Tips! Packed 12-page pullout

Nintendo 64 PlayStation Saturn

Europe's Best-Selling Next Gen Mag

Issue seventeen – April '96 – £2.50

Ultimate

Future Games

Ridge Racer R.I.P?

- **PlayStation Formula 1!** Never before seen shots…
- **Sega Rally taken apart!** Essential four-page guide…

Exclusive!

- Nintendo 64 – firm launch details!
- Atari – set to ditch the Jaguar?
- PlayStation – Die Hard Trilogy

World Ultimate Future Games Review! Exclusive!

Killer Instinct 2

Massive Compo

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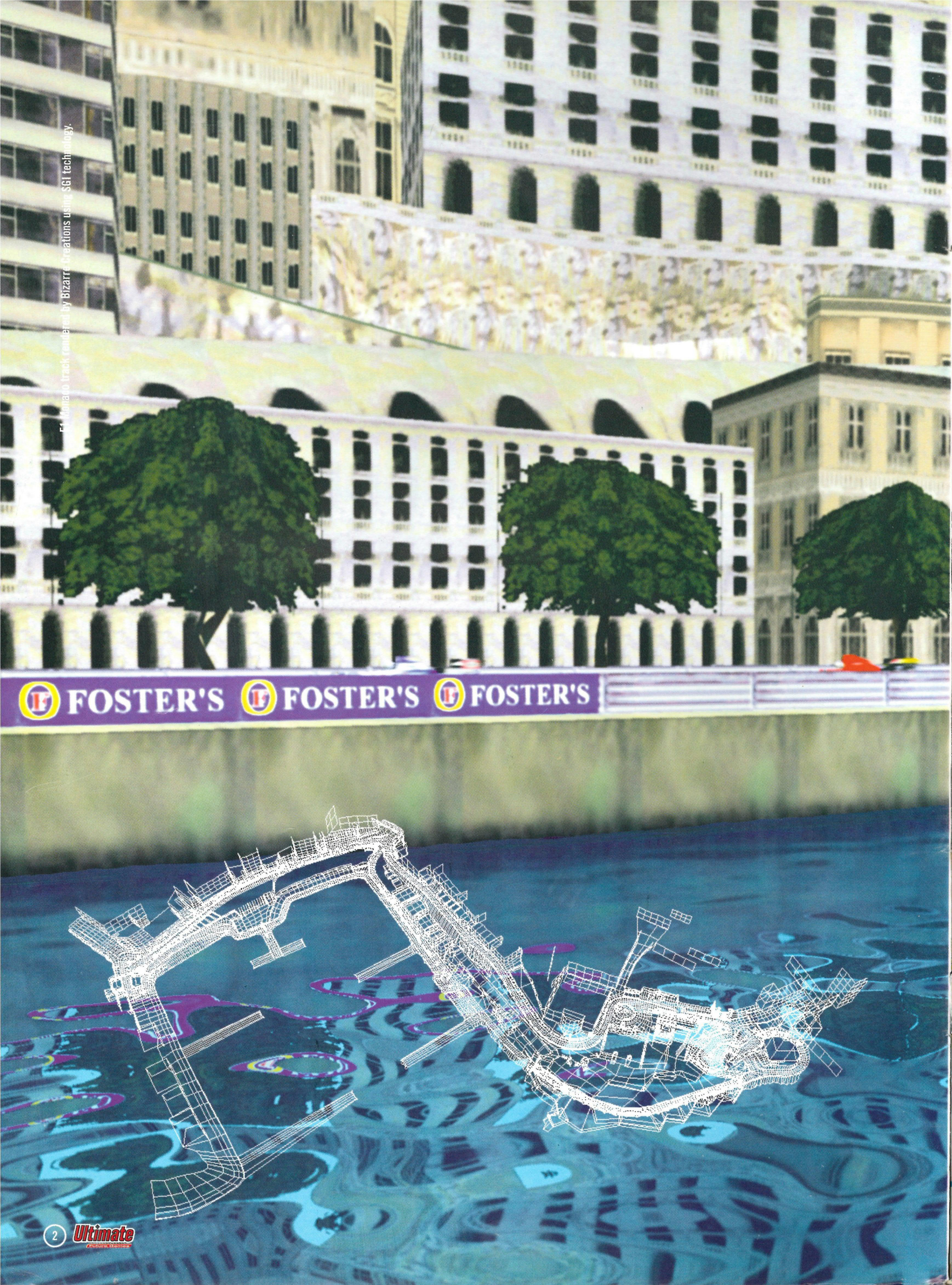

Final Grand Prix track rendered by Bizarre Creations using SGI technology.

Does Ultimate just get better and better each month, or is it just us and our ever increasing army of readers that think so? Just check this out...

For starters we were the first mag in the world to play a finished version of ***Killer Instinct 2*** this month, hence our world exclusive review. For once, believe the hype!

Add to the above, six pages of never before seen shots of the PlayStation's official F1 license, exclusive ***Sega Rally*** tips, hot ***Die Hard Trilogy*** news, the latest Ultra 64 news direct from Nintendo of Japan, some right old kickings for ***Johnny Bazookatone*** and ***Guardian Heroes*** and the chance to win £3,000 worth of hot ***KI2*** coin-op direct from Rare's testing room – and other mags might as well pack up business.

Marcus Hawkins (Editor)

Section 1

Up-front

Full Index 5

As always we bring you the biggest Next Gen stories around – FIRST! Nintendo 64 launch details, Jaguar almost extinct, all the latest M2 news, Dave Perry speaks out...

Section 2

Specials

Full Index 43

As well as our 12-page tips and cheats extravaganza we take a trip to Psygnosis to get our peepers on their new PlayStation F1 racer. Tuck in...

Section 3

Reviews

Full Index 67

More Super-Console reviews than any other mag: Killer Instinct 2, Descent, Timegate, Skyhammer, True Pinball, Primal Rage...

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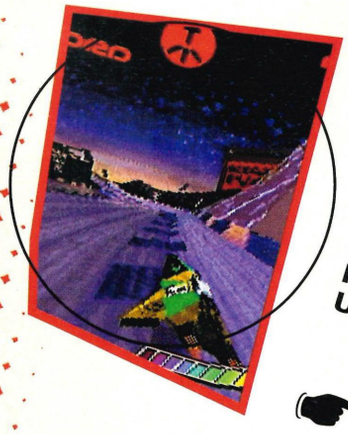

Wipeout 17

The Saturn version of the racer that took the PlayStation world by storm is nearing completion. At last Saturn owners get to find out what all the fuss was about. Have a right royal butcher's at the Ultimate verdict...

Nintendo 64 06

The tag 'Ultra' has been dropped alongside the only recently announced release dates. Our man in the US grapples with Howard Lincoln and asks, 'why the hell the delay?' It's coming, but when exactly?

Die Hard Trilogy 14

Your favourite vest wearer, John McClane, makes his debut in the videogame arena. All three films are packed into one PSX/Sat/PC disc in the form of three very different games. And he's suddenly grown hair!

KI2 Coin-op Giveaway 10

That's right, we've got hold of the first *KI2* coin-op in the country, direct from Rare's testing room and we're giving it away! Find out how you could own £3,000 worth of stunning beat-em-up action on page 10.

PlayStation F1 Racer

Yet another Ultimate scoop! We've got the lowdown on what is certain to become one of the hottest PlayStation titles of the year, Psygnosis' official F1 license! All the drivers, all the tracks, commentary by Murray Walker and a batch of never before seen screenshots! We've got the lot...

Killer Instinct 2

Such is the power of Ultimate that we were the first mag to play the finished *Killer Instinct 2* coin-op. And as a result we've got a world exclusive review and the first arcade unit in the country to give away!

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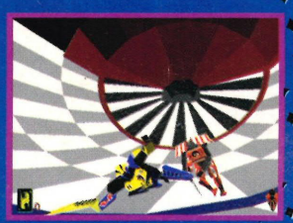
..TRUE LINES...Ocean have decided to follow the lead of Virgin's *Earthworm Jim* campaign by resorting to toilet humour in a new ad

Ultimate UPDATE

Hyperblade

Hyperblade is a new hockey game from Activision. Only it's not hockey. It's super-futuristic hockey which is something else altogether.

The game takes place on the inside of a 3D elliptical arena, rather like playing inside a gigantic rugby ball, with a goal at either end. Though the premise may be away with the fairies, the actual physics of the rollerblading players and ball are slap bang right down to earth. Everything feels and moves very naturally and you'll soon be body-smashing your opponents all over the shop and performing amazing crowd-pleasing trick-shots. It's a Windows 95 PC CD ROM game at present, but Next Gen versions will be with us very soon indeed.



▲ Polygon geezers are cool. Now see them skate!

▲ No texture-mapping means a super-fast game.

▲ Hockey in a rugby ball. Who'd have thought eh?

The Ul

Is No More...

Don't panic! That was a needless headline – it's just changed its name. However, that's not all...

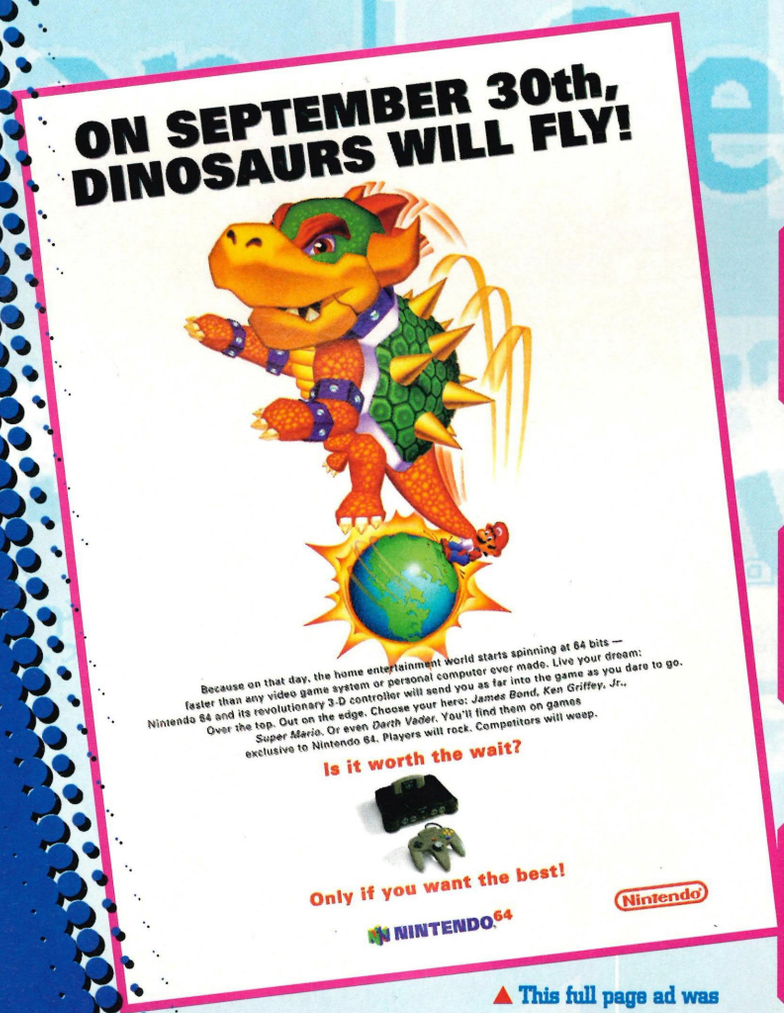
The above advertisement was recently placed in the daily US newspaper USA Today. The following details can be easily deducted from the ad, but let's get them out in the open anyway, shall we? Okay, firstly, the Ultra 64 will, from this moment on, be known as Nintendo 64 and the old logo will be scrapped for the originally-intended-only-for-Japan three Ns logo (much nicer if you ask us). This will create global branding for the console and make it more of an international machine (none of this Genesis/Mega Drive nonsense).

Also the US and European release dates have both slipped to much later in the year. The US will now get the machine on September 30th while us European types must wait 'til around about Christmas (surely even Nintendo wouldn't be foolish enough to make such a valuable market wait any longer than that). So have they left it too late and broken too many promises? Possibly, but we think not.

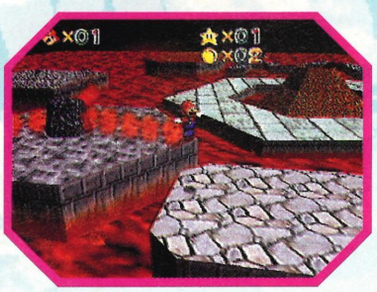
The reason for the original delay was so that developers could get their games into tip-top shape in order to stun the world – surely that can't be a bad thing. Anyone who's ever played a Nintendo game will know that the delay of the SNES was certainly worth the wait.

Price is also going to play a major part in what we think will be Nintendo's success. It has been confirmed at $250 with a pack-in game – more than likely *Mario 64*. This beats the pants off of other systems with only half of the Nintendo 64's guts, and combined with a strong launch catalogue could prove a very potent force indeed.

Of course, we all have our opinions, but they don't amount to a hill of beans unless you possess some inside knowledge. And if you don't possess it yourself? Ask a man who does (see page 8)...

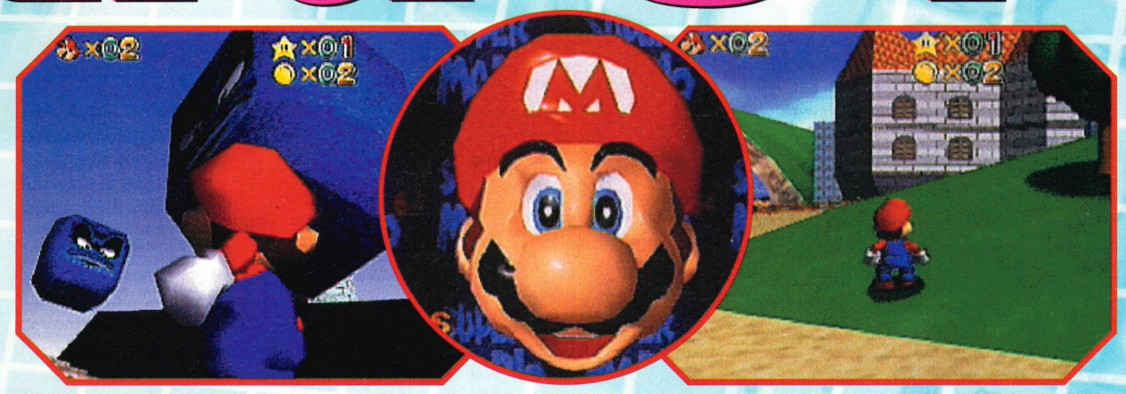


▲ This full page ad was placed in USA Today.



vertising push for *EF2000*. They will look to Hi Tech Solutions to promote the game in pub toilets throughout the UK.....

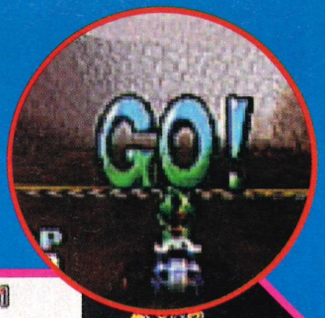
tra 64

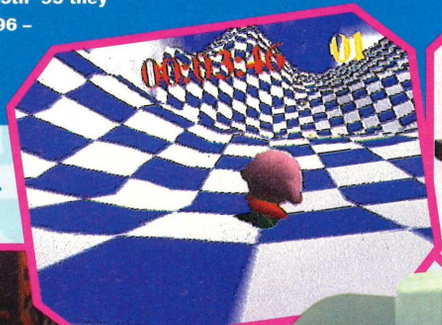


Two delays and counting...

For those of you completely baffled by the seemingly different release dates printed every month in various mags – even we're a bit guilty of this, although only occasionally – it's largely due to speculation and rumour. There have, in fact been only two official delays to date...

Nintendo originally announced that the Ultra 64 was coming in Autumn '95, then on May 5th '95 they delayed it again to April '96 – and now they've finally announced a US September release and a European 'Fall' debut. All very confusing and it looks set to get worse (see Nintendo Of Japan on page 9). The reasons for the delays? Software. Nintendo have finally admitted that they are having trouble getting games ready, but is this just a smokescreen to shield the fact of a worldwide shortage of 'one of the major machine components'?





▶ No Kirby 'til at least Christmas.

▲ The whole world wants one of these beauties NOW!

Ultimate UPDATE

Zork Nemesis

PC owners. Fancy a bit of a challenge? Fancy some graphical majesty the likes of which you've never seen before and fiendish puzzles and enemies awaiting to thwart you at every turn? Well get ready for *Zork Nemesis*, the follow up to the fantastically successful *Return to Zork* for Windows 95 PC CD ROM.

Return to Zork was the very first interactive-movie style adventure, combining both conventional adventuring (exploring, picking up and using objects) with oodles of character video and speech. When it appeared a few years ago it changed everybody's perception of what a game could be.

Even better than news of the sequel is the news that Next Gen console owners aren't going to be left out of the *Zork*-y action either. They're going to be treated to an improved version of the *Return to Zork* original very soon.

I Didn't Get Where I Am Today By...

Dave Perry

Welcome to our new regular interview bit. This month it's the turn of that Shiny bloke Dave Perry, you know, the guy responsible for *Earthworm Jim*. Read all about him on the following pages...

1) What is your greatest achievement?
"I once held my breath for three minutes straight."
2) Do you have a nickname?
"David 'all you ever do is platform games' Perry."

Ultimate UPDATE

Mayhem

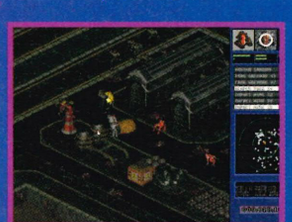
We can remember when this one was known as *The Adrenaline Project*. Now it's called *Mayhem*. It's sounding bloodier and more violent than ever and it's set to splat it's way onto PC, PlayStation and Saturn soon.

Plot time. The biomechanical creatures manufactured by man to do all the menial tasks, like making the tea and going to the shop, have rebelled. Oh no! Who's going to get the pasties in now! The Earth's survivors have taken refuge in underground bunkers and orbiting space stations. And it is from one such station that you control a team of three heat-packing mercenaries, charged with the task of clearing the cities of the evil biomechs, pesky blighters that they are.

Cue five levels of biomech-frying action and, we are promised, lots and lots of death, destruction and blood. Good-oh. The city is viewed from an isometric perspective via automatic cameras so you can sit back and enjoy watching your three team members laying waste to a myriad of different vehicles and buildings as directed. Shades of *Syndicate* anyone? Let's certainly hope so...

▲ Robots fighting in the city streets. It's a good thing.

▼ Are we tired of isometric shooters yey? No, we're not.



Nintendo Of America

Howard Lincoln has an easy charm. You may be spitting bullets right now about the infuriating delay of the Nintendo 64, but five minutes with this guy and you'll be swapping addresses for Christmas card lists.

According to Nintendo of America's head-honcho (and don't forget that NOA, and therefore Lincoln, have a pretty big say as to Nintendo-type happenings in the UK) Nintendo are doing us all a favour by making this delay.

'What?' you splutter indignantly. Well, hear the guy out. We owe him that. His reasoning goes like this. If the Nintendo 64 was to be made available all over the globe at the exact same time in April, it would be devilishly hard to get hold of. There are a finite number of machines that can be manufactured and therefore supplies would be scarce. Stands to reason really.

Now, Nintendo isn't the sort of company to have you trudging vainly 'round to Dixons, Currys, Rumbelows and Mr Ratchet's Emporium of Electronics in search of a Nintendo 64, which some crazy loon who queued for three weeks has already snaffled. If Nintendo are going to take your hard-earned, they are going to do it in a polite and leisurely fashion.

Also, Nintendo knows us UK gamers and would not dare insult us by making only three games available at launch (just remember how frustrating it was having a fistful of games available at the SNES launch). Dear, dear no. Those Japanese fellows may be satisfied with the terribly limited choice of *Mario 64*, *Pilotwings 64* and *Kirbybowl* (how *could* they be so easily pleased?). But not us Brits. No no. We can hang on until there are eight games to choose from. There's a good fellow.

Well, it's kinda believable. But not entirely the whole picture. Let's face it, Nintendo can sell anything they like in Japan (just look at the Virtual Boy). A whopping great three million Nintendo 64s will be made, shipped and sold before you can say 'Jack Robinson'.

Then, Nintendo will focus their attentions to the US where gamers are already throwing themselves off tall buildings and sticking their heads into threshing machines because, dammit, they CAN'T WAIT ANY LONGER! Cue more furious buying from the Mario starved maniacs.

Finally, Europe, by now blue in the face, will be conquered easily. And here's an interesting point: Nintendo originally said that the Japanese launch would be April 21st with the US 'soon after'. Now it is saying the US on September 30th and Europe 'soon after'. Yep, that's right. While no doubt Nintendo will do all in its power to allow us to get our grubbies on their kit before the end of this year, we wouldn't stake our lives on this actually coming to pass – it's like a soap opera!

Howard Lincoln talks exclusively to Ultimate...

On why we're STILL WAITING:

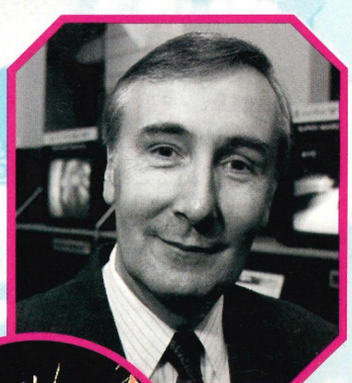
"The main problem is in the production and supply of two key chips in the hardware. The 64-bit CPU and the reality co-processor."

On how angry we all are right now:

"I do sense that there will be some disappointment on the part of the game players and that's certainly understandable. We're not in the business of disappointing people but you know, as Mr Miyamoto said: 'I don't want to work for a company that forces me to do something that I'm not comfortable with."

On why you shouldn't just say 'sod it' and buy a 32-bit station:

"We think this is an apples and oranges situation. The software that will be seen (at E3 – Electronics Entertainment Expo, May 16th-18th, LA) will represent a quantum leap because of the 3D environment. As game players start to get more information about these games any disappointment or frustration is going to go away because they will realise that we are talking about two very different systems. We're talking about a game like *Mario 64* that doesn't exist right now, anywhere."

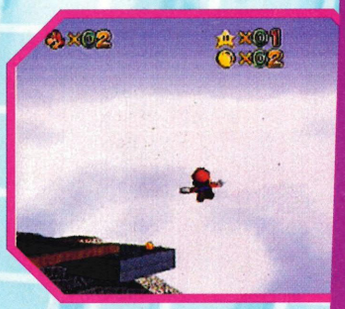


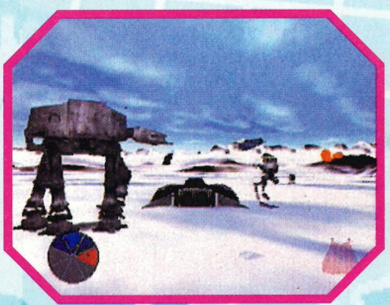
▲ The friendliest man in the world or just the greyest?

TRUE LINES.....At the recent AOU arcade show in Japan, Sega unveiled their long awaited follow up to the coin-op smash, *Alpi*

Nintendo Of Japan

According to a report posted on February 12th in the Japanese business newspaper Nihon Keizai Shimbum, Nintendo are planning to postpone the Japanese release of the Nintendo 64 until late July in order to better service retailer demand. The paper states that a shortage of semiconductors may prevent Nintendo from producing the desired 500,000 units by April 21st – possibly by as many as 300,000. No official comment had been made by Nintendo of Japan at time of going to press, but the implications of this to the US and European launches are massive. If true, this third delay could push back the US release to around Christmas and the European release 'til early next year. Good grief! Let's hope it's just a rumour.





▲ *Mario 64* falls further and further away. Someone save him!

Nintendo UK

The official line from THE Games on the release of the Nintendo 64 in the UK is the same as Nintendo Of America, 'just before Christmas.' BORING! So we asked the editors from sister mags Edge, TOTAL! and Super Play when they reckon the Ultra 64 will surface on these shores and what they think of the delays:

'This announcement should come as no real surprise to those who have been following this machine. Nintendo have been nudging the release date of the N64 back every six months and the extra months will give them even more time to optimise launch software. A downside for Nintendo is that other technologies will have even more time to catch up, eroding its potential 'honeymoon' period.' Jason Brookes – Editor of Edge.

'I think sad, but inevitable is the party-line from TOTAL! I wouldn't be surprised if the April release date in Japan was pushed back to the rumoured July date instead and perhaps it could even be held over until the Autumn. As for this country, with September 30th quoted for America I think a Christmas release in this country seems most likely. But not with too many games to choose from.' Rob Pegley – Editor of TOTAL!

'We reckon you'll be able to get your hands on a UK machine around late November time. It won't (or certainly shouldn't) be any later than that. The Nintendo 64 needs to be firmly positioned on tinselly shelves in time for the lucrative Christmas market.' Alison Harper – Editor of Super Play.

Ultimate UPDATE

Reflux

Wwwwwwwaahh! Just when you thought games had finished hammering the final nail into the coffin of comics as top-teen entertainment medium, those paper-based favourites of old leap from their pine box and embrace technology in an enormous interactive bear hug.

Reflux for PC CD ROM allows the 'reader' to play a part in the story, as they say. Choices made will alter the course of the story and affect the triggering of lots of top cut-scenes. Gee, that's soooo neat! *Reflux* one and two are available right now!

I Didn't Get Where I Am Today By...

3) What is the worst game that you've had a hand in?

"Sonic The Blind Sheepdog."

4) How do you see the industry five years from now?

"Like Beverly Hills 90210 – Really, our artists already have cellular phones!"

...TRUE LINES...Time Warner have signed an exclusive deal with Maverick Media to design, script and film a new interactive movie entitled *MIA* (Missing In Action).....

e Racer. Alpine surfer dumps the original's skis in favour of, you've guessed it, a snow board. Exclusive pics next month.....

Win!

£3,000 worth of Killer Instinct coin-opp

1. All three coupons must be cut out of the magazine (no photocopies – thanks).
2. Multiple entries are fine, but again, no photocopies.
3. Employees of Future Publishing and Rare can bog off! That'd be cheating!
4. Entries must be sent in only on completion of all three coupons.
5. The editor's decision is final even if he is trying to grow a moustache!

That's right! Exclusive to Ultimate you can win £3,000 worth of *KI2* arcade heaven (see page 68 to see just how good a prize this really is). We're running this, the mother of all competitions, over the next three months so fill in the stupidly easy coupon below (answer the question), cut it out and keep it somewhere very safe. In two months' time, send all three coupons to the address printed and on June 1st one of you will receive Rare's very own machine. Good luck!

Which of the original characters have been omitted from KI2?

Name:

Address:

stinct 2 age direct from Rare!

...TRUE LINES...Our top five chocolate bars this month: Wispa Gold, Galaxy Ripple, Snickers, Twix and Cadbury's Caramel.....

Charts

Japanese Multi-Format

1. Street Fighter Zero	PlayStation	6. Sega Rally	Saturn
2. Guardian Heroes	Saturn	7. VF2 Portrait Disc (Lion)	Saturn
3. Super Robot War 4	SNES	8. Fatal Fury Real Bout	Neo Geo
4. Dragon Quest 6	SNES	9. Virtua Fighter 2	Saturn
5. Sky Target	PlayStation	10. Super Donkey Kong 2	SNES

UK CD

1. Worms (PSX/Sat/PC)	Ocean	6. Destruction Derby (PSX/PC)	Sony Interactive
2. FIFA Soccer '96 (PSX/Sat/PC)	Electronic Arts	7. Rebel Assault 2 (PC/Mac)	Virgin
3. Sega Rally (Saturn)	Sega	8. Screamer (PC)	Virgin
4. Encarta '96 (PC/Mac)	Microsoft	9. Krazy Ivan (PlayStation)	Sony Interactive
5. Command & Conquer (PC)	Virgin	10. Doom (PlayStation/3DO)	GT Interactive

UK Cart

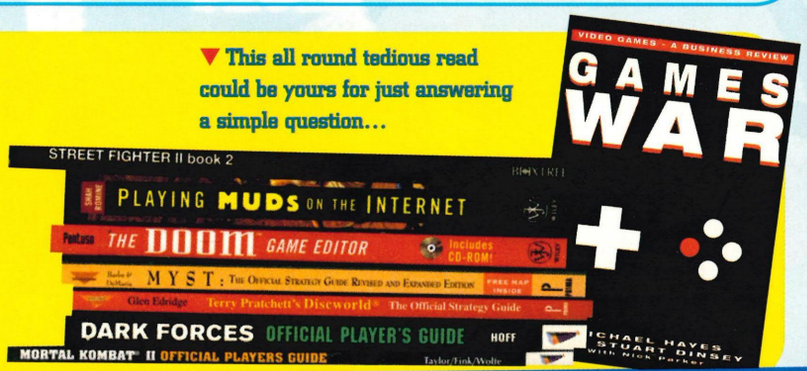
1. FIFA Soccer '96 (SNES/MD/GB)	Electronic Arts	6. Premier Manager (Mega Drive)	Sega
2. Donkey Kong Country 2 (SNES)	Nintendo	7. Mickey Mania (SNES/MD)	Sony
3. Sonic & Knuckles (Mega Drive)	Sega	8. Sonic 2 (MD/MS/GG)	Sega
4. Killer Instinct (SNES)	Nintendo	9. Micro Machines '96 (Mega Drive)	Codemasters
5. Yoshi's Island (SNES)	Nintendo	10. Micro Machines 2 (SNES/MD)	Codemasters

Win our cack!

Every month we get loads of stupid stuff sent to us, and, in what is going to become a regular feature, we're going to give the whole worthless lot away via an exciting competition!

This month it's some books. We've got stacks of them. The place is starting to become some kind of poncey library. We were going to have an enormous bonfire and torch the whole bleedin' lot, but the office fire regulations prevented us. Just send us a card to 'Rubbish books? Yes please!', Ultimate Future Games, Future Publishing, 30 Monmouth Street, Bath, BA1 2DL. The most deserving cause wins.

▼ This all round tedious read could be yours for just answering a simple question...



...RUE LINES...Our top five TV Progs this month: Friends, The White Room, Crimewatch UK, Match Of The Day and Tomorrow's World...

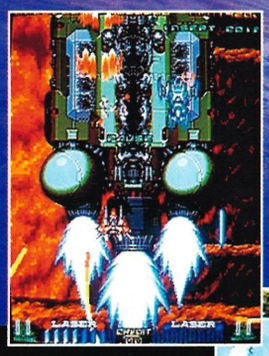
If PlayStation's Your Vessel...

Jupiter Strike™

Earth invasion! Earth invasion! Annihilation is imminent! Deploy Jupiter Strike... Survival of the human race boils down to you! You're in the cockpit for the most realistic 3-D intergalactic war of all time! Through blackest space, raging asteroid belts with deadly robotic colonies and vast armadas of alien warships, mankind's only hope for survival is...Jupiter Strike!

PlayStation™

NOW YOU'RE REALLY IN DEEP S#?T!



SEGA SATURN™

If Saturn's Your Planet...

GALACTIC ATTACK™

This is more than intergalactic warfare. This is the future of mankind! They come from the bowels of a million hostile planets. Buggin' turbocharged enemy warships! Big ones! And they want you...dead! This is high density combat of galactic proportions! Your only hope...lock-on lasers, explosive tracking missiles, lightning-quick reflexes and a soft spot for the human race!

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TRUE LINES... Old Bazza and the *Film '96* team recently featured their first ever computer game on the long running, weekly movie

...TRUE LINES... EA have got together with the '95 Le Mans champions Maclaren to develop the imaginatively titled PC racer, *Maclaren at Le Mans*.....

Ultimate Future Games

Next Month!

Issue 18
On sale
Friday 29th
March

And you'll be getting another stonkingly packed 12-page pullout tips supplement to add to your growing collection. Next month, we'll have in-depth guides to *Ridge Racer Revolution*, *Terminator: Future Shock* and *X-Men*...

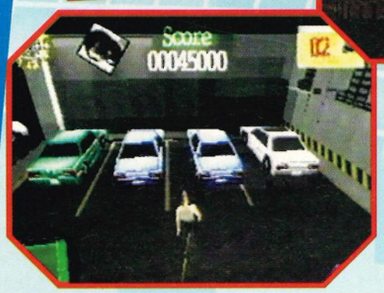
PLUS!
M2 – We'll be bringing you the very latest 64-bit gaming details exclusively from the US including news on what games are being readied for this monster.

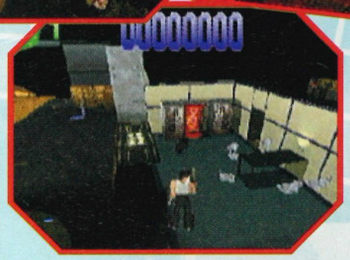
AND YOURS FREE!
Special 'thing'... just for you.

TeKKen 'bloody' 2
Yep, we're only going to go and give you all the info you'll ever need to know about the PlayStation sequel everyone's talking about. Do not miss this!

Ultimate Future Games

◀ *Die Harder* is a *Virtua Cop* style shooter...





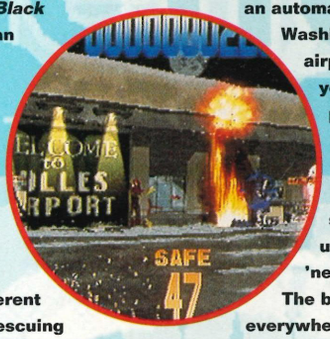
▲ ...while *Die Hard* is a third person perspective shooty/explorey game.

Die Ha

Suddenly from out of the news-ether, word has reached us that, in addition to the much hyped and long awaited *Alien Trilogy*, another game based on three very successful successive movies is on the way – *Die Hard Trilogy*.

Die Hard Trilogy aims to bring the exciting, violent and frankly rather unbelievable world of everybody's favourite mucky vest wearer, John McClane thundering with an explosive 'wumph' onto your PlayStation, Saturn, and Windows 95 PC CD ROM! But saying 'world' isn't perhaps correct, perhaps we should say 'worlds' because, as its name implies, *Die Hard Trilogy* is three games in one delivering a triple helping of guns, death and, of course, vests.

Each of the three *Die Hard* movies has its own unique third of the game, each employing a different gaming genre. The first instalment, *Die Hard* is a kind of isometric perspective shoot-em-up. It rather reminds us of *Loaded* it does, with a bit of PC hit *Fade to Black* thrown in, thanks to an over the shoulder tracking view. In this section of the game you must battle from the sub-terrainian parking garage up through the Nakatomi building floor by floor, encountering ten different levels of action and rescuing the good guys held hostage on the way. A unique 'vanishing wall' feature ensures that throughout your baddie-slaying, office-searching antics you never lose sight of your John McClane in-game alter-ego. It's a race against the clock as you must save all the hostages before the bomb in the building goes, as bombs do, 'BOOM!'



The *Die Harder* section of the game follows close behind and, wouldn't you know it, everything's gone very *Virtua Cop*-y. Prepare for an automated tour of Washington's Dulles airport as you wave your gun sights about picking off the polygonal blokes coming at-cha from out of the duty free shop, on balconies up above, or lurking 'neath upturned tables. The buggers are everywhere! And the action doesn't stop there. You'll soon be off into the snowy Virginia countryside for a high-speed after dark chase on snow mobiles and then, AND THEN there's a final boss-encountering madcap helicopter chase to contend with. The good news is that this section of the game will be compatible with Sega's *Cop* light

...oundup. EA's *The Darkening* starring Christopher Walken was the lucky title to get the attention of three million loyal viewers.....

◀ *Die Hard 3* is a driving game. *DHT* – It's three games in one!

▲ *DHT* is of course packed with lots and lots of beautiful explosions. Hoorah!

...rd Trilogy

Percentage complete 85%

gun. As regards the PlayStation version getting light gun compatibility, we'll just have to wait and see. Hope so though.

There's barely time to catch your breath and then you're off again, in *Die Hard With a Vengeance*. This time you must take the wheel of 15 different vehicles from dumper truck to Ferrari and race through the Manhattan streets finding hidden bombs before they bring the skyscrapers crashing down around your ears. The streets and subways of Chinatown, Wall Street, Harlem and Central Park are portrayed with the customary 3D texture-mapped cleverness and you must race along them avoiding, trash cans (bins), subway trains (tube trains), traffic (traffic) and little girls re-crossing the road to retrieve their grandfather's umbrella – despite both the green man flashing and you bearing down on 'em like a bat out of hell (or *Bat Out Of Hell 2*).

Probe, the game's developers, maintain that each of the three parts of the game are the same length and complexity as many other complete PlayStation games so there won't be any of that 'three poor games combined to make one very poor game' business here thank you very much indeed.

We'll be making fists with our toes at this very soon.

Publisher....Fox Interactive

Developer...Probe

Release.....June '96

It's a little known fact that the original *Die Hard* was a sequel to the '60s Frank Sinatra film, *The Detective*.

▲ Get some shoes on you burke! You'll hurt yourself.

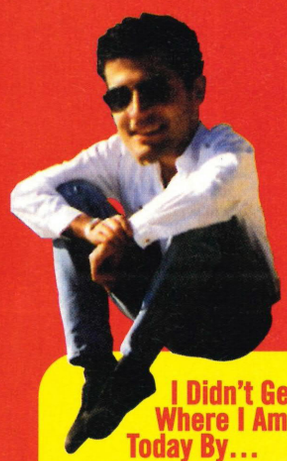
Ultimate UPDATE

Doom-clones Doomed!

Id Software, the creators of the *Doom* series and the eagerly anticipated *Quake* have prevented a UK software firm from infringing their copyrights.

When *Doom* was first conceived its open-ended architecture offered players the chance to have a lash at game design themselves by using the same engine. However, some firms have exploited this by bashing out duff imitations that appear to be linked to the originals and selling them. One such company is Precision Software who have now received a permanent injunction. An id spokesman said, 'We remain vehemently opposed to companies trading on our name and reputation and will continue to go after them to legally stop them.' Blimey!

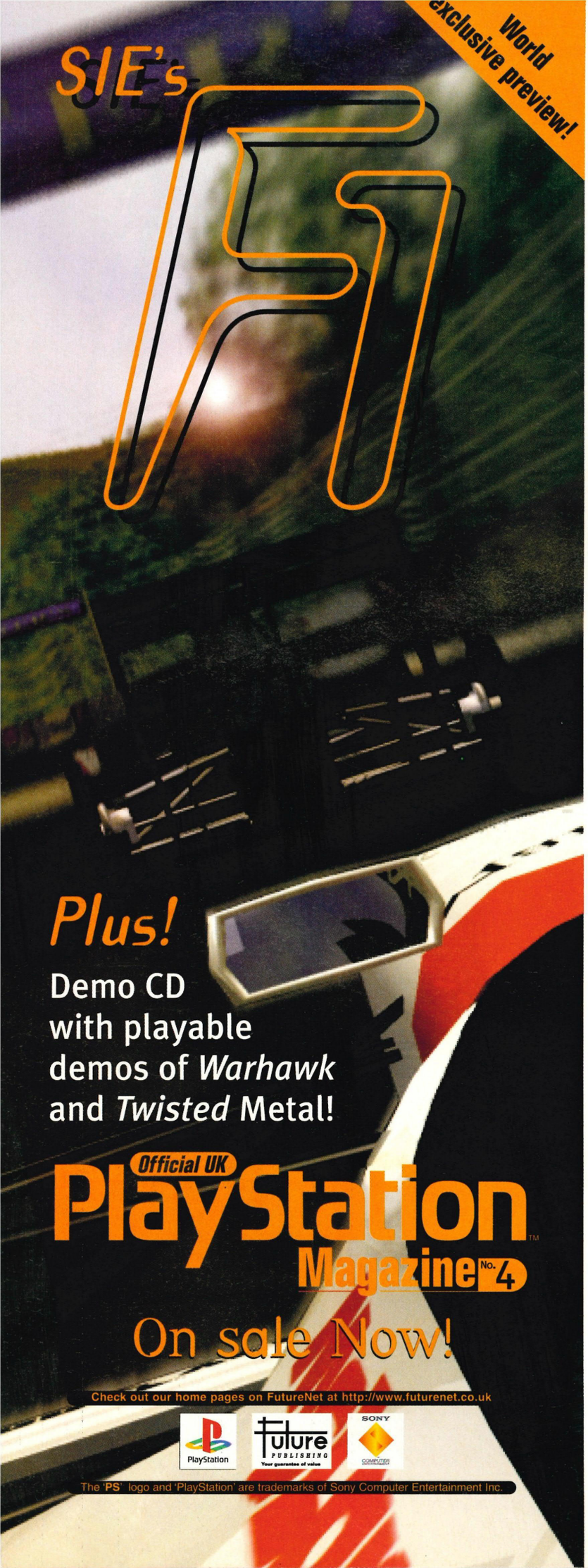
▼ Make sure you play an official version of *Doom*.



I Didn't Get Where I Am Today By...

5) Which machine will be the first casualty of the Next Gen war?
"The Jaguar already is together with the first 3DO machine."

6) What systems do you play at home?
"Videogames or gambling? Videogames: I have every machine including two ZX80s and one ZX81. I play the Saturn most, people who come over love playing Virtua Cop. Gambling: Double your bets every time you lose."



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We buy, sell and exchange games. To find out how much your game is worth, cash or trade in, refer to the price lists. For games which are not listed, please call for prices.

All new releases held in stock for **Megadrive, Snes, Saturn + PlayStation** - phone for prices. You can trade your games for new or used games. Please ensure that all games have box + instructions and are PAL copies.

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If you are selling games, simply send them to us with your name, address and phone number and a list of all the cartridges with the buy back prices you are selling at. If you are unsure of the value then call.

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If you are buying or trading against games, please call for availability before sending cheques. List the games you are trading along with their trade-in prices as well as the games you are purchasing with their prices. Do not forget to add carriage (see below)

Megadrive

	i	ii	iii
aladdin	20	10	15
animaniacs	18	9	13
asterix-grt rescue	15	7	11
asterix-pwr of gods	23	12	17
batman and robin	25	15	20
batman returns	10	5	7
batman forever	27	15	20
body count	13	6	9
boogerman	17	8	12
brian lara cricket	27	15	20
brutal paws of fury	20	10	15
bubsy 2	15	7	11
cannon fodder	22	10	15
castle of illusion	10	5	7
castlevania	15	7	11
clayfighter	23	12	17
cliffhanger	12	6	8
cool spot	15	7	11
comix zone	28	18	22
d duck-mavi mallard	30	20	24
desert strike	14	7	10
dragon	15	7	11
dragons revenge	15	7	11
dune 2	24	13	18
dynamite heady	22	12	17
earthworm jim 2	32	17	25
ecco the dolphin	13	6	9
eternal champions	15	7	11
f1 racing	22	10	15
f1 world champ	24	13	18
f117 night storm	15	7	11
fatal fury	12	6	8
fever pitch	23	12	17
fifa 96	30	18	23
flink	20	10	15
flintstones	14	7	10
gauntlet 4	15	7	11
general chaos	15	7	11
global gladiators	10	5	7
greatest heavyweights	17	8	12
gunstar heroes	17	8	12
incredible hulk	12	6	8
james pond 3	13	6	9
jimmy white snooker	20	10	15
john madden '96	30	20	24
judge dredd	27	16	20
jungle book	26	15	20
jungle strike	15	7	10
jurassic park	15	7	11
kawasaki superbikes	24	12	18
kick off 3	17	8	12
landstalker	28	15	20
lemmings	15	7	11
lemmings 2	17	8	12
lion king	23	12	17
lotus 2 recs	13	6	9
max carnage	17	8	12
mega bomberman	23	12	17
mega games 3	13	6	9
mega turrican	15	7	11
mickey mania	17	8	12
micro machines 2	25	15	20
micro machines '96.	28	16	22
mortal kombat	15	7	11
mortal kombat 2	25	15	20
mortal kombat 3	30	20	23
nba live '96	30	20	24
nba showdown	15	7	11
nba tournament	25	15	20
nhl '95	20	10	15
nhl '96	27	15	20
pete sampras '96	27	15	20
pga european tour	18	9	13
pga 3	23	13	17
pga 96	30	18	23
phantasy star IV	32	20	25
pitfall	20	10	15
powerdrive	24	14	19
power rangers	28	15	22
primal rage	28	16	22
psycho pinball	22	12	17
road rash	12	6	8
road rash 2	17	8	12
road rash 3	22	12	17
rugby '95	18	8	13
sensible soccer	20	10	15
sensible soccer inter	22	12	17
shining force	25	15	20
shining force 2	27	15	21
shining in darkness	16	8	12
sonic 3	25	15	20
sparkster	16	8	12
stargate	15	7	11
streets of rage 3	23	12	17
striker	26	15	20
subterrania	15	7	11
sunset riders	18	9	13
supermonaco 2	12	6	8
super SF2	27	15	22
syndicate	20	10	15
theme park	27	15	22
tiny toons	15	7	11
tiny toons - allstars	18	9	13
turtles tourn fighter	20	10	15
urban strike	20	10	15
vector man	28	17	21
virtua racing	32	20	24
world of illusion	12	6	8
wwf royal rumble	20	10	15
wwf raw	22	12	17
zero tolerance	15	7	11
zombies	15	7	11

PlayStation

	i	ii	iii
air combat	29	20	23
cyber speedway	25	14	17
destruction derby	30	20	24
discworld	28	17	22
doom	30	20	24
extreme games	30	20	24
fifa 96	30	20	24
jumping flash	26	15	20
kileak the blood	26	15	20
lemmings 3d	27	15	21
mortal kombat III	32	20	25
nba jam	26	15	20
novastorm	26	15	20
pga '96	30	20	24
raiden	26	15	20
rapid reload	26	15	20
rayman	27	15	21
ridge racer	30	20	24
striker	27	15	21
tekken	32	22	25
theme park	30	20	24
toshinden	27	15	21
total eclipse	26	15	20
warhawk	30	20	24
wipeout	28	17	21
xcom	28	17	21

3do

	i	ii	iii
blade force	29	18	23
fifa	15	7	11
killing time	28	17	22
pc cd	29	18	22
return fire	20	10	15
road rash	20	10	15
space hulk	29	18	23
star fighter	30	20	24
street fighter II	23	12	17
w. commander III	27	10	20
w. cup striker	28	18	22

We also stock used games for Cdi, MegaCD, CD32 and Jaguar

Snes

	i	ii	iii
addams family values	22	12	17
aladdin	20	10	15
animaniacs	20	10	15
batman forever	25	15	20
biker mice from mars	20	10	15
blackhawk	20	10	15
bomberman 2	18	9	14
bomberman 3	32	20	25
clayfighter 2	25	15	20
desert fighter	16	7	12
desert strike	16	7	11
donkey kong	25	15	20
doom	30	18	24
dragon	20	10	15
earthworm jim	25	15	20
earthworm jim 2	30	18	24
empire strikes back	23	12	17
f1 champ edition	25	15	20
fifa 96	30	20	24
ghoul patrol	15	7	11
give 'n' go	30	18	24
int. s. s. deluxe	30	20	23
judge dredd	25	15	20
jungle book	25	15	20
jungle strike	27	16	21
kawasaki challenge	25	15	20
killer instinct	30	18	24
lamborghini challenge	20	10	15
lemmings 2	20	10	15
lion king	25	15	20
lord of the rings	20	10	15
mario kart	22	12	17
mario paint	23	13	18
maximum carnage	20	10	15
mega man x	17	8	12
mickey mania	18	9	13
micro machines	20	10	15
mortal kombat 2	22	10	16
mortal kombat 3	32	22	25
nba jam tour	25	15	20
nba jam live 95	17	8	13
newman-hass indy/mansell	20	10	15
pga golf	20	10	15
pitfall	18	9	13
pocky & rocky 2	20	10	15
powerdrive	22	12	17
power rangers	22	12	17
primal rage	27	17	22
punch out	20	10	15
putty squad	22	12	17
return of the jedi	25	15	20
rise of the robots	14	7	10
rock & roll racing	24	14	19
secret of mana	23	12	17
sen. soccer ltd	22	12	17
shadowrun	22	12	17
smash tennis	17	8	12
street racer	22	12	17
striker	12	6	8
sunset riders	18	9	14
syndicate	22	12	17
t2 arcade	18	9	14
theme park	28	16	22
turtles tour fighters	20	10	15
urban strike	30	20	24
wolfenstein	20	10	15
wwf raw	25	15	20
wwf royal rumble	20	10	15
zelda	15	7	10
zombies	18	9	13
zoop	23	13	17

Saturn

	i	ii	iii
bug	27	16	21
daytona	25	15	20
fifa	30	20	24
myst	27	16	21
panzer dragoon	25	13	20
pebble beach golf	25	15	20
rayman	30	20	24
real pinball	29	18	23
robotica	28	17	21
shinobi x	28	17	21
theme park	30	20	24
v.f. remix	20	10	15
virtua cop	30	20	24
virtua racing	30	20	24

Column i If you wish to buy a used game from us, this is the price you will pay

Column ii If you are selling a game for cash this is the amount you will receive from us.

Column iii If you are trading your game against another (new or used), this is the amount which your game is worth off the price.

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...TRUE LINES... The first Sega/Dreamworks arcade collaboration will be able to handle 1,000,000 polygons per second...

▲ Saturn owners – you too will feel all squiffy thanks to these 'jumps'.

▼ It's amazing how quickly this conversion is being turned around.

▲ You must admit – it looks pretty much spot-on graphically. Nice one.

First Pics!

Wipeout

Percentage complete 97%

We told you that Psygnosis would indeed be releasing some of their PlayStation titles on the Saturn, and indeed we are beginning to see the fruits of this startling announcement.

Wipeout is the most advanced of the first batch of titles and already looks very close to the original. The only essential element that remains to be included is that of handling (as we found to our cost, ploughing into walls and other hoverships). The 'transparency' effects that represent a missile's vapour trail and shield are also proving a hindrance, but Sega of Japan are on the case.

As ever, we'll be bringing you a review of this intriguing conversion next issue. See page 24 for further details of Psygnosis' future plans for the Saturn...

Publisher....Psygnosis

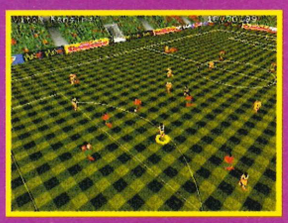
Developer...In-house

Release.....March '96

Shellshock review next month

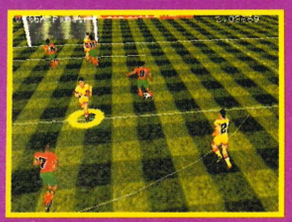
Ultimate UPDATE

Euro '96



▲ All of the commentary will be adapted for *Euro '96*.

▼ All the teams will also be those in the tournament.



The gorgeous *Actua Soccer* from Gremlin Interactive is getting an update for its Saturn and PC release.

Gremlin have managed to acquire the *Euro '96* license, you see, so *Actua Soccer* will now be known by that name in its new incarnations. The footy sim is also being used by BT as the launch game for the company's Wireplay system (a networked set-up that, for the price of a local call, will allow you to play on your favourite game against an unseen individual).

This is top news for Saturn owners who currently have a limited choice of soccer games available to them. More next month...

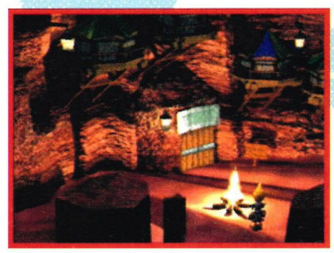
First Pics!

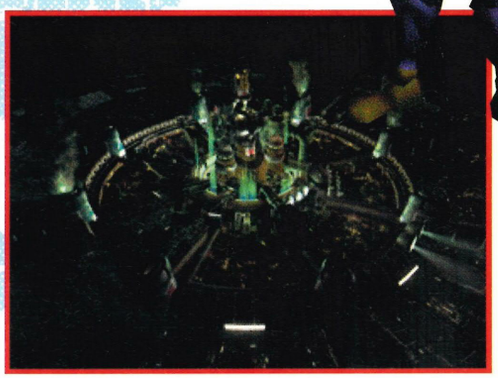
Final Fantasy 7

December '96 is the confirmed date, the PlayStation the chosen console and the size set at a fulfilling two CDs.

Square, long-standing suppliers of quality RPGs to the SNES market, are releasing the long awaited seventh entry in their *Final Fantasy* series on Sony's machine. They had been developing it in line for a Nintendo 64 debut, but no more.

This is a huge boost for PlayStation owners, and assures increased sales of the console in Japan, where *Final Fantasy* rules supreme. The Next Gen version adopts one of the most atmospheric 3D engines we've yet seen, topped off with new polygonal characters. Phwoar! See page 35 for further details.





▲ This is Midgar, the city that a great deal of *Final Fantasy 7* takes place in. And it's dead atmospheric.

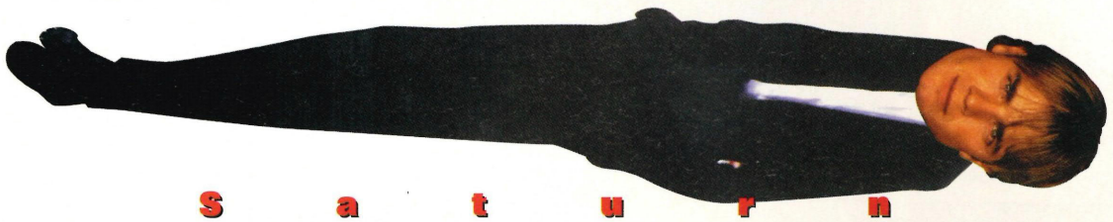
I Didn't Get Where I Am Today By...

7) What is your current favourite Next Generation game, eh?
"Virtua Cop."

8) Give us a tip for it then.
"Okay. Cover the light sensor with your hand instead of pointing away from the screen to reload. That's the ticket!"

The Console Barometer

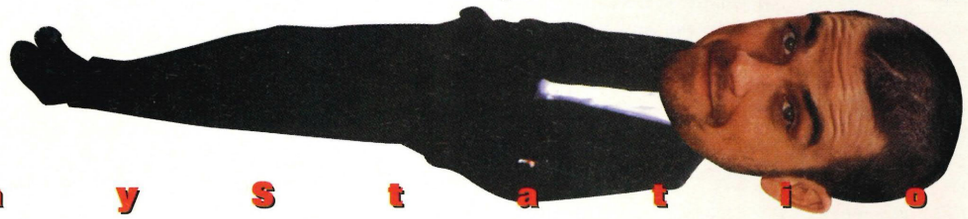
Does your console have a successful future ahead or will it be pushing up the daisies before the month's out? Who better to demonstrate than the nation's favourite ex-pop group Take That. Could it be magic? Or will it only last a minute girl? Let's see...



Saturn

Top of the pile has to be the Gary Barlow-esque Sega Saturn. With a record contract lined up and an album's worth of songs already written, this chubby Mancunian songsmith has much in common with Sega's portly but functional Saturn. It too has a host of fabulous new-titles lined up: *Virtual On*, *Fighting Vipers*, *Manx TT* etc. so we can safely expect it to, like Gary, be around for ages earning a ruddy fortune.

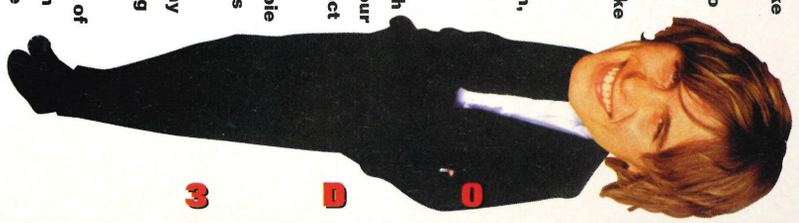
9/10



PlayStation

Despite leaving Take That a few months ago Robbie Williams' success, like that of Sony's PlayStation, is assured. The nation just loves their impish good humour and compact physiques. While Robbie perfects his comeback single, Sony is preparing its second generation of PlayStation games, like Psygnosis' F1. We can't wait for either of 'em.

9/10



3DO

The 3DO is still chugging along nicely but, like Take That's Mark Owen, it'll have a hard time attaining the heady showbiz heights reached during its prime. It was good for a while, but the time has come to re-invent yourselves. The 3DO's got the right idea, it's got the M2 to look forward to, but what about poor Mark eh? See ya mate.

7/10

Ultra 64

The Ultra 64 just hangs about in the background never really doing anything doesn't it? A bit like Take That's Jason Orange. With news of the Ultra's delay it's going to be ages before we'll see either of them again. In Jason's case if ever really.

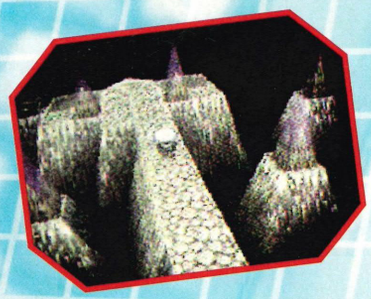
4/10

Jaguar

Oh dear. Like Atari's employees The That's Howard knows what it's like to be living in the lap of luxury one minute then be out on your ear the next. At least the Jag's still going in some form or other. As for old Howard...

1/10

Thanks to *Take That* for all their help in compiling this feature. We'll miss you deeply...



Percentage complete 97%

Lucien's Quest

Quite the queerest name for an RPG, but disturbingly the most descriptive – you'll see.

You get to play a 15-year-old girl called Lucien. So the first part's spot on. Not only is she a member of the Junin people, the race of Lycanthropies, but she's the apprentice to the most powerful wizard in the whole piggin' world. Trouble is, he's taken it upon himself to leave his village on some dubious quest. And while the wily old devil is away, Trouble takes it upon itself to fill the void. The villagers turn up at the wizard's gaff pleading for help so, being an apprentice and all that, there's only one thing for Lucien to do – join the villagers on a quest.

The game itself comes from the twinkling brains of the guys at development house Micro Cabin. They were previously 'responsible' for 3D 3DO RPG *Guardian War* (a.k.a. *Powers Kingdom*) and the recently released *Mystaria* on the Saturn. Admittedly, both failed to shine in our eyes, simply using their promising 3D engines to back up lots of aimless wandering about. However, a lot more thought seems to have gone into the plot of *Lucien's Quest*, so this is one to watch out for.

Publisher....Panasonic

Developer...Micro Cabin

Release.....March '96

▲ Looks like an RPG and indeed it is! There you go then!

P l a y S t a t i o n N H L ' 9 6 d e l a y e d a g a i n

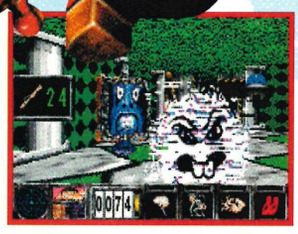
Cyberdillo

Okay, *Doom* with a 'dillo is heading for your 3DO and PC, thanks to those lovely chaps at Panasonic.

And quite mad it is too. You get to control a half 'dillo, half genetic wonder-creature who legs it around his 3D world of leaky petrol station loos and foul-tasting Sushi on a scavenger hunt. The snouted one was almost dead (some road accident or other), but a corrupt cyber-genetic company, CyberSalvage, plucked him from his desert retreat and put him back together. That was good of 'em.

Panasonic are keen to stress that this won't be your regular *Doom* clone though. There'll be an emphasis on puzzle solving, with you having to discover the four 'goodies' in the peculiar world so you can get the hell out.

Cyberdillo should hit the US next month. News on a UK release when we get it. Or maybe even before. You'll just have to wait and see won't you...



Spycraft: The Great Game

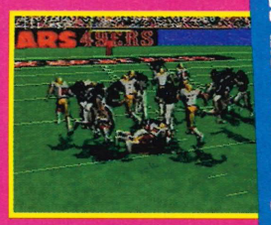
Initially on PC, this post-Cold War adventure game will, we're told, eventually make it onto the PlayStation.

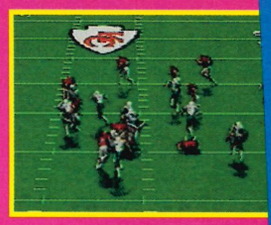
You fill out the snug-fitting pants of a CIA operative who must infiltrate the dangerous, seedy world of international espionage. A New World Order has arisen and there's a whole new situation of drug trafficking and nuclear arsenal stockpiling out there that need spying on.

Activision have opted for everything to be played out in first-person perspective, and the visual style encompasses 35mm film, digital video (80 sequences in all), still photography and stock footage from the CIA themselves. And you even get to meet William Colby, a former CIA Director, who helped in the development of the game (along with a former head of the KGB, which is a bit spooky).

So, for all the budding Bond's among us – whether Connery, Moore or Brosnan – this could be an ideal way to spend your spare time. No really.

Ultimate UPDATE





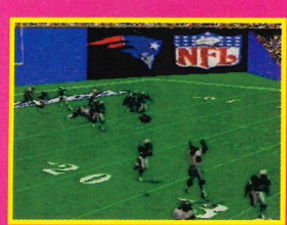
NFL Full Contact

Konami's promising American footy sim for the PlayStation and Saturn is due to hit US stores this month.

Certain to attract a lot of attention, some of it unfortunately down to the constant slip of EA's *Madden '96*, *Full Contact* is actually designed and developed by the original *John Madden Football* PC programmer. So, for the earlier part, it's obviously been in reliable hands.

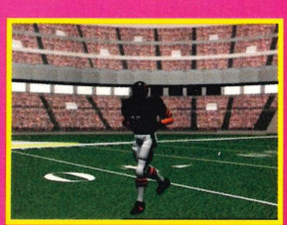
Of course, as with any sport title worth its salt these days (and salt is *very* precious), there's a whole load of motion capture tomfoolery going on. In fact, over 130 actions have been modelled for each player. And, one would hope that, having a member of the original *Madden* team on board, the basics have been addressed.

No confirmed UK release date yet, but as long as the gameplay matches the visuals, it'll come. More soon.



▲ What a cheerful clutch of Americans we have here.

▼ Rendered intros DO NOT AFFECT GAMEPLAY!



...TRUE LINES... Sega will release their first PC games this month in the form of: *Ecco The Dolphin*, *Tom Cat Alley* and *Comic Zone*. All require a 16MHz Pentium.....

...TRUE LINES... Theives recently struck at Psygnosis, but didn't touch upcoming *Wipeout 2* or *Tenka*. Idiots, we told them.....

Ultimate UPDATE

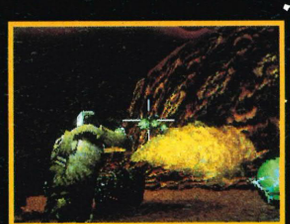
BLAM: machinehead

Action-packed first person perspective shoot-em-ups and Derby's Core Design have a much more effective partnership than, say, tartar and teeth.

Thunderhawk 2, for example, is a bit of a current office favourite on the Saturn (it pulled in a healthy 86% in issue 14) and Core are currently developing similarly-themed games for the PlayStation, Saturn and PC.

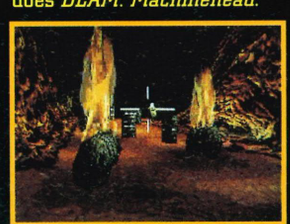
Joining *T2* and the soon to be released tank-em-up *Shellshock*, we have *BLAM: machinehead*, a game certain of much media attention. Okay, so Orchid may be tantalisingly soaping up a ferrari on our cover this month, but this may be eclipsed by the sight of a half-naked lass strapped to a Cruise-missile, skimming ferret-like through 15 3D polygon-packed levels.

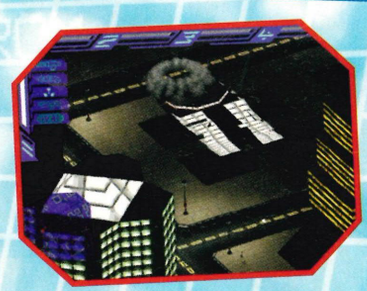
You take control of Dr Kimberly Stride, said nudey, who has been imprisoned on the special rocket by her perverted assistant, Orville. She's a scientist determined to wipe the deadly Machinehead virus off the face of a future Earth, something only said missile can do. Top B-plot all round we say! Look out for our finger-licking good preview next month!



▲ Let's hope it's not all as gloomy as this section.

▼ It looks crosshairtastic does *BLAM: Machinehead*.





▲ *Blade Runner* on yer PlayStation.

▲ If you're partial to light sourcing, you'll love *Syndicate Wars*.

Percentage complete 90%

Syndicate Wars

Whatever you watch, read or play, you can be sure of one thing – the future's gonna be a grim old gaff, at the end of the day.

The original *Syndicate* didn't help matters much. All gloomy industrial wastescapes, a society ruled by the Uzi and global domination by 'The Corporation'. Bloody playable stuff though.

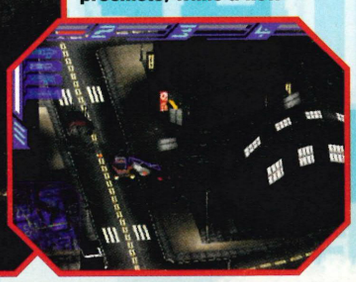
So, a sequel was pretty much inevitable. And said sequel will be exploding onto both the PlayStation and PC within the next month or so.

***Syndicate Wars* takes up 100 years after the finale of its predecessor. The Corporation, who had complete domination of the world, have become complacent and Things Are Going Wrong. The chip which controlled the minds of the world's population has started malfunctioning and everyone has started to become very despondent.**

Mercenary biker gangs have started taking control of city precincts, while a new religious cult is gaining huge numbers of recruits.

So, you take control of either a Corporation executive, leader of the biker gang or a Church Elder, adopting different tactics for each. Absolutely everything in any of the 30 cities can be destroyed, and with 24 different weapons there's going to plenty to satisfy the gore hound. The missions you'll have to undertake are also more complex, changing if you fail (say the prisoner you're transporting escapes, you'll then have to track 'em and kill 'em).

This is certainly one title we're desperate to see on the PlayStation, rather than the recent crop of beat-em-ups and driving sims.



Publisher....Electronic Arts

Developer...Bullfrog

Release.....May '96

Pippin due Japan launch on March 22

Starfighter 3000

The aerial shoot-em-up that had 3DO players' eyes juicin' a few months ago is being released on the PlayStation, Saturn, PC and Mac in May.

There are currently no screenshots specific to the above formats, so here's one from the original.

You play a test pilot in a stunning new space combat simulator, which allows you to put the most lethal flying machine the 31st century has ever seen through its paces. There are 50 missions to tackle in all, spread across four levels, while the non-linear structure to these will make you think before you fight (always a good option, that).

There's also a cunning weapon power-up system in order. You collect different coloured 'crystals', each relating to a different type of power-up. However, collect them in different combinations and you'll be on the receiving end of even better ones.

With improved graphics, eight different soundtracks, the chance to control up to 10 wingmen and an increase in speed, this is certainly one which promises plenty.

Command and Conquer goes covert

You can now get hold of a mission disc (well, it features two CDs, actually) for the quite fabulous *Command And Conquer* on the PC.

This is very good news for the 500,000 or so budding generals who were enticed by the original game, as it features 15 new missions designed to challenge even the most accomplished *C&C* veteran. Still no news of a console conversion of the original, shame that.

Special offers

Special Reserve currently have four sub-£300 PlayStation promotions running as follows: PlayStation Plus Link Bundle (comes with extra 8-button pad, scart lead and link cable), PlayStation Plus Smart Bundle (with smart memory card and scart lead), PlayStation Plus *Toshinden* Bundle (with *Battle Arena Toshinden* and scart lead) and finally, PlayStation Plus *Doom* Bundle (with *Doom*).

Each features the regular PlayStation pack (with one controller and the Sony *Demo 1* CD) and the extras mentioned above, and each costs £299.99. For more information, call (01279) 600204 or E-mail: enquires@reserve.co.uk.

64 ULTRA Exclusive News

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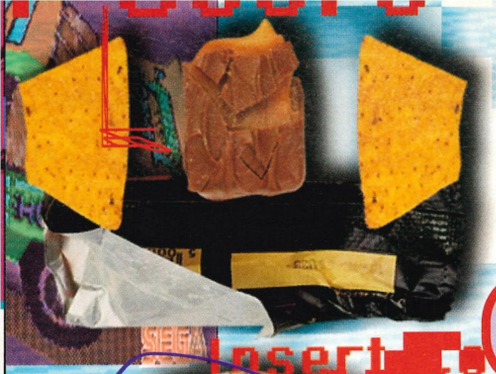
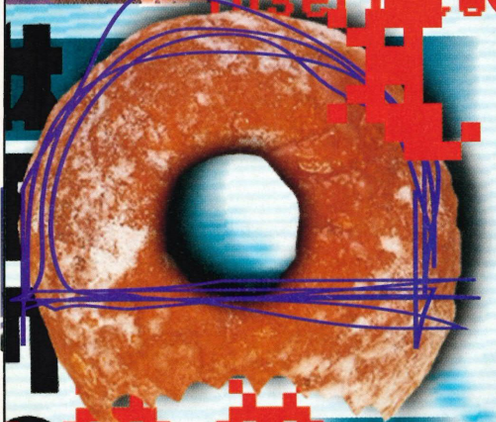
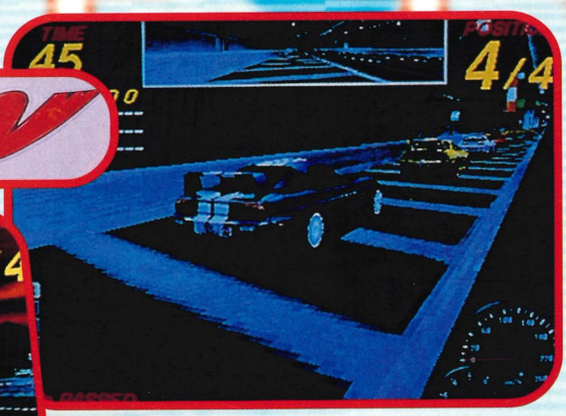






▲ The streets of Tokyo are accurately modelled in the game.

▶ Hey, nice cockpit. The super-special gear stick's on the left.

Midni

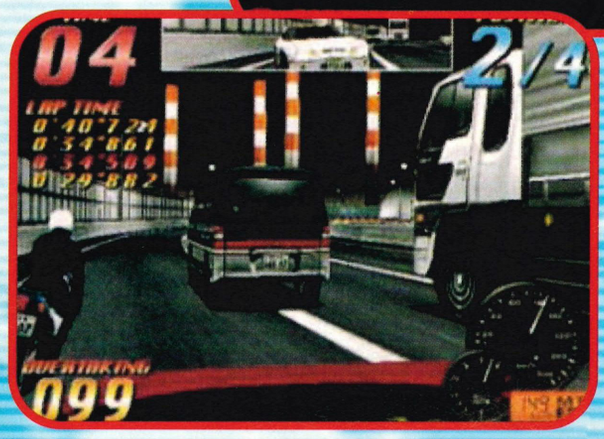
▲ A four player multi- cabinet is available too.

The inspiration for Konami's latest arcade driver comes from a strange and frankly highly illegal place. Konami's Jon Sloan explains: 'In Tokyo there's a club called the Midnight Club and to join you must pass a simple two stage initiation test. Firstly you must own a car capable of 200mph plus, and secondly must have the nerve and skill to nudge bumpers at 200mph.' Gulp.

The members of the club are a bit of a regular sight around Tokyo apparently, racing their tasty motors around the Tokyo highway (Tokyo's M25, only without the jams) under the cover of darkness at outlandish speeds, both avoiding the law and, more importantly, the rear bumpers of the troublesome sub-200mph late night traffic which may either cut you up or leap out of your way, allowing you to hurtle by.

▶ This game has nothing to do with the 1988 film of the same name – Robert De Niro isn't in it for a start.

▼ Go on, give that biker a nudge. You know you want to.



▶ Looks like a bit of a Toyota Supra to us. They're right tasty and go dead, dead fast. As long as that Transit van stays out of the way.

ght Run

Midnight Run **allows you join the rebellious ranks of the Midnight Club and join them in their law breaking fun in your choice of four cars which, Jon told us, 'May be tuned to go even faster, adding fins and spoilers and the like, the trade-off being that this makes them trickier to drive.'**

The three courses in the game are all real areas of Tokyo. So in theory once you've mastered *Midnight Run* you could jet off to Tokyo and drive about like a ruddy maniac for real. In *theory* at least. The first race is the Starlight Heat race. It takes place at night 'neath the stars, the road ahead bathed in Tokyo's bright neon glare. Complete that and you're onto Sunset Trial, where the sun comes up over the city. Ahhh. There's no time to stop for breakfast 'round here though, for after racing all day you must compete in the final (and hardest) track, the famous Midnight Run.

'A black Porsche performs the track record for you in every race, so you can see how you're doing and two girls in a white Mercedes convertible mark the speed to qualify for the next race. You've got to at least beat them to continue onto the next race,' Jon informed us.

A neat feature of *Midnight Run* is the ability to change between automatic and manual gears during a race. 'You can start in manual for a fast start, a gear up/gear down lever giving you control, then flip it over to automatic for the race, perhaps engaging manual again to drop a gear when you need a sudden burst of speed.' All this and a four-player link-up too. Mmm.

'There's an arcade in Milton Keynes that has the four-player unit but we'll be getting one into the Troc (Trocadero) in London,' said Jon comfortingly. How about one in our local too? Go on Jon, you're our best mate.

Publisher....Konami

Developer...In-house

Style.....Racer

Release.....Out now

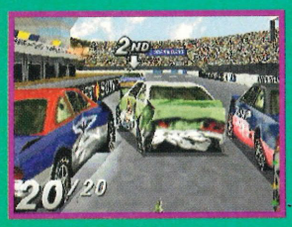
Players.....4

Country..... UK

RUE LINES... SNK of Japan have announced that their Saturn conversion of *King Of Fighters '95* will use a 'Dual-ROM' system that

Ultimate UPDATE

...TRUE LINES... Sega have just announced plans for mini theme parks in Thailand and Malaysia. The first will open in Bangkok in the summer.....



Saturn Wipeout: Confirmed!

Psygnosis have at last confirmed that they will be developing and publishing games on the Saturn.

And you may have also realised that, after switching their name to Sony Interactive in a blaze of publicity not long ago, they have also returned to their former title (before they came to be known as Sony Psygnosis, too).

'Our company-wide strategy for the future includes not only Sony PlayStation, but other hardware formats, new interactive business opportunities and many other appropriate areas of convergence,' says Ian Hetherington, one of the founders of Psygnosis. So, er, keep your eyes peeled for areas of convergence that Psygnosis can get involved with, why don't you?

Essentially, Sony bought up Psygnosis in 1993 to develop games specifically for the PlayStation's launch (they had previously been a true multi-platform publisher). But with the PlayStation now firmly established as a gaming system, they want to return to a multi-platform development strategy. And Psygnosis is a much more recognised brand than Sony Interactive, after all.

The first four titles being converted to the Saturn are *Wipeout* (being converted by the original team, fact fans), *Destruction Derby*, *3D Lemmings* and *Discworld* (all set to hit Sega's system early this year). Other PlayStation titles currently being developed by Psygnosis (*adidas Power Soccer*, *Chronicles Of The Sword*, *Wipeout 2*) are sure to appear on other systems at later dates. But there're still no Nintendo 64 titles planned as yet...

Crea

Percentage complete 80%

▶ What a strange fish this is! It's underwater *Doom*! Ish.

It's a fish-em-up! Set on Planet Creation, an artificial watery world to which the Earth's remaining underwater beasts have been transported, your task is to roam the sea bed in your mini-sub looking after the kelp farms and keeping a watchful eye on the fish, cultivating our very own Octopuses garden beneath the waves. Lovely.

But it's not all kelp pruning and flipper-polishing. No. Thanks to the waters of the new planet being a bit of an embryonic, primeval soup of nutrients and protozoa (type of thing) a new highly dangerous form of fungus has evolved which makes your fishy friends go bananas! Once their minds were full of, well, fishy things, but now their only concern is securing their next fix of the narcotic fungus! Very odd indeed!

You must destroy this fungicidal menace and return sanity to your fishy friends' warped heads. And, as if all that crazed sea creature business wasn't enough, thanks to the usual 'large powerful company wants the unpleasant alien/virus/fungus for its own perverted end' plot, a large powerful company wants the unpleasant fungus for its own perverted ends and pops up to hinder your fish-saving efforts. Phew!

Creation's been a heck of a long time coming. 'The idea of *Creation* has been around for some time now. Loads of different people have had a crack at it and either left or moved onto other things. The current incarnation is now well under way

Stop Press In Japan the Saturn i

US Gold sign up Dream Team

The company that's about to bring you *Johnny Bazookatone* (reviewed on page 76, platform fans), is planning to release a new basketball game featuring the US Olympic 'Dream Team'.

So, one would assume it would fit nicely into their sports game line-up being readied for the summer Olympic games in Atlanta. It'll feature top, lanky blokes who can bounce balls all 'round the gaff such as Scottie Pippin (already the star of a basketball game from Digital Pictures) Shaquile O'Neal (um, already the star of a beat-em-up) and is being developed by Regal, based in San Francisco. It's the first time US Gold have developed a game in the US. Which is a bit surprising when they've got 'US' in their name. No, honest, it's *really* surprising.

Ultra 64 developers get sporty

Mindscape, who are feverishly working on bringing ghoulish basketball to the Ultra 64 – ooh, smack our wrists – Nintendo 64, in the form of *Monster Dunk*, are now creating their own sports label.

It seems every developer/publisher is keen to establish a sports label: EA Sports have really set the pace, while Gremlin Interactive's Actua Sports label has been given a swift kick into the major league with 'rather good' Actua Soccer.

American Football is likely to be the first sport given the Next Generation treatment from the Mindscape Sports Authority, followed by baseball and – yes, yes, yes – a basketball game. The company are currently looking to get top sports personality licences for each of their games. How about Cliff Lazeranco for a darts sim or Doug Mountjoy for a snooker game? Just suggestions, take 'em or leave 'em.

Galaxian 3

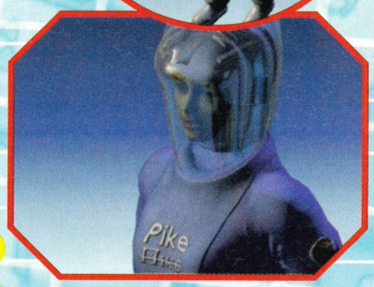
That classic arcade his, *Galaxian 3: Project Dragoon* will be released for the PlayStation later this month. Namco are remaining tight lipped at the moment, but we did manage to sneak this cheeky shot out of Namco HQ.

Gradius Deluxe Pack

Another shoot-em-up classic gets the Next Generation treatment in the form of Konami's *Gradius Deluxe Pack*. This PlayStation/Saturn conversion features all three *Gradius* games and a bonkers choice of viewing options. Look out for more information on this retro pack and maybe even a preview next month.

will combine cartridge based characters with CD based backgrounds and music. This will lessen the game's loading time.....

tion



▲ He wants to cheer up a bit and sort his posture out. Be more confident man!

and we're happy with the storyline and game behind it, so it looks as if it's going to be finished this time. It's used the *Magic Carpet* engine, *High Octane* engine and, once R&D get on the case, we should have a completely new one.' Bullfrog's Guy Simmons, project leader on *Creation*, told Ultimate.

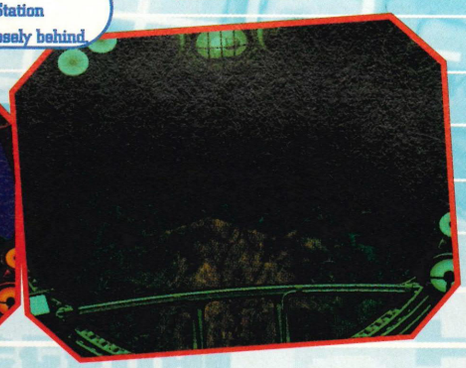
The chaps have laboured long and hard on getting the underwater feel of *Creation* just right. 'We've done tons of research into creating the underwater illusion. For instance, we've simulated the way that light will lose firstly its red component, then its green and eventually its blue. So a player might see a moving blue silhouette in the distance which gains colour and detail as it comes closer, only to reveal itself as a shark riddled gnash frenzy or something *really* scary!' Sounds top, but won't it be all sluggish and underwatery? 'Despite its underwater nature, *Creation* will be a fast moving game with plenty of atmosphere and (dare we say it) depth. The game is set in the future (aren't they all?) and so the idea of submarines as huge unmanoeuvrable behemoths is just not an issue.' Guy assured us. Does all that make sense? Let's go back and read it again...

Publisher....Electronic Arts

Developer...Bullfrog

Release.....October '96

The PC version will be performing back-flips for fish first, but a PlayStation version will be swimming closely behind.

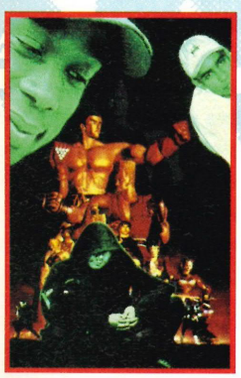


outselling the PlayStation three - one

Get an earful of Tekken and Ridge

The record division of JVC are releasing a special remix of the *Windemere* theme from *Tekken* soon to be followed up by music based on top racer, *Ridge Racer*!

Having carried out 'extensive research' into dance culture, JVC came to the conclusion that those funksters into the Jungle scene regard videogames as part of their lifestyle. So, they brought together T-Power, Lemon D, Dillinja and Dubtronix to remix the *Tekken* soundtrack.



The 12" is being released through 3mv/Vital on Monday March 11th and marks the first installment in videogame soundtrack mixing. This will be closely followed by the aforementioned *Ridge Racer* inspired single. And on top of these two potential gems, ahem, an album, yes an album is set to follow!

We'll be giving away copies of both these singles in next month's action packed, cream filled, gut-curdling issue of Ultimate.

◀ Look at the quality of that artwork – phwoar! It's a bleedin' masterpiece!

PlayStation goes Dutch

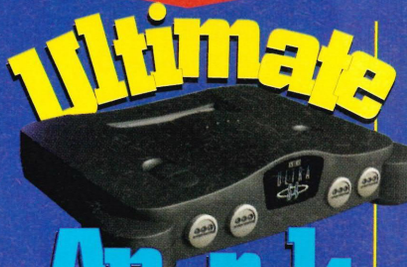
Philips Media have thrown the hardware baton that is CD-i to the willing hands of Philips Consumer Electronics in an attempt to concentrate on publishing games across all the formats.

They tentatively shoved their toes into the PC arena last year (with *Alien Odyssey*, *FX Fighter* and *Burn: Cycle*, amongst others), and are set to release their first PlayStation game before Christmas (the ubiquitous *Burn: Cycle* anyone?) – there's a turn up for the books!

But they're not forgetting their roots. They will continue to release around 15 games for the CD-i throughout the course of the year ahead, but we all recognise that the CD-i is now more of a home entertainment nutter's machine rather than a serious threat to the mainstream consoles.

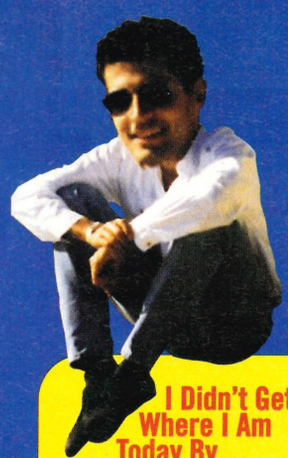
▶ *Burn: Cycle* on the PlayStation? Convert it this minute you foolish folk. Now, now, now, NOW!

Ultimate UPDATE



Ultimate Anorak

So, as we've learned this month, Nintendo plan to sell an astounding three million Ultra 64s in Japan alone. That's one for everyone in Luxembourg, Iceland, Greenland, Mongolia and *nearly* everyone in Bristol. It's also... one for every lock combination in the BMW 5-Series... one for every migraine sufferer in Canada... four and a half for every elephant on Earth. They would also, laid end to end, stretch the length of 6500 football pitches or to the summit of Everest and back 40 times, and if placed next to each other, would cover the area of 22,127 snooker tables. The Nintendo 64 Bulky Drive discs will hold 64 Megabytes of data, which is 16 times the amount of data in a SNES *Donkey Kong Country 2* cart. That's enough maths for one month.



I Didn't Get Where I Am Today By...

9) What is the worst Next Generation game so far?

"*Gale Racer* on the Saturn. The problem is, now that I have said this, some poor individual might rent or buy this garbage to see it. Then they will feel TOTALLY RIPPED OFF – just like I did."

10) Which is best, Coke or Pepsi?

"Thai iced coffee. It has more caffeine than Coke or Pepsi ever dreamed of."

Gadgets

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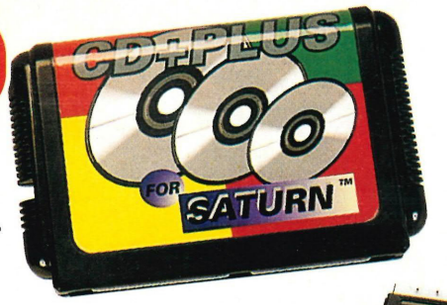
475 Oakmead Parkway
Sunnyvale, CA 94086



Saturn converter

How come all games come out in Japan first? Simple really, 'cos that's where they're from. Oh. However you can fool your PAL UK Saturn into thinking that it's a resident of the land of the rising sun with one of these fiendish cartridges. It defeats the 'country protection' thingy, allowing you to play Jap games on your UK machine! Jap games are usually out months before they appear over here and there are loads of shops selling them by mail order. You'd best get one really.

A snip at £19.99 from Fire on 01302 750704

PlayStation Scart Lead

You can call it a rip-off if you must (Ultimate couldn't possibly comment), but fancy Sony not bundling in a SCART lead with the PlayStation? Then they go and charge you £34.99 for one separately! Flamin' Nora! But fret not, those of you who're too poor after buying a SCART telly and a PlayStation to purchase the lead to plug them together, for help is at hand. This PlayStation SCART lead works a treat and it's some £25 cheaper than Sony's! Yes, there is a God.

Rejoice! It's £9.99 from Fire on 01302 750704

Fisher Space Pen

Space pen. I always wanted you to gooo – into space, pen. Ahem. We love these. These slick 'n' silvery pens are used by American astronauts. They can write in outer space, upside down and on any surface – even underwater. We're always putting goldfish bowls on our heads and playing 'Neil and Buzz' with them.

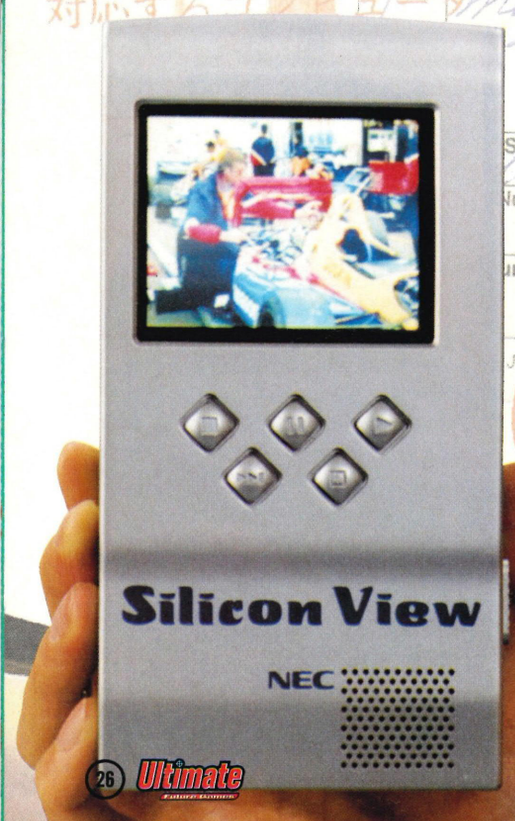
Yours for £12.95 from Gadget shops. Phone 01482 860860

You *must* beg borrow or steal the following lush gadgets...

Darth Vader's head

Say 'Hmm, the force is strong in this one,' like you're really mean by donning this quite remarkable Darth Vader head gear. Once wearing it you not only look like the big man, but you sound like him too. YES! A built in microphone and voice synthesiser makes your voice go all Darthy. It's the best thing ever and we've been fighting like rumble-fish for a go on it. Incidentally, those are not the droids you're looking for.

Get yours from Forbidden Planet for £34.99. Phone 0171 836 4179



Silicon View

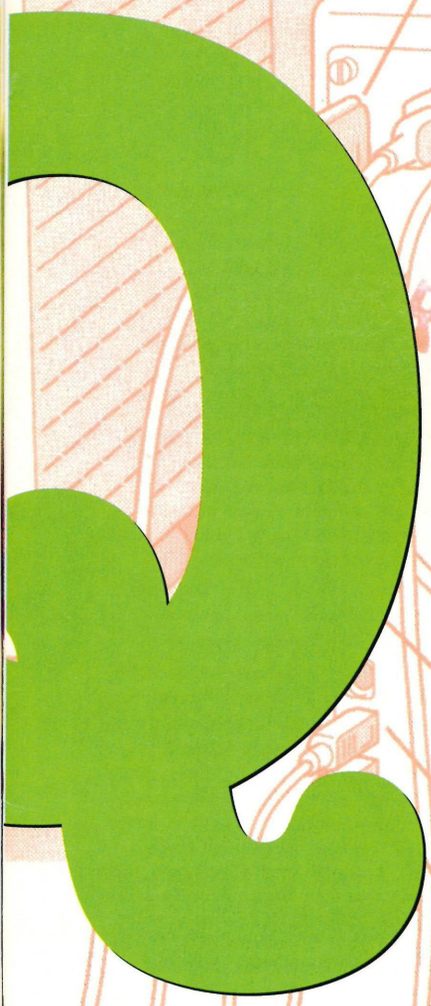
It's tapeless, it's tiny, and it's ruddy expensive. Is the NEC Silicon View the future of video? Well, it could be with a few improvements (starting with the price). This slim silvery lass-luring device records sound and vision on a removable credit card sized memory card. It works a treat but, at present, only four minutes of material can be recorded on its 40Mb cards. Ho-hum, back to the drawing board...

It'll set you back a wallet-crippling £1,500 from NEC on 0171 353 4383

PlayStation Steering Wheel

Your prayers have just been answered courtesy of LMP Ltd. You CAN play *Ridge Racer* with a steering wheel! And, as if that wasn't enough there're peddles to go with it! At last, near-arcade perfection within the confines of your own home. The wheel is still undergoing fine tuning at present, ready for a May release, but even this early version managed to prevent any work being done all day as we put *Ridge* through its paces.

Price TBA. Contact LMP on 01992 503133 and tell 'em to hurry up!



TV enlarger

Oh no, what are we to do? Our telly's dead titchy and we're being made a mockery of! A familiar cry, but fortunately one you can silence with the deft application of this astounding TV enlarger. Bung it in front of your telly and all the girls will think you've got the latest Fujiyama 93 inch widescreen effort and will want to sit on your knee. Not bad.

Get a big telly for £39.95 from Innovations on 01793 514666

PlayStation stand

Tired of putting your PlayStation on a table? Wish there was a way of lifting it six inches further up? Well, this ergonomic and mighty stylish stand is just the ticket, fulfiling all your PlayStation lifting needs at a stroke. In fact we wouldn't be surprised if your PlayStation came to life and gave you a big kiss to thank you for its new home.

Tempted? They're £39.99 from Premier Developments on 01487 823684

Extenders!

Is annoyingly short joypad-lead syndrome preventing you from playing *Virtua Fighter* in bed? Or perhaps *Ridge Racer* on the loo? Well, these sleek 'n' snake-like Saturn and PlayStation joypad extenders mean that you'll soon be able to play your favourite games from practically anywhere (provided you can still see your telly of course). They're spaghetti-tastic and we just can't get enough of 'em. Yummety yum.

They're £7.99 apiece from Fire on 01302 750704

On-Test

Why brave the Saturday afternoon nightmare that is 'shopping'? Let Ultimate do it for you!

Each month we'll expose those shopping disasters waiting to happen and tell you where you should be throwing your money instead. This month...

Everything must go!

We've got five bumper packs containing one of *each* of the above pads, so if you win you can try 'em all out for yourself! You'll have more sticks than a tree! To win, simply tell us what on earth you intend to do with twelve joypads? Send the fruits of your labours to 'Open a joypad museum I suppose', Ultimate Future Games, Future Publishing, 30 Monmouth Street, Bath, Avon, BA1 2DL. The five most interesting replies get the sticks.

PlayStation PSX 2 Pad

From: LMP (01992 503133)

Price: £24.99

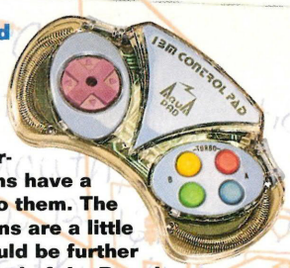
Whilst sitting extremely snugly in the hand, thanks to some finger-shaped cut-aways, it's the D-pad that lets this one down. It's just a disc thing and feels a bit plastic-y. The fire buttons are nice and that layout is very familiar. And the selectable autofire (repeated button pressing even though you're not pressing it) and turbo (repeated presses with one press) on each key work well.

★★★★★

PC Aqua Clear Pad

From: Wild Things (01222 756774)

Price: £14.99



This is more like it. It's chunky (if a little over-sized) and the buttons have a good firm action to them. The shoulder buttons are a little misplaced (they should be further up), but the smooth feel of the D-pad makes up for this. Nice stubby thumbstick too. Unfortunately there's no techno-trickery features (autofire/slow-mo) and despite having six buttons barely any games support all six.

★★★★★

Saturn Eclipse Pad

From: Spectravideo (0181 9082211)

Price: £27.99

Ooh lovely. It's chock full of features, including autofire, slow-mo and a curious synchro fire feature, which allows you to assign multiple simultaneous button presses to a single dedicated 'program' button. A satisfyingly solid D-pad (you can feel each of the eight possible positions) and well positioned and thumb-sized buttons complete the picture. Very nice.

★★★★★

PlayStation Stationmaster

From: Spectravideo (0181 9082211)

Price: £24.99

What a nice pad. It fits well in the hands and those buttons fall under the thumb very nicely, though a slightly rattly, plastic-y feel lets them down a bit. Slightly squishy shoulder buttons further spoil the Stationmaster experience, but the comfortable cross-shaped D-pad lightly kissing your thumb makes everything better again. Ahh. The usual autofire and slow-mo features work well, resulting in an ideal second pad.

★★★★★

PlayStation PS Propad

From: Spectravideo (0181 9082211)

Price: £29.99

My, what a host of programmable autofire features! Four speeds of autofire? Three of slow-mo? Nice, but perhaps a little unnecessary. That D-pad's pleasant to the touch, but due to the buttons being a tad small and spaced-out your thumb does tend to fall between them during diagonals. And what's with those cut-aways for your fingers on the underside? Are they going the right way? We think not, leading to an uncomfortable holding sensation. Okay pad though.

★★★★★

3DO 3D8 Pad

From: LMP (01992 503133)

Price: £24.99

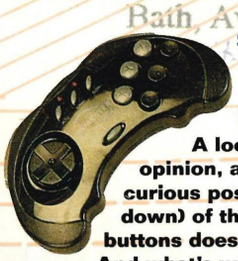
Cor, nice pad! It's a damn sight lighter and more comfortable in the hand than the 'proper' 3DO pad and you get turn-onable/offable autofire on every button and slow-mo too. The pad has a nice precise action and games like *Street Fighter X* are now a joy to play. A bit of a must-buy, by all accounts.

★★★★★

Saturn 2 Pad

From: LMP (01992 503133)

Price: £19.99



A loose D-pad is not, in our opinion, a good thing and curious positioning (a little too far down) of the slightly too small buttons doesn't help much either. And what's with those strangely contoured shoulder buttons? The autofire and turbo perform okay, but they're the only good thing this pad's got going for it. It's more than a bit poor and should be avoided at all costs.

★★★★★

Saturn Arcade Controller

From: Fire (01302 751428)

Price: £12.99

Shocking. Quick, call the pad-police, this pad simply won't do. It shares the same inadequate design of the PlayStation infrared joypad system, but it isn't even infrared to make up for these failings. It's too big, the X, Y, Z buttons are too small and the whole thing feels cheap and tacky. And turbo mode can only be selected for two groups of three buttons. Cack!

★★★★★

PlayStation PSX Arcade Joystick

From: Fire (01302 751428)

Price: £34.99

Bit of an odd one this. It's the size of a house (well, a PlayStation) and it has whopping fist-sized buttons and a bulbous stick. It's one of those arcade-stick efforts aimed at giving you the same feel as your favourite 50 pee-guzzler. It works okay, but that's it.

★★★★★

PlayStation PSX Infrared Joypad System

From: Fire (01302 751428)

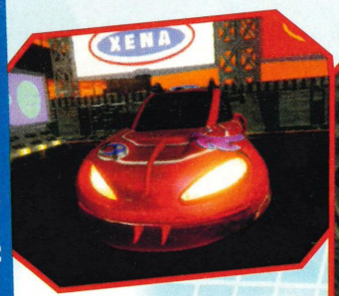
Price: £39.99

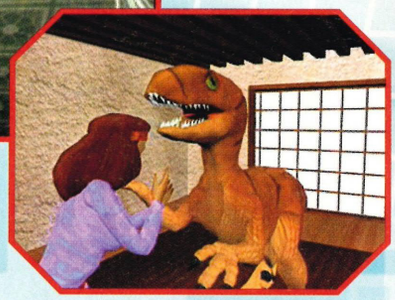
One question Why would anyone want to buy a set of these? The pads are just too big and the buttons are in too straight a line for your thumb to skip from button to button easily. And as for that thumb stick thing, it's just too long! The infrared bit works quite well though, with a highly respectable range, but these are easily lost and need batteries.

★★★★★

On-Test

TRUE LINES... Rumour has it that Konami have joined forces with Matsushita to develop a 64-bit motherboard for arcade machines. We'll have confirmation next month.....





▲ Are these shots really from anything at all to do with M2 technology? After...

M2

... all, they've been knocking about for nearly a year now!

What the devil is going on?

As Ultimate Future Games was going to press in England, a plane was approaching the runway of the John Wayne Airport, Orange County, California.

Seated on the plane were half a dozen Japanese gentlemen, well prepared for a two-week stay in the United States. Their mission was to brainstorm one of the most comprehensively daring coups of all time – the capture of the multi-billion dollar American and European videogame businesses.

This would be a tall order for any company. Even the mighty Sony, the imaginative Sega and the impossibly brilliant Nintendo have not managed it. How could these ordinary fellas (suits) from Matsushita's Tokyo office, steal the prizes? The answer, somewhat alarmingly, can be found in your fridge. Or possibly your toaster, telly or – if you're a bit odd, like – taco maker. You see, Matsushita are the biggest providers of consumer electronic products in the world, whether they be brown goods, white goods or midsummer magenta with a hint of mint goods. At least, that's the way our friends figured it as they buckled their seatbelts for landing.

Some of the people in the games industry are not quite so confident. Here's what's been happening:

Third party game developers have received development kits from The 3DO Company, the original owners of M2. They are playing around, looking at ways to bring their hottest properties or most innovative games onto this exciting new platform. Wahoo!

Right now there are more questions than answers, even for those rabid innovators. But The 3DO Company are being super sweet and helpful to everyone. Answering tricky technical questions, solving insane image manipulation problems et al.

It's not often that software developers say nice things about hardware manufacturers, especially in the run-up to one of the most hastily arranged hardware launches of all time. The thing is though, The 3DO Company are under a contract with Matsushita to deal directly with all third party requests. This state of affairs continues until Mister Trip Hawkins has received the last instalment of the tidy $100 million he received for flogging M2.

And then, things start to go wobbly. When The 3DO Company put their feet up, Matsushita will have to take over. Now it's one thing knowing how to program a VCR, but something completely different dealing with the technologically manic lot which comprise the development community.

Many are wondering if Matsushita will be up to the job. Let's face it – if programmers get antsy with Sega and Nintendo (who have been doing this sort of thing for bloody years) how are they going to react when Matsushita start giving it: 'Did you say Gorgonzola shaded polyglots? Um, we'll get back to you on that one.' Come on! Hmmm.

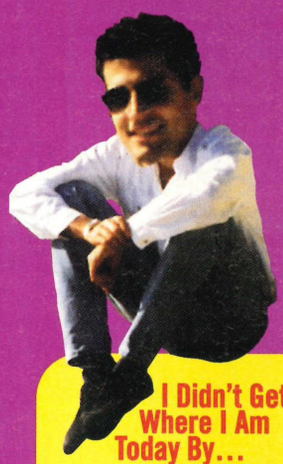
Our chums at Matsushita have figured this much out, thus the two-week binge of corn chips and fizzy water 'round a table in the US. But identifying the problem isn't the same as solving it.

We reckon most of the big names will be swearing allegiance to the Matsushita crown in the months ahead, though by no means all. Ultimate has already spoken to one leading development team (who wish to remain anonymous) who would not be signing on because the system 'sucked'. But most will not want to upset Matsushita's approach too much.

Ultimate UPDATE

M2 update next issue

We did promise you a breakdown of M2 games this month, but at this unsettled stage in its mysterious development details are very thin on the ground. Next month we'll bring you a full list of developers and the games they are working on, though...



I Didn't Get Where I Am Today By...

11) What are you working on right now?
"I am not getting any work done 'cause I am busy answering these questions."

12) Tell us the best joke you've heard in the last couple of weeks.
"Prison warden is bored. (Batteries ran out on his Game Boy). He goes to the edge of a cliff and orders his prisoners to line up along the edge. He then one by one gets them to put their arms and legs in awkward shapes (requires demonstration) and then pushes them over the edge. As he pushes each one, he looks over the edge shouting "LEFT/RIGHT!" as they fall to their deaths. Prisoner asks, "Why are you doing this to us?" Warden responds, "Just finishing off my game of *Tetris*!" LOOK IT'S CLEAN AND APPROPRIATE SO QUIT COMPLAINING!."

13) Complete the following sentence: I didn't get where I am today by...
"Playing *Command and Conquer* on the PC all day. That game should become a controlled substance."

Dave Perry is currently putting the finishing touches to Murder, Death, Kill, *an almost indescribable* Doom *flavoured blaster for the Next Gen consoles. We'll bring you news of this title within the next couple of issues.*

"And to all you Jag owners – buy a PlayStation." Yep, John Bennett's strong views copped him a 3DO and three games.

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

Star Letter
Panasonic

U-Mail

Eagle

I am fed up with the amount of false advertising that goes on in most console game magazines.

I am sure there are lots of people like me who read several magazines each month in order to find a really good game to buy. Reading game reviews is usually an indication of a close release date, but some companies insist on advertising consoles and games for sale that are nowhere near release.

Here are some quotes from the February issues of some console magazines: "Ultra 64 now in stock!" I find it amazing that a firm can say this when an article in the same magazine says the release in Japan is not until April 23rd 1996!

"Some of the titles available!" The firm then lists older games, such as *Ridge Racer*, alongside titles such as *Fade To Black*, *Syndicate Wars* and *Waterworld*. All the games have prices by their names giving the impression that they are out now for the official PAL PlayStation. *Syndicate Wars* and *Fade To Black* are not close to release, so why do firms spend money on space for games that aren't available?

Oliver Gibbs, Tunbridge Wells

Sometimes you can forgive companies that advertise games expecting them to be released (we're all a bit fed up with the fact that games are slipping way beyond the release dates). But clearly, we're all too familiar with the kind of cases you quote. The answer is simple: don't part with your cash if you know the company can't supply the goods.

When I Kissed The Teacher

I want a PlayStation, but have fallen in love with *Sega Rally*. Are there any plans for a rally game on the PlayStation?

Anthony Baker, Cambridge

***Sega Rally* is indeed one of the finest driving games you can get your hands on these days. In our opinion, the best. We reckon Namco are likely to bring out a similar game, *Dirt Dash*, depending on its success as a coin-op. With a total of five tracks taking in a mass of different surfaces and two drastically different vehicles, it should be a real goody.**

When All Is Said And Done

To start off with I would like to reply to Jim Tuffnail's pathetic views in issue 15. Hello Jim, I hate to be the one to point this out to you, but you've missed a couple of decades while you were waiting for your bloody old computer to load up. We now have consoles such as the PlayStation which do not take years to load, so try buying something that has been developed this bloody decade.

Neil Culligan, Whakatane, New Zealand

That's two too many bloodies there Neil. And, obviously we don't want to leap in like mad giddy fools to defend Jim from your stabbing tongue, but there's a thing called irony, right...

▲ Scribble words and win one of these beauties!

"I hate Nintendo and hope the Ultra 64 never comes out."
Michael Romeo, London

Happy New Year

I'm rather tired of reading letters that showcase the foolish rivalry that is so prevalent among gamers today. Any console owner who's truly satisfied with his machine need not boast about it. That's not to say that he should be smug about it and look down on the others as crap either. It's about time gamesplayers discarded their narrow-mindedness and viewed game systems more objectively.

Ngeow Y. K., Leeds, W Yorkshire

Now that... is a point of view, well expressed and straight to the point. And we all echo the sentiments expressed by Ngeow. Let's hope the arguments settle down – who wants any hardware manufacturer to have a monopoly? Nobody – that's who!

Bang A Boomerang

The Next Gen machines are shaping up to look very special indeed. Except for one – the Jaguar. What are Atari playing at? With the exception of about five games, the software line-up is completely abysmal.

I've noticed that when the Jaguar is compared to the Saturn, PlayStation, Ultra 64 and 3DO, Atari simply say that the Jaguar is half the price of the 32-bit machines. So what? That's like saying an XR3i is better than a MacLaren F1 because it's cheaper! Are they mental?

Craig Fitzek, Cumbran, Gwent

And let the Atari debate lay to rest. Amen.

"Hello there my name is Christopher don't call me Chris because my mum will get really ticked off. Okay, good. Sorry I didn't put Dear Somebody at the start, but I don't know who to address it to. I feel better now I've said that."

One Man, One Woman

I have recently designed a few games for the Ultra 64 and wondered how do I go about publishing them as I am stuck and my older brother won't tell me how. Can you help me?

David Allison, Chapeltown

Designed a couple of games for the Ultra 64? Are you a member of the Ultra 64 Dream Team? Have you got a development kit? Who could you be? Are you Virgin? LucasArts maybe? Surely you know how to publish a game by now! Some people! We've had some strange letters in our time and, erm, this appears to be one of them.

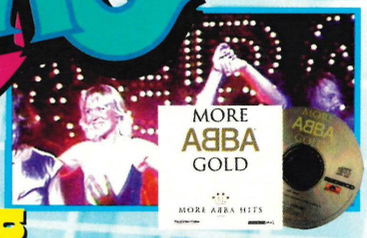
If you want to question the industry specifically, then enter the 3RD Degree – see page 96...

Name the band responsible for the letter titles above and win *Alone In The Dark 2* goodies!

The Best of This Month's Video CDs

We've got a strange old collection this month with nearly 10 Oscars between them (none for *Quigley Down Under*, we hasten to add). Other Video CD news this month concerns the announcement of the first two in a series of Video CD bundles priced at £30 each. Pack one contains: *Quigley Down Under*, *Rocky* and *Roadhouse*, while pack two contains: *Overboard*, *Of Mice And Men* and *Benny And Joon*. That's just £10 each for what are ordinarily around £20 each. We'll have more on these and any other soon to be released packs next month. Until then, tuck into the following reviews...

More ABBA Gold

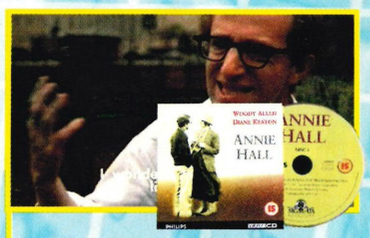


Voulez Vous isn't on this one. Sorry. As the title suggests, *More Abba Gold* is the follow up to *Abba Gold*, Abba's Greatest Hits compilation (how many more times can we say Abba in one sentence?). This translates in real terms to all the stuff that wasn't good enough to get on the first album, together with the videos. What's next then? We've had the Hits Compilation, now the Okay Stuff Compilation, can we expect the Complete Cack Compilation in a couple of years? The songs range from *Summer Night City* to *When I Kissed The Teacher*. Hmm.

1993 • N/A • 46mins • £20

★★★★★

Annie Hall

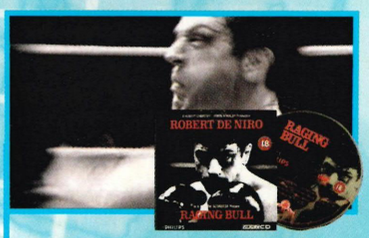


Is he a genius? Love him or loath him, this is Woody Allen at his best in what is undeniably one of the top five films of the '70s. Woody plays Alvy Singer, a nightclub comedian involved in an on-off relationship with Annie Hall (Diane Keaton). This intelligent study of romance, death, fame, relationships and New York is also one of the most consistently funny films of all time. And it picked up four Oscars! Also, look out for appearances from first time actors, Sigourney Weaver, Jeff Goldblum and Christopher Walken. Top stuff!

1977 • Woody Allen • 90mins • £15

★★★★★

Raging Bull

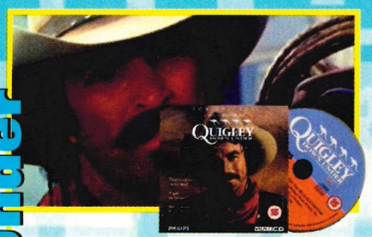


De Niro + Scorsese = a winner. Fact. This violent biography of the 1949 Middle-weight champion, Jake La Motta, is the best boxing film ever. De Niro's portrayal is a career best performance, Scorsese directs with even more flair and attention to detail than usual and Michael Chapman's black and white photography is stunning – particularly in the shockingly choreographed slow-motion fight sequences. Absolutely gripping and deserving of more Oscars than it received. This is cinema history. Unmissable!

1980• Martin Scorsese•124mins•£17

★★★★★

Quigley Down Under

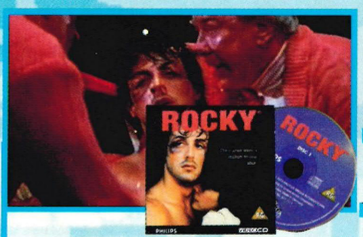


Each line on the cover of this CD smells of cheese: 'There's a price on his head, a girl on his mind and a twinkle in his eye.' Who? Why Tom Selleck of course. Yes that *Magnum* bloke who almost played Indiana Jones and hasn't had a break since, tries once again to establish himself as a leading man – this time in an Australian Western. The plot's predictable, the gags lame and the set pieces corny, but on the whole this is strangely entertaining in a ridiculously improbable kind of a way. This is strictly Sunday afternoon fodder. Never mind.

1990 • Simon Wincer • 115mins • £13

★★★★★

Rocky

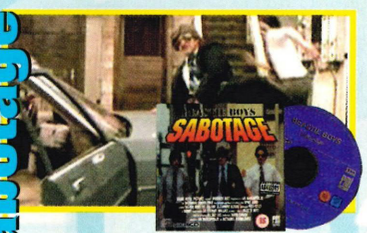


Oafish unknown Sylvester Stallone stunned the world by writing and starring in this Oscar winning rags-to-riches boxing drama in 1976. In retrospect, Stallone's rise to mega stardom in the years since overshadows the achievements of his character, Rocky. Yes the film may be cliched and unrealistic (could you see Mike Tyson offering an unknown 'bum' a shot at his title?), but even the most cold-hearted cynic can't help but yell, 'lamp him one Rocky!' during its thrilling climax. A proper boys' film and no mistake.

1975 • John Avilgson • 115mins • £17

★★★★★

Beastie Boys Sabotage

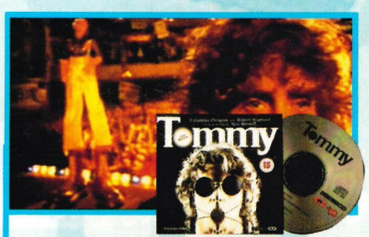


Career highs should be showcased and this is exactly what *Sabotage* does for the original *Sabotage* Video (padded out with another 19 tracks, including five exclusive live tracks). We love the Beastie Boys, but at fractionally over an hour you can't help feeling short-changed. Tracks include: *Gratitude*, *Sabotage*, *Skills To Pay The Bills*, *Something's Got To Give*, *Mullet Head* and *So What 'cha Want*. Most of the videos are annoyingly grainy and edited at an epilepsy-inducing speed, but what do you expect from a Beastie Boys video?

1995•Ari Marcopoulos•62mins•£17

★★★★★

Tommy



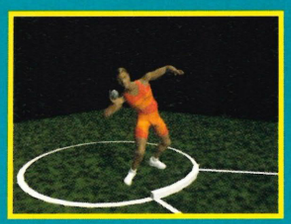
Disturbing yet entertaining. That sums up this '70s 'rock opera' by The Who. *Tommy* is the bizarre story of a boy who suffers a mental block after witnessing the murder of his father, rendering him deaf, dumb and blind. It's a powerful amalgam of freakish visuals and fabulous (but now dated) music. Tommy tries (and fails) to save the world by playing pinball using sense of smell. We kid you not. Notable scenes include Ann Margaret's flat filling with liquid chocolate and beans and Mum's favourite Paul Nicholas torturing Tommy for kicks. Odd.

1975 • Ken Russel • 100mins • £20

★★★★★

...TRUE LINES... A recent study has found that Americans rate computers as the fourth most important invention in their lives after the car, light bulb and telephone.....

Ultimate UPDATE

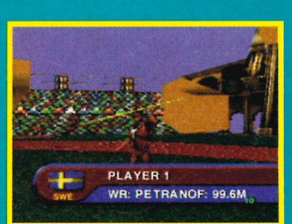


3DO Games: Decathlon

It's not long before 3DO owners can have a pop at one of the most challenging events in field sports.

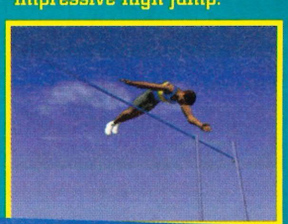
3DO Games: Decathlon lets up to eight players simultaneously compete in the following events: 100 metre dash, long jump, shot put, high jump, 400 metre dash, discus, 110 metre hurdles, pole vault, javelin and 1500 metre run.

Studio 3DO have done their best to capture reality as best they can. For instance, you can train to build up your athletic attributes – speed, strength and stamina – which are all modelled on real decathletes. The results of motion capture sessions with professional athletes have also been applied to 3D human models, and combined with the texture-mapped stadium and play field, ensure the game looks and moves realistically. Provided it's quick enough, this should be top.



▲ Much button tappage and bruised fingers to come...

▼ Now that's a very impressive high jump.



adidas Power

Percentage complete 95%

▼ What sort of boots do you suppose those chaps are wearing?

▲ Three strengths of kick enable accurate ball positioning.

Hold it right there. Were you about to nip down the shops and buy yourself one of them there 3D soccer games for your gleaming new PlayStation?

A word in your shell-like. Perhaps you might want to cast an eye or two over *adidas Power Soccer* from Psygnosis first. Gremlin's *Actua Soccer* pulled off a bit of a coup when it took on and beat Electronic Arts' *FIFA '96* in the PlayStation and PC soccer stakes, but now *adidas Power Soccer* is aiming to give *Actua* a dirty sliding tackle from behind and steal its much coveted 'top footy' crown. And it could be in with a chance.

Everything in *APS* is, of course, very footy-like, with all the movements of the little footballers trapped within your PlayStation being the result of exhaustive motion capturing shenanigans. Very realistic they look too. However after playing proper footy for a bit you may feel like a spot of fun, so Sony have thoughtfully included an outlandish Arcade mode for the game. It is, in a word, mad. Special moves, pulled off by simultaneous button presses (rather than joypad squiggles) enable your player to, amongst other things, illegally handle the ball, perform tendon-ripping two footed tackles and, most remarkably, execute the near unstoppable Predator shot. Predator coincidentally being the name of adidas' very good, but very costly (a pair of Predators will set you back some £120) top football boots. Hmm...

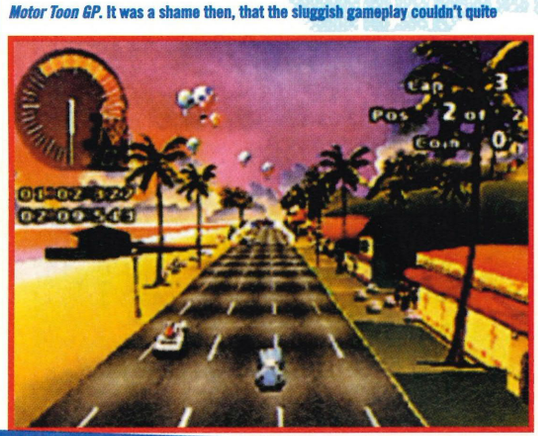
Hang on. *Adidas Power Soccer*? *Predator* shot? Yup, in-game advertising reaches a new high (low?) in *APS* with successful Predator shots not only causing the ball to hurtle goal-wards at totally

Stop Press The long awaited Super

Motor Toon GP 2

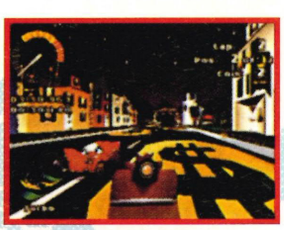
Before the PlayStation became a living, whirring real thing the Japanese population could buy, there was a rather enticing advertising campaign in full swing.

And one of the games that everyone was stunned by during this campaign was *Motor Toon GP*. It was a shame then, that the sluggish gameplay couldn't quite match the lush, cartoon visuals – scraping by with 73% in issue 4. It never achieved an official UK release as a result. What a shame.

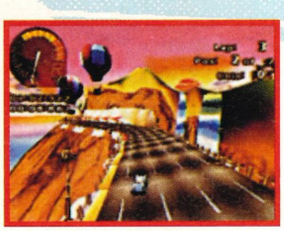


However, things are looking a lot rosier in camp *Toon*, with a sequel in full development swing in Japan. Again, the scenery and cars (of which there are currently no new additions) look wonderful. We just hope that Sony have taken the criticisms of the former game on board and will iron out the wrinkles in its design (including bringing up the speed a healthy notch or two). They'd have one hell of a mean cute racer-fest on their hands then, although we wouldn't get much work done around here for a few days. Poor us, eh?

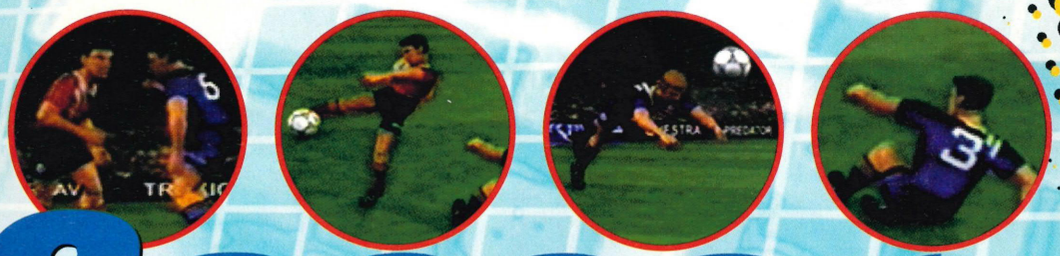
There's no release date scheduled as yet, but you'll be first to know...



▲ Ah, that's more like it. Improved *Motor Toon*!



...TRUE LINES... THE Games have announced a price drop in the highly rated SNES conversion of *Killer Instinct*. You can now buy

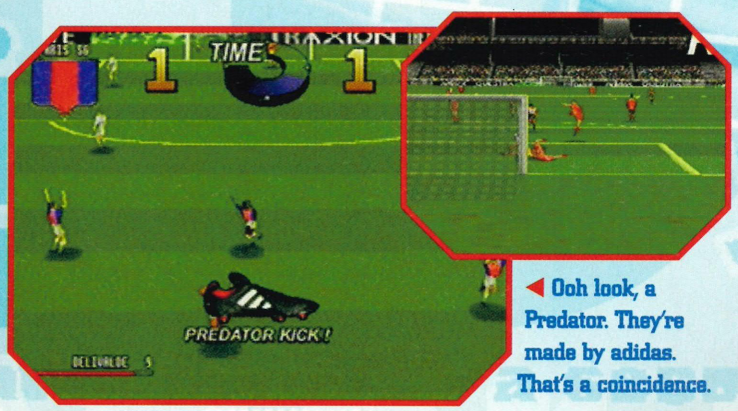


Soccer

impossible speeds, but produce a 'Predator kick' on-screen announcement and accompanying peek at the aforementioned costly footwear. The idea being that you say 'Lumme! I'd best get myself a pair of them there Predator boots so I can kick the ball that hard.' Well, that's the idea anyway.

The addition of this shot does make for some highly-amusing games though. More often than not even if your goalie intercepts one they're hammered backwards into the net along with the ball! If it all gets a bit too daft you can always revert to the simulation mode, which aims to accurately re-create proper footy, complete with injuries, sending-offs and knackered players to substitute. You know the drill.

The lads at Sony have got some nerve going against *Actua* (still a big hit in the Ultimate offices) and time will tell if their efforts have paid off in our review next month. Place your bets now ladies and gentlemen... let the battles commence.



◀ Ooh look, a Predator. They're made by adidas. That's a coincidence.

Publisher....Psygnosis

Developer...In-house

Release.....April '96

Actua and its Cadbury's Boost ads, Power Soccer and its adidas connection. Good Lord whatever next? Eh?

Mario RPG is out now in Japan for SNES

Virtua Fighter Kiz

▲ What's the point of this? Who cares it looks great!

Yes it's true, Sega are all set to release this cutesome entry in their illustrious beat-em-up saga in the arcades.

Virtua Fighter Kiz, along with *Virtua Sonic* (temporary title) show that the world famous development department AM2 are not afraid to bring an element of fun to beat-em-ups. Now we're not saying that previous AM2 efforts haven't been fun – quite the contrary. But the chance to have a scrap with such big-headed characters seems a right old laugh and we're eager to get stuck into them. Hurry up Sega! Must you always tease us this way? Look at that screen shot, it's obvious that this game is nearly finished. Ship it out Sega! What are you waiting for? Quick, quick, quicker. Now, now, now. Send us your big headed creations soon...

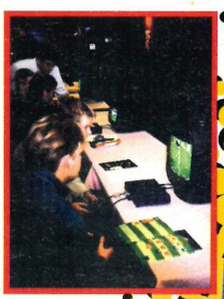
We won the cup!

To help launch *adidas Power Soccer*, Sony recently held a bit of a competition at Liverpool FC's famous Anfield ground.

First up was a *Power Soccer* tournament in the Anfield trophy room, which saw Future Publishing's (the company that make Ultimate and all your other favourite games mags) Dave Roberts (one-time editor of Ultimate) getting through to the semi-finals. Nice one.

Later that day came the 'proper' footy tournament, featuring five-a-side teams from many games mags' publishers and, most importantly, a specially re-united Liverpool all-stars team, featuring such soccer luminaries as Alan Kennedy, Joe Corrigan and Sammy Lee!

It was a hard fought battle, in limb witheringly cold conditions, but the Future team were eventually triumphant, hoisting aloft both the Tournament trophy and Golden boot award, thanks to top scorer, CD ROM Today magazine's Gary Tipp. What a top fella and well done us!



...TRUE LINES... Other current SNES bargains include: *Super Mario All Stars/World* for £35, *Stunt Race FX* for £25, *Super Metroid* for £15 and *Unirally* for £25. Not bad.....

this instant classic for a wallet-friendly £30. That's half price don't you know!.....

Ultimate UPDATE

Project Overkill

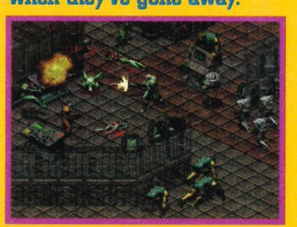
Admittedly, Konami's entry into Next Gendom has been rather low key compared to their abundance of hits on the SNES, but the company with the best 16-bit logo screen in the world is developing second generation titles that look the business. One game which we're all desperate to get our hands on, as is the whole world, is the gruesome looking *Project Overkill*.

That's currently the working title of this isometric gun-em-down, but we reckon it's a particularly apt name. You'll be doing lots of killing you see. Lots and lots of the sticky stuff. Shoot enemies down, run up to them and let fly with the butt of your gun. Wall to wall violence which assures this a strict age rating.

Ultimate will be visiting the developers in the US within the next couple of months to bring you an in-depth look at this high profile title.

▲ Nice set of maps! Wouldn't mind a go on 'em.

▲ Erk! Scary things! Tell us when they've gone away.



RUE LINES...Worldwide PC sales jumped 25% in '95 over the previous year. Most of this increase occurred in Europe and Japan (wi

Ultimate UPDATE

...TRUE LINES... Acclaim have officially signed up the game rights to the soon-to-be-released animated movie, *Space Jam* – starring Michael Jordan.....

3DO Cheats R Us

It's just been released in the US and it's getting an official release over here too, 3DO Europe's Alex Green recently revealed to Ultimate.

What are we harping on about? The 3DO Game Guru, that's what. This is a 3DO CD ROM which you simply insert into the machine to 'hack into' your games, rather like the Action Replay does for the cartridge-based systems (and the Saturn). Only this is shiny and CD-shaped. It IS a CD. Um...

So, play a game and save a level to the console's internal memory, load up the Game Guru and, by selecting the game you're playing (and the one you clearly want to 'cheat' on) from a menu, get access to secret special stuff. Load up the game again and away you go with extra levels, ammunition, dosh etc coming out of your ears.

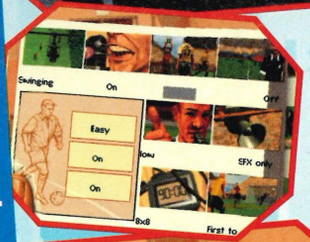
The Guru basically 'puts a marker in the 3DO's memory', and although it comes with more than 200 built-in codes for over 30 top 3DO titles, magazines (yep, that means us) will be able to print even more codes. The Guru costs $29.95 in the US, but there's no confirmed pricing for the UK as yet.

Oh... you want to know what games it currently holds codes for do you? You would. *AD&D Slayer, Bladeforce, Crash 'N' Burn, The Daedalus Encounter, Escape From Monster Manor, Flying Nightmares, GEX, Gridders, Guardian War, IceBreaker, Immercenary, Iron Angel Of The Apocalypse, Iron Of The Apocolypse: The Return, Jurassic Park Interactive, MegaRace, Night Trap, Panzer General, Quarantine, Return Fire, Road Rash, Scramble Cobra, Seal Of The Pharaoh, Shockwave* (& *Operation Jumpgate*), *Space Hulk, Star Control 2, Syndicate, Wing Commander 3* and *Wolfenstein 3D.*

Percentage complete 95%

Ons

▼ Look – in *Onside* you get the chance to have your own desk, blackboard and cone.



The PlayStation, Saturn and 3DO have triple-handedly created a bit of a renaissance for the good old footy game.

Admittedly, *FIFA '96* came to be regarded as a minor foul on the soccer landscape, but with *Striker* and the fabulous *Actua Soccer* currently filling up the PlayStation quite nicely, Sony's machine is looking a bit of a sportsman's choice. That's not 'PlayStation Bias' speaking – it's just that it currently has the best footy games.

With Sony Interactive's French-developed *Adidas Power Soccer*, *Olympic Soccer* from US Gold, and Virgin and Ocean both readying football sims, it seems every bugger is at it (or at the very least, planning to be 'at it' in the near future). And here come Telstar hoofing *Onside* our way. Taran-tara!

We brought you first details of the Elite-developed management/ arcade action soccer game way back

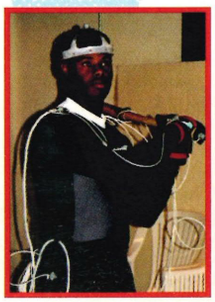
▶ That chap down the front looks like he's in terrible pain.

Stop Press The 3DO Company has n

Ultra 64 development goes bat-em-up nutty

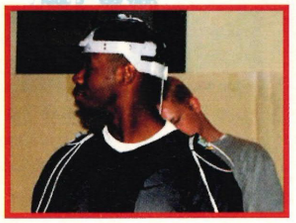
Nintendo and Twycross-based developers Rare aren't restricting their talents to creating gorgeous rendered platformers and beat-em-ups.

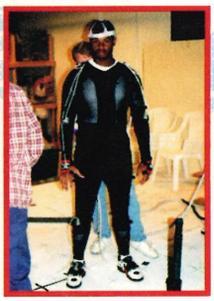
Apart from Ultra 64 versions of Ruskie-swatting *Goldeneye* and destruction-fest *Blastdozer*, Rare are responsible for Ninty's latest baseball title on the SNES, *Ken Griffey Jr.'s Winning Run*. This is the sequel to *Ken Griffey Jr. Presents Major League Baseball*, but goes much further than the usual 'slap on a fistful of new stats' routine. Realism and a vast improvement in graphics are two of the things Rare have concentrated on.



But the most awaited development in our Ken's videogame career has to be his Ultra 64 debut. Nintendo have just released these pictures of the old fella swinging his stick at a motion-capture session at Angel Studios, California. It seems everyone is going motion-capture bonkers at the moment, but it's technology most effectively employed in the sports arena at present – imagine Gremlin's *Actua Soccer* without the leggy antics of Chris Woods. It doesn't bear thinking about, does it?

Angel Studios know what they're doing when it comes to creating believable, rendered environments. They're responsible for the visual effects in *The Lawnmower Man* and the animation Peter Gabriel's promo for *Kiss That Frog*.





th Japan clocking in a bonkers 71% leap). Americans obviously prefer consoles then – what thoroughly sensible folk.....

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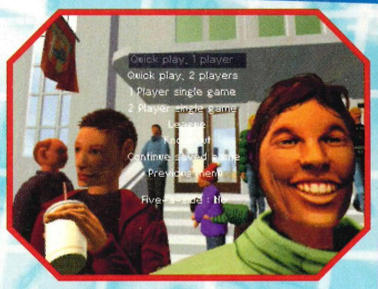
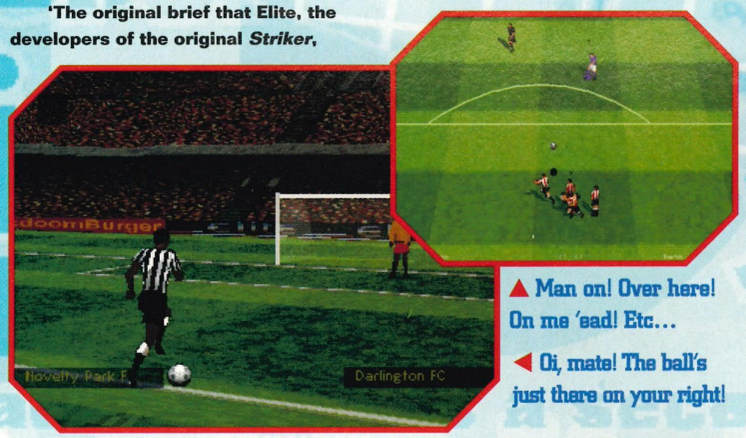


▲ Look at the chalky grin on this cheesemonger. Creepy fella.

in issue 11, and, to be honest, things have moved rather slowly since then. But, fingers crossed, things are now set for a simultaneous PlayStation and PC release on May 23rd. The commentary – all 200-odd phrases of it – has now been laid down and is being translated into different languages. An actor was used instead of a recognised Tonsiler because it gave the developers longer to work on the commentary with them – makes sense really.

'The original brief that Elite, the developers of the original *Striker*, received was to create a soccer game that looked stunning, but not at the expense of gameplay,' Telstar's Simon Jones told Ultimate. And from what we've seen so far, they've managed just that. Over 7,000 frames of animation have been used to give the game a super-smooth look and feel, while the usual minor details haven't merely been slapped on. Take the weather for example: 'We go one step further than the 'real' weather conditions seen in other games,' mentions Simon. 'After it's been raining heavily for about 10-15 minutes, say, the goal areas become muddy pools and sliding tackles begin marking the pitch.'

Onside is certainly a title we're interested in, purely because it's trying to be something different on the PlayStation. You can select a top team from one of the four European leagues (English, Italian, German and French) and then play 3D footy a la *FIFA* or get stuck in to the foul-mouthed, gum-chewing world of Management. Or combine the two. There's plenty of this kind of addictive malarky on the PC, but not nearly enough on the consoles at present. The Ultimate exclusive review's a-comin' up...



▲ Man on! Over here! On me 'ead! Etc...

◀ Oi, mate! The ball's just there on your right!

Publisher....Telstar

Developer...Elite

Release.....May '96

MacDonalds and Reebok have just signed up as sponsors of *Onside* (expect hoardings and in-game advertising).

ow begun work on the M2's sequel

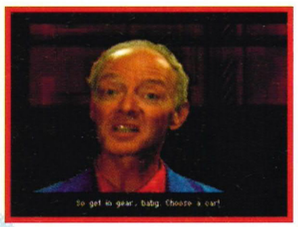
PlayStation and PC steal good Square deal!

It seems that the cushy relationship between RPG developers Square and the big Nintendo herself is coming to an end, according to reports leaking, nay seeping uncontrollably, from the US.

Currently, the Role Playing support on both the Saturn and PlayStation is as weak as your nan's orange squash, to say the least (with an English language *Shining Wisdom* being the one game seemingly worth waiting for). So, if one company with a solid background in this area (*Final Fantasy*, *Secret Of Mana* anyone?) moseys on in, they're assured a gang of clamouring fantasy fans with fistfuls of dollars, yen and pounds (sterling).

That's just what's happening – Square are preparing to cut off software development for the SNES and very possibly the Nintendo 64 as well. *Final Fantasy 7* will be the first title for PlayStation release (and possibly PC) and should be available in a rumoured two disc set sometime in December. We've heard that Square sent back their Ultra 64 development kit to Nintendo, but we have yet to get confirmation of this. This could turn into the biggest gaming shock of '96...

Megarace 2



The original *Megarace* from Mindscape caused a bit of a stir when it was originally released, mainly because when all the hype had buggered off, people began to realise that, well, it was a bit of a dog really.

But there's a much-improved sequel hammering its way towards the PlayStation and PC in June. It uses a similar 'virtual game show' idea – *Megarace 2* being the highest rated TV game show on Virtual World Broadcasting Television network – and it still comes hosted by Mr Oh Christ – Press That Skip Button, Lance Boyle. No!

Greater emphasis is being placed on actually testing your *driving* skills this time 'round (it won't be just a case of destroying the other racers), and as such the weapons on offer have more strategic potential (mines, missiles and oil slicks, for example). There's also more interaction with Lance between the races. Yes, he'll still laugh AT you, but you'll be able to modify your car and interact with prize sequences. And on the PC version, he'll even guide you through the install sequences. But does the PlayStation really need another futuristic racer at the moment? Answer soon...

Ultimate UPDATE

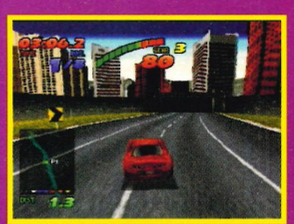
The Need For Speed

Yes, that ever reliable driving sim from the house of Electronic Arts is gearing itself to make the leap from 3DO, via PC, to the PlayStation.

The PlayStation version will allow you to race against the clock, against your mate (either split-screen or link-up – a welcome, and some would say gentle, touch) or simply peg it out against a CPU-controlled opponent. There are six authentic routes to learn, each divided into three track sections. The familiar environments are in there (Alpine forests, urban freeways and coastal treks) while there's a brand spanking newie: Lost in Vegas.

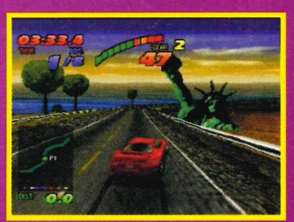
The Need For Speed is certainly the most realistic racer we've ever played on any console, and that's down to the developers' painstaking focus on The Little Things. Respected US automobile magazine Road & Track was draughted in to help get the detail spot-on. The staff provided the reams of statistics in the game (obtained directly from their own road tests). They also allowed their photographs of the cars to be used in the game and helped tweak each car's handling to realistic perfection.

Combine this with real car samples (spooned out in Dolby stereo), six different camera views for the Replay mode and a steaming great firkin of video footage, and you get the ultimate racing game for your money on the 3DO, one of the best on the PC and a promising young thing for the PlayStation. How does it compare to *Ridge Racer*, *Wipeout* and Sony's new F1 licence? We'll keep you posted...



▲ Real men race from inside the car, you know.

▼ Aah... the infamous *Planet Of The Apes* track!



Raw Power!

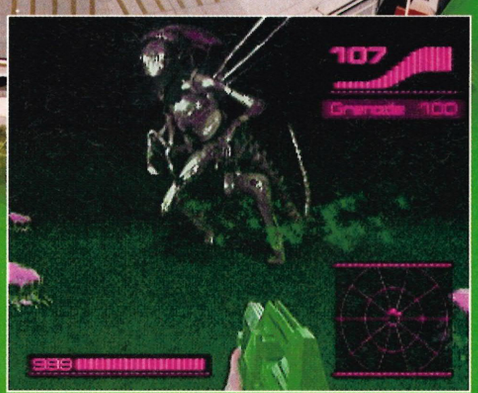
The Most Beautiful Game ever?

ADIDAS POWERSOCCER – PLAYSTATION

ON SALE NOW!

Blasting like you've never seen!

ALIEN TRILOGY – PLAYSTATION/SATURN/PC



...TRUE LINES... Ultimate's Web site of the month can be found at: http://igonline.escape.com/capscott/nu64-cap.htm.....

Percentage complete 85%

Dungeon Keeper

The images conjured up by Bullfrog's first tentative step into the world of the Role Player may feel a bit familiar to you.

But wait – this isn't your average 'leg it around some sinister 3D environment slaying orc upon skeleton' RPG. Yes, the 'classic' plot of a small band of adventurers wandering around a musty dungeon in search of treasure (and horrid, bug-eyed monsters to chop up, no doubt), is used. But now *you* get to control the dungeon and all the monsters! For once, you get to play the bad guy (they steal all the best lines, after all).

The game itself is played using a mixture of three viewpoints: a full-screen overhead map (so you can keep track of your dungeon developments), an isometric 3D view (allows you to control your dungeon accurately) and, importantly, a first-person perspective so you can control one of your evil monster's attacks against a 'hero'.

'We are delighted with the way *Dungeon Keeper* is progressing and plan to start the PlayStation conversion as soon as the PC code is complete,' Peter Molyneaux, head of Bullfrog, told Ultimate from his home (where he's currently finishing the game off). 'At the moment this is definitely the most troublesome of our titles! Once again we have been very ambitious with our game design and so consequently now have to balance three intertwined games within a game which is proving time consuming.' As it would.

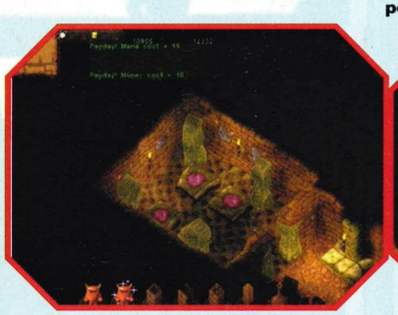
But what of a version for the Sega fans among us? 'Well, our policy regarding the Saturn is currently under review so it is a bit hard at this stage to say whether we will be producing a Saturn version of Dungeon Keeper.' *Magic Carpet* is definitely on its way to the Saturn though (which we'll be reviewing next month), but this policy review by Bullfrog also leaves the prospect of Saturn *Syndicate Wars* and *Creation* in limbo. We'll bring you further news about this interesting development next issue.

Publisher....Electronic Arts

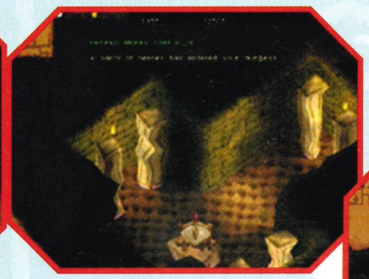
Developer...Bullfrog

Release.....April '96

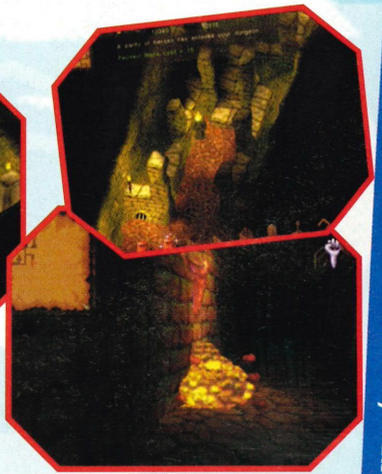
Dungeon Keeper features over 16 evil creatures, 17 different styles of room, 20 spells and 11 different types of hero.



▲ You have a series of up to 10 commands to control your beasts.



▲ Flickering torches and shadows, thanks to lovely light sourcing.



...TRUE LINES...According to the Japanese mag, Famicom Tsushin, the most eagerly awaited CD game title over there right now is *Tekken 2* for the PlayStation.....

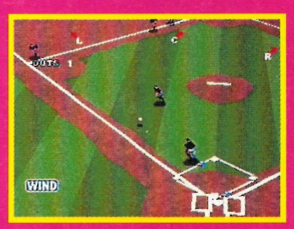
Ultimate UPDATE

MLBPA: Bottom Of The Ninth

Touted as the 'most realistic and playable baseball game ever designed', Konami's baseball entry in their expanding sports series certainly looks gorgeous, we'll give them that. But the playability still remains to be experienced – time will tell...

Destined to be released in the US late this month or early April, it forms a double-barrelled attack on both the Saturn and PlayStation, along with *NFL Full Contact* (featured on page 19). Again, it's stuffed with texture-mapped 3D polygons and there's a real-time play-by-play announcer accompanying the action, which features all your favourite MLBPA players (like Cal Ripkin and that). There's certainly been a lot of attention paid to the presentation.

We've already seen a wave of basketball sims washing onto the PlayStation – does *Bottom Of The Ninth* signals the start of the baseball frenzy? Let's hope Konami come up trumps.



▲ It's got to be more exciting than a cricket sim!

Oops, sorry Konami. It's not often we make an error, but we must point out that *NBA: In the Zone* allows eight people to play at once and not two, as mentioned in the review last month. The reviewer has been duly hung, drawn and quartered. Thank you.

Ultimate UPDATE

LOADED

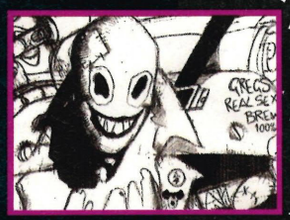
Saturn Gets Loaded

Yes, the drought is over – Gremlin Interactive's refreshingly loud and frantic blaster is being readied for release on Sega's console.

Development is already well under way, with a few alterations obviously necessary to suit the technical specs of the Saturn, and a release date is provisionally scheduled for May.

If you're unfamiliar with the game, let's fill you in: six bizarre characters are trapped on a tough Prison Planet. The evil F.U.B placed them there to 'amuse' himself. 'You' must choose one of these fellas and escape the evil place and take your revenge. Using some of the most destructive weapons yet seen in a videogame, and a fiery soundtrack that includes two PWEI tracks, this is layered with atmosphere.

Loaded 'shipped' 250,000 copies on its first day of release on the PlayStation, and 100,000 copies before Christmas in the US. That's one for every six PlayStation owners!



Percentage complete 90%

Panzer Dr

◀ The baby dragon grows throughout the game. This is level two, where he's still only little. Aww, bless.

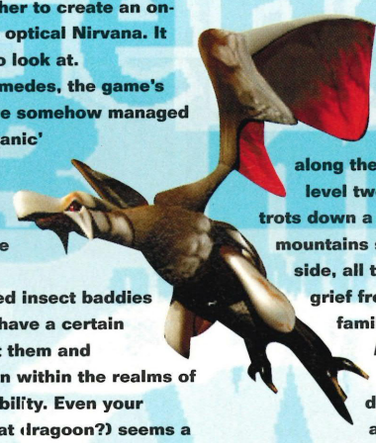
Look it's called *Zwei* okay? Not 'Two'. *Zwei*. Got it? Zwei is German for two, non-Euro types, so it's not as totally loopy as it may at first appear.

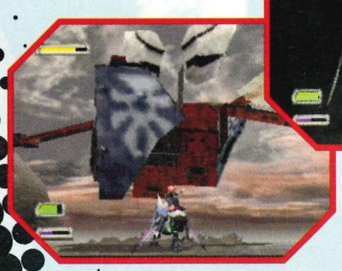
Is it *Zwei* because of some strange Germanic theme? Are you perhaps this time riding atop a BMW 316 Cabriolet, on top of the Berlin wall, shooting beach towels at sun loungers, collecting bratwurst flavoured power-ups and desperately trying not to mention the war? The answer to all these questions is, of course, no. Guess they just liked the sound of it. Alright?

Besides introducing non-Germans to a new way of saying 'two' *PDZ* also aims to introduce a hitherto unseen level of graphical excellence to your eyeballs. Remember, the first *Dragoon* game wasn't exactly amiss in the visuals department. Well, *Zwei* goes even further to create an on-screen optical Nirvana. It is quite lovely to look at.

Team Archimedes, the game's developers, have somehow managed to instill an 'organic' quality to the graphics. No matter how fanciful the huge flying fish and gossamer-winged insect baddies appear they all have a certain 'realness' about them and somehow remain within the realms of biological possibility. Even your dragon (or is that dragoon?) seems a perfectly feasible means of transport, especially within the game's fantastic environment. Not bad!

In *PDZ* we join the story *before* the events depicted in the original game. A bit like *Butch and Sundance: The Early Years* only much, much better. On the first level your dragon is a mere pup whose stubby wings are not yet capable of propelling himself and his rider into the air. Instead he must confine himself to running along the ground, bless him. In level two, for example, he trots down a canyon, the mountains sweeping up on either side, all the while experiencing grief from all angles in the familiar 360 degree *Dragoon* style. For those of you that don't know, despite always running 'into' the screen the player's viewpoint may be switched to one of four positions: forward, backward, left





▲ These three chaps are some of *Zwei*'s bosses.

▲ This is the forest level. It's set in a forest and everything. Look!

▼ Don't like the look of that castle up ahead? Just take another route.

ragoon Zwei

and right, allowing you to look all around your dragon. This 'action on all sides' sensation is heightened in *Zwei* thanks to a greatly expanded play area. It is now possible to look much further above and below your dragon, making possible attacks from all directions. It can get remarkably frantic as you ward off the chaps to the left while another swarm of the swine swoop down to attack from above. Argh, get off!

Good job there's a new 'beserk' attack to help you then isn't it? This smart bomb-like move can only be used occasionally, but when it is, it releases dozens of neon-coloured power-bolts which seek out and pummel your opponent. Alternatively you could break out and take one of the easier routes through the levels. Yup, multiple route options are another new feature in *Zwei*. Of course your travels through the game are still pretty much pre-set, but by occasionally offering the player a choice of 'branches' to take en-route it gives a greater feeling of freedom of movement.

Sega's Mark Maslowicz told us 'At present there are seven levels in the game, like in the original, but these are bigger and the multiple route options available in them will make the game as a whole much larger. ' The screenshots show here are from the game's levels two, three and half of four. 'This version of the game is only about 35% finished. There are more levels to add and even those shown are still quite rough. We now have a version that's 90% complete which is looking even better.' You'd best give us a go on it then hadn't you Mark, get your grunts to work quicker...

Publisher....Sega

Developer...In-house

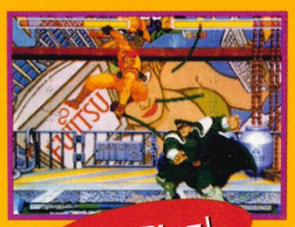
Release.....April '96

PD was one of the first Saturn games and was criticised for it's lack of size and freedom. *Zwei* should address this.

▲ As this shot shows it's possible to view the action from four points around your dragon. Clever isn't it?

...TRUE LINES... Sega of America are to cut 60 of their staff from North America. The move follows on from the 100 job losses in Europe recently and is put down to 'functionalit

Ultimate UPDATE



First Pics!

Street Fighter Alpha 2

Street Fighter Alpha 2 will soon hit Japanese arcades. Coming after *Alpha*, but still before *2*, *Alpha 2* adds new characters (like Zangief) and lots of new backgrounds. We'll give you the full low down on it next month.

▲ This'll be known as *Street Fighter Zero 2* in Japan.

▲ No confirmed release date yet – more news soon.

▲ Notice the improved bar/face layout at the top.

▲ Yes! Our man from Russia, Zangief's back.

...TRUE LINES... A new US PC game, *Blind Justice*, rates how much 'play value' each user gets from the game. It converts the time spent on the game into cents per hour.....

RUE LINES...*Mission Critical*, the lukewarm PC adventure game, has picked up numerous industry awards in America this month i

...TRUE LINES... It's been confirmed that the top coin-op, *Manx TT* will definitely be released on the Saturn by the end of '96. Could it be a Christmas number one?...

Ultimate UPDATE

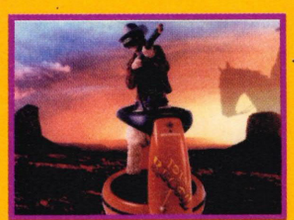
Total Recoil shooting up the arcades

If gun games are your 'thing', then you may want to check out a new arcade VR shooting simulator, brought to you by Virtuality and the Olin Corporation (the original manufacturers of the Winchester shotgun).

You play three different styles of clay pigeon shooting: Trap Master (where you move around the five different positions on the trap field, shooting the targets as they fly into the distance), Skeet Master (in which you take up your position on the six stands of a 'skeet' layout, where clays are ejected from left and right) and Clay Master (which is a mixture of games and a real test of your reflexes).

There's also the Quickshot Carnival option, which takes place in a fairground shooting gallery filled with classic targets, such as bobbing ducks, marching toy soldiers and leaping goldfish. That's gotts be fun!

The VR headset itself is very light, allowing you full 360 degree vision, the sound's all in full stereo, while the gun itself is a replica of the Winchester 101, with automatic recycling, authentic recoil and the correct weight and balance. So, head down to your local arcades if you're feeling lucky. Punks. Or, if they haven't got the game take down a real gun and... erm, actually maybe you shouldn't do that last bit.



Jaguar of

▶ Quick, call a priest! We haven't got much time to read the last rights to this allegedly 64-bit super console, ahem. They think it's all over, the fat lady's singing, etc.

That's no sensationalist headline – it's how the situation is, thanks to the latest developments at Atari.

You see, after we reported of the mass laying off of the workforce last issue, there have been even more staff losses, including the Jag software developers. Here's an Ultimate guide to recent events...

Atari and the last days of Rome

The barbarians are at the gate. An ancient empire that once stretched across the known world is reduced to nothing more than a single sad building complex. The generals have gone. Most of the footsoldiers are missing. No-one knows what is going on. The coffee-machine is knackered and there aren't enough people around to play a decent game of *Bomberman*...

Hang on. What was that last bit? You see, we're not in the burning ruins of the Senate in Rome. We're in the uncomfortably empty offices of Atari in Sunnyvale, California. The Atari logo on the door is a symbol of much better days, now passed. The generals wore Menswear suits and are gone. Even the footsoldiers who tested *Revenge Of The Mutant Penguins* are nowhere to be seen.

At the tail-end of January a sequence of events took place which, at the time of writing, makes the words 'Atari' and 'future' seem more than a conjunction apart. More like a freaking constellation.

Stop Press *Virta Fighter 3* will c

The King Of Fighters '95

SNK's highly impressive Neo Geo beat-em-up will be released on the Saturn next month in Japan.

The game has been improved visually, to make full use of the Saturn's colour palette – it seems a much richer experience than in its previous incarnation. Ultimate gave the original a rather lovely 90% in issue 13 – it really is the best beat-em-up money can buy on the Neo Geo CD and no mistake missus!

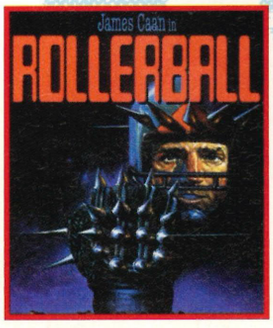
The only thing that remains in question about the Saturn version is how the pad will shape up. The Neo Geo CD is the beat-em-up fan's dream machine, and as a result the pad, with it's ergonomically sound shape and lovely 'clicky' D-pad, is a joy to use for games like *TKOF '95*. How the Saturn shapes up in this department is something we'll be looking into when we get hold of the disc...

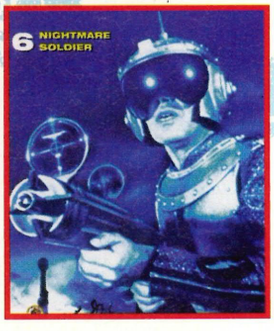
Vids! Vids! Get yer vids!

One simple question is the only obstacle preventing you getting your hands all three of the new-releases from Warner home video's Beyond Vision range.

Firstly there's the latest *Babylon Five* video, which contains not one but BOTH parts of *A Voice In The Wilderness*, with *Babylon Squared* plonked on the end.

And what'd you know we've another Outer limits compilation too. *Nightmare* features a youthful Martin Sheen as part of a six-man strike force captured on the planet Ebon. Nasty. And *Soldier*, a story which went on to inspire the *Terminator* movies





cluding best game, best graphics, best introduction and the Golden Triad award, eh? They're all completely mad over there.....

on verge extinction

Here goes: Tedd Hoff, the general of generals who had been hired to get Atari out of the wilderness and back into the coliseum, left abruptly. So did 20 staff at Atari. Hoff turns up talking to Variety magazine and saying that Atari are *finitum completus* in the game industry (we are paraphrasing slightly you understand).

Stories start appearing: 'The Jaguar is dead... Atari are out of the game industry... the Tramiels are looking to start again elsewhere.' All very exciting and a little sad.

But Atari are not about to yield to the New World Order quite so easily. A spokesperson is charged with trotting out some official lines about the Jag being here to stay, Atari Interactive being here to stay and (yes) Atari being here to stay. The justification for this vacuous response is apparently that Atari was here *first*. This is wonderfully tatty logic. Go tell that one to the Gauls you naive fools, or something.

Atari have woken up and found that all their tomorrows are yesterdays. First the tribe of Nintendo sent them packing back to America. In Europe even the dismal Commodore gave them a mauling. Sega grabbed even more territory. The map of world gaming was changed forever and Atari had just one more chance.

The Jaguar was there to make a difference. But in the end it was a wheel short of a chariot. A decent little machine with decent games lost in a world bursting with magnificent new machines boasting awesome new games. Atari were about as much use as Caligula in a knobbly knees competition (he was chopped to pieces, torture-fans).

Why? Why? Why?

Well, look at it this way: Atari have around $50 million courtesy of Sega's out of court settlement for infringements of their copyrights in 1990. And stories coming from the US imply that Atari's chiefs have taken a look at the Jaguar and its place in the current videogame scene and decided to 'suspend their interests'. Hmmm.

Instead, sources indicate that they have sunk their cash into buying the company JTS (who make disk drives), curiously opting to become a sub-division of the merged company. Atari look keen to enter the portable disk drive market.

As for the Jaguar itself, well, supposedly there are plans to run out the existing lines of software and hardware, with no plans of an immediate return to production. You'll have noticed that within our pages there have been increasingly fewer games out there (with high profile games such as *Freelancer 2120* being cancelled).

It's only a matter of time before the ex-leaders of the gaming industry announce these very latest events officially. And it's a shame it had to happen this way. Sob, sob.

ontain weapons and improved backdrops

and features a robotic soldier from the future travelling back to the present day (well, 1964 anyway – that's present enough for anyone, surely).

Our favourite vid of the month has to be the fabulous *Rollerball* starring James Caan. It's the gripping story of Jonathon, a master of *Rollerball*, the violent and bloodthirsty, yet rollerskating-based sport of the future. This is the first time its been available in its 'as God intended' widescreen format.

These videos will set you back £14.99, £7.99 and £12.99 respectively but if you fancy a copy of each of these top televisual treats just tell us the names of Martin Sheen's famous actor sons. Send your entries to 'How come one's called Sheen and the other's called Estevez?', Ultimate Future Games, Future Publishing, 30 Monmouth Street, Bath, BA1 2DL.

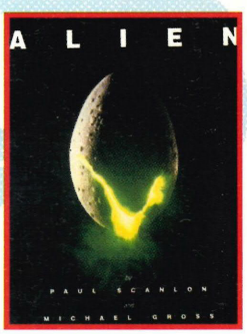
Sci fi bookage give away!

Are you a reader? Do you read? Are you a bookworm? Have you always got your nose in a book? Would you be interested in winning a top sci fi book of your choice? If so, you'd better read on...

Titan books are fine purveyors of sci-fi books of all descriptions they've kindly given us copies of a whole host of their wares so that we may pass them on to you.

Aliens: The Special Effects goes behind the scenes to show you, the reader, how the special effects of each of the three Fab *Alien* films were made. It's cracking. The Book of *Alien* is packed with over 200 sketches, photos and interviews with the cast and crew of the movie, leaving no *Alien* related question unanswered. The *Anime Movie Guide* by anime expert Helen McCarthy reviews and rates over 600 films. And the *Star Trek: Star Fleet Manual* aims to clue you up on all facets of Star Fleet life, listing all the regulations, navigational charts, alien life and equipment in the (entirely fictional) *Star Trek* universe.

To win yourself one of the four top titles listed above simply tell us which obviously mad artist designed the Alien. Mark your entries 'I am a reader!'



Ultimate UPDATE

First Pics!

Last Bronx

News is just seeping out of Japan concerning a new AM3 developed beat-em-up, *Last Bronx*, for the arcade. Little is known about this potential scorcher so just hang back and enjoy these screenshots until next month...

▲ Zoiks! She looks a bit too much like Latoya Jackson!

▲ Could *Last Bronx* be heading for the Saturn?

▲ The cameraman appears to be a midget or a child.

▲ The carpark-with-green-carpet level. Very odd.

Ultimate UPDATE

Bluffer's Guide to... Ocean

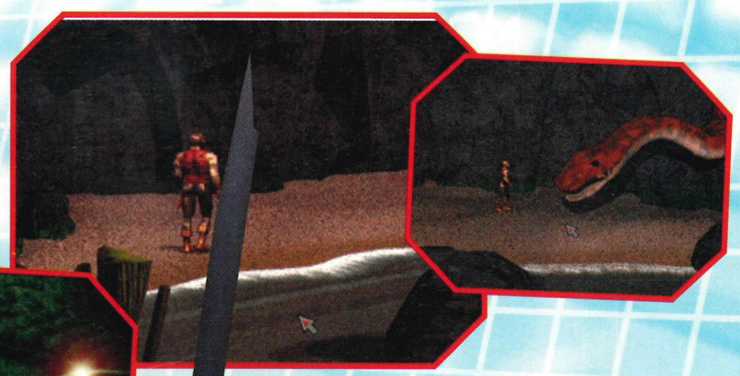
Ocean, eh? Sounds rather familiar.
Oh yes, You're bound to have heard of Ocean. Remember the Sinclair Spectrum and the Commodore 64? In fact, remember the whole mid-'80s 'home computer' fad? Ocean were one of the first independent companies producing games for the new home computers and are in part responsible for the whole phenomena. Remember *Hunchback* on the C64? That was theirs.

Blimey, that was *ages* ago!
Yes it was a bit. When the home computer fad died they began developing for the new 16-bit consoles, in particular SNES stuff, like *Putty Squad* and *Pugsley's Scavenger Hunt*. They even did the brilliant SNES version of *Doom* y'know. What a smasher. Mind you, perhaps what Ocean are best known for is buying up licenses for top games.

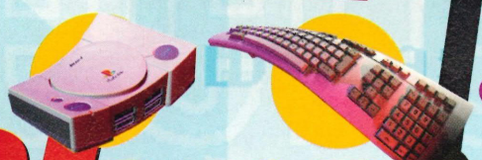
Licenses? What the heck...?
Licenses are where you pay a big wodge of dosh for the rights to make a game of a film or TV program. Because the name's familiar people buy the games. That's the brilliantly simple premise behind it. They did stuff like the *Jurassic Park* and *Lethal Weapon* games. Incidentally, although they had the rights to make a game called *Lethal Weapon* they didn't have the rights to use Mel Gibson's face so they had to make the sprite look like somebody else entirely.

Who?
We don't know, just somebody other than Mel Gibson.

Oh. So what are they doing these days?
Well, they're one of the prestigious Ultra 64 dream team and are hard at work developing a range of highly hush hush titles for it, including *Mission Impossible*, the game of the new identically named movie starring Tom 'tiny' Cruise. They're doing a *Waterworld* game for multiple formats too. See, film licenses. Ocean love 'em. Other non-film related stuff includes *Raiden Project* for PlayStation, *Worms* for PlayStation and Saturn, *True Pinball* for PlayStation and Saturn, *Zero Divide* for PlayStation and *EF2000*, a version of the top PC flight-sim for the PlayStation. And Declan from Ocean knows how to buy pints – top!



▲ The 113 locations in the game include this idyllic beach. Have a quick check to see if anyone's watching then whip your kit off for a swim.



Percentage complete 90%

Chronicles

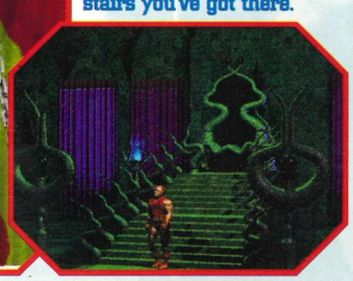
What kind of a name is Gawain eh? Is it a kind of medieval cross between Gary and Wayne?

Well, in Psygnosis' *Chronicles Of The Sword* you play Sir Gawain, a bit of a newcomer to all this knighty business who enters Camelot and is promptly knighted at the start of the game. However, his knight-apprenticeship is rather short as no sooner has the sword finished lightly tapping his shoulders than he's given his first knightly task. Blimey!

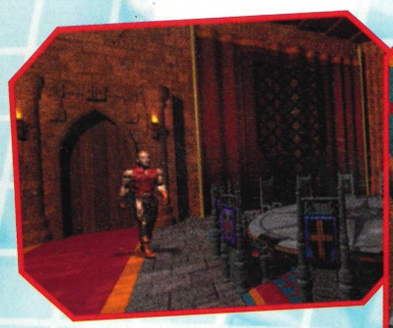
Morgana, Arfur's sister, went completely off her trolley when she found out about his latest highly unsuitable bit of stuff, Guinevere. He now dispatches you to seek her out and silence her in a suitably unpleasant manor. This silly sounding storyline is based on truth. It *really did* happen, honest. Mind you, what's the betting the writers have taken one or two liberties here and there to spice things up a bit?

So, let battle commence in a bit of a graphic adventure style, in which your in-game character (Gawain) is seen making his way around some 113 lushly

▼ Hey Gawain! Nice stairs you've got there.



64 also containing the original arcade version of the game? No confirmation as yet, but, as always, you'll be the first to know.....

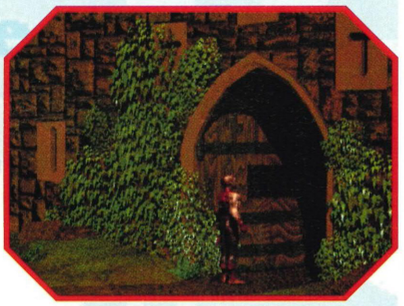


▲ Pull up a chair at Arthur's round table. Keep your elbows off it mind.

▲ It's the royal family. Mr King, Mrs King, Mr Codpiece and Mrs Oddbreasts. Hiya!

▲ Despite looking somewhat identical, these three blokes are all different people. Who all happen to look like Arnie.

Of The Sword



▲ Nice rendered rooms, nice rendered blokes. In a word 'nice'.

rendered and distinctly medieval looking backdrops. It works a little like *Alone In The Dark* – static cameras/moving figures, but thanks to the pre-rendering of your character's movements a new level of graphical sophistication has been attained. It's goygeous!

The audio side of things is amply taken care of too – a team of actors providing the voices for each of the game's many characters. Should be amusing at the very least then.

As well as all the usual exploring and stuff there's a rather clever 3D combat bit in there as well. Gawain and his adversary are viewed over Gawain's shoulder. As the baddie makes a move you must press the right direction button within a split-second to block the blow. Ching! Once you're in the clear you can give as good as you get, dealing out some crushing cuts and thrusts. It's not totally real-time, but it goes some way to introducing a bit of action into what would otherwise be rather grim proceedings.

Fancy losing yourself in a bit of an Arthurian world of legend and swordplay? Then ready your best horse and pop your leather vest on!

Publisher....Psygnosis

Developer...Synthetic

Release.....March '96

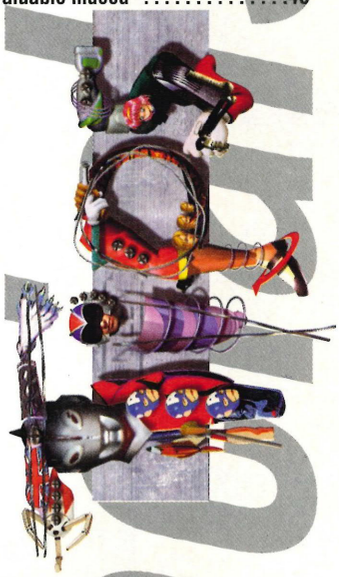
A highly clever audio-doubling technique is used to cram on twice as much character talking. Good, eh?

Ultimate Future Games

Section 2

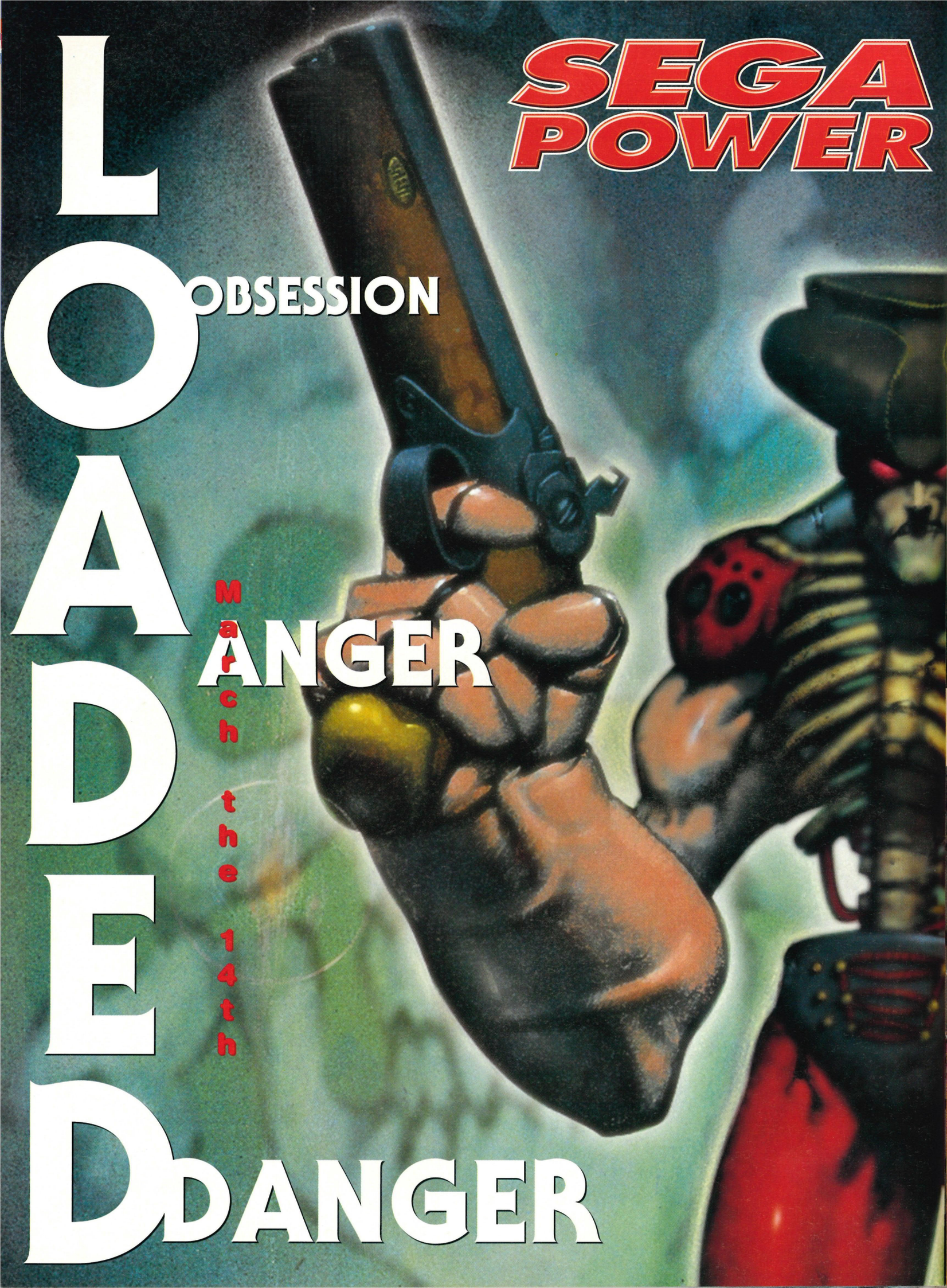
Tips

It's part two of the finest Next Gen tips collection in the Universe. Pull it out, pummel it with your hole punch and bung it in a binder together with last month's. That binder is going to become very valuable indeed 45



Winning Formula

Ultimate investigate Psygnosis' official F1 racer for the PlayStation and delve into what these premier developers have planned for the year ahead 58


SEGA POWER
LOADED
OBSESSION
ANGER
March the 14th
DANGER

Off-World Interceptor
Street Fighter Alpha
Alone In The Dark 2
Zero Divide
FIFA '96
Tekken
Doom

PlayStation

Alone In The Dark 2
Galactic Attack
Toshinden S
Sega Rally
FIFA '96

Saturn

Alone In The Dark 2
Demolition Man
Killing Time
Battlesport
Road Rash
Ballz
Gex

3DO

5あなたが欲しいと思うゲームマシンは？　つぎのうちどれですか？　答えはいくつあってもかまいません。

4あなたが持っているゲームマシンは？

3任天堂の64ビットニュー

It's part two of the Ultimate Next Gen tips guide! Judging by your response to last months pull-out – it's about bloody time! Alright, alright, point taken. Tip, cheats and solutions are here now and they're not going anywhere. If you'd like to send us any cheats that you've found please mail them to the usual address and if we use 'em, we'll send you a free thing – yes a FREE THING! Keep it here and we'll break apart all your favourite Next Gen titles. Just give us a few months to catch up…

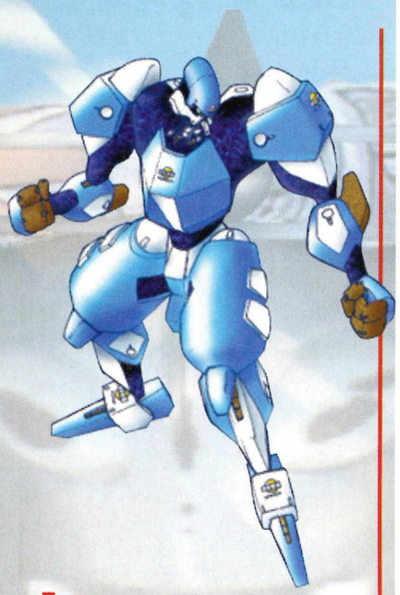
PC CD ROM — Alone In The Dark 2

Hover Strike
Ultra Vortek
Iron Soldier
Club Drive
Rayman

Jaguar

The following tips, cheats and solutions have been thoroughly tested by our work experience monkeys. If you're not happy, blame them! Or why not come and test the games yourself?

WARNING!



Zero
COMBOS

K, K	2 Hit
P, K	2 Hit
P, U, P	2 Hit
P, D, P	2 Hit
F, F, P, F, K	2 Hit
P, P, P	3 Hit
P, P, K	3 Hit
F, F, P, F, K, F, F, K	3 Hit
K, K, B, F, K	3 Hit
P, K, D, F, P	3 Hit
P, P, P, F+P	4 Hit
P, P, P, P+K	4 Hit
P, P, D, P, F+P	4 Hit
P, P, K, D, F, P	4 Hit
P, P, P, F+P, D, F, P	5 Hit
P, P, D+P, F+P, D, F, P	5 Hit

Tau
COMBOS

P, P	2 Hit
P, K	2 Hit
F, D, B, K, D, D, F+K	2 Hit
B, DF+K, F+P	2 Hit
B, DF+K, F, F, K	2 Hit
P, P, F+P, F+P	4 Hit
P, P, F+P, K	4 Hit
K, B+K, F+K, F+K	4 Hit
K, B+K, D+P, P	4 Hit
K, B+K, D+P, K	4 Hit

Wild 3
COMBOS

P, K	2 Hit
F+P, F+K	2 Hit
DF+P, F, F, P	2 Hit
DF+P, F+K	2 Hit
F+P, DF+P	2 Hit
F+P, P, P	3 Hit
F+P, DF+P, F+K	3 Hit
P, P, K, K	4 Hit

Cygnus
COMBOS

K, K	2 Hit
DF+K, K	2 Hit
B+P, DF+P	2 Hit
P, P, P	3 Hit
P, K, K	3 Hit
F, F, P, P, P	3 Hit
B+P, DF+K, K	3 Hit
D, D, D, P+K (press P+K repeatedly)	10 Hit

Zero Divide-PlayStation

KEY

G	Guard
P	Punch
K	Kick
F	Forwards (towards opponent)
B	Backwards (away from opponent)
U	Up
D	Down

Character Guides

Zero

SPECIALS

F, F, P	Elbow
D, F, P	Side Hit
F+F	Knee
UB+K	Flip Kick
F, F, K	Slide Kick
B, F, K	Slice Kick
F, P+K	Spin Kick
F+P (from crouch)	Palm Uppercut
K (from crouch)	Side Kick
B, K (from crouch)	Roundhouse Kick

THROWS

G+P	One-Handed Throw
B, F, F, G+P	Suplex
G+P (from behind)	Bulldog

FOLLOW UPS (OPPONENT DOWN)

D+K	Stomp
U+P	Splash
U+P (hold)	Mega Splash

Tau

SPECIALS

F+P	Lunge Stab
DF+P	Side Hit
F, F, P	Leg Hit
F, F, K	Reverse Kick
B, DF+K	Tail Flick
D, D, F+K	Side Smash
F, D, B, K	Flip Hit

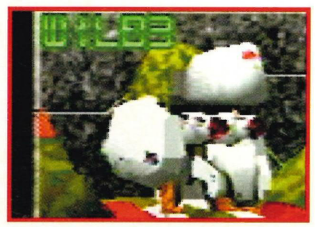
THROWS

G+P	Tail Stab
B, DB, D, DF, F, P+K	Spin

FOLLOW UPS (OPPONENT DOWN)

D+K	Stomp
U+P	Spin Drill
U+P (hold)	Mega Spin Drill

Wild 3



SPECIALS

F+P	Roundhouse Punch
DF+P	Stab
F, F, P	Low Swipe
B, F, P	Up Swing
F, B+P	Elbow
B, B, F+P	Charge
D, F, P	High Shot
B, D, P	Low Shot
F+K	Knee
DF+K	Low Kick
D, F, K	Drop Kick
P+K	Flatten
B, G+P	Guard Drop

THROWS

G+P	Gun Hit
D, D, P+K	Head Shot

FOLLOW UPS (OPPONENT DOWN)

D+K	Shoot
U+P	Squash
U+P (hold)	Mega Squash

Cygnus

SPECIALS

B+P	Stab
U+P	Leaping Stab
DF+P	Low Stab
F, F, P	Shoulder Charge
F+K	Mid Kick
DF+K	Floor Kick
B, B, K	Leap Kick
B, F, P+K	Lunging Slice
D, B, P+K	Overhead Slice
D, D, D, P+K	Spin
UF+G	Jump Over Opponent
D, DF, G+P	Guard Drop

THROWS

G+P	Stab Throws
G+P (from behind)	Overhead Throws

FOLLOW UPS (OPPONENT DOWN)

D+P	Slice
U+P	Stab
U+P (hold)	Mega Stab

Nereid

SPECIALS

P (from crouch)	Uppercut
F+P	Slash
B+P	Drill Spin
DF+P	Low Stab
F, F, P	Drill
B+K	Turn Kick
D+K	Axe Kick
B, DF+K	Slide Kick
P+K	Floor Slide
F+P+K	Lunge
F, D, P+K	Twin Drill
P+K+G	Guard Drop

THROWS

G+P	Drill Spin
G+P (opponent behind)	Overhead Throw

FOLLOW UPS (OPPONENT DOWN)

D+K	Floor Drill
U+P	Splash
U+P (hold)	Mega Splash

Eos

SPECIALS

F+P	Backhand Punch
B+P	Back Upper Cut
DF+P	Leg Smash
F, F, P	Swing Punch
D, DF, P	Trip
F, F, F, P	Elbow
DF+K	Leg Slide
F, F, K	Roundhouse Kick

D, F, K ..... Axe Kick
F, F, P+K ..... Head Smash
D, DF, G+P ..... Guard Drop (Low)
B, G+P ..... Guard Drop (High)
B+G ..... Catch Opponent's Punch

THROWS

G+P ..... Snap Throw
B+G+K ..... Monkey Flip
F, F, DF+K ..... Trip
G+P (from behind) ..... Overhead Throw
D+P+K (near ducking opponent) ..... Flip Throw

FOLLOW UPS (OPPONENT DOWN)

D+P ..... Smash
U+P ..... 1 Punch Dive
U+P (hold) ..... 2 Punch Dive

Io

SPECIALS

F+P ..... Slash
F, F, P ..... Stab
D, F, P ..... Double Strike
B, D, F+P ..... Lunge
K (from crouch) ..... Mid Kick
F+K ..... Knee
DF+K ..... High Kick
B+K ..... Flip Kick
F, F, K ..... Roll Kick
B, F+K ..... Slide Kick
P+K ..... Shin Kick
B+G ..... Catch A High Kick
UF+G ..... Flip Over Opponent

THROWS

G+P ..... Wrist Throw
F, F, G+K ..... Head Smash
G+P (from behind) ..... Scratch

FOLLOW UPS (OPPONENT DOWN)

D+P ..... Maul
U+P ..... Stomp
U+P (hold) ..... Stomp

Draco

SPECIALS

F+P ..... Head Butt
U+P ..... Fire High
F, F, P ..... Fire Medium
B, DF+P ..... Fire Low
B, F+P ..... Smash
F+K ..... Medium Kick
DF+K ..... Low Kick
U+K ..... Drop Kick
F, F, K ..... Tail Smash
B, D, F+K ..... Overhead Smash

THROWS

G+P ..... Throw Kick
DF+P ..... Head Smash
B, F, G+K+P ..... Skewer

FOLLOW UPS (OPPONENT DOWN)

D+K, K, K, K, K ..... Multi Smash
D+P+K ..... Crusher

Secret Characters

Zulu – Complete as all eight characters.
Xtal – Complete as one credit.
Neco – Complete as all 8 characters + Zulu + Xtal. Try getting a high score on Phalanx as well...

Xtal

SPECIALS

F+P ..... Upper Cut
D+P ..... Roll
DF+P ..... Low Hit
F, F, P ..... Crash
D, D, U+P ..... Floor Roll
UF+G ..... Giant Jump

THROWS

G+P ..... Levitate

FOLLOW UPS (OPPONENT DOWN)

D+P ..... Floor Smash
U+P ..... Brain Drop
U+P (hold) ..... Mega Brain Drop

Neco

SPECIALS

F+P ..... Scratch
F, F, P ..... Cannonball
K (from crouch) ..... Leg Sweep
B+K ..... Roll Kick
D+K ..... Slide Kick
DF+K ..... Shin Kick
F, F, K ..... Mule Kick

THROWS

G+P ..... Dance

FOLLOW UPS (OPPONENT DOWN)

D+K ..... Elbow Drop
U+P ..... Splash
U+P (hold) ..... Mega Splash

Zulu

SPECIALS

F+P ..... Back Hand
B+P ..... Spin Punch
F, F, P ..... Elbow
D, F+P ..... Side Slam
F, F, F, P ..... Low Elbow
F+K ..... Side Kick
B+K ..... Flip Kick
D+K ..... High Kick
DF+K ..... Floor Kick
DB+K ..... Leg Slice
F, F, P+K ..... Head Smash
B, G+P ..... Guard Drop (High)
D, DF, G+P ..... Guard Drop (Low)
UF+G ..... Jump Over Opponent

THROWS

G+P ..... One-Handed Throw
B, F, F, G+P ..... Suplex
G+P (behind opponent) ..... Bulldog

FOLLOW UPS (OPPONENT DOWN)

D+P ..... Unit Smash
U+P ..... Splash
U+P (hold) ..... Splash

ZERO DIVIDE

Neroid

COMBOS

P+K+G, F+P ..... 1 Hit
P, P ..... 2 Hit
P, K ..... 2 Hit
F, F, P, F+P ..... 2 Hit
DF+P, P+K ..... 2 Hit
F+P, P+K ..... 2 Hit
F, F, P, F+P, P+K ..... 3 Hit
P, P, F+P, P ..... 4 Hit
P, P, F+P, B+P ..... 4 Hit
F+P, B+P, P, P ..... 4 Hit
B+K, F+K, P, P ..... 4 Hit

Xtal

COMBOS

UF+G, P+K (reverse into opponent) ..... 1 Hit
P, P ..... 2 Hit
B, B, DF+P, P+K+G ..... 2 Hit
P, P, F+P, F+P ..... 4 Hit
P, P, F+P, F+P, P+K ..... 5 Hit

Neco

COMBOS

P, P, P ..... 3 Hit
P, P, P, K ..... 4 Hit
P, P, P, F, F, K ..... 4 Hit

Eos

COMBOS

P, K ..... 2 Hit
B+P, F+P ..... 2 Hit
F, F, F, P, P ..... 2 Hit
F+P, D+P ..... 2 Hit
D, F, K, DF+P ..... 2 Hit

Io

COMBOS

P, K ..... 2 Hit
DF+K, K ..... 2 Hit
F, F, P, F, F, K ..... 2 Hit
F, F, K, B+K ..... 2 Hit
F, F, P, P, K ..... 3 Hit
F+P, K, K ..... 3 Hit
P, P, K, K ..... 4 Hit
P, P, P+K, P+K ..... 4 Hit
F, F, K, DF+K, K ..... 4 Hit

Draco

COMBOS

P, K ..... 2 Hit
F, F, K, K ..... 2 Hit
P, B, F+P ..... 2 Hit
F+P, K ..... 2 Hit
G+P, U+K ..... 2 Hit
F+P, K, P ..... 3 Hit
P, B, F+P, D+K ..... 3 Hit
P, F+P, F+P, F+P, D+K ..... 5 Hit

Zulu

COMBOS

K, K ..... 2 Hit
F, F, P, P ..... 2 Hit
D+K, K ..... 2 Hit
DB+K, K ..... 2 Hit
DF+K, K ..... 2 Hit
B+P, B+K ..... 2 Hit
P, P, F+P, F+P ..... 4 Hit

Secret Special Stuff

Texture – Hold up when selecting a character to change texture-mapping.
Colour – Complete game, then hold Select and press any button when selecting a character to change colour.
Stage – Select Enter Vs Mode, then ?? should select Beast to return to main menu while holding L1, L2, R1, R2. The game must have been completed though (with 200+ hours of play time saved). How mad.

Phalanx – Hold Start and Select on player 2's pad while game initially loads.

Sega Rally Tips

A corner by corner guide to each of *Sega Rally*'s four courses plus hints and cheats. What more could you ask for?

Desert

<<2>>Once left, stay as close and as straight as you can.

<<1>>Stay close to those barriers then move in and sneak the bend to the left side.

<<3>>After the previous left you should be almost straight on for this right turn or it's curtains.

<<4>>Stay hard right and hug the apex like you love it.

<<5>>Stay left then dive in sharp right, just missing the apex of the bend. Keep the power and right turn on full all the bleedin' way.

<<6>>Hold right before that last jump to avoid the wall then hit left immediately after the water.

<<7>>Stay right on the straight then dive across earlier than you think. You should be able to take both corners almost straight on.

<<8>>Nothing for it but to power-slide here. Stay left, then dive in sharply. Release the power a touch to keep off the grass.

Cheats

All that 'winning' business too tricky for you? Here's how to get the secret track and car the easy way, plus engage Hyper car and Mirror modes to boot.

Lakeside track
For the Lakeside track hold down **X** and **Y** together at the Mode Select screen (Arcade, Time attack, 2 player, etc). Now start a game and Lakeside is yours for the choosing.

Stratos
Add the Stratos to your collection by pressing **X, Y, Z, Y, X** in turn at the Mode Select screen. Easy.

Boost
Boost your car's speed with Hyper mode. Just hold down **X** while you select it. Hyper car's race times appear in their own special table.

Mirror
Mirror image the tracks (giving four 'new' ones!) by holding down **Y** whilst you make your Select game (Practice or Championship) choice. Simple.

Hints

In addition to being steered, corner by corner around each of the four courses, general driving hints must be heeded.

1) Yes, the Celica *is* faster than the Delta. It's fractionally more prone to skidding (the Delta sure does grip those bends), but its straight line speed advantage more than makes up for this.

2) That in-car view may look more impressive, but it's no good for judging your power-slides 'round corners. Go for the more sensible out of car view instead, go on, show off a bit.

<<2>>Stay as close to the right as possible. Slow down and try to avoid sliding. It's bad.

<<3>>By keeping left on the short straight this simple right is a breeze.

<<4>>Touch the brakes to help you 'round the tunnel turn. Keep the power on!

<<5>>Don't be afraid to slide. Drop the power, then slam it on coming out of the corner.

<<6>>Keep your car pointing at the apex of this long medium bend to ensure a fast getaway.

<<1>>Sneakily cut the corners to stay as straight and fast as you possibly can.

<<7>>A long power-slide is the only way here. Get as sideways as you can at the start to be lined up straight at the finish.

<<9>>Don't drop the power 'round this right-hander. It's not as sharp as you think.

<<8>>Hug that apex and try to stifle that slide.

<<11>>Stay as far right as you dare at the start of this bend 'cos you'll be thrown out as it continues round.

<<10>>By starting a right hand slide immediately after that slight left you can drift straight through this chicane. Cool.

Forest

3) Skidding slows you down like nobody's business. Only slide if you absolutely must. Don't be frightened of slowing down before corners and straighten your car up as soon as you can, coming out of them.

4) Hold down a steering direction whilst in the air after going over a jump. As soon as you land you'll perform the course correction you require just in time to avoid that wall up ahead. Arrghh!

5) Keep the power on at all times. You may have to release it for a fraction of a second on some medium corners, and hairpins will require a touch of brake too, just to whip that back-end around.

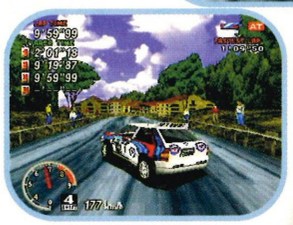
Sega Rally

Tips

<<7>>This corner goes on forever. Ease off the power and stay off the wall! Boring.

<<6>>Begin a hard power-slide MUCH earlier than you'd expect. Release the throttle, then, when the exit comes into view, punch it hard.

<<5>>This long left should present no problems. Long bend – wide road – dead easy.



<<8>>After the speed you gain on the previous straight a drift is inevitable here. Aim for the village up ahead.

<<4>>You're bound to slip out here but try to keep it to a minimum.

<<9>>A cheeky little slide will line you up for the straight ahead, no hassle.

<<10>>Go to the right then brush past the wall on your left to help straighten out those bends.

<<11>>Watch for the exit of this bend appearing. Straighten up and stick to the left.

<<12>>Slide left. Easing off the throttle will stop any potential crunchage.

<<1>>A cheeky little corner. Don't worry about sliding too far right. It'll help at the next bend.

<<3>> Stick with that long slide and the exit will open up before you. Voila.

<<2>>Go from right to left and *just miss* that corner to straighten up your route ahead. Lovely.

Mountain

Hints

6) Try to perfect the left foot braking trick, where you keep the accelerator full on, but touch the brakes to start a slide. Once you get the knack of it you'll fly 'round those corners.

7) Whilst sliding 'round corners, try to line yourself up parallel with the exit ahead. The moment you've stopped going sideways, you'll be ready to go forwards, and will be off like a howling banshee!

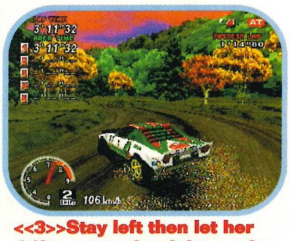
8) Don't over-rev your car at the start. The best position for your rev counter is about 6.5. Hold it there by tapping the accelerator during the countdown then hit it just before the chap shouts 'Go!'

Lakeside

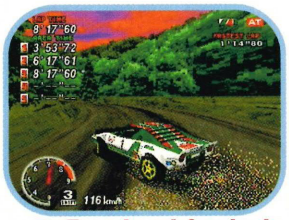
<<6>>Ease off at the end of that long straight and hug the left. Try no to let her slide at all.

<<4>>It's just too damn twisty! Try to keep right and watch your back end closely.

<<5>>Hot sideways action! You're bound to lose it here. Just hang on and counter-steer your way out.

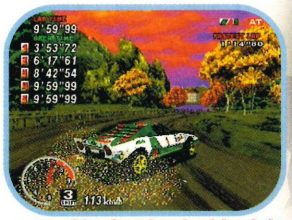


<<3>>Stay left then let her drift over to the right coming out of this corner.



<<7>>Turn sharp left to begin a slide then hold right to counter-steer 'round this long, long curve.

<<8>>Go to the right side of the road and turn as gently as you can to try to control that slide. Whoa boy!



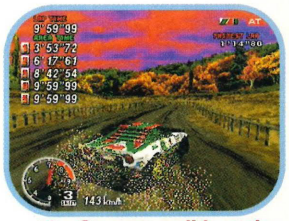
<<9>>Aim for that inside right to avoid hitting the bank on your exit.

<<2>>Keep left and once you've found that apex, never let it go.

<<1>>Get right, then a further tap to the right will see you okay 'round this 'un.

<<10>>A nice long power-slide does the business here. Lovely, lovely.

<<11>>After the right, dive in as fast as you can for the left, but don't let her slide *too* much for goodness' sakes.



<<12>>Start your slide at the right-hander and power-drift through the left like a smart arse type of person.

9) Practice makes perfect and the ghost mode is there for this very purpose. Race against your previous efforts in Time Attack and learn from your past mistakes, Grasshopper.

10) You'll have to finish at least 11th on the Desert stage, then at least 5th on the Forest stage and finally win the Mountain stage to be awarded the secret Lakeside track to compete on. It's very bendy.

11) As if getting the Lakeside track wasn't hard enough you'll have to WIN the race there to be awarded the secret Lancia Stratos car. It's a bugger to drive, but it goes like the wind. Good luck!

IN THE MARCH ISSUE OF TOTAL FOOTBALL...

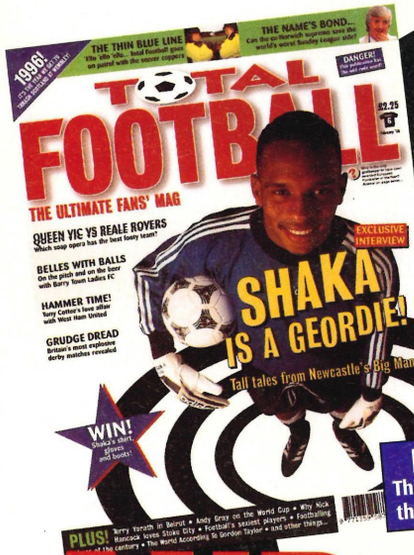
SHAKA HISLOP on life at the top with Newcastle United

TONY COTTEE in the *Total Football* interview

NICK HANCOCK's love affair with Stoke City, and

TERRY YORATH in Beirut!

PLUS! Inside Britain's most explosive derbies and your chance to win Shaka's kit!



AND IT'S OUT NOW

http://www.futurenet.co.uk/outdoors/totalfootball.html

ATTENTION! TRUE OR FALSE?

Please answer the following

	TRUE	FALSE
M2 IS A MOTORWAY!	☐	☐
ULTRA IS A WASHING POWDER!	☐	☐
JAGUAR IS A BIG BLACK PUSSY!	☐	☐
SATURN IS A PLANET!	☐	☐
PLAYSTATION IS THE BEST GAMES CONSOLE IN THE UNIVERSE	☐	☐

ACCESSORIES

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DOOM, PlayStation

Secret Levels...

Level 56 – Military Base:
Accessed from level 3: At the start go to the left of the radiation pool and through the door. Go right, up a couple of steps then left, down into a dark room. Round the corner to your left is a switch, flick it. Leave this room and go back. You should now be able to see a room with a blue orb in it through a window and a new doorway next to it. Go through the door into the large room with windows. Two of these windows are entrances to secret rooms. Use your map to see which (they're shown as yellow doors). You'll have to run to switch them open. The left one leads to the blue orb, the right one lead to a room with extra weapons. In the weapons room, to the left of the door as you come through it, there's a tiny doorway in the radiation slime. Go through, get the ammo and throw the switch. Back at the start of the level a new walkway has appeared across the radiation pool. Cross it and find the secret second exit in the room at the end which'll take you to the secret level.
Code: 3CLKJLXX21

Level 57 – Marshes:
Accessed from level 29: Go to the room up the stairs to the right, get the blue key. Go through the blue door outside and get the red key from inside. Go through the red door and kill the Barons of Hell on the 'mountain' in the corner. Climb the mountain and flick the switch at the top to get the yellow key and open a door over to your right, from which hundreds of nasties will pour out. Once you've dispatched them (plenty of rockets should do the trick) enter the tunnel. To your right, quite near the start is a secret door (which will show as yellow on your map). Go through. At the end there are two connected rooms. One features three lamps the other an alcove. The middle lamp is a switch. Flicking it activates a lift in the alcove of the other room. You'll have to be quick to catch it, the best way is to run backwards after flicking the switch/lamp. This lift will take you to the secret level. Incidentally amongst the dead trees in this level is the only place in *Ultimate Doom* you can find the Super Shotgun. Happy hunting.
Code: PLNT4XNK22
Thanks to Michael Dodds.

STREET FIGHTER ALPHA, PlayStation

To Select Akuma Or M. Bison:
Last month we gave you the arcade cheats. Well here's how to get Akuma or M. Bison on your humble yet mighty powerful PlayStation...
First highlight your Random Select question mark, then press and hold L2 whilst pressing the following combinations, followed by Triangle and Square or X and Circle. It couldn't be simpler.
(If you're player one)
Akuma: Left, Left, Left, Down, Down, Down
M. Bison: Left, Left, Down, Down, Left, Down, Down
(If you're player two)
Akuma: Right, Right, Right, Down, Down, Down
M. Bison: Right, Right, Down, Down, Right, Down, Down

STREET FIGHTER ALPHA, PlayStation

To Select Dan:
Here's how to play as Dan in the PlayStation version...
First highlight your Random Select question mark, then press and hold L2 and R2 and press the following buttons fairly quickly:
Triangle, Square, X, Circle, Triangle.
Or for his away strip press Triangle, Circle, X, Square, Triangle. A mighty fine tip there.

KILLING TIME, 3DO

Cheat Mode:
Start a new game and enter ".evergrah" as your name. This is Professor Hargrove's name backwards. Choose your difficulty level and press the A button to okay your choice. A harp noise will confirm correct entry. Return to the name box and enter any of these to skip areas, using A to select okay. "..BL" – Ballroom, "..SS" – Sewers ("Have A Ball"), "..KI" – Kitchen ("Chef's Night Out").

RAYMAN, Jaguar

Breakout Game:
This hidden feature is only in the Jaguar version. Play the game until you win and press 1, 3, 8, 4.

FIFA '96, Saturn/PlayStation

Shadow Cheat:
Once you've started a match, pause the game and select Instant Replay. For the Saturn version, hold down Right Shift and use the D-pad to shift the players' shadows around, for a laugh! Be exactly the same for the PlayStation version, holding down R1 in place of Right Shift. The only other difference is that Up and Down on the D-pad will alter the time of day in this version.

Alone In The Dark 2 – PSX/PC/3DO

It's called Alone In The Dark 2 on the PC. It's called Alone In The Dark 2 on the 3DO but, for the freshly released PlayStation version it's Alone in the Dark: Jack Is Back. Whatever it's called it can be a ruddy tricky game. Good job we're going to be doing a two part guide for it, isn't?

Part 1

Punch that geezer's lights out and pinch his Thompson. That's his gun. Saucy. Walk up the gravel path and do likewise to the two blokes you'll find there. Interesting fact: if you get close enough to the baddies they shoot over your shoulder! It's mad, but true. Invariably the best way to deal with assailants is to get right up to them and punch them repeatedly. As they reel backwards just walk up to them and do it again! The chances are you'll finish the game with loads of unused ammo. Anyway...

1 Push the statue out of the way and enter the maze. The best thing to do here is to run 'round the maze and get the three gunmen nearby to chase you. Then wait for them 'round a corner and, as they step round let 'em have it with your Thompson or use the aforementioned 'close punch' technique. Once it's nice and quiet pick up everything they've dropped (ALWAYS do this by the way), the rope, grappling hook, Thompson ammo and any health flasks you find. Go to the four card tiles. 2 Step on the diamond tile to enter the cave. Kill the green bloke and push the chest

to expose the altar. 3 Kill the ghost and take the sabre he drops. Use the metallic Jack on the altar to open the closed trap door. Take the health flask and climb up. You should now find the place pictured. 4 This hidden entrance is hidden beside

the crossroads. Take out the fat geezer 5 and use your sabre to cut through the spooky vines. There's another bloke by the statue at the end. Run past him and hide behind the statue.

6 When he sticks his head 'round, open up with your Thompson. Get the health flask nearby and use the rope. It will magically attach itself to the grappling hook. Now stand in front of the statue

and use the hook 'n rope. 7 You'll open a secret door, you clever so and so. Go through the door and enjoy the rendered animation. When you land, get the nickel, the crank and paper bag. Don't fret, there's nothing you can do about losing all your weapons. Near Stryker's corpse you'll

find a notebook and a pipe cleaner thingy. Now (here's a clever bit) pop the paper (you did pick it up didn't you?) under the door and use the pipe cleaner thingy. You'll push the key onto the paper then retrieve it. 8 Now use the key on the door. There's a guy sitting with his back to you at the end of the room. Stand behind him, to the left of the lever. Use the bag twice to blow it up and pop

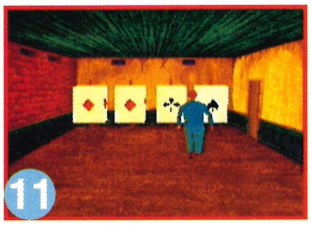
it, attracting the man's attention. The moment he gets to his feet, push the lever. 9 The barrel will swing down and knock him over the cliff. Wahey! Take his gun and use the crank on the right side of the grandfather clock in the corner to open the super secret door.

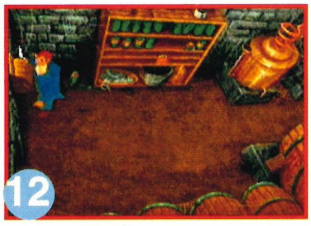
10 Now go through... Get yourself some shells for your new 'riot' gun and climb the stairs. Getting rid of the nutter at the top is easy. Just tear up the musician's pact paper and pick up his

discarded hook. Easy. Don't bother trying to kill the rat – you can't. Go through into the adjoining room and get the battledore (whatever that is). Go through the next door and take out the two blokes. The best way is to use the 'close punch' method (see previous). Best of all, if you get the pair of them in a line bloke two shoots bloke one in the back while your thumping him! Once they've been dismissed, go over to four card symbols. 11 Thump them until they're all diamonds. When you've done that a door will open with another geezer behind it. Punch his

Notes

face in too. 12 Go through, get the health flask, the whiskey and the book and put your nickel into the slot machine to win two tokens. Return to the





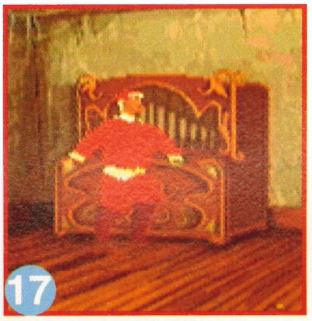
shooting gallery and punch out the drunk at the back. 13 Take the sack nearby and put on the Santa suit in it. Go back through the door and go upstairs. 14 Turn right at the top of the stairs and go past the trident-throwing statue on the left into the kitchen. Once safely inside pick up the

frying pan and eggs. Eat 'em if you want. Quickly biff the fat chef on the head with the pan, then, once he's gone, get the wine from the stove and 15 the poison from beside that cupboard thing. Use the poison to create, voila, poisoned wine! 16

Go back out of the kitchen and get the crown from beside the statue, then put the wine outside the double doors. Once you've poisoned the chaps inside, go through and 17 use both your tokens in

the pipe organ. Go through the newly opened door and get the bullet-proof vest (put it on – you'll

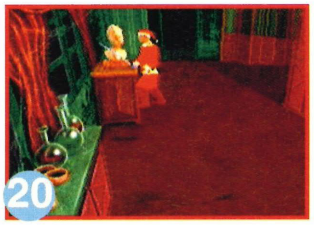
need it), Thompson and ammo. 18 Go back out and go upstairs. The chap at the top of the stairs is drunk as a skunk! Just get up close to him and



punch him out. He's too far gone to shoot you. Go through the door into the hall and enter the billiard room more or less opposite. The geezer in here isn't so easy to beat. Pick up the derringer

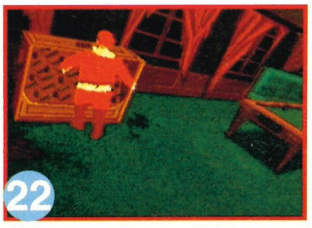
he throws at you and stay up close to avoid his gun fire. 19 Try and punch him into a corner so he can't get away then keep battering away until he is no more. Take his sword stick and leave the room. Go through the bedroom door nearby. Over in the corner are two ghostly hands protecting a scroll. Stay by the window and chop off the arms. Don't get too close though. Now take the scroll and 20 put the crown on the white 'bust' nearby.

You may now go through into the magic room… Ah, but how do you pick up that amulet, eh? Well, you'll have to go back downstairs and enter the room by the statue. In the adjoining room there are three blokes to kill. 21 The best way to deal with them is to go through the door, attracting



their attention then step back through the door and start punching. The baddies will line themselves up and take a beating in turn. It's easy when you know how, isn't it? Now go through the door and take the billiard ball from

the tree (?) 22 Take it back upstairs and into the billiard room (by the way, there's a book and another bit of parchment in here) and put it in the curious device against the wall. This will slide a bookcase over exposing a locked door. How do you open it? Ah, you'll have to wait…



For the next and final installment of our thrilling AITD2 guide, tune in next month you lucky people…

Continued next month…

TEKKEN, PlayStation

To Play As Bellrock:
Simply win the whole game without using a continue. Difficult, but rewarding.

GEX, 3DO

Spooky Size:
Pause the game and enter the Debug code on player 2's controller (pause the game and hold down Right Shift. Then enter the following (keeping Right Shift held down) – Left, C, Down, Left, Right, A, Down, Right, Left. The game will now unpause.) Then hold down Left Shift and move the D-pad to change Gex's size. But if you move Gex with player one's controller he'll return to his normal size (simply pause the game before moving him and enter the following – Left, C, Down, C, Down, Down, C, A, Left, Right). Check it out – very odd indeed.

STREET FIGHTER ALPHA, PlayStation

To Fight Akuma:
The hard way – To fight against Akuma get to the last fight of a one-player game without losing a single round in any of your fights. Also, try and finish every round with a Super Combo (Shadow move). If you win a minimum of two rounds with Super Combo finishes before you get to the last fight Akuma will appear as your final boss. But it? The easy route – After starting a game press L2 and hold it down. Then move to the character you wish to play as and press the Strong Punch + Forward Kick together. You'll see the message "Here comes a new challenger" as if a second player was joining in. Akuma will enter; perform his Raging Demon Super Combo on the character you were supposed to be fighting, then take his place and fight you. It's your big chance!

CLUB DRIVE, Jaguar

Debug Info/Camera Enable:
Anytime during play, press 8+6 (either controller). This displays three rows of hexidecimal numbers, and gives you access to the Drop Camera and Final Camera views in all play modes. Wahey!

BATTLESPORT, 3DO

Secret Tank And Opponent:
Enter the following during the main game options screen – Right Shift+B, C, Left Shift+Right, A, Left Shift+A, Left Shift+B, Right Shift+Right. You'll now have the secret tank, The Invader and you'll definitely need to use this against the new enemy, Kinko. A comment from the Battlesport announcer will confirm correct entry.

STREET FIGHTER ALPHA, PlayStation

To Fight Dan:
Don't lose a match in a one-player game. It's okay to lose a round though. After winning each match choose the same winning quote, ie. after every match hold Down and tap Punches (Triangle and Square) before your quote appears. Do this every time to choose the same quote. After winning your fifth match you will fight Dan in the place of whoever was going to be your sixth opponent. After your fight against Dan (who, incidentally is dead easy to beat, unlike Akuma) your game will continue as normal. Lovely, lovely.

RAYMAN, Jaguar

Extra Lives:
For 99 lives, simply press 8, 1, 8, 2, 8, 3

STREET FIGHTER ALPHA, PlayStation

Dramatic Battle:
Psst. To add this curious option to the main menu either complete the game on level six without losing a continue or level eight without dropping a round.
Thanks to Billy Magee for SFA cheats.

IRON SOLDIER, Jaguar

Single-Frame Advance:
During play, Pause, then press 1 or 3 to advance one frame at a time.

TEKKEN, PlayStation

To Play As Devil Kazuya:
Beat all the waves of Galaxians during the loading stage.

TOSHINDEN S, Saturn

To Play As Gaia:
During the title screen, simply do a fireball movement on the joypad, followed by a Dragon Punch. "Fight!" will confirm correct entry. Then, on the Character Select screen, highlight Eiji, hold Up and press any attack button. It's as easy as that.

AGILE WARRIOR, PlayStation

Mission Passwords:
1 – 5433 (missions 1-3 are complete and 4 and 5 are open), 2 – 0007, 3 – 1213, 4 – 1224, 5 – 7154 (all missions are complete, area 51 is open).
Thanks to Billy Mager

GEX, 3DO

Cheat Codes:
Pause the game and hold down Right Shift. Then enter the following (keeping Right Shift held down)…
Electric Fire – Left, C, Down, Right, Right, Left
Fireballs – Left, C, Down, Right, Right, Down, B, A, Left, Left, Down
Super Jump – Left, C, Down, Right, Up, B, B, Right, Right
Speed-Up – Left, C, Down, Right, Up, Up, Up, Right, Right
Invincibility – Left, C, Down, Up, Up, C, Left, Right, A, Right

CLUB DRIVE, Jaguar

Planet Todd:
At main menu, highlight and select 'World', then press 4+2 ('Hitchiker's Guide' cheat).

TOSHINDEN S, Saturn

To Play As Sho:
Enter the Gaia cheat, choose to play as him and lose your first fight. Then, let the game return to the title screen. Do a fireball movement on the pad, followed by a Dragon Punch. 'Fight!' will confirm entry. Then, on the Character Select screen, highlight Kayin and press any attack button. Make sure a second joypad is plugged in while doing all this.

HOVER STRIKE, Jaguar

Cheat Codes:
Enter on the Mission Select screen (except where noted) – sounds confirm correct entry.
Change Globe Speed/Direction – 4 and 6
Alternate External Monitor Frame – Right+C+1+4+5 (simultaneous)
Unlimited Weapons/Energy/Shields – Down+3+4+6+7
Toggle Day/Night (during mission) – Up+A+B+C+7
Extra Lives – 3+6+9+#
Drive For Five Level – Up+2+3+6
Level Skip – 2+4+6+7+8+9

WARHAWK, PlayStation

Film Code:
At the password screen enter the following…
(For all films) – Triangle, X, Space, Circle, Circle, X, Triangle, Square.
(Epilogue) – Square, Square, Space, Circle, Square, X, Square, Triangle.

ESPN EXTREME GAMES, PlayStation

Money Cheat:
Head for the equipment room and choose TV #1. Run through each equipment option, using X to deactivate them. Then, when you select a course there will be no other competitors, allowing you to win races and build up your cash.

HOVER STRIKE, Jaguar

Enable Secret Bonus Missions:
Level 1 – Up+2+3+6
Level 2 – Down+2+6+7+8
Level 3 – Right+3+5+6
Level 4 – Up+2+5+8
Level 5 – Down+3+4+6+7

BALLZ, 3DO

Cheat Codes:
Enter these codes at any time during a fight. They can both be done at the same time (R/L are Right/Left on the D-pad)…
Translucent Balls – BALL BLUR BALL
Huge Balls – BALL LARD BALL
Small Balls – BALL RADAR LULU
Black And White Self – BALL DRAB BALL
Black And White Opponent – BALL BLAC BALLU

GALACTIC ATTACK, Saturn

Four Extra Credits:
During the title screen press and hold the following – Left+C+Left Shift+Right Shift. Then press Start. Easy.

DEMOLITION MAN, 3DO

Blood Code:
During the main option screen, enter the following – Right Shift, Up, Down, Right, Down, Up, Down, Right. Dripping blood will confirm correct entry.

NOVASTORM, PlayStation

Level Select:
After getting a high score, enter your name as TWIRLY! Then head for the Options screen and there should be a gold icon, for a level select.

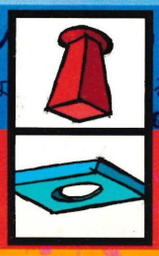
ROAD RASH, 3DO

Stupid Moos:
Select the Peninsula track (at level 2 or above) and burn through to 6.6 miles. Cross the right-hand barrier and head for the Fresians. They will then leap to their hind hoofs and pose for you.

OFF WORLD INTERCEPTOR EXTREME, PlayStation

Money Code:
During the Options screen, simply press the following – Square, X, Circle x 6, and press L1.Now you should be rich beyond belief, well, fairly well off in the context of the game anyway…

5あなたが欲しいと思うゲームマシンはつぎのうちどれですか？　答えはいくつあってもかまいません。

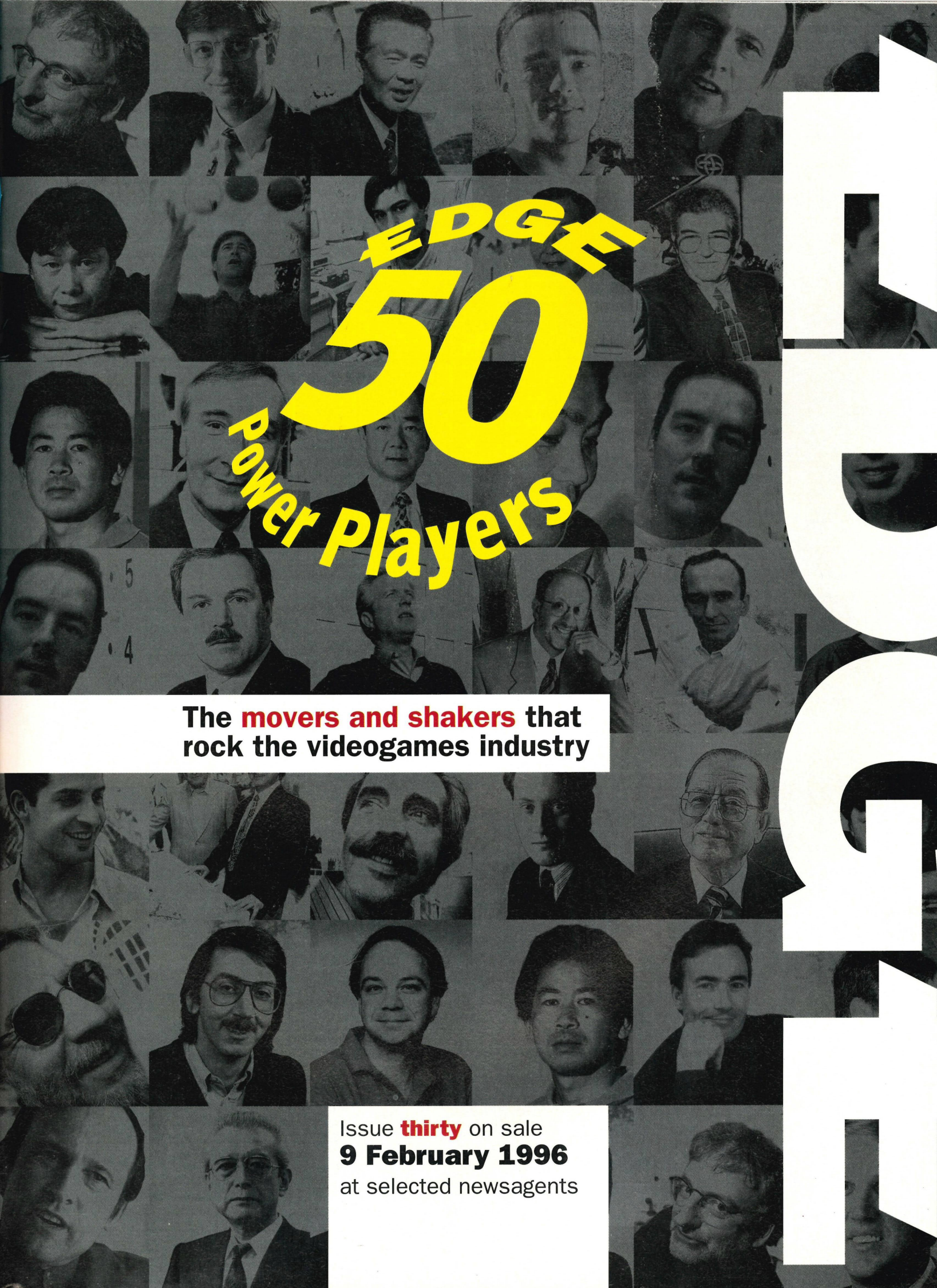


4あなたが欲しいと思うゲームマシンはつぎのうちどれですか？　答えはいく

3任天堂の64ビットニューマシン(ニンテンドー64)は年内に発売されると思

next month

Don't even think about missing next month's 12-page pullout tips extravaganza! On top of the final part of our *Alone In The Dark 2* guide, we'll have: *Terminator: Future Shock*, *X-Men* and *Ridge Racer Revolution* – all tipped to high heaven. Add to that the usual monster crop of small tips and cheats and you'd best be queueing outside your local newsagent on the morning of **Friday March 29th…**



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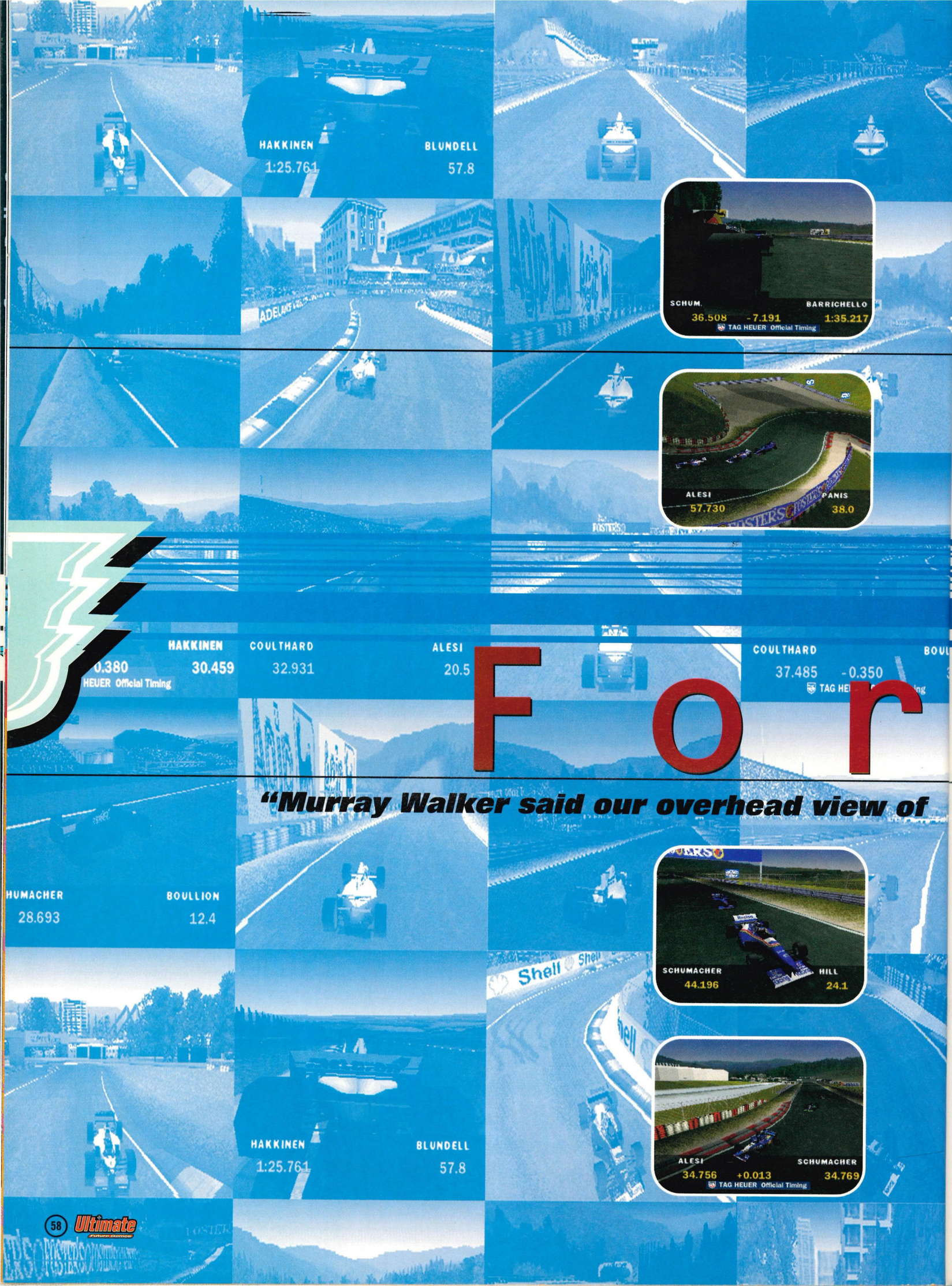

HAKKINEN
1:25.761
BLUNDELL
57.8
SCHUM.
BARRICHELLO
36.508
-7.191
1:35.217
TAG HEUER Official Timing
ALESI
57.730
PANIS
38.0
HAKKINEN
30.459
COULTHARD
32.931
ALESI
20.5
COULTHARD
37.485
-0.350
TAG HEUER Official Timing
For
"Murray Walker said our overhead view of
HUMACHER
28.693
BOULLION
12.4
SCHUMACHER
44.196
HILL
24.1
HAKKINEN
1:25.761
BLUNDELL
57.8
ALESI
34.756
+0.013
SCHUMACHER
34.769
TAG HEUER Official Timing

Psygnosis showed what 3D delights the PlayStation was capable of when they released *Wipeout*. Then *Destruction Derby* wowed us with its slick and amazing array of options. And they're heading for the Saturn too. But we're now moving into the second generation of 32-bit software. And their official F1 racer will be at the forefront...

The Winning Formula

Aida was 'just like being there'."

Sony Interactive, Sony Psygnosis or just plain old Psygnosis have certainly got it at the moment. The winning formula. And they're hoping to lay that touch on their next driving game, due to hit the PlayStation in July (with other formats to follow).

And they'll need to. F1 is clearly one of the most difficult of driving themes to pull off successfully in a videogame. Balancing the simulation aspect with the instant 'pick up and play' nature of an arcade game is an unenviable challenge, and one many have failed at.

So far, the games that have gone for the simulation aspect (Geoff Crammond's *F1GP* PC series springing immediately to mind) have been the most triumphant. Let's face it, driving seemingly endlessly around a grey track with the wasp-like buzz of the 'engine' rasping from your speakers isn't the most rivetting of experiences, explaining why most of the arcadey ones have been so bitterly disappointing.

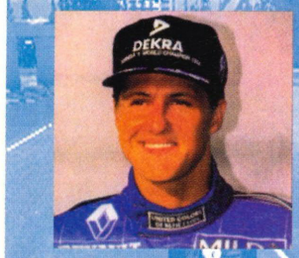
But Psygnosis and its developers, Bizarre Creations, aim to balance these two aspects of such a game, concentrating on sorting out that elusive arcade element.

Martyn Chudley, Head of Bizarre Creations, explains the

Become a top racing driver

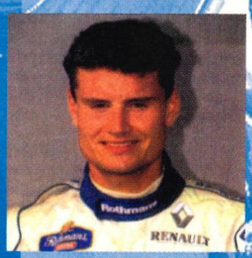
Using the 1995 season in the game means that you get all the 13 teams and their drivers from last year as part of that license.

So, now you can 'be' Hill, Schumacher or Coulthard and drive a full season beneath their helmets. Each has a unique 'personality' in the game, modelled on the drivers themselves. So, each race throws up a different challenge, depending on who you choose.

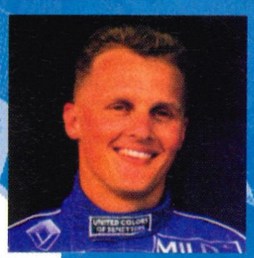


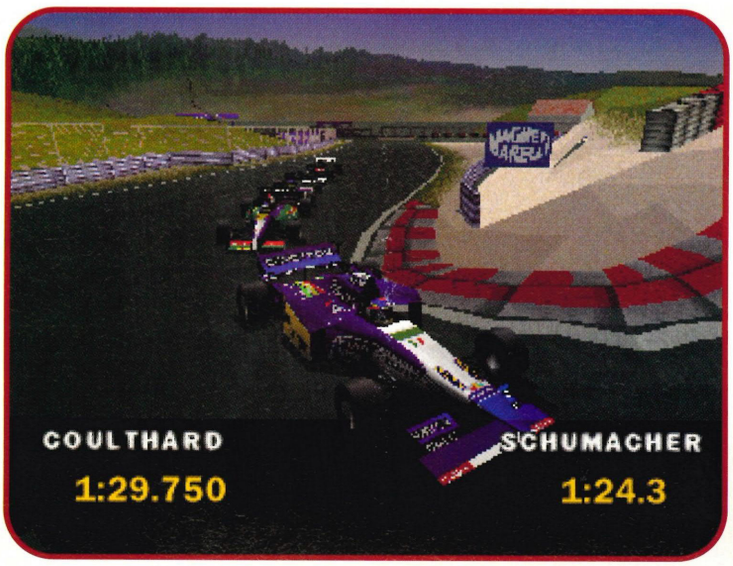
Michael Schumacher

Damon Hill



David Coulthard

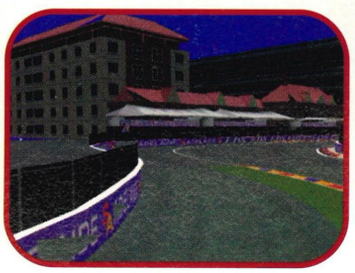

Johnny Herbert



▲ The PlayStation seems to cope with all 26 cars being on-screen at once in *F1*. So there shouldn't be any glitching problems at the start of a race.

▶ Aah, it's little Johnny Herbert. The Artificial Intelligence will reflect each driver's personality.

▼ The cameras are placed in the official rostrum positions, giving it a real flavour of televised racing.



thinking behind this. "I don't think anyone can claim to have bettered Geoff Crammond's six or so years of constant work to perfect his simulation. *F1* is a *different* type of game, aiming to appeal to a wide gaming audience rather than just the simulation player. Yes, our 'Advanced' mode cars do handle like the real thing, but if you want to pick up a racing game and play, the 'Arcade' mode caters for the less 'technical' audience."

Simulation vs Arcade

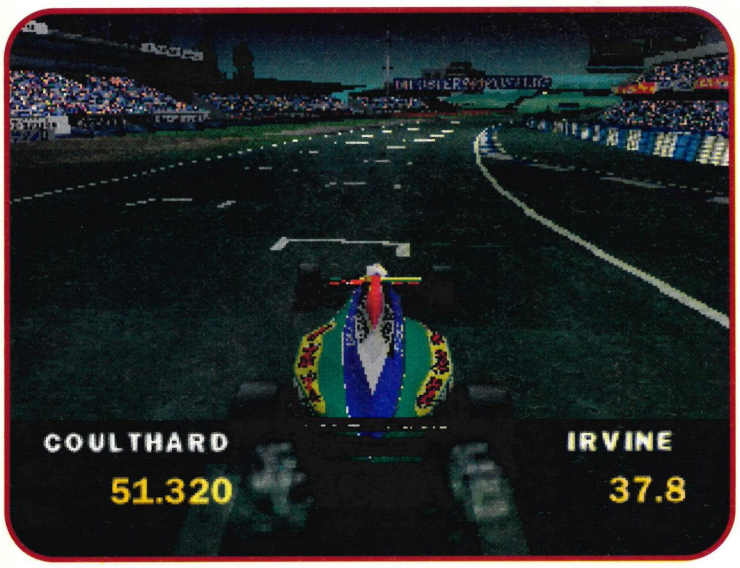
Even at this stage, Psygnosis are stressing that the game is an out and out arcade racer with just selected simulation options – seems a bit strange to us.

The Arcade mode is designed specifically for those who just want to race without having to set up the car beforehand. Whereas the Advanced, or Grand Prix, mode is the choice for those who desire a more realistic style of race. Here you'll have a chance to tweak your car (though in a limited way), formulate your race strategy, go for full qualifying, with tyre and refuelling stops, as well as take advantage of an increased amount of options, including pits, gears, tyres, steering, braking, collision damage, qualifying, race length and weather effects. The weather, as in reality, will affect the tactics. It could, say, start raining at Silverstone for several laps, then stop. These conditions are also sensitive to the country (i.e. it won't rain in Adelaide, Australia).

"When the PlayStation 'network' capability comes out, we'll be fully supporting it."

Both of these modes can be experienced in practice, single or championship races. But in Arcade mode you simply work your way through the 17 circuits, getting in the points to move onto the next. Advanced allows you to define the way you want to play, and gives you the chance to race a full season and attempt to win the championship. Supoib!

On playing the game, we must say we were very impressed with the 'simulation' option. Yes it is very limited in its approach, but it successfully combines both arcade and simmy aspects astonishingly well. There's a distinct difference in the way the cars handle in Advanced mode, which should suit the hardened



◀ Every car type in the game is based on an individual model, not the same one with different textures.

▶ It may look grim now, but the sun could open up at any time – the weather's 'intelligent' you see.

arcade gamesplayer. Martyn Chudley acknowledges this opinion: "The 'Arcade' mode handles like an arcade racer – powerslides, 'donuts', ease of control, whereas the 'Advanced' mode is based on data taken from Formula One cars – variable downforce, rigid cornering, lots to perfect!"

Talk us through the technical

Clearly, a lot of work has been put into making this a playable experience with a stash of highly realistic features. The first thing that strikes is the detail in the graphics. Each circuit features between 60,000 and 90,000 polygons with 256 colour backdrops, while the game processes and draws between 4,000 and 6,000 polygons per game frame. It runs at a sickeningly smooth 30 frames per second in the NTSC version (PAL running at a slower 25), and the accelerations and times for the circuits in Advanced mode are being made as realistic as is humanly possible.

"I don't think anyone can claim to have bettered Geoff Crammond's six or so years of constant work..."

Again, Psygnosis are attempting to excel in the replay option (after the delight that was *Destruction Derby*'s). They are hoping to have the whole race recorded for replay – up to the 70 or so laps in the Advanced mode. You can flick between the traditional viewpoints for this (including following the race from any other car), or simply watch the events from the rostrum cameras around the track. These are taken from the official positions and 'top telly effects' such as zooming and panning. So if you run actual televised footage alongside the game, the similarities will be more than a bit unnerving.

The drivers' AI (Artificial Intelligence) is also being honed to (hopefully) perfection. Their personalities reflect that of the real drivers, some being polite, others nasty pieces of work. One thing's for sure – they're all intent on coming first and behave intelligently. Fast drivers will slipstream, then pull out and overtake, for example. They *will* hunt out the best racing line. These ain't your usual drones, you see.

"The drivers are all trying to win the race," adds Martyn, "and follow a distinct race strategy. They constantly survey

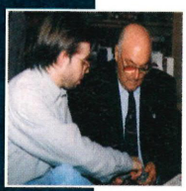
Murray makes a mint

Obviously, if you're stumping up all this cash for the F1 license, you've got to extend the authenticity to every other detail to justify the expense.

So, who better – in fact, who else – to provide the commentary than voice of Formula One, Murray Walker? German, French, Spanish and Italian voice-overs will also be provided, but there really was no other choice for the English version. The amount paid to him remains undisclosed however.

Our man with the asphalt-coated larynx initially recorded over 20 pages of script, which have been refined down to an hour-long set of single phrases. These will be linked together to purposely avoid repetition (which would be very prominent because of Murray's 'enthusiastic' nature).

So what was it like working with the god of turbo speak? Martyn Chudley explains in his own words. "Murray Walker is a true professional *and* a nice bloke! After having spent a few hours getting to know the game, he really launched himself into the commentary. We had a 25-page script to get through, with ranges of excitement level, different ways of commenting on each happening, and starting and finishing summaries. Murray just sailed through them with his characteristic excitement, as if he was at the circuit, watching the real thing.

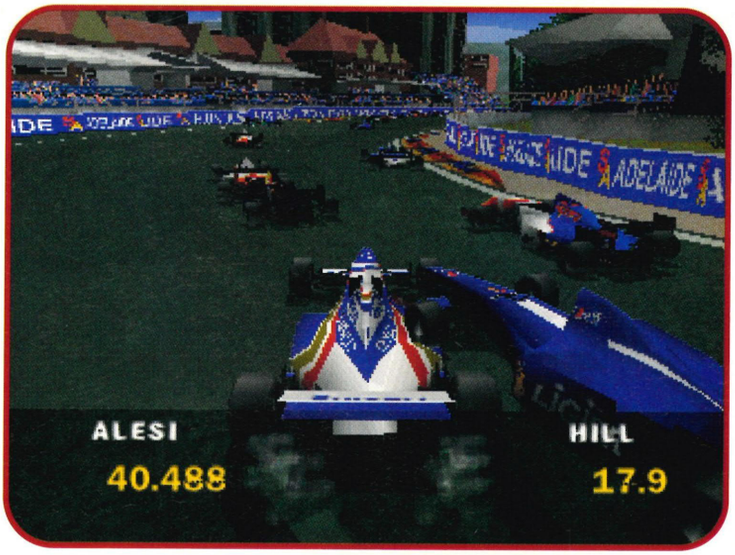


"As for the infamous 'Murrayisms', we were writing the script and as if from nowhere, these comments just mingled into the chosen phrases! Look out for such classics as 'Unless I am very much mistaken… I AM very much mistaken!' hidden among the commentary."

Murray had no experience of videogames and was duly presented with a PlayStation to get the feel of them while recording his voice-over. He then went on to give his grandson the console. What a chipper old fella!

▲ All the official hoarding sponsors (bar cigarettes) will be in the game.

▼ The *F1* 3D graphics engine is also likely to appear in future titles.



their surroundings – reacting to events within the distance of view of a real driver. Each driver has been given an individual personality – you'll find some polite drivers such as Moreno will graciously pull aside to let you past, others – no names mentioned – will do anything they can to keep you behind them!" Top stuff.

"Our drivers are not infallible. Just like their real counterparts, they can drive erratically over the rumble strips at times, swerve unpredictably into a corner and spin, take out other drivers and even crash into pit walls. Again, no names mentioned for the above antics!" Hmm, let's take a wild guess shall we?

Sounds bleedin' great!

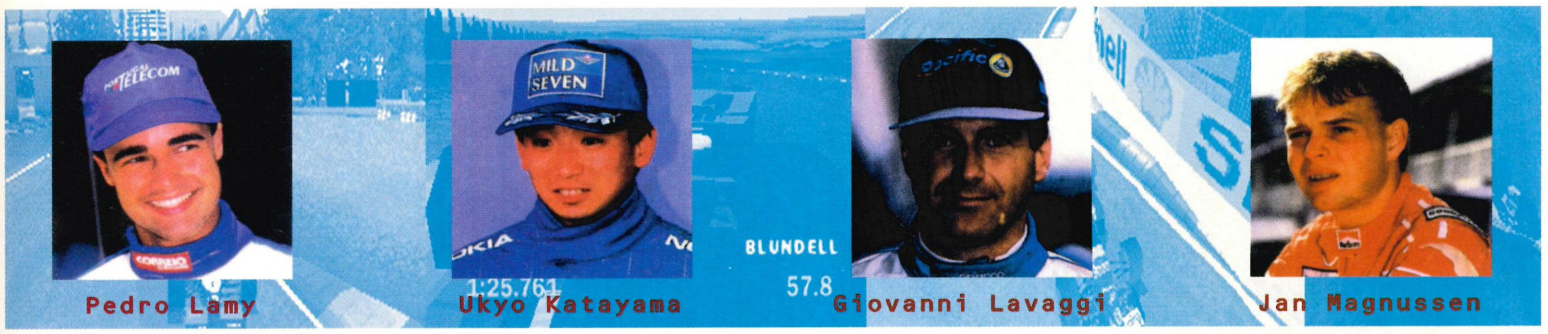
Just as the visuals accurately represent the 'real thing' – running over the grass and rumble strips can affect the steering, the viewpoint leans when the G-force affects the driver's head – as do the tip-top sounds.

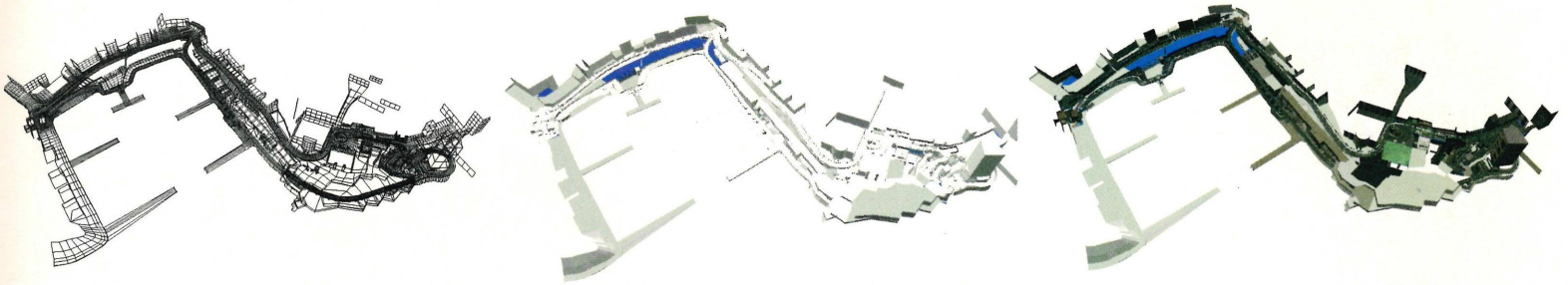
"Just like their real counterparts, they can take out other drivers and even crash into pit walls."

For instance, if you're a bit crap and end up on the rumble strips, you'll notice the Doppler effect (which also happens when cars overtake). You know the kind of thing – when a fire engine whizzes past you, the siren lowers in pitch as it passes you (due to compression of soundwaves, and all that). Being able to select Dolby Surround or Q-Sound (a system that simulates surround with a two-speaker set-up) will help amplify this effect even further.

The sounds themselves are samples from the real thing too. A DAT recorder was physically strapped to a driver's torso as he raced around a test track, while external sounds such as atmosphere from the pit lanes were separately recorded. Commentary from Murray Walker has also been recorded in the studio.

And yes – there's music in the mix too. Psygnosis are going for a bit of a met-oohl theme this time 'round, planning to use three licensed tracks: *Summer Song* – Joe Satriani (from the album *The Extremist*), *Back To Shalla-Bal* – Joe Satriani (from the album *Flying In A Blue Dream*) and *Juice* – Steve Vai (from the album *Love Secrets*). They're backing things up with 12 in-game rock tracks from Psygnosis' Mike Clarke (a.k.a.



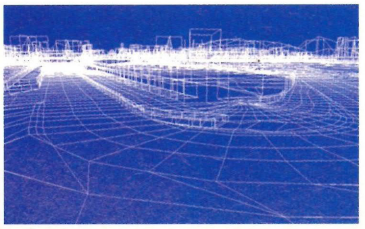


▲ The track-building process simplified. First, as always, a wireframe is created. Then, a basic light-sourced model is applied to this, with the final, fully textured version created on SGI machines.

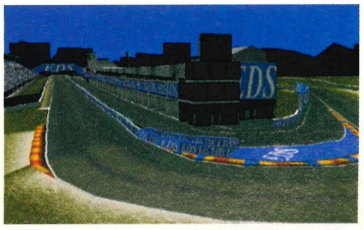
Making Tracks!

When you're putting together a game which is so unavoidably rooted in reality, especially one which is based on a license, you have to ensure that absolutely everything adheres to this. So, an F1 racer has to have real tracks, cars and drivers to keep the authenticity in.

So, how accurate are the tracks and cars in Psygnosis' game? Bizarre Creations' Martyn Chudley fills in the details: "The tracks are modelled from the official surveyors' circuit track maps and data. Visual reference also comes from over 100 hours of video footage. The track layout is put into a specially written editor, where the accurate heights and dimensions can be applied to start off the 3D model. Then we add barriers, rumble strips, run-off areas and trees to form an accurate but bare circuit. This model is loaded into *Softimage* (a 3D graphics software program) on Silicon Graphics machines to model all the buildings and more complex details such as TV cranes, pit facilities, large-screen video displays etc. If we have bettered *F1GP/F1GP2* in any way, I think it would have to be in our attention to detail. We have had five artists working full-time on modelling the game's elements to precise detail, and with huge amounts of reference material, we think the circuits are as close to the real thing as you can get, within the limitations of today's consoles. Murray Walker said our overhead view of Aida was 'just like being there'." Top!



▲ The surveyors' track maps allow for precise modelling to take place.



▲ Study of 100 hours of video footage helped with the scenery.

Overdrive). We're unsure about how the rawk element will fit with Murray's enthusiastic dribblings, though.

Splitting up is hard to do

The end is in sight for the game now, and the things that need to have serious labour invested in them are the graphics, AI and the incorporation of Murray's brilliant commentary.

The two-player option has also to be finalised. The now popular link-up used in *Wipeout* and *Destruction Derby* will be adopted by *F1*, but what of a convincing split-screen option? Martyn assures us that is still being considered.

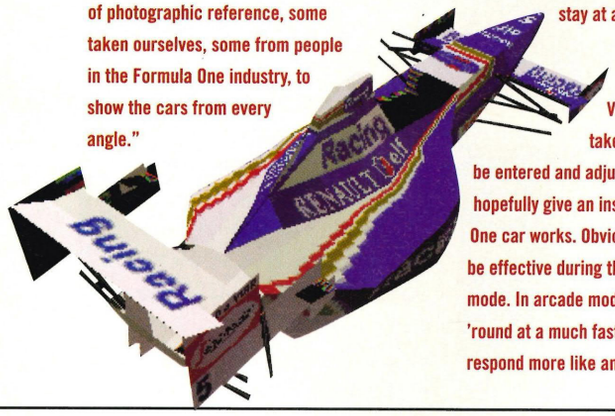
"Our lead programmer has been thinking very hard about it! We're pushing the machine with the processing and numbers of polygons, and as with other split-screen modes, there will have to be a trade-off between frame rate and detail – and then only if we have the time.

"We already have the link option in – two-player or full race modes. You can also set up the second PlayStation to watch the other one on 'TV' footage viewpoint, either as a stand-

...AND PLAYING WITH CARS

We've already explained how important it is to ensure that authenticity is paramount when building the tracks (you can't slap an advertising billboard anywhere you like in order to hide the track update, for instance). But getting the 26 cars just like their real life counterparts is paramount.

"The car models are again taken from the official information supplied by FOCA – the Formula One Constructors' Association," explains Martyn Chudley. "We also have plenty of photographic reference, some taken ourselves, some from people in the Formula One industry, to show the cars from every angle."



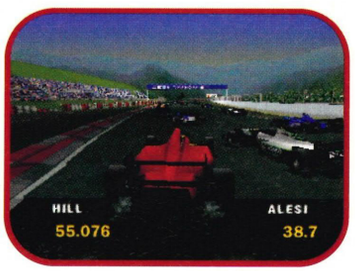
The cars themselves are each of a unique design – not merely the same model with different colours applied – and drawn at two resolutions. Although all of them are texture-mapped and gouraud shaded, there's no point keeping a high level of detail up on the ones that get too far ahead. So, those that pass beyond a certain distance get reduced to about 100 polygons, those up close stay at about 450.

They also follow a detailed dynamic model. Values from telemetry data taken from actual races will be entered and adjusted for players to hopefully give an insight on how a Formula One car works. Obviously this will only really be effective during the simulation/advanced mode. In arcade mode, you'll be able to race 'round at a much faster pace, the car will respond more like an arcade racer (*Ridge, Daytona* and the like) and you'll merely 'bounce' off of the barriers and hoardings.

One of the problems with basing a game on a sport where money, tactics and secrecy are king (the three kings, if you will), is getting hold of accurate information. Martyn concurs: "With the amount of money and high technology involved in Formula One, teams are very sceptical about letting their information go. It's taken nine months of gentle persuasion to get the information we have, and we *still* can't name our sources!" Oh, of course you can

"It's taken nine months of gentle persuasion to get the information we have."

▲ Developer Martyn Chudley was also responsible for bringing us *Fatal Rewind* and *Wiz 'N' Liz*.



▲ The *F1* team: five artists, seven programmers, and a researcher.

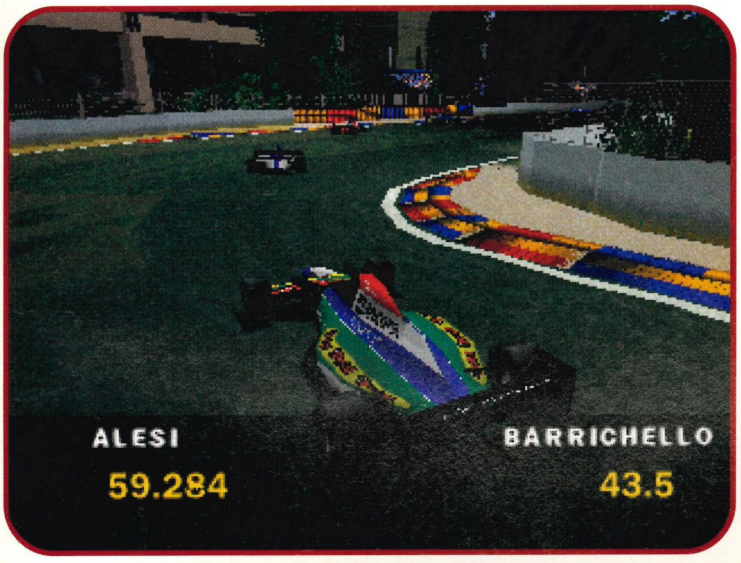
alone option, or if the second player crashes out! And when the PlayStation 'network' capability comes out, we'll be fully supporting it."

So, it seems the driving game is about to go through another phase of maturity. *F1* could prove the ultimate speed-soaked thrill with its alarming dose of realism and intelligent play. With the might of Psygnosis behind it, it's sure to be a cracker. Let's hope it doesn't fall into the trap of many other Formula One games (i.e. 'being a bit crap'). We're confident it won't.

We'll have an exclusive update on this mighty racer next month, followed by an exclusive review in our June issue. We're betting on it becoming one of the biggest money-spinning titles of the year and we haven't been wrong in the past. Can you PlayStation owners wait? Are you dribbling over your brand new shoes yet? Try to take your mind off it for a while.

Machine .....Playstation (initially)
Publisher ....Psygnosis
Developer....Bizarre Creations
Release Date...UK-July, US-TBC
Release .....Worldwide
Languages...English, French, German, Spanish and Italian

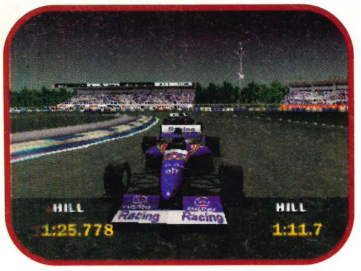
▲ Saturn owners must be well chuffed at the thought of this...



▲ All 17 circuits are in there (ranging from 3.3 to 7km long).

▲ ... ending up on their machine, thanks to Psygnosis going 'multi'.

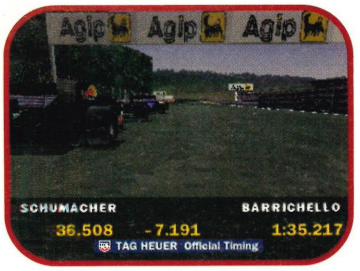
▼ *F1* is already compatible with Namco's NegCon and the new analogue wheel (see page 26). "We even tried it with the mouse," says Martyn, "but gave that up quickly!"



▲ Now Hill can beat Schumacher to the championship title for real!

◀ Bizarre were working on PSX title *Slaughter*, but put that on hold for *F1*.

▶ Watch out for *Wipeout 2* (working title) and *Destruction 2*, both due some time in November



▲ The pit 'blokes' have yet to be properly included in the game.

▲ Formula One cars are drop dead sexy, and we want one now!

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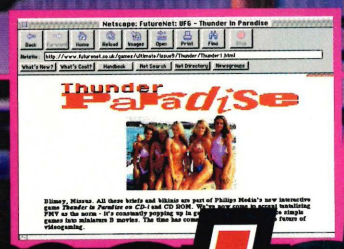

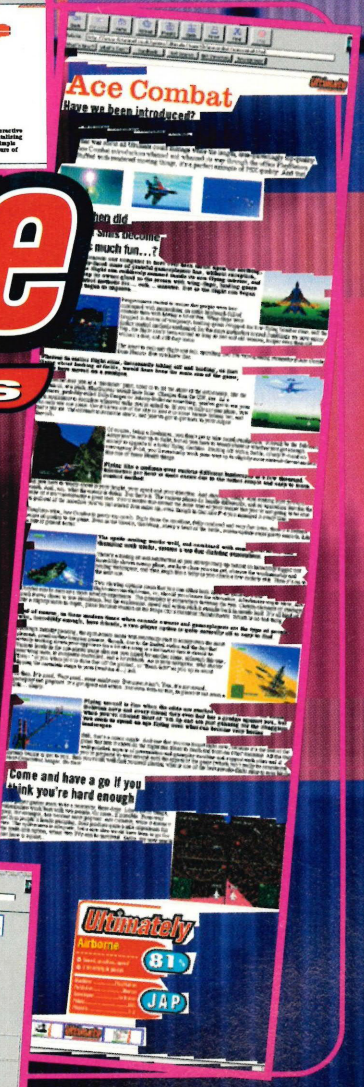

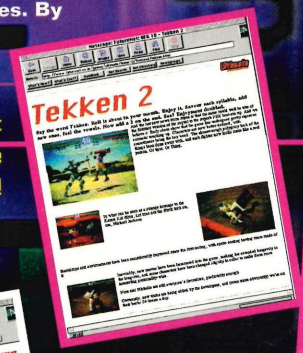

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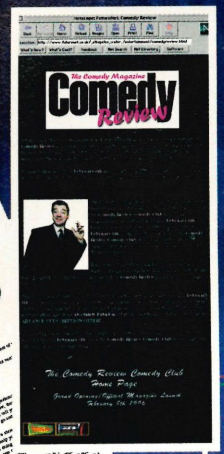

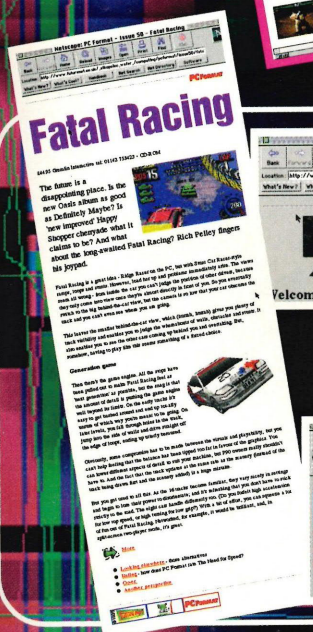

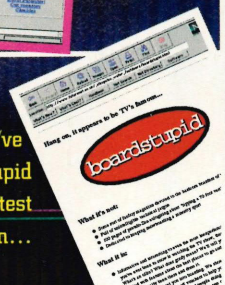

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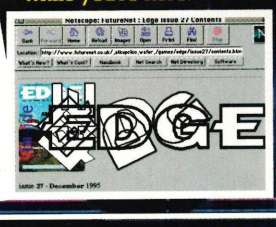

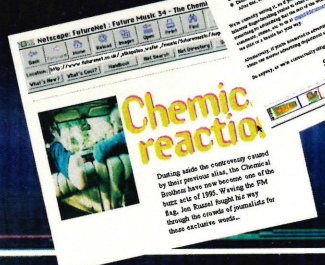

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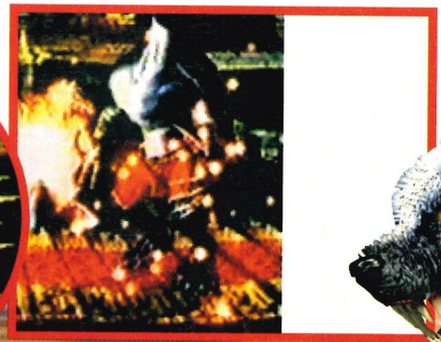
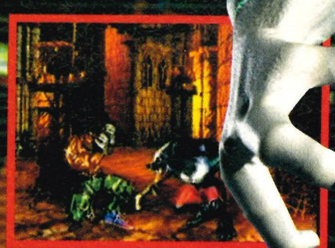
Sky Hammer
Jaguar 80
Time Gate
PC CD ROM 74
True Pinball
PlayStation/Saturn 84

▲ Fulgore Mk2. Obviously got a chip in his shoulder.



▲ Sabrewulf's been relegated to first, and therefore easiest, chump in one-player.

Killer Ins

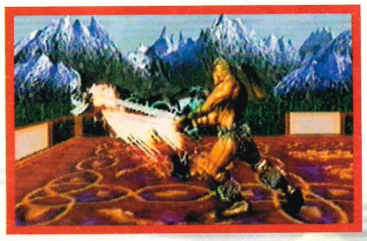


Ultimate was the first mag in the world to play the sequel to the beat-em-up that got a million little boys squealing 'Ooh, ooh, Orchid's rendered thighs' at a million tearful girls. And a hoofing great stomach of a sequel it is as well. It's a Rare necessity!

So, out with the old and in with the new. Yep, run along there Riptor, Cinder and you at the back with the feathers. And take your tomahawks with you, you dirty little Chief. Well, sequels need a bit of trimming

◀ Cat scrap. But you'll find no biting, scratching or hair-pulling going on here.

Super Fly Guy



Combo's rather an ungentlemanly bloke. All knees in girls' gobs.

▲ If pyrotechnics are your thing, *KI2*'s your game.

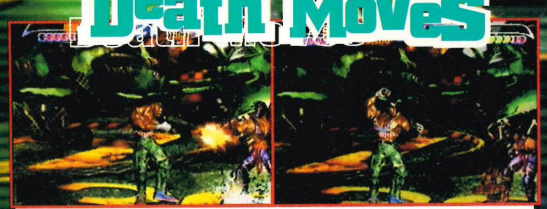
There are many more opportunities to knock your opponent into the depths. Even a hot Gargus...

Ki2

don't they? Clear away the dead wood to let the rest of it grow, and all that. So, in order to make room for new characters, Rare referred to sheets of play statistics spewing out from the SNES X-Band system in the US (a play-by-modem facility), to basically see who played who the most, and left those fighters in. There you go, you see. Videogame R&D's easy really.

So, what have the new human characters – Kim Wu, Maya and Tusk – got to offer us then? Well, you'd expect that having dumped poor old Riptor and Cinder that the freaky special move count would be down. And to an extent that's true. But the girls really make up for that in terms of speed and suitability for the beginner. In fact, Kim had to be toned down because she was so lethal with the simpler moves, making her a potent choice for the novice. Tusk, on the other hand, is a much heavier, slower individual who lollops along with his whopping great sword. But he packs a lethal slice in that barbarian weapon of his (he ranks highly on the one-player game) and is likely to turn into a bit of a favourite, we reckon.

Death Moves



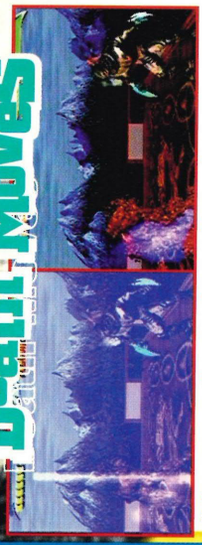
Bleedin' Combo and his machine gun death move. You'll have difficulty trying to block this devastating attack.

▶ The backgrounds are superb – built using lines rather than blocks.

Bye, bye love

Each character has five or six endings. It depends how you defeat the others and what damage you do to the backgrounds...

Death Moves



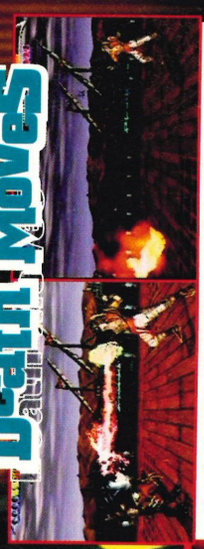
Fulgore can conjure up a bevy of lasers from above. You can attempt to block them, but he's a nimble fella.

The emphasis in the '96 follow-up is clearly on extending the bouts, with Rare having now tuned the gameplay to concentrate on how much damage you cause rather than how many bleeding special attacks you manage to pull off in a five-second flourish of sickening smugness. This leads to much more fluid fights and a much more satisfying style of play. You won't be stood there unable to move your dizzied fighter while your opponent is in the middle of pulling off some grotesque special move. Emphasis is clearly on stringing together – Gawd bless 'em – combos, which guarantees it interest from the *Street Fighter* fraternity. That's not to say that multi-hit combos have slipped from the game altogether. In fact, whereas in the first game 40+ hit combos were about the limit, in *KI2* this has increased to 60+ (this is the word direct from Rare, folks, and they developed the bugger). Though, in all honesty we can say that, even having played the game to death, we got nowhere near this amount.

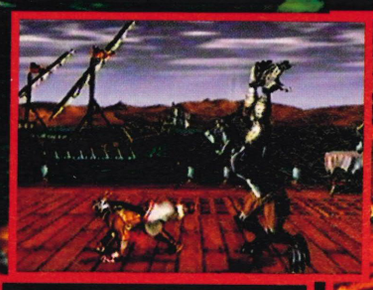
And, thankfully, the development team seem to have lent a caring shell-like to the criticisms of the first game. As we've already pointed out, the game has adopted a style which takes more account of combo-inflicted damage than stupid-hit specials. But there's also the *Street Fighter X* style Super bars now rooted in place beneath each character's Life bar. When charged up (the six blocks can be charged twice) they allow you to unleash Super Attacks on your unsuspecting opponent. These are essentially 'Shadow Moves' of the regular specials and can be worked into a combo quite convincingly. The Super Attacks have different effects on your Super bar: some moves will sap them very quickly while others – like Spinal's skulls – take one block at a time, some will only reduce the bar if they connect, while others will transfer an amount to the opponent's bar.

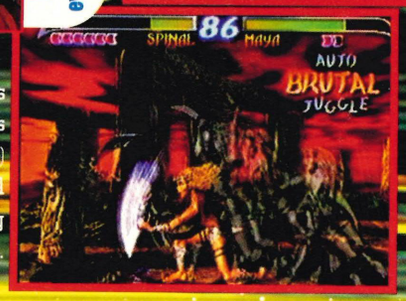
The improvements don't stop there. For a kick-off you can, when in close, throw your opponent. Yeah, yeah, we know – throwing someone in *Street Fighter* is tantamount to calling

Death Moves



Jago's final firestream forces you right back and will eventually engulf you. This can be blocked pretty easily.

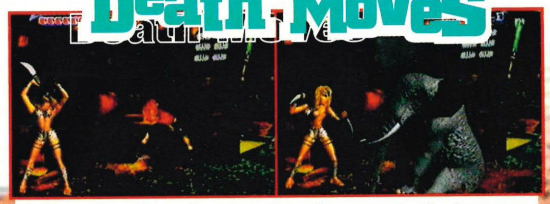




▶ Super Attacks (Shadow Moves as we know 'em) are easy to pull off and rewarding to watch.

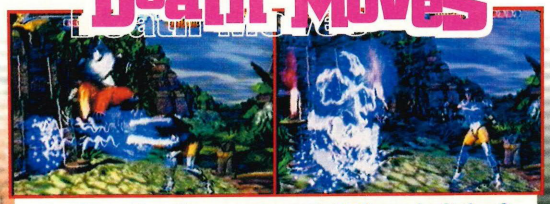
▶ Combo Breakers: nice 'n' easy to get to grips with.

Death Moves



Now we like Maya. But not when she prays to the heavens for an elephant death. Tiresome old lass.

Death Moves



Orchid and her flames get you right *there*, don't they? Well, they certainly will if you're not careful.

their grandad 'a lecherous old Werther's pusher' and mooning at their gran. But in *KI2* they can form an unexpected and damaging addition to your combo. If you're about to be thrown, a deft yank on the stick and press of an attack button can reverse it. Or why not roll around your opponent and move in with a jarring punt to the kidneys? Get used to blocking – the character's animation speeds up to indicate this – and practise your Combo Breakers (thankfully, much more accessible this time 'round) and use these to trigger Manual or Auto combos.

Okay, ultimately it is essentially a 2D beat-em-up with waves of three dimensional flim flammery washing over it, and undoubtedly *Virtua Fighter* affecianados will remain sceptical. But it gains so much for the simplicity of two dimensions and its shift into combo territory. It's fast, greasily playable, packed with moves and to cream it all off is a stunner to look at. *KI2* is exactly how a sequel should be!

Ultimately

Buffed-Up

92%

- ⊕ Loud, brash and funny
- ⊖ Not on a home system yet

Machine: .....Arcade
Publisher: .....Midway/Nintendo
Developer: .....Rare
Price:..Hey-win one on page 10!
Speed:.....3 selectable

UK

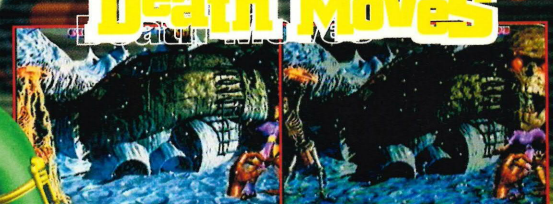
▲ There's a couple of things we find attractive about these.

◀ It has to be said that the girls are lovely to fight with.

Gargus

The leathery boss fella with the dodgy shiny 'bits'. Flaps his wings to regain energy and breathes a stream of fire. Nasty.

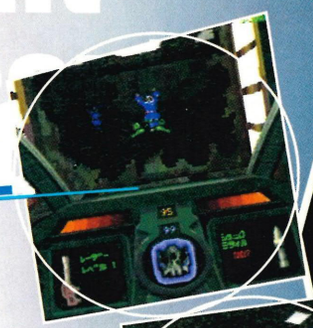
Death Moves



Spinal can trap you with a set of ghoulish fingers before squashing you with a skull. Git.

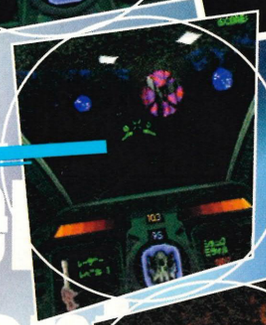
Prepare for insertion...

... no, don't be rude. This is what your mission briefing states when you're about to enter a mine. Anyway, cheap innuendo aside, here's a taster of exactly what the first mission has to offer – hold onto your hats now...



one

From the start you head right and find a metal door. Having blasted your way through you find a few hostages waving frantically at you. Sadly you can't shoot them so you'd better just rescue them instead.

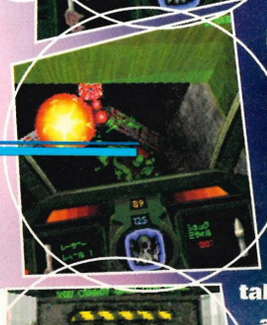


two

Just to the left of the hostage room you'll find this place. After destroying a couple of alien swine you're now free to go and collect these spheres which will boost your shields. And boy do they need boosting...

three

After a long search you've finally found the red key. This will give you access through the red door which blocks your path to the generator room. That lava below you well and truly knackers your ship so avoid it. Okay?



four

After passing through the red door you find the generator room. Stay just outside so you can safely pick off the minor enemies. If you wade straight in you'll be blasted to buggery by several particularly unfriendly types. Be warned.

five

Next you have to dodge into the room, but keep moving to avoid the blasts from the generator. Now make a quick search to locate the exit door. In this case it's just opposite and below the generator. Simplicity.

six

Okay, it's panic time. Blast the generator and eventually all hell breaks loose. You did make a mental note of where that exit was didn't you? If not it's curtains for you, and all your family. Not really, that would be silly.

seven

Smart. You made it. Here you are (represented in a rather lovely pre-rendered scene) escaping the mine with little more than a singed arse to bother you. And it's nothing like that scene from *Star Wars* at all!

▲ The map can be as difficult to read as the Financial Times.

▶ Fire you're lasers to light your way in really dark tunnels.

The year is 2000-odd, we've used up all the Earth's resources (probably) and so we've taken to mining other planets. But blow me if we haven't completely forgotten to put a chain and peephole on the doors of our mines and those cheeky old aliens have once again gate-crashed the party and taken over. So begins another futuristic blaster. Hoorah!

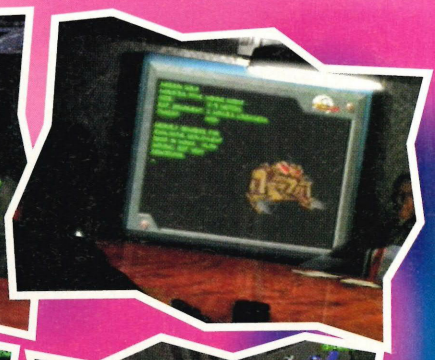
But the plot of the game is a somewhat apologetic thing (hence the cacky little intro sequence at the start) which serves no other purpose than to facilitate a *Doom* clone with the most claustrophobic, atmospheric visuals and some of the most nail-biting mission endings ever.

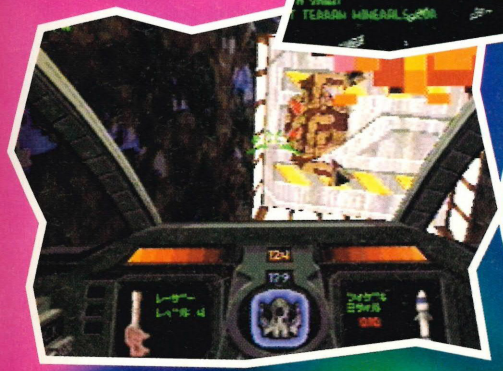
We could get into a *Doom* Vs *Descent* argument, but to put paid to that straight away let us stress that ultimately, the pros and cons of each game pretty much cancel each other out. Take it from us, if you own both games, you'll be the proud possessor of two of the greatest games ever created.

The premise of every single level is very simple. Blow up the generator (which presumably powers all the alien weaponry) and get out of the mine. However within that basic premise you also have to do an awful lot of exploring. The initial levels are fairly manageable, but as you progress they become vast and complex. In *Doom*, the searching could get pretty confusing, in *Descent*

▶ The intro is rubbish. Big space station with bald bloke sitting in it.

▼ Blast the brown things. They fire missiles at you.





the problem can melt your brain. The thing is, as well as the map existing on an X and Y axis, there's also a Z axis so you have to travel and understand networks of passages and rooms stretching upwards and downwards as well as on a single level. Graphically this creates a much fuller and more atmospheric experience than that found in *Doom*, but it also creates the one problem with the game. As the levels get more complex so you have to rely more and more on the map. But the map is a fully 3D wireframe affair which you can zoom and rotate around. It's useful, but as you can probably imagine, when a level is particularly complex it can take huge amounts of effort to find your way around, even when you've travelled a route several times already. Having said that the game is more than enthralling enough to ensure that you overcome any frustrations with the mapping system. Hard games are good.

There are also four other basic elements which expand the simple challenge of blowing up the generator and escaping. First there are the enemies. Sadly there are no biological lifeforms to fight so it's a gore free zone, but there's a host of alien machinery gradually introduced as you progress. Initially your opponents simply fire weedy weapons at you and have little intelligence, but on later levels their abilities, weapons and intelligences increase calling on a much higher level of tactical combat from the player. Next there are the locked doors and keys. Each level has up to three colour-coded locked doors and up to three corresponding keys to find. This increases the exploratory challenge considerably. Third come the hostages. On each level a few humans have become trapped and while you don't have to save them to leave the level, it's worth doing to get a healthy points bonus. And finally there's the test of escaping from each of the levels. Before you destroy each generator you need to locate and memorise the location of the exit door. Then when you destroy the generator, an alarm sounds, the lights flash repeatedly and a timer begins to count down. During all this mayhem you have to relocate the exit and fly to freedom. The pressure can get unbearable.

There's very little else to say about the experience. It's not a deep game, but in entertainment terms it's nigh-on perfect.

▲ You've completed the mission so it's time to run like the clappers.

Ultimately

Panicky — 91%

⊕ A huge challenge
⊖ Confusing maps

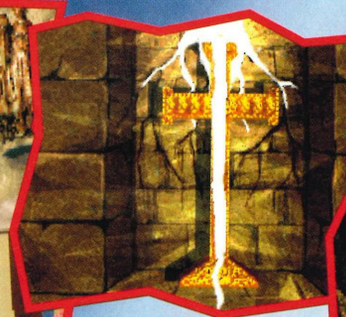
Machine: PlayStation
Publisher: Interplay
Developer: Parallax
Price: £45
Players: 1

UK

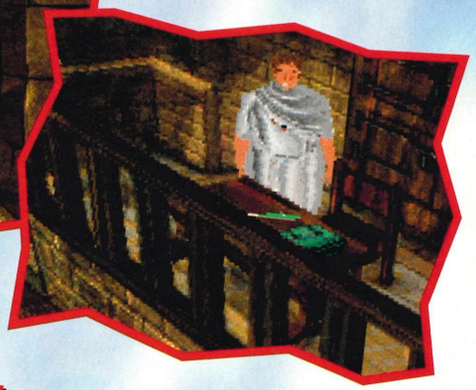
scent

BITS

Alone In The Dark was a top game. Its revolutionary use of 'virtual cameras' from which the player watches his character's exploits has been much copied. *Alone*'s success was such that Infogrames made *Alone 2* and *3*. But now, in a shock move, they've ditched the characters and stories of the *Alone* games and created something new – *Timegate*. Well... new-ish.

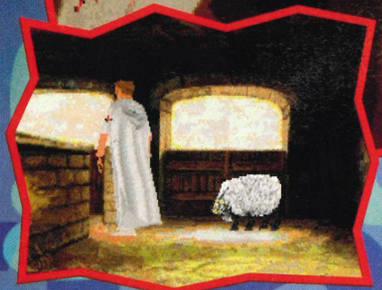


▼ Good Lord! A TABLE WITH TWO THINGS ON IT!



◀ Quick! Hide behind that lute display!

Tim



▲ Battle ancient monks, spooky evil spirits and sheep. Yes, sheep.

▼ Can you spot where hand-drawn backdrop finishes and polygon character begins? So can we.

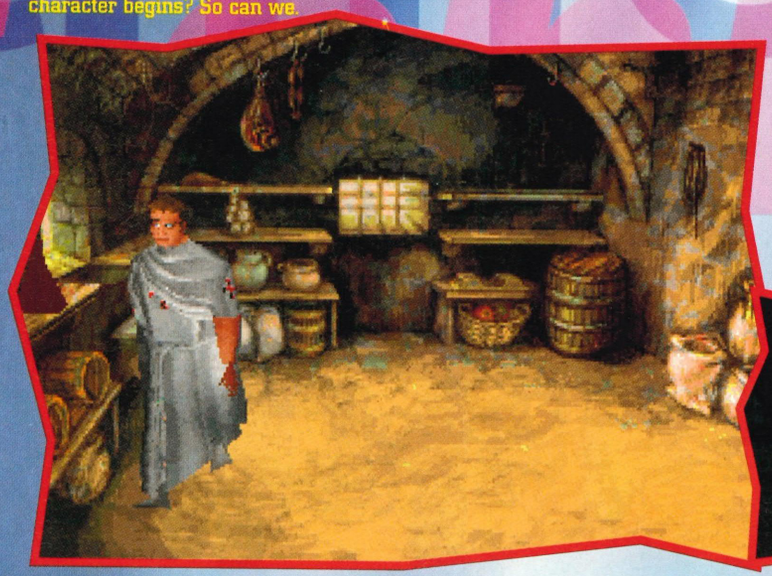
Heard of *Alone In The Dark*? The top trilogy of PC games? Well, this is *Alone 4*. It may be called *Timegate*, it may feature no members of the Carnby family and it may have an all new time-tripping plot, but this IS *Alone 4*.

In *Timegate* you play the part of William Tibbs, an American in Paris whose girlfriend Juliette has been kidnapped and spirited back in time by the evil Wolfram. William is, of course, a bit miffed about this and sets about getting her back, doing a spot of time travelling and discovering that he is a reincarnation of an old knight in the process.

It's not only the new knight-related plot that stopped them calling the game *Alone In The Dark 4*, no, they've re-jiggled the graphics a bit too! The pointy, triangular occupants of the *Alone* games have been given a thorough texture and shading workout and look much the better for it. New lighting routines mean that when William or one of his many foes step from darkness into the light their medieval clobber goes all shiny and sparkly. It's all exceedingly clever and leaves the previous *Alone* games looking a bit tired and shabby.

Unfortunately while the graphics have changed for the better, the rest of the game remains tragically unaltered. *Timegate* hasn't anything else new to offer over its *Alone* predecessors. Not a sausage. And, distressingly, many of the *Alone* games' faults have been flawlessly preserved.

That clumsy method of fighting is still here, where battles involve holding down one of the wave-your-sword-



▲ Look, you can argue the point as much as you like, but that IS a dress.

◀ 'Oi, Tinhead, fancy a dance?' 'Do you mind? This is a dungeon not a disco. Take that,you dress-wearer!'

▼ You just leave that towel where it is, alright? Saucy.

egate

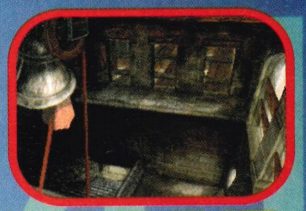
Simple init?

***Timegate*'s puzzles can be a little too obscure. Take this one for example...**

First get the shepherd's crook and sheepskin coat.

Put out the fire with the water and climb up the chimney.

How do you swing across without ringing the bell?

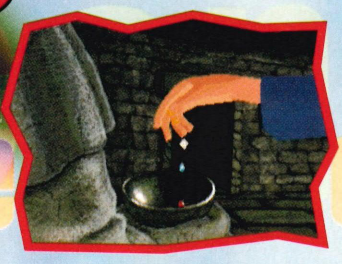


Simple, muffle it with the sheepskin coat! Easy...

Use the crook to pull the rope of the silenced bell.

Grab the bell rope and swing across. Wahey!

It couldn't be simpler or more obvious really...



-bit buttons until your ...ry keels over and ...gain, finding certain ... requires ...positioning William in *just the right* ... – get it fractionally wrong ... you could miss someth..., most annoyingly, get an ... not standing in the right p...tion' message. If it knows what you're trying to do, why the blazes doesn't it just do it? Eh? And walking William into a wall results in him looking a bit of a goon as his limbs keep moving despite his motion being impeded. Surely this wouldn't have been too hard to stop, or perhaps he does it to inject some much needed comic relief into the somewhat stuffy and dour proceedings? It works for a bit, but that's all.

Some little things have improved, such as being able to run by holding down the shift key instead of *Alone*'s tedious double-clicking of the walk button. And a lot of the tiresome find-a-book-and-read-it-to-understand-the-plot stuff has been replaced by more inter-character dialogue. But as far as plot and gameplay are concerned it's all a bit too familiar for our liking.

Timegate's okay, but is quite simply not as good a game as previous *Alone* efforts. In particular *Alone 3* which was a bit of a favourite of ours. The medieval knighty feel and setting of the game fails to generate much excitement, leaving *Timegate* sadly lacking in atmosphere, something the *Alone* games had in spades. It's the first of a trilogy of similarly themed games so here's hoping they find a way to spice up *Timegate 2* and *3* a bit.

If only they'd teamed the improved character graphics and new features with a more interesting game then they'd have been onto a winner. But they didn't. And they're not. Better luck next time.

Ultimately

Plodding

78%

- ⊕ Improved graphics
- ⊖ A bit dull really

Machine:.....PC CD ROM
Publisher:.....Infogrames
Developer:.....In-house
Price:.....£45
Difficulty levels:.....Three

UK

Johnny Ba

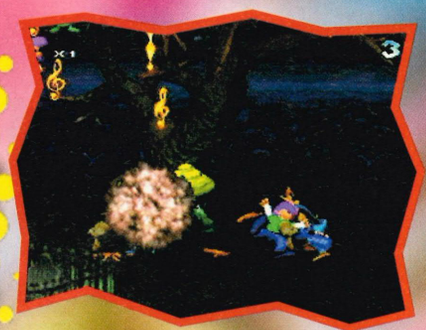
Oh look at his funny hair! Ha, ha, ha. He's got a guitar shaped gun! Ho, ho, ho! He's slightly tubby yet *so* nimble! Chuckle, titter, guffaw! And that's as good as *Johnny Bazookatone* gets. A pleasure, incidentally, that you could get from just looking at the box artwork in any High Street store stupid enough to stock this dross.

The plot, irrelevant as it is, concerns the exploits of that

Look, it's rubbish!

This is the best level in the game and even *it's* complete pump. Look...

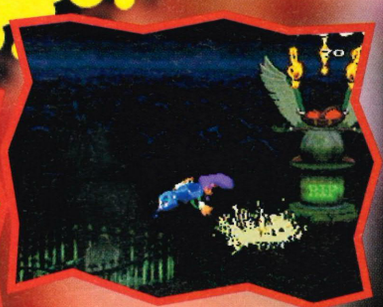
▶ A simple enough mouse trap puzzle. Jump on it and shoot the cheese to leap upwards or get smacked in the back depending on the game's mood.



▲ Dark and muddy backgrounds – hoorah!

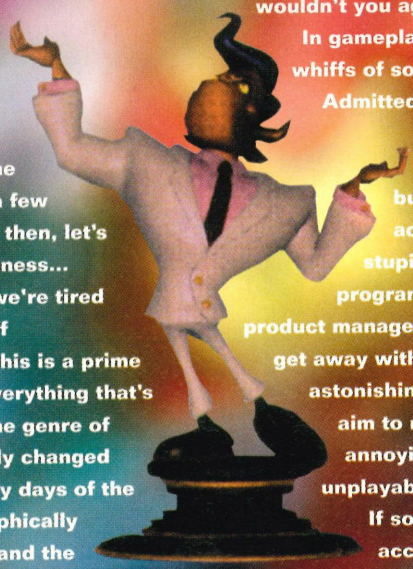
▼ This bit's just so zany. Jump onto a toaster, shoot at the On switch and shoot up just like real toast! Ho, ho, ho, ho, ho, ho, ho... good grief!

▶ Wahey, even more kitchen related antics! Turning on the cooker no less! This game truly is an all time classic. Actually it's not!



zookatone

well known rock star, Johnny Bazookatone and his efforts to... oh it's too poor, you don't want to know – honestly. As with all platformers, the plot is not even vaguely important. Simply find the exit and nail a few bosses. Right then, let's get on to business...



Much as we're tired of slagging off platformers, this is a prime example of everything that's wrong with the genre of late. It's hardly changed since the early days of the NES! Yes graphically this is lovely and the sounds are particularly well produced, if a little cheesy in a lounge-lizard kind of way, it's just that a scaled down version could quite happily function on an 8-bit machine. Not a good sign for a Next Gen title – wouldn't you agree?

In gameplay terms this whiffs of sour guff. Admittedly that's a rather childish comparison, but so, so accurate. The stupidity of the programmers and product managers who let them get away with this is astonishing. Was their aim to make a game as annoying and unplayable as possible? If so, then mission accomplished. If not, a fistful of P45s should be dished out for the following crimes: Leaps of faith leading to instant death, needless puzzles at the beginning of levels causing you to accidentally exit if you jump too far left, elevator music, sluggish controls, counter-intuitive challenges, unimaginative bosses, inconsistent jump distances and a dull all round experience.

On top of this, the difficulty curve is not so much a curve as it is a wall. From the off this is one of the toughest platformers we've encountered in a long time, but for all the wrong reasons. If puzzles are tough to solve, that's forgivable and often addictive, but in this case it's all too obvious. You can see the baddies and obstacles and it seems a simple task to avoid them, but unless your timing and position are absolutely correct you'll die. Also, some spikes kill you, some don't even hurt. That's the gamble – makes you want to vom, doesn't it?

Johnny Bazookatone is the type of game that'll stop people entering the Next Gen of gaming at all until the Ultra 64 is released. Who wants to invest £300 if the software on offer is inferior to a great deal of recent 16-bit releases? We'd rather have *Yoshi's Island*, *DKC2* or *Toy Story* any day. And so would you. Shame that.

Ultimately

Pointless

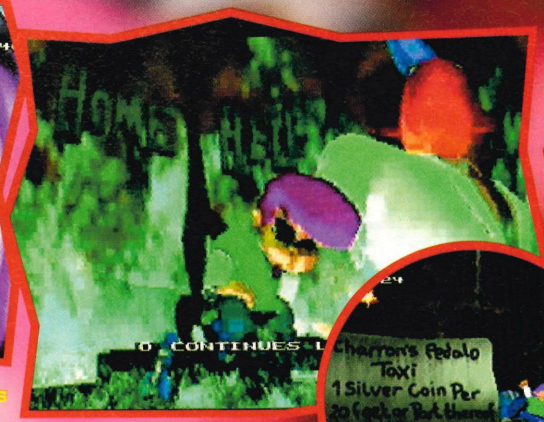
40%

- ⊕ Nice looking (ish)
- ⊖ So, *so* annoying

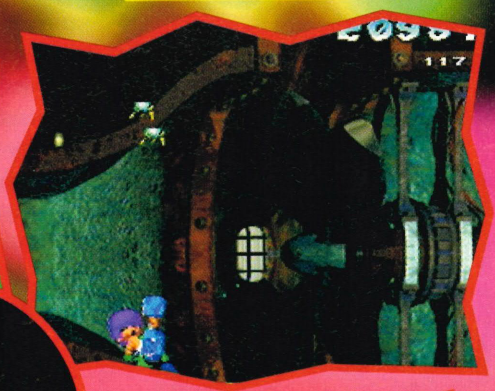
Machine: Saturn
Publisher: US Gold
Developer: Arc
Price: £45
Difficulty: Tough

UK

▼ Looks pleasant enough, but so does sugar-coated turd.

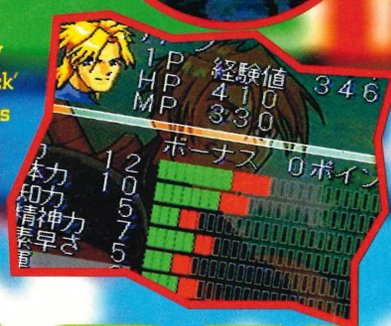


▲ A guitar-gun! This game's just kar-ayzee. If only, eh?



▲ Congratulations. You have completed one of 30 almost identical levels.

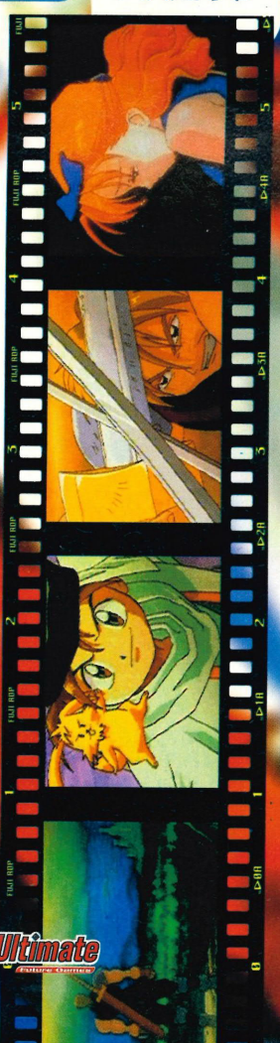
▲ Aha! My super 'Duck' move saves the day yet again.



Guardian

BITS

Some unscrupulous folk out there may try to tell you this is a sort of RPG. It's not. They may try to tell you it's strides ahead of ancient games like *Golden Axe*. It's not. They may even tell you that the Chibi-style-your-path system of fewer-hits-skipping used in the game helps it to stand up to repeated plays. It doesn't. Don't listen to these people – they talk guff.



▼ The intro is, of course, all in Japanese. But the story probably follows the lines of warrior-meets-warrior-and-has-a-bit-of-a-fight-over-some-bird.

You can't fit a football match into 60 minutes. A movie would be a little shallow given only an hour's running time. A decent session of ten pin bowling will keep you occupied for well over an hour. A roast lunch takes a good two hours to cook. All these things are great in one way or another and all of them cost only a few measly pounds to enjoy. *Guardian Heroes* however costs over 40 quid and took us less than 60 minutes to complete. V.F.M? No, not really. C.A.C.K more like. You'd better believe it.

The game centres around the activities of four warriors, each of which you can choose to control. Alternatively both you and a friend can control two characters simultaneously. This done, you then have to battle your way through 30 levels of scrolling beat-em-up action. The style of the game is essentially the same as the old Mega Drive *Golden Axe* series in that you wander right for a bit, encounter a gang of battle-hungry assailants and have to destroy them all before moving onto the next encounter. This being a Saturn game though, things have been tarted up somewhat. For a start there are three levels of depth to the game. You and your enemies can hop in and out of the screen and your characters are scaled larger or smaller accordingly. It's pretty, but to be honest serves no real purpose. In fact the best and quickest way to defeat a group of enemies is to simply stay in one place and let them come to you. The whole screen also scales occasionally to home in on the action (much

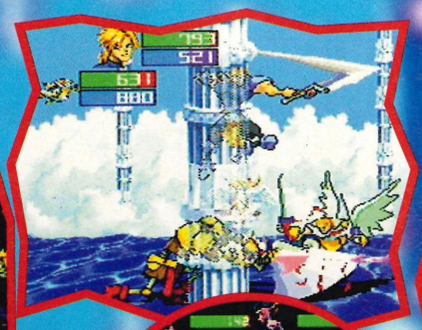
Tap, tap, tap, tap...

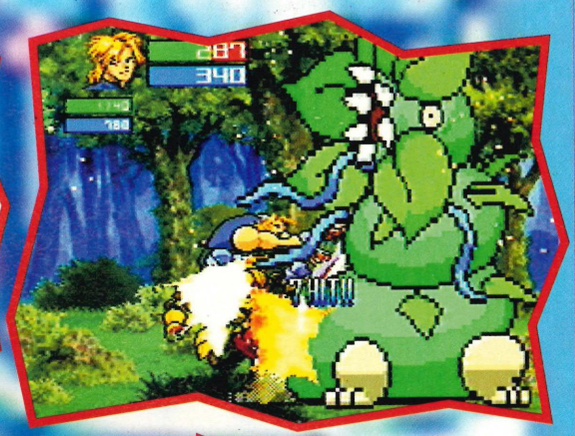
This reviewer completed the game using only the moves featured below. There are loads of others of course, but for some strange reason the game's designers thought it would be a laugh to make them completely redundant.

The pokey-pokey technique. Stand there and press button B repeatedly. This performs a quick stabbing motion. It doesn't inflict many hits, but it does mean you can keep rapidly plugging away at your foe so that he can't retaliate very easily.

Big swipe technique. This is like the pokey-pokey one, but more powerful and takes slightly longer to carry out. It inflicts more hits, but can, on occasion, leave you open to attack – that makes the game a bit more interesting though.

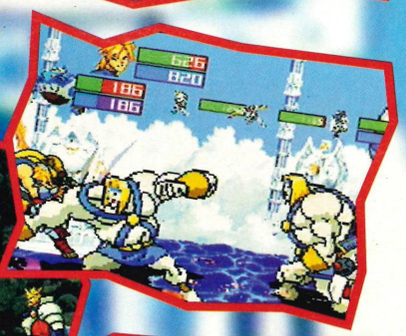
Nearer the end of the game the enemies wake up a bit and decide to actually fight back (the cheek of it). So when faced with quick adversaries, repeatedly hit the Z button sending off fireball after fireball. Definitely easy.





▲ You might be big, mate, but you are very ill-defined.

▲ Welcome to the Pixellated Forest...



Heroes

like many a Neo Geo game does), but again this serves no really useful purpose. In fact in many instances you can find yourself to the far right of the screen swiping away at enemies who are not visible.

The graphics are pretty smart though. There's a slick, if predictable, anime cartoon introduction, and the nicely animated in-game characters and backdrops are largely very beautiful and very effective. A few of the characters go horribly pixellated when scaled up, but that's not too distressing and largely unavoidable. To add another level of intrigue the developers have included various stats for each character which dictate their strengths and weaknesses and their ability to cast spells.

It's a nice idea and could potentially have turned the game into a semi-roleplayer. But in reality the spells act like special moves so the game never rises above its standard beat-em-up roots.

As we've already mentioned, there are thirty levels, and they're a good size too. This would lead you to assume that there's plenty of challenge in here, but you'd be hideously wrong. The trouble is there's a choice-making angle to the game. As you progress you encounter opportunities to skip levels, sometimes as many as five at a time. The idea is, one assumes, to enable you to take a different route each time you play and thus remain eternally interested in the thing. In reality it means you can swan through the game in under an hour, then swan through it again in another hour and so on. This would be fine if it was in any way difficult and if there was plenty of variety of gameplay. But here's the real problem. You can complete the game entirely using just one type of sword swipe and the occasional volley of fireballs. Sure there are plenty of other moves you can use, but you don't need to. It kind of makes a nonsense of the whole thing. It's a bit sad really, considering that in many respects the game is put together very well. It plays nicely, it's responsive, it's big, it's bold, and it's a little bit different. But of course these things don't amount to a hill of beans when there's no variety of gameplay or challenge. Yuk!

Ultimately

Quick

30%

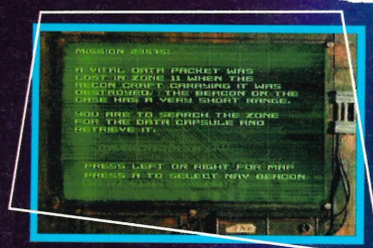
- ⊕ Slick, responsive and big
- ⊖ Repetitive and easy

Machine: Saturn
Publisher: Sega
Developer: Treasure
Price: £50
Players: 6

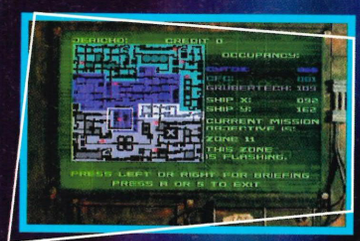
JAP

Skyh

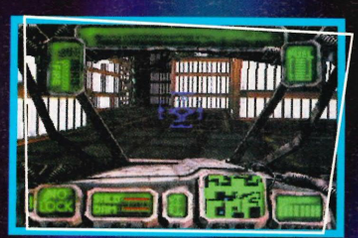
Mission on



▲ You must find and recover a case from zone 11. Right you are then.

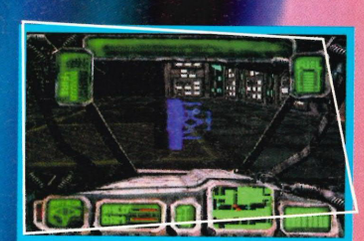


▲ The box is where you are now, the white bit is zone 11. It's simple.

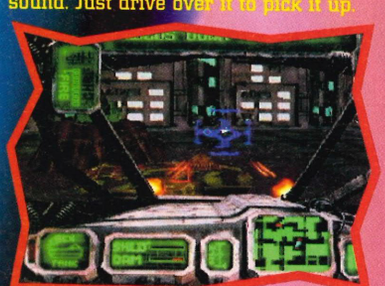


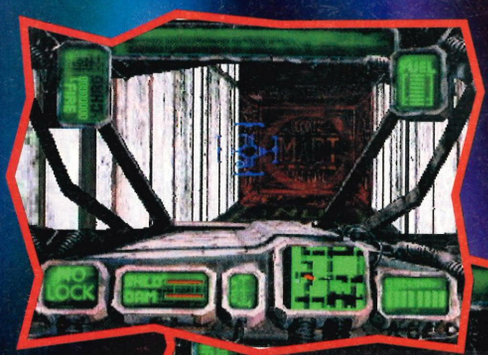
▲ Tum-te-tum. Nice and quiet around here. This is going to be easy.

▲ Whoa, spoke too soon. He shouldn't present too much of a problem though.



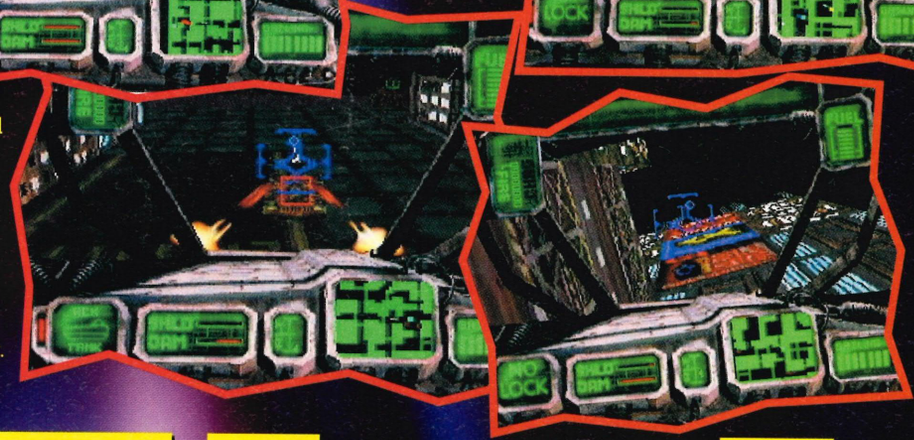
▲ And there's the case – safe and sound. Just drive over it to pick it up.

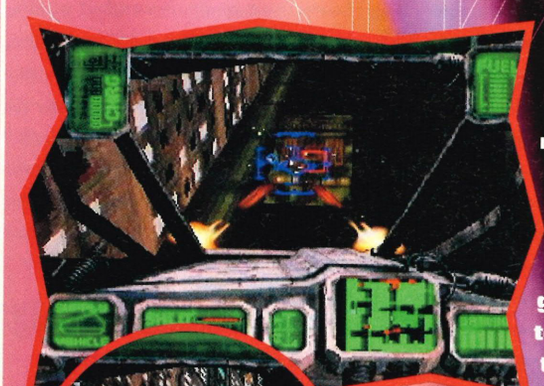




▲ That red thing is a docking station where you can soup-up your shipy thing.

▶ Scary flying saucer directly ahead Cap'n!





First of all can we just say hello to all you Jag owners. 'Hello'. We haven't spoken to one another since that *Defender 2000* review last month have we? How've you been? We so rarely get the chance to speak these days...

So, let's all gather round, hold hands and see what treat Atari has in store for us this month, shall we? Right here goes then. Well, it's a game alright. It's a shoot-em-up/flight/strategy game, if you will. Lets pop it into our Jag and see what happens. Well, it works. Everything seems okay. Let's have a quick go. Hmm, hmm, tum-te-tum. Oh, this is okay actually. Yes. It's okay. No, really. Hang on. No, *really*. This is ACTUALLY QUITE GOOD! Shock, horror, mayhem!

Okay, okay, calm down you lot. Stop your jumping about getting over-excited. Just sit quietly while we tell you all about it...

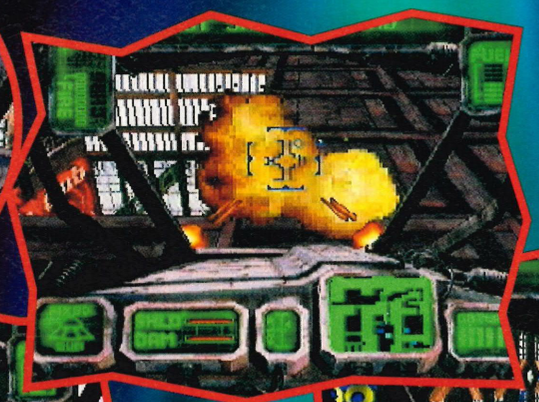
Skyhammer is a 3D flight game. Not aeroplanes mind you. No. You fly a Skyhammer, a heavily armoured and outrageously armed space ship thing in which you travel the city carrying out missions (usually of the 'go there, blow that up' or 'go there, collect that' variety) and getting paid for your troubles. Complete all the missions in one city and progress onto its trickier successor. Money earned can be spent at docking stations

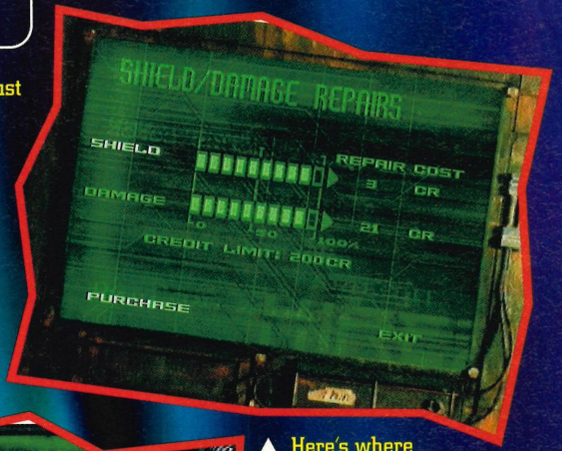
BITS

Rebellion, *Skyhammer*'s developers (incidentally, we featured exclusive shots of this way back in issue one), were the chaps responsible for *Alien Vs. Predator*. This whopping Jaguar hit was, in no small part, responsible for the shifting of many of Mr. Atari's toilet-shaped boxes. It is fitting, therefore, that they should return with its best game in ages.

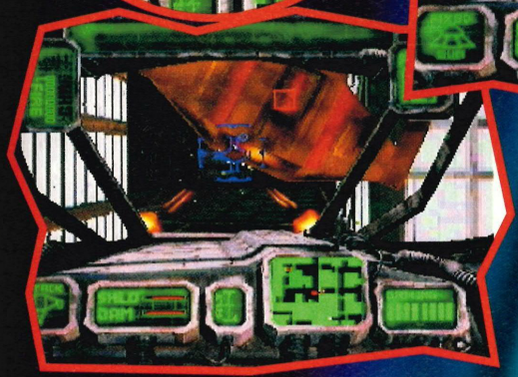
◀ If you're rubbish, the pictured scenario could present itself.

▼ Things to shoot must be shot at all times. Erm, okay?

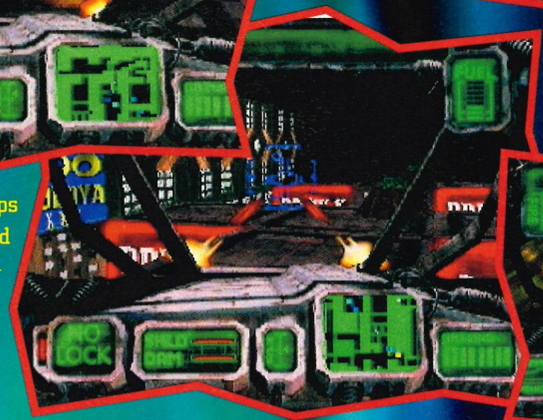


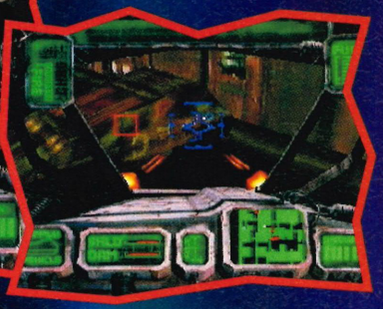


▲ Here's where you repair your shields and fromage, sorry, damage.



▶ The rooftops are littered with anti-aircraft guns. That's nice.





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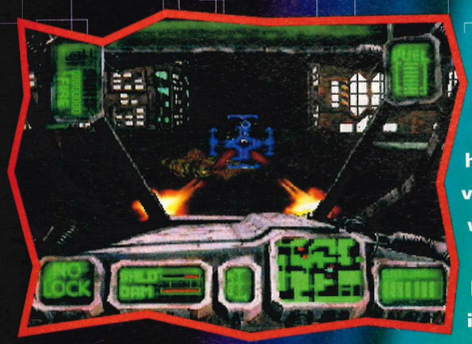


dotted around the city, where you can buy more weapons and ship enhancements, top up your fuel and shields and save your game.

To play, *Skyhammer* feels a lot like the PC and imminent PlayStation hit *Descent*. Each of the three cities are huge and you're free to wander them in all three dimensions. It's a shame that all this fabulous freedom can also cause great confusion. For in the midst of a dog-fight it's very easy to forget which way is up, where you're going, or indeed, where you are. A problem not helped by the fact that the view through your cockpit window is a bit like peering through a letterbox, your instrumentation eating up half of the valuable screen space, and unfortunately one futuristic cyber-street tends to look much the same as any other. A good sense of direction is a *Skyhammer* prerequisite.

There's a little scanner-come-map thing to guide you on your way, but its 2D nature falls one dimension short of the required three. We can see the position of the city streets around us and the location of the enemy ships, but the height at which said ships are approaching remains a mystery. Let's say you see a target about to round the corner directly ahead of you. You stop and ready your trigger finger, watching him get closer and closer. Your scanner indicates he's right in front of you, yet he's nowhere to be seen. Suddenly you're hit by a barrage of missiles and pull up to see him directly above you. Wheeling your ship about looking high and low in the direction of an incoming ship ensures that you spot him before he gets a bead on you, but that's not really on is it? If only that windscreen was a bit bigger you could see a bit more (and it wouldn't be so bad), but this would no doubt compromise *Skyhammer*'s surprisingly decent speed.

Skyhammer is without doubt the best thing the Jag has seen in a long while. What lets it down is the sameyness of the streets and enemies. One feels that there just wasn't the space in the Jag cartridge to squeeze in a bit more variety, which is a shame. Whilst it's not *Descent*, which it so obviously wants to be, *Skyhammer* is, that most rare of things, a decent Jag game. Nice one.

Ultimately
Surprising

82%

- ⊕ A good jag game
- ⊖ Repetitive graphics

Machine: Jaguar
Publisher: Atari
Developer: Rebellion
Price: £TBC
Cities: 3

UK

▲ We could do better with our felt tips.

◀ The reason they look fuzzy is because they are.

Are you blind?

Oi, you lot! Look at the state of these graphics. As you can see they are more than a tad mup and, as a result, are wholly unsatisfactory. Still, we haven't laughed so much in ages.

Oh for Christopher's sake what's the ruddy point of this, eh? Do they realise what a burden they've given us? Well do they? How in Peter's name are we supposed to stretch out 'rubbish game gets rubbish conversion' so that it'll fill a page, eh? Tsk.

Look there's just nothing to say about it. *Primal Rage* is a rubbish game. It's rubbish. It's rrrrrrubbish. It's rrrrruuuubbbbissshhhh! If *Street Fighter 2* was a cup of extra creamy cappuccino, *Primal Rage* would be an old man's sock full of Bovril. If *Street Fighter* was a Rolls Royce, *Primal Rage* would be an Austin Allegro. If *Street Fighter* was sky blue, *Primal Rage* would be lime green. If *Street Fighter* was some roses, *Primal Rage* would be some dung. If *Street Fighter* was Pete Tong, *Primal Rage* would be Lisa Ianson. If *Street Fighter* was a Scottish castle (with moat), *Primal Rage* would be a Brooky home (with damp). If *Street Fighter* was a Wispa Gold, *Primal Rage* would be a packet of Spangles. If *Street Fighter* was Patsy Kensit, *Primal Rage* would be Pat Butcher. Look, whichever way you slice it, this is not worth buying. Even if it were a fiver, it wouldn't be worth buying. Even if it was free, it wouldn't be worth walking down the shops to pick up. Even if it was... oh Lordy Lordy here we go again!

Arcade *Primal Rage* is hardly a classic, but 3DO *Primal Rage* merely accents its crapness by featuring tiny, rubbish sprites, poxy, silly sound, aimless, button hammering gameplay, and, quite the worst intro and character cut-scenes we think we've ever seen. The last time we saw rendering that bad it was on a derelict house with a large metal ball swinging towards it.

Think about it. They made some dinosaurs out of plasticine and digitised them frame by frame for the game. That means that even if the graphics were startlingly clear (which they're not) and the animation was brilliantly smooth (which it certainly isn't) you would still be looking at two plasticine dinosaurs pretending to have a fight. It's as simple as that. Who cares if you can do a fire breathing, foot scorching move? Who cares if you can do a 'fart of fury' in your opponent's face? *Primal Rage* – who cares?

3DO owners can buy *Super Street Fighter 2 X* if they want a fighting game. And they should.

Ultimately

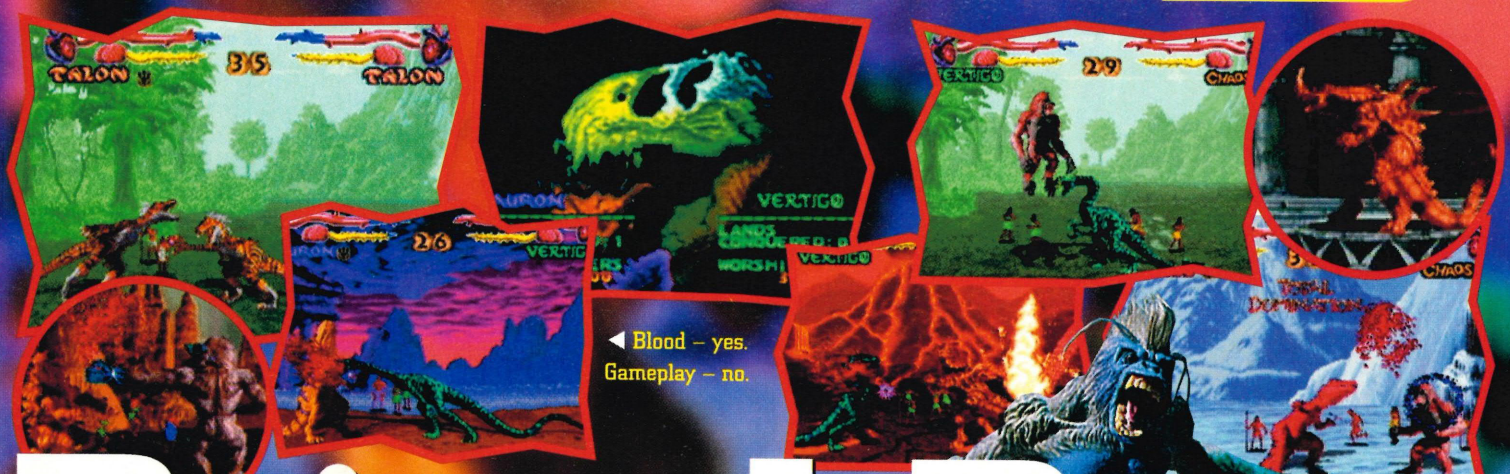
Pathetic

32%

- ⊕ It's very fast
- ⊖ Bad version of a bad game

Machine: 3DO
Publisher: Goldstar
Developer: Probe
Price: TBC
Dinosaurs: 7

UK



◀ Blood – yes. Gameplay – no.

Primal Rage

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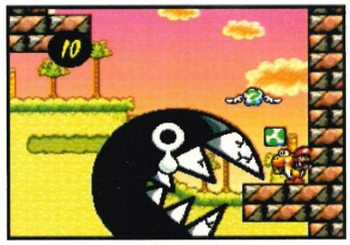

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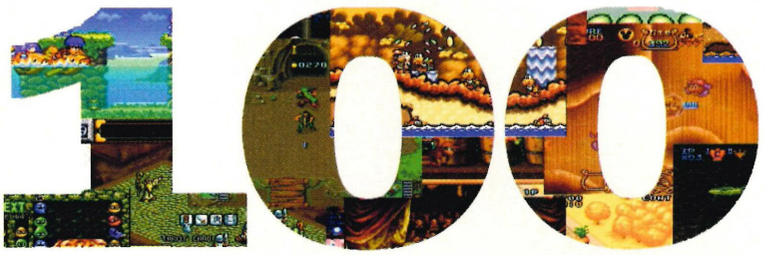
x 100



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Ocean are aim

BITS

True Pinball is a product of those nice people who unleashed *Pinball Dreams*, *Fantasies* and *Illusions* upon a gameplaying world who weren't expecting such a fine, addictive trio of games to be born out of an unlikely source like pinball. Appearing on PC, Amiga and the 16-bits, they were popular because of their well-designed tables and fluid gameplay.

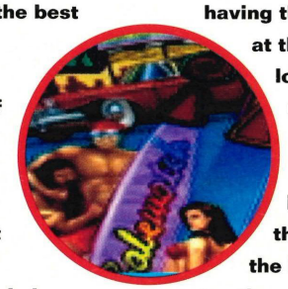
True Pi

▶ Nice perspective, but too real.

▲ Babewatch table. It's pinball with a few busty birds and a musclebound bloke. Great.

Enjoying – or should that be enduring – a simultaneous release on both PlayStation and Saturn is Ocean's *True Pinball*. Ocean are no strangers to bashing out the occasional pinball simulation, but this is their first stab on a Next Generation machine, and their first attempt at 3D tables. And from first impressions they've handled the leap to the third dimension with some aplomb. Whichever table you load up on whichever system, it's clear what's going on, the perspective works fine and the ball shoots around the screen quickly, and as smooth as a baby's freshly-waxed, glistening bottom.

The basic concept of pinball is just that – basic, but for a game to be worth playing, or at least for it to be worth coming back to regularly – and thus worth shelling out the best part of £50 for – it needs challenging gameplay, plenty of variety and features oozing from every pore on its face. But it's not quite as simple as saying that you need six tables with 20 point-scoring features each, no, it's tricky to actually put your finger on what makes pinball playable, though it's easy to point out where it falls down. The same can be said of a lot genres actually.



True Pinball simply doesn't have enough features to keep you interested. There are only four tables. And there's just not enough variety, with each table having three flippers – a pair at the bottom and a lonely, relatively useless one skulking at the top.

Okay, so each table has its own particular themed objectives – hit the Multi Bonus lights ten times for an extra ball, shoot a series of Speed Climbing lights up a rock face to score the Mountain Goat Bonus, hit left and right ramps to build a Viking Ship then reap the points reward by shooting the ball trap, etc, etc. That's all very well, but none of them are immediately obvious, and unless you follow instructions in the manual (not our idea of fun), by the time you've 'accidentally' discovered a couple you've got bored of the table's unimaginative layout. It could be argued that with the 3D-ness and that, Ocean are aiming for as realistic a simulation as possible, and that's a good thing, but the priority should be to produce an entertaining game whether it eventually turns out like real pinball or like real Swiss roll.

And another thing. The scrolling. Though it's smooth and in real time, it's annoying

Pinball Wizard score the Mountain Goat onu th

g for as realistic a simulation as possible

nball

▼ Select from four exciting themed tables.

▶ Traditional 2D view shows a third of the table at a time.

because of its dimensions. Each table occupies about one-and-a-quarter screens – why bother? It could have all been squeezed into one static screen like the first real 3D pinball game, *Oddessey Outpost* on the PC, but the screen-shifting scrolling adds nothing to the gameplay and smacks of a gimmick.

No intro or flash graphics sections either – sure, we all know that they're not necessary, and we're the first to be wary of polished presentation masking inadequate gameplay, but it does rather feel as though the attention to detail in the whole package's production is a supple wrist short of a Pinball Wizard (we hand to get that line in the review somewhere).

The engine and graphics work fine so technically it's almost faultless, but the vital gameplay elements to make it enjoyable, challenging and addictive are utterly lost beneath glibly themed tables, repetitive table layout and predictable, uninspiring features. We suggest you wait for the sequel.

Ultimately

Uninspired

62%

⊕ Smooth and quick
⊖ Not enough features

Machine: .....PlayStation/Saturn
Publisher:.....Ocean
Developer:.....In-house
Price:.....£45
True?:.....No, it's a lie

UK

I'll take your brain to another dimension

Okay, so they put all that time and effort into building this superb 3D engine, then slaved away creating a smart hi-res mode, but, for the traditionalists amongst us who might want a quick play on an old-school two-dimensional viewed game, there's an option for that too. The 2D view of the table covers about two-and-a-half screens, and the close-up view of the table means that you can't see features at the top when you're flipping from the bottom, and you can't see your flippers when your ball's at the top. Not a big problem, but a little annoying.

▶ 3D hi-res mode. It's luvverleee!

Pepsi Max generation

You've got a choice of four tables to play on – there's no progression from one to another, and none are noticeably tougher or easier than any other. No sub or bonus tables either. Arguably the tackiest of the lot is called Extreme Sports, with features such as Free Fall and Bungee Jump mode – but it's got tough competition from the nasty Babewatch table, resplendent in its Dude Accessories, Surf and Burger modes and Babe Hunt. Sad.

◀ Each table offers its own rather nasty theme with suitably naff challenges.

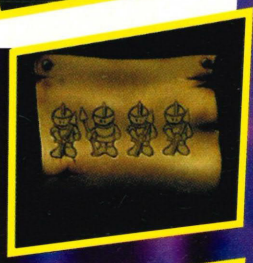
ir first attempt at 3D tables

Casper

◀ Switches on the walls trigger useful stuff.

This is as tricky as it gets

Gee, by pushing that very obvious switch I've exposed a secret parchment thing! Gee, it's a picture of four blokes. Why, here's four blokes right next to it! What happens if I move their lances to the same positions? Gee, the door opens! Thought as much...



▲ Aww, look at him. Don't you just want to punch his face in?

◀ Barrels and brocolli. Great.

Don't be frightened children. Casper isn't a horrible ghost. No, he's a friendly ghost. He wants to be your friend. Yipee!

Everyone loves Casper. Little children around the globe clap their hands with glee at the mere mention of his name. They perform their special Casper dances and sing their special Casper songs. He's lovely, just look at him. Isn't he cute? Isn't a game starring this legless marvel what every Saturn owner is crying out for? Shoot a few people in Virtua Cop, kick a few heads in *Virtua Fighter*, then explore a haunted house in the guise of a cuddly child-ghost. What on earth could be more natural?

This is of course lies. All of it. Do Saturn owners want a game version of a lacklustre kids film some six months after the event? No you don't. It's going to have top be a ruddy impressive game isn't it? Bad news – it isn't.

Casper is an isometric viewed adventure. You drive Casper around his house from room to room finding things. Find a key and unlock a door. Go through and find another key. Unlock another door, and find another key. Unlock another door and find a key. Unlock another door... it just goes on and on and on. It seems they had one idea (that doors are unlocked by keys) and made an entire game out of it.

Most bizarrely, because Casper is a 'nice' ghost he never hurts or destroys anyone. He just wanders around the house with that dopey grin on his face. Nothing ever happens! Occasionally one of Casper's buddies has a bit of a go but if you stay out of their way it's just 'find key – unlock door' for hours and hours.

It's quite well done, nice graphics, nice music and stuff, but the mindlessly dull game beneath keeps sticking his ugly head through the surface sheen and saying 'Don't buy me kids – I'm rubbish'. Listen to it.

Ultimately

Dreary

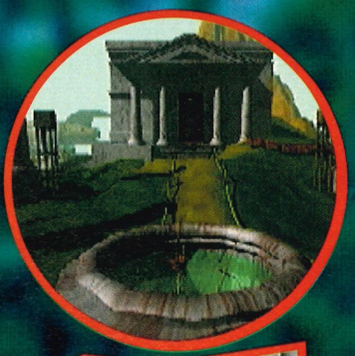
41%

- ⊕ Okay graphics
- ⊖ Repetitive, dull and pointless

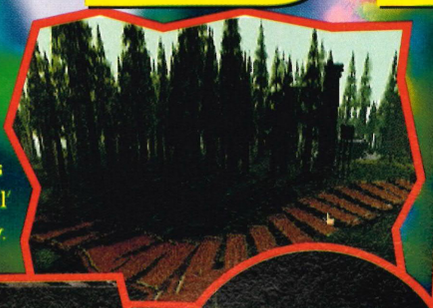
Machine: Saturn
Publisher: Interplay
Developer: FunCom
Price: TBC
Legs: None

UK

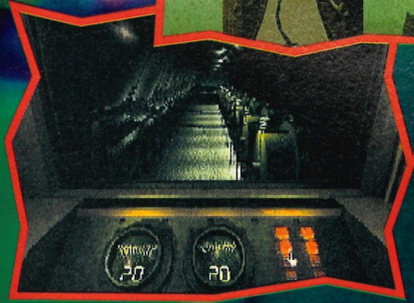
Myst

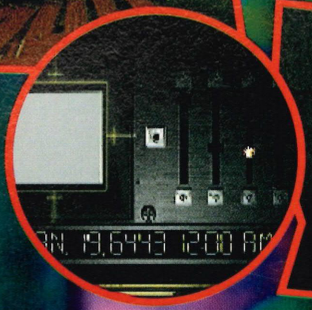


▶ There's no denying old *Myst*'s lovely beauty...



▶ ... it just lacks a bit of 'soul' really. What a pity.





For all we love *Myst*, we can't help feeling that this is about as far as they can squeeze the old graphical lovely.

Myst, if you've never encountered it before, is a mad old bird. It's the sort of adventure game that'll have you staying well wide awake well into the wee hours, finding comfort in copious cups of sweet, luke-warm tea. And wishing you hadn't chosen to start the bloody thing at seven o'clock.

Picture yourself lost in some fair-off island, full of connected, logical, but ultimately frustrating puzzles (do one thing here and it'll affect that over there, kind of thing), a mysterious collection of books which give you hints towards the story and a sweaty amount of gorgeous scenery. Now imagine a plot that unfolds as you progress. A plot with an almost imperceptible beginning. You just find your way to this island and sort of mosey around discovering things. We don't want to spoil things for you (working out what the bleeding Mick Hucknall's going on is half the fun), but it does involve brothers, books and a satchel of 'ologies.

The whole game is superbly presented, with a detailed environment to point and click around (and wait for the update), and backed up with a subtle, atmospheric soundtrack (with water, wind etc) it really is a joy to sit through. In fact, get a gaggle of mates around and try and sort out the patience-sapping puzzles – it really is lovely.

However, because of the unexplained nature of things in the game and the obscurity of some of the puzzles, you'll find yourself becoming increasingly tired of the whole thing. There's not really that much interaction with anyone else and it can all get rather cold. Brrrrrrrrr!

Ultimately

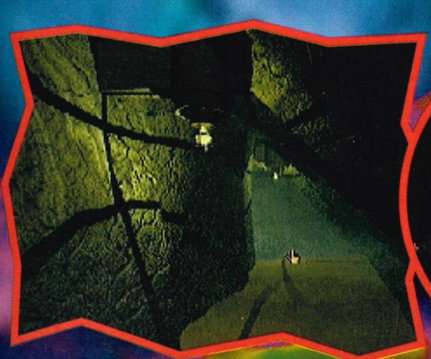
Brrrrrrrrr!

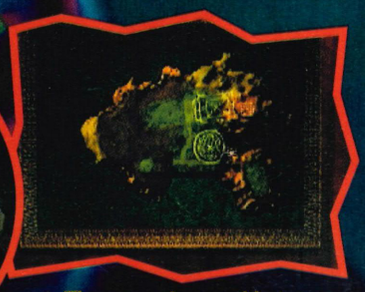
70%

- ⊕ Visually stunning
- ⊖ Can you be arsed?

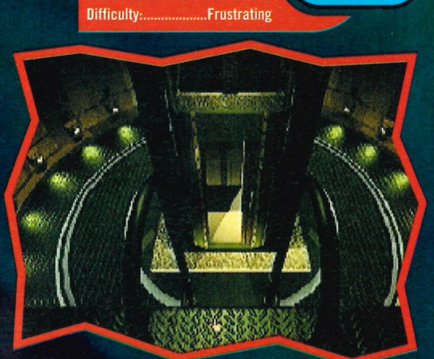
Machine: ..... PlayStation
Publisher: ..... Sony Interactive
Developer: ..... SunSoft
Price: £45
Difficulty: ..... Frustrating

UK

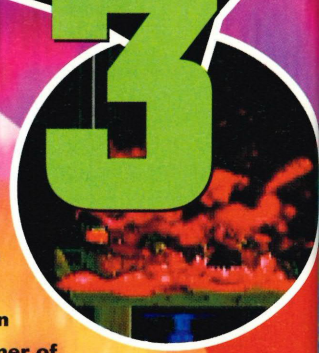




▲ These puzzles would give even Heinz Wolf a headache.



Phoenix 3



Idea for a game: A space shoot-em-up that allows you to actually reach several given planets in the solar system. Each planet contains sub games, some are fly-em-ups while others are platformers with digitized sprites in the style of the old 16-bit favourite, *Flashback*. In between levels there could be Full Motion Video segments that reveal the plot in a cinematic way. It could be called *Jack Of All Trades*, no – even better, *Phoenix3*.

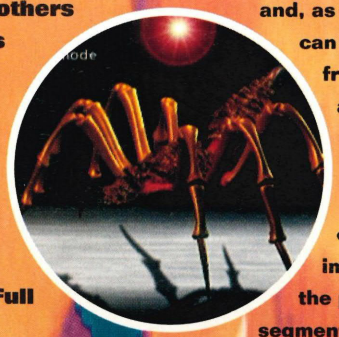
That is as far as this game should have got. An *idea*. Then someone should have voiced how ridiculous it is to try and bridge genres unless every element contains some aspect of originality. Most platform lovers aren't big fans of space shoot-em-ups and vice versa. Why don't they think?

You play Derek Freeman (now there's a dynamic name) and, as usual, only you can save the world from a treacherous alien conspiracy. Anyway story aside, this is worse than you could possibly imagine. Let's take the platform segments: Jumping off 50% of platforms is a leap of faith, you can't fire while in the air (cheers then) and when you hit the run button, you actually mince i.e. walk very quickly. Also, has this bloke got some new fangled pogo-stick shoes or what? He can jump *so* high! Everything that you've ever hated in a platform game is here. If you crouch to fire a low shot, you invariable end up firing at the ground inadvertently and get nailed.

As for the space sequences, oh dear. There are two types of opponent – idiots who die almost immediately and annoying gits who never pose a threat, but just race around so you can't get a fix on them. Chances are, you'll nod off before clearing the level anyway. Its only saving grace is a tunnel flying sequence which had us falling about the office because it's so dull.

Like those selection boxes that surface at Christmas, *Phoenix3* contains all sorts of potential goodies, but after a few nibbles of your favourites you cast the box aside and let the contents go all soggy before flinging the mouldy mess in the nearest bin. The contents of our *Phoenix3* box are going soggy in the corner of the Ultimate office as you read. Your lounge or bedroom could be next, be warned, be very warned!

If it's an over-priced, unsatisfying Peak Freans of a game you're after – tuck in!



Ultimately

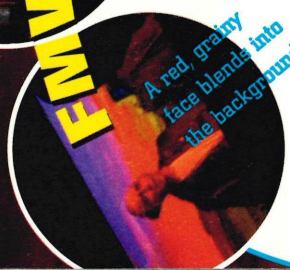
Laughable

29%

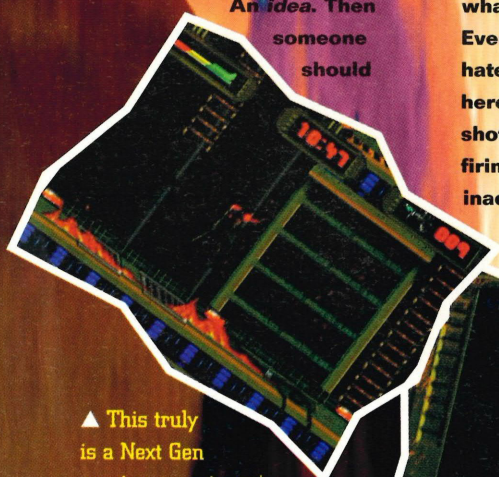
- ⊕ Varied and ambitious
- ⊖ A dull, pointless chore

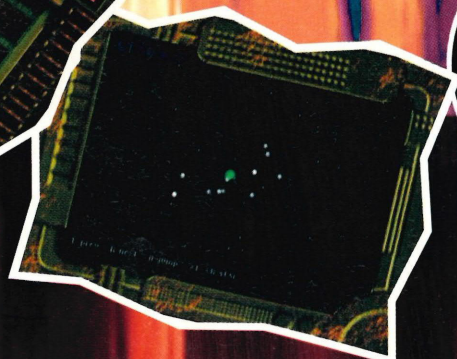
Machine:	3DO
Publisher:	Studio 3DO
Developer:	Grey Matter
Price:	£45
Fun Level:	N/A

UK



Why bother with all this Full Motion nonsense? It's nearly always shot in a childish manner, badly acted and clearly written by children. On top of this it ruins the pace of the game unless it's absolutely relevant, which this isn't. Anyway, here're some highlights of the bits you'll no doubt skip through...





▲ This truly is a Next Gen gaming experience! That was a joke.

Back issues issue ten

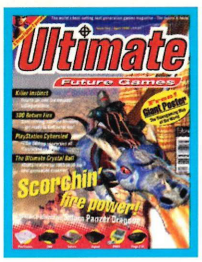
1 Ultimate's launch issue... A collector's item! The best introduction you can get to all Next Generation super consoles and games, and all for 95p! Bargain! Well, it was at the time.

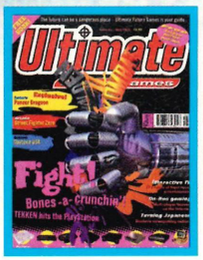
2 *Super Street Fighter X* on the 3DO – we had the very first review. Also includes everything you need to know about the Neo Geo CD, PlayStation and Saturn... Be quick, this one has very nearly sold out.

3 The first review of *Ridge Racer* – and it's damned fast! – sandwiched between reviews of *Virtua Fighter* on the Saturn and *Mortal Kombat 2* on the 32X.

4 Blow your mind with every single Next Gen console rated in all known game genres. We review *Motor Toon GP* and *Toshinden* on the PSX. Things are hotting up. It's cookin'!

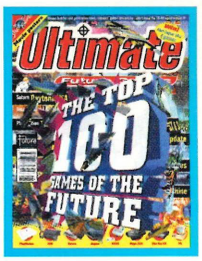
5 ▼ Sega throw a heavy punch in the face of the competition with their first shoot-em-up, *Panzer Dragoon*. We also review *Return Fire* for the 3DO. Scorchin'!

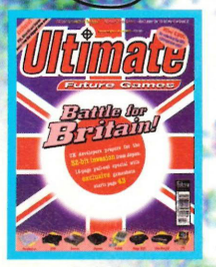




6 ▲ More punch-ups on the PSX with Namco's *Tekken*. The characters are incredible, will it beat *Virtua Fighter* to a pulp? Also *Street Fighter Zero* – first glimpse. Crunchin'!

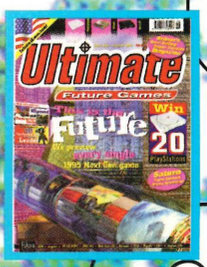
7 ▼ Delve into the Top 100 games that'll be hitting super consoles in the very near future. Plus! Don't miss the sharpest reviews of *Daytona USA* and *Tekken*. This one is also nearly sold out.



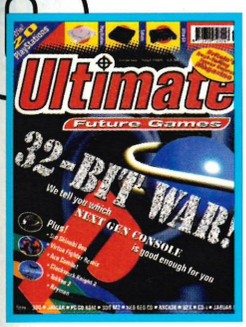


8 ▲ Includes 16-page pull-out guide devoted to Britain's contribution to the Next Gen. CD Sex – is it worth the hype? Plus! *Astal* on the Saturn and PSX *Jumping Flash*. Super sexy!

9 ▼ We preview every single 1995 Next Generation game. Exclusive previews of *Loaded*, *Wipeout* and *Destruction Derby* on the PlayStation. Plus! A *Loaded* supplement.

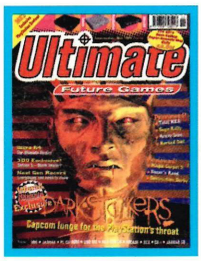


8 BACK ISSUES



10 ▲ As the 32-bit war kicks off we predict who will be the winners and the losers. Plus! Free exclusive Psygnosis supplement to blow your socks clean off! It's a cracker and no mistake.

11 ▼ The PlayStation finally arrives just in time for our exclusive *Wipeout* and *Philosoma* reviews. Plus! The first ever Virtual Boy reviews and a free exclusive Atari Jaguar supplement. Value!

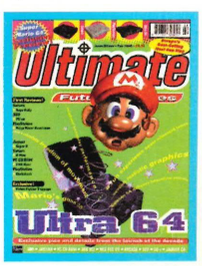


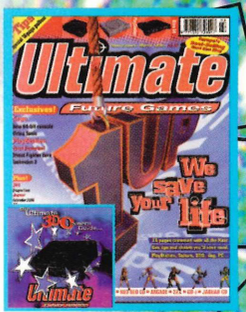
12 ▲ We bring you world exclusive reviews of *DarkStalkers* on the PlayStation as well as *Defcon 5* on the 3DO and *MK3* on the PlayStation. It's an exclusive frenzy! You lucky people!

13 ▼ *WWF* appears on the PlayStation, *Sim City 2000* on the Saturn and *Soul Edge* in the arcade. Add to that exclusive Ultra 64 news and superheroes in the Next Gen and you're onto a winner!

14 ▲ It's the preview to end all previews – 16 pages devoted 100% to 1996. On top of that we have *VF2* and *Virtua Cop* reviews AND an exclusive CD-sized PlayStation *Doom* solution! Smashin'!

15 ▼ We've gone exclusive bonkers: *Super Mario 64* on the Ultra 64, *Sega Rally* on the Saturn, *Ridge Racer Revolution* on the PlayStation and *Virtua Fighter 2* tipped right up! Phwoar!





16 ▲ 16 pages of Next Gen tips, cheats and solutions, *Killer Instinct 2* exclusively previewed, *Virtua Sonic*, *Street Fighter Zero*, *Toshinden 2* and an exclusive 3DO supplement. Wahey!

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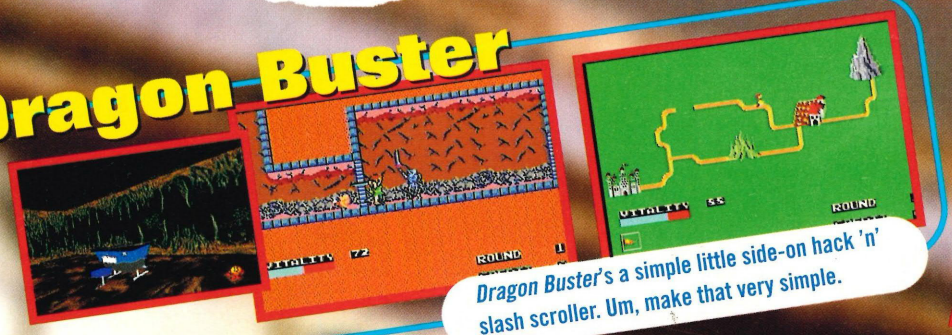
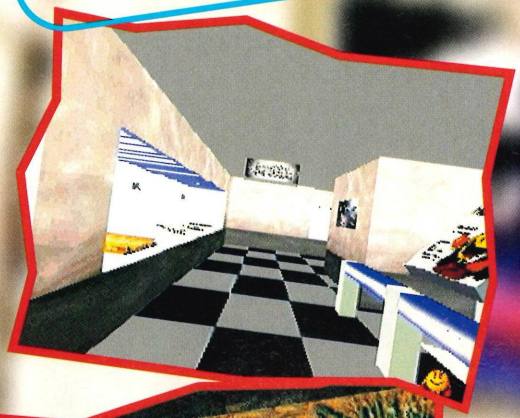
issue one

Dragon Buster



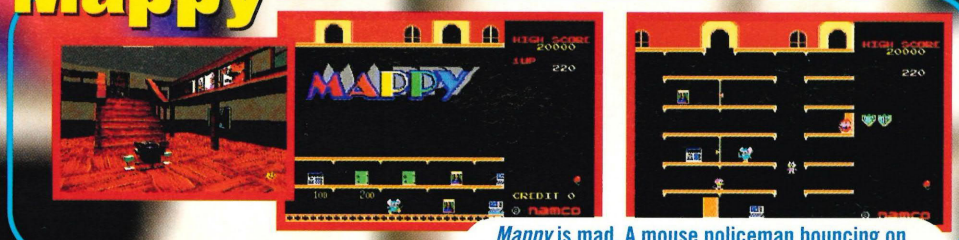
Dragon Buster's a simple little side-on hack 'n' slash scroller. Um, make that very simple.

Grobda



We quite enjoyed *Grobda*. It's like the old Atari VCS top-down tank game *Combat*. Pretty good.

Mappy



Mappy is mad. A mouse policeman bouncing on trampolines between platforms? I ask you.

▲ Remember when arcade machines looked like this? I guess we're all getting on a bit.

Namco

It's quite incredible really. Why would anyone, and we mean ANYONE want to buy this? Just look at those graphics. They're total fleg, aren't they? And the games too. They are undeniably poxy. Boring, repetitive and more often than not totally laughable. What's going on?

Well, in a self-congratulatory move Namco have decided that some of their early products are worthy of placing in a museum. But rather than build the thing for real, Namco have used all the power of the PlayStation to create a 'virtual' museum inside your PlayStation to house exact recreations of the games. Very clever, but possibly needless?

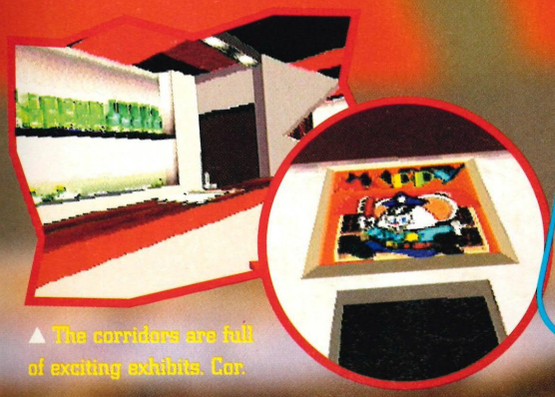
First came *Museum Volume 1*, featuring *Galaxian* and *Pac Man*, amongst others. And now here's *Volume 2*, which contains the far less famous *Cutie Q*, *Gaplus*, *Xevious*, *Grobda*, *Mappy* and *Dragon Buster*. We can't help thinking that Namco are now scraping the barrel a bit already. These are simple, repetitive and totally outdated games. The virtual museum surrounding the six 'exhibits' probably uses more processing power than all six games put together. It's very curious.

The museum features a grand hall with six corridors leading off it, one for each game. The corridors are filled with display cases packed with 'interesting' facts about each game and at the end of each corridor a huge themed room, decked out to look like a scene from the game, holds a solitary table-style sit down arcade machine within.

Namco Museum: Volume 2's only merit is its nostalgia factor. It'd be sooooo easy say, 'Ah, although these games look anaemic and measly in comparison to today's games, look at their gameplay. Any gamer worth his salt should study these games. Learn from them, worship them and become

Your guide...

...is a tiny *Pac Man* geezer who sits in the bottom right of the screen as you explore the museum. As you pass by something to look at he squeaks and points at it to attract your attention.



▲ The corridors are full of exciting exhibits. Cor.

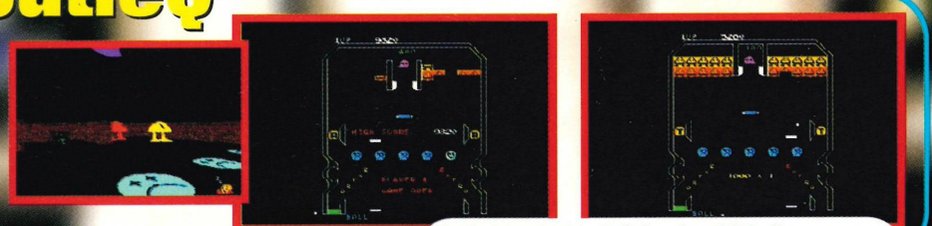
Xevious

The second best game *Xevious* is another up-screen shooter. Good fun, but very plain. Yawn.

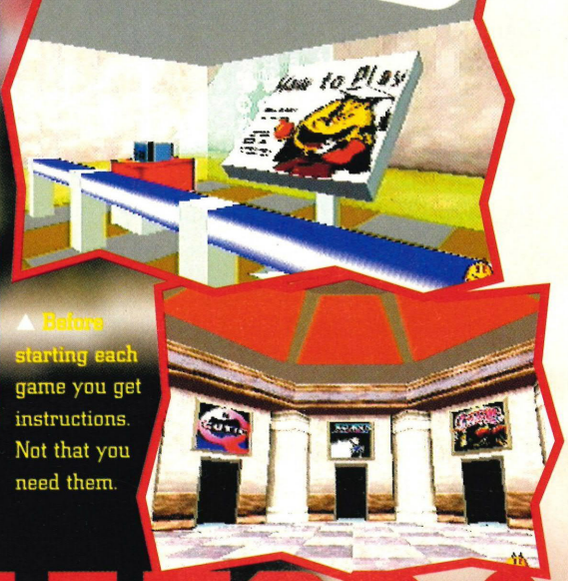
Gaplus

Best game *Gaplus* is a neat *Galaxian*-style shooter. Capture baddies in your 'funnel' to boost firepower.

CutieQ



Cutie Q is a highly dull *Breakout*/pinball combination. The sum is far worse than the parts.



▲ Before starting each game you get instructions. Not that you need them.

Museum: Volume 2

at one with them.' Yes, we could say that but it would be wrong. Very wrong indeed.

Opinions like that are purely the preserve of the saddo, spong and game spaz. They'll tap their noses knowingly and sit in the lotus position playing the games. They'll pretend that they love them and will protest in high pitched mocking shrieks if anyone dares to suggest that they're a bit, well, cack. These people are wrong wrong WRONG. Yes these games are good fun for about five minutes apiece and it's certainly a very clever and amusing idea recreating them *exactly* as they were (the screen even goes all flickery as each game starts, duplicating what happened when the coin-ops were switched on and the animation of the ball in *Cutie Q* is deliberately terrible), but you're buying this collection for the games, not some snazzy presentation and a retro-gaming in-joke. These games just don't cut the mustard anymore. Playing them's like deliberately watching a 9-inch black and white portable when you have a 28-inch widescreen in the adjacent room. Minutely amusing for a few minutes then just plain stupid.

However, if you loved *Cutie Q*, *Gaplus*, *Xevious*, *Grobda*, *Mappy* and *Dragon Buster* ten years ago then you can now love them in the comfort of your own home. The rest of us can just pray that Namco give us more *Tekken* and *Ridge* – soon!

Ultimately

Antiquated

62%

- ⊕ They're exact reproductions
- ⊖ They're a bit rubbish

Machine: PlayStation
Publisher: Namco
Developer: In-house
Price: TBC
Games: Six

JAP

Gunbird

Extra extra, read all about it! Yet another much loved Jap coin-op is now available for home-usage via your PlayStation. Is this worth getting all hot and flustered about? Should you get your pocket money converted into yen? Well...

There's something cool about Japan. About Japanese games. Games with hods of Japanese dialogue that you can't understand. Manga intro's, mad characters doing mad things. Huge screen-filling metamorphosing robots unleashing laser death at your head. They're cool and *Gunbird*'s got the lot.

The intro is so convincingly manga that you'll think this is the game of a series. Wrong, all the anims and characters were created especially for the game, which went down a storm in Japan. So much so that this perfect PlayStation conversion features hundreds of drawings by fans sent in as part of a competition. Very odd.

Gunbird's best feature is its huge mid and end of level bosses. It's been a while since a game has made us all go 'Whoa! What the...' as often as this one. As with *Twinbee* (see elsewhere) two players can fight side by side which certainly helps defeat some of the trickier bosses, especially on the harder skill levels. It's the curse of the infinite continues that lets *Gunbird* down. In one sense it's great to keep going despite being rubbish, but in another reaching the end isn't really a question of skill, merely one of how much time you have spare. And the game isn't all that long! It's a pity that, really. Still top though.

Ultimately

Stunted

80%

- ⊕ Screen-filling violence
- ⊖ Way too short

Machine: ..... PlayStation
Publisher: ..... Atlus
Developer: ..... Psikyo
Price: £50
Players: 2

JAP

Horned

▲ Shoot robotic dogs in the airport.

▲ Shoot missile lobbing robots in the streets.

The Saturn has *Virtua Cop* (and *Virtua Cop 2* on the way) to satisfy the gun-waving needs all you rootin' tootin', high-on-shandy-totin'-a-machine-gun types, but what of the PlayStation, eh? Well, while we're waiting for *Time Crisis* (keep those fingers crossed) ta-rah! Here's *Horned Owl*.

Konami, bless them, have made a light gun. It's not quite as chunky as Sega's effort, feeling more like a laser gun than a bullet spewing death machine, but at least it's not bright blue, and it works brilliantly. Get the biggest telly in the world to make the most of it though.

Horned Owl is *very* Japanese. You are the pilot of a police assault suit, charged with the task of dispelling an alien assault. Manga-style cut-scenes and level intros punctuate the action as does a continuous dialogue between your squeaky-voided Japanese girl commander and your tough guy in-game persona. Splendid!

The game uses the familiar *Cop* method of progressing through the game. There's probably some explanation in amongst all that Japanese dialogue about your assault suit being set to 'auto-pilot' but we couldn't understand what they were blithering on about. Your job is simply to take aim at and blow away the hundreds, nay thousands of robotic enemies the game relentlessly throws at you. Simple enough.

The world of *HO* is created with highly numerous polygons. Be it city streets or the insides of huge buildings, everything looks and moves very fabulously indeed. So far so good, but whereas *Cop* uses polygons for everything; your foes looking like Jacky from *Virtua Fighter 2* in a *Reservoir Dogs* suit, *Horned Owl*'s baddies are very plain

Owl

▲ Shoot lots and lots of stuff over and over again.

looking bitmapped sprites. As they leap or fly towards you they become increasingly blocky and at odds with the polygon backgrounds. The two just don't seem to sit together properly. Oops. *Doom* pulled off this polygon/sprite combination, but *Horned Owl*'s characters look like something out of an old SNES game. The PlayStation is merely used to scale them in and out of the screen smoothly, rather than create something more graphically complex.

Horned Owl is good fun, but then all light gun games are for a while. But not for long.

Ultimately

Blocky **69%**

- ⊕ Fast 'n' furious shooty action
- ⊖ Repetitive blocky blaster

Machine: .....PlayStation
Publisher: .....Sony Interactive
Developer:..Movic/Alpha System
Price:.....£55
Robots:.....Thousands

JAP

Twin Bee Yahoo

Yes! Result! *Yahoo* in fact. What a smasher of a game this is. If you know your gaming bacon this game needs no introduction, if however you prefer to start the day with some steaming oatmeal or flakes of reconstituted corn prepare to be filled in.

Many moons ago in Japan Konami made the *Twinbee* arcade game. A vertical scrolling shoot-em-up with silly special move attacks and unbelievably cutesy characters. It was a massive hit. So much so that a special *Pop 'n' Twinbee* SNES version was created for the then thriving SNES market. It's this version that's probably the best known here in Blighty. Konami then went onto create *Twinbee Yahoo* and everybody that loved the first game (then bought the SNES game so that they could play it at home) went 'Yahoo' and whopped their yen into it like nobody's business. And now (yahoo!) we have a PlayStation version.

Top news in your area. You not only get the new *Yahoo* game, but the original arcade classic too, which is now ten years old. Both games are arcade perfect. Not surprising considering the simplistic perfection of their graphics. Lots of pink, lots of pastels, and lots and lots of bizarre baddies a-flingin' bizarre things at you. It's top fun. Especially as a two-player game. Unmissable.

Ultimately

Manic **88%**

- ⊕ Super-fast/completely mad
- ⊖ Rather simplistic/too easy

Machine: .....PlayStation
Publisher: .....Konami
Developer:.....In-house
Price:.....£50
Levels:.....Not enough

JAP

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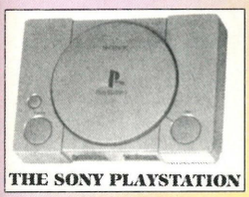

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Atari

Will the Jag, Jag CD or Jag 2 be able to compete with the PlayStation, Saturn and Ultra 64? Is *Attack Of The Mutant Penguins* any good? A lot of magazines gave it a poor rating. Will *Fight For Life* be any good? And if so, will it be able to compete with *Virtua Fighter*? Will the Jag CD's F1 racer be any good? It looks great. What other beat-em-ups are planned for the Jag CD?
Jonathon Smith, Brierley Hill.

"I cannot comment on Jag 2. *AMP* is a very complex and deeply engrossing game. It has received very good reviews in magazines who spent some time with it and poor reviews in magazines who obviously didn't. The comment from UFG that it involves "just walking around flicking switches" proves that they only encountered 1/50th of the actual game (NOT TRUE). I will just have to give them the benefit of the doubt!

FFL is looking great. I am sure UFG will review it in depth when it is released. I have not seen *F1* for a while, but last time I saw it, it looked to be coming along very nicely. I do not know of any other beat-em-up after *MK3*."
Darryl Still, Atari UK

Atari

Is it true that Atari own loads of patents for videogames features? Such as the 9-pin joystick port? Is it also true that Atari own the patent to sprites and parallax scrolling backgrounds? I heard something about Atari suing Sega over this matter ages ago, but what happened? And, most importantly, why don't Atari just sue EVERYBODY in the games industry? They'd make an absolute packet!
Jerome Hilliar, Dewsbury

"Yes, it is true. Atari, as the founders of videogaming hold patents on a number of oft used techniques. Atari and Sega settled out of court for many millions of dollars, but American law does not work on precedent like English law, so each further case needs to be treated on it's own merits."
Darryl Still, Atari UK

Imagitec Design Inc

What the hell's happened to the awesome looking *Freelancer 2120* on the Jaguar CD? I've seen/heard nothing since the initial screen shots back in March '94! When's it due lads?
Ross Sillifant, Holdsworthy

"The simple answer is, it's been canned. The development of this title on the Jaguar format was scrapped in mid 1995. The project has been re-designed and overhauled for the much more capable Sony PlayStation system."
Martin Hooley, Imagitec Design Inc

Namco

Being the king of arcades and a top developer too, what new games are being released for the PlayStation in '96?
Arfan Raja, Bedford

"During 1996 you will see the following games appear on the PlayStation: *Museum Piece 1*, *Ridge Racer Revolution*, *Prime Goal Ex*, a tennis game, *Tekken 2* and many others which are not yet confirmed."
Jackie Plumridge, Namco

Atari

I am a Jaguar and Jaguar CD owner and I'm not happy with the machine because it is not showing itself as being a 64-bit machine. If it is, how come the Ultra 64 games look better than Jag games despite being only 50% finished?
Paul McKnight, London

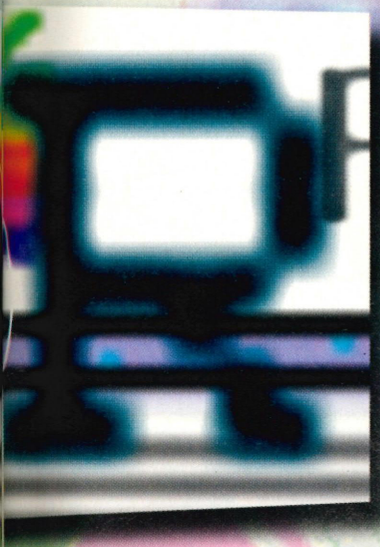
"Technology moves on very quickly, Paul. Jaguar is two years old, U64 is still at least a year away from hitting. U64 uses a lower micron technology than any other system and it is this rather than its bit count which allows it to be so powerful for its price. Unfortunately that technology was not available when Jaguar was developed.

However, when U64 comes out it is likely to be £250, more than twice the price of the current Jaguar. So, I am sure you will agree that at £99 Jaguar is the perfect low cost introduction to Super Consoles and now has well over 50 games available for it including some excellent titles."
Darryl Still, Atari UK

Konami

I know Konami make a few games that don't always make it onto the UK market because they are found to be too 'weird' by most people and don't get such a good following in the US. Nevertheless they are usually very good games and it's about time they got the 32-bit treatment like *Parodius* did last year on the PlayStation and this year on the Saturn. Are there any plans to convert other 16-bit games for the 32-bit formats in the near future? Like *Goeman* and *Twinbee*.
Daniel Bertozzi, Jersey

"Sorry to say Daniel that the games you mention are just the ones that we usually



deem to be 'too Japanese' to warrant the costs involved in converting them to US NTSC or PAL. Basically, we have to not only translate the technical aspects of those games, but also the language too. The estimated sales in the UK and the US don't really cover the cost of that process I'm afraid.

We are releasing a new *Goeman* game on PlayStation any month now... of course it'll only be in Japanese. Further, we're also about to release a Role Playing version of *Twinbee*... again it'll be mighty difficult to play without some knowledge of Japanese. Finally, *Parodius* is not planned to make any appearance on 32-bit platforms in the near future.

We are releasing a great list of sports games, though, under our new brand 'Konami Sports' and later this summer we're gearing up for a major game that'll be called *Project Overkill*... the bloodiest game to appear on the PlayStation. Hope these keep you going for a while. Should do really."

Jon Sloan, Konami

Sega

Are there any plans to bring *Indy 500* to the Saturn? And what's happening with *F1 Live Information*? Incidentally, I hope that you're at least considering using the voice of Murray Walker for the English commentary!
Pierre Tremblay, Montreal

"We're still working on our '96 line up and at present a Saturn *Indy 500* has not been confirmed. However, it could well be joining titles like *Fighting Vipers*, *Manx TT*, *Virtua Cop* and *Virtual On* all of which, I can confirm, will be treated to Saturn conversions. You see, with racing titles such as *Manx TT* and *F1 Live Information* coming up, an *Indy 500* conversion has to take third place unfortunately, you can only have so many racing games out at once! Don't completely rule out a Saturn version eventually though.

As regards *F1 Live Information*, this game is now known as *F1 Challenge* and will not, I'm afraid, be featuring the remarkable voice of Mr. Murray Walker, though he was considered for the job. Sorry Pierre."

Mark Maslowicz, Sega Europe

Atari

Could you please tell me about the ports on the back of the Jaguar? What are they used for? Also when will it be possible to get Jag CD games from high-street stores? Trying to find a Jaguar CD game is like going on a search for the Holy Grail.
D Bamford, Rotherham

"The ports on the back of the Jaguar are basically utilising all of the video options (SCART, S-Video etc) on one port. CD games have been available in Electronic Boutique stores for some time now. Games available include *Highlander*, *Battlemorph*, *Unconquered Lands* and *Baldies*. They are all also available via mail order from Telegames in Leicester."

Darryl Still, Atari UK

id

I know id software are producing *Ultra Doom* for the Ultra 64, but can you give me some details concerning the game, like details of the graphics, the new weapons and when it's going to be released.
Ivo Castio, Madeira, Portugal

"Sorry, but there is not much I can tell you about *Doom* for the U64 at this point other than Williams Entertainment is developing and publishing it. The official release date for all id's products is AS SOON AS IT IS FINISHED!"

Jay Wilbur, id software

Namco

Do you plan to release *Ace Driver* for the PlayStation or, as I've read somewhere, will it be an Ultra 64 title instead? I'm on the verge of panic! Also what about *Rave Racer* too?
Pierre Tremblay, Montreal

"We currently have no plans to release *Ace Driver* for the PlayStation or for the Ultra 64. The same is true of *Rave Racer*."

Jackie Plumridge, Namco

Atari

Which games are coming out for the Jaguar which have already been released on the Sega system? I heard about the deal a long time ago, but have not seen or heard about anything. What's going on?
Andy Parker, Mansfield

"There is no news on this subject, it is all related to a long and complex legal issue and therefore will be some time before it is sorted out. Sorry about that."

Darryl Still, Atari UK

Lucasarts

Are there any more *Star Wars* games due for the SNES? Also have you any plans to release *X-Wing* or *TIE Fighter* for any of the console systems? Will you be doing any more games in which the player can choose to play as the Empire? Maybe *TIE Fighter 2*? And will there ever be a strategy game based on the *Star Wars* theme?
Anthony Nutall, Manchester

"At this point Lucasarts has not announced any plans to release *Star Wars* related titles for the SNES or *X-Wing* and *TIE Fighter* for any of the console systems. We will however make an announcement about titles for the Next Generation console systems (ie PlayStation, Saturn and Ultra 64) prior to the E3 show. As regards *TIE Fighter 2* and a *Star Wars* strategy game, there are no plans at this time."

Tom Sarris, Lucasarts

Namco

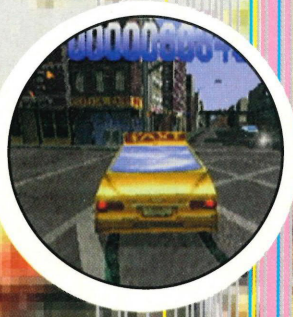
Are there any plans to make the brilliant *Point Blank* (aka *Gun Dueled*) and *Time Crisis* for the PlayStation with your arcade re-coil guns? I think that both of these would absolutely fly off the shelves. Please take my advice on board, I know what I'm talking about.
Daniel Bertozzi, Jersey

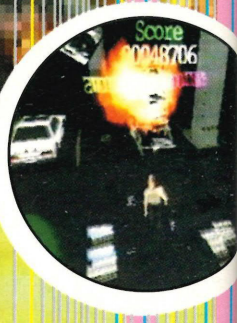
"There is a possibility that we may release *Point Blank* and *Time Crisis* on the PlayStation though this not confirmed as yet."

Jackie Plumridge, Namco

Exposed

Die Hard Trilogy





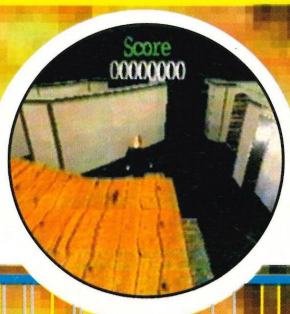
It's Exposed time again, where we dedicate Ultimate's final page to a game which we feel is worth a closer look. This month Mike Arkin, producer of *Die Hard Trilogy* in Beverly Hills tells us what went into creating Probe's forthcoming PSX/Sat/PC movie tie-in monster...

So Mike, *Die Hard Trilogy*. Is knowledge of the films essential to play the game? 'Well our main objective was to make a really cool game. To accomplish that we followed the plot of the movies whenever we could, but generally we just made sure that the game took place in the same world as the movies. Knowledge of the films will definitely make the game more fun, but it is not required.'

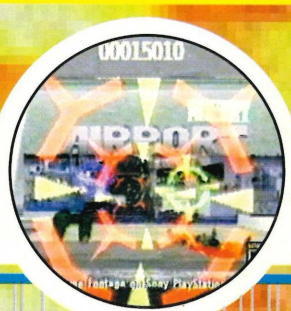
Tell us a bit more about the three sections of the game. **'Each of the three parts of the game corresponds to one of the movies. *DH1* is a third person shooting/exploration game with a few twists, *DH2* is a first person shooter and *DH3* is a fast paced driving game. All three sections of the game are (of course) looking absolutely fantastic, but my personal fave is *DH3* because I love driving around New York (my home town) crashing into the other cars – something the law prevents me from doing in real life!' How does it measure up against stuff like *Ridge Racer*?** **'Well, in terms of the views and the car handling I believe that this section of the game is actually better than other racing games, but it really is a different type of game. It's more like a wild car chase with the player sliding around turns and driving on the sidewalk to get to the bombs in time. I'm sure that everyone will have their own favourite section though, so it was important to me that you could just jump into a section without having to play through the others.'**

With such an obvious movie tie-in are there any clips from the films in there? 'No, but there are some wonderful SGI rendered sequences that we've created for the game.' That CD must be full to bursting? 'Fitting all three games and renders onto one CD wasn't really a problem, by far the biggest problem was fitting on the incredible music that has been created for the game, but we managed it'

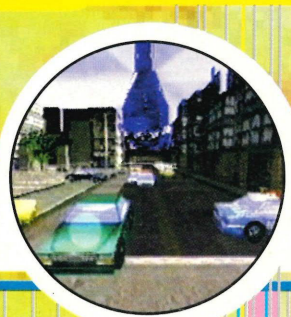
Sounds great. So how's it going? 'All of the game programming and logic is done, but not all of the maps are complete yet, the level design, that kind of thing. Let's call it 85% done.' Right you are then.



◀▶ *Die Hard 1*. Complete with oak-effect paneling.



◀ Shoot stuff in *Die Hard 2* then drive like a bugger in *3*.



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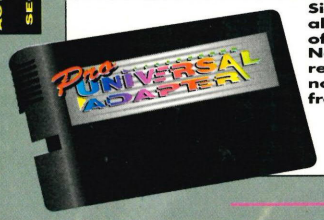

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