (a) The top left warp will

2. ICE MANOR: ICE COLUMN PUSHING

In the first room of the Ice House, you'll be faced with six ice columns. Your objective is to get all the switches to be pressed simultaneously. Here's how to do it: (a) push top right column to the left, (b) push bottom right to the left, (c) push bottom right up, then push it to the right so that it lands on switch, (d) push bottom left up, (e) push top left down, (f) move the 'now' top left column to the left, then push the middle left column to the left, then push it up and move it to the left over the switch, (g) the last push should be the middle left column; push it down over the switch! Now hop on the top switch and the door will open. In the next room, hit the west switch facing south and the east switch facing west.

In the last room, you'll need to figure out a way to



The World Exclusive Tombo Raider 2 demo
The mysterious "Project X" unveiled

And much, much

more...



get all the ice columns over to one side for the room so you can use the bench near the entrance to hop onto the row of columns. From there you'll need to have them positioned well enough to allow you access to the top level where the Ice Wand is.

3. GILE'S SALVATION/DREAM: BUTTON MADNESS

While stumbling through the maze in Gile's dream, you'll come across a room filled with buttons. You need to figure out the pattern in which to make them all green at the same time. Here's the pattern in which to hit them: a) third one down on far right, b) second one down on far left, c) second one over from bottom left, d) third one over from top left. Now all of the buttons will be green and the door at the top will open.

4. A HAND FOR KLINE/DREAM: ICE PUZZLES

This will probably be one of the more infamous sticking points for most Alundrians. When you enter Kline's dream and go into the east tower, you'll discover a few rooms that will plague you like no others. The first room consists of four buttons and three columns. Start off by pushing the top left column up, then push both the right and bottom left columns up, as well. Now push the top left column to the right, then move the now only left column up. Over near the two columns, push the left one up. Step on the only inactive button to open the door. The second room contains six buttons, five columns, and a few fat ghouls. Take out the ghouls, then follow this little method: (a) push the bottom right column up, then right over the switch, (b) push the top right column up and over the switch, (c) push the bottom center column to the left, then up over the switch, (d) now push the lower left column up, so that it rests on the top right switch, (e) lastly, push the top left column to the right, then push it down to rest over the bottom right switch! Step on the last raised switch to open the door!

The next room is super easy. All you need to do is move the far right column all the way around the circumference of the room until it rests against the foot of the staircase in the top right corner of the room. This room is a nice little respite from the next one. Prepare yourself. There is one button and eight columns. Believe me, it's not as difficult as it seems! Follow this pattern: (a) Move the column closest to the stairs to the left, (b) move the second column down on the left hand side of the room to the right, (you should now have three columns lined up near the center of the room), (c) now facing the three touching columns, push the center one up against the back wall, (d) now push the right columns in the trio to the left, then up, (e) return to the left side of the room and push the top column that's resting against the wall to the left, (f) push the bottom left column up, then over to the right, (g) now head over to the right hand side of the room and find the column closest to the staircase railing and push it up against the rails, then to the left, (h) follow it over to the left side of the room, then push it up, then to the right. If all goes well, it'll land right on top of the switch! The rest of the maze is up to you!



5. ANCIENT SHRINE: TIPS ON BARREL CATCHING & MORE!

In the Ancient Shrine, undoubtedly, you'll come across more than one room in which you're required to catch barrels in order to proceed. In the first room like this, you'll need at least two barrels and after six or seven swipes at the lever — the barrels will stop coming, so you'll need to reset the room by exiting and reentering. The best method for managing this room and the second 'barrel room' later on in the maze is to catch one barrel (at the last minute, run for one of the holes and stand next to it to catch one) and then place it

over a hole (don't drop it inside of it, just set it really close to the hole). Hit the lever again and run for one of the open holes. Not only will the barrel have a possibility of blocking another barrel, you'll also reduce your chances of missing one by one. This works well for both rooms!

One small clue for getting through the room with two fire-launching statues, a barrel, and the two-tone floor is to stay on the closed eye symbol floor panels. Once you step on the open eye panels, the doors at either end of the room will close. To reach the south door, you'll need to use the barrel to jump a gap and reach the open door.

1-2 If you happen to screw up any puzzle in Alundra, the great thing about it is that the whole room will reset if you leave the room and reenter it. You'll have to do this often especially with the ice column rooms. **3-4** The last room in the East Tower will have you practicing trial and error for days unless you follow the simple outline in section labeled 'Klein's Dream.' Do it to save your sanity.

5-6 This room will require you to avoid stepping on the 'open eye' floor panels. If you do, both doors in the room will close and you'll have to start over. **7-8** If you're anything like me, the barrel rooms will be the roots of all evil in the world. Don't let them get you down by following a few simple tips, like using caught barrels to block holes. But it's guaranteed that you'll have to repeat each room more than once to proceed.



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CONNECTION

LETTERS FROM OUR READERS...

T & A!

Hey Bill, how come you don't show more nude videogame characters in your magazine? Me and my friend would appreciate a pull-out poster of one in each issue. Also, what is the address for the website Nude Raider?

Suicide Ed, Crazy Bob
Claide, TX

BILL>>> *What the hell are you trying to do, Suicide and Crazy, get me in trouble? Look, I've been the biggest proponent of us having a 'Page Three' girl, but there's no way we can put naked women in here. We tried once and that issue got pulled off of Toys R Us shelves across the country, plus Chris and I got 'yelled' at. As far as Nude Raider goes, that's old stuff. Personally, I've been watching the Pamela Anderson/Tommy Lee video!*

SEAL ACT

On the back of all Nintendo games is the seal of approval. This seal states, among other things, that Nintendo 'assures the quality of this game'. Sega has a similar seal. If this is true, why do they allow disappointing games like *War Gods* and *Crypt Killer* to hit the shelves, even though they are not quality products?

Mark Brody
Holt, MI

FRANK>>> *Nintendo's seal of quality has come to mean less and less as the years go on. The only specific thing that it guarantees is*

that there are no major crash bugs. As you know yourself, neither Sega or Nintendo can claim that the seal encompasses gameplay or graphic quality — those are up to the designers.

DONKEY ACT

In issue #103, you printed a letter from Eric Totten. Eric, if you are reading this, I'd like to clear something up. I was merely giving my opinion on what I felt was the crappiest game ending ever. Why do you have to be such a pansy little wuss and cry to the magazine about it? Apparently, the folks at Ultra Gameplayers magazine felt it suitable to print my letter. And anyway, how could you possibly be so disappointed as a result of me 'ruining' such a stupid ending? She drives away on a boat...what's there to see? That ending movie has no significance to the story (if you even call it a story) at all. Maybe next time you should think before saying something, you moron! Don't be surprised if I find out where you live and hunt you down. (Rockaway is only a 15 minute drive from my house). P.S. Thanks for defending me, Mike. Your help was really appreciated, jackass.

Richard Watkins
Lake Hopatcong, NJ

MIKE>>> *Excuse me?!? Did you just call me a 'jackass'? If your life is so pitiful and pathetic that you have to spend your time writing in to 'imaginary' friends, then I'll leave you alone. After all, what can I say to you that will make your sad mockery of a life any worse?*

As for you calling other loyal UGP readers morons, again I have to say, despite the accuracy, that I cannot condone this type of action. Only UGP staff are allowed to demoralize and insult our readers.

MEET THE TEAM

Hey, Frank's back!



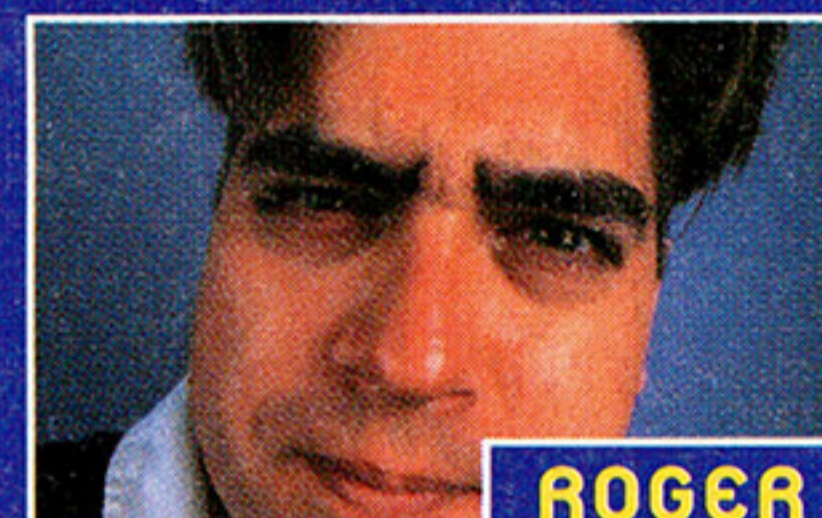
FRANK

Did you miss me?



BILL

Yeah... now get to work!



ROGER

Mike was wearing your kilt!



MIKE

No, I wasn't! Roger was!



FRAN

I need an aspirin...

DON MARIO

I recently purchased a Nintendo 64 and am very pleased with it. I have a few questions for you.

1. At the end of *Star Wars: Shadows Of The Empire*, during the easy mode credits, there is a name with 'Did not actively try to destroy the project' above it. Do you know what this means?
2. Is *Diddy Kong* really better than *Mario Kart*?
3. Did you know that if you leave Mario to sleep for a very long time, he will start talking in his sleep

February is the shortest month of the year and also usually one of the nastiest, with horrendous storms, low temperatures, and this month's installment of the Network Connection. Woohoo!

We're pleased to report that Fran's new column, which we wanted to call *Frantastic*, to which Fran replied that 'she'd see us in Hell first!', is getting a lot of response from gamers who've run up against that proverbial brick wall.

And, of course, now that Frank's back from Scotland, we've given him all the letters that were too weird even for us.

Why haven't you written? It's the least you could do after all the years of harassment and terror we've given you, so get to it!

Network Connections
ULTRA GAME PLAYERS
150 North Hill Drive
Brisbane, Ca 94005

about ravioli? Weird, huh? By the way, this only works when you are not in a painting. Thanks for your time and excellent magazine!
Matt the Maniac
 Cambridge Springs, PA

ROGER>>> 1. Well Matt, although I've been the one accused of 'actively trying to destroy' Shadows of the Empire, the credit in question is just the developers trying to have some fun. Besides, it helps the government identify the 'maniacs' who actually read the credits in games.
 2. As for Diddy Kong, I guess it really depends on what type of game appeals to you, but I like Diddy Kong Racing better than Mario Kart because its platform/adventure elements expand on Mario Kart's more traditional racing focus.
 3. Ravioli? Yum. Are you sure you weren't listening to me while I slept? Actually, if you let Mario sleep a bit longer, he also starts mumbling about the 'Family', 'Respect', and 'Hits'.

SEAL ACT

Hey Francesca, just sitting in my geography class and I thought of some questions to ask you, so here they are.

1. When is *Mission Impossible* coming out for N64?
2. Will you go out with me?
3. What do you think Princess Toadstool and Mario's kids would look like?
4. Do you know where I can get some scissors like that guy in the

Clock Tower? Well, anyway, that's it, gotta go to sleep now.
Criss Allison
 Bistol, VA

FRANCESCA>>> 1. It's still under development, but the release date is a complete mystery.
 2. If you're in Geography Class while writing this, I'd have to say I'd be risking prosecution. At least that's what Roger and Mike tell me... they have more experience with this sort of thing.
 3. I don't want to know. I had wished that there was a 'no-reproduction' law in the videogame world, but Donkey Kong proved me wrong.
 4. One word... Bill.

LEARN TO READ

This letter is for all those people, like me, who take videogames too literally. Last night, I tried jumping on my turtle and riding his shell around the room. Unfortunately, it didn't work. Now, thanks to Nintendo, who gave me this idea... sniffle... Speedy is DEAD! Sob!
 P.S. Bill,

DAMN YOU! DON'T MAKE ME RELEASE THE MONKEYS ON YOU!
Dustin Emery
 Ojai, CA

BILL>>> Geez, Dustin, chill out! You obviously didn't read the small print on the back of the Mario game, where it distinctly says, 'This is just a game and not for really life. Do not jumping on turtle and sitting to break turtle back. No, No. Do not. Turtle being injured or dismemberment, OK for turtle soup, but if boiling, wash hands first. Shell on you, or under, will break...' It goes on like that for eight paragraphs, Dustin! Next time, read the damn box! Hey, can I have the shell? I really need another ashtray...

Top Left: Everybody sing! 'Sweet dreams are made of these. Ravioli sets Roger's mind at ease...'

Top Right: Yes, Bill has the original *Clock Tower* shears. No, you can't borrow them...

Center: OK, we promised we'd never say this again, but we just gotta ask: 'Who would win in a fight and why?'

Bottom Left: Hey, Matt, all the game developers are secretly hiding credits in their games to drive you crazy!

Bottom Right: What's dangerous, useless and stupid? No, we don't mean Bill...



READER ART OF THE MONTH!

We usually have some reader art in this space, but as usual, no one sent any in. Well, that's not entirely true. A few folks sent in some art, but it all looked like it was done by a monkey who was hopped up on goof balls and restrained with a roll and a half of duct tape. Sure, we could have printed it, and you could have seen it and barfed, but we figured we'd only put the good stuff in here. Send your GOOD art to:

Reader Art
 c/o ULTRA Gameplayers
 150 North Hill Drive
 Brisbane, CA 94005

HELP ME, FRAN!

Wild Arms

FRAN

This is it, I'm stuck in the Dead Sanctuary in *Wild Arms*. I did it all the way to this devilish room in which I have three spots and four big stones (one yellow, one green, I believe it's 'Hope,' one red that I believe is 'Love,' and one blue that I believe is 'Courage.'). Now, no matter how I place them, that damn door at the end of the room won't open. What am I supposed to do?

-Gonzalo Nemmi

OK, I think I can help you out... here goes! What you need to do is place the statues in a certain order, then destroy the light blue/grey one with a bomb. Here's the order: Red = left, Yellow = middle, Blue = right. You should be able to get through the door once it's done right! Good luck!

Shining the Holy Ark

FRAN:

Help me in *Shining the Holy Ark*. I can't get into the Tower of Illusion near Mirage Village. I can't get the right-side/East Tablet to click, even though I've followed the tips I've managed to find so far.

-Shahrezza Zaini

OK, this puzzle is one of the tougher ones. Make sure that you know how to strafe, then give this a shot. I'll assume that the direction towards the tower is north, so all directions are based on this assumption.

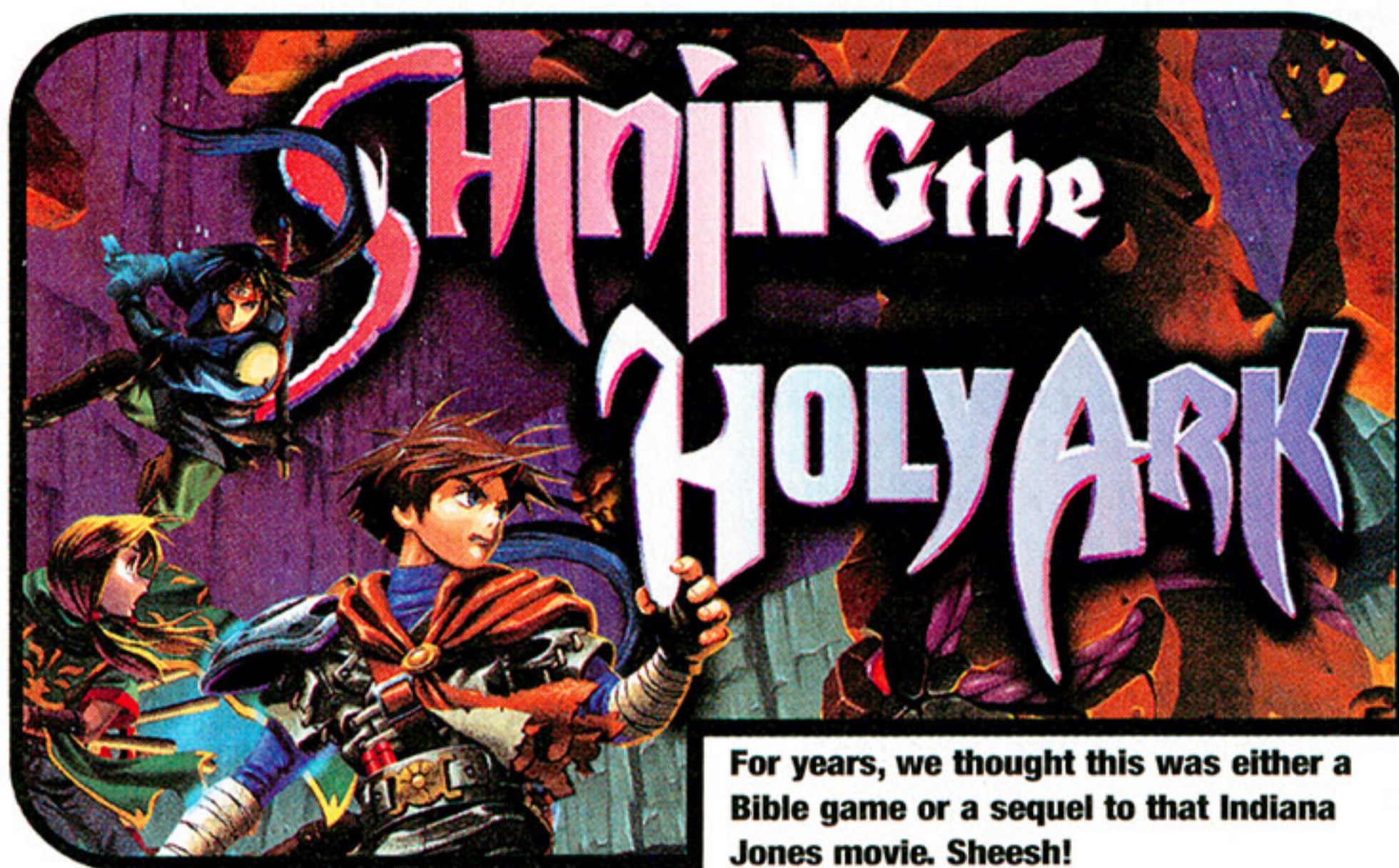
-For the west tablet, face west, and slide across it from the south.

-For the east tablet, face west, and slide across it from the north.

-For the center tablet, face east, and slide across it from the east.

-For the north tablet, face north, and slide across it from the north.

Hope this helps you with the game!



For years, we thought this was either a Bible game or a sequel to that Indiana Jones movie. Sheesh!

COME ON IN!

I'm a newcomer to ULTRA Gameplayers. I was wondering if you could give a warm-hearted welcome? Thanks.
Danny Phillips
Middleburg, FL

FRANK>>> OK. Welcome to our magazine. May your time with us be a fun-filled laugh riot of Three-Stoogian proportions and may your children be tall and sweet-natured.

CRACKED UP

I received a demo disc from Namco in the mail for my Playstation and it was cracked. So I was wondering if there is any way I can get a replacement?
Justin Chiovitti
Grindstone, PA

MIKE>>> If you live near an Electronics Boutique, you can go in and pick up the same disc for free. Otherwise, you might want to try calling Namco for a replacement. I'd also get a hold of your postal worker and give him a good talking to!

SIM LIFE

I am writing this letter because I don't know why no one has come out with a *Sim City 64*. I've waited and waited, but where the hell is it? I think that *Sim City* would make a great N64 game. I know that the SNES version sucked, but 64 has so many possibilities. If it doesn't come out soon I'm gonna have to kick some ass!
Patrick Bias
Louisville, KY

ROGER>>> Aw, quit your griping, Patrick. *Sim City 64* is coming both on cartridge and for the 64DD, and both versions will be different. Now get back in your bunker, you wacky dictator, you!

RPGEEZ!

Dear Francesca, I have a couple questions. I have heard only a little bit about *Magic Knight Rayearth*. I was wondering if you know any more about it, and if you think it would be good? I've been looking forward to it ever since I got interested in playing RPG's after playing *Wild Arms*. Can you recommend some really good ones for the Saturn? For the Playstation, I have *Wild Arms*, *Suikoden*, *Final Fantasy VII*, and am planning to get *FF Tactics* when it comes out. Also *Zelda 64*. I've got *Albert Odyssey* and *Shining The Holy Ark* for Saturn.

Also, I was wondering if it was a misprint that *Princess Maker 2* was for Saturn? Is it coming out for Playstation, Saturn, or N64, because Electronics Boutique didn't know, and they're updated on game info.
Cheryl Allred
Boulder, CO.

FRANCESCA>>> From the bits of *Rayearth* that I have seen, it looks like it'll be a good game. It's an action RPG, as opposed to *Final Fantasy VII* or *Wild Arms*, so it may be a bit different. But if you're a fan of the *Rayearth* anime series or if you're into really detailed cinematics, then the game will be a small bless-



THE JADED GAMER

We've recently gotten some more movie footage of *Zelda 64* and I've gotta say that the game looks intriguing. Old Link runs all over the place, dispatching monsters with the greatest of ease. But then, my brethren, I saw something that made me cry out, 'Sacrilege!'

Evidently, somewhere in the game, Link disposes of a huge T. rex-like creature, called a Dodongo, with a boomerang! 'Sure, that could happen', you say. 'You are freaking nuts!', I would reply. Now let's do an experiment that proves I'm right and you are horribly wrong, right?

You'll need to gather a few items for this one. You'll need some green leotards (your Mom or your girlfriend might have some), a big Gallo dry salami, one of those cotton mop heads, your neighbor's vicious dog, four or five friends, and a boomerang. More on that boomerang later; let's get started with the other stuff.

First, pull on the leotards and put that mop on your head. Your friends can start laughing at this point, but at least you'll look somewhat like Link. Tie some string on that big, stinky salami and wear it over one shoulder, kinda like what Link does with his sword. Now we're ready for some action!

Have your friends chase you around the yard for a while, so you're a little bit tired. Remember, Link doesn't encounter the Dodongo until

later in the game, so you want to feel like you've been adventuring. After you're good and sweaty, jump over your neighbor's fence with a hearty 'Yo Ho!' and strike a heroic pose.

This ought to pretty much set that vicious dog off, but in order to simulate the full fury off a Dodongo attack, you'll want to unsheath your trusty, uh... salami and whack the rabid beast several times on the head with it, while screaming 'Have at you, foul lizard!', or 'Fragamar!' (while this last phrase doesn't mean anything, for some weird reason, it really gets dogs mad).

OK, now we're ready for the boomerang and, coincidentally, the proof of this experiment. A good, freaked out, salami-whacked dog usually only weighs about 60 to 80 pounds. A Dodongo weighs about two tons, so, to accu-

rately simulate the effect of a full sized boomerang on a full sized Dodongo, your boomerang needs to be about four or five inches long and weigh about, oh... three ounces. That should do it.

Throw your mini-boomerang repeatedly at the head of Sparky, who by now should be just about as pissed off as a Dodongo would be. Keep throwing that damn mini-boomer and yelling 'Die, wormspawn!', until Sparky collapses, or until blood loss makes you so weak that you can't even pull your lower leg out of Sparky's foaming mouth. Cool, huh?

So know you see why I'm right and you're wrong, right? Just remember that when you're playing *Zelda 64* and you bump off that Dodongo with the boomerang.

No animals were hurt in the writing of this column.

ing. The biggest draw for the game is the amount of voice-overs used to develop the characters. There are A LOT of them. As for other Saturn RPGs, you may want to wait around for Shining Force III and Panzer Dragoon Saga. And that misprint for Princess Maker 2 has been the bane of my existence since it made it to print. It's actually for the PC and as far as I know, it probably won't be coming out for any home console. Sorry about the mix-up.

THRILL SEEKER

Bill, I couldn't help but notice that a lot of the things that you and Wild Walt did when you were kids are a lot like the things that me and my friend, RJ, do. For example, that story about the airplane in issue 104, it's just like the time RJ and I stuffed a model truck with old disposable lighters, oily rags, and firecrackers. Then we got onto his porch roof, lit it on fire, and let the good times roll. Are you guys spying on me or something? ACK!! WHO THE HELL IS THAT OUTSIDE MY WINDOW? TASTE THE WRATH OF MY N64 CONTROLLER, YOU UGLY FREAK! Oh, sorry Mom.

Mike Wolbert
Rixford, PA

BILL>>> To be honest, Mike, I'm pretty sure that if you grow up in America and you don't have adventures like that, then you're not normal. I would like to say that our readers should in no way attempt the things written in the Jaded Gamer columns. After all, we were trained professional stunt children, and, as such, had already signed the paper saying it was OK if we got

blown up or burned alive or disemboweled. What do you mean, you never signed a paper like that? Uh... Mom? We need to talk...

HELP!

On Goldeneye 007, I beat the Cradle (level 18), and I beat it on Agent, Secret Agent, and OO Agent, and it won't let me pass to the Aztec Complex or the Egyptian Temple. Can you tell me what to do?

John Hendrie
Long Branch, NJ

FRANK>>> First you have to beat the game on easy mode, then hard — in that order — and that should open up both levels. Since it sounds like you already did that, we can't figure out what you did wrong.

WRONG ANSWER

Is it true they are coming out with Turok for Playstation? If so, when will it be?

Clint Grimsley
Panama City, FL

MIKE>>> This is completely false. Are you are grossly mis-informed? My suggestion is to stop getting 'bogus' information from other rags and start reading every page of UGP. There will be a pop quiz next month, so start boning up now.

BILL>>> Hey Clint, wanna buy a quarter for a dollar?

Top Left: Gonzalo was stuck in Wild Arms, so we printed this picture here to help out...

Top Right: Hey, Cheryl, here's a Rayearth picture. Now will you stop bugging us???

Center: A hero, a Dodango, and a really stinky salami... if that doesn't say 'Great Game!', just what the hell does?

Bottom Left: Before Mike worked here, he used to teach at Burger King University.

Bottom Right: No, Mike, Bill's not following you, but that mysterious shadow may be...



GOT PROBLEMS?

Are you having a tough time with a game? Well, why not ask Fran? Send it to the usual address, c/o Help Me, Fran!

JADED GAMER...

The Jaded Gamer would like to remind everyone that hitting a crazy mad dog with a big, stinky salami is not a real good idea, so don't do this at home. Trust me on this one, OK? Don't ask me how I know this, but take my word, it can get ugly fast...

GAME IDEAS!

Send in your ideas to Game Ideas, c/o **ULTRA Game Players**, 150 North Hill Drive, Brisbane, CA. 94005.

HOT CODES!

I have the codes for the game *Real Life*:

Free Money: Buy a gun, go to the bank, and rob the place, or, get a job, it goes from there. **Automobile upgrades:** after doing the money cheat, head to the auto store for some wheel-in' and dealin'.

Invincibility: This is a tough one. First, do something cool like run in an election and win. Next, after winning the election, ask your wussie servant to get you some bodyguards. Now you don't have to take any bullets!

Big Head: (second method.) Go to the hardware store. Once in side, head to the helium pump section. Next, take the pump and put it in your mouth. Now, pump the pump. You should hear a loud ringing sound and then you should pass out. Sanyika Maraczi via E-mail

BILL: Right on, Sanyika, but since codes aren't really a game idea, you lose!

HE'S A CUT UP!

My game idea is called *Suture Me Good!* In this game, you play as a surgeon, who just so happens to do his best work with the help of a few tools which all surgeons use... like Codeine, Morphine, and Ether, just to name a few. But the interesting part starts when your own appendix becomes inflamed, and you must remove it. The problem is that you are in your green, hatch-back, 1962 Plymouth Fury, and all you have to work with is a razor blade, a roll of gauze, and a bottle of scotch... AND YOU'RE TAKING IT ACROSS COUNTY LINES!!!!!!!!!!

Rob Truesdale via E-mail

BILL: Right on, Rob! What memories your game idea brought back. No, I've never been a surgeon, but I do have fond, but hazy, memories of Codeine, Ether and Scotch! As far as old Plymouths go, I've never had one of those, but believe me, you can get into one heck of a mess in a Volkswagen bus, especially when going across county lines!

NUDE CODE?

I just bought *Mario Kart 64*, and while playing the Lava stage, I went off the course and crashed. Trust me, I'm good at that. Maybe that's why everyone's afraid of me getting my driver's license. Suddenly, a naked picture of Jenny McCarthy appeared on the screen, at which point my mom walked in. She saw the screen, then threw the game away! I saved my money for four months to buy the game, and now I don't have either! What am I going to do? P.S. Jenny McCarthy is so fine!

Jeff Dulles, VA.

ROGER>>> Okay Jeff, I've played *Mario Kart* for 18 hours now, crashing in every conceivable way on the Lava level, but still no naked Jenny! In fact, *Mario Kart* overload soon had me imagining everyone in the office naked. Unfortunately, the first

person I looked at was Bill. Start saving, buddy! You owe me some major bucks for therapy.

REMEMBRANCE

I was wondering if you guys remember the *Ultima* RPG game series? They were great. Anyway, what's going on Origin now? I've heard of an *Ultima Online*, but I really don't know much about it. Please help!

John Carr Philadelphia, PA

FRANCESCA>>> Don't worry, John, *Origin* is still around and they've got their hands full after launching their *Ultima Online* multi-player phenomenon. They've also hooked up with EA, so that they're probably not going to be going away anytime soon. As for *Ultima Online*, all you need to know is that it's based on the same ideas repre-

sented in the game's series, but now it's completely real time, so even if you sign off, the game still goes on. But the RPG elements are still there. You may want to check out the *Origin* website for more info by using the link at <http://www.ea.com/>.

HOT ONE!

How can you say that *Real Life* (working title) is great?! It's boring! It's all graphics and painful memories of being dumped, beat up, and getting nowhere! I also got the bad ending, and I'm forced to deal with it for eternity. AAAAHHH!!! That's hot! Watch where you...OOOAAHHH-HH!!!! I hate this place! Man, is it hot here!

Ken Fager In Hell

BILL>>> Hey, Ken, the bad news is you're not playing *Real Life* anymore! You didn't save your game enough, so when that power surge came through, it pretty much just cooked your circuits and lost your game. The good news is now you're playing a really interactive version of *Doom*! Here's a strategy tip: don't make the guy in the red suit and horns mad, OK?

NICE SAVE!

I recently bought a Playstation for my birthday and rented *Resident Evil*. I thought it was great, and plan on buying the DC version for Christmas. When I rented it, I got about halfway through, saved it, and then returned it. My question is, can I open the saved *Resident Evil* file on *Resident Evil DC*?

Tom Byrne Tom's River, NJ



THE FAN SITE OF THE MONTH

playstation interactive — <http://psi.simplenet.com>

The number of PlayStation devoted websites continually increases over the years so that now the web seems almost overly saturated with electronic testaments to Sony's console system. But, once in awhile, we run across a PS site that really seems to be headed in the right direction. PlayStation

Interactive is one of them. Though sparse on graphics, the number of areas and editorials to peruse really show off the clean, minimalist layout of the site, as well as some interesting information, to boot.

The site contains a good number of up-to-date reviews, previews and edito-

rials that should keep gamers informed about what's out and what's currently in the works for their favorite system. The staff is hard at work, keeping stead with the fast-paced industry, so it's a good idea to drop by PSI to check on what they have to say about the PS and its games. Check it out.

- 1 Check on game scores, reviews, and previews from the home page.
- 2 The mini-bios are a fun read.
- 3 Good reviews give you an outline for each game.
- 4 Games are 'rated' in an area separate from their content reviews.



FRANK>>> Good question. Let me check... apparently not! You can't use standard Resident Evil saves with the Director's Cut.

SUPER BUMMER

Hello, I'm Superman, and I'm complaining about how few Superman games are being made. I mean, I'm nearly destroyed by the explosion on Krypton, fly all the way through another galaxy to earth, and bust my butt day and night saving people, and all I get is a 16-bit, crappy, no good Superman game.

Listen here, buddy, if there aren't any games coming with my name on them, then I'm going on STRIKE. That's right, I'm QUITTING my JOB!!! Ha, ha, ha. And you can't stop me. And Bill, I think you're a... huh what's that? Damn! Another person is falling off a building. Oh well, who cares, people need to die. I hope it's Lois...

Superman, uh... Superland... or something

BILL>>> Oh, sure. Like you've got it so hard... You ought to try being me for a day, pal! First of all, I'm always on call as Super Buddy. This in itself isn't too bad, except that means you've got to hang out with Barf Lad every day. You wouldn't believe what that guy eats to power up his Bionic Belch! And then there's the whole Moogoo/Evil Antler God deal. Hey, you think I like sitting around all day, with those stupid antlers on, thinking up evil ways to end the world? Well, OK, I admit I'd probably be doing that anyway, but sometimes those antlers get to rubbing me the wrong

way! And then there's the normal wear and tear of being Bill. You think it's easy being known as the kid with the biggest liver on the block? Well, it's not. So go ahead, Super Jerk. Quit your job. Besides, I already heard that there's talk of a Resident Evil game in the works... really...

WHAT A NUT

Hey, I think your mag is cool, I buy it religiously every month. I wanted you to answer some questions for me.

1. What is the deal with the 64DD? When is it coming out next year?
2. Will the 64DD have a modem to get on the net?
3. Is there any NCAA football game coming out soon?
4. What's the deal with *NBA Basketball 64*? I see it listed in your release list, along with *NBA In The Zone*, but all the game shops only know about *In The Zone*.
5. I challenge you all to a contest! You'll have first question. Then I answer, and ask you my first question-best of 3. Joao '64 Game

Master' Stinson
Destin, FL

MIKE>>> Since you buy us religiously, I guess I'll answer your questions.

1. The 64DD will be lucky to make it out by Christmas '98.
2. Details are sketchy, but there are no confirmations on the DD having internet capabilities. Too bad.
3. NCAA Gamebreaker '98 is incredible and well worth the money.
4. Z-Axis is developing this title but has yet to find a name or publisher. The game is nearly finished and it looks like Williams may pick it up and release it as NBA Fastbreak 64.
5. What the hell are you talking about, you little freak? I thought you were normal, but alas, you are insane like the rest. Now go away.

Top Left: Roger couldn't find the Jenny McCarthy nude code, but only 'cuz he's married...

Top Right: Hey John, here's the Origin logo, so stop crying!

Center: Super Buddy, Evil Antler God, and all around good guy, Bill only blows his nose on the really bad ghosts!

Bottom Left: Mike Salmon swears by NCAA Gamebreaker '98!

Bottom Right: Ever notice how the 64DD makes the N64 look like a four eyed shark?



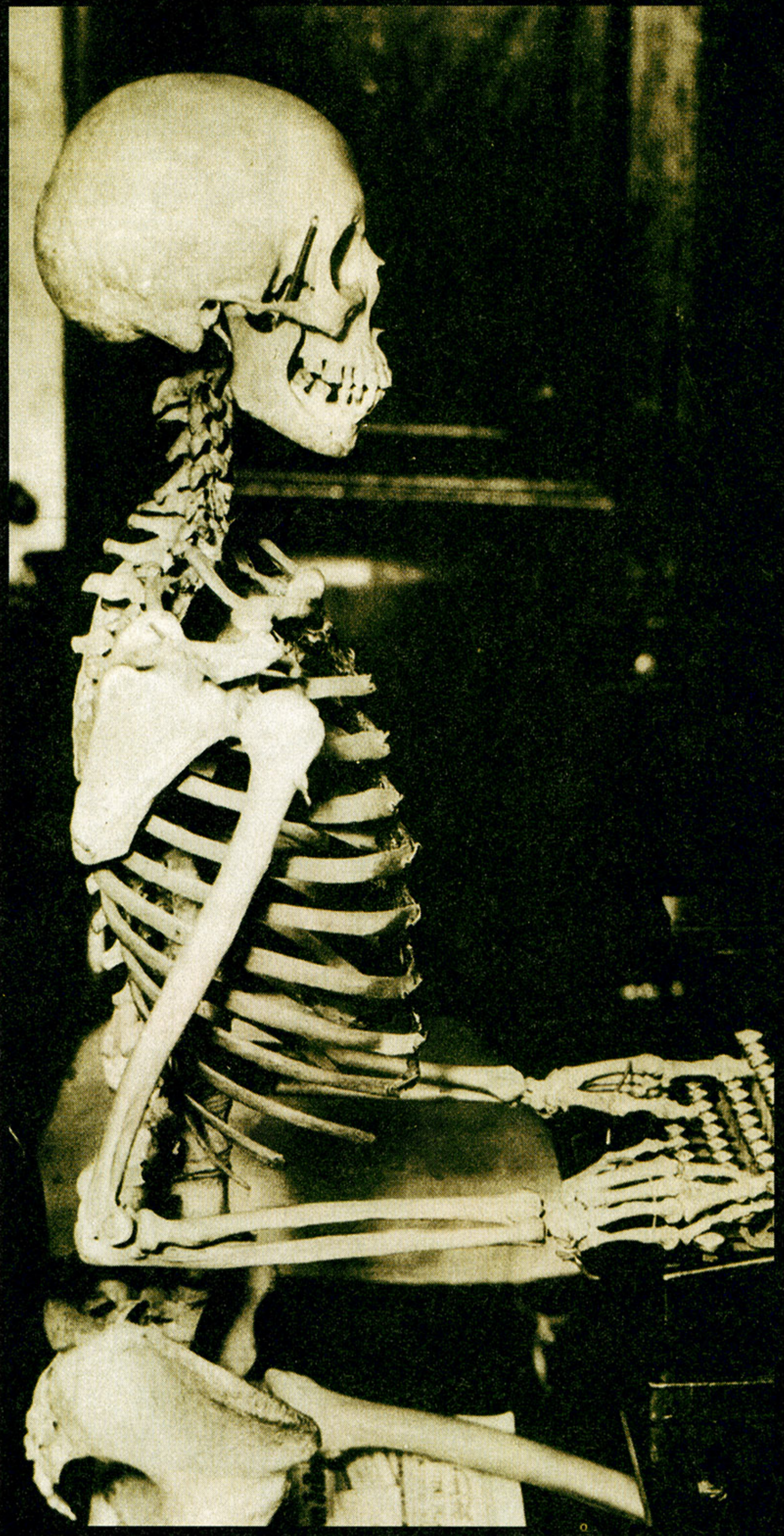
SURFED ANY GOOD WEB SITES LATELY?

Drop us an e-mail with the URL. If we feel that it goes above and beyond the call of duty, we'll feature the page in a future issue!

GAME IDEAS...

That's right, gang, the Game Ideas column is back! We're still trying to figure out what we can give to the winners, though. Hey, how about a nice 8 X 10 glossy autographed picture of Bill? And second prize could be two of the damn things...

Use it a lot. But don't forget to eat, okay?



Yahoo! Chat

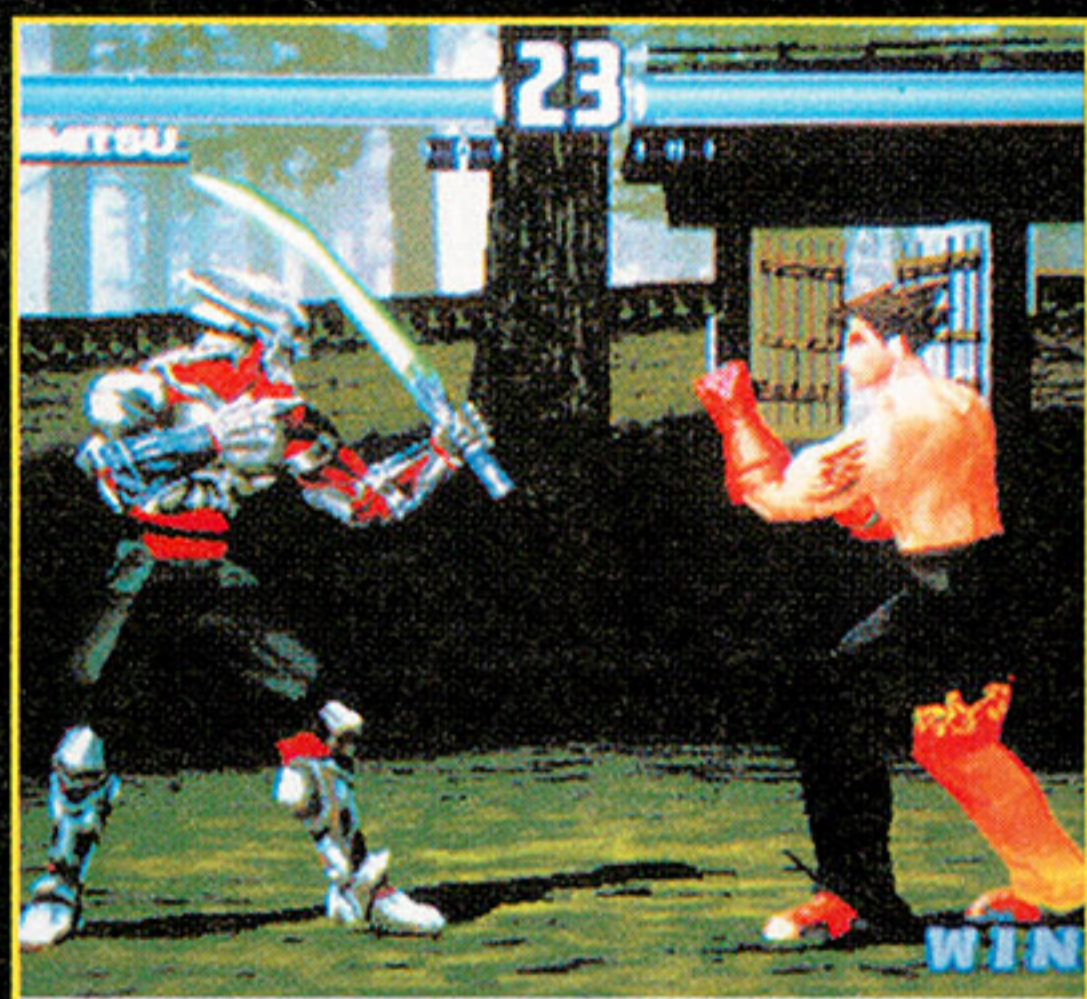


You don't have to "subscribe" to any online club or service with us. You know what that means? Yep. It's freeeeeeee! (Blab on, brothers and sisters.) www.yahoo.com

DO YOU YAHOO!?

NEXT MONTH

TEKKEN 3



FEATURED NEXT MONTH...

THE MOST EAGERLY ANTICIPATED FIGHTING GAME EVER IS PUNCHING ITS WAY ONTO YOUR PLAYSTATION. WE'VE GOT ALL THE NEW SCREENS, NEW INFO AND THE FULL SKINNY ON THE BEST FIGHTER EVER.



Whew! We just barely made it out of that issue with our lives. And now... now, they want us to do it all over again! Ok... we'll do it, but it's gonna cost you plenty. So stay tuned, loyal readers, and we'll see you again in next month's ULTRA Gameplayers, on sale everywhere February 24th!



YOSHI'S FULL REVIEW

Green, lean and far from mean, it's Nintendo's greatest platform game ever and we've got a full review! It's better than *Super Mario World* and it's only on Nintendo 64.



QUAKE 2 ARRIVES AT LAST

We've got a big review and strategy secrets for the ultimate 3D blaster. Strap on your rocket launcher and tune in next month for a hellishly good read. There's new lighting effects, new weapons and a much, much better one player game. Find out why *Quake 2* is going to be even bigger than *Quake 1*.



TOMORROW NEVER DIES

James Bond seems to be the flavor of the moment, with *Goldeneye* making a big bang on N64. Next month, we'll take a look at MGM's *Tomorrow Never Dies* — perhaps the best Bond game yet. PlayStation fans can now enjoy a Vodka Martini (you know how you like it).



RESIDENT EVIL 2

The biggest, best and most comprehensive strategy on one of the toughest, scariest games of 1998. We'll be wearing our special incontinence pants to bring you a bed-wetting nightmare guide to the zombie-filled classic. Join Claire, Leon and Francesca as they try to save the world from slightly moldy bad guys.

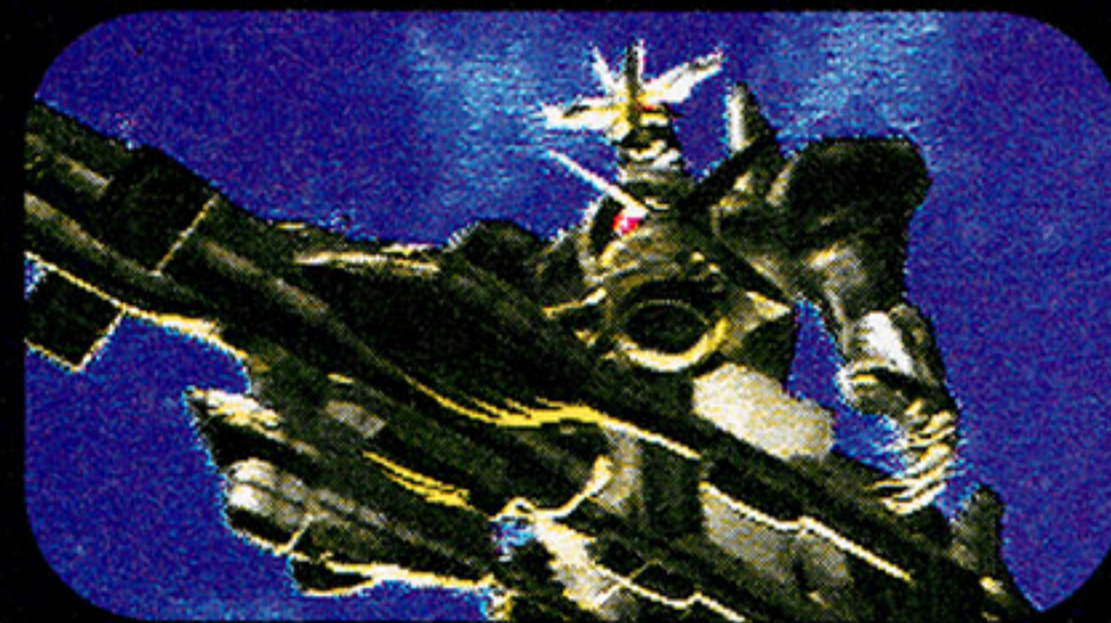
FRANK'S GONNA HOLD HIS BREATH UNTIL YOU CALL!



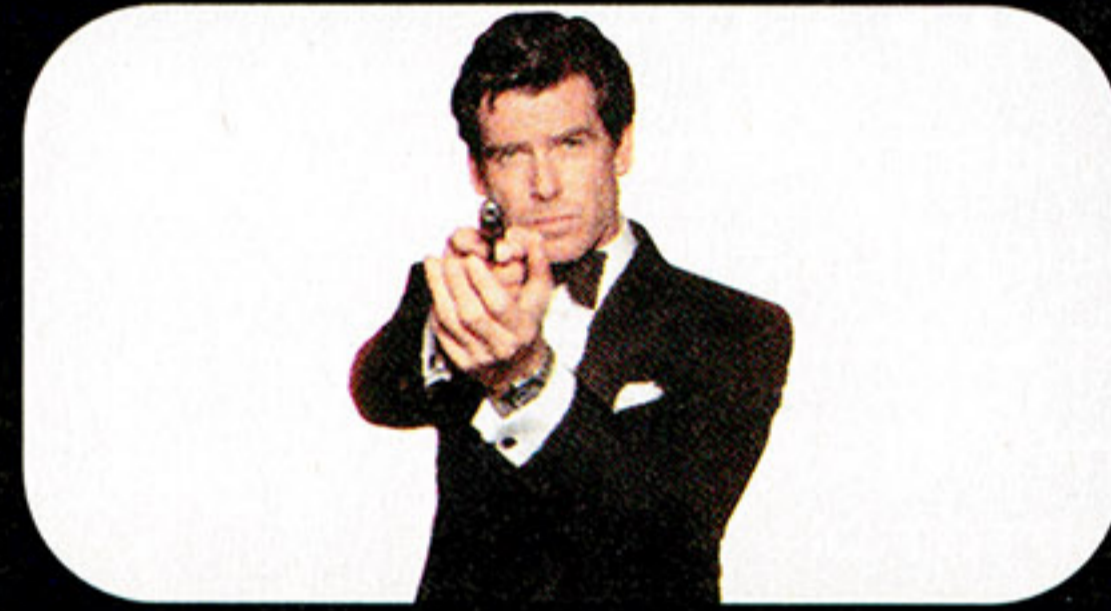
SO HURRY UP – PLEASE! CALL THE ULTRA GAMEPLAYERS TIP LINE TODAY.

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Final Fantasy VII



Golden Eye



Madden '98



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Whatever your sport, we've got the hottest tips to all the hottest sports games

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Tips on the latest games for Sony Playstation, Nintendo 64 and Sega Saturn

EDITOR'S PICKS

Our editors choose their all-time favorite games to provide tricks, cheats and codes

(calls cost \$1.49/minute)

Calls average 3 minutes in length. If you're under 18 years of age, please get your parents' permission to call. Brought to you by ULTRA GamePlayers Magazine in beautiful Brisbane, CA.

ULTRA
gameplayers

ON THE WAY

hot new games

FEBRUARY

Nintendo 64

Forsaken - Acclaim Ent.
Mystical Ninja - Konami
NHL Breakaway '98
-Acclaim Ent.
Snowbo Kids
-Atlus Software
Virtual Chess - Titus Software

PlayStation

Apocalypse - Activision
Breath of Fire 3 - Capcom
Cardinal Syn - Sony CE
Diablo - Electronic Arts
Elric - Psygnosis
Forsaken - Acclaim Ent.
Heavy Gear - Activision
Klonoa - Namco
March Madness '98
-Electronic Arts
Ninja - EIDOS Interactive
Ogre Tactics - Atlus Software
Pitfall 3D - Activision
Populous 3 - Electronic Arts
Rascal - Psygnosis
Reboot - Electronic Arts
Road Rash 3D - Electronic Arts
Skullmonkeys - Electronic Arts
Theme Hospital
-Electronic Arts
TNN 4X4 2 - ASC Games
TNN Bass Fishing '97
-ASC Games
X-Men: Children of the Atom
-Acclaim Ent.

Saturn

Magic Knight Rayearth
-Working Designs

PC

Addiction 3D Pinball
-Microprose
Battle Zone - Activision
Black Dahlia (Win 95) - Interplay
Dark Reign Mission Pack 1

(Win 95) - Activision
Deadlock 2 (Win 95) - Accolade
Deathmatch: Quake 2
(Win 95) - Simon & Schuster
Elric (Win 95) - Psygnosis
Flesh Feast (Win 95) - Sega Soft
Flight Squadron (Win 95)
-Activision
Forsaken (Win 95)
-Acclaim Ent.
I-76 Arsenal (Win 95)
-Activision
Jedi Knight Add-on (Win 95)
-LucasArts
March Madness '98 (Win 95)
-Electronic Arts
MechWarrior 2: Titanium Pack
(Win 95) - Activision
Might & Magic VI (Win 95)
-The 3DO Company
Of Light and Darkness (Win 95)
- Interplay
Populous 3 - Electronic Arts
Rebellion (Win 95) - LucasArts
Terra Victus (Win 95)
-Panasonic Interactive
Unreal Add-on (Win 95)
-GT Interactive
X-Fire (Win 95) - Sir Tech

March

Nintendo 64

Banjo-Kazooie - Nintendo
Battle Dancer - Konami
Ken Griffey Jr. Baseball
-Nintendo
NBA Jam '98 - Acclaim Ent.
Quake 64 - Midway Home Ent.
Superman 64 - Titus Software
Tonic Trouble - Ubi Soft
Yoshi's Island 64 - Nintendo

PlayStation

Batman & Robin - Acclaim Ent.
Blasto - Sony CE
Bloody Roar - Sony CE
ClayFighter Extreme - Interplay
Jack Nicklaus Golf - Accolade

Jersey Devil - Ready Soft
Mega Man Neo - Capcom
NBA Jam '98 - Acclaim Ent.
NBA Shootout '98 - Sony CE
Point Blank - Namco
Powerboat VR - Interplay
Rug Rats - T•Hq
Saga Frontier - Sony CE
San Francisco Rush
-Midway Home Ent.
Sentinel Returns - Psygnosis
Vivid Racing - Ubi Soft

Saturn

Lunar: Silver Star
-Working Designs
Panzer Dragoon Saga - Sega

PC

Aladdin: Fate of Agrabah
-Disney Interactive
Boulder's Gate (Win 95)
-Interplay
Die By The Sword (Win 95)
-Interplay
Half-Life (Win 95) - Davidson
Hardwar - Interplay
Liberation Day (Win 95)
-Interactive Magic
Might & Magic VI (Win 95)
-The 3DO Company
Powerboat VR (Win 95)
-Interplay
Sentinel Returns (Win 95)
-Psygnosis
SIN (Win 95) - Activision
Space Bunny (Win 95)
-Panasonic Interactive
Vigilance (Win 95) - Sega Soft
Vulcan Fury (Win 95) - Interplay
World Series Baseball '98
-Sega

April

Nintendo 64

Mission Impossible - Ocean
WWF Warzone - Acclaim Ent.

PlayStation

VR Baseball '99 - Interplay
Crime Killer - Interplay
Wild 9 - Interplay
WWF Warzone
-Acclaim Ent.

PC

Alien Earth (Win 95)
-Playmates Int. Ent.
Army Men (Win 95)
-The 3DO Company
High Heat Baseball (Win 95)
-The 3DO Company
War Games (Win 95)
-MGM Interactive

May

PlayStation

Carom Shot - Ascii Ent.

June

PlayStation

Psybadek - Psygnosis
Tekken 3 - Namco

July

Nintendo 64

Turok 2 - Acclaim Ent.

PlayStation

Deception II - Tecmo

August

PlayStation

Tecmo Super Bowl 2
-Tecmo



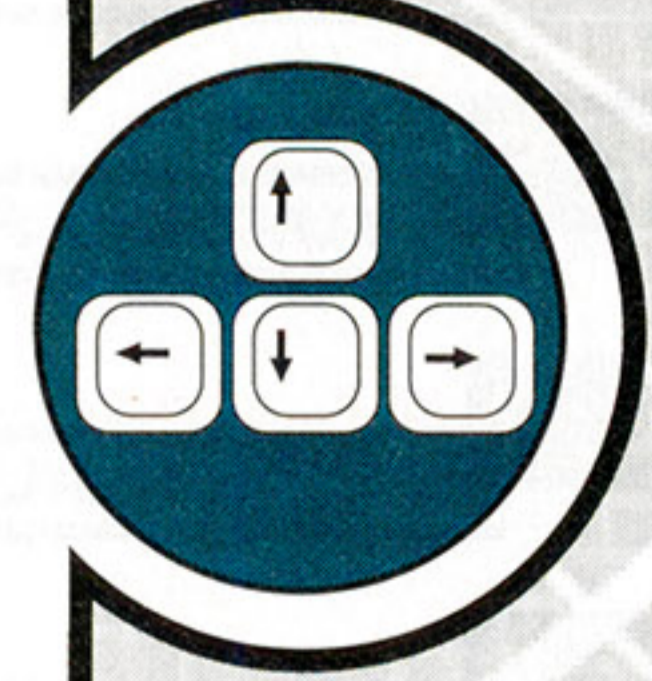
Saturn



PlayStation



Nintendo 64



PC

Note: All release dates are subject to change at any time

RATED

this month's top picks

Hey, we realize that even though we have to show up for each and every issue, some of you out there don't feel the same way. We know that some months are tough, and that you don't always have the extra cash to shell out for the latest issue of **ULTRA GP**. Don't fret! These pages fill you in on all of the games you missed. Just don't worry about us, slaving away each and every month. It's OK.

ultimate award

When a game is *really* good, we give it our **ULTRA Award**. We don't hand these things out to just any game — it's got to get past the most grueling review system in the biz and still come through with at least a 9.0 rating. That ain't easy! Recent ULTRA Award winners are shown below with a special red number. Don't miss out on these games!!!



What's scarier than Bill on a Monday morning after a Raider's loss? Why, Resident Evil 2, of course!



RESIDENT EVIL 2

Players: 1

capcom

capcom

\$49.95

GENRE: adventure

6.9 AEROFIGHTER'S ASSAULT

• Issue # 104

9.0 ALUNDRA

• Issue # 106

9.2 ARMORED CORE

• Issue # 105

7.8 ARMORED FIST 2: MIKE ABRAMS

• Issue # 105

6.8 AUTOMOBILI LAMBORGHINI

• Issue # 106

8.0 BOMBERMAN 67

• Issue # 104

3.1 BRAVO AIR RACE

• Issue # 102

4.7 BUG RIDERS

• Issue # 105

9.1 BUSHIDO BLADE

• Issue # 103

8.2 BUST A MOVE 3

• Issue # 105

9.0 C&C: RED ALERT

• Issue # 105

9.4 C&C: AFTERMATH

• Issue # 105

5.4 CAESAR'S PALACE

• Issue # 105

7.0 CART WORLD SERIES

• Issue # 105

8.7 CASTLEVANIA: SYMPHONY

• Issue # 103

4.6 CLAY FIGHTER 63 1/3

• Issue # 103

8.3 CLOCK TOWER

• Issue # 103

8.2 CLOSE COMBAT

• Issue # 105

9.5 COLONY WARS

• Issue # 104

7.8 COOL BOARDERS 2

• Issue # 104

2.7 COURIER CRISIS

• Issue # 105

1	Resident Evil 2	PS	Rating: 9.8
2	Blade Runner	PC	Rating: 9.1
3	Robotron 64	64	Rating: 8.3
4	One	PS	Rating: 8.2
5	Cart Racing	PC	Rating: 8.1

9.1 **CRASH BANDICOOT 2**
• Issue # 104 

7.0 **CRITICAL DEPTH**
• Issue # 105 

8.6 **CROC**
• Issue # 102 

8.0 **DARK EARTH**
• Issue # 106 

5.4 **DARKLIGHT CONFLICT**
• Issue # 102 

9.4 **DIDDY KONG RACING**
• Issue # 104 

7.5 **DISCWORLD 2**
• Issue # 102 


8.0 **DUKE NUKEM 3D**
• Issue # 104 

7.4 **DUKE NUKEM 64**
• Issue # 103 

8.3 **DYNASTY WARRIORS**
• Issue # 101 

5.6 **EXCALIBUR 2555 A.D.**
• Issue # 106 

7.0 **EXTREME ASSAULT**
• Issue # 102 

7.9 **EXTREME G**
• Issue # 104 


7.3 **F1 POLE POSITION 64**
• Issue # 102 

4.8 **FANTASTIC 4**
• Issue # 102 

7.5 **FELONY 11-79**
• Issue # 102 

8.4 **FIFA: RTTWC 64**
• Issue # 106 


7.8 **FIGHTING FORCE**
• Issue # 105 

9.7 **FINAL FANTASY VII**
• Issue # 102 

8.6 **FINAL FANTASY TACTICS**
• Issue # 106 


8.4 **FORMULA 1 CE**
• Issue # 104 

2.4 **FROGGER**
• Issue # 105 

9.0 **G POLICE**
• Issue # 103 

7.1 **GHOST IN THE SHELL**
• Issue # 106 

9.1 **GOLDENEYE**
• Issue # 102 

8.6 **GRADUATION**
• Issue # 103 

7.9 **GRAND TOUR RACING '98**
• Issue # 102 

6.6 **HERC'S ADVENTURE**
• Issue # 102 

7.2 **HERCULES**
• Issue # 102 

8.6 **HEXEN 2**
• Issue # 104 




















6.1 **IF-22**
• Issue # 102 















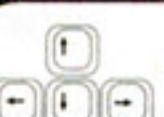




8.9 **INTELLIGENT QUBE**
• Issue # 105 










9.4 **JEDI KNIGHT**
• Issue # 104 














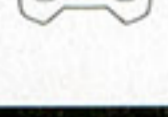



8.1 **JET MOTO 2**
• Issue # 104 

6.6 **J. JOHNSON VR FOOTBALL '98**
• Issue # 104 

- 7.0** **LAST BRONX**
• Issue # 106 
- 8.5** **LOSE YOUR MARBLES**
• Issue # 103 
- 6.3** **MACE: THE DARK AGE**
• Issue # 103 
- 7.6** **MADDEN 67**
• Issue # 104 
- 7.7** **MADDEN '98**
• Issue # 103 
- 8.2** **MAGE9LAYER**
• Issue # 105 
- 8.7** **MARVEL SUPER HEROES**
• Issue # 105 
- 8.0** **MASS DESTRUCTION**
• Issue # 105 
- 6.9** **MAXIMUM FORCE**
• Issue # 103 
- 6.4** **MEGA MAN X7**
• Issue # 103 
- 7.0** **MISCHIEF MAKERS**
• Issue # 104 
- 7.8** **MLB '98**
• Issue # 102 
- 9.2** **MONSTER RANCHER**
• Issue # 105 
- 4.8** **MK MYTHOLOGIES: SUB-ZERO**
• Issue # 104 
- 8.2** **MULTI RACING CHAMPIONSHIP**
• Issue # 103 
- 9.6** **MYTH: THE FALLEN LORDS**
• Issue # 106 
- 5.8** **NAMCO MUSEUM VOL. 5**
• Issue # 105 
- 6.5** **NASCAR '98**
• Issue # 103 
- 6.7** **NBA FASTBREAK '98**
• Issue # 106 

- 7.1** **NBA LIVE '98**
• Issue # 105 
- 8.7** **NBA LIVE '98**
• Issue # 106 
- 8.0** **NCAA FOOTBALL '98**
• Issue # 102 
- 9.4** **NCAA GAMEBREAKER '98**
• Issue # 106 
- 9.4** **NFL GAMEDAY '98**
• Issue # 103 
- 9.0** **NHL '98**
• Issue # 104 
- 8.2** **NHL BREAKAWAY '98**
• Issue # 104 
- 8.5** **NHL FACE OFF '98**
• Issue # 104 
- 8.5** **NHL POWERPLAY '98**
• Issue # 101 
- 7.9** **NIGHTMARE CREATURES**
• Issue # 104 
- 8.4** **NUCLEAR STRIKE**
• Issue # 103 
- 7.8** **ODDWORLD: ABE'S ODDYSEE**
• Issue # 103 
- 8.1** **PANDEMONIUM 2**
• Issue # 105 
- 9.0** **PARAPPA THE RAPPER**
• Issue # 102 
- 8.6** **PAX IMPERIA: EMINENT DOMAIN**
• Issue # 103 
- 7.1** **PGA '98**
• Issue # 104 
- 6.8** **PORSCHE CHALLENGE**
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- 8.1** **POSTAL**
• Issue # 105 
- 7.0** **QUARTERBACK CLUB 67**
• Issue # 104 

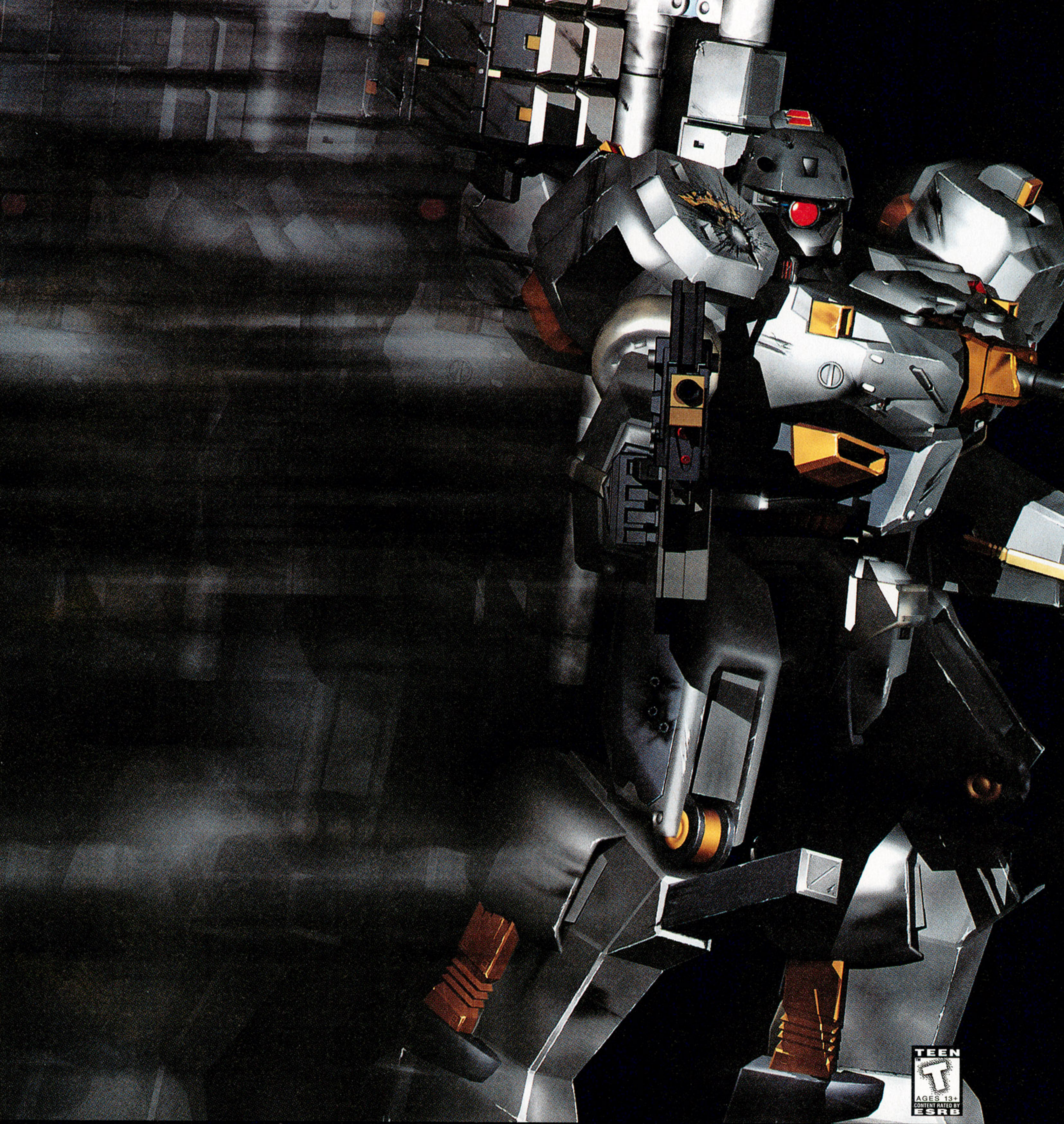
5.6	RAMPAGE WORLD TOUR	• Issue # 106	
7.7	RED ASPHALT	• Issue # 105	
6.1	REEL FISHING	• Issue # 104	
9.5	RESIDENT EVIL: DIRECTOR'S CUT	• Issue # 104	
7.9	SABRE ACE: COK	• Issue # 106	
9.8	SAN FRANCISCO RUSH	• Issue # 105	
8.5	SATURN BOMBERMAN	• Issue # 102	
6.2	SEGA TOURING CHAMPIONSHIP	• Issue # 106	
7.9	SHIPWRECKERS	• Issue # 105	
9.0	SONIC JAM	• Issue # 103	
7.4	SONIC R	• Issue # 106	
3.0	SPAWN	• Issue # 106	
6.9	STACKERS	• Issue # 103	
9.0	STARFLEET ACADEMY	• Issue # 103	
5.5	STAR WARS: MOTK	• Issue # 106	
7.5	STEEL REIGN	• Issue # 103	
8.5	STEEP SLOPE SLIDERS	• Issue # 106	
9.0	STREET FIGHTER EX + ALPHA	• Issue # 103	
8.6	SUPER SF COLLECTION	• Issue # 103	

8.8	SUB CULTURE	• Issue # 105	
8.0	TEST DRIVE 4	• Issue # 104	
8.0	TETRISPHERE	• Issue # 102	
7.0	THE LOST WORLD: J. PARK	• Issue # 103	
7.7	THE SPACE BAR	• Issue # 102	
8.0	TIME CRISIS	• Issue # 103	
9.6	TOMB RAIDER 2	• Issue # 105	
7.4	TOP GEAR RALLY	• Issue # 103	
9.6	TOTAL ANNIHILATION	• Issue # 104	
8.0	TREASURES OF THE DEEP	• Issue # 102	
9.0	TWINSEN'S ODYSSEY	• Issue # 102	
9.2	UPRISING	• Issue # 105	
2.8	VS.	• Issue # 105	
9.4	WORLD SERIES BASEBALL '98	• Issue # 101	
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8.0	X-MEN: TROTA	• Issue # 105	
7.7	ZORK: GRAND INQUISITOR	• Issue # 106	

GET IN TOUCH WITH
YOUR GUN-TOTING,
TESTOSTERONE
PUMPING,
COLD-BLOODED
MURDERING SIDE.

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TEEN
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AGES 13+
CONTENT RATED BY
ESRB



- ◆ The fastest killing machines in the world.
- ◆ 45 lethal missions.
- ◆ Huge 3-D worlds.
- ◆ Customizable weapons and armor.
- ◆ One- or two-player combat.
- ◆ It's enough to excite any would-be assassin.

**Armored
Core**



HOW TO START THE MOTHER OF ALL WARS

{or why deception, cruelty and betrayal are your friends}



To start "The War of the Lions," you must use bold strokes. Regicides, double-crosses, violations of queens, good options all. Whatever your plan, once begun, a war of this magnitude is not to be trifled with. This is a brutal conflict of epic proportions, where each hallowed victory brings you closer to the very heart of darkness. Battle after battle, you will command your fighting party across magical lands protected by hostile forces. You will need the help of the bravest warriors, as well as armor, weapons, intricate battle plans and magical spells. Be ruthless. Be clever. Or be dead.




TRAINING AN ARMY

{or how to ensure the biggest, baddest, meanest SOB's are on your side}





In Final Fantasy Tactics™ you are Ramza, a young squad leader and an ally of Princess Ovelia. It's up to you to lead an elite fighting squad of your own choosing into battle. You must train them to be powerful Black Mages who can cast magic spells, Summoners who can awaken terrible beasts, Wizards,



Ninjas, Bards, Archers, Thieves and more. There are nineteen fighting classes and four hundred abilities to master. If you go into battle ill-prepared, may the enemy make the blood run cold from your heart. 

EFFECTIVE BATTLE STRATEGIES

{or further discussions from the annals of shoot first, ask questions later}

 As the ancient history of warfare reveals, you will survive if your battle strategy is strong, and perish if it is not. You will lead the charge through impressive lands trying to gain the best strategic positions in forests, castle ramparts, swamps and valleys. You can buy and sell equipment, hire new soldiers and plan glorious battle strategies. May you conquer the enemy or may you die trying. 



SQUARESOFT

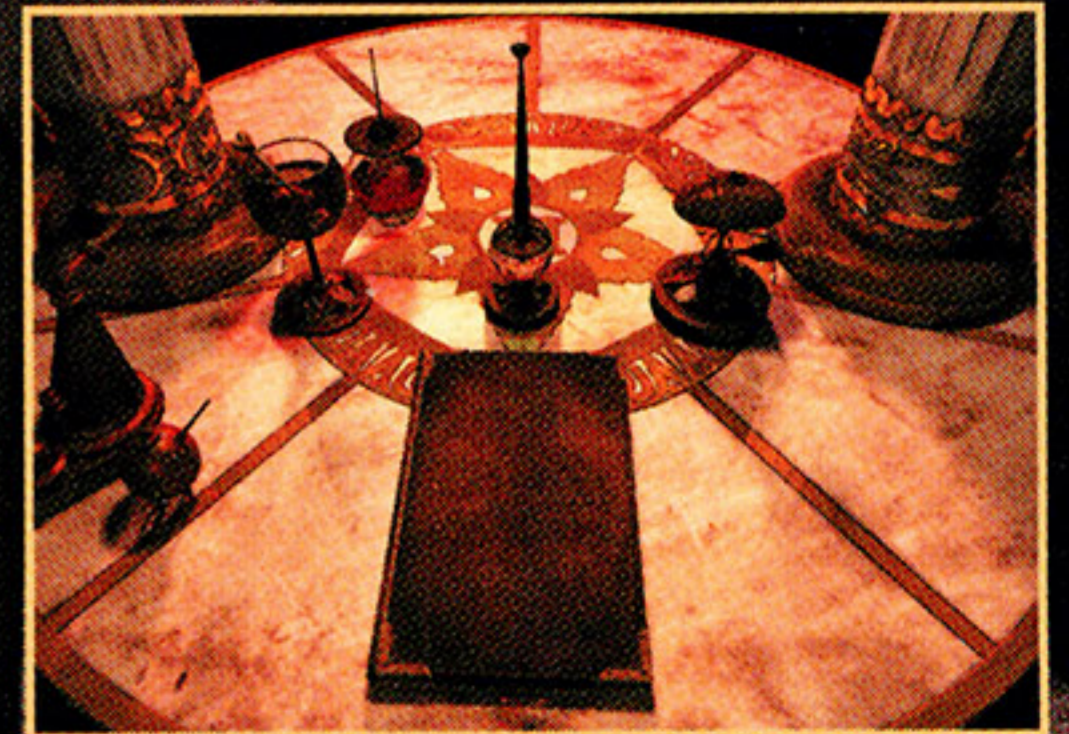
FINAL FANTASY TACTICS™

5 discs deep.
A universe wide.
Say goodbye.
You're going to be away a long time.



RIVEN

THE SEQUEL TO MYST



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