

SUPER MARIO 64 PART 2: HOT NEWS INSIDE!

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• OCTOBER '97

• ISSUE #102

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LAST BRONX

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"TOASTERS LIKE THIS DON'T COME WITH NEW CHECKING ACCOUNTS."

MAGE DANIELS

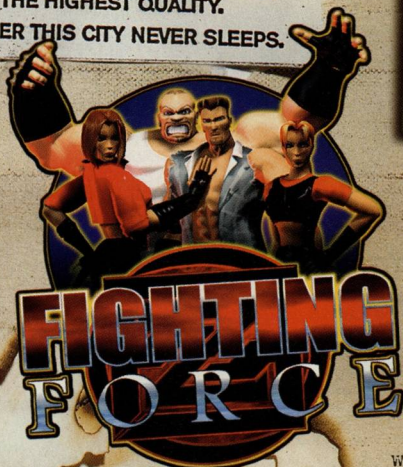


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CORE

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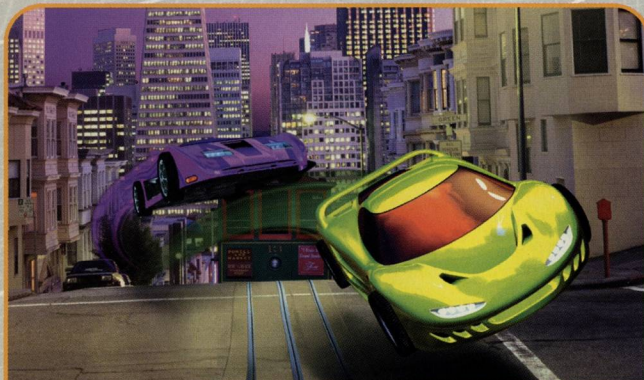
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Cover Story

San Francisco Rush

024

Now you can drive just like we do and not have to go to jail! Check out page 24!!

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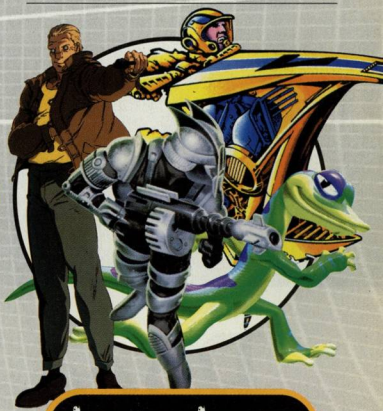
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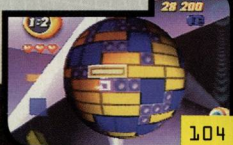
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LAST BRONX



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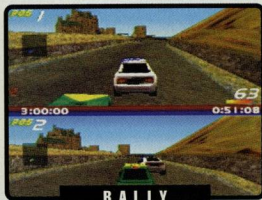


Race The Road Less



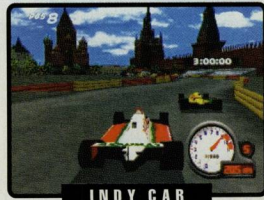
OFF-ROAD

Maneuver around floods, rock slides and collapsed bridges in treacherous weather conditions like rain and snow.



RALLY

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WELCOME TO UGP 102



Woo-eel! We've been playing hot new N64 games all month and losing our minds. *Tetrisphere*, *Goldeneye* and *San Francisco Rush* are all driving us quite insane. Bill keeps sniping on innocent Russian soldiers, and Mike keeps trying to find an elusive short-cut through San Francisco at speeds of up to 120 mph. The only problem is that nei-

ther of them has a Nintendo 64. They're doing this in real life and they might get in trouble with the law.

Still, it's better than last month when Roger decided he was going to be like Pac Man and ate five hundred custard-filled donuts in one sitting. Oh well, these things happen and we just have to deal with them. Look out next month when Francesca becomes a real princess, thanks to Princess Maker, and demands that we all serve her. >>> **FRANK**

frank o'connor

foconnor@ultragp.com

When Editor Frank O'Connor lived in Scotland, Halloween candy wasn't a problem. 'We'd play our bagpipes so badly, people would give us cash and jewelry to stop!'

roger burchill

rburchill@ultragp.com

Reviews Editor Roger Burchill always had the starring role in the Halloween pageant. 'At first I didn't mind, but I had to quit two years ago when Tiffany started calling me The Great Pumpkin at home.'

mike salmon

msalmon@ultragp.com

Senior Editor Mike Salmon used to throw eggs and soap windows during Halloween. 'It was pretty good training for my current night job as Windshield Manager down at the carwash.', says Mike.

francesca reyes

freyes@ultragp.com

Associate Editor Francesca Reyes still goes Trick Or Treating every Halloween. 'I don't mind an occasional piece of candy now and then.', says Fran. 'Plus it keeps my boyfriend in razor blades.'

bill donohue

bdonohue@ultragp.com

When Managing Editor Bill Donohue went to his first Halloween party, the other kids made him the 'Halloween Pinata'. 'I don't have the nightmares anymore', Bill says. 'Besides, I've kinda gotten used to revenge.'

October '97

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Meet the root
of our evil.

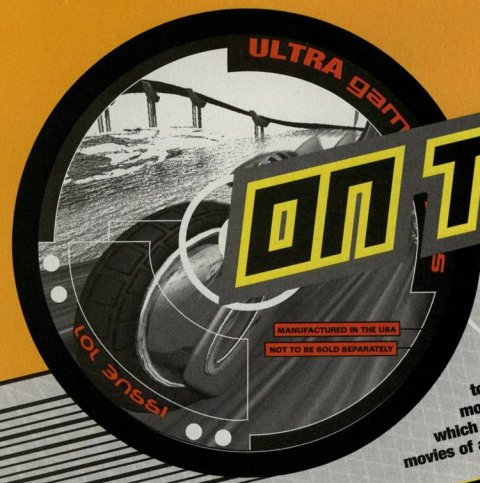


MORTAL KOMBAT MYTHOLOGIES

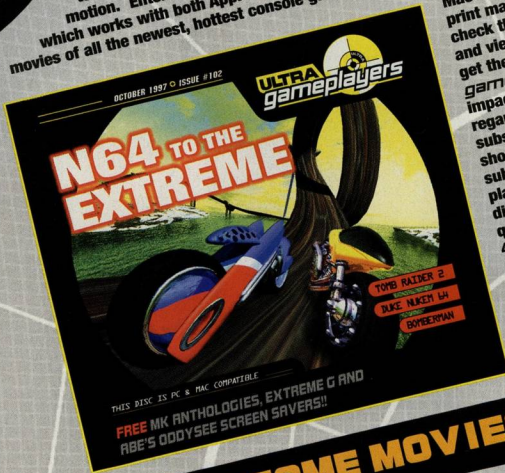
SUB-ZERO

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No matter how good a videogame magazine may be, there are some things that you just can't get from print. We can show you the pictures of the games, but it's impossible for us to let you play the game for yourself, or even see the game in motion. Enter the **ULTRA gameplayers Disc Edition**. On the disc, which works with both Apple Macintosh and PC compatibles, you'll find the biggest PC and Mac titles. Read the print magazine, check the web site, and view the disc to get the full **ULTRA gameplayers** impact. Questions regarding subscriptions should be sent to: subscribe@gameplayers.com Faulty disc/subscriptions: phone 415-468-2500. Current subscribers can receive the disc by following the help line instructions.



PREVIEWING PC GAMES

Twinsen's Odyssey:
A funky 3D platforming game from the folks at Activision.

Golgotha:
Mayhem, destruction and the end of the world? No, just *Golgotha*, a frenetically gorgeous shooter, that's all.

Extreme Assault:
Strap yourself into the most sophisticated killing machine to rule the skies in Blue Byte's latest helicopter sim.

MAC GAMES

Imperialism:
Rule the world. You know you want to. Now you can act out your Napoleonic tendencies with the PC hit *Imperialism*.

Sentinels of Seth:
Shoot bad guys. Protect glowing neon orbs. Collect powerups. Need we say more?

Burning Rubber:
Get in your speed machine, hit the highway and burn some rubber in this must-play Mac racing game.

VIDEOGAME MOVIES

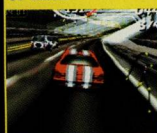
Why settle for just still screens when you can see the games in action for yourself? Just take a look at this month's hit list:

- Exclusive Duke Nukem '64 movie • Seven Exclusive Extreme G movies • Fantastic 4 • Bravo Air Race • Darklight Conflict
- Final Fantasy VII • Nightmare Creatures • Tomb Raider 2 • VS • Golden Nugget • Gex 2 • Ghost In The Shell • Death Trap Dungeon • Gameday 98 • Pandemonium 2 • NHL Breakaway 98 • Hardwood Heroes • Red Asphalt • V Rally • Treasures Of The Deep • Saturn Bomberman • Herc's Adventures • Sky Target •



MOVIE PICS

SF Rush



Gex



BOOTCAMP

Fly through the air with the greatest of ease and kick serious butt, thanks to this *Psychic Force Bootcamp!*



CODE CRYPT

Trip out to the acid colors of *Descent Maximum* with these great new codes.



SCREEN SAVERS!!!

UGP brings you three FREE screen savers. Decorate your desktop with images from *Oddworld: Abe's Oddysee*, *Extreme G*, and *Mortal Kombat: Anthologies*.



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Duke Nukem 64



Madden '98



Croc



Sky Target



World Series BB



NINTENDO'S HUGE MARIO 2

PLANS



Mario goes multi-player for his hot sequel!

While the first *Mario 64* exceeded gamers' expectations and gave unparalleled

control in a true 3D world, the sequel to *Mario 64* promises to do it all over again by adding several new features.

Finally, Nintendo has listened to the public outcry for the return of Luigi. As a result, Miyamoto has said in a recent interview that the lovable brother will be used in a two player mode where both players run around in the same environment. The details of the new multi-player mode are sketchy at best, but obviously there will be some sort of split-screen option where players will be able to accomplish different objectives independently on the same level. Some sources have indicated that there may be "competitive" modes whereby players race to get to certain objectives or even fight one another (although it's not expected to really be fighting, exactly).

Another major detail surrounding the game is that it will be made for the 64DD. Using Nintendo's new format, the game is expected to be far larger and more detailed than the original. More varied textures and improved save game abilities are promised by Miyamoto through the use of the 64DD technology. Nintendo has also indicated that

Mario 2 will have more varied music, due to the increased storage capacity of the cartridges.

As one would expect, the game will mark the return of many of Mario's enemies and friends. Yoshi is again expected to be in the



Scenes like this one may be similar to what you see in your next Mario experience.

game, as is the Princess.

Clearly, *Mario* fans the world over have a lot to look forward to, but unfortunately, Miyamoto did neglect to tell eager fans the most important bit of information about the game: the release date. For now, estimates from sources have put the game as having a Q2 '98* (a few months after the release of the 64DD itself) release in Japan, with no estimates being made for a US release.

MDK GOES ON

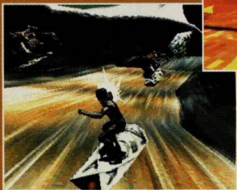
ON TV

Prime time antics for Shiny and its dark new game

Shiny Entertainment, master of game/TV synergy has signed a deal that will put *MDK* in even more American homes, in the form of a computer animated TV show. The show is to be produced by Mainframe Entertainment, the people who brought you the excellent *ReBoot*. The *MDK* characters are pretty dark, so it'll be interesting to see how this translates to the somewhat antiseptic world of television.

Given Mainframe's reputation for graphic excellence (they also did *Beast Wars*), it's a safe bet that the show will at least look unique. *Earthworm Jim* is still one of the best cartoon series around, but it never quite achieved the level of success of *Teenage Mutant Ninja*

Turtles. Perhaps *MDK*'s more serious themes can remedy that this time around. Yet again, Dave Perry of Shiny sticks his finger in the big Media pie.



How the look of the game will be translated into a computer animated series remains to be seen, but Mainframe can do it.

TOPICS

NAMCO AND SQUARE TEAM UP

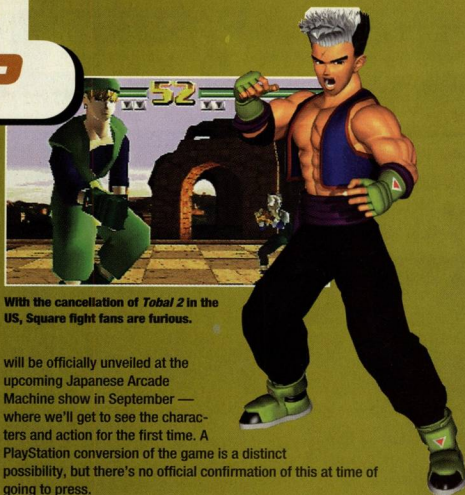
No US Total 2 - but something better

Namco, the pre-eminent producer of arcade and PlayStation games has teamed up with Square to produce a new arcade fighting game. Called *Ehrgeiz*, the game is to be built around Namco's System 12 hardware. System 12 is basically a fast PlayStation with extra RAM. The game development will be handled by Dream Factory, the sub-division of Square that brought you *Total 1* and *2*. The addition of Namco's expertise in that arena should mean spectacular results.



The new Square game uses similar button and terrain layout to Sega's *Virtua Fighter* series.

The game specs sound very similar to *Virtua Fighter 3*. Three buttons will control the action and the fighting arenas will have varying vertical elevation, more so, in fact, than *VF3*. The game



With the cancellation of *Total 2* in the US, Square fight fans are furious.

will be officially unveiled at the upcoming Japanese Arcade Machine show in September — where we'll get to see the characters and action for the first time. A PlayStation conversion of the game is a distinct possibility, but there's no official confirmation of this at time of going to press.

YET MORE

ZELDA

Bigger on 64DD, but big enough on cart

Nintendo has released more shots on information on perhaps the most important new Nintendo 64 title — *Zelda 64*. The game is rapidly nearing completion, thanks largely to a decision to concentrate on the cart version first. *Zelda 64* features a lot of new stuff, but features found in the previous games are likely to amuse players. The good news is that the chickens are back.

Whacking chickens in *Zelda* made those frustrating puzzles so much easier to bear. Whenever you got mad, you could run into a chicken coop and go berserk. If you whack them too much though, a gang of chickens would come and kill you.

That's enough chicken talk, though. Good news for those waiting for the 64 DD is

The graphics are getting better and better as the game nears completion.



Link's skills translate well into a 3D environment, with even more space to swing that trusty sword.



Castle interiors use N64's processing power to display truly realistic environs.



Overhead views are still used for some interiors, like this house in the village. Start smashing the barrels.

that *Zelda* is still on target for that machine, with more features, bigger levels and a bunch of secret stuff that will no doubt amaze and inspire us. The game will also be compatible with the highly successful rumble pack.

NEWS FEED

In a recent interview with a Japanese magazine, Nintendo boss, Hiroshi Yamauchi has announced that he will be retiring by the year 2000.

Speculation as to who might take over the company that Yamauchi was so instrumental in building has been minimal, given that there are still a few years yet before he actually leaves.

• 3Dfx recently announced that it has lost its

development contract with Sega to create the videogame giant's next console. Instead, the contract now appears to have gone to competitor NEC's PowerVR. 3Dfx is exploring its options including those of the legal variety regarding the termination of its contract. • A new *Virtua Fighter 3* game has been announced for release in Japan. The new game is called *Virtua Fighter*

3 Team Battle and will feature new moves, a team battle option and better character balancing. • Bullfrog has confirmed that an expansion pack for its extremely popular *Dungeon Keeper* will be hitting shelves by Christmas. The pack will feature new levels, monsters, spells, traps and other features. • Square has announced that it will be working with Namco to bring a

continued on pg 16

OPTIONS

RATING KEY

- PREMIUM ★★★
- STANDARD ★★
- DEFICIENT ★

- RATING: ★★★
- PRODUCT: V3 Racing Wheel
- COMPANY: InterAct Accessories
- SYSTEM: N64 (also available for PlayStation)
- PRICE: \$69.99

As racing games flood the games market, peripheral manufacturers have been quick to follow suit by offering a dizzying array of steering wheel controllers. Though there are a number of high priced, (albeit high quality) controllers available for the PC market, many of the offerings available for home console users have been of a rather disappointing variety.

The V3 Racing Wheel changes the status quo by offering numerous options, adjustable ergonomics, programmability, and quality construction at an attractive price. The wheel itself is auto-centering with 300 degrees of rotation and features adjustable tilt angle and a telescoping height adjustment. Coupled with the option to secure the unit beneath your legs or to utilize the included suction cups for tabletop mounting, the V3 Racing Wheel just feels better than its competitors in terms of adjustability and control.

The programmability features of the V3 are quite extensive, with 18 buttons and a button relocation function. A circular digital directional pad is even included on the face of the controller, which is nice for those occasions when a game utilizes the D-pad for more than just steering input. The V3 is so simple to program that new settings can really be input on the fly and a non-volatile memory saves customized button configurations even when the unit is unplugged. Like the standard Nintendo controller, the V3 also comes with a built-in memory cartridge slot.

Considering all its features, the V3 Racing Wheel by itself would be a good value by itself, but in addition to the steering wheel, InterAct includes a separate spring-action foot pedal at

no extra cost. The pedals are a feature that many of InterAct's competitors either offer in a higher priced package or don't offer at all. For the price, quality, and features, nothing really comes close to the V3 in the steering controller market.



The feature-laden V3 Racing Wheel from InterAct Accessories is the premiere steering wheel controller currently available for the home console market.



A few ergonomic design flaws are the only drawbacks of the attractively priced, and option-loaded, Virtual Gun.

Once upon a time, a light gun was a light gun, but competition in this field has picked up of late, as more and more companies offer their own take on this market.

The Virtual Gun's main selling points are the abundant options it offers the gamer. Among the features are a machine gun setting, three different speeds of auto fire, software timed auto reload, an ammo reload button and even an LED shooting effect on the side of the gun. One of the nice things about all these options is that the player can reload manually or auto reload up to 15 shots without ever having to point the gun away from the screen. A neat plug that incorporates both the PlayStation and Sony inputs assures that there will never be any time wasted searching for a missing conversion plug. As for accuracy, the gun is neither extraordinary or sub-standard. It's rare when a light gun is noticeably more accurate than any other model and the Virtual Gun can best be described as 'does the job'.

Where the Virtual Gun does come up a little short is in the area of ergonomics. The gun itself is a little nose heavy, which begins to become more and more noticeable the longer it is utilized. In addition, the reload and special buttons are situated in an area that is not convenient for either the trigger hand or the free hand to access.

An optional super scope and ammo reload pedal adds looks and some functionality to the unit, but requires spending a bit more money. As it is, the Virtual Gun is a functional peripheral with a nice array of features that, with a little more thought on layout and balance, could have been an exceptional product.

NEWS FEED continued from pg 15

new fighter to the arcade. Namco has long admired Square for its mini-games that have been built into *Final Fantasy VII*. Details of the fighter are as yet unknown but some speculation has pointed to some form of *Chocobo de Battle*, the SGI-based fighter made as a demo for this year's SIGGRAPH conference. • Saturn owners will be happy to hear that Konami is preparing a special version of *Castlevania* for their system. While currently only slated for release in Japan, the new game is supposed to have plenty of additional twists and features that weren't in the PlayStation version. • E3 attendance

was particularly disappointing this year with only 37,100 attendees making the trek to Atlanta. These numbers are 35 percent lower than the prior year's 57,795. • *StarFox* has broken all sales records for its first week on the US market. Over 300,000 copies were sold in three days, breaking the previous record held by *Mario 64* (210,000 copies). • Seta has finished development of an arcade board based upon the Nintendo 64 hardware. Development systems for the so-called ALECK64 should be in the hands of Japanese developers by the end of the year. There are no current plans for US based

continued on pg 17

FIRST LOOKS

- PRODUCT: PC Dash
- COMPANY: Saitek
- SYSTEM: PC
- PRICE: \$69.95
- Available: 3rd Qtr.

A new concept in game control technology, Saitek's PC Dash eliminates the need to memorize keyboard commands. To use, players plug the PC Dash controller into the keyboard port of a PC, insert a paper overlay, and swipe a bar code reader to immediately program up to 180 game commands. The PC Dash can be used in conjunction with joysticks, throttles, game pads, and steering wheels, or on its own with the built-in directional thumb pad and five pre-programmed buttons. PC Dash cards will come with many software products from many major software companies, or the cards can be downloaded from the web or created by the user utilizing the Windows software that is provided.



- PRODUCT: Scuba Virtual Immersion Visor
- COMPANY: Philips Electronics
- SYSTEM: Consoles and PC
- PRICE: \$299
- Available: 4th Qtr.

Philips' Scuba is a virtual immersion visor designed for use with next-generation game consoles and Multimedia PCs, along with a variety of media sources, such as VCRs and DVD players. Basically, the Scuba serves as a self-contained television display. The unit itself offers a 'Big Screen' gaming (or visual) experience with the immersion part of the equation coming from the fact that the headset blocks out the users peripheral vision. The Scuba also offers dynamic stereo sound which enhances the overall experience. The unit itself is similar in function to Virtual IO headset that debuted last year, but the Scuba's \$299 price point is considerably less than that unit.



- PRODUCT: EI-C90
- COMPANY: Pentax
- SYSTEM: PC
- PRICE: \$915.00
- Available: 3rd Qtr.

On occasion, the Options column will step away from strict gaming peripherals to cover an array of cool, new electronic gadgets. The EI-C90 digital camera from Pentax certainly fills the bill. For those not familiar with the technology, a digital camera functions just like a traditional photographic camera with the exception that images are not recorded on film, but rather stored electronically on removable memory cards. Users can then download the images to their PCs to be used as digital graphic documents on internet sites, for example, or to be printed out images on special photo quality printers. The EI-C90 is designed for ease of use by the user and a 768x560 pixel resolution offers images of stunning quality. Despite its compact size, the EI-C90 also features a detachable color LCD monitor allows for instant preview of images and a PC Card slot for Type I and II memory cards allows the user additional storage space for images beyond the units already impressive 2MB internal memory.



- PRODUCT: The ROCK
- COMPANY: Nuby
- SYSTEM: N64
- PRICE: \$24.95
- Available: 3rd Qtr.

Featuring a new one-leg ergonomic design for improved comfort, The ROCK is a basic controller for the Nintendo 64. Like the standard Nintendo pack-in controller, Nuby's new offering features the six A, B, and C buttons on the controller's face, along with a digital directional pad, analog joystick, L and R shoulder buttons, and a Z trigger button. A programmable version of the controller called The ROCK MASTER is also in the works.



NEWS FEED continued from pg 16

development for the system. • Nintendo, in conjunction with Paraguayan officials, has made their second major crackdown on videogame counterfeiters in two weeks. The latest seizure stopped more than \$2.6 million dollars of illegal game products from hitting the streets. • Following its failed merger with Sega, Bandai has signed an agreement with Nintendo to bring its *Tamagotchi* virtual pet to the Nintendo 64. Already the *Tamagotchi* has already been released and has sold more than half a million units in Japan. • Psygnosis has changed the name of *F1 '97* to *Formula 1: Championship Edition*.

tion. Said a spokesperson for Psygnosis: "it has become industry convention to tag games with next year's date to protect shelf life into the New Year. In order to avoid any confusion for the retailer or consumer, we have opted to go with '*Formula 1: Championship Edition*', rather than dub a game with up-to-the-minute '97 stats as a '1998' product." • Sega has completely canceled all plans to roll-out the Net Link in Europe. The decision really isn't much of a surprise given the lack of dial-up ISPs and the fact that there are service charges even for local calls over much of the continent.

Someone please get the guys who make



Possibly the greatest game ever made is available only on PlayStation.™

cartridge games a cigarette and a blindfold.



Good thing. If it were available on cartridge, it'd retail for around \$1,200.

SQUARESOFT



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Choosing your play is as simple as pressing a button.

3-D Passing Interface.

An innovative interface provides precise control of passes and kicks.

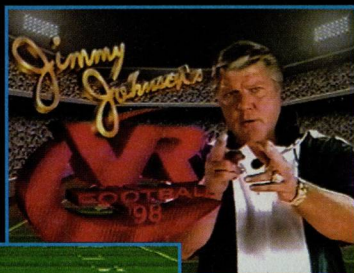
Fully Licensed.

Real NFL teams, logos and players with authentic play books and formations.

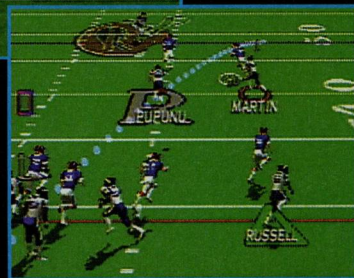
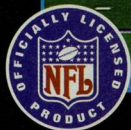
Plus Customize Players and Teams, General Manager Mode, and Adjustable Real-Time Camera Movement Before the Snap.

"There is so much more in my game...so get a move-on and check it out for yourself!"

- Jimmy Johnson



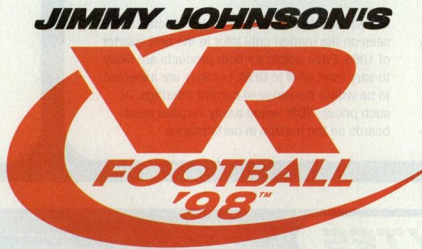
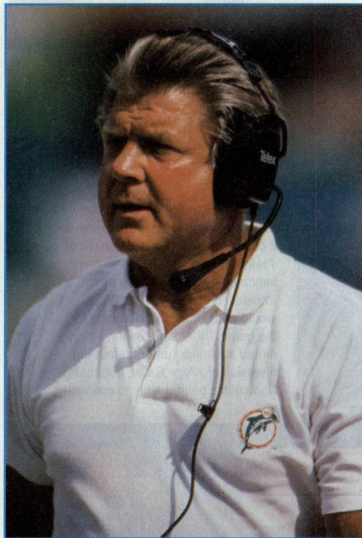
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Four-Time NFL "Coach of the Year"

36 Consecutive NCAA Victories



Start Taking Notes.
October 1997

WIRETAP

Here are a few notes from the underground... Load them at your leisure...

Ridge Racer and Tekken for Nintendo 64?

With Namco finally jumping on to the Nintendo 64 bandwagon by becoming a Nintendo licensee, speculation regarding the titles that will appear on the system has been running rampant. Namco itself has been almost totally silent on the matter. The first title that has been announced for Nintendo 64 is a simple 3D baseball game called *Famistar 64*, but

other than that, there has been no concrete



Imagine Nina or Michelle in 64-bit gaming goodness.



announcement.

Some sources have indicated that Namco has been testing the Nintendo hardware to see if it could handle a detailed version of *Tekken*. Those same sources have indicated it would not be a direct translation of *Tekken 1* or *2*, but would add some new elements to the game. Other sources have hinted at similar rumors regarding a version of *Ridge Racer*, but again, Namco has been unable to confirm.



The addition of texture filtering could do wonders for the *Ridge Racer* series.



NEC and Sega Super Team

Game industry pundits have speculated that Sega choose NEC and PowerVR because of NEC's strength in manufacturing and in other facets of electronics. It is conceivable that Sega will be getting

NEC to provide extremely cheap RAM, DVD drives and other components as well as handling the actual manufacturing of the system. While Sega has remained characteristically coy about the system, sources close to the company have indicated that this situation is indeed quite likely. A spokesperson for Sega confirmed that the decision to can 3Dfx's contract was 'not because of any cost or performance issues', leading analysts to believe that NEC was bringing more to the table than just the PowerVR architecture. NEC has been out of the console market in the US for nearly five years (since the Turbo Duo) and the company has been looking for an excuse to break back in. If Sega offered NEC a cut of the action in its next console (as some sources have speculated), the combination of Sega, NEC, Videologic and Microsoft may well prove to be a formidable force in the industry again.



Do You Voodoo 2?

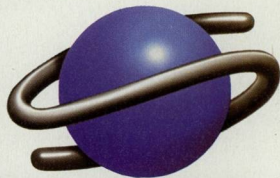
The so-called Voodoo 2 chipset is supposed to provide twice the current performance of the 3Dfx board currently on the market. To make matters even more interesting, sources have indicated that instead of the current 2MB of texture RAM, the new boards will have 4MB providing developers with more possible texture variation. According to sources, the new chipsets should be in use by this Christmas.

3Dfx has additional plans in the form of its Banshee chipset which is supposed to provide an even higher level of performance (more than 4X current boards) while also providing 2D capa-



Woohoo! Double the framerate for *GL Quake* would rock!

bilities. Banshee products aren't expected to be seen on the market until later in the first quarter of 1998. Price points for both products are likely to vary from OEM to OEM, but they are expected to be within the range of current offerings. At such prices, 3Dfx would easily surpass most boards on the horizon in performance.



BITS & BYTES

Looking Glass is allegedly in the process of a merger with an as-yet-unknown company. Looking Glass has reportedly been seeking a partner for additional capital for at least the last year. While the exact company that is merging with Looking Glass is unknown, sources have indicated that it is not a company that is associated specifi-

cally with the games industry. It is known that Square is working with Namco on a new arcade fighter that will use Namco's System 22 board. Details surrounding the nature of the fighter are completely unknown. But speculation has pointed to the possibility of the game being *Chocobo de Battle*, a fighting game made for the SGI Onyx by

Square as a part of a graphics demo for SIG-GRAPH. With Apple's recent deposition of Gil Amelio as CEO, rumors have indicated that Apple founder, Steve Jobs, may be rising back to power. Jobs has already been serving in an advisory capacity for the past several months. Time will tell if he actually decides to take the reins again.



MEET NAMIRA.
SHE'LL BREAK
YOUR HEART.
CRUSH YOUR BONES.
KICK YOU INTO
A LAVA PIT.
THEN SHE'LL SPEER
AT YOUR WEAPON.

(AND SHE'S ONE OF THE NICE ONES.)



It's *Mace - The Dark Age*. The most graphically stunning 3D fighting game to ever come home. In fact, *Next Generation* says, "Mace is well on its way to being the best 3-D fighting game for Nintendo 64".[®] There are 10 death-seeking adversaries, two devilishly difficult bosses and seven hidden characters. Each one with a deadly weapon or two and so many moves and combos that you'll need a high pain threshold just to watch. A word to the wise: if you're getting your face kicked in, we suggest you hit the 3-D Dodge Button — it might just save your butt. Not to mention your life.

MACE The Dark Age

EVERYTHING'S A WEAPON.

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MIDWAY



WHAT A RUSH

The Nintendo 64 has been out for nearly a year now, and it still lacks a quality racing game. *Mario Kart* is a cutesy racer with some four-player replay value, *Cruisin' USA* just plain sucks, and *Multi-Racing*

if speed is truly king, then the N64 just got a new monarchy

Championship is no better than average. This is all about to change, as Midway and Atari Games join together to create the best racing game on the N64.

San Francisco

Rush was developed for the arcades by Atari Games and achieved a large following. The adrenaline-pumped arcade game had three tracks to race through, over, and around. The crisp graphics and top speed were made possible using an arcade board based on the 3DFX Voodoo chipset. Now Atari Games is attempting to bring the *Rush* home.

The Nintendo 64 version isn't quite up to par, graphically at least, with the arcade, but it still looks better than any racing game for a home system, by far.

What's more is that the developers at Atari Games have found a way to use the

Nintendo 64's mip-mapping feature for the first time. Essentially, mip-mapping keeps textures from fluttering and gets rid of some of the blurriness other N64 titles have suffered from.

The original three tracks are here in their entirety, including all of the whacked out shortcuts. However, for the home version, Atari Games has designed three completely new tracks, each one featuring an even greater variety of shortcuts than the original tracks. Also added for the home version is a circuit mode, where you have to race through the 24 different track set-ups. There are six tracks which are reversed (12), mirrored (18), and mirrored/reversed (24). Normally reversed and mirrored tracks shouldn't even count as extra tracks, but the terrain and short-cuts in *SF Rush* really make the tracks race completely different in reverse.

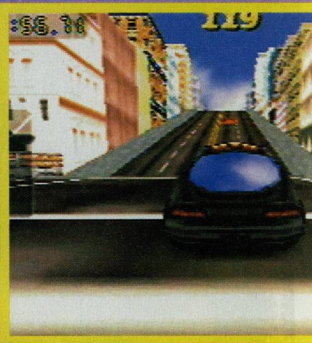
The game has a total of five difficulty levels, which affect the aggressiveness of the drones and the speed on the checkpoints. And for even more of a challenge, you can adjust the fog and wind on any track. With the wind

set at extreme, an airborne vehicle can get blown right off the course, and with the fog set at extreme, you can't even see your hand in front of your face.

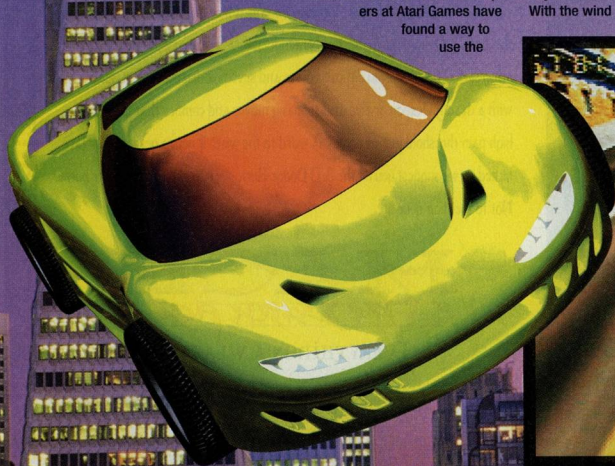
continued on page 26



Talk about zero visibility! Turn the fog to extreme and try to navigate through the course.



With the wind on extreme, the cars get blown off course like this, adding even more challenge to the tracks.



beware of the logg!

Ed Logg started working for Atari arcades many moons ago and has created such classics as *Gauntlet*, *Asteroids*, and *Centipede*, along with many other Atari classics. The last game he worked on was *Wayne Gretzky 64* and now he and his team are tackling the *SF Rush* project. His track record, knowledge, and skill places him at the very top of the industry. Ultra GP was fortunate enough to sit down with Ed and get the full scoop on *Rush*, the N64, and game design in general.

Ultra GP: It must be a bit different converting an arcade game for the home. What are some of the problems or advantages you've run into with *SF Rush*?

Ed Logg: One of the biggest obstacles we had to overcome was the lack of RAM for textures. An

arcade machine has as much RAM as you want, but the N64 and its cart format really limits how much you can fit in. To get around the texture problem, we had to use tons of smaller textures to create the buildings and tracks.

Ultra GP: How about the polygons? were you able to match up with the arcade?

Ed: We had take out some of the geometry in the cars and tracks in order to maintain a frame-rate of 30

frames per second. Another problem we couldn't overcome is the resolution of the arcade game, which is much higher than the N64 version. We could have used the hi-res mode of the N64, but then the frame-rate would've dropped dramatically and we would've had to use less textures as well.

Ultra GP: Did you have to make any sacrifices in the gameplay?

Ed: The biggest problem with taking a racing game home is that the N64 doesn't come with a force-feedback steering wheel and cabinet. Therefore, getting the control of the car to feel like a car is the most difficult part. By using the rumble pack and our eight point driving model, we have been able to give *SF Rush* the right feel.

Ultra GP: Would you please explain the eight point driving model?

Ed: Most racing games have a two point driving model, where the cars turn on a single axis. In *San Francisco Rush*, it is crucial that the car is affected by hills, wind, other cars, curbs, and anything thing else you may drive over. With the eight point driving model, we are able to give the player complete control. You'll also notice that our cars don't go into some canned crash scene.

In the death match, one crash like this costs you the race. Our suggestion is to take it slow and avoid the shortcuts.



Instead, they react realistically to what they hit, meaning no two crashes are exactly the same.

Ultra GP: Did you find any advantages to making a game for the home, rather than the arcade?

Ed: Because arcade games are made for 20 to 60 seconds of play, it is impossible to explore the depth needed for a great game. However, the home versions needed to have much more replay value. I think we've achieved this by adding a number of tracks, secrets, and game modes.

Ultra GP: This is your second Nintendo 64 game. Have you found out any new tricks this time around?

Ed: Oh yeah, we were still trying to come to grips with the N64 when we made *Gretzky 64*. In *Rush*, we're getting much better performance with faster frame-rates and more geometry. But the biggest technical achievement has to be mip-mapping. As far as I know, no other N64 game has been able to use the mip-mapping. It's just been added for this version and it really takes care of that blurry look most N64 games have. I also got a chance to use the Rumble Pak, which is extremely easy to program for and it helps add to the game as well.

When he asks for a donut,



Gameplay modes include a two-player split-screen and a death-match. The two-player split-screen is multi-player madness and the ability to go through a circuit (or season) with two players is a completely new feature for racing games. The death-match is a race like any other, except that one crash means defeat. In other words, it's a last-man-standing wins, and on the insane tracks of *SF Rush*, that ain't easy.

The game is an excellent application for Nintendo's Rumble Pak, which vibrates whenever you make a hard turn, crash, or land. However, there is no extra, secret, or extra bits of anything that make *SF Rush* a great game. What makes *SF Rush* a great game is that it is pure, raw, unadulterated fun.

The game is also coming for the PlayStation and PC around Christmas

time. The PC version uses 3DFX, looks identical to the arcade version, and features up to eight-player network play. The PlayStation version is being done in the UK by an independent developer, and we've yet to see how the game looks, but we are guessing it won't be up to the high-standard set by the N64 version. However, as long as the gameplay is kept intact, then *SF Rush* is going to be a joy on any system.

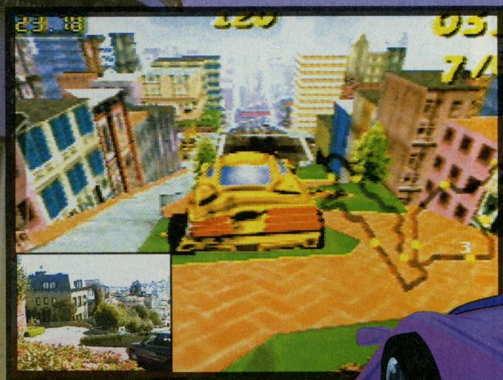
When's it coming?

Nintendo 64 November
 PC (3DFX) December
 PlayStation December

if it's in the city, it's in the game!

San Francisco is the ideal location for a racing game of this nature because of the amazing hills, land marks, and scenery. It's also quite handy that we happen to live in San Francisco. Following is a look at some of the

tracks and shortcuts in *SF Rush*, along with our 'real' *SF Rush*. The one thing we found out was that traffic and cops really ruin the *Rush* experience and that it's a lot more fun on the N64 than in Mike's Jeep Wrangler.



BIG: In the game, you can simply fly right over world famous Lombard St. **SMALL:** In reality, you have to wait in line behind tourists, then gently make your way down the winding road. Verdict: More fun in the game.

conspicuously absent

In our tour of San Francisco, we found several locations that really should have been in the game, but were somehow left out.



A. Bill's Burgers and Bill's Barbers are just two of our own Bill Donohue's many franchises that blanket the Bay Area (pro tip: lay off the Late Editor BBQ Burger). B. The Mitchell Brother's O'Farrell Theatre is a world renowned establishment for, uh... dancing. C. Mike Salmon's apartment building. For the amount of rent he pays, it should be in every game.



1 One of San Francisco's most beautiful landmarks is The Palace Of Fine Arts. It is recreated quite nicely for the game. 2 We drove past it as well, but were more interested in the cute joggers by the Marina.



3 One of the many shortcuts involves this bumpy ride past 'Big Friend'. 4 We didn't venture through that shortcut for fear of the radiation the tower gives out (you see, Trent Ward lived there for a year and now his hair is blue... honest...).



5 Cruising over the Golden Gate Bridge is an adrenaline rush in the game. 6 In reality we didn't want to drive over the bridge because of that damn \$3 toll.



7 Situated at the top of North Beach, Coit Tower is another San Francisco original. 8 By this time in our trip, Mike needed a drink, so we headed to the corner bar (O'Farrell Sports Bar), instead.



9 The Chinatown shortcut takes some great time off your game. 10 In reality, China town smells of week-old refuse, is loaded with tourists, and provides a shortcut to nowhere.

SAN FRANCISCO RUSH EXTREME RACING

the new tracks

Ed Logg and his team of developers have created three entirely new tracks for the home versions. The tracks are in the same spirit as the original and feature even more radical shortcuts.



One of the new tracks features a wicked shortcut through Fort Mason. Possibly the toughest shortcut in the game.



Then, for the really skilled, you have to go through this alley for an insane jump. Getting it just right is near impossible.



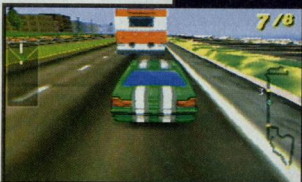
Eventually you land somewhere in the Marina... awesome! Now you can Rollerblade and have a Vanilla Coke at Johnny Rockets with your very best girl.



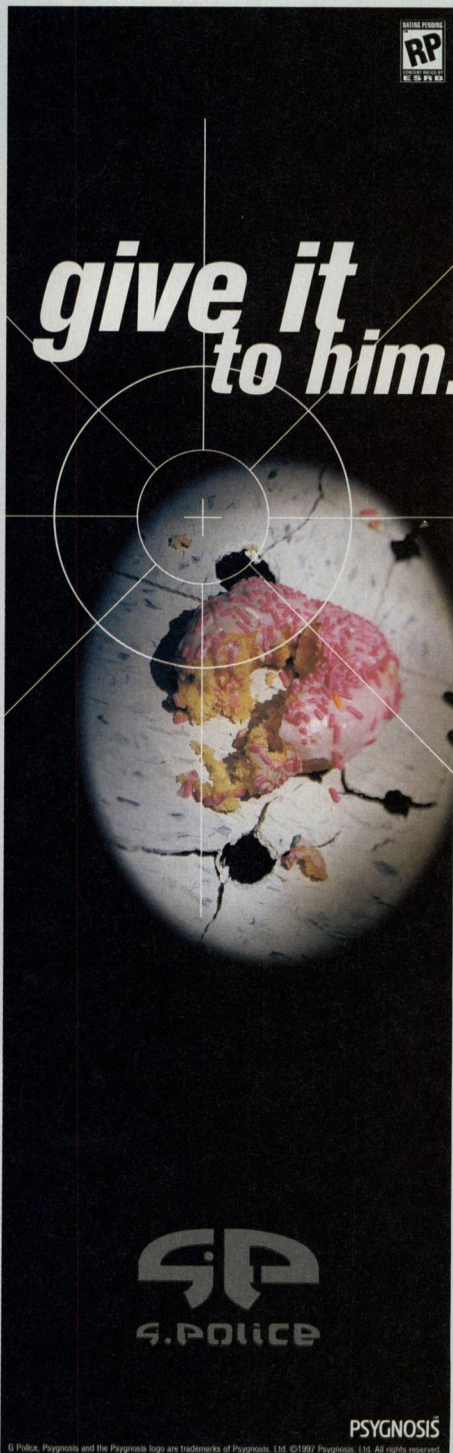
Driving through the hills of the coast is another setting in one of the new tracks (that building to the left is a seafood restaurant called the Cliff House).



Muni buses litter the streets in this new track and cause all kinds of problems by being big and in the way. They also do this in real life.



give it
to him.



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99 bullet-riddled bodies on the wall,
99 bullet-riddled bodies,
take one down, pass it around,
98 bullet-riddled bodies on the wall.
98 bullet-riddled bodies...



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Ah, the smell of napalm. The thrill of tearing across 10 different treacherous 3D battlegrounds. The exhilaration of climbing over boulders and ripping through streams. The joyous feeling of riding and guiding your missiles straight into enemy targets. Not to mention the beautiful sound of your arsenal blowing away tanks and downing helicopters in head-to-head combat. You better fasten your military-issue seat belts, you're in for the adrenaline rush of your life.

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SONY



COMPUTER

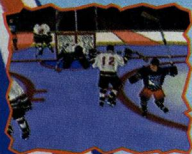
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NOW, WAYNE GRETZKY CAN FACE
WHAT OVER 600 NHL® PLAYERS FEAR MOST.

HIMSELF.

The NHL & NHLPA Present
GRETZKY'S 98
3D HOCKEY
AS REAL AS IT GETS WITHOUT LAGGING UP.

He holds more career records than any player in NHL history. And we took his speed, moves and cunning and put them right into Gretzky's '98 3D Hockey. It's not just a game. It's an NHL war zone, with active trading, player stat cards and a new, advanced simulation mode that even the real Gretzky could have a hard time beating. Wanna piece of it? Get in line. It's hittin' the ice in November.



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Previews Index

THE HORROR... THE HORROR...

There's nothing like Halloween to bring out the monster in our previews section. We get so many games at this time of the year, that this section seems to take on a life of its own. Not that we mind. Hell, we like a good rampage as much as the next Transylvanian village does. In fact, there are times around here when we'll gather up all our old farm implements, light a few dozen torches and mob our way down to Chris Slate's new office, where the Evil One himself, resident in his Purple Cape, will hold us at bay until we stake him... well, actually, it's until we Big Mac him. One of those and an order of fries will usually end Chris' reign of evil. Anyway, enjoy the previews. Now if we just had some way to control Frank...

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HALFLIFE	PG 069	SHADOW MASTER	PG 064
JET MOTO 2	PG 063	SIN	PG 054
		STREET FIGHTER EX	PG 061
		TOMB RAIDER 2	PG 068
		WING COMMANDER PROPHECY	PG 057



Metal Gear Solid

SYSTEMS: PLAYSTATION

PUBLISHER: KONAMI

DEVELOPER: KONAMI

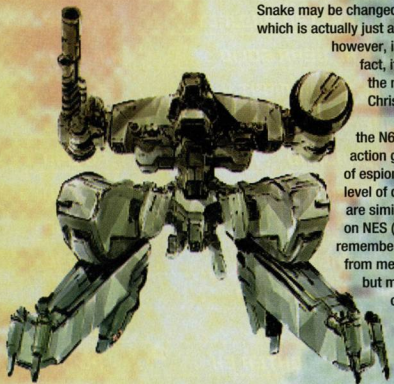
RELEASE DATE: TBA

The most eagerly awaited PlayStation game of all?

Our preview of *Metal Gear Solid* last month apparently got some drooling started. We've had more E-mails about this than almost any other PlayStation game. Why? Because it looks so darned good. It's not just the graphics (which are quite exceptional), but the overall style the game exudes. It looks exactly like what it's supposed to be — a dark, exciting and suspense-filled adventure. So dark, in fact, that it'll make *Resident Evil* fans nervous.

Playing the part of Liquid Snake, you have to enter and destroy the secret base of Solid Snake — the bad guy. The names will be changed for the US release of the game. At the moment, Solid Snake may be changed to 'Ninja', which is actually just as lame. The game however, is far from lame. In fact, it could be one of the most exciting Christmas prospects.

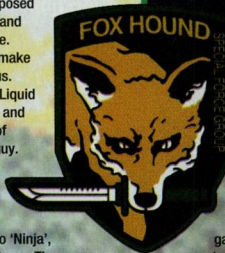
Like *Goldeneye* for the N64, this is, at heart, an action game, but the addition of espionage adds a huge level of depth to the fun. There are similarities to *Metal Gear* on NES (you might remember the smash hit from medieval 8 bit days), but most of these are obscured by pyrotechnics and completely real time 3D. This is more than a



METAL GEAR



Metal Gear Solid might win awards for having the darkest graphics ever seen in a game — and the darkest atmosphere.



Big explosions are one of the game's landmarks, and fortunately, most of them are caused by you.

sequel - it's the complete evolution of a genre.

Plant explosives, sneak up on enemies, or get involved in straight-out fire-fights — it's up to you. There are many ways to play the game, but a balance of strength and stealth is your ultimate aim. Konami is also working on another, similar title for the N64 called *Hybrid Heaven*. Again, it'll feature real time 3D with a slight RPG twist.

After the beautiful *ISS Soccer* and the colorful and addictive *Poy Poy*, Konami seems to be right back on track. Should be an exciting year for them, with lots of really great titles.



Mmmm... dark and moody, with little bright spots of light...



All the game graphics are rendered in real time 3D, so the shots you see are not from intro sequences.



1-2 One of the key areas for any game is how well stuff blows up. As you can see, stuff tends to blow up real good in *Metal Gear Solid*.

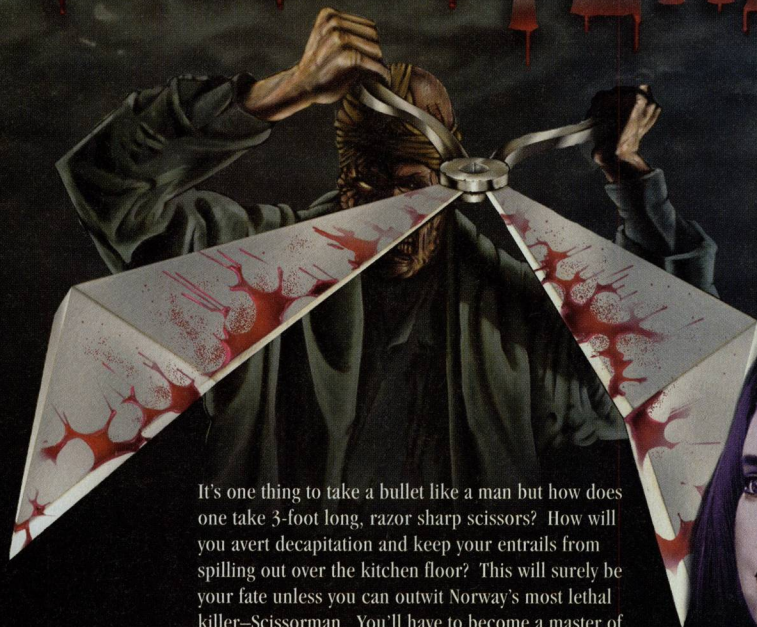
3 Since the game takes place in snowy northern wastes, you actually get to see characters' breath condense.



1 It's amazing how well these armor suit guys dance when you start shooting at their feet.

2 Trying to evade detection is half the battle. Once spotted, you can be a sitting duck.

SHEAR TERROR



It's one thing to take a bullet like a man but how does one take 3-foot long, razor sharp scissors? How will you avert decapitation and keep your entrails from spilling out over the kitchen floor? This will surely be your fate unless you can outwit Norway's most lethal killer—Scissorman. You'll have to become a master of stealth and deception to avoid being cut to ribbons in this blood-soaked horror adventure.

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F

EAR WILL ALWAYS BE IN THE CAR
WITH YOU. YOU JUST CAN'T LET IT DRIVE.



CART WORLD SERIES

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Running Wild

SYSTEMS: PLAYSTATION
 PUBLISHER: UNIVERSAL INTERACTIVE
 DEVELOPER: BLUE SHIFT
 RELEASE DATE: FALL 1997

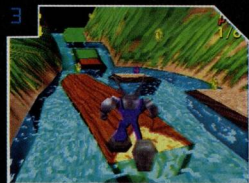


Universal Interactive's *Running Wild* is one of the rare titles these days not to feature first person blasting, or third person 3D platforming. As a matter of fact, it manages to cross genres in an interesting and amusing way. You take elements of *Mario Kart*, *WipEout XL* and *Sonic The Hedgehog*, cook them over a slow heat for two hours, and you might get something that approaches *Running Wild*.

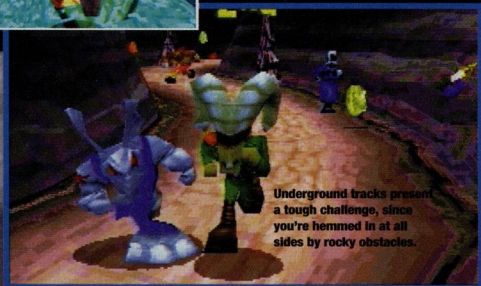
Graphically speaking, *Running Wild* sits firmly in the new wave of PlayStation 3D. It's solid, fully texture-mapped and more colorful than Timothy Leary's mind.

Running Wild is a polished piece of software, featuring all the things you've come to expect from a race game, as well as features you might better expect from a platform game. There is a two player split-screen option — a racing game would be lacking without one — and it's a blast.

PlayStation fans are still short of a *Mario Kart* clone, and *Running Wild* goes some way to redressing that balance. The battle for supremacy in the two player mode is immediately addictive and fun. If the developers pull it off, it'll be one of the most charismatic and fun racing games ever to grace the PlayStation.



1 A split screen play mode is an essential part of the game. Racing against another player is what it's all about.
 2 The colorful graphics are matched by equally dazzling gameplay features.
 3 Goodies are scattered along the course, just like in *Super Mario Kart*. Knowing when to use them is more important than finding them.



Underground tracks present a tough challenge, since you're hemmed in at all sides by rocky obstacles.

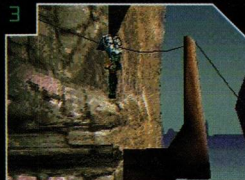
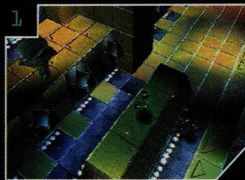
One

SYSTEMS: PLAYSTATION
 PUBLISHER: ASC
 DEVELOPER: VISUAL CONCEPTS
 RELEASE DATE: FALL 1998

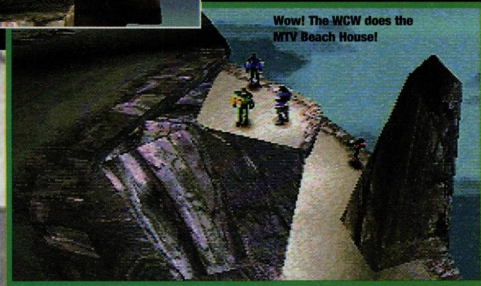
Rage management: teachers are very familiar with the concept. Crowds of screaming, surly teenagers can make anyone snap. The hero of *One* has completely snapped and he never taught a class in his life. Why is he so mad? A futuristic corporation intent on suppressing the people? A mad scientist planning to destroy the world? An evil government conducting evil experiments? Doesn't matter. What does matter is that this is the blowingest-up game ever made for PlayStation.

A bold claim, but *One* lives up to it. Best described as an update of *Super Contra*, this lets you run through a *Blade Runner*-style future world, blasting the hell out of everything and anyone you see, while avoiding missiles, leaping chasms and generally saving your own ass.

The gameplay is far from complicated, but some of the levels are. *One* will test your marksmanship as well as your jumping skills, with vanishing platforms, falling backgrounds and exploding floors. Add to that napalm-firing boss monsters and you're starting to get the idea. Until it's finished, we can't say how *One* will actually play, but we can tell you it has some of the best looking graphics on the PlayStation.



1 Our hero finds himself in a world filled with falling objects and exploding scenery. 2 Platform puzzles are as complicated and difficult as any true platform game. 3 With each level, the pace of the game changes dramatically. Slow, careful jumping could be replaced with frantic blasting and running.



Wow! The WCW does the MTV Beach House!

Apocalypse

SYSTEM: PLAYSTATION

PUBLISHER: ACTIVISION

DEVELOPER: ACTIVISION

RELEASE DATE: NOVEMBER '97

And who said you can't buy friends?

Those of you who have been paying attention to our ongoing coverage of *Apocalypse* will know that it's set in a dark future where Science and Religion vie for power. Of course, there is an evil madman known only as 'the Reverend', who has taken it upon himself to release the Four Horsemen of the Apocalypse to torch the earth. Guess what? Only you and your virtual buddy (Trey Kincaid) can stop the madness.

While the story is typical videogame fare, the way it is delivered is somewhat new. Activision has unloaded trucks full of money to get Bruce Willis to be your pal. He's your your wisecracking sidekick and his character will be used to convey the story and help with the game.

Word from the developers is that, 'He's quite a character at this point. Sometimes he makes you so mad, you want to shoot him (which, of course, you can't); other times, it's like he's your best buddy'. If the buddy character works as good as promised, then *Apocalypse* will truly be a revelation, combining the best parts of videogames and buddy action movies into one thrill-packed ride. However, our fear is that it won't work out as nice as planned and Bruce will just be annoying. We'll have to wait and see.

Bruce also appears in the digital cut-scenes that help move the story along. The scenes were created by the developers at Activision and it gave them a chance to direct a mega Hollywood star.

The latest rev of the game has started to showcase some of the nastier



The flame-thrower is absolutely awesome! These are actual game screens — just check out the detail.

new weapons and the accompanying effects. One such weapon is the flamethrower, which lights up the screen with a blaze of flames.

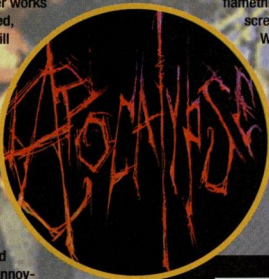
We're also starting to see a much better variety in the environments, with each level possessing its own style.



'Anyone need a light?'



The lighting and detail in the environments is very impressive.



1 Apparently this is the scene where you have to chase down Bruce, give him a noogie, and make him say 'Uncle'. 2 The rooftop level is a perfect location for cop/buddy antics, like jumping from roof to roof. 3 The dynamic camera gives the game a totally different look from scene to scene.



Bruce is the bald one. Uh...well, they're both bald, but he's the short stocky one...



1 Poe will be dressing up... uh, down... as this character in the finished game. Plus, she wrote a song for the soundtrack. 2 The digital cut-scenes maintain the dark look of the game and showcase Bruce's wide range of acting.

Formula 1 CE

SYSTEM: PLAYSTATION, PC
 PUBLISHER: PSYGNOSIS
 DEVELOPER: BIZARRE CREATIONS
 RELEASE DATE: OCTOBER

The champ's back and he never looked so good...

An ULTRA award winner, and one of the best racing games ever, *Formula 1* wowed everyone last year with the quality of its gameplay and its high quality PlayStation graphics. Frankly, no one thought that the PlayStation could handle a game with so much graphical detail and content at the time. Well, if you were blown away last year, sign that last will and testament now, because *Formula 1 Championship Edition* is about to knock you dead.

Slated for the sequel are high-resolution graphics that still manage to run at a blistering 30fps. There will be eight different viewpoints, including a full cockpit view. There will also be a greater distinction between the Arcade and Grand Prix simulation mode and the game will boast an even more advanced physics model. Unlike last year's game, which utilized the previous year's statistics, *Formula 1 CE* will feature statistics based on the current 1997 season (which hasn't even concluded yet) for unprecedented realism, and all 16 of the tracks on the current circuit will be available.

The computer AI has also received a major redo, with each driver possessing a distinct personality and each car possessing an unique and realistic performance signature, which means that computer-controlled cars now are susceptible to crashing, mechanical failures, and mistakes, whereas last year's car would continue flawlessly around the track. Dynamic weather conditions also add another challenge element, as conditions like rain add differing levels of intensity.

However, the most welcome addition to *Formula 1 CE* is the spectacular crashes. Cars now become airborne in severe collisions and can sustain a wider array of damage to the vehicle in more minor alter-



... 'cuz this yellow car can't seem to catch up.

ations. The excitement and intensity that crashes add to the game now removes whatever sterile atmosphere last year's game had.

Other new features include new sounds and music, new commentary with multiple announcers and extended scripts, a pit crew radio, a Training Mode with race-line assistance and detailed telemetry, more cheats, and numerous hidden tracks. How can a great game become even better? UGP thinks we're about to find out.



Hmm... this square gray stuff must be clouds... or something...



Of course, everyone goes to the races to see the crashes!



Improved AI means that it won't be as easy as last year to blast through the field of drivers.

21 ALESI 7
 BENETTON RENAULT

TAG HEUER Official Timing



PC Champ

As beautiful as *Formula 1 Championship Edition* is on the PlayStation, the PC version takes the graphics to a higher level. A 3D graphics accelerator card will be mandatory.

1 Evidently, the guy who previewed this game didn't know squat about driving a racing car. You have to admit, though, that he really knows how to run up his insurance rates!
 2 We really need to find out who wrote this preview, so that none of us ever make the mistake of carpooling with this guy!



1 Here at UGP, we'll test these engines to death, so you'll never have to call a tow truck again!
 2 We ran this engine at high speeds for over 300 miles before we realized that we forgot to put oil in it... Doh!

1400 Gorton Rd, Cape Coral

SCRAM
SHAKE
.....

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Reside

233

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NINTENDO 64



NTSC-JAPANESE SPECIAL DVD

Pandemonium 2

SYSTEMS: PLAYSTATION, PC
 PUBLISHER: CRYSTAL DYNAMICS
 DEVELOPER: CRYSTAL DYNAMICS
 RELEASE DATE: NOVEMBER

You know, last year's surprise hit, *Pandemonium*, featured tight controls, lush, layered graphics, and two changeable characters. This year's sequel will showcase much of the same, along with some subtle, new features. Aside from Nikki's newly enhanced 'attributes' (heavily highlighted in the opening cinema thanks to a stylish little crop-top), there'll be a few new moves to master, including a grapple, hang, and pull-up maneuver that pays homage to *Tomb Raider*.

The 3D backgrounds and visuals are just as lovely and deep as ever, with the addition of multiple paths and new items to collect. Still track-based during the actual gameplay, you will now be able to guide Nikki or Fargus along different routes to reach newer heights or lower lows. With only a very early playable version of the game available to us, we have yet to see about weapons, enemies, and game length in *Pandemonium 2*, but there should be more than enough to entice original *Pandemonium* lovers and newer 32-bit converts to give the sequel a try when it arrives in stores this fall.



1 The level select arena doesn't seem to have changed much from the first *Pandemonium*. 2 The spiderweb high-jump is still intact for the sequel, promising some lofty multiple paths. 3 Apparently, Nikki is going through her rock 'n' roll, punkette, 'I'll bare my midriff as I please' phase.

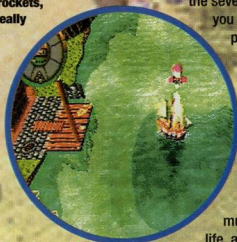


Amazing! This must be the fabled land of the giant boxes!

Overboard

SYSTEM: PLAYSTATION
 PUBLISHER: PSYGNOSIS
 DEVELOPER: PSYGNOSIS
 RELEASE DATE: NOVEMBER

Ahh, if the pirates had only been armed with rockets, they would have really been dangerous.



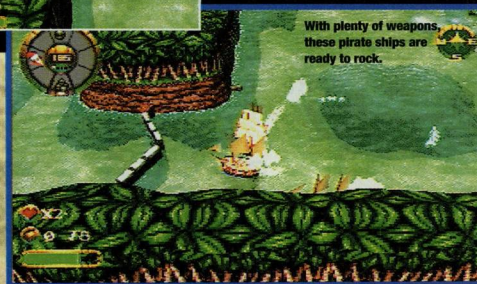
Yo, ho, ho and a bottle of rum! No, that's not Bill at Christmas (although it is disturbingly similar), it's the long awaited pirate game. Psygnosis has been showing off several impressive titles, but the game which could be the most fun is *Overboard*.

This top-down pirate boat adventure features a several different games in one. The one-player game slowly introduces the player to all the wonders of a pirate ship and then sends them on a violent journey over the seven seas. Along the way you encounter enemy ships, ports, and insane traps.

What's even more interesting is the multi-player game that features up to four players in a *Bombberman*-like showdown. The different weapons and play balance give the multi-player game tons of life, and a game we are certain to be playing around the office for quite a while to come. However, the one-player game is quite entertaining as well, so keep an eye out for *Overboard* and you won't be sorry.



1 The graphics aren't astounding, but they're extremely clean and the effects are nice. 2 The multi-player game puts the pirate boats in a scaling battle arena. 3 Lots of secret areas and tricky passages give the one-player game plenty of platform qualities.



With plenty of weapons, these pirate ships are ready to rock.

Crash 2

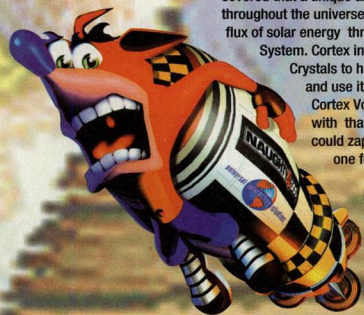
SYSTEMS: PLAYSTATION

PUBLISHER: SCE

DEVELOPER: NAUGHTY DOG/UNIVERSAL

RELEASE DATE: NOVEMBER

...and now,
the rest of
the story

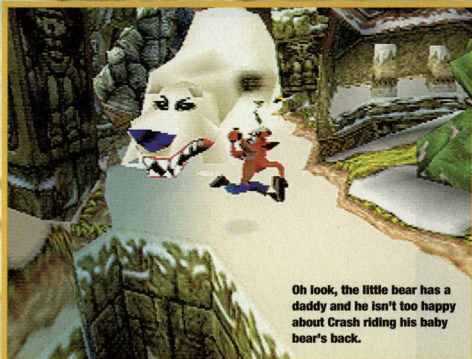


This month, in our continuing coverage of *Crash 2*, we run down the complete story behind the sequel. We also have screen shots of some of the new levels.

Thrown from the seat of his mechanical flying machine at the end of *Crash 1*, Cortex plummets to the ground, falls through it, and finds himself in a mysterious Cavern, where he finds a mysterious red crystal. He decides to take the crystal to his lab for study. After serious examination, Cortex discovers that Crystals can be used to focus large quantities of solar energy and that the one he found can be used to focus the power of smaller Crystals. He has also discovered that a unique aligning of stars throughout the universe will create a rare flux of solar energy throughout our Solar System. Cortex intends to use the Crystals to harness that energy, and use it to power up the Cortex Vortex, knowing that, with that much power, he could zap the entire world in one fell swoop.

So, Cortex seeks out his old friend and schoolmate, physicist Dr. N. Gin, to help him build a Space Station, and launch the Cortex Vortex into orbit. Cortex and N. Gin discover that, while the Master Crystal will by itself focus energy, it will require a total of 25 Slave Crystals to fully power the Cortex Vortex. Once the Space Station is complete, Cortex realizes that he no longer has any allies remaining on earth to obtain the 25 Slave Crystals. He does, however, know of an adversary who could succeed — his Arch Nemesis: Crash Bandicoot.

Cortex decides that while Crash will never agree to help take over the world, he would definitely agree to save it. So, Cortex



Oh look, the little bear has a daddy and he isn't too happy about Crash riding his baby bear's back.

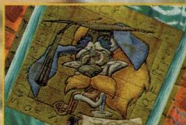
concocts a story about the surge of Solar Energy. He tells Crash that the energy surge will vaporize the world, and that the Crystals are the only way to contain the energy (the best lies always have elements of truth).

Cortex ends up trapping Crash in a warp room that gives him access to different levels, but no escape to the real world.

Once the trap is set, Cortex bids Crash to enter each of the doors in the Warp Room and find the Crystal therein. Cortex then tells Crash that powerful forces are trying to stop him and first in line is Crash's old friend — Ripper Roo. Cortex tells Crash that if his heart is pure, then the forces of evil cannot do him harm! Cortex proceeds to send Crash on his way to fight the fearsome Ripper Roo. And so the twisted story begins...



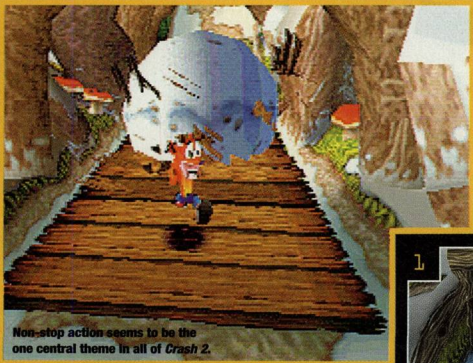
Holograms of Dr. Cortex appear on each level to inform Crash of his next mission.



Hey, only the Village People have mustaches these days...



1 Similar to the wild boar ride in the original, Crash hops on the back of a baby polar bear.
2 The forced scrolling is one of the many gameplay elements in *Crash 2*.
3 Now you run the same level backwards with Papa Bear giving chase the whole way.



Non-stop action seems to be the one central theme in all of *Crash 2*.



1 Tunnels like this give Crash a chance to escape from the fearsome polar bear. 2 Of course, when the Papa Bear can't reach Crash, he always has his arsenal of snowballs to chuck at him.

**CLONING SHEEP
DON'T MEAN JACK.**



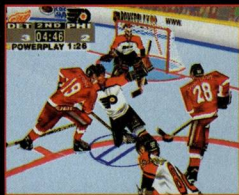


WE CLONED THE DOMINATOR.

NHL POWERPLAY™ 98

While pretty close to a gosh-darn miracle, Dolly — that cloned sheep — really doesn't understand the nuances of the butterfly style. In fact, she's a lot like those other hockey games — the ones where all the little computer guys play the same. Claude Lemieux doesn't check like Brind'Amour in real life, and he doesn't in NHL Powerplay™ 98 either. Our Patrick Roy doesn't make glove saves like the Dominator, and you'll have a tough time beating our Beezer through the five hole. We use the actual styles and abilities of guys like Fedorov, Shanahan, Leetch and every other player in the NHL to deliver the most realistic hockey game ever created. It's real skating, real physics and real action — and it's a helluva lot cooler than cloning sheep. www.vie.com

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Colony Wars

SYSTEM: PLAYSTATION

PUBLISHER: PSYGNOSIS

DEVELOPER: PSYGNOSIS

RELEASE DATE: OCTOBER

The greatest space combat game ever? Maybe...

You know, *Colony Wars* is everything *Wing Commander IV* should have been, but wasn't. Here are just a few features that make this game astonishing. Stunning backgrounds. Impressive and intelligent lighting effects. SGI rendered ships. Dead on control. Epic music score. Thundering special effects. Is your mouth watering yet?

One thing that sets *Colony Wars* apart from other space combat games is feeling of being there. As you zip about, battling the enemy, space dust and debris float by, giving you a clear sense of speed and direction. Your ship really seems to be floating in the void!

Backgrounds are filled with nebulae and luminescent gasses. Stars cast shadows on your ship and your opponent's ships as you dogfight. The strategic effect is that the enemy can hide from view (but not your radar) as they approach from the direction of a sun.

Even if the graphics weren't some of the most gorgeous on the PlayStation, *Colony Wars* would still be a great game because the game play is approaching perfect. Think epic battle scene from *Babylon 5*; giant star cruisers gunning for each other, smaller attack craft swarming in and out of laser fire, and you piloting one of those little Star Furies. Yeah, your ship handles exactly like those do, and the graphics are nearly as good!

Naturally, the game revolves around a dramatic space opera, with you as the rookie pilot out to save the galaxy. Unlike *Wing Commander IV*, there's no unending FMV sequences or live dialogue here. Instead, you get good looking pre-rendered sequences with voice over by a James Earl Jones sound alike.

Even the planets look good in *Colony Wars*. It's too bad there are no surface missions!



'My God! It's full of stars!' Er, I mean, look how pretty the galaxy is!



In chase view you can see how the light sources affect the appearance of your ship.

The only drawback to this game, if it really is one, is that it doesn't use true physics (but then again, what space game or movie does?) When you let up on the accelerator, you stop moving completely. This keeps you from using some of the tactical maneuvers like power slide attacks that we all mastered in *Wing Commander II* and *III*. There's also no word on analog support.

Colony Wars is definitely one of the most dazzling games ever created for the PlayStation and promises to be one of the best titles to be released this year. Be sure to check the Ultra Disc for a gameplay movie!



Hey! You're targeting the Reliant! You'll kill Chekov!



So many ships, so few missiles! But check out those spectacular polygons.



1 Here we have *Colony Wars* showing off its brilliant light sourcing.
2 Interstellar gasses abound in *Colony Wars*. In the 'real' universe, huge clouds of these gasses are called 'nebulae' and this is where new stars are created. Pretty cool, huh?
3 Enemy cruisers don't just sit around waiting to be attacked. On the contrary, they sit around waiting for their next Imperial paycheck!



1 Attacking capitol ships is a big part of the game.

2 The Navy Frigate is the toughest of the enemy ships. You have to disable it's shields with EMP weapons before you can destroy it.

Extreme G

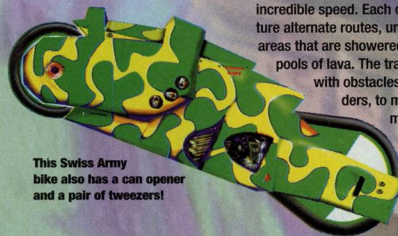
SYSTEM: NINTENDO 64
 PUBLISHER: ACCLAIM
 DEVELOPER: PROBE
 RELEASE DATE: NOVEMBER

How fast can a racing game be on the N64?

Futuristic combat racing that leads one to four players across 12 insane, rollercoaster-style racing tracks — does that sound like *Wipeout*? Sure, it is a clone of *Wipeout*, but several key differences and graphical enhancements could make it rise to the top of the futuristic racers.

The vehicles of choice in *Extreme G* are motorbikes packed with loads of armor and weapons and feature excellent detail and texturing. The bikes resemble something directly out of the cult-classic, *Tron*. The 12 different tracks range from mine shafts, abandoned water pipes, graffiti-stricken cityscapes, and are built like the best rides at any amusement park. The early versions we saw were a bit plain, but the latest build is astonishing; packed with light-sourcing, futuristic cityscapes, and incredible speed. Each of the 12 tracks feature alternate routes, underwater passages, areas that are showered with sparks, and pools of lava. The tracks are also loaded with obstacles, like falling boulders, to make the races even more interesting.

One new feature that could make *Extreme G* a special game is the ability to ride on the walls. In certain turns, you can ride the bike up the side of the walls, allowing for a completely different experience. Taking all of this madness in from a first-person perspective is insane — the twists, the loops, and the speed. Of course, *Extreme G* is more than just racing. The hover bikes



This Swiss Army bike also has a can opener and a pair of tweezers!



Crazy Hot Wheels loops are a complete rush.

No, it's not the Tunnel Of Love. This tunnel goes to France! Ack!!!

can pick up a number of exotic and violent weapons.

Some of the more intriguing weapons include Control Swap Missiles, which reverse the control on opponents, and Phosphor Flares, which blind all opponents behind the player. These kind of weapons are going to make four-player split-screen games a complete blast.

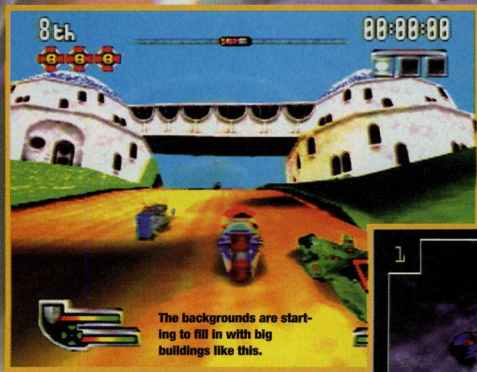
With *Extreme G* and *San Francisco Rush* on the way, the N64 finally has some great racing games.



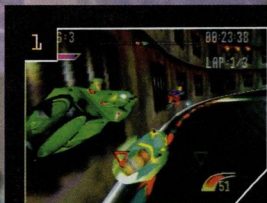
'No, don't drive into the void, that's always trouble'.



The four-player game is a violent race and a great party game.



The backgrounds are starting to fill in with big buildings like this.



1 Racing up on the sides of the walls allows for a whole new element in racing games. 2 Corkscrews, loops, and just about any other theme park trick is put to full use in *Extreme G*. 3 Some of the tracks are actually set in space, which has to make you wonder how the tracks are held in place.



1 We finally got a chance to see some variation in the tracks. 2 These rendered shots are what the designers used to create some of the tracks on the N64.

N64 + CF 63 1/3



(The
**Ultimate
Combo**)

Also available:
Clay Fighter Extreme



"...more variety than any
other N64 game to date."
— Nintendo Power

Sorry, we don't have any guys with 3-letter names like "Ryu" or "Ken." Also, none of us are named after some lame-o game developer.

We got cool 3D Breakthrough Environments. That means I can toss your sorry butt out of a window and then kick it again on the other side.

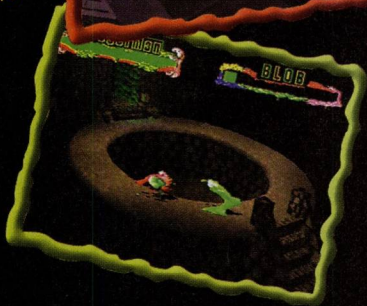
We have 12 kick-ass clay fighters, 3D environments, and free-floating camera angles. What do the others got?

We don't have any palette-swapped ninjas, no boring humans neither.

We have secret characters so famous they can't be named due to a strict licensee gag order.

There ain't any side-scrolling 2D backgrounds (Claymodo is 3D). Yeah, and no corner traps either.

COMING
IN
SEPTEMBER



Interplay
BY GAMERS. FOR GAMERS.™
www.interplay.com

Last Bronx

SYSTEM: SATURN, PC
 PUBLISHER: SEGA
 DEVELOPER: SEGA
 RELEASE DATE: OCTOBER

When barehanded whup ass just isn't enough...

As *Last Bronx* nears its release date, ULTRA GP has just received its early playable preview U.S. version of the game. Despite the Japanese version of the game already released, this U.S. version is still in its early stages, with only the basic game engine and characters up and running — no other modes or even a legitimate menu screen was yet included.

Early impressions are that the graphics are coming along nicely, with a tendency towards the high-res look of *VF2* more than the lighting effects-laden *Fighting Vipers* (or *Fighters Megamix* for that matter). Gameplay was definitely *VF*-based, with Sega's signature smooth, intuitive, control interface. The Japanese version of *Last Bronx* contained the following modes so we expect the same from the U.S. game: Arcade Mode, Vs. Mode, Saturn Mode, Survival Mode, Time Attack Mode, and Match Mode (pick two players and the AI plays for you).

Areas of concern are that there are only eight core characters in the game (although the number of hidden characters and playable bosses remains to be seen), and though the characters possess weapons, the game has a distinct 'another 3D Sega fighting game' feel to it (although that old familiar feeling means that the game should be better than about 90% of the fighting games that come out). Of course, the game is a work in progress and we are hopeful that Sega continues to add moves, refine gameplay, and incorporate new strategic elements to the game, so *Last Bronx* acquires its own distinct personality.

Sega has been a little quiet about game details surrounding *Last Bronx*, but if



Every videogame needs a babe in thigh-high boots!



And here's a shot to keep all those girl gamers happy...



Here's more proof that wearing a suit makes you evil.

the Japanese version of the game is any indication (and it should be), the game will also come with a second disk that contains a Training Mode, Tutorial movies, and bonus modes which can be accessed once the game is completed or via codes. If nothing else, the total *Last Bronx* package should surpass anything we've seen from Sega so far. Let's just hope that the game proves to be as satisfying.

A New Cast of Characters

One thing's for certain about all of these new characters. They all look like they need some Prozac.



Joe



Kurosawa



Lisa



Hagl



Tommy



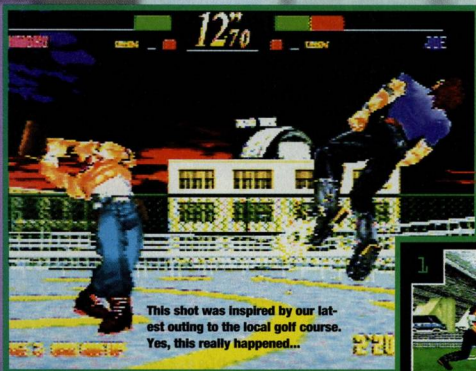
Yoko



Yusaku



Zainoku



This shot was inspired by our latest outing to the local golf course. Yes, this really happened...



1-2 In this astounding sequence, we finally find physical proof that there is no such thing as gravity. In actuality, the Earth sucks...

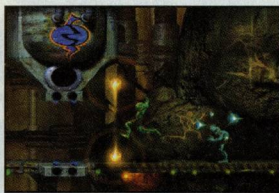
In other games you kill your enemies. In Oddworld, you make them do the killing for you.



Got some nasties to off? Why get your hands dirty? Possess one of them and let him do the blasting for you.
Sound Odd? Welcome to Oddworld.



see the slig, be the slig.



a quantum leap in gameplay.



it's a hostile takeover.

A.L.I.V.E.
Aware Lifeforms In
Virtual Entertainment



Strategy Guide
available from



**ODD WORLD
INHABITANTS**



**GT Interactive
Software**

www.gtgames.com

Duke Nukem 64

SYSTEM: NINTENDO 64
 PUBLISHER: GT INTERACTIVE
 DEVELOPER: EUROCOM
 RELEASE DATE: FALL 1997

Duke doesn't swear anymore, but he's still fun at parties

Of all the first person shooters available, it has to be said that *Duke Nukem* has the most character. Duke himself is quite a guy, possessed of square jaw, blond hair and a bad attitude. It has to be said though, that some of that attitude has been a little diluted for the Nintendo 64 version of the game.

Duke Nukem has previously featured partial nudity, swearing and violence so gross, that even Bill Donohue had to buy a barf bag. As we expected, most of this detail has been removed or changed for the Nintendo 64 version of the game. Duke does not swear. The strippers are gone and the violence has been toned down. Nintendo has never previously stated that censorship would not occur, and to be fair, the levels of violence and sex would mean this was unsuitable for all but the oldest players.

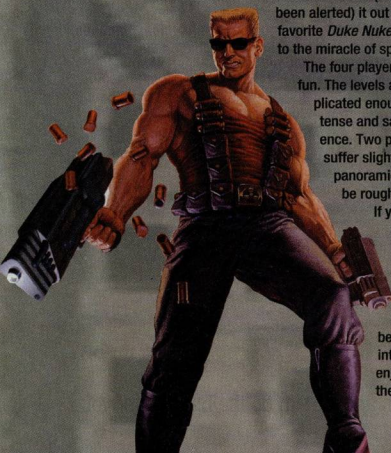
For everything Eurocom has taken out though, two things have been put in. Perhaps the most important feature in the whole game is the inclusion of a four player deathmatch mode. You and three other

Dukes can duke (Pun-Police have been alerted) it out on all your favorite *Duke Nukem* levels, thanks to the miracle of split-screen.

The four player mode is great fun. The levels are big and complicated enough to make it a tense and satisfying experience. Two player games suffer slightly from a weird panoramic effect that can be rough on the eyes.

If you're worried about the fact that the other player can see where you are, don't - it becomes an intrinsic and enjoyable part of the game.

The levels are complicated and truly three dimensional. Your exploration skills will be tested to the max.



Duke finds himself in a spot of bother with some tusked alien fiends. Hasn't this happened to us all, at one time or another? C'mon, be honest...

Another thing that has been added is even more important: new levels. Not content with the original PC levels, the developers went to the trouble of adding even more, including a haunted house that will have *Mario* fans running for cover. Graphically, there are a few snags. Although the frame rate and resolution are superb, the perspective can appear a little weird at times. The huge guns can also obscure the action, but in its favor, the control walks all over the PC version. *Duke* is now as limber and reflexive as Kerri Strug, without the ankle problem.



See hopped-up alien girls cavort to pounding, heathen, jungle beats in the disco level!



You'll gasp in sheer terror at the Mosh Pit of the alien red-haired step children!



1 *Duke Nukem 64* has levels that aren't included on any other version.
 2 Surprisingly, the four player mode is simple to comprehend.
 3 Whoa! No, you're not having a flashback. Have a nice trip in our 'Summer Of Love' Lava Lite Lounge!



1 The 3D graphics are even better on N64 than they were on PC.
 2 You'll take turns blowing up big screen TVs in the Roseanne room! Sorry, but there's no free HBO...

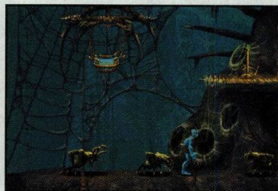
In other games enemies are evil.
In Oddworld, they're moody, territorial, lazy, hungry,
fickle, paranoid *and* evil.

If you don't know what makes other characters tick, they just might explode.

Sound Odd? Welcome to Oddworld.



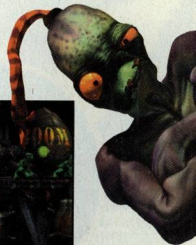
scrabs ahoy!



paramites on the prowl.



every slog will have his day.



A.L.I.V.E.
Aware Lifeforms In
Virtual Entertainment



**ODD WORLD
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Manhattan Project

SYSTEMS: PLAYSTATION
 PUBLISHER: RADICAL ENTERTAINMENT
 DEVELOPER: RADICAL ENTERTAINMENT
 RELEASE DATE: MARCH

Previously, Radical Entertainment was known best for its work on Virgin's *NHL Powerplay*. The Vancouver-based developers have decided to expand its products to include action games and the first to come out is *Manhattan Project*.

This is one of those games that is hard to describe, yet incredibly addictive to play. Essentially, it is a two-player fighting game and capture the flag mixed together. The object is to turn all of the lights in the arena to your color, however, in order to do that, you have to fight off the enemy while working your way around the various 3D landscapes. The early version we played only had a few arenas, but the depth of play was already evident. Since the game won't be out until early next year, we expect the developers to continue developing deeper levels, new moves, and maybe even a four-player game.

The early word on *Manhattan Project* is promising, but we'll wait and see how well this project finishes.



Once you are 'H', you have to find these lights and change them to the proper color.



1 Like a fighting game, there are different characters who possess different strengths and weaknesses. 2 Pulling off super moves like this is the key to beating the advanced player.

3 The light-sourcing and 3D worlds are graphically impressive, but have yet to show the next level.



The key to *Manhattan Project* is going to be the complexity of the levels.

Red Asphalt

SYSTEM: PLAYSTATION
 PUBLISHER: INTERPLAY
 DEVELOPER: INTERPLAY
 RELEASE DATE: FALL 1997

After what seems like an eternity, Interplay has finally shown up with a 32 bit version of its classic, *Rock N' Roll Racing*, only the name has been changed to *Red Asphalt*. Why? We'll never know. Unless we ask someone, that is. OK, I'm gonna do it. Hang on a second... darn, voice mail. Maybe they'll call back...

The game itself is quite a treat.

Futuristic, post-apocalyptic racing with guns and stuff. Sure, it sounds a little like *Twisted Metal*, but this is more of a racing game.

Almost like *Mario Kart* with blood and explosions. You can lay mines, shoot missiles and turbo your way out of almost any situation.

The good people at Interplay have gone completely nuts with the graphics, nice frame rates, great characters (reminiscent of *Loaded*) and lots of cool explosions. The gameplay is incredibly simple and fast-paced. Drive fast, shoot bad/good guys and don't crash.

Not exactly a brain-teaser, but fun nonetheless. We can't wait until it's finished.

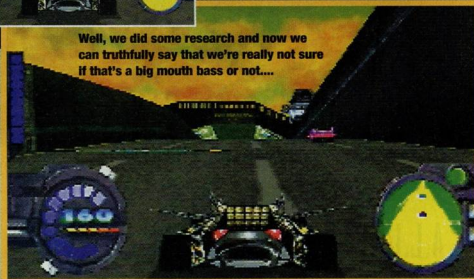
Hey, this could be a snapshot of Bill commuting to the office.



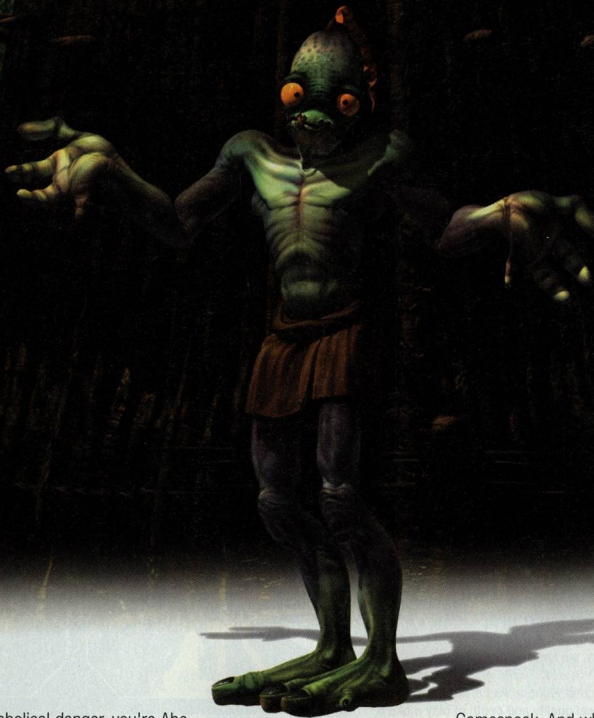
1 Beautiful rendered intros give way to an equally pretty, but gritty, game.
 2 Music adds an awful lot to the game. Remember, this is the sequel to *Rock N' Roll Racing!*
 3 Hey, is that a big mouth bass on the back of that car?



Well, we did some research and now we can truthfully say that we're really not sure if that's a big mouth bass or not...



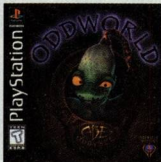
Other games talk about their characters, Oddworld's characters speak for themselves.



In a lush world of diabolical danger, you're Abe...
the skinny guy with no weapons.

Your mission is simple...run, jump and talk your
way out of this ravaged world. You heard me... Talk!

With just your D-pad and your brain. It's called



Gamespeak. And when you've got an entire race to
save from the dell counter it could come in handy.

For Odd's sake, do something different. Chow
down on ODDWORLD's pure nugget of surreal,
sensory overload gaming. You'll never be hungry again.

ODDWORLD: ABE'S ODDYSEE

G A M I N G G E T S O D D S E P T 1 9

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Virtual Entertainment



Strategy Guide
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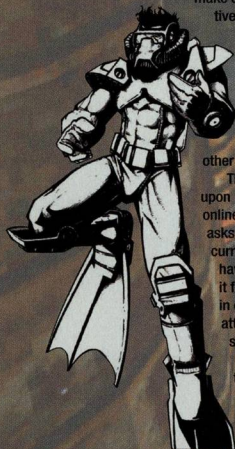


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SiN

SYSTEMS: PC
 PUBLISHER: ACTIVISION
 DEVELOPER: RITUAL
 RELEASE DATE: FEBRUARY



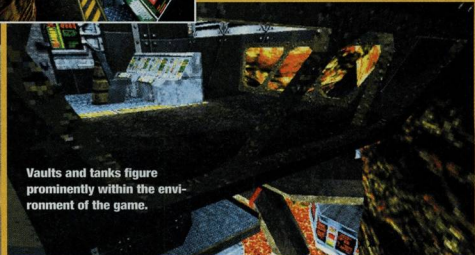
Ritual's first attempt at an original first person shooter is *SiN*. With the experience it gained from developing the first *Quake* mission pack, *Scourge of Armageddon*, Ritual hopes to make a new adventure in a totally interactive world while utilizing the *Quake* engine as its core technology. *SiN* will let players fight the forces of evil as a heavily armed security agent that shoots first and asks questions later. Not a bad premise for a game that promises lots of blood, gore and other fairly nasty elements.

The design of the game has relied upon massive amounts of input from the online community. Each month, Ritual asks for feedback on its website on its current design ideas. Internet gamers have been able to tell the team whether it feels that certain monsters should die in certain ways or what form their attacks should take. The result is a rare synergy between users and the team.

The game will also take advantage of 3D acceleration through its support of Open GL. There's nothing like seeing this game running off of a 3Dfx or PowerVR card, showing off superior graphics and all-around accelerated gaming goodness.



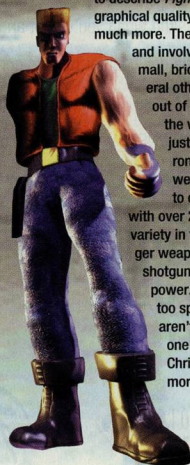
1 Lava-filled chambers mingle with futuristic evil laboratories in *SiN*. 2 There's no denying that every game should have a temperature control room. For *SiN*, this is where Ritual turns up the heat! 3 Considerably more detailed architecture than *Quake*'s basic walls is featured in *SiN*.



Vaults and tanks figure prominently within the environment of the game.

Fighting Force

SYSTEMS: PLAYSTATION
 PUBLISHER: EIDOS
 DEVELOPER: CORE DESIGN
 RELEASE DATE: NOVEMBER



We continue to receive updated versions of Core's 'other' big title on a monthly basis, and since we are so devoted to you, our beloved readers, we keep filling you in.

A true 3D *Final Fight* is the easiest way to describe *Fighting Force*, but the sheer graphical quality and depth of play make it much more. The game is one or two-players and involves tooling around the city, mall, bridge, naval bases, and several other locations beating the crap out of all kinds of baddies. Along the way characters can pick up just about anything in the environment and use it as a weapon. With four characters to choose from and each one with over 20 moves there is plenty of variety in the game. Some of the bigger weapons like bazookas and shotguns have amazing effects and power. So far the enemies are still too sparse and most of the levels aren't playable, but this is easily one of the top 10 games this Christmas so keep an eye out for more info.



1 There is an arena battle mode that acts like a fighting game, just a nice extra. 2 The co-op mode is a load of fun, especially when both of you are armed like this. 3 The bigger characters can pick up just about anything and give it a heave.



Another new level revealed is this subway train, where you have to do battle with all sorts of scum.

Gex 2

SYSTEMS: PLAYSTATION, PC

PUBLISHER: CRYSTAL DYNAMICS

DEVELOPER: CRYSTAL DYNAMICS

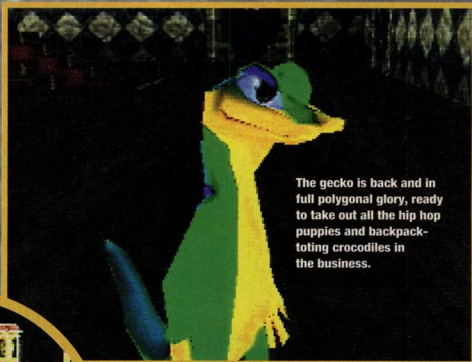
RELEASE DATE: 4TH QTR 1997

Leapin' lizards! The gecko with a hundred punchlines is back!!!



Crystal Dynamics' original wise-cracking reptile has finally entered the next generation of gaming by investing his skills in a whole new adventure. This time around, he'll be able to run, jump, scale, and tongue lash in full 360 degree movements, while exploring a 3D universe. Following the lead of some of his peers (i.e. Mario, Crash), Gex has taken the tip and moved to the next level of console programming, allowing himself to be placed in a series of 3D environments taken straight out of the movies. From haunted houses to science fiction-based circuit boards, the wily lizard will still be able to wrap his tongue around flies and other miscellaneous insects using the inborn skills of a gecko, but he'll also be able to latch onto ledges and the like with the same method. Talk about creative interpretation of the grappling technique!

Dana Gould should also be back behind the recording studio glass to provide the punchy one-liners for Gex that made the first games so successful. So, what's left to describe? The controls and gameplay, of course! So far, the game is still in its early stages, therefore nothing is final when it comes to actual gameplay. From the levels that we were able to mess around on, enemy interaction seems to be smooth, as is controlling the feisty rep-



The gecko is back and in full polygonal glory, ready to take out all the hip hop puppies and backpack-toting crocodiles in the business.



These guys certainly aren't lining up for a slowdance.

tile. His enemies can be destroyed by using different techniques in each situation. For instance, the Frankenstein monster needs three tail whips to fully dismember his already poorly assembled frame. Little humorous touches like this, along with highly promising level designs and controls, should not only endear an already famous platform hero to fans, but attract a whole new audience of gamers looking for a challenge.



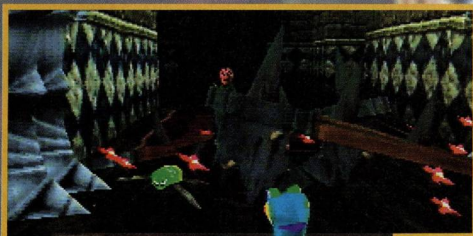
You'll be able to control the views and zoom in for a tighter look at Gex.



Tailwhack these TVs in order to access some helpful insects.



- 1 Gex retains a lot of his old tricks, like wall-scaling, but now the environments are bigger and completely 3D.
- 2 The details and intricacies of the backgrounds are incredibly impressive, even at this early stage in development.
- 3 Hop on the chandeliers, but don't dawdle too long or you'll plummet to the floor, painfully.



The Haunted House area of the game harbors everything from standard ghouls to knife-wielding pumpkin-heads to falling axes.



- 1 Gex will also be sporting some silly and amusing character animations to help lighten up the load of pillaging a haunted mansion.
- 2 If it just wouldn't be an adventure game without floating platforms and seemingly unreachable power-ups, now would it?



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NINTENDO⁶⁴



Wing Commander Prophecy

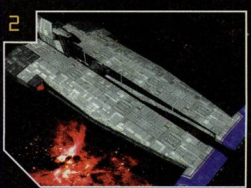
SYSTEMS: PC
 PUBLISHERS: ELECTRONIC ARTS
 DEVELOPERS: ORIGIN
 RELEASE DATE: WINTER 1997

The *Wing Commander* series has been resting on the accomplishments of its early incarnations. Basically, it's been a case of the champ becoming lazy and fat with each marketing (rather than substantive) success.

With an all new development team heading up *Wing Commander: Prophecy*, the series looks to have received a welcome infusion of life. A new space combat engine ups the visual excitement and adds a sense of tactical realism.

Thanks to 3D acceleration support and a bag of visual tricks, like ambient, directional, point-source and lens flare lighting effects, it is the graphics that are the most immediately noticeable difference in the new game. The all-star FMV sequences return, but the overall emphasis has been shifted back towards the gameplay. Players can actually click twice and get right into the game with the option of exploring the storyline at their convenience.

Wing Commander: Prophecy looks and sounds like no other *Wing Commander* game ever made, and that's a good thing.



- 1 Massive scenes of planetary destruction practically guarantee a game is worth playing.
- 2 The immense size of Capital ships, like the Midway, is communicated extremely well.
- 3 Big plant-like thing... shooting fire-ball! RUN!!!



Okay, *WC: Prophecy* doesn't look quite this good, but there is a significant leap in graphics in the new game.

Ghost in the Shell

SYSTEMS: PLAYSTATION
 PUBLISHERS: THQ
 DEVELOPERS: SCEI
 RELEASE DATE: WINTER 1997

Based on the successful anime movie of the same title, *Ghost in the Shell* concentrates more on the four-legged machine gun tanks rather than the main android heroine spotlighted in the film. But none of the action will be missing, as you'll be able to blast your way through mission after mission of fast-paced shooting mayhem. Your arachno-like mech will be able to launch grenades, jump, and scale walls to reach ceilings and lofty targets.

Throughout the game, you'll also view some of the finest original anime cinemas available. By finishing each mission, you'll be awarded with a new cinema that you'll also be able to save to your memory card for repeated viewings.

There's also a challenging training mode that allows you to prepare for the hectic gunplay of the actual missions. TH-Q will be bringing this gem home to the US PlayStation late this year and it looks to be full of pulse-pounding action for fans of the film and the genre.



- 1 The top-notch anime cinemas lie at the crux of the game's storyline and propel all the missions into action.
- 2 You'll have to deal with flying enemies, as well as ground-locked baddies.
- 3 'Okay, the Spice Girls are toast... now that wussy *Sailor Moon* cast is next on the list...'

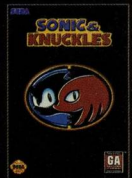


Meet your new grenade-launching one-seater. Imagine taking your friends out for a cruise in this.





sonic jam **SEGA**[®] hard stuff
www.sega.com



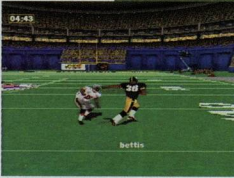
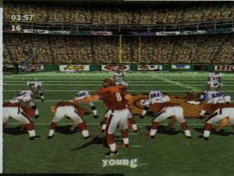
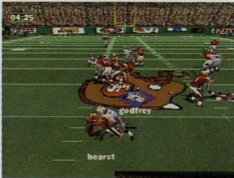
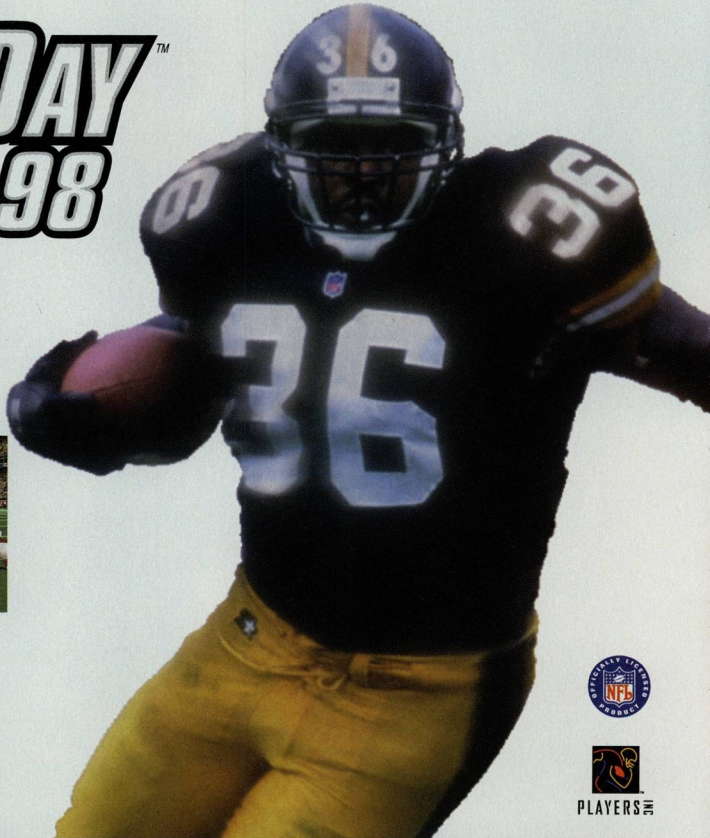
How do you spot a Sonic fanatic? Just look for the gold rings. Sonic Jam for Sega Saturn combines the 4 best-selling Sonic games in new 32-Bit brilliance on one stellar CD. Plus you can cruise the 3D Sonic Museum, packed with Sonic memorabilia. So get Sonic Jam. Unless you've got holes in your head. Uh, bad example.

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Street Fighter EX plus Alpha

SYSTEM: PLAYSTATION

PUBLISHER: CAPCOM

DEVELOPER: CAPCOM

RELEASE DATE: TBA

Capcom's classic gets the PlayStation 3D treatment



Well, if you had asked me, two years ago, what I thought *Street Fighter 3* would look like, I'd probably describe *EX*. Frankly, this takes the genre further technically than any previous *Street Fighter* title. The graphics alone make it a must-have for *SF* fans.

Finally, your arcade favorites are rendered in fast, smooth 3D, easily comparable to *Tekken 2*. The character animation is more realistic than other games in the series, but fortunately, the less-realistic aspects have been retained, like fireballs and other projectile moves.

Taking elements from all over the series, *Street Fighter EX* manages to present a very attractive game. There are combos, brand new throws and even the 'Super' moves found in *SF3*.

The gameplay is still very much 2D, even if the graphics are not. All the old characters have the same feel and weight, and there seems to be no sacrifices made in gameplay, just some slight differences. Overall, the gameplay is well balanced and almost identical in pace to recent *Street Fighter* games. Some players might be disappointed to learn that there are no 3D moves. Everything happens on one plane. You can duck and jump, but you can't dodge.

The old favorites, Akuma, Ryu, Sakura, Guile, are all here and all updated with 3D polygonal skeletons. The backdrops remain firmly 2D — this looks better on some levels than on others, and not even as convincing as *Tekken*. Capcom has thoughtfully

Ryu unleashes his trademark move, the fireball. All projectile moves look just great in 3D with light sourcing.



The sheer range of characters presented is impressive — more, in fact, than found in the arcade game.



included lots of extras, including characters and features that didn't even make it into the arcade game. And because the game is polygonal, the load times are completely acceptable.

All in all, *Street Fighter EX* presents a great new look at a great old game. This is, in many ways, superior to *Street Fighter 3*. We'll bring you a full review next month.



The backgrounds are very, very two dimensional. It can actually be quite distracting at times.



Street Fighter purists will complain about slight changes, but this isn't much different than any of the 2D incarnations.



1 The backgrounds are very, very two dimensional. It can actually be quite distracting at times. 2 I'm super-mad because E. Honda isn't a playable character and hasn't been for ages! 3 C'mon, everybody, let's do the Twist!

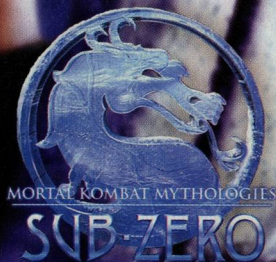


Just imagine how nice the world would be if we each had a sign like this for our own!



1 The weight and physics of the 3D character compare pretty well with those seen in the other versions of *Street Fighter*. 2 I'm sure stuff like this happens everyday on Air Force bases around the world...

EVIL PAYS



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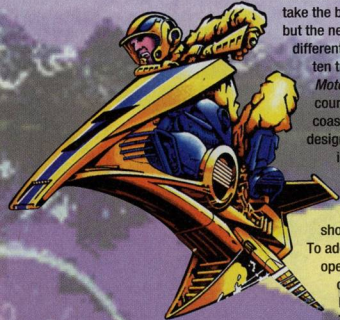
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Jet Moto 2

SYSTEM: PLAYSTATION
 PUBLISHER: SCE
 DEVELOPER: SINGLE TRAC
 RELEASE DATE: NOVEMBER

One of the more addictive racing games of last year is back for another run on the PlayStation. Once again, Sony and Single Trac (developers of *Warhawk*, *Twisted Metal*, and *Jet Moto*) have joined forces for a 3D racing experience unlike anything out there.

The unique racing element of *Jet Moto* has been kept intact, but new wrinkles have been added as well. You can still take the bikes on land, sea, or air, but the new tracks also offer several different tricks. There are a total of ten tracks scheduled for *Jet Moto 2*, ranging from cavernous courses to rapids to roller coasters. The idea behind the design of the new tracks is to incorporate a radical feel to the game. With corkscrews, huge jumps, and loops, the game should maintain a frantic pace. To add to the insanity, the developers have put in more obstacles and expanded the boundaries on the tracks. These complex courses create a new depth of gameplay not found in the original, but it remains to be seen if 'complex' really means confusing. More on this as it develops.



- 1 With insane new tracks like this, *Jet Moto 2* should be an exhilarating ride.
- 2 With new lighting effects and graphics *Jet Moto 2* is much sharper.
- 3 High-flying stunts, confusing tracks, and a split-screen, head-to-head race are the keys to *JM2*.

The grappling device is used even more in the sequel, making it a tougher challenge.

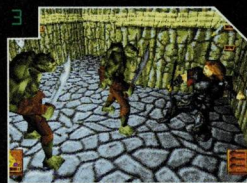
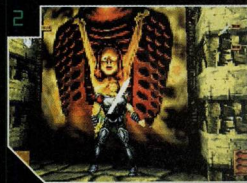
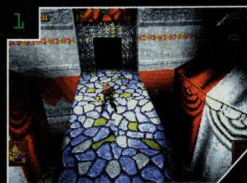


Deathtrap Dungeon

SYSTEM: PLAYSTATION, PD
 PUBLISHER: EIDOS
 DEVELOPER: EIDOS
 RELEASE DATE: FALL 1997

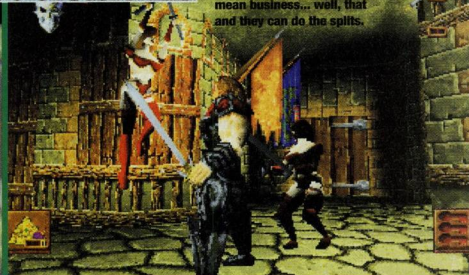
The third person, action/adventure genre has definitely become a booming area of prosperity for third party publishers on the PlayStation in the past year. Among the most successful at bringing this type of action to the small screen has been Eidos, whose *Tomb Raider* title has created nothing short of an international ruckus. Later this year, Eidos is planning on landing another similar hit with a text to videogame portover from Ian Livingstone's popular series, *Deathtrap Dungeon*.

This time around, your meanderings are contained within maze-like corridors and walled-in rooms full of sword-slashing enemies and deadly puzzles. This type of gameplay has become standard fare, but *Deathtrap Dungeon* promises to successfully beat the competition with its high-end light sourcing, varied weapon attacks, and challenging puzzles. If they're able to sprinkle a bit of that Eidos technological magic on this title, they may have yet another big time hit on their hands when the game is released to stores this fall.



- 1 Where there's a circus, there's sure to be clowns... what a scary thought.
- 2 The light sourcing techniques need to be in top form for such a dark and detailed adventure.
- 3 The variety of attacks and weapons should keep the gameplay interesting.

These scantily clad damseles mean business... well, that and they can do the splits.



Shadow Master

SYSTEMS: PLAYSTATION
 PUBLISHER: PSYGNOSIS
 DEVELOPER: HAMMERHEAD
 RELEASE DATE: NOVEMBER

To say that *Shadowmaster* is just another 3D shooter, would not only be unfair, it would be untrue. The game features open areas, slick frame-rate, amazing effects, and more polygons than any game on the PlayStation.

The artwork for the game was done by Rodney Matthews (who did loads of art for rock bands like Asia) and, judging from the freaky levels and beasts, it's not surprising he did most of his work in the drug-induced 70's. The fully polygonal beasts are monstrous and incredibly detailed.

What's even better is that there are several of them onscreen at one time.

The effects and weapons look like something out of a high-budget sci-fi movie and the constant action keeps the game moving at an impressive clip.

This is definitely not a game for those who are afraid to pull the trigger.

Just another impressive effort from Psygnosis and a top 3D shooter.

What we have here is a roller skate with a hormonal imbalance...



1 Light 'em up baby! With an array of amazing weapons and effects, *Shadowmaster* packs a big punch. **2** Huge polygonal enemies like this are an awesome sight. **3** With tons of open areas, *Shadowmaster* attempts to avoid the 'corridor shooter' tag.



The Buggy you tool around in is quick and armed to the hilt.

Longbow 2

SYSTEM: PC
 PUBLISHER: ELECTRONIC ARTS
 DEVELOPER: JANE'S COMBAT SIMS
 RELEASE DATE: FALL 1997

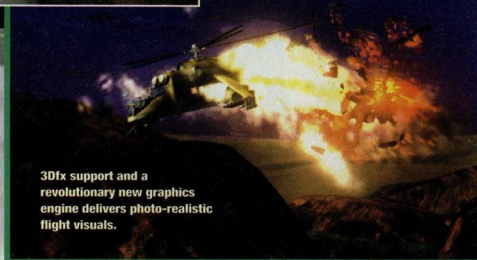
Developed by the team that brought you *AH-64 Longbow*, *Longbow 2* makes a quantum leap over its predecessor and any and all competitors with its 3Dfx accelerated graphics. The all new graphics and its dynamic lighting effects offers four times the object and terrain detail of the first *Longbow* game. The result? Even early on it is pure beauty.

Of course, great graphics don't mean anything without great gameplay and *Longbow* has the pedigree to boost expectations to the highest. The campaign engine will now generate a new war every time the game is played for a nearly infinite number of experiences. An advanced physics engine and realistic AI systems mean an unprecedented level of realism as the player has the choice of piloting or co-piloting a range of choppers including the Kiowa Scout, the Blackhawk, and of course, the Longbow. Comprehensive multi-player support allows the player to go head-to-head or work as a team on cooperative missions.

Although *Longbow 2* looks to be the epitome of realism, the game includes step-by-step training missions and an interactive Jane's reference guide to initiate the novice. It looks like simulation veterans and newbies alike can't help to be attracted by *Longbow 2*.



1 The helicopter flight-sim arena has heated up, but *Longbow 2* looks to obliterate the competition. **2** The night vision mode looks absolutely authentic and adds an intriguing gameplay element. **3** Dust, smoke, and lighting effects are rendered exquisitely by 3Dfx-based accelerator cards.



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Mortal Kombat 4

SYSTEM: ARCADE
 PUBLISHER: MIDWAY
 DEVELOPER: MIDWAY
 RELEASE DATE: NOVEMBER

The boys and girls from Outworld are back!



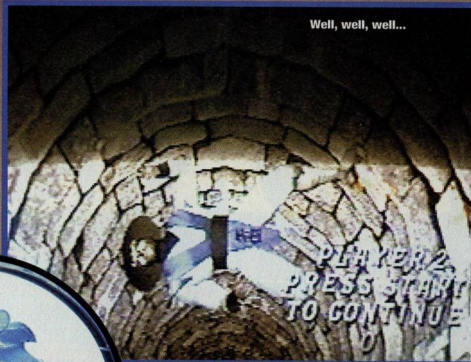
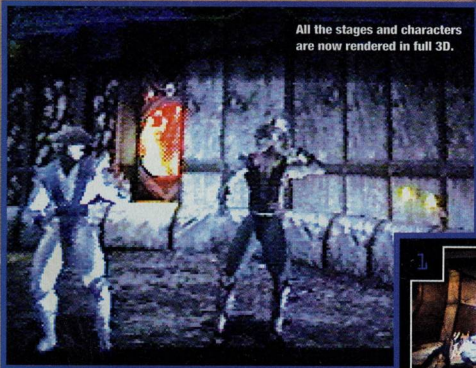
Forget *War Gods*. *Mortal Kombat 4* is, by far, the most refreshing and technically amazing brawler Midway has conceived, thus far. The impressive visuals, play mechanics, and booming sound all add up to a totally remarkable package.

Scheduled to arrive later this fall, *MK4* will be running on Midway's new Zeus chipset, a board that pushes over 1 million polygons per second and rivals Sega's Model 3 technology (Sadly, we had to take our screen shots from a video. Sorry.). Among the nine characters are three new faces: Shinnok, Quan Chi, and Fugin. These three goons sport some gritty gothic features as well as some butt-kicking weapons. Weapons? That's right. All the combatants in *MK4* sport their own tailor made weapons. For

instance, Sonya can wield a massive star-looking device, while Fugin possesses a sleek pulse rifle.

But this is not to say that weapons are exclusive to just their characters. The weapons can also be knocked out of the opponent's hands. When a character gets hit, the weapon falls to the ground. If the opposite character doesn't have a weapon in hand, he or she can pick that weapon up via the 'Run' button. Weapons can also be drawn by initiating a backwards fireball and high punch. Unfortunately, once a character has drawn his or her weapon, it can't be 'holstered'.

All the stages and characters are now rendered in full 3D.



Well, well, well...

Like the previous games in the series, all the action is in 2D. A new dynamic camera, pans and zooms around the polygonal playing surface and that's about as close to 3D as you get. Though the game is strictly 2D, it doesn't detract from the overall package. In fact, keeping the game in 2D might have been a good idea, considering how bad *War Gods* turned out. Expect to see more coverage of this hot fighter as its winter release edges closer.



Players can experience this 'default' fatality when not opting to continue.



Shinnok loses. Fatality!



1 Nine characters are selectable, with six being hidden.

2 This weed wacker is just one example of the awesome weapons *MK4* touts.

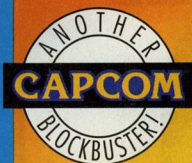
3 New characters, Shinnok and Quan Chi, go for the old 'jump kick' win.



1 Sonya's back with a variety of cool moves and combos.
 2 This time out, most of the action will take place on Outworld, with a few Earth locales mixed in.

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Marvel Super Heroes. All other fighting games are mere mortals.

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Tomb Raider 2

SYSTEM: PLAYSTATION

PUBLISHER: EIDOS

DEVELOPER: CORE DESIGN

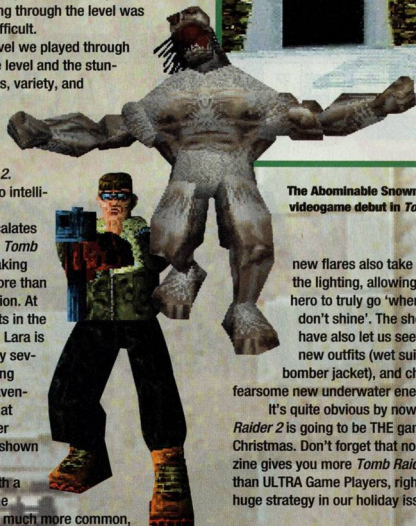
RELEASE DATE: NOVEMBER

Bigger, better, faster, and the game's coming along nicely, too!

Nearly every issue we give you another update on the amply endowed spelunker's latest adventure, but this month we actually got a chance to play through a complete level of the game. Unfortunately, the game doesn't have any save points or medi-packs yet, so playing through the level was extremely difficult.

The level we played through is the Venice level and the stunning graphics, variety, and puzzles have us all even more excited about *Tomb 2*. The switch to intelligent human enemies escalates the action in *Tomb Raider 2*, making the game more than just exploration. At several points in the Venice level, Lara is ambushed by several gun-toting thugs and ravenous dogs all at once. Another new enemy shown is a large skinhead with a billy club. The enemies are much more common, but the key is how intelligently they fight. For example, if Lara jumps up on a platform, the thugs will follow and beat her senseless. Unlike the original, human enemies don't take 100 shots to go down, making the battles more manageable.

Beyond the new enemies, the Venice level showcased the new lighting, puzzles, and open environments. These new dynamic lighting effects will complement Lara's dual magnums, lighting up the whole screen when they fire. Lara's

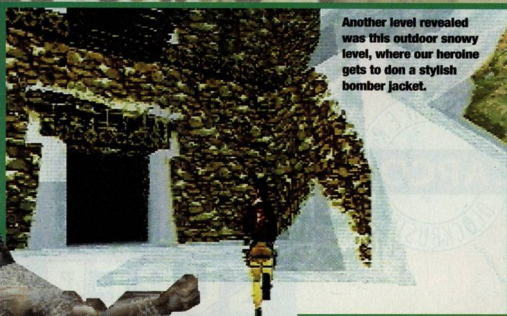


The Abominable Snowman makes his videogame debut in *Tomb 2*.

new flares also take advantage of the lighting, allowing our busty hero to truly go 'where the sun don't shine'. The short demo we have also let us see Lara in her new outfits (wet suit, and a bomber jacket), and check out some fearsome new underwater enemies.

It's quite obvious by now that *Tomb Raider 2* is going to be THE game this Christmas. Don't forget that no other magazine gives you more *Tomb Raider 2* coverage than ULTRA Game Players, right up to the huge strategy in our holiday issue.

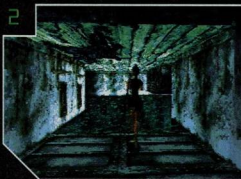
Another level revealed was this outdoor snowy level, where our heroine gets to don a stylish bomber jacket.



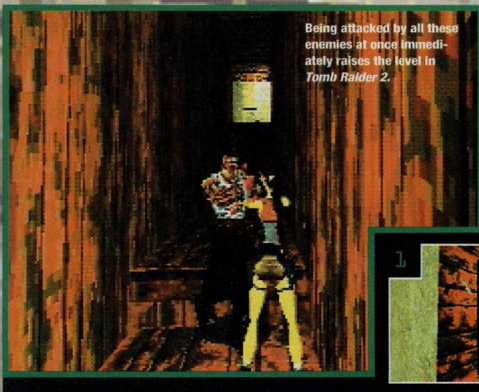
With more polygons designated for Lara, you'll notice how some areas (Mika) are a bit rounder than they used to be.



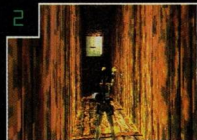
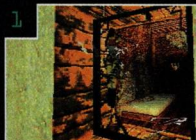
The usual cinematics of *Tomb Raider* are all present in the sequel.



1 Lara's new crawl enables adventuring to all new heights. 2 The Titanic level is an adventure through a sunken ship and a chance to see Lara in her wetsuit (most of us were hoping for a bikini). 3 Thank God, Lara will have an underwater weapon, with enemies like these huge sharks to contend with. Seafood, anyone?



Being attacked by all these enemies at once immediately raises the level in *Tomb Raider 2*.



1 Jumping through windows is another awesome new element. 2 Flares are a new tool, designed to help Lara find her way through tight, dark spaces like this...

Half-Life

SYSTEMS: PC

PUBLISHER: SIERRA

DEVELOPER: VALVE

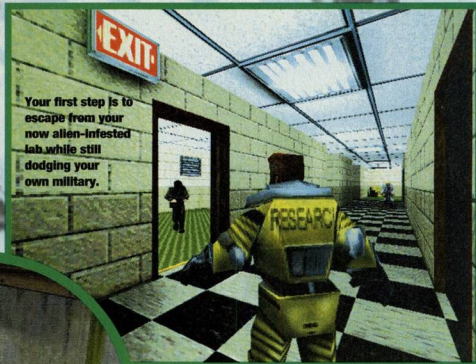
RELEASE DATE: DECEMBER

So you think you've had a rough day at the office?

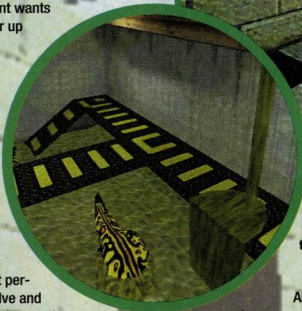
OK. You wake up one morning to go to work in your lab, the way you have every morning. The problem is that this morning, you find your colleagues scattered in pieces around the lab due to the appearance of some particularly nasty alien monsters (who decided that they made better wallpaper than scientists). While you escape to the surface, you learn that your government wants you dead as well, to cover up the mishap. Your only chance is to reach the alien home world, foil their monstrous schemes, and figure out how to make peace with your own murderous kind.

Sounds a bit too tough, right? Well, the folks at Valve don't think so, because that's exactly what you're up against in their latest first-person shooter, *Half-Life*. Valve and Sierra have teamed up to license the *Quake* engine in an effort to create what has been called a "thinking man's *Quake*."

Al in the game is exceptional as your crafty enemies will occasionally form packs to attack. Using flanking and distraction techniques, your enemies are particularly difficult to dispatch. More than 25 creatures will assault you at every turn. It's almost enough to make us too scared to play! Luckily, the large and powerful arsenal of weapons at your disposal make the game well worth playing.



Your first step is to escape from your now alien-infested lab while still dodging your own military.



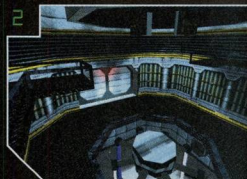
Oh boy! It's EuroDisney's great new Escargot Ride!!! Can't wait to get on that snail!!!



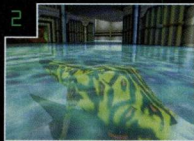
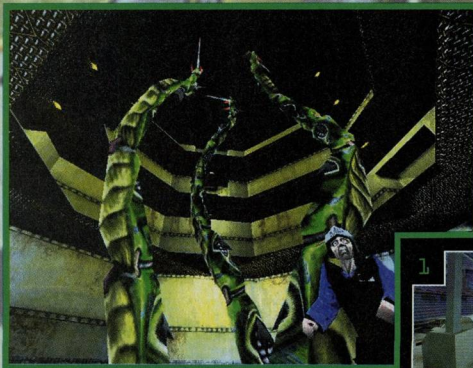
Packs of these little monsters can make life particularly difficult for the player.



No, this isn't a Pink Floyd concert — It's a Bon Jovi show!



1 3Dfx support promises a super smooth framerate.
2 This is an experimental power source that resides in one of the many research labs.
3 Detailed structures are the norm for the *Half-Life* environments.



What game would be complete without a giant blood-sucking flea or two? Like the sign says, 'This ride will get you wet', only it says it in French...

NECK HAIR WAS M

This game rips asphalt. White-knuckle the wheel and feel those raw nerves pulse. 230 mph. Crashes



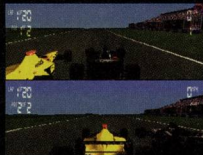
so realistic, you'll beg for salve. Add a little split-screen action so you can taunt your friends. Formula 1





EANT TO BRISTLE.

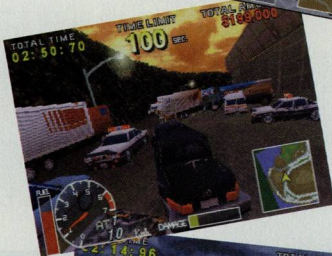
has been reborn. Grab hold, Pierre.
The back of your neck is going for
a ride. www.psygnosis.com



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Don't expect any citizen-of-the-month award. Expect spine-tingling action, hair-raising crashes and the never-seen-before track cam view.



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Reviews Index

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ou're probably asking yourself, 'Why is a game review like a horror movie?' C'mon, we all know that's exactly what you're thinking... right? Well, I'd be happy to answer that question for you. First of all, everything's normal (or as normal as normal gets around here). You got a game and it's a bit of a mystery. Will it be good? Will it suck rocks? You sit down and start to play. The suspense builds... You start flying through the levels, taking notes, solving harder and harder puzzles. Then, when you're just about to beat the damn thing, a horrible, twisted, demented, psycho monster jumps up on your desk and screams 'Where the hell is my copy? That review was due two days ago! I'm gonna use your guts for a necktie!!!' You scream... and scream again... and again...

And then you give Bill your copy, so he won't do horrible things to you. See how much like a horror movie that is? Just like *Night Of The Living Dead*... Heh, heh, heh...

ULTRA AWARD
Only the best pass this test!



INSIDE THE SCOREBOOK

• **GRAPHICS** How a game looks is only a small part of the formula, but an important one. Great graphics can pull the player into a world and make the experience seem all the more real. **Weighted by 4.**

• **MUSIC** Again, music won't make or break a game, but if the soundtrack moves you in an RPG, or gets your heart pumping in a fighting game, it adds to the overall appeal. **Weighted by 2.**

• **SOUND EFFECTS** Good sound effects can actually help you to 'feel' the game better. Just imagine how much less of an impact a heavy punch would make if it only made a small 'tick' on contact. **Weighted by 2.**

• **INTERACTION** How well does the game respond to your commands? How much influence do you have over what's going on? **Weighted by 4.**

• **BALANCE** Is the game childishly easy one level, then frustratingly hard the next? Does your opponent

have an unfair advantage? When you want to save, do you have to walk a hour back to the village? **Weighted by 4.**

• **DEPTH** Ever bought a game, fallen in love with it the first hour, only to beat it in two hours? A great game will take a long time to finish, and offer plenty of reasons to come back for more. **Weighted by 4.**

• **EXTRAS** Did the game's programmers go for that 'little extra', tossing in codes, hidden items, secret screens, or other added bonuses? **Weighted by 1.**

• **PRESENTATION** Does the game create a world that draws you in? Do the intro screens and menus reinforce this environment? **Weighted by 1.**

• **INNOVATION** A game can be loads of fun without offering anything totally new, but the classics are always the trendsetters. **Weighted by 1.**

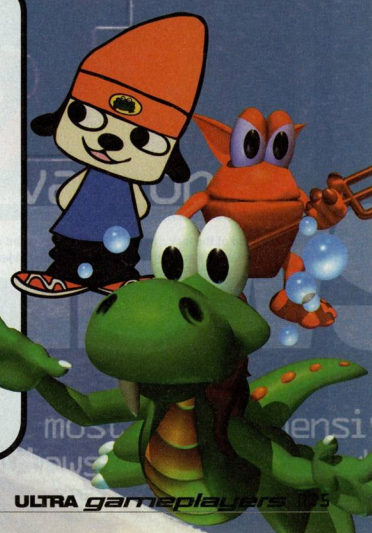
• **RATING** The total sum of all the categories, divided by 23.

BAVUD AIR RACE	PG 101
CROC	PG 079
DARKLIGHT CONFLICT	PG 102
DISCWORLD 2.....	PG 110
EXTREME ASSAULT	PG 115
FANTASTIC FOUR	PG 094
FELONY 11-19	PG 112
FINAL FANTASY VII	PG 084
FI POLE POSITION	PG 109
GOLDENEYE	PG 076
GRAND TOUR RACING '98	PG 118
HERC'S ADVENTURE	PG 108
HERCULES	PG 111
IF22	PG 110
PARAPPA THE RAPPER	PG 095
PORSCHE CHALLENGE	PG 086
SATURN BOMBERMAN	PG 090
SPACE BAR.....	PG 110
TETRISPHERE	PG 104
TREASURES OF THE DEEP	PG 103
TWINSEN'S ODYSSEY	PG 082
XCOM: APOCALYPSE	PG 099

THE RATING

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

- 1.0 Extraordinary
- 9.0-9.9 Ultra
- 8.0-8.9 Very Good
- 7.0-7.9 Good
- 6.0-6.9 Average
- 5.0-5.9 Lacking
- 4.0-4.9 Seriously Flawed
- 0.0-3.9 Purple Capes



REVIEW
PLAYSTATION

ニンテンドウ64



GOLDENEYE 007

The namesh Bond, James Bond. Lishensh to kill...

One of the first games ever announced for the Nintendo 64 was Rare's conversion of *Goldeneye*. Although it's way too late to take advantage of the movie publicity, the game has the advantage of being a great title in its own right. Frankly, most movie licenses suck

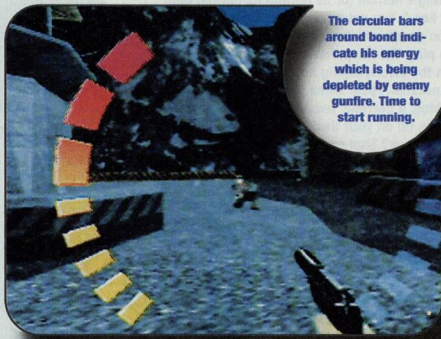
hard, and it's tough to expect anything good.



This time though, the trend has been reversed. *Goldeneye* is a winner.

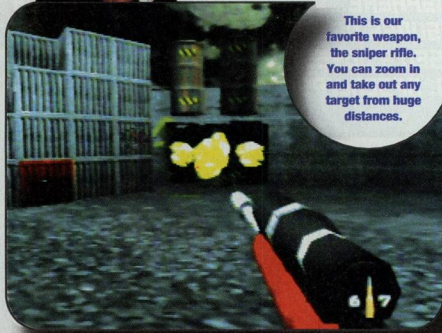
It's not just the graphics, but let's talk about those for a minute. An amazing amount of detail and realism has been packed onto this cartridge. The characters are excellent. Soldiers are realistically animated, although they do share that weird, squared off look with *Turok*. The motion-captured animations are spectacular. You can shoot specific body parts and they'll react properly, clutching the affected area or limping from a leg wound. Graphic and exciting.

The sheer number of textures included here is also astonishing. Nintendo games can very quickly suffer from a lack of charisma thanks to a lack of varying texture maps. Areas all start to look the same. But, through clever use of coloring and variation, the boys and girls at Rare have been able to make every level look different. This is especially important in the maze-like levels,



The circular bars around bond indicate his energy which is being depleted by enemy gunfire. Time to start running.

This is our favorite weapon, the sniper rifle. You can zoom in and take out any target from huge distances.



where you could be lost very easily.

Now, the gameplay itself is pretty darned impressive. Most of the time, you'll be creeping around, sniping, karate-chopping or just looking for stuff. Sometimes though, you'll round a corner and find yourself confronted with a room-full of angry bad guys and the only option is to open up with a machine gun. This mixture of strategy and action is the heart of the fun.

Variety is taken care of by the sheer depth of gameplay. One level has you driving around in a tank (just like the movie), evading pursuing vehicles and blowing up everything. Realistic physics and cool graphics shame many so-called realistic Tank simulators.

It has to be said though, that the single most fun aspect of the one player game is sniping. You use a high powered rifle to take out targets at great distances. The gunsight is

activated at the press of a button and you have to carefully move the sight around to take a shot. Blasting an unsuspecting bad guy from a distance of more than a mile is quite a nice feeling.

And you're not just limited to guns. You can use martial arts skills too, or the butt of a rifle. If things get really desperate, what about your cool magnetic watch? There are so many cool elements to the one player game that it's hard to know where to start. But if that wasn't enough to really make you drool, how about the four player game?

You can play with up to four players on screen at once, each using a quarter-screen window. Racing through the halls and corridors of specially designed levels is an experience that can only be matched by multi-player Quake. The frame rate is great, but it does work better in two player mode, thanks to the cool

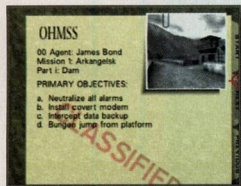
1 Bond, horrified at the lack of gorgeous girls with weird names, contemplates suicide or bungee jumps from a dam, you decide. 2 Objects, once shot, retain any damage they sustain, even close up. 3 Bond can duck, or lean around objects to shoot, a little like *Time Crisis*. 4 Those crates will explode if you shoot them enough, so get a clean shot.



MULTI-PLAYER BONUS TIME!

Although the single player game is absorbing and fun, there's nothing quite like multi-player deathmatches against your friends. Goldeneye supports up to four players simultaneously in specially constructed arenas. Each player controls a different character as they run,

Quake-style around the daunting terrain, blasting and trying to stay alive. It's not as easy as it looks. And no, you can't really keep track of your enemies by looking at their little windows — you're too busy concentrating on your own survival.



Read the mission briefs carefully, they change depending on difficulty level.

'Panavision' mode.

There are tons of hidden secrets in the game too, but the sheer number of things that need to be achieved on each mission should keep you busy for a very

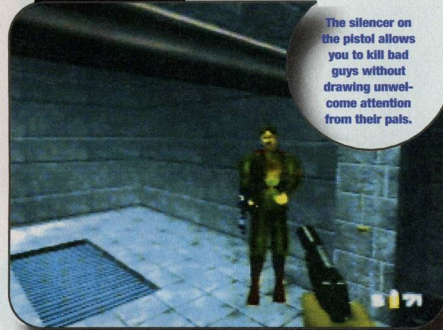
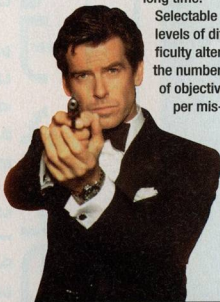
long time.

Selectable levels of difficulty alter the number of objectives per mis-

sion, but even on easy level, this is a daunting task. *Goldeneye* is a classic. It's one of a kind and puts most first person shooters to shame. We can't recommend it highly enough.

Everyone in the office who owns a Nintendo 64 has either ordered, bought or is planning to by this game and we can't really recommend it any higher than that. This should keep you happy until *Zelda* comes along, and beyond. The only N64 game that's better is *Mario 64*.

● FRANK O'CONNOR



The silencer on the pistol allows you to kill bad guys without drawing unwelcome attention from their pals.

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GOLDENEYE

ALTERNATIVES

MDK 9.2

Hexen 64 7.4

THE LINE

● AUDIO & VIDEO

GRAPHICS 9
MUSIC 8
SOUND EFFECTS 9

● GAMEPLAY

INTERACTION 9
BALANCE 9
DEPTH 9

● SPECIAL

EXTRAS 9
PRESENTATION 10
INNOVATION 10

RATING

9.1

YOU'RE NEXT.



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COLONY WARS
EPIC SPACE CONFLICT

プレイステーション



REVIEW
PLAYSTATION

CROC

Is Fox's feisty little Croc all he's cracked up to be?

When Fox and Argonaut set out to begin production on *Croc*, they were told, time and time again, that the PlayStation couldn't do graphics that resembled those on the N64. The skeptics couldn't be more wrong.

Fox's little labor of love, *Croc*, turned out to be a complete graphic treat, with smoothly textured polygonal environments and characters, crafty nighttime and daytime light sourcing, and some of the most detailed character animations ever seen on any system. The opening story cinemas show off the typical high-end quality found in most recent

PS games, but it's the

actual look of the game, itself, that guarantees a captive audience. And for one rare moment in gaming history, how beautiful the graphics appear actually translate over to how well the game plays. The way that Croc runs, jumps, swims, and grapples shows off the power of the PlayStation, while the fluid handling and tight controls of the actual game are distinctly comparable to those of *Tomb Raider's* Lara Croft. It's no doubt that when you first begin guiding the reptile around the lower set of levels, you'll be bowled over by the look and feel of the game, but unfortunately, the substance behind the style starts to regrettably wear thin.

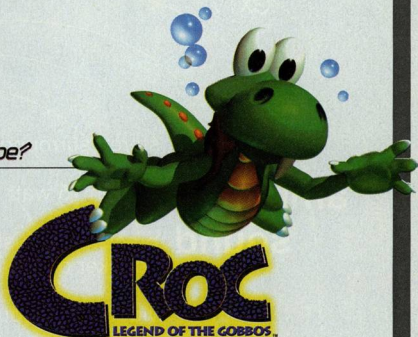
The overly simplistic level designs, painfully easy bosses and noticeable infrequency of enemy interactions threatens to lull the avid gamer into a droopy-eyed trance, making even the cool 'Peanuts-y' soundtrack sound like lullaby music. There's an undefinable sense of

Apparently, Croc was adopted by a bunch of fuzzy, Muppet-like creatures. It figures...

Croc doesn't harbor as much of a challenge as this screen shot implies. More simplistic level designs run rampant in the game.

spatial emptiness that seems to hang over Croc's head throughout the game, but to the game's favor, with the countless levels, secrets, and bonus areas, *Croc* manages to strike an even balance between 'challenge' and 'pushover' in the end.

• FRANCESCA REYES

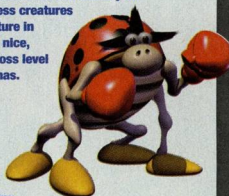


Who cares if he's a Mario imposter in cute crocodile clothing?

The huge cache of secrets and bonus areas left to discover in *Croc* will keep you coming back for more.

Meet Croc's nemesis and watch him unload his evil laundry on helpless creatures of nature in some nice, pre-boss level cinemas.

Nothing like a tall-to-gut rumble with the one and only Abominable Snowman! He'll go down easy with three well-placed tail swipes to the belly.



ALTERNATIVES

- Super Mario 64 10
- Crash Bandicoot 8.8
- Nights 9.3

THE LINE

• AUDIO & VIDEO

GRAPHICS	10
MUSIC	9
SOUND EFFECTS	9

• GAMEPLAY

INTERACTION	9
BALANCE	6
DEPTH	9

• SPECIAL

EXTRAS	10
PRESENTATION	7
INNOVATION	7

RATING



SAMSUNG

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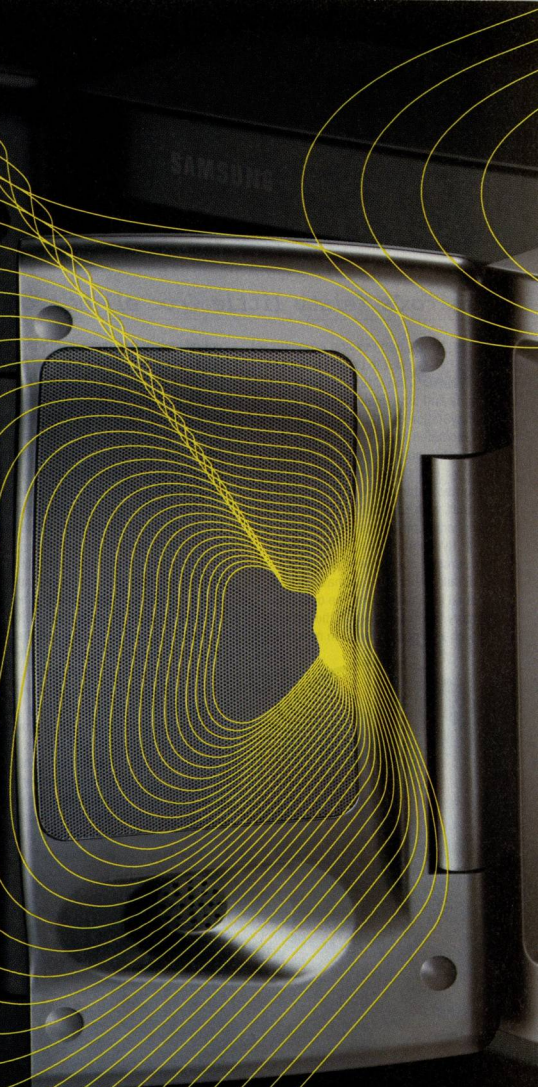
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REVIEW

PC CD-ROM



コンピュータゲーム



TWINSEN'S ODYSSEY

A game like this could only come from France...

Often, when a game originates in France, it gets labeled imaginative (think weird), unusual (even weirder), or atmospheric (you get the picture). *Twinsen's Odyssey* happens to be all those things, wrapped up with some extraordinary gameplay.

The game follows the adventures of Twinsen, a hero who recently saved his world from an evil and typically bizarre French villain. After completing that journey, he undertakes a small new adventure that snowballs into a massive quest. This expedition takes him through strange worlds with stranger inhabitants. In visiting these realms that are populated with talking cows, dimwitted elephants, and slightly disturbing wiener-people, it is evident that this game comes from a mixed-up land where Jerry Lewis is a genius and

REQUIREMENTS

- 486cdx 100 or better
- 16 MB RAM
- SVGA graphics
- 4x CD-ROM drive

Gerard Depardux a good-looking, romantic leading man.

Like most adventure games, *Twinsen's Odyssey* involves a good amount of random object hunting to proceed through the story. What this game does far better than most, however, is give players an intriguing and varying enough world to keep them interested in the exploration. The locations where objects are hidden are unique and stunning enough that searching new areas for whatever inane artifact needs to be found, presents an exciting opportunity.

All of these imaginative environments are displayed with a silky smooth 3D engine that allows players to view the action from a variety of angles. Whether it is

a go-kart driving rabbit or an alien badly disguised as a cactus, the design and animation is simply breathtaking.

Several small issues keep *Twinsen* from being a perfect game, however. While the story is strong enough to keep the game moving, the voice-overs are cheesy enough to belong in a matinee showing of *Godzilla vs. the Partridge Family*. The wide variety of voice samples in the game is an admirable feature, but sometimes more of a bad thing is, well, just a bad thing.

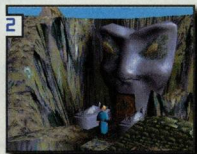
Even though the game is set in real 3D environments, it is an adventure title, not a platform game, something the developer sometimes forgets. In several instances, arbitrary difficult platform elements become part of the game, but rather than adding to the overall enjoyment of the action, they are a tedious distraction.

Even with these minor faults, *Twinsen's Odyssey* remains an absorbing and addictive title worth the price for anyone who enjoys a good adventure.

• DAN EGGER

Play with the right ingredients, and the Wizard's magical girlfriend appears.

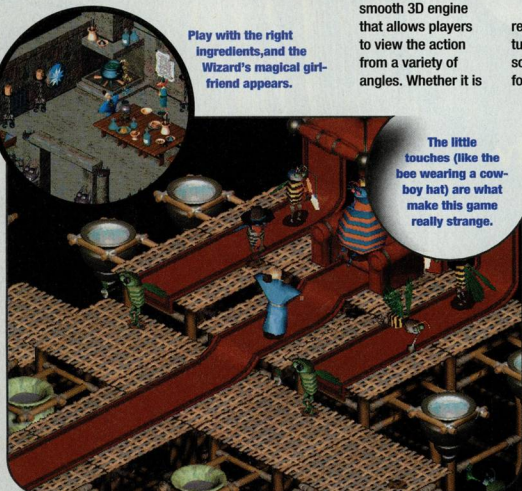
The little touches (like the bee wearing a cowboy hat) are what make this game really strange.



1 Sneaking into Temple Park will get you in trouble with the grumpy security guard. **2** Even the buildings in *Twinsen's Odyssey* are visually stunning. **3** The only thing more disturbing than a wiener-guy in combat fatigues. **4** These UFOs explain some of this title's out-of-this-world environments. **5** The Dino-fly is a necessity for reaching the ends of Twinsen's world.

ALTERNATIVES

Tomb Raider 9.5
Resident Evil 9.2
Alone In The Dark 8.3



THE LINE

AUDIO & VIDEO

GRAPHICS	10
MUSIC	10
SOUND EFFECTS	7

GAMEPLAY

INTERACTION	9
BALANCE	8
DEPTH	9

SPECIAL

EXTRAS	10
PRESENTATION	10
INNOVATION	9

RATING

9.0

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REVIEW
PLAYSTATION

プレイステーション



FINAL FANTASY VII

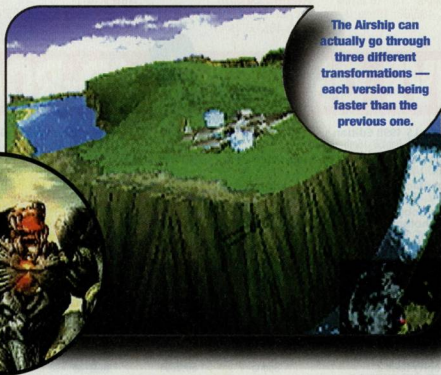
Game of the year? Perhaps...

The series responsible for putting Square on the videogame map is *Final Fantasy*. It's also a series who's name is synonymous with quality and excellence. English speaking gamers have been awaiting this title for over two years now, and their prayers are about to be answered. But how does this title compare to the previous *FF* incarnations? Does it live up to all the hype? For the most part, yes, it does.

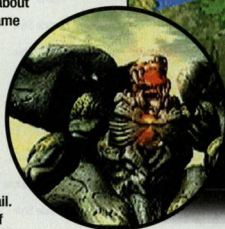
Final Fantasy VII starts off as your run of the mill RPG, but it soon turns into much more. The protagonist, Cloud Strife, comes off as your stereotypical hero at first — a soldier for the corrupt Shinra government that turns rogue due to the persuasion of money and, soon afterwards, ethics. And this is where the ride really begins. Cloud and his party not only have to deal with the impossible odds that stand against them, but also the issues of planet's environment, self sacrifice, corruption,

memory repression, and prostitution. This morbid storyline is perhaps the darkest offering of the series, which constantly eats away at the characters' moral fiber. However, the way the characters deal with this grief pays off later, as they grow and learn to deal with their predicament.

What's to say about the graphics? The game is absolutely gorgeous. Let's just say that they're probably the game's biggest selling point. Every town, house, room, toilet (yes, even the toilet) is rendered right down to the last detail. The innovative use of integrating seamless Full Motion Video into the storyline is perhaps the most stunning element incorporated into the *FF* series yet. Square has definitely pushed RPG



The Airship can actually go through three different transformations — each version being faster than the previous one.



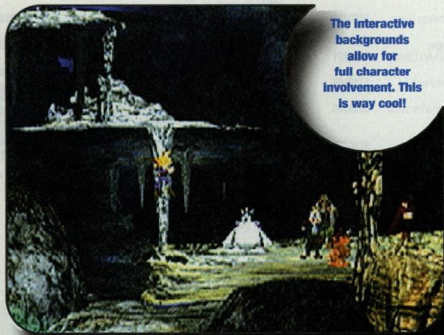
storytelling and interaction to the next level with this feature.

Once again, the battle system relies on a pseudo-real time engine, that makes fighting a lot more interesting than the usual turn-based system. The new additions of the 'Limit Breaking' and 'Materia' systems enable characters to use spells, steal from enemies, summon Espers, and commit a volley of differentiated attacks. Very cool. Battles may still be the result of random encounters, but all the new abilities characters possess make fighting a lot more enjoyable.

Then, there's the music. For some reason, *Final Fantasy VII*'s soundtrack lacks the same inspiration that has made the series famous for its outstanding scores. The music does match the mood of the game (which is dark), but it just feels out of

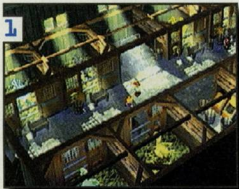
place. Perhaps, it's the coupling of 32-bit graphics with 16-bit PCM sound, or maybe it's because of the absence of a redbook audio soundtrack. Whatever it is, the music lacks the enthralling motivation it had in the past. And yes, the trademark *FF* fare music is still in there for purists.

Square's translation of the storyline is a little shaky, but excellent nonetheless. At times, the dialogue can become a bit monotonous, but this doesn't hurt the overall package. What does hurt, in this reviewer's opinion, is Square's insistence on generic



The interactive backgrounds allow for full character involvement. This is way cool!

1 The Chocobo Farm is where your party can house and mate Chocobos! 2 You won't see this gratuitous Tifa shot in the Japanese version! 3 Limit Breaks can be performed when characters sustain a certain level of damage from the enemy. 4 Yuffie's 'Guardian' Limit Break can do up to 6,000 points worth of damage!



EXTRA, EXTRA!



FFVII's graphics are truly a spectacle to behold. Simply breathtaking!

stereotypes. Barret looks and speaks just like Mr T. It's kind of grating after a while and shows a lack of imagination at script time. This ill-conceived dialog may be fine for younger players, but older players might not be so amused by the clumsy inclusion of Ebionics and street talk. However, this is not to say that US players are being shafted with a shoddy translation. Last January, Square released a somewhat incomplete version of *FFVII* to Japanese consumers. The US version contains over a minute of new FMV footage as well as three new bosses to fight. Other minor things have been fixed, but US players probably won't know what they are unless they've played through the import. Believe it, RPG nuts, you are actually getting a superior product just for being patient. What a deal!

● JASON MONTES



Final Fantasy VII sports some very enticing additions that were absent in the Japanese version. For instance, over a minute of new FMV has been added which shows the 'Weapons' escaping from the planet. This new scene not only adds some gratuitous scenes of everyone's favorite Tifa, but also explains more about the Weapons, themselves. In the Japanese version, Cloud and his party could only fight one of the Weapons, the Ultima dragon, but in the US version, up to four of them can be battled against! But, don't think that these

are pesky creatures. Two of the Weapons sport vitalities of over 1 million hit points. Also, a few things, like a shortcut to the Chocobo farm and newly animated backgrounds have been added. Very cool.



1 The dynamic camera likes to zoom in and out while panning around the action. **2** The Bahamut Zero spell is one of the most powerful summoning spells in the game. **3** Some creatures can be severely damaged by your spells, while others may get healed! Doh! **4** Get used to being taunted and played as Sephiroth's puppet. **5** Sephiroth may not be a god, but his power levels are nearly off the scale. **6** Even the non-SGI created graphics are impressive. **7** Cloud can inflict some serious damage to his opponent when his Level 4 Limit Break erupts. **8** If you value your life, you won't challenge this weapon with your puny submarine.



Most battles are the result of random encounters, while others, well, you can see for yourself.



ALTERNATIVES

Wild Arms 5.5
Shining the Holy Ark 6.5
Vandal Heart 8.0

THE LINE

● AUDIO & VIDEO

GRAPHICS	10
MUSIC	7
SOUND EFFECTS	9

● GAMEPLAY

INTERACTION	10
BALANCE	10
DEPTH	10

● SPECIAL

EXTRAS	10
PRESENTATION	10
INNOVATION	10

9.7

REVIEW
PLAYSTATION

プレイステーション



PORSCHE CHALLENGE

There is no substitute, except maybe Rage Racer...

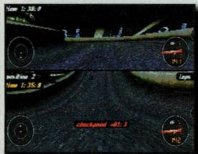
This looks a heck of a lot better than it actually is. At first, when you sit down to play *Porsche Challenge*, it all looks so good. The presentation, the title screens, the music — everything is handsomely executed. So why the long face?

Well, there are so many important things missing from this game. Perhaps the most glaring and obvious omission is cars. We understand that the game focuses on the delicious new Porsche Boxster, but why is that the only vehicle in the game? Surely other Porsches, past and present would have been valuable additions. The fact that you can only change the

As the 'camera' zooms in to a two player race, you'll note that the cars are coupes!



For some reason, the cockpit view is the only one available in two player mode. Gah!



Draw in is minimized in two player mode because the horizon is so low.

color and driver of the car is not enough to keep interest for long.

The other big problem is in the other racer. Yep, racer singular. You can only race against one other car at any given time. Obviously not so much of a problem in two player mode, but quite a

disaster for one player. There are options built around this, such as 'catch-up', which prevents one player from getting ridiculously far ahead of the other. Races can be tense, but seldom exciting. In two player split screen mode, there is only one viewpoint — inside the car. This can be annoy-

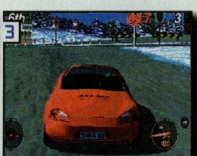
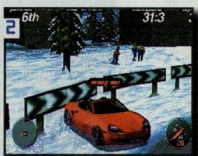
ing, especially as the Boxster itself is the real star of the game, certainly not the game graphics, which suffer from outrageous pop-in. Blocks, rather than buildings, suddenly appear, almost in your lap at every turn.

There are some great things, like the challenges issued by the various drivers, which add a competitive element before each race. And there are four tracks, each of which has potential *Ridge Racer*-style detours. There's a hidden car and driver and again, lots and lots of options.

This might not be enough though, especially with the huge number of high quality racing games available on the PlayStation. Of course the fact



1 Aah, a silver Porsche Boxster. Easily the best looking new Porsche in the last thirty years. 2 Snow does affect your traction, and a slippery ride can end in disaster on any turn. 3 Draw-in is quite shocking. The frame rate is smooth and the horizon is right in front of your face. 4 With title screens like this, this game is sure to win the title screen championship (I'm sorry...).



that you get to drive realistically built Porsche polygons is quite a draw, especially in simulation mode — where the car is modelled closely after the real thing. If that doesn't interest you, then by all means get another racing game. This is good, but not the best game out there by any stretch of the imagination.

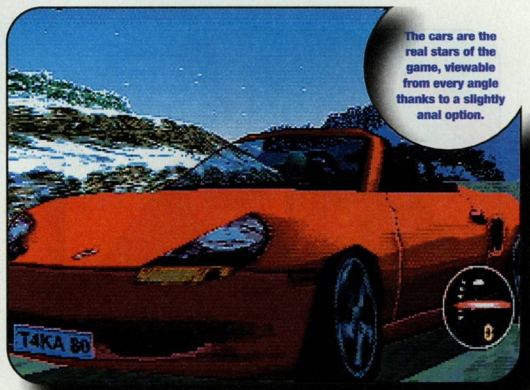
● FRANK O'CONNOR

ALTERNATIVES

Thunder Truck Rally 2.5

Test Drive Off Road 7.0

Need For Speed 2 6.9



The cars are the real stars of the game, viewable from every angle thanks to a slightly anal option.

THE LINE

● AUDIO & VIDEO

GRAPHICS	6
MUSIC	7
SOUND EFFECTS	7

● GAMEPLAY

INTERACTION	7
BALANCE	6
DEPTH	7

● SPECIAL

EXTRAS	7
PRESENTATION	9
INNOVATION	6

RATING

6.8

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ADVENTURE HERO.**



HIS ENEMIES SEE A



Help Croc, the crusading crocodile, rescue his peace-loving Gobbo Islander friends from the grasp of an evil magician, Baron Dante. Croc must overcome obstacles like lava flows and castle trap doors to battle monsters including swarming sharks to giant bees. Each island world brings a new adventure to Croc, as he hunts for powerful crystals and the pieces to the puzzle that will release his friends from the Baron's spell.



- Free roaming 3D gameplay lets you go anywhere as you run, jump, climb, push, swim and jelly jump!
- Breathtakingly lush graphics in over 50 amazing environments including forests, glaciers, deserts, lava flows and underwater caves.



NEW SET OF LUGGAGE.



Croc

LEGEND OF THE GOBBOS

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REVIEW
SATURN

セガ サターン



SATURN BOMBERMAN

Good old fashioned fun for everyone, but the UhaBomber

With the likes of *Atomic Bomberman* on the PC, and now, *Saturn Bomberman* on the Saturn, UGP's little bombin' buddies seem to be making a resurgence in a big way. Of course, these latest incarnations always seem to head up a bit short when compared head-to-head against the utter multi-player perfection of *Super Bomberman 2* for the SNES.

For it is multi-player gaming that *Bomberman* is all about. *Saturn Bomberman*'s distinction is that it offers an insane, ten man, wide screen version of the classic Battle

Mode. It should be noted that bomber fans will need a couple of Sega's Six-Way Multi-taps to access this game mode against other human opponents. The gameplay of the ten man game is initially discouraging because the characters and power-up icons are so tiny, but after a while, the inherent goodness of the game-play takes over and players can enjoy the unique nature of this new mode.

Despite this cool new feature, *Saturn Bomberman* offers much tighter and deeper gameplay when playing in the normal view. Besides the more sensible scale of the characters and icons, fewer players mean

that each player has an opportunity to acquire more power-ups and the overall strategy elements of the game become more focused. *Bomberman* traditionalists may complain about the inclusion of the hated kangaroos (which were absent in *SB2*) and the fact that the beloved glove icons are few and far between, but there is a basic goodness to the gameplay that survives this new interpretation.

Lonely gamers will undoubtedly take a look at the couple of one-player modes which feature a decidedly more puzzle game-like gameplay. It should be noted that it was the one-player mode in *Super Bomberman 2* that caused

the game to be scored at 8.6 (it should probably have been scored higher than 9.0 anyways). The single player modes in *Saturn Bomberman* are more intricate and challenging, but it will definitely be a different type of gamer who enjoys those modes over the excellent Battle Mode.

Still, as *Bomberman* games go, *Saturn Bomberman* is probably the best in the series since *SB2* and new fans should enjoy it immensely. Traditionalists may find the game to be an interesting diversion, but will ultimately go back to *SB2* while grumbling miscella-



Animated FMV

sequences are a nice plus in the presentation department. There's nothing cooler than bomb-tossing Ninjas.



You too can experience the adulation of your peers. Of course, they'll actually be dead peers.

neous curses about gloves, kangaroos and the like.

ROGER BURCHILL

ALTERNATIVES

Atomic Bomberman 8.0
Poy Poy 8.9
Grid Runner 7.1



Multi-player madness is what *Bomberman* has always been about and *Saturn Bomberman* doesn't disappoint.



The crazy 'Wide View' allows up to ten players to play at once. The characters are tiny, but the game-play is insane.



Ninja color is no longer selectable. For that matter, what's with those other goofy characters? What the hell?



A variety of different stages offer different challenges. The soccer stage takes 90 minutes to play and ends in a tie.



There are a couple of single player modes that allow loners to experience a less intense form of bombing goodness.

THE LINE

AUDIO & VIDEO

GRAPHICS 8
MUSIC 7
SOUND EFFECTS 8

GAMEPLAY

INTERACTION 9
BALANCE 9
DEPTH 9

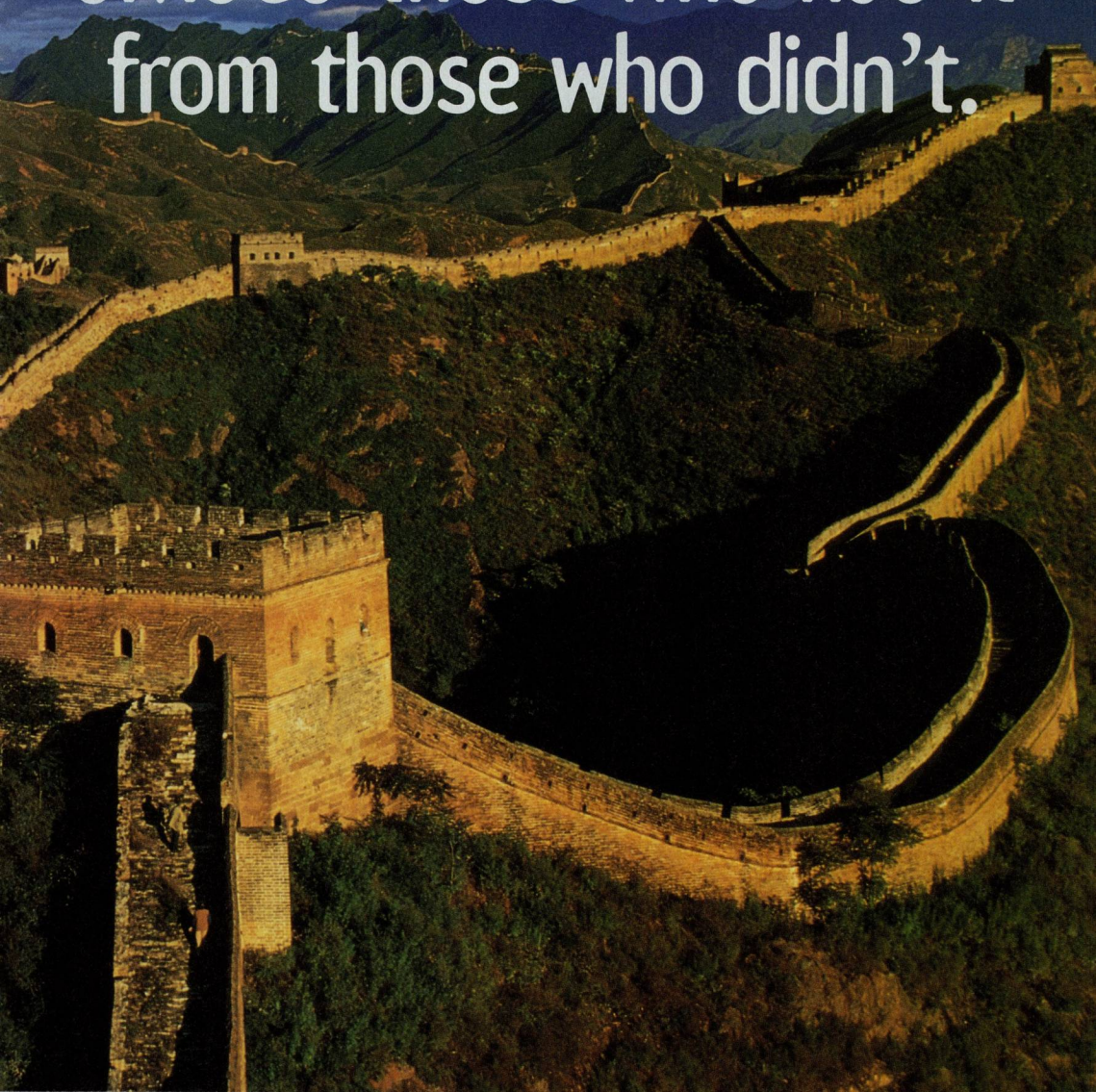
SPECIAL

EXTRAS 9
PRESENTATION 9
INNOVATION 7

RATING

8.5

2,000 years ago,
the Great Wall
divided those who had it
from those who didn't.



Still



Big air, sick tricks, and ten outrageous tracks, including the Great Wall.

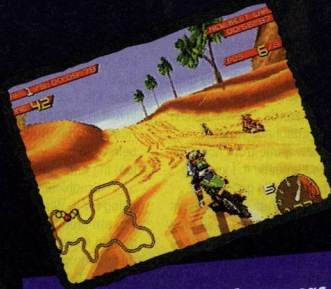


Power wheelie on both motocross and superbikes. Turbo-steer on one wheel.



Bang handlebars with your friends in 2-Player Split-Screen mode or race for the Championship Cup against 8 riders.

does.



Powerslide through corners and
kick up wads of dirt.



Crank it over and hit 220 m.p.h.
in the straightaway.

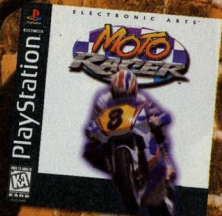
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REVIEW
PLAYSTATION

プレイステーション



FANTASTIC 4

Never has the word 'Fantastic' been so abused

Well, it was a quiet Friday afternoon. Life was good. I was feeling happy and confident. A new game fell on my desk, with the words, 'Please review mysteriously attached. 'Hmm.' I thought, 'a new game from Acclaim, featuring the Fantastic 4. I love the Fantastic 4. I hope it's good!'

And so here I am, several days later. A broken, bitter man. A shadow of my former self. And why? *The Fantastic Four* is terrible. Normally a game only affects you if it's good. You lose sleep, your social life suffers, you don't go out so much. The same symptoms seldom occur when a game is bad, but this is an exception.

Imagine, if you will, a game that relies, for the

most part, on walking around punching bad guys with little or no variety. Sure, you can choose from any of the Four, Mr. Fantastic, The Thing, Invisible Girl and of course, the Human Torch. But since they all behave in pretty much the same fashion, the difference is negligible.

Graphically, the game has a lot going for it. When you first load it up, you are greeted with some pretty darned spectacular scenes — introducing the good guys in all their majesty. Once you pass this cool pre-rendered intro though, it all starts to go horribly wrong. Although the animation is smooth, it's unrealistic and odd-looking. The characters mince around in a completely unconvincing fashion.

The gameplay (if that's what you want to call it) consists of walking, jumping and performing various martial arts moves. Each character has a special power-related ability, but frankly, this is sub-Final Fight stuff. A little *Super Sprint*-style game is playable on the loading screen and is

The Human Torch heats up.

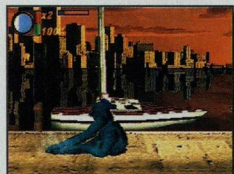
martial arts moves. Each character has a

special power-related ability, but frankly, this is sub-Final Fight stuff. A little *Super Sprint*-style game is playable on the loading screen and is

Bill actually loves this game; he says it reminds him of the olden days (Frank, come see me — Bill).



The bad guys are either ridiculously easy to beat, or just plain annoying. Nothing in between.



The backgrounds are nice, but the sprites are a little less well defined.

actually a lot more fun than the game itself.

I'm sure that some *Fantastic Four* fans will appreciate their characters being brought to life, as well as a couple of newbies, like the She-Hulk, but I love the Four and this just sucks the life right out of them. It would have been better for the world if this simply hadn't been made at all. Still, it could have been worse, they could have given the X-Men or Spider Man this sort of horrendous treatment. So stick a big number four on your chest and start marching towards New York. I think it's clobberin' time for Acclaim.

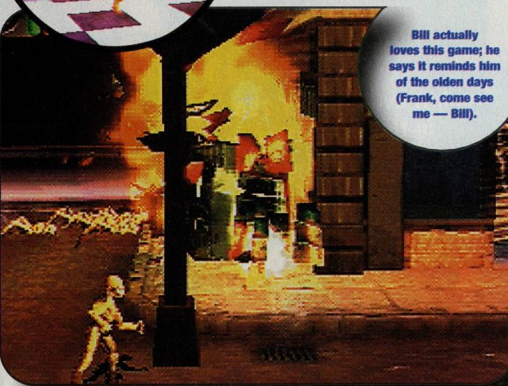
FRANK O'CONNOR



1 The rendered intros and title screens are truly spectacular, but the game itself lacks visual style.
2 The loading screen game is as much, if not more, fun as the game itself. Just like *Super Sprint*, but with guns. **3** Clobberin' time!
4 Aah. A truly abysmal game. We haven't seen one of those for a long time. It's almost a welcome change of pace.

ALTERNATIVES

Flesh Eating Bacteria N/A
Ebola N/A
Europop N/A



THE LINE

AUDIO & VIDEO

GRAPHICS	8
MUSIC	8
SOUND EFFECTS	4

GAMEPLAY

INTERACTION	4
BALANCE	2
DEPTH	2

SPECIAL

EXTRAS	8
PRESENTATION	8
INNOVATION	0

RATING

4.8



プレイステーション



REVIEW
PLAYSTATION

PARAPPA THE RAPPER

The hippest dog in the industry comes out a rhyme ahead

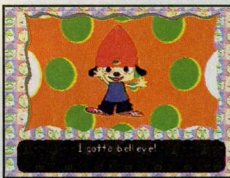
More of a pop culture phenomenon than a serious gameplay title, *Parappa the Rapper* took the Japanese videogame industry by storm when it was released last year. The enthusi-

asm for the character and the game hasn't subsided yet. State-side, the rapping puppy's rep has created a certain kind of underground fervor equalling subculture fanaticism, planting the seeds for possible American success. This success solely depends on how curious the average U.S. gaming audience is, and how willing they are to invest in a game as strange and undeniably cool as *Parappa the Rapper*.

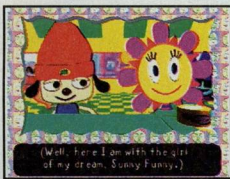
The game itself consists of a giant story, strung together by interactive 'Simon Says'-types of rapping segments. You get to fill Parappa's boots as he daydreams and raps his way through an attempt to woo the girl of his dreams, Sunny Funny (she's a flower, which in real life, makes the relationship quite icky and weird). In order to get with Sunny and be 'Da Man,' Parappa has to rap through various events in order to



The infectious soundtrack is classic! If you don't dig the 'Jet Baby' theme from the opening cinema, you're a loser.

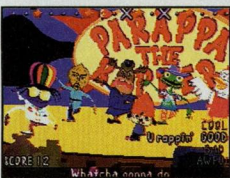


The catchphrase of the *Parappa Generation* will probably be the Hip Hop Hero's self-motivational high-cheese motto: 'I gotta believe!'



The high-end cinemas add a clever and humorous element to the game that makes it truly stand out.

- 1 Mr. Onionhead sure knows how to slap down some phat rhymes while teaching self-defense!
- 2 Ah, the classic 'line full of rappin' freaks waiting for a whizz in the loo' segment... You just KNEW this was going to happen...



No time for stage fright! The last segment will have you free-styling in front of an audience for points.



Each interactive segment represents a different style of rapping. Mr. Froggy Fleaswallow is the reggae coastin' merchant.

achieve certain goals, like getting his driver's license, baking a cake, or cutting in line for the bathroom. Therefore, you, the gamer, will be scrambling around the buttons on your PlayStation controller, just so Parappa can drop the 'phattest beats' successfully and get to the john in time to unload. If you miss the beats on the button display at the top of the screen or hit too many wrong buttons, your 'rap meter' will plummet down to 'U rappin' Awful,' and the game will be over. Sounds simple enough, right? But for the rhythmically challenged, this may seem a bit daunting. Even then, the



game never lessens the fun factor, even when you're losing time and time again.

The overall super cutesy look, feel, and humorous concept of the game is deceptively simple, but if you take time to actually notice the aesthetic quality of the cinemas/characters and the detailed responsiveness of the actual gameplay segments, you'll realize that the game is actually an incredible meshing of art and player interaction. The backgrounds and characters change their appearances and actions according to the position of the 'rap meter' on the screen. While the game will certainly turn off its share of general PlayStation owners, *Parappa* is definitely a unique highwater mark in clever inventiveness and artistic creativity that everyone should at least take one look at, if not play for hours and hours. This game is just that damn cool.

● FRANCESCA REYES

THE LINE

● AUDIO & VIDEO

GRAPHICS	10
MUSIC	10
SOUND EFFECTS	10

● GAMEPLAY

INTERACTION	8
BALANCE	8
DEPTH	9

● SPECIAL

EXTRAS	8
PRESENTATION	10
INNOVATION	10

RATING



DEFEAT, HUMILIATION,

PlayStation

RED ASPHALT

RACING WITH A VENGEANCE

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ASPHALT

RACING WITH A VENGEANCE

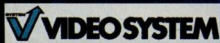
KIDS TO ADULTS



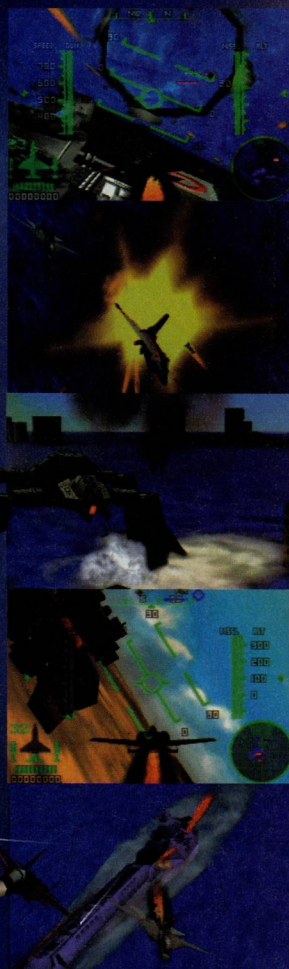
Interplay
BY GAMERS. FOR GAMERS.

"SAY HELLO TO MY LITTLE FRIENDS"

AEROFIGHTERS ASSAULT



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YOU WANT TO BE A HERO?
DOGFIIGHT BOGIES AND
BOSSSES OR GO HEAD-TO-
HEAD IN TWO-PLAYER COM-
BAT IN STUNNING GRAPHIC
ENVIRONMENTS TO SAVE
THE EARTH YET AGAIN.
THERE'S 10 LEVELS OF
FAST ACTION THAT
DEMANDS FAST REACTION.
JOIN THE BATTLE IN THE
ONLY GAME THAT MATTERS.

コンピューターゲーム

REVIEW
PC-CD ROM

X-COM APOCALYPSE

The aliens have landed and they are boring

At its best, the X-COM series combined the world's best turn-based tactical combat engine with the moodiness and suspense of the *Alien* movies. For two games, Mythos has managed to achieve that. *X-COM Apocalypse* tries to tap that vein, too, but somewhere along the line, the developers missed.

From the very beginning, *Apocalypse* feels wrong, like some slick Hollywood production with too many special effects.

Mega-Primus looks real, with traffic, political organizations, and public approval to worry about.

However, you can't do a lot in the city, and players will realize that your interaction is limited to alien investigations. In the same

way, the new interface adds a superficial functionality. Some features, like quick character rosters, are handy, but trying to investigate a building after missing the first alert is almost impossible, even after playing the game for several hours.

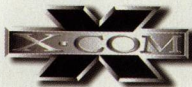
Claustrophobia is an appropriate metaphor for gameplay. Mega-Primus may be a complex, detailed environment, but being confined to a single city is stifling, especially compared to the world-spanning adventures of the original game. As players send out their tiny complement of soldiers for the fifth time in 24 hours, they will begin to wonder how the hell a planet that's been invaded twice, and has dimensional gateways hanging around outside its borders, could be so stupid as to use total amateurs to hunt down aliens. There's no frustration like watching your elite X-COM agent miss a seven-foot alien from three feet away.

Apocalypse's saving grace is its heart, the combat engine. It goes several

steps beyond its ancestors, incorporating handy features like automatically saving time units for reaction fire and a pseudo-realtime mode. Combat is even more exciting, since your agents need to avoid property damage and killing civilians, or risk hostile uprisings against them.

Ultimately, newcomers to the game may enjoy it for its union of combat and management, but all the new features do not make the third encounter better than the first two.

● JEFFREY CHEN



REQUIREMENTS

- 486 DX41 or better
- DOS 5.0 or Windows
- 8MB RAM (DOS), 16 MB
- SVGA Graphics
- 4X CD-ROM Drive



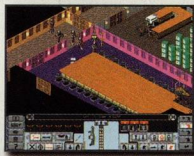
It's a quiet city... too quiet.



Those incendiaries turn little green men into lovely shades of charcoal.



These civilians will attack you if your agents piss them off.



In the beginning, though, even hitting the broad side of a barn is asking too much.



Oh, yeah. With training and better technology, your soldiers will make the Terminator look like the Tin Man.



Godzilla redux. 30-story aliens threaten Mega-Primus if you let things get out of hand.

ALTERNATIVES

- Master of Orion 8.1
- Vandal Hearts 8.0

THE LINE

AUDIO & VIDEO

GRAPHICS	7
MUSIC	8
SOUND EFFECTS	7

GAMEPLAY

INTERACTION	8
BALANCE	6
DEPTH	8

SPECIAL

EXTRAS	8
PRESENTATION	8
INNOVATION	7

RATING

7.3

ADMIT IT.

Sometimes you'd feel better if you could just shoot every damn thing in sight.

(BUT THEN THERE'S THAT DEATH PENALTY THING.)

Time to lock and load, pal. Straight from arcades everywhere, here comes Maximum Force. It's you against elusive terrorists and you control the body count. You'll board helicopters, ATVs, underwater vehicles and shoot literally everything in sight. Gun down slimeballs on three completely different missions. Blast your way into more than 35 secret rooms (three times as many as Area 51) and blow everything away with extreme prejudice. With Maximum Force, there's no such thing as too much firepower.

Go ahead; pull the trigger. And check out the Maximum Cool Sweepstakes at your nearest arcade.



PULL THE TRIGGER

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プレイステーション



REVIEW
PLAYSTATION

BRAVO AIR RACE

Hey gang, Ross Perot's 'giant sucking sound starts right here!!!

Way back in North Carolina, a long, long time ago, two brothers named Orville and Wilbur Wright decided to build a machine that could navigate the great tunnels of the world as freely as the lowly earthworm. Of course, the two brothers blew it and ended up inventing the airplane, but that hasn't stopped THQ from trying to bring back the Wright brothers' original dirt-

The CG rendered intro is beautiful, as are the FMV sequences.



Oh no! We've hit solid air! We've gotta die!!!

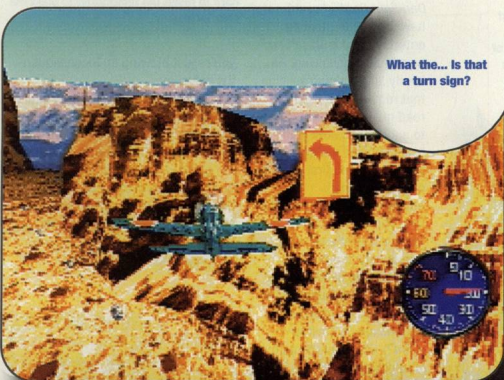


delving dream. *Bravo Air Race* has very little to do with air, if you try to fly your plane out of the canyon you're racing in, you come into contact with solid (?) air and explode — something the Wright brothers obviously overlooked. The game begins with some

beautiful FMV and computer rendered cutscenes of planes taking off and heading for the wild blue yonder, soaring high into the sun. (Everybody sing!)

You gotta ask yourself, what part of this 'airplane into the air' principle confused the game's designers?

Instead, be prepared to drive through a whole bunch of towering canyons and deep tunnels. In fact, in one race, you even fly through



What the... is that a turn sign?

1 Far out! Dig those crazy trails! 2 Hey, someone took my PlayStation and left me an NES! 3 IT IS BALLOON!!! 4 Here's fly... I mean, digging at its very best. Mmm... tunnels... 5 Tired of 'flying' through dirt and rocks? Try a waterfall, instead!

a waterfall, saving money on costly cleaning bills.

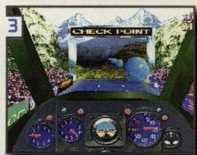
The graphics are decidedly subpar, with lots of clipping. The plane selection screens will make you feel like you've time-warped back into the '60's, with the stunning 'Trail-ovision' effect. There's even a loading screen that looks like it was taken bit by 8-bit from an old NES game.

The control is really jerky and your aerobatics (dirtobatics?) are limited to a left and right roll, which are initiated via the shoulder buttons, ala *Starfox 64*. The music is your standard K-Tel heavy metal, which just about every flying or racing game seems to have nowadays. And get this: if you pass another plane on the course, the pilot screams at you to slow down. Good strategy, guys!

There are a few genuinely surreal moments in this game. At the plane selection screen, you're offered the choice of a manual or automatic transmission (Huh?). Hit one of the canyon walls (this *will* happen with these controls), and you bounce off, slow down and are right back in the race again! Does the FAA know about this safety innovation?

So, if you want to experience what the Wright brothers were really trying to accomplish, get this game. Otherwise, try a flying game. You'll find it to be a completely different experience from *Bravo Air Race*.

● **BILL DONOHUE**



ALTERNATIVES

- Ace Combat 2 9.2
- Bogey Dead b 7.2
- Dig Dug N/A

THE LINE

● **AUDIO & VIDEO**

GRAPHICS	5
MUSIC	4
SOUND EFFECTS	5

● **GAMEPLAY**

INTERACTION	2
BALANCE	2
DEPTH	2

● **SPECIAL**

EXTRAS	4
PRESENTATION	5
INNOVATION	1

RATING

3.1

REVIEW
PLAYSTATION

プレイステーション



DARKLIGHT CONFLICT

Sometimes a pretty face just isn't enough. Go figure...

Occasionally, a game comes along that seems to do a number of things right (or at least, adequately), but the sum of those parts just seem to come up short in the final analysis. *Darklight Conflict*, a moderately attractive space flight-sim with inoffensive gameplay, is one of those games.

Games like the *Wing Commander* series, and more recently *X-Wing Vs. TIE Fighter*, have enjoyed a considerable success and garnered quite a following in

the PC world. Whether because of a lack of graphical prowess, or the absence of analog control (until recently), the space flight genre has not enjoyed the same success on home consoles. In terms of graphics, *Darklight Conflict* on the PC looks superb (even to the extent that the player has difficulty differentiating when gameplay ends and cut scenes begin). Despite the use of all of the

PlayStation's latest lighting and transparency effects, *Darklight Conflict* on the console is

mildly attractive at best.

Control on the PlayStation version of *Darklight Conflict* is a far cry from the analog joystick world of PCs. Although Sony is set to release an analog controller soon (not counting

In the PC version of *Darklight Conflict*, the gameplay graphics look like cut scenes. On the PlayStation, the cut scenes look like the gameplay graphics. Disappointing!

Darklight Conflict utilizes the PlayStation's bag of graphic tricks to good effect, but comes up short in gameplay.

the already available Analog Flight Stick) and the game screams for it, *Darklight Conflict* on the PlayStation doesn't offer analog compatibility. What's worse, the digital control is annoyingly sensitive, so much so that the player spends more time inputting minute course corrections than setting down to actual game interaction and strategy.

Still, despite of its flaws, *Darklight Conflict* could have been competently entertaining if it wasn't so bland and uninvolved. An overly long training session that requires the player to read miles of text in order to understand how to utilize an insane variety of weapons is the first monotonous element encountered, but it isn't the last. The overall nature of the game is one devoid of personality and fun. Missions are overly similar (could it be because you're always flying around in a generic space environment?) and as pretty as the graphics are, there is always the feeling that

1 Light-sourcing is used to good effect, but the overall look of the game is generic and barren.

2 Okay, I know we complain about FMV, but the prolific text in *Darklight Conflict* is a drag. Keep scrolling...

3 Sometimes there are 'things' in hyperspace that can damage your ship. Move up, down, left, or right to avoid them — woohoo...

4 Docking with the mothership is frequently required task. Unfortunately, it's hard to resist the temptation to blast the ship instead.

you're just blowing up inconsequential polygons.

Darklight Conflict seems like it has the elements required for a good game. Why those elements failed to come together to make an entertaining game is somewhat of a mystery. But the fact remains, this game doesn't make you care, and so, you shouldn't care to play this game.

ROGER BURCHILL

ALTERNATIVES

X-Wing Vs. Tie Fighter 9.1
Wing Commander IV 6.0
Starfox 64 8.1



THE LINE

AUDIO & VIDEO

GRAPHICS	8
MUSIC	5
SOUND EFFECTS	4

GAMEPLAY

INTERACTION	4
BALANCE	4
DEPTH	7

SPECIAL

EXTRAS	5
PRESENTATION	5
INNOVATION	5

RATING

5.4

プレイステーション



REVIEW
PLAYSTATION

TREASURES OF THE DEEP

Even better than snorkeling in the bath tub!

Perhaps it's my fear of sharks, or it could be that I smoke and can't hold my breath for longer than a minute, but the only time I get underwater for any length of time is when there are

naked girls milling about. However, after just a few minutes of *Treasures*, I was on the phone to Sharky's Scuba Lessons wanting to go down (underwater, you sickos).

There have been several underwater games in the past, but no game has captured every element as perfectly as *Treasures*. The graphics are beautiful, with exceptional lighting and well designed sea creatures.

The sound is astonishing. From the sonar pings to the whaling dolphins, you'd swear the sounds were actually recorded underwater. As for the game, it's an underwater adventure that has you scouring the ocean floor for treasure and ridding the waters of predators like Sharks and humans.

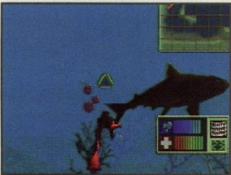
The game starts you off in a training dive that lets you get accustomed to the difficult controls, then slowly takes you deeper and deeper into the fray. Excellent weapons, like torpedoes, harpoons, and nets, serve as your only defense against the elements. One of the only problems with *Treasures* and all other underwater games is that it's hard to have much variety between the levels, since they all take place underwater. However, the missions are varied enough to keep you coming back for more.

Just cruising around and seeing the manta rays, sharks, whales, and dolphins is good enough, but then, being able to ride them, shoot them, and net them is brilliant. *Treasures Of The Deep* is an excellently designed game that is one of the sleeper hits of this year. Check it out and you won't be sorry.

MIKE SALMON



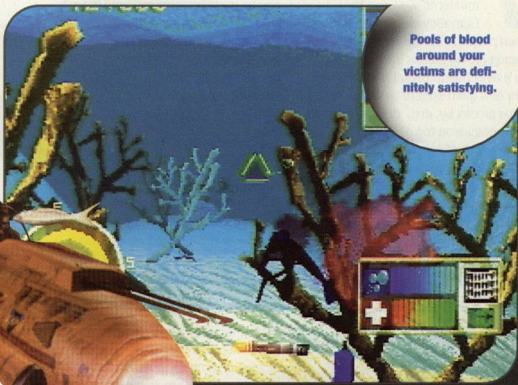
Underwater bliss is cruising around on the mini-sub and picking up treasure.



You won't see this on Shark Week, 'Die, prehistoric predator, die!!!'



1 A Starlink employee to the end — 'Get them dolphins canned, we've got tuna to sell'. 2 Watching the manta ray in motion is awesome, but hopping on its back for a ride is even better. 3 Collecting money to upgrade equipment is a good tool for replay value.



Pools of blood around your victims are definitely satisfying.



They actually motion-captured a Frank O'Connor temper-tantrum for the leg kicks... no, really!



Nothing like firing torpedoes at helpless fish. However, the game severely penalizes the torturing of innocent fishes.

ALTERNATIVES

- Amok 6.4
- Aquanauts: Holiday N/A
- Tigershark 7.1

THE LINE

AUDIO & VIDEO

GRAPHICS	9
MUSIC	9
SOUND EFFECTS	10

GAMEPLAY

INTERACTION	7
BALANCE	9
DEPTH	8

SPECIAL

EXTRAS	9
PRESENTATION	8
INNOVATION	7

RATING



REVIEW
NINTENDO 64

ニンテンドウ64



TETRISPHERE

Pain your brain with this wicked puzzle game (Ouch!)

The fact that a player has mastered *Tetris* on the GameBoy won't matter a lick when playing *Tetrisphere*. Instead of placing falling blocks into patterns, the player has to reveal the glowing core of a giant sphere by removing *Tetris* pieces by, err... dropping more *Tetris* pieces on top of them. Anyways, *Tetrisphere* is so confusing and diabolical, gamers are going to spend weeks trying to understand it, and when they do, they're going to smile big.

Basic single player mode is called 'Rescue'. A little buddy is

trapped in the core of the sphere, and pieces must be removed until there's a gap large enough for him to escape. It's simple at first, but as the game progresses through the 100 levels, 'little buddy' gets bigger and the sphere has more layers.

'Hide and Seek' adds specific goals like uncovering a picture, or removing the blocks surrounding a point. The most innovative mode is 'Puzzle.' At each screen, the player is presented with a number of *Tetris* pieces to eliminate within a limited number of moves. In two-player mode, a set number of core blocks must be uncovered to win, and as *Tetris* pieces are removed, they fall on the opponent's sphere, fouling up his strategy.

The one area where the game falls behind is in its presentation. We've come to expect phenomenal graphics out of the Nintendo 64, and

in that area, *Tetrisphere* does not deliver. Compared to other puzzle games, *Tetrisphere* appears almost homely. Of course, *Tetrisphere* is a puzzle game, so this never really interferes with the gameplay. *Tetrisphere*, at its core, features gameplay that is addicting, fun, and lives up to its 'puzzle' moniker, the ever-entertaining two-player mode is simply a blast. Considering the lack of any puzzle games for Nintendo 64, *Tetrisphere* is a must have for puzzle fans.

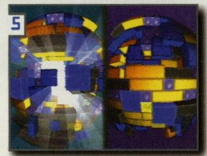
• RICK SANCHEZ



Rescue the set of eyeballs by clearing away blocks covering the core.



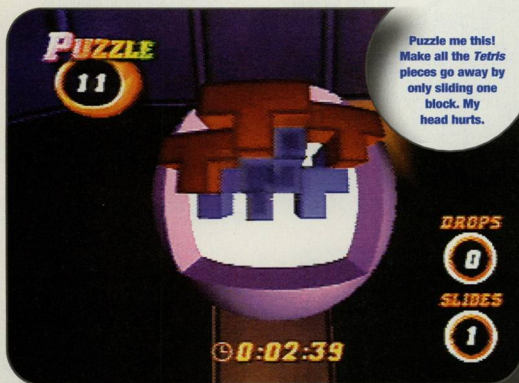
1 In 'Hide and Seek', drill around the markers to reveal a secret picture. Shhhh! 2 You're free, little buddy, free! 3 Fourth of July, *Tetrisphere* style! This firecracker will get my little buddy out.



4 Two player puzzle madness. Remove blocks to reveal the core before your opponent does. 5 Want to win? Go into the light!



Blow, baby, blow! This is what a bomb is supposed to do.



Puzzle me this! Make all the *Tetris* pieces go away by only sliding one block. My head hurts.

DROPS

0

SLIDES

1

0:02:39

ALTERNATIVES

Bust-A-Move 2 8.5
Baku Baku 8.5

THE LINE

• AUDIO & VIDEO

GRAPHICS 7
MUSIC 6
SOUND EFFECTS 8

• GAMEPLAY

INTERACTION 9
BALANCE 9
DEPTH 9

• SPECIAL

EXTRAS 6
PRESENTATION 7
INNOVATION 8

RATING

8.0

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- **GamePro**
July 1997


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For complaints, took res...

THE MAGIC ALMANAC
 Your Guide
 to the IMAGINATIVE
 World of Magic the Gathering

Just after work, you...



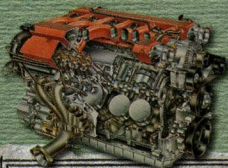
Magic brings divergent groups together in the spirit of competition. Group hug everybody!



fig. 3a THE SALUTE
 fig. 3b THE MAGIC SALUTE

fig. 1a YOUR ARSENAL

Hand-drawn images of a fist, a Y-shaped object, a jet, and a cloud are each equated to a Magic card. The Y-shaped object is labeled 'S L Y C S H O D' and 'A R'.

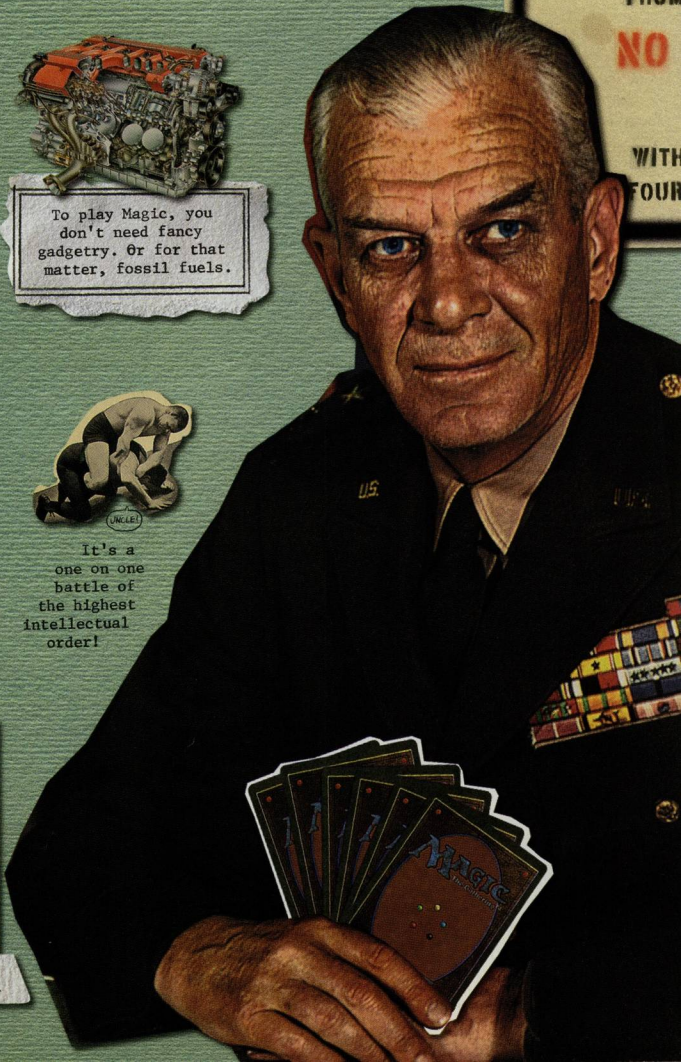


To play Magic, you don't need fancy gadgetry. Or for that matter, fossil fuels.



It's a one on one battle of the highest intellectual order!

NO MO
 FROM
 NO
 WITH
 FOUR



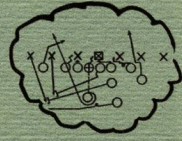
Translated in nine languages, Magic affords you the opportunity to destroy someone in six continents.

WHAT YOU
NEED
TO PLAY:

- 1.  CEREBRUM
- 2.  MAGIC
- 3.  HOMOSAPIEN

WE'RE TAKING ORDERS
INTELLECTUAL SUBORDINATES!
WE WANT MORE BONEHEADS
IN YOUR BATTALION!

MAGIC: THE GATHERING, YOU ARE THE
STAR GENERAL OF YOUR OWN ARMY!



Like a good football coach, a formidable Magic player always has a game plan.



Each Magic card features snappy artwork that teleports you to a strange, suburb-free world.



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MAGIC
 The Gathering
 Wizards

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Drop and give me fifty, wuss! See, power is gratifying, is it not? With Magic: the Gathering, you'll test your leadership moxie by deploying your armada of creatures and spells. Join the fray! Arm yourself today!

REVIEW
SATURN

セガ サターン



HERC'S ADVENTURE

He may be big and strong, but he doesn't break any new ground

With seemingly uncanny timing, LucasArts has unchained *Herc's Adventures*, a top-down action adventure game based on the mythological exploits of the mighty Hercules. While it might not break any new ground, it does prove that there's still some life left in the age-old genre. But like any good myth, *Herc's Adventures* does have its fair share of both good and bad.

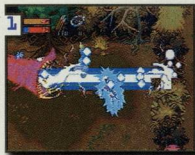
The good comes in the form of humor, the amount of special weapons and items, and the game's various sub-quests. Make no doubt about it, this game is full of solid gameplay and personality. Herc and his comrades spout witty wisecracks, the sub-quests to recover special items for friendly gods adds some depth to the adventure, and the ability to buy items and increase your attributes adds a taste of RPG-style gameplay without becoming too cumbersome. Once you get used to the

control and head off on the sub-quests, *Herc's Adventures* really starts to shine, but overall, the game lacks the depth to be truly satisfying and the gameplay is too linear for contemporary tastes.

Now for the bad. Although the game is colorful and well-animated, the graphics don't exactly scream '32-bit sprite-based powerhouse'. And while the enemies are definitely well-designed and full of personality, some are downright relentless, and not in the standard videogame baddie way. Then comes the Underworld, the place you go every time you lose a life. To return to the real game, you must find your way out of this maze-like place while fighting off hordes of skeletons. In a nutshell: it's not fun and it doesn't make you want to come back for more.

Bad points aside, *Herc's Adventures* is still a good game overall and well worth looking into for fans of the genre, but if you're looking for a giant leap forward in the action adventure category, you might want to look somewhere else.

• RANDY NELSON



1 This big boar's breath is far worse than its bite.
2 Every time you die, you're sent to the Underworld and must fight your way out. Frustration ensues.
3 Herc ends up being the best of the three characters. Hey, it is this game after all!
4 Atlanta's arrows let you take out enemies at a distance.



Hercs can be found in some of the most unusual places. Who cares if it's someone's house?

ALTERNATIVES

Legend Of Oasis 8.4

Hercules 7.2



That Hades is one bad mother... shut your mouth!



Jason is quick, but he's not the strongest of the three.



Some of the enemies, like this cyclops, are huge. But with a little help from a friend, Herc makes quick work of them!

THE LINE

• AUDIO & VIDEO

GRAPHICS	7
MUSIC	8
SOUND EFFECTS	6

• GAMEPLAY

INTERACTION	7
BALANCE	6
DEPTH	6

• SPECIAL

EXTRAS	7
PRESENTATION	7
INNOVATION	5

RATING

6.6

ニンテンドウ64



REVIEW

N64

F1 POLE POSITION



All show and no go? Well, that depends...

Well, *F1 Pole Position* is the first Formula 1 style game on the N64, and it will therefore bring F1 fans much rejoice. Gamers flipped over the awful conversion of *Cruisin' USA* (which until September this year was the only N64 racing game, *Mario Kart 64* exempt), so why shouldn't they flock in hordes to this decent rendition of Formula 1 racing? After all, the game is stocked with several car modification choices, 16 real international courses, actual real-life drivers, and a respectable frame-rate.

No one can laugh at UbiSoft's effort to improve the game over the humble Japanese *Human Grand Prix* (released last spring in Japan), from which the game originates. The company has partially solved the draw-in problem that still materializes in grandstand audiences and trees popping in; it's now less annoying, though still visible. And compared to the Saturn *Daytona USA Circuit Edition*, still rife with glitching and pop-in, *F1* fares quite well.

The game itself is solid and more polished than its Japanese brethren, while still basically playing the same. Gamers can choose from three modes (*World Grand Prix*, *Battle*, and *Time Trial*) and have the option to make several changes to their cars before they race, like adjusting aerodynamics, brakes, steering, fuel (less for shorter races, more for longer ones), save data, etc. Car choices are plentiful, though these racers all essentially feel the same, a slightly sad commentary on the game's core design.

Racing itself is moderately fun and, although our bias is not Formula 1 racing, this game is addictive in a way. Gamers must learn each course to master it, and each turn is crucial to nicking fifths of seconds from your overall time. The courses are long, and based on the real F1 course, so there are hours of play to be had. The option to allow collisions has a three-point range, so when you achieve mastery, you can

adjust the game to your skill level, making for good replay value. Saving your car and times to the Controller Pak enables you to play against friends on their systems — another positive note.

If you're a Formula 1 racing fanatic (and we know you're out there), *F1 Pole Position 64* is worth the scooties. It's unfortunate UbiSoft couldn't add a two-player mode to the game — its biggest downfall — but as a one-player game, it's worth taking a look at.

DOUGLASS PERRY



Here's Doug, in last place, as usual...



F1 Pole Position offers as many as eight camera perspectives, far more than most games.



By depressing the right C button, you can change the placement information (top three or top 10), including a visual of the map. You can also eliminate any info, and play with a clean screen.



F1 Pole Position 64 manages to be a highly technical game without being overly complicated.



Modifying the machine settings can be as fun as the actual race. Your choices range from steering to pit work to aerodynamics.

ALTERNATIVES

- Formula 1 5.3
- Rege Racer 7.9
- Cruisin' USA 3.1

THE LINE

AUDIO & VIDEO

GRAPHICS	6
MUSIC	9
SOUND EFFECTS	7

GAMEPLAY

INTERACTION	7
BALANCE	7
DEPTH	9

SPECIAL

EXTRAS	8
PRESENTATION	6
INNOVATION	6

RATING

7.3



DISCWORLD 2

- GENRE. GRAPHIC ADVENTURE
- PLAYERS. 1
- PUBLISHER. PSYGNOSIS
- DEVELOPER. PERFECT ENTERTAINMENT
- RATING. T
- M.S.R.P. \$49.95

For fans of the first *Discworld* adventure, the release of the second title in the game series is blessed event. Terry Pratchett's *Discworld* universe is completely intact, including all the wacky characters and locations found in the book series. The graphics and animated cinemas are sillier and sharper than before, while the puzzles are just as long and complicated as those found in the first game. This time around, the fates have Rincewind scrambling around Ankh Morpork trying to save the citizens from the Grim Reaper.



- 1 Use the Bellows on the Barmald's dress from below to get the glitter.
- 2 Welcome to the convention of hot-air blowers known as the various citizens of *Discworld*!

Prepare to play for endless hours, listening to long-winded conversations for clues and testing the tolerance of your sense of word-play humor. *DW2* will please fans of the series, but other gamers may want to approach it with care.

● **FRANCESCA REYES**

RATING

AUDIO/VIDEO

GRAPHICS	8
MUSIC	7
SOUND FX	9

GAMEPLAY

INTERACTION	7
BALANCE	7
DEPTH	9

SPECIAL

EXTRAS	4
PRESENTATION	9
INNOVATION	6

7.5



SPACE BAR

- GENRE. ADVENTURE
- PLAYERS. 1
- PUBLISHER. SEGA/SOFT
- DEVELOPER. ROCKET SCIENCE
- RATING. M
- M.S.R.P. \$49.99

A wise old sage once said, 'You will never find a more wretched hive of scum and villainy.' Granted, he wasn't talking about *Space Bar*, but he could have been. *Space Bar* involves an unsolved mystery with the solution hidden amongst the patrons of the galaxy's seediest hangout. This adventure takes a shotgun approach at humor, peppering the player with a barrage of wise-cracks that hit their mark more often than not. The story moves along quickly and the characters are interesting enough to keep players involved despite the standard point and click

gameplay. While *Space Bar* certainly breaks no ground as far as innovation, it definitely provides an enjoyable, and humorous alternative to the standard adventure game.

● **DAN EGGER**



- 1 Don't let this lady know you've ordered the side salad.
- 2 Okay, who's the wise guy that ordered a can of Raid?

AUDIO/VIDEO

GRAPHICS	8
MUSIC	8
SOUND FX	9

GAMEPLAY

INTERACTION	9
BALANCE	7
DEPTH	7

SPECIAL

EXTRAS	6
PRESENTATION	8
INNOVATION	6

RATING

7.7



IF-22

- GENRE. SIMULATION
- PLAYERS. 1 to 8
- PUBLISHER. INTERACTIVE MAGIC
- DEVELOPER. IMAGIC LABS
- RATING. KA
- M.S.R.P. \$49.95

The first noticeable characteristic of *IF-22* is its use of the DEMON-1 graphics engine which generates photorealistic terrain from satellite imagery. This technology results in an environment that looks exquisite in screenshots. When the *F-22* is flying at high altitudes, however, low level flight operations result in pixelated graphics that is far less satisfying than games which use conventional graphics techniques. More disturbingly, even high-end PCs seem to have difficulty handling gameplay in highers mode without frequent slowdown and loading delays. Coming from a com-

pany known for the quality of its simulation games, *IF-22* can only be considered a disappointment, as technical snafus undermine a realistic and competent flight-sim.

● **ROGER BURCHILL**



- 1 Photorealistic terrain gives *IF-22* unparalleled realism, but only from a distance.
- 2 Technical shortcomings sabotage *IF-22*.

AUDIO/VIDEO

GRAPHICS	6
MUSIC	1
SOUND FX	6

GAMEPLAY

INTERACTION	5
BALANCE	7
DEPTH	9

SPECIAL

EXTRAS	7
PRESENTATION	5
INNOVATION	7

RATING

6.1

プレイステーション



REVIEW
PLAYSTATION

HERCULES

Hercules has the brawn to pull off an entertaining 2D endeavor



The obligatory concurrent release of a Disney movie and a Disney videogame has enabled such gems as the superb *Aladdin* (on the Genesis) to be produced and released a couple of years back. This time around, it's *Disney's Hercules* that has become the target

Our man, Hercules, can punch, stomp, and slash his way through the game due to his sheer brawn. Too bad he's not as endowed in the brains category.



The 'forward-scrolling' levels mix up the direction of action and keep it from getting stale.

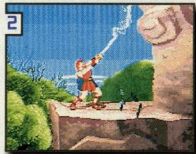
of the multimedia blitz. And it couldn't be more well done. The game's 2D visuals are bright, colorful and true to the character animations of the film, with clean designs and nicely detailed backgrounds. The original soundtrack and voices are also in place, creating an attractive package for

Disney fans. The reason to turn down the volume on the Music FX in the options menu would be Danny DeVito's constant rant in the beginning level, while you're training. I found myself reaching for the remote on more than one occasion, but beyond that minor distraction, the rest of the sounds are quite appropriate and enhance gameplay, rather than the opposite.

The game plays smoothly, blending quick controls with some neatly added 2 1/2 D level designs

The game includes screens and cinemas from the movie which add a nice touch, but serve to only show off the official movie licensing.

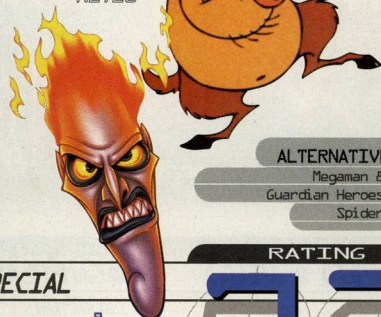
1 Luckily, the game, like the movie, includes a healthy dose of humor to keep the gamer entertained during gameplay. 2 Inclusion of various weapons, like the nifty killer thunderbolt sword, keeps things interesting — not necessarily for the enemies, though. 3 The Herc patented power punch will get you places that you couldn't normally go. 4 Sticky situations call for a little resourcefulness. Rely on Herc's strength to get you past obstacles.



that serve to mix up the standard, flat side-scrolling approach. The fact that you're able to approach game play situations in different ways keeps the game interesting and provides a fair challenge when approached with new obstacles. A slightly varied inventory, with various weapons and powers, helps to create a fair level of depth and will motivate gamers to keep playing the game all the way through until the end.

With all of these perks, it's difficult to find any really blaring flaws with *Hercules*, other than that the format seems a little outdated and that it weakens in the categories that all 2D games fall prey to: limitation and restriction. But, Virgin accomplishes quite a feat in making the game not only visually gorgeous, but matches it with some fairly solid gameplay. *Hercules* is a good addition to the Disney videogame classics line-up and any 2D action gamer's collection.

● FRANCESCA REYES



ALTERNATIVES

- Megaman B B.I
- Guardian Heroes A B.I
- Spider B B

RATING

7.2

THE LINE

● AUDIO & VIDEO

GRAPHICS	8
MUSIC	9
SOUND EFFECTS	7

● GAMEPLAY

INTERACTION	7
BALANCE	6
DEPTH	7

● SPECIAL

EXTRAS	9
PRESENTATION	7
INNOVATION	6

REVIEW

PLAYSTATION



プレイステーション



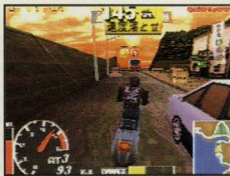
FELONY 11-79

Today we learn that committing crimes can be fun!

Welcome to the dangerous world of *Felony 11-79*, formerly known as *Runabout* in Japan. Here you'll run down pedestrians, drive through buildings, crash into cop cars and have a splendid time giving yourself gamer's claw because you won't be able to put your pad down.

Graphically, this game doesn't impress, but it makes up for lackluster polygons with genuinely entertaining play. You start off the game with a choice of four vehicles, a big Ram truck complete with roll bars, a 320 sedan, a comical mini with a British flag on the roof, and of all things, a Vespa! Each ride has unique strengths, so if you want to run into lots of people and things, take the Ram. For speed and agility, take the little Vespa through the subway tunnels of Metro City! As you play the game and beat time goals, you unlock more vehicles to play with.

You've only got two stages to start with, Downtown and Sea Side.



That little Vespa is great for dodging through traffic.

The Downtown track has you hunting down bombs and blowing them up ala the *Die Hard* with a *Vengeance* episode of *Die Hard* Trilogy. Sharp corners and curvy streets suggest the Vespa. The Sea Side track lets you take it to the beach, sending sun bathers running for their lives. Successfully navigate these tracks before the clock counts down to zero and you'll open up the Metro City track. Here you get to go off road and into the subway system. Each track is completely different and offers unique challenges to overcome.



That police cruiser won't be giving out any more speeding tickets.



Look at the pretty clocks before you run them down!

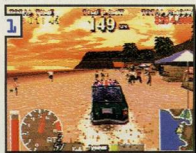
One of the great things about this game is the sound track and sound effects. California guitar beach music pounds away in the background as you play and the explosions and pedestrian's screams urge you on.

As much fun as *Felony 11-79* is, it does have some big shortcomings. There are only three tracks to play, and although there are lots of shortcuts to find, replay ability is low. The graphics look like they belong to a Saturn game and the vehicles look, well, pixelly. Still, there haven't been too many really good-looking racing games on the PlayStation for a while, and *Felony* stands out among the current crop.

If you're looking for a good time in a car and don't



This 320 Sedan won't be getting much at trade in time.



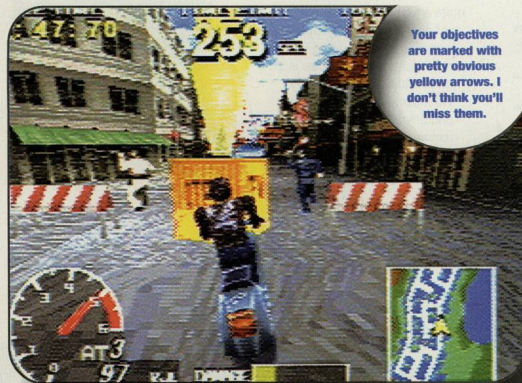
1 Mini on the beach! Yeah, baby! Yeah! 2 Break on through to the other side... of the resort hotel. 3 The more damage you do to your surroundings, the more damage your ride takes.

want to go to jail, *Felony 11-79* may be just the ride for you.

◆ RICK SANCHEZ

ALTERNATIVES

Die Hard Trilogy 3.5
Road Rash 6.5
Carmageddon 9.1



Your objectives are marked with pretty obvious yellow arrows. I don't think you'll miss them.

THE LINE

◆ AUDIO & VIDEO

GRAPHICS 6
MUSIC 9
SOUND EFFECTS 8

◆ GAMEPLAY

INTERACTION 8
BALANCE 8
DEPTH 6

◆ SPECIAL

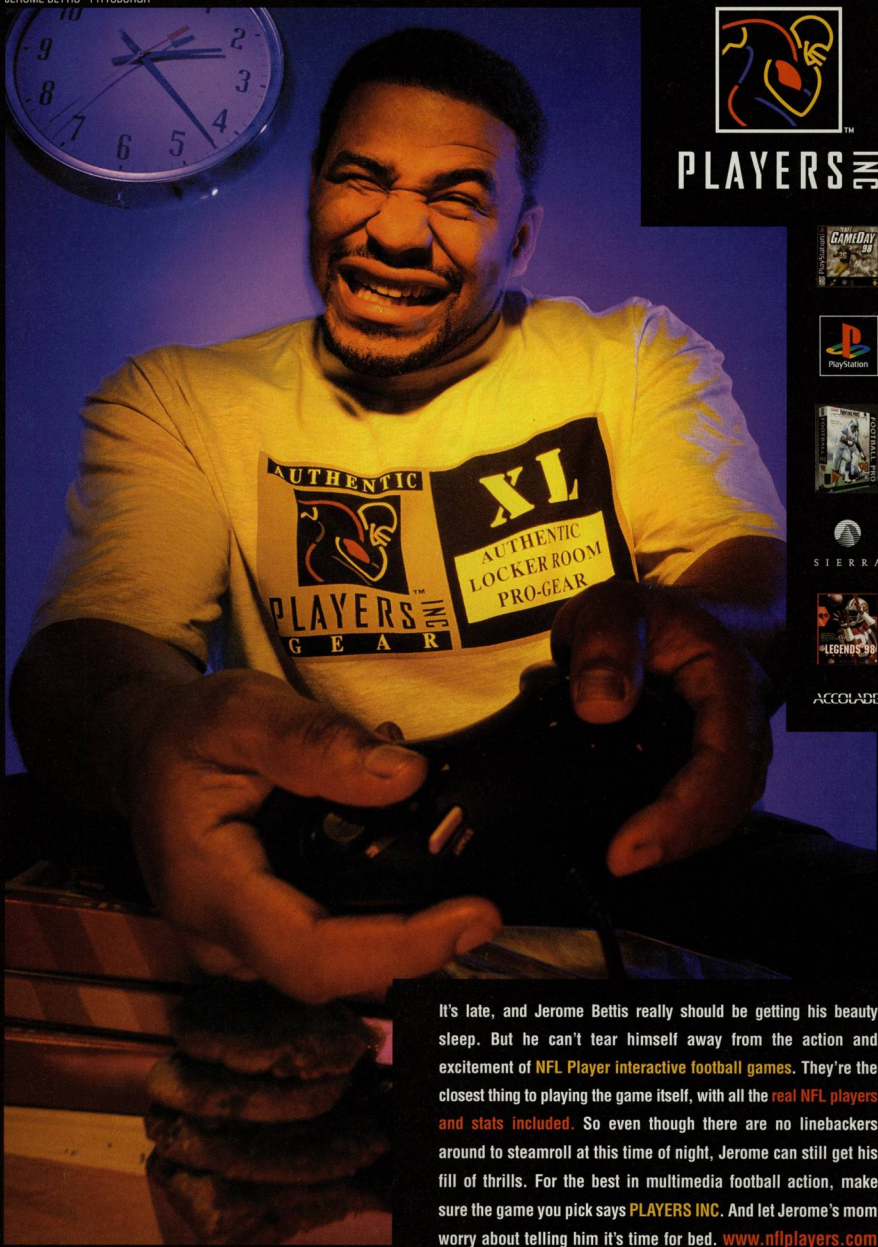
EXTRAS 8
PRESENTATION 7
INNOVATION 7

RATING

7.5

JEROME BETTIS - PITTSBURGH

GAME TIME



PLAYERS INC.

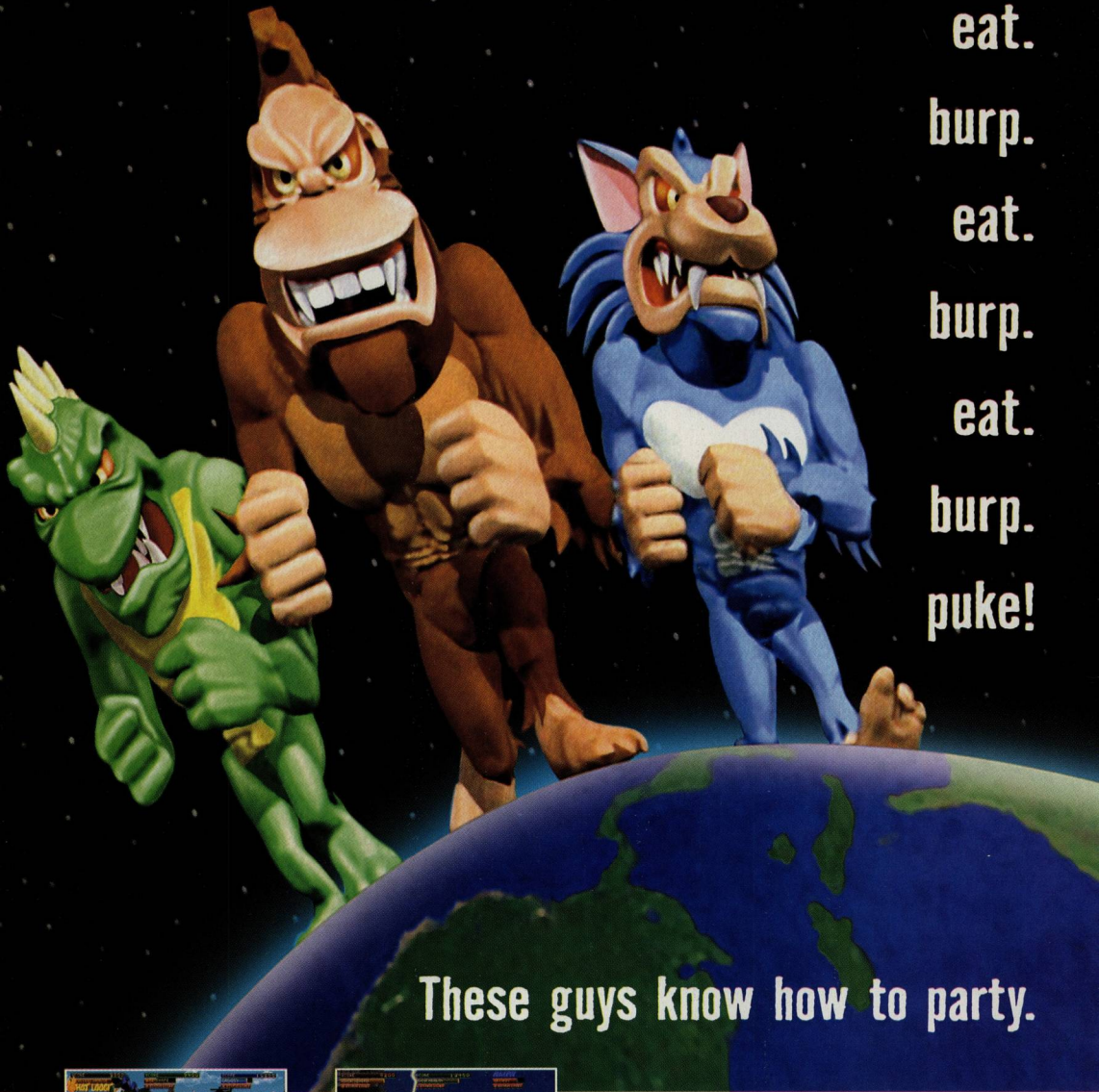


ACCLADE

It's late, and Jerome Bettis really should be getting his beauty sleep. But he can't tear himself away from the action and excitement of NFL Player interactive football games. They're the closest thing to playing the game itself, with all the **real NFL players and stats included**. So even though there are no linebackers around to steamroll at this time of night, Jerome can still get his fill of thrills. For the best in multimedia football action, make sure the game you pick says **PLAYERS INC.** And let Jerome's mom worry about telling him it's time for bed. www.nflplayers.com

ANYTIME

eat.
burp.
eat.
burp.
eat.
burp.
puke!



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REVIEW

PC CD-ROM

EXTREME ASSAULT

You gotta learn to fly before you can kill...

As *Extreme Assault* begins, players strap themselves into the Sioux AH-23, a futuristic attack helicopter, and begin blasting a wide array of enemy helicopters, convoys, rocket buggies and

tanks. Eventually all of these enemy movements are discovered to be a cover for an alien threat where a new variety of baddies await your assault.

While not posing as a realistic simulation, the arcade control of the helicopter portions of the game does leave something to be desired. The somewhat non-intuitive use of the joystick Y-axis to control altitude will require some time to get used to. The T1 tank portions of the game control considerably better, but will require some time investment to get to.

Once that particular facet of the control has been mastered, the game does move along fairly quickly. Missions themselves are generally quite short, especially early in the game, often taking less than a minute

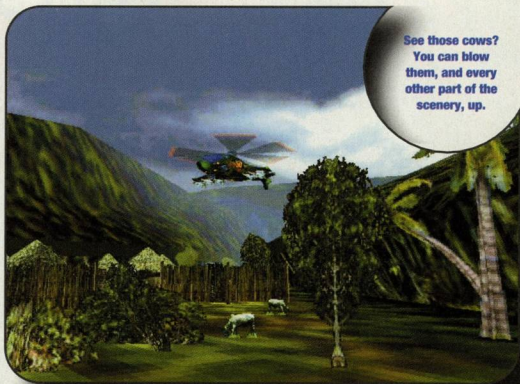
Avoiding search lights may help keep your butt alive just long enough to complete your mission.

or two to complete. Mission objectives don't have very much variety, but they are usually adequate. Most often, they are search and destroy oriented, with the occasional hostage rescue (resulting in something of a 3D *Choplifter*).

Graphically, the game is absolutely stunning. Fog effects that are fairly distant on the horizon allow the scenery to fade in as you cover ground. Explosions and the resulting lighting effects are easily among the best seen on a non-accelerated game. The framerate of the game is excellent, even on systems as low as a Pentium 120, even in the highest detail modes.

While multiplayer modes are often considered an afterthought, *Extreme Assault* obviously made such modes a priority. Up to four players

See those cows? You can blow them, and every other part of the scenery, up.



Jungles, tunnels, lakes and other terrain await your helicopter and tank to free them from the aliens.



Futuristic caverns, like this one, are home to some of the meanest aliens this side of *Independence Day*.



1 Tanks become fodder under the attentions of your razor cannon.



2 The T1 tank is indeed a formidable weapon. It cuts through other tanks like butter!

3 These aliens mean business. Better start warming up those guided missiles.

REQUIREMENTS

- Windows 95
- Pentium 90 or Higher
- 16 MB Ram
- 2x CD-ROM drive

can deathmatch in one of several arenas. Each arena is packed with secret passageways, power-ups and really good level design. Mplayer already has plans to support the game, which should make owning this title even more worth while.

CHRISTIAN SVENSSON

ALTERNATIVES

- G-Name 5.0
- Tigershark 7.1

THE LINE

AUDIO & VIDEO

GRAPHICS	9
MUSIC	6
SOUND EFFECTS	7

GAMEPLAY

INTERACTION	7
BALANCE	6
DEPTH	6

SPECIAL

EXTRAS	7
PRESENTATION	6
INNOVATION	9

RATING





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I

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OF LAND NO WIDER THAN THIS AD.**



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NFL GameDay '98

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98**

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REVIEW
PLAYSTATION

プレイステーション

**GRAND TOUR RACING '98**

Ridge Racer meets Rally Cross with impressive results

Among the increasingly crowded pack of PlayStation racing games, Activision has taken a decidedly different approach with *Grand Tour Racing '98*.

Developed in Europe by Eutechnyx and carrying an endorsement by *Car and Driver* magazine, its first racing title for the system combines both on- and off-road racing in one package.

GTR '98's strengths lie in its courses, tight control, and solid frame rate. The six courses have several different variations that are unlocked each time you place first on them, including adverse weather conditions, obstacles, and alternate routes that not only add to the challenge, but to the replay value as well. The tracks are well-designed, and while the earlier variations are devoid of any truly tricky turns, the later ones are substantially more difficult.

Control in the sports car and

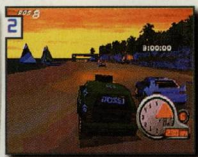
Indy car courses is dead-on — there's no *Ridge Racer*-esque slipping and sliding here. Control in the buggy and Dakar racing segments, on the other hand, takes some getting used to. Using the d-pad in conjunction with the shoulder buttons for hard turning proves to be a good alternative to the power slides found in most racers, resulting in more precise handling when heading into tight turns.

As for graphics, *GTR '98* is technically right up there with the best of the pack. Thanks to clever course layout, the draw-in problems that plague most current racing titles have all but been eliminated, all while retaining a zippy frame-rate that conveys an uncanny sense of speed. However, graphics performance aside, *Grand Tour Racing*'s environments just aren't as aesthetically pleasing to look at as some of the more richly detailed racing games available for the PlayStation.

In a field dominated by the likes of *Ridge Racer* and *Rally Cross*, Activision's offering manages to hold its own, while proving that several different racing types can be combined with impressive results. If you own a PlayStation and have a thing for racing games, *Grand Tour Racing '98* is definitely worth a spin. Floor it!

BY RANDY NELSON

- 1 Don't expect to just breeze through the courses, as the opponent AI is tough as nails.
- 2 The control in the off-road portions of the game could use a little work, but the rally and street racing segments are dead-on.
- 3 While the split-screen mode is smooth, it does get a little hard to see the road in front of you.
- 4 The basic Switzerland course is sunny.



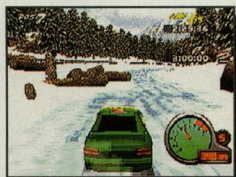
Colliding with track boundaries causes a lot of sparks, but not a significant loss of speed.

ALTERNATIVES

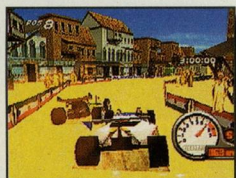
Ridge Racer 7.9

Rally Cross 8.1

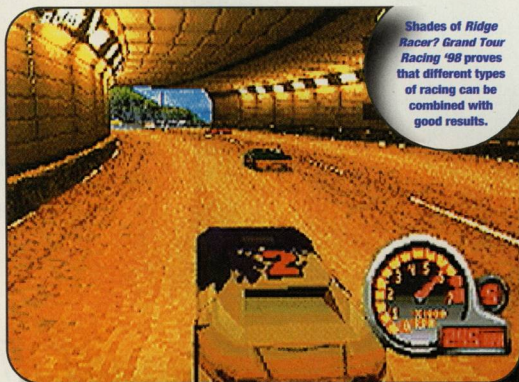
Sega Rally Championship 9.2



Switzerland in winter has ice, snow, and treacherous obstacles.



'Look mom! Giant RC cars!'



Shades of *Ridge Racer*? *Grand Tour Racing '98* proves that different types of racing can be combined with good results.

THE LINE

AUDIO & VIDEO

GRAPHICS	9
MUSIC	7
SOUND EFFECTS	7

GAMEPLAY

INTERACTION	9
BALANCE	8
DEPTH	7

SPECIAL

EXTRAS	8
PRESENTATION	7
INNOVATION	7

RATING

7.9

ALBERT ODYSSEY

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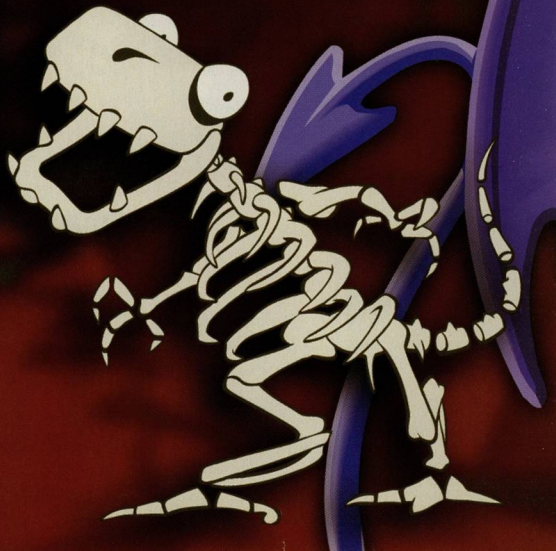


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THE BEAST IS LOOSE

"...looks to be one 'damned' fine game, and should prove one of the 'hotter' titles we'll see this fall season"

— *P.S.X.*, August '97

"The game uses large 3D levels in a variety of unique styles (...) filled with traps and enemies that pose a serious challenge to the player"

— *Next Generation Online*, May '97

"...lavish cartoon-style graphics offer gamers a fun-filled action platform experience."

— *PS Extreme*, July '97

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Release List

October

Nintendo 64

Ken Griffey Jr. Baseball 64 - Nintendo
Mission Impossible - Ocean

PlayStation

Apocalypse - Activision
Armored Core - Sony CE
Auto Destruction - Electronic Arts
Batman and Robin - Acclaim
Beast Wars - Hasbro Interactive
Bug Riders - GT Interactive
Bushido Blade - Sony CE
Caesars Palace - Interplay
Castlevania: Symphony of the Night
- Konami
ClayFighter Extreme
- Konami
Dead or Alive - Tecmo
Deathtrap Dungeon - EIDOS Interactive
Deception II - Tecmo
FIFA '98 - Electronic Arts
Fighting Force - EIDOS Interactive
G-Police - Psygnosis
Galloo Racer - Tecmo
Ghost In The Shell - T-Hq
Incredible Idiots In Space - ASC Games
Jack Nicklaus Golden Bear Golf - Accolade
Jimmy Johnson Football '98 - Interplay
Joe Blow - Sir Tech
Mace: The Dark Age - Midway Home Ent.
Mach Wars - Playmates Interactive Ent.
MDK - Playmates Interactive Ent.
Moto Racer - Electronic Arts
Namco Museum Vol. 5 - Namco
NBA Live '98 - Electronic Arts
NHL Faceoff '98 - Sony CE
Nightmare Creatures - Activision
Nuclear Strike - Electronic Arts
Overboard - Psygnosis
Parrappa the Rapper - Sony CE
Power Soccer 2 - Psygnosis
Shadow Master - Psygnosis
Street Fighter EX Plus - Capcom
Test Drive 4 - Accolade
X-Men Vs. Street Fighter - Capcom

Saturn

Dead or Alive - Tecmo
Duke Nukem - Sega
FIFA '98 - Electronic Arts
Jack Nicklaus Golf - Accolade
Last Bronx - Sega
Magic Knight Rayearth - Working Designs
Megaman X4 - Capcom
NBA Action '98 - Sega
NBA Live '98 - Electronic Arts
NHL All-Star Hockey '98 - Sega
Nuclear Strike - Electronic Arts
Rampage World Tour - Midway Home Ent.
X-Men Vs. Street Fighter - Capcom

PC

Agents of Justice (Win 95) - Microprose
Antares Rising (Win 95) - Cyberdreams
Beast Wars (Win 95) - Hasbro Interactive
Byzantine: The Betrayal (Win 95)
- Discovery Channel Multimedia
Chaos Island (Win 95) - Dreamworks Int.
Close Combat 2 (Win 95) - Origin
Crusader: No Mercy (Win 95) - Origin
D-Day '99 (Win 95) - Playmates Interactive Ent.
Deadlock 2 - Accolade
Deathtrap Dungeon (Win 95) - EIDOS Interactive
Descent Under Mountain - Interplay
Dominion (Win 95) - 7th Level
European Air War (Win 95) - Microprose

Excalibur 2055 - Sir Tech
FIFA '98 - Electronic Arts
Final Fantasy VI (Win 95) - SquareSoft
Flight Squadron (Win 95) - Activision
From Sumter to Appomattox II (Win 95)
- Interactive Magic
Front Page Sports: Football Pro '98 (Win 95)
- Sierra
Front Page Sports: Trophy Rivers Fly Fishing
(Win 95) - Sierra
Gettysburg (Win 95) - Electronic Arts
Goosebumps: Attack of the Mutant (Win 95)
- Dreamworks Int.
Heavy Gear (Win 95) - Activision
Incubation: Time is Running Out (Win 95)
- Blue Byte
Interstate 77 (Win 95) - Activision
Island of Dr. Moreau (Win 95) - Psygnosis
Last Bronx (Win 95) - SegaSoft
Lords of Magic (Win 95) - Sierra
Madden NFL '98 (Win 95) - Electronic Arts
Myth: Lords (Win 95) - Bungie Software
NBA Live '98 (Win 95) - Electronic Arts
Nebula Fighter '98 (Win 95) - Ionos
One Must Fall 2.0 (Win 95) - Epic Megagames
Populous 3: The Third Coming - Electronic Arts
Ravager - Apogee Software
Rebellion (Win 95) - LucasArts
Riven - Broderbund
Shattered Nations (Win 95) - Blizzard Ent.
SODA: Off Road Racing (Win 95) - Sierra
Sonic 3D Blast (Win 95) - SegaSoft
Sonic R (Win 95) - Hasbro Interactive
Stealth Reaper 2020 - GT Interactive
SWAT 2 (Win 95) - Sierra
Test Drive 4 (Win 95) - Accolade
The 10th Planet: Terror From Beyond Pluto
- Bethesda Softworks
Total Knockout (Win 95) - SegaSoft
Unreal (Win 95) - GT Interactive
Uprising - Studio 3DO
X Fighters (Win 95) - Sierra
Zombieville (Win 95) - Psygnosis
Zork: Grand Inquisitor (Win 95) - Activision
3D Ultra Pinball 3: The Lost Continent (Win 95)
- Sierra

November

Nintendo 64

Barjo Kazooie - Nintendo
Duke Nukem 64 - GT Interactive
Extreme G - Acclaim Ent.
Joust Epic - Midway Home Ent.
Mace: The Dark Age - Midway Home Ent.
Mortal Kombat Mythologies: Sub-Zero
- Midway Home Ent.
NBA Basketball 64 - Midway Home Ent.
NFL Quarterback Club '98 - Acclaim Ent.
San Francisco Rush - Midway Home Ent.
Wayne Gretzky's 3D Hockey 2
- Midway Home Ent.
WCW Vs. NWO - T-Hq

PlayStation

Carom Shot - ascii Ent.
Colony Wars - Psygnosis
Crash Bandicoot 2 - Sony CE
Critical Depth - GT Interactive
Duke Nukem - GT Interactive

Frogger - Hasbro Interactive
Jet Moto 2 - Sony CE
Legion - Sony CE
Mass Destruction - ASC Games
NBA Heroes - Midway Home Ent.
NCAA Gamebreakers '98 - Sony CE
Necrodome - Mindscape
NFL Quarterback Club '98 - Acclaim
ONE - ASC Games
Rampage World Tour - Midway Home Ent.
Riven - Acclaim
San Francisco Rush - Midway Home Ent.
Secret Agent Gex - Crystal Dynamics
Sorcery - Sony CE
Spawm: The Eternal - Sony CE
Street Fighter 2 Collection - Capcom
Surreal - ASC Games
Test Drive 4 - Accolade
Third Annual TNN Outdoors Bass Tournament
- ASC Games
TNN Motorsports Hardcore 2 - ASC Games
Tomb Raider 2 - EIDOS Interactive Vs.
- T-Hq
Wayne Gretzky's 3D Hockey 2
- Midway Home Ent.
WCW Nitro - T-Hq
Youngblood - GT Interactive
Zork: Nemesis - Activision

Saturn

Enemy Zero - Sega
Lunar: Silver Star Story - Working Designs
Mass Destruction - ASC Games
NASCAR '98 - Electronic Arts
NHL '98 - Electronic Arts
Quake - Sega
Sacred Pools - Sega
Sonic R - Sega
Street Fighter 2 Collection - Capcom
TNN Motorsports Hardcore 2 - ASC Games
Worldwide Soccer '98 - Sega

PC

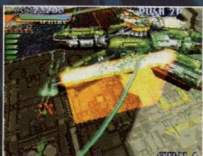
Adrenix (Win 95) - Playmates Int. Ent.
Airport '97 (Win 95) - 21st Century Ent.
Assault (Win 95) - Broderbund
Battletch: Honor Bound - Microprose
Black Crypt (Win 95) - GT Interactive
Black Runner (Win 95) - Virgin Interactive
Caesars Palace - Interplay
Command&Conquer II: Tiberian Sun (Win 95)
- Virgin
Curse of Monkey Island (Win 95) - LucasArts
Dark Reign Mission Pack No. 1 (Win 95)
- Activision
Dead Moon Rising (Win 95) - MegaMedia Corp.
Delirium - Interplay
Demon Isle - Sierra
Earthsiege 3: Future Wars (Win 95) - Sierra
Egyptian Jukebox (Win 95) - Ignite
F-16 Fighting Falcon (Win 95) - Interactive Magic
Flight Squadron (Win 95) - Activision
Front Page Sports: Basketball Pro '98 (Win 95)
- Sierra
Imperium (Win 95) - Activision
Interstate 77 (Win 95) - Activision

NOTE: All release dates are subject to change at any time

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RATED

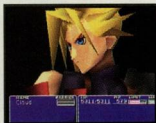
this month

this month's top picks

Hey, we realize that even though we have to show up for each and every issue, some of you out there don't feel the same way. We know that some months are tough, and that you don't always have the extra cash to shell out for the latest issue of *ULTRA GP*. Don't fret! These pages fill you in on all of the games you missed. Just don't worry about us, slaving away each and every month. It's OK.

ultimate award

When a game is *really* good, we give it our **ULTRA Award**. We don't hand these things out to just any game — it's got to get past the most grueling review system in the biz and still come through with at least a 9.0 rating. That ain't easy! Recent ULTRA Award winners are shown below with a special red number. Don't miss out on these games!!!



By the time you read this, you could be playing this most-awaited game!

FINAL FANTASY VII		Players: 1
PlayStation	SCEA	
\$59.95	GENRE: RPG	

- 9.2** ACE COMBAT 2
• Issue # 100
- 7.0** ALBERT ODYSSEY
• Issue # 101
- 8.0** ATOMIC BOMBERMAN
• Issue # 101
- 6.9** BALL BLAZER CHAMPIONS
• Issue # 98
- 7.9** BRAHMA FORCE
• Issue # 98
- 7.9** BROKEN HELIX
• Issue # 99
- 9.1** CARMAGEDDON
• Issue # 100
- 7.8** CITY OF LOST CHILDREN
• Issue # 97
- 8.2** COMMAND & CONQUER
• Issue # 98

- 6.3** CRYPT KILLER
• Issue # 98
- 8.2** C&C COUNTERSTRIKE
• Issue # 100
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• Issue # 101
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- 4.6** LETHAL ENFORCERS I & II
• Issue # 100
- 7.3** MACHINE HUNTER
• Issue # 100
- 7.8** MAGIC: THE GATHERING
• Issue # 98
- 7.9** MANX TT
• Issue # 101
- 9.2** MDK
• Issue # 97
- 8.1** MEGA MAN 8
• Issue # 97
- 9.7** MOTO RACER
• Issue # 101
- 6.0** NAMCO MUSEUM #7
• Issue # 99

1	Final Fantasy VII	PS	Rating: 9.7
2	Parappa The Rapper	PS	Rating: 9.0
3	Croc	PS	Rating: 8.6
4	Tetrisphere	N64	Rating: 8.0
5	Treasures Of The Deep	PS	Rating: 8.0

6.9 **NEED FOR SPEED II**

• Issue # 98



6.4 **OGRE BATTLE**

• Issue # 101



6.6 **OVERBLOOD**

• Issue # 98



7.3 **PEAK PERFORMANCE**

• Issue # 99



7.7 **POWERSLAVE**

• Issue # 98



8.9 **POY POY**

• Issue # 100



9.0 **PRINCESS MAKER 2**

• Issue # 101



8.2 **QUAKE MISSION PACK 1**

• Issue # 100



8.3 **RALLY CHAMPIONSHIP**

• Issue # 98



8.1 **RALLY CROSS**

• Issue # 97



7.4 **RAYSTORM**

• Issue # 100



7.3 **RUSH HOUR**

• Issue # 98



7.3 **SCORCHER**

• Issue # 98



7.2 **SEGA AGES VOL.1**

• Issue # 100



6.5 **SENTIENT**

• Issue # 98



8.9 **SHINING THE HOLY ARK**

• Issue # 100



6.3 **SKY TARGET**

• Issue # 101



8.1 **STARFOX 64**

• Issue # 99



5.3 **STAR TREK GENERATIONS**

• Issue # 100



6.6 **SWAGMAN**

• Issue # 100



6.6 **SYNDICATE WARS**

• Issue # 101



8.0 **TAIL OF THE SUN**

• Issue # 99



7.0 **TEST DRIVE OFF ROAD**

• Issue # 98



7.7 **THUNDER TRUCK RALLY**

• Issue # 97



6.5 **VMX RACING**

• Issue # 98



5.7 **WARCRAFT II: DARK SAGA**

• Issue # 101



4.7 **WAR GODS**

• Issue # 98



7.1 **WCW VS. THE WORLD**

• Issue # 98



9.3 **WILD ARMS**

• Issue # 98



6.3 **XEVIOUS 3DG**

• Issue # 97

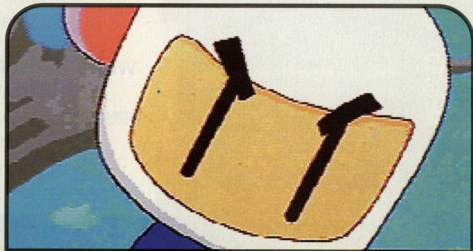


9.1 **X-WING VS. TIE FIGHTER**

• Issue # 99



spotlight on:



ATOMIC BOMBERMAN Players: 1-10

PC	Interplay
\$49.95	GENRE: Action

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PlayStation nation
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www.ultragp.com

64.COM
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boot Net
www.bootnet.com

WED 1



POLL: WORST GAME SYSTEM EVER

What game system had the worst launch, worst games, and worst reputation of all time? Visit www.videogamers.com to cast your vote.

THUR 2



JAPANESE FOR GAMERS: SPORTS AND WARGAMES

It's death, destruction, and baseball at *SaturnWorld* this month, as we continue our Survival Japanese for Gamers feature.

FRI 3



RPG EXTRAVAGANZA

How will Nintendo beat the cartridge format with RPGs? What is Nintendo doing to pull itself up from the Sony coupe (and the loss of Enix and Square)? The full report on N64 and 64DD RPGs only at *N64.com*.

MON 6



INSIDE CAPCOM

Ever wonder what goes on inside one of gaming's most well-known developers? Tag along with *Ultra GamePlayers Online* as we take you behind the scenes at Capcom's US headquarters.

WED 8



SUPER CODE BUDDHA DAY!

PSXPower's very own Code Buddha answers 25 of your burning code questions.

THUR 9



SEGA PALACE CHAT

Log into the *SaturnWorld* Palace and talk with Sega's game selection team. Find out what they have to go through before a game gets brought to the States.

FRI 10



MIDWAY: A DREAM COME TRUE?

Midway originally appeared to be Nintendo's best third-party developer, but the company has put out some serious crap. How is the company intending to prove it's really a dream come true for N64? *N64.com* takes a look at Mace, SF Rush, MK Mythologies and more.

FRI 10



DESIGN OUR LOGO CONTEST

Design a new logo for *The Home of Virtua Fighter*, and win neat stuff like videos, keychains, t-shirts, etc.!

MON 13



RACING GAME EXTRAVAGANZA

Join *Ultra Game Players Online* as we sort out the best from the rest in the next-gen racing game pack.

FRI 17



COMPANY PROFILE: KONAMI

Konami appears to be taking the lead in third-party support. In fact, Konami has become a N64 powerhouse. *N64.com* takes a thorough look at what made the

Every day, one of the seven sites in the Imagine Games Network hosts a special event. These include interviews, chat forums, downloads and extra features. And they're all absolutely free.

All you have to do is to check the times and the dates of the events, and make sure you're there to enjoy them. You'll find the urls of all the sites at the bottom of this page.

O
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B
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WED 15

FEATURE: METAL GEAR SOLID

Konami turn around. Interviews and game profiles abound. Konami's revolutionary espionage game is only a few months away. *PSXPower* will take an in-depth look at this highly anticipated game, including new pictures and movies. Don't miss it!



THUR 16

BLACK BELT FEATURE

Get the hard facts about Sega's next console system only at *SaturnWorld*. A summary of known facts and the latest buzz from behind closed doors.



MON 20

BIG IN JAPAN

From fighters to girlfriend sims, *Ultra Game Players Online* takes a look at the hottest games on the shelves in Japan.



WED 22

FFVII POLL

So you've had a month to play Final Fantasy VII, but was it everything you thought it would be? If not, what could've been done better? *PSXPower* wants to know in this special poll.



THUR 23

SCARY GAMES

It's almost Halloween, and *SaturnWorld* gives you the top ten games guaranteed to send the shivers up your spine, give you the goosebumps, and out-willy your willies. Trick or treat!



FRI 24

IS NINTENDO SERIOUS ABOUT SPORTS?

With Griffey's imminent arrival, Nintendo will finally have its own first sports title. If Nintendo expects to keep a loyal base, quality sports games must publish on Nintendo 64. Is Nintendo relying too much on third party support from EA, Konami, and Acclaim? A full sports blowout at *N64.com*.



MON 27

FRIGHT NIGHT

The Halloween season is upon us, and *Ultra Game Players Online* unearths some of the scariest videogame experiences ever to hit the TV screen.



WED 29

TRICK OR TREAT

PSXPower has five bags of Halloween goodies to give away. Each bag will have candy cornucopia of prizes, including games, peripherals, otaku, and of course, candy



THUR 30

SONIC STRATEGY GUIDE

SaturnWorld brings you the secrets and strategies behind the first true 32-bit Sonic game. Learn the tracks and cheats, straight from the developers.



LAUNCHING
OCTOBER 1

Direct from Europe!

IGN introduces *Gameplay.com*. Updated every morning (9:00 AM PST, 12:00 PM EST), *Gameplay* delivers the latest international computer and video game news, as well as the best picks of where to go on the web for features, previews and reviews. Start your day off right, with the latest information on the hottest happenings in the games community.



www.saturnworld.com



www.psxpower.com



www.pcgamer.com

Keep checking
the IGN Palace
for even more events!

ALL ACCESS

Hey, is there anything out there in the whole wide world better than actually cheating your way through a game just to see a five second CG ending? Probably not. So, in that case, here comes the brand spanking new October All Access! I mean, if there's anything truly better than this section, it's probably running around in a decrepit Halloween costume, scaring the crap out of small children and tak-

ing candy from complete strangers just to dump it all on the floor and decide that it's too 'dangerous' to eat, anyways. Now that's a true American tradition, just like cheating! So, if you have a code or tip that you feel upholds the rich, cheat-filled heritage of our nation or something like that, send it along to: ULTRA Game Players, c/o All Access, 150 N. Hill Drive, Brisbane, CA 94005. Or you can simply email me at freyes@ultragp.com. Boo!

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

MDK

PUBLISHER: PLAYMATES INT.
SYSTEM: PC

Cheat Codes for Patched Games

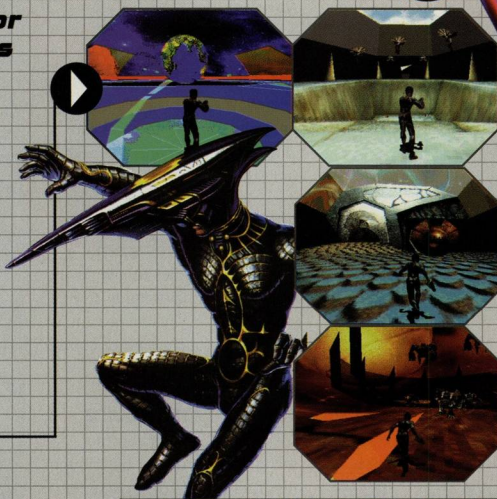
Enter these codes while playing.

Code	Effect
ineedbiggun...	Super Chain Gun powerup once per level
holokurtisfun...	Dummy powerup once per level
nastystothanks.	Homing sniper grenade once per level
tornadoaway...	Twister powerup once per level
486ok	Allow 486 machines to run

There are two sets of codes for MDK - make sure you're using the right version.

Codes for Unpatched North American Versions

Code	Effect
makemefull...	Health once per level
masterblaster...	Gatt powerup once per level
twistandshout...	Twister powerup once per level
biggrenade...	Homing sniper grenade once per level
486willbeslow	Allow 486 machines to run



DARK RIFT

PUBLISHER: VIC TOKAI
SYSTEM: N64



Character Endings

NOTE: 'Right' refers to the Control Pad and 'R' refers to the shoulder button.

Character	Code
Aaron	⬇, Left C, R, ⬇, R, R, Left C
Demonica	⬇, Left C, R, ⬇, R, Top C
Demitron	⬇, Left C, R, ⬇, L, L, Bottom C
Eve	⬇, Left C, R, ⬇, R, Right C
Gore	⬇, Left C, R, ⬇, R, R, Bottom C
Morphix	⬇, Left C, R, ⬇, R, R, B
Niiki	⬇, Left C, R, ⬇, R, R, A
Scarlet	⬇, Left C, R, ⬇, L, Left C
Sonork	⬇, Left C, R, ⬇, L, L, Top C
Zenmuron	⬇, Left C, R, ⬇, L, L, Right C

All codes are entered at the title screen.



HEXEN 64

PUBLISHER: GT
INTERACTIVE
SYSTEM: N64



God Mode and More

The following codes must be entered quickly while inside the Cheat Menu. If you hesitate for even a second, the code may not work. If you enter the code correctly, you'll hear a 'swoosh' sound.

Effect	Code
God Mode	Left C, Right C, Bottom C
Level Select	Left C, Left C, Right C, Right C, Bottom C, Top C
Kills all enemies	Bottom C, Top C, Left C, Left C
Full Health	Left C, Top C, Bottom C, Bottom C

The following codes can be entered at anytime during gameplay, but they can only be activated once you go to the 'Collect Sub-Menu.'

Effect	Code
All Keys	Bottom C, Top C, Left C, Right C
All Artifacts	Top C, Right C, Bottom C, Top C
All Weapons	Right C, Top C, Bottom C, Bottom C

More codes

Clip Mode	Press C4 20 times, and then C3 once.
All Puzzle Items	Press C4, C1 three times, C2, C3 twice.

CODE MONKEY

PUBLISHER: SONY
SYSTEM: PLAYSTATION



WILD ARMS TRICK

To get 255 of any item, follow these eight steps:
Items Required: Heal Berries (five or more) & ONLY one of any item that you want duplicated.
When in battle:

- Step 1: Have Jack cast a Heal Berry on anyone.
- Step 2: Have Rudy pull up the items menu. On the items list, highlight the heal berries and any item that you want duplicated, then switch their positions on the list.
- Step 3: Then have Rudy defend.
- Step 4: Have Cecilia defend.

- Step 5: Have Jack cast a Heal Berry on anyone (you'll notice that the item Rudy is used to switch places with the Berries is now gone from the list).
 - Step 6: Have Rudy pull up the Items menu again, and switch the Heal Berries back to their original slot.
 - Step 7: Have Rudy defend.
 - Step 8: Have Cecilia defend.
- Win the battle and go to the items screen. You'll not only have the heal berries back in your inventory, but you'll also have 255 of the item you desired!

**-Jon-Ryan Y.,
Springdale, AR.**

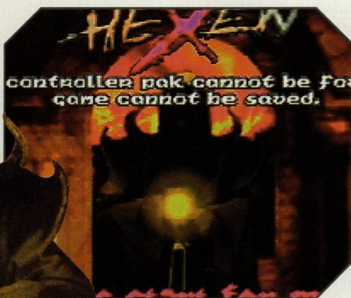


MONKEY AWARDS

So, we hear that you want a Game Shark, eh? Well, no one ever received the Golden Banana award for free! Past winners will never forget all the exhausting work, the teeth-clenched determination, the torturous sleepless hours, the unmarked hundred dollar bills express deposited into my Swiss bank account, and of course, the month-long period of unadulterated FAME! If you're willing to put up with all of this, submit your soul and Code Monkey entry to: the usual address, c/o Code Monkey. Or email me at freyes@ultragg.com. The meek need not apply.



All PlayStation and Saturn Code Monkey winners will receive a GameShark Videogame Enhancer provided courtesy of Interact Accessories, Inc. Future Code Monkey winners who own an N64 will also receive a GameShark for their system when available. ULTRA Game Players reserves the right to substitute a prize of equal or greater value for N64 owners until N64 GameSharks become available. PC owners will receive a prize of equal or greater value at the discretion of UG P.



Start a game in any mode, then hit START to pause the game. Press Top C, Bottom C, Left C, then Right C. You should now have the Cheat Menu option at the bottom of the pause menu. Enter the Cheat Menu.



SHADOWS OF THE EMPIRE

PUBLISHER: LUCAS ARTS
SYSTEM: N64



Play as an AT-ST, Wampa or Storm Trooper

1. Select a new save slot and enter `_Wampa_ Stompa` as your name. Note that this code is case-sensitive. Also note that the `_` represents a space.
2. Next select 'Medium' as your difficulty level.
3. Once your game has started, pause the game. Now go to the Options menu and choose Control. Put your controller setting to Traditional.



AT-ST

Once the AT-STs appear in the second round of the 'Battle of Hoth,' press **C** on the D-Pad and press the Right C button at the same time. Immediately afterwards, press **O** on the D-Pad. Now use the Right C button to scroll through the camera views until you see the AT-ST. You can use the D-Pad to move the AT-ST and you can press **O** on the D-Pad to fire.

Use A or B to choose a letter



Wampa

In 'Escape from Echo Base,' press **O** on the D-Pad and press the Right C button simultaneously. Immediately after pressing those two, press **O** on the D-Pad. Now use the Right C button to scroll through the camera views until you see the Wampa. You can use the D-Pad to move the Wampa and you can press **O** on the D-Pad to attack.

NOTE: The difficulty level must be on Medium for the Wampa trick to work.



Storm Trooper

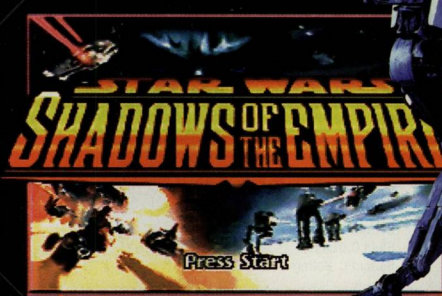
In 'Escape from Echo Base,' press **O** on the D-Pad and press the Right C button simultaneously. Immediately afterwards, press **O** on the D-Pad. Now use the Right C button to scroll through the camera views until you see the Storm Trooper. Use the D-Pad to move the Storm Trooper and you can press **O** on the D-Pad to attack.

NOTE:

You can switch back and forth between the 'characters' and Dash by pressing the Right C button. Even if you're using one of the 'characters,' you can still control Dash (though you won't see him)

with the Control Stick.

If the character you're using dies, you can simply repeat the trick to get another one. You can use the AT-ST to shoot Rebel ships that you normally control! You can also use the Storm Trooper to kill other Storm Troopers and Wampas! These characters can only walk and attack. They cannot open doors (unless it's automatic), cannot jump, etc. Both tricks that are done in 'Escape from Echo Base' can be done unlimited numbers of time, but you can only be the Wampa or Storm Trooper at one time.



TOBAL NO. 2 (JAPANESE)

PUBLISHER: SCEI
SYSTEM: PLAYSTATION



Big/Small Mode

You can decrease and increase your character only by pressing L2 and R2 simultaneously when you're choosing your character from the character select screen.



DARK FORCES

PUBLISHER: LUCAS ARTS
SYSTEM: PLAYSTATION



Cheat Menu

While playing, press **C**, Circle, X, O, Circle, X, O, Circle, X. A list of cheat codes will appear. Here's what they mean:

Code	Effect
Invincible	god mode
Coords	shows your current position
Palmode	turns screen to black and white
Supermap	shows full map of the level
Maxout	all weapons and full ammo
Pogo	higher jumping ability
Ponder	turns thinking off
Gamewon	skips level





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Our editors choose their all-time favorite games to provide tricks, cheats and codes

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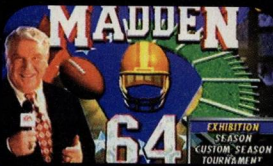
Final Fantasy VII



Star Fox 64



Madden '98



ULTRA
gameplayers

GAME SHARK CODES



PLAYSTATION

ALL STAR BASEBALL

Home Team Wins 800439680019
Away Team Wins 800439681900

BROKEN HELIX

Infinite Armor 8005c9180064
First Aid 8006fe2e0101
Wire Cutters 8006fe500112
Rapid Fire 8006fe62011b
Flame Thrower 8006fe64011c
Missile 8006fe66011d

COOLBOARDERS

Snowman 801ef82e0017
Tiny Boarder 8018ef28f000

DYNASTY WARRIORS

Infinite Health P1 800b2cdc00c8
Infinite Health P2 800b364c00c8

OVERBLOOD

Laser Knife 800ef4ec0001
Hand Gun 800ef5080001
Shun Gun 800ef5180001
Emergency Spray 800ef5340001

RAGE RACER

Infinite Cash 8019c610c9ff
8019c6123b9a

RUSH HOUR

Reverse Mode 801074d6ff

TENKA

Red Key 800519c80001
Purple Key 800519d00001
Blue Key 800519c00001
Yellow Key 800519ce0001
Green Key 800519ca0001
Infinite Ammo 80059a6c0063
80059a780063
Double Shot 80019de20001
Rapid Fire 80019de20001

THUNDER TRUCK RALLY

Infinite Armor 801dbe100000
Extra Car Crush Pts P1 800bb0c03e7

0 Car Crush Pts P2 800bb0c20000

TWISTED METAL 2

All Infinite Weapons P1 801882da0f0f
All Infinite Weapons P2 80188aeef0f

VR BASEBALL '97

Field of Dreams Field 8005b09a0001

WAR GODS

Infinite Time 8009e1140064
Infinite Credits 800985800005
Infinite Health P1 800992780001
Infinite Health P2 8009927c0001
Extra Damage P1 800992800001
Extra Damage P2 800992840001

WILD ARMS

Level Gain (Jack) 80133e40ffff
Level Gain (Rudy) 80133e0cffff
Level Gain (Cecilia) 80133e74ffff

XEVIOUS 3D/G+

Infinite Lives 8012dd580006
Weapon Power Up 80131ea40002

SATURN

ALL STAR BASEBALL '97

Master Code f6000914c305
b60028000000
Home Team Scores 25 160ae1721900
Away Team Scores 25 160ae1720019

ANDRETTI RACING

Master Code f6000914c305
b60028000000
Infinite Fuel P1 160b37a62cda
Infinite Fuel P2 160b3c063d40

BATTLE STATIONS

Master Code f6000914c305
b60028000000
Infinite Energy p1 16067c920064
Infinite Energy P2 16067fc20064

CONTRA

Master Code f6000914c305
b60028000000
Infinite Health P2 1609df080008
Infinite Bombs P2 1609df0a0008

FIGHTER'S MEGAMIX

Master Code f6000914c305
b60028000000
No Health P1 1606552c0000
No Health P2 1606732c0000

IRON STORM

Build Units Anywhere d50060340001
160de6e00001

MADDEN '97

Master Code f600924c305
b60028000000
Extra Teams 1605510a006b

MEGA MAN 8

Master Code f6000914c305
b60028000000
Have Homing Sniper f60036200 0100
Infinite Snipers 16036202 2800
Have Astro Crush 16036204 0100
Infinite Astro Crush 16036206 2800

PANDEMONIUM

Master Code f6000914c305
b60028000000
Infinite Credits 16066068 0302
Infinite Health 1606606a 0200

SCUD

Master Code f6000914c305
b60028000000
Infinite Health P1 1603aaad c 0000
Infinite Health P2 1603aaaf 2 0000
Infinite Credits 160aed9ac 0009

TOMB RAIDER

Master Code f600073c6c305
b60028000000
Infinite Air 1609447e0708
Infinite Shotgun Shells 1609452a0030
Infinite Medipacks 16022d000004
Infinite Magnum Ammo 16094512001b
Infinite Uzi Ammo 1609451e 0128
Final Level 16060cb6000f

RUSH HOUR



PUBLISHER: PSYGNOSIS
SYSTEM: PLAYSTATION

Super Codes!

code effect
Super cars ○○○ X,
Circle, Square
Bonus track X, ○ Triangle,
○ R1, L1
Reversed tracks ○ Triangle,
R1, Circle,
L1, ○
Championship race Square, ○
Circle, ○ X

All codes must be entered when the phrase 'Start' appears on the title screen. A sound will confirm whether or not you entered the code correctly.



WING COMMANDER IV

Level Select

PUBLISHER: EA
SYSTEM: PLAYSTATION



At the WING COMMANDER copyright screen, press ○○○○ R2 to access the cheat screen. If done correctly, you will be taken to a level select screen. Choose your level with the throttle buttons.

One-Hit Kills

To destroy enemies with one shot, press L1 + L2 + Square at the same time.



DARK RIFT

STRATEGY

NINTENDO 64



ALL THE RIGHT MOVES

Face it. The N64 really needs a solid 3D fighting game. Sadly, we haven't seen any so far, but fortunately, this situation is about to change with Vic Tokai's impressive new weapons-based brawler, *Dark Rift*. Presently, no other fighting game on the system can beat it for lush graphics, speed, and tight controls. Gorgeous, high-resolution visuals, intense, insane, 60fps speed, and a top-rate soundtrack create an irresistible mix that no sensible fight-

ing game fanatic can possibly pass up. And we're actually taking the honor of blessing all of you rabid gamers with THE comprehensive list of moves and cheats for *Dark Rift*. Now, c'mon... Are we your best friends, yet?

Note: a 'C' before any directional arrow means use the corresponding Camera button. L1 and R1 refer to the shoulder buttons.

AARON

Aaron is a medium speed character with a varied mix of vertical and horizontal moves in addition to his combos, making it difficult to side-step his attacks. He is also one of the few characters with two projectile attacks.

- 1 Aaron does a lot of damage, so use him well.
- 2 With some timing, you can avoid his grenades.
- 3 Mmm... projectiles...

Strategy:

When playing as Aaron, a good strategy, when under attack from an opponent, is to get into a crouch block position at your opponent's breakpoint, then sweep-kick him off his feet.

When defending against Aaron, you'll want to block high during lengthy combos in the beginning, then, when he begins to lunge, crouch block. Most of the devastating blows that he delivers can be ducked under, or are meant to trip you up with low kicks. And if you time it right, you can even run past his grenades.

Specials

- Lock-n-Load C and CC
- Slash-n-Crash . . . C and A button
- Duck & Cover . . . CC and A button
- Rough-n-Tumble . . C and CC, C
- Goin' Up B



Horizontal Combos

- a) C, C, C, C, C and C
- b) C, C, C, C, C, C, C, C, C, C

Vertical Combos

- a) C, C, C, C, C, C and C
- b) C, C, C, C, C, C, C, C, C and C, C and C

Breakpoints

Both vertical and horizontal combos are breakable after 2nd hit.

SCARLET

Scarlet is one of the slower fighters, therefore, her breakpoints are blockable.



- 1 Scarlet is fast enough to side-step, but not to be side-stepped.
- 2 Nice Lava Flow!

Strategy:

When playing as Scarlet, use a mix of high and low vertical combos to throw off your opponent. The fourth hit of the horizontal combo (Kick) throws off opponents. Also, use Scarlet's ground-based projectile from a safe distance when your opponent is mid-combo or when they are getting up. You're sure to get 'em good.

When defending against Scarlet, avoid getting caught at the tail end of one of her lengthy combos, as they are very difficult to defend against.

Side stepping by using the 3D movement controls, is key when she comes to a breakpoint. Hop in for a good attack when she gets caught in a breakpoint.

Specials

- Slayer Sweep . . . C and CC
- Slayer Punch . . . CC and C4
- Angel's Flight . . . C and A button
- Ascension Slash . . C and C
- Spiral Lava Flow . . CC and A button
- Slayer Eviscerator . C and CC, CC

Special Combos

- Slayer Impaler . . . C and CC, CC, B
- Spinal Crack B

Horizontal Combos

- a) C, C, C, C, C, C
- b) C, C, C

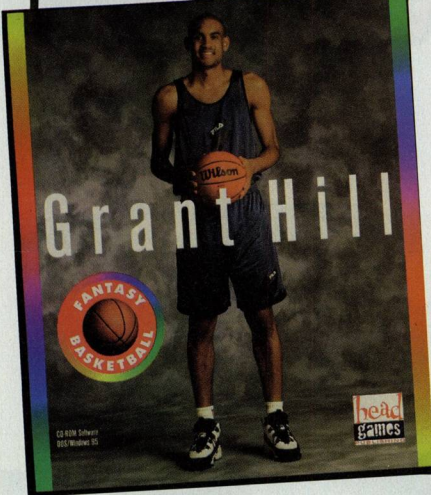
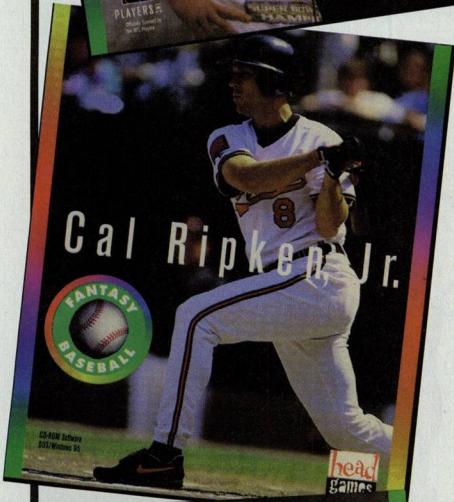
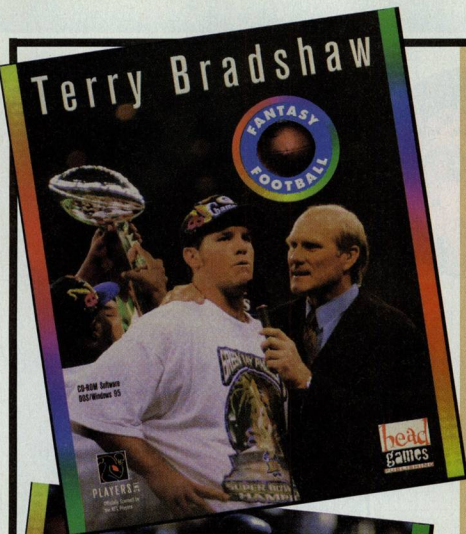
Vertical Combos

- a) C, C, C, C
- b) C, C, C, C and C, C, B

Breakpoints

Both horizontal and vertical combos are breakable after 2nd hit.

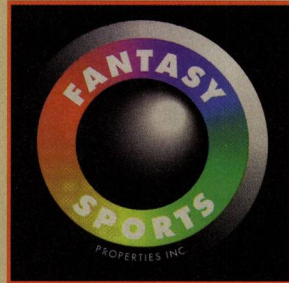




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DEMONICA

Demonica fights at medium speed, but she can be very tough in a close fight. Unfortunately, she lacks the reach of a good distance fighter, but this is balanced by the fact that she possesses more low attacks than any of the other fighters. Take advantage of this quality.

Strategy

When playing as Demonica, try to combo your opponent by smacking them with a 'Snarl Lewis.' Your opponent will be sent staggering back, which gives you time to do your 'Demonic Kiss' grab on them, followed up with a body slam. This promises to do loads of damage! When playing against Demonica, use the slow breakpoint to side step in 3D to get to her side or behind her for off-balancing attacks.

Specials

- Hades Bite Ⓞ, ⓄⓄ
- Demon Breath ⓄⓄ and ⓄⓄ
- Portal Uppercut Ⓞ, ⓄⓄ
- Backhand Garroter ⓄⓄ and ⓄⓄ
- Demon Flip (while crouching) A, Ⓞ (hold) A

- 1 Demonica's patented Demon Breath will send 'em packin'.
- 2 A close fight is best for her.

Special Combos

Demonic Kiss ... B

Horizontal Combos

- a) ⓄⓄ, ⓄⓄ, Ⓞ and ⓄⓄ
- b) ⓄⓄ, Ⓞ and ⓄⓄ, Ⓞ and ⓄⓄ

Vertical Combos

- a) ⓄⓄ, ⓄⓄ, Ⓞ and ⓄⓄ
- b) ⓄⓄ, ⓄⓄ, ⓄⓄ, ⓄⓄ, Ⓞ and ⓄⓄ, B

Breakpoints

Vertical Combo: after 3rd hit
Horizontal Combo: after 2nd hit



NIIKI

Niiki is the fastest, but shortest-ranged character, who dishes out the least amount of damage. But she also has the longest combos of any of the fighters, with one that can literally last continue infinitely. Don't let her fool you, though. She possesses a few distance attacks, one of the longest ranged projectiles in the game, and several vaulting moves.

Strategy

When playing as Niiki, set your opponent up by using her 'Back Vault.' When they start to make their moves, use the 'Faronol Pounce' to propel Niiki forward to knock down your opponent. Niiki has several special low moves that can be performed from a mid-distance to take out opponents, when being attacks, look for the breakpoint, then crouch and sweep kick 'em off their feet.

When playing against Niiki, avoid side-stepping her. Because of her speed, she'll clock you in the face before you can get out of the way. Best defense is to block well and block high. Try to handle her from a distance, as she recovers quickly and you have a limited amount of time to counter-attack her combos.

Specials

- Starburst Blast ⓄⓄ and A
- Forward Vault ⓄⓄ and ⓄⓄ
- Deadly Butterfly ⓄⓄ and ⓄⓄ
- Running Push ⓄⓄ (hold) ⓄⓄ
- Running Slide ⓄⓄ (hold) ⓄⓄ
- Fatal Pirouette ⓄⓄ and ⓄⓄ
- Back Vault ⓄⓄ and ⓄⓄ
- Faronol Throw B

Special Combos

- Lunatic Mule Ⓞ and ⓄⓄ, ⓄⓄ, Ⓞ and ⓄⓄ
- Radiant Stomp Ⓞ and ⓄⓄ, Ⓞ and ⓄⓄ

Horizontal Combos

- a) ⓄⓄ, ⓄⓄ, ⓄⓄ, Ⓞ and ⓄⓄ, Ⓞ, and ⓄⓄ

(Start any horizontal combo to continue infinitely)

Vertical Combos

- a) ⓄⓄ, ⓄⓄ, Ⓞ and C
- b) ⓄⓄ, ⓄⓄ, ⓄⓄ, Ⓞ and ⓄⓄ, Ⓞ and ⓄⓄ, Ⓞ and ⓄⓄ

Breakpoints

Both her vertical and horizontal combos are breakable after the 4th hit.

- 1-2 Niiki's speed and vault moves are effective from a distance.



GORE

One of the slower characters, Gore is easily attackable at breakpoint. But he also has one of the longer reaches in the game and can do a considerable amount of damage with his reach attacks.

Strategy:

When playing as Gore, you'll want to utilize Gore's ground-based projectile when your opponent is in mid-combo from a safe distance. His projectile is a 3D ring which restricts your opponent from side-stepping it. You'll want to maintain a mid-range distance from the other fighter to really succeed with Gore.

When playing against Gore, notice that his combos are slow and easy to break at an early stage. But like Scarlet, if he gets to the meat of his lengthy combos, you'll find it very difficult to defend against them. Take advantage of his slow speed to get around him.

Specials

- Ground Zero Ⓞ and ⓄⓄ
- Cain Lunge ⓄⓄ and ⓄⓄ
- Seismic Ripple ⓄⓄⓄ and A
- Dorlon Rollercoaster Ⓞ and ⓄⓄ, B

- 1 Aaron makes a good opponent for Gore. 2 Use his projectile to slam the opponent.

Special Combos

Dislocator B

Horizontal Combos

- a) ⓄⓄ, ⓄⓄ, Ⓞ and ⓄⓄ
- b) ⓄⓄ, ⓄⓄ, ⓄⓄ
- c) ⓄⓄ, ⓄⓄ, Ⓞ and ⓄⓄ, ⓄⓄ, ⓄⓄ, B (grab)

Vertical Combos

- a) ⓄⓄ, ⓄⓄ, Ⓞ and ⓄⓄ
- b) ⓄⓄ, ⓄⓄ, ⓄⓄ, Ⓞ and ⓄⓄ, ⓄⓄ

Breakpoints

After the 2nd hit during either a vertical or horizontal attack is Gore's breakpoint.



MORPHIX

Morphix is one of the faster characters in the game. He only inflicts medium damage, but has one of the longest reaches in the game. Most damage from Morphix comes from juggling, which can be done in several ways.

Strategy

When playing as Morphix, use a mix of combos. Wait until your opponent gets in close to use your juggling moves and combos, since they are difficult to defend against. At branching points, Morphix can go low or vertical; making ducking a painful option for your opponent.

When against Morphix, guard against his speed. Side-stepping is not an option, so block well and keep from getting knocked down. His juggling moves have a slow return, so try blocking them, then returning with a quick counterattack.

Specials

- Blender ⓄⓄ, ⓄⓄ
- Leg Division Ⓞ and ⓄⓄ
- Mantis Spike ⓄⓄ, ⓄⓄ and A
- Tesla Plasma Ring ⓄⓄⓄ and A
- Amputator ⓄⓄ and ⓄⓄ
- Rip Slide B

Special Combos

- Zenith Spike ⓄⓄ and ⓄⓄ, ⓄⓄ and ⓄⓄ
- Pain Saw Ⓞ and ⓄⓄ, Ⓞ and ⓄⓄ, ⓄⓄ, B

Horizontal Combos

- a) ⓄⓄ, ⓄⓄ, Ⓞ and ⓄⓄ
- b) ⓄⓄ, ⓄⓄ, ⓄⓄ, ⓄⓄ, Ⓞ and ⓄⓄ, Ⓞ and ⓄⓄ, Ⓞ and ⓄⓄ

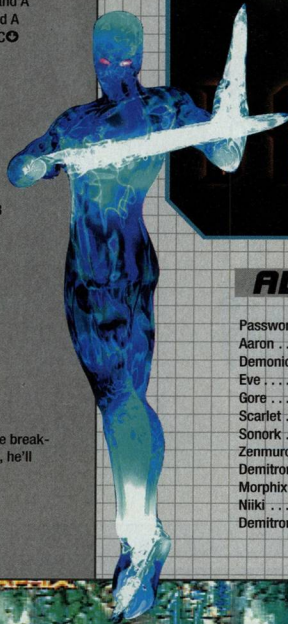
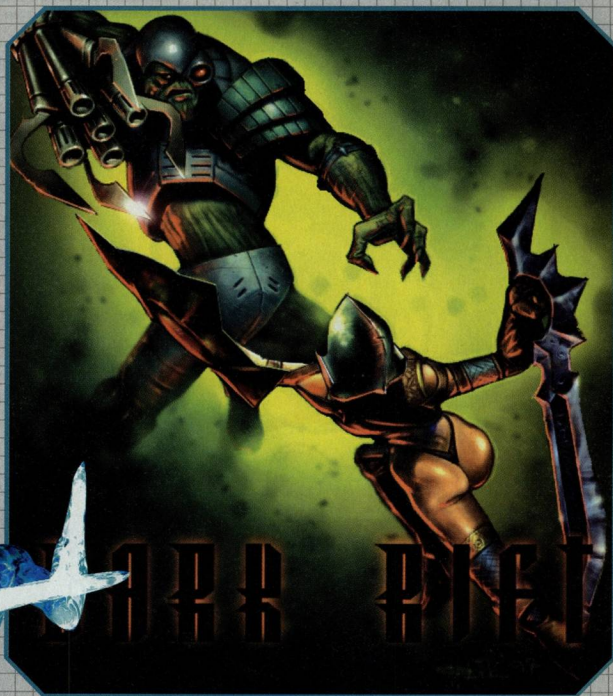
Vertical Combos

- a) ⓄⓄ, ⓄⓄ, Ⓞ and ⓄⓄ, Ⓞ and ⓄⓄ
- b) ⓄⓄ, ⓄⓄ, ⓄⓄ, ⓄⓄ, ⓄⓄ
- c) ⓄⓄ, ⓄⓄ, ⓄⓄ, ⓄⓄ, Ⓞ and ⓄⓄ, Ⓞ and ⓄⓄ, ⓄⓄ, B

Breakpoints

Both vertical and horizontal combos are breakable after the 2nd hit, but if you miss it, he'll have another after the fifth hit.

- 1 Combo and juggle the opponent to claim victory as Morphix...
- 2 ...Or projectile them to death!



ALL THE CODES

Passwords to Ending Text for Characters:

- Aaron R1 R1 ⓄⓄ
- Demonica R1 R1 ⓄⓄ
- Eve R1 R1 ⓄⓄ
- Gore R1 R1 ⓄⓄ
- Scarlet L1 L1 ⓄⓄ
- Sonork L1 L1 ⓄⓄ
- Zanmuron L1 L1 ⓄⓄ
- Demitron L1 L1 ⓄⓄ
- Morphix B
- Niiki A
- Demitron's Intro... B B B ⓄⓄ



PLAYABLE BOSSES!

To play as Sonork:
At the title screen, enter the following code:
L, R, Ⓞ, Ⓞ, Ⓞ, Ⓞ, Ⓞ

To play as Demitron:
At the title screen, enter the following code:
A, B, R, L, Ⓞ, Ⓞ



THINGS YOU SHOULD KNOW

Dark Rift is a combo-based game. Within each character's set of combos hides the ability to 'branch,' which allows you to continue in your assault as a low or a high, or as a vertical or a horizontal attack. All characters have a number of fast hits which are followed by slower, combo hits. The crossover moment in each character's combos are referred to as 'breakpoints.' Breakpoints allow a player who's taking damage the time to position themselves into a block, or if already blocking, they can attack back and break their opponent's combo. Okay, so you think you know it all already, huh? Then let's see if you've got the skills, buddy.

Aaron: One tough customer looking for the big win.



ZEMURON

As a fast character, Zenmuron is one of the weaker fighters in the game. His damage is light and he can be easily read by opponents. His strength lies in his long reach, which can damage the other fighter, considerably.

Strategy:

When playing as Zenmuron, take full advantage of his speed and his easily learned combos. Try to bust out the combos whenever you can, because he doesn't do a whole lot of damage. Bridge his combos with grabs to throw off the opponent who depends on blocking your attacks.

When playing against Zenmuron, like other fast characters, avoid side-stepping him. Best defense is to learn to block well. Usually you'll end up blocking high against him and if you maintain your stance during one of his combos, you'll have an easy task of counterattacking him at break point.

Specials:

- Ankle Separator C and C
- Propulsion Kick C and A
- Fieri Phoenix Bolt C and A
- Mantis Lunge C and C
- Phoenix Kick C and C

Special Combos

- Flying Auger C and C, C, C, B
- Head over Heels B

- 1 Branch that combo with a devastating projectile!
- 2 Block often with Eve.



EVE

Eve is another fast character with a long reach which can do some light damage. Her quickness balances out her minimal damage capability, but her combos are mixed, so it's difficult to predict her next move.

Strategy:

When playing as Eve, use her speed to your advantage. Unfortunately, since she doesn't do a lot of damage, you'll have to try to trap your opponent into some of Eve's combos. Keep in mind that Eve has one of the only branching combos that allows for a nifty projectile.

When playing against Eve, you'll want to avoid side-stepping her attacks, since she's too quick to fall for it. Simply block when she attacks, and wait out her combo until she reaches a breakpoint... then get her! Be careful of some of her combos, as they occasionally finish with

low attacks.

Specials:

- Spiral Slice C and C
- Argon Saber Bolt C and A
- Styglan Lunge C and C
- Styglan Ballet C and C, C
- Anatomizer B
- Low Thrust C and C

Horizontal Combos

- a) C, C, C, C and C
- b) C, C, C, C, C, C, A

Vertical Combos

- a) C, C, C, C and C
- b) C, C, C, C, C, C, C, C, C and C, C and C

Breakpoints

Both her horizontal and vertical combos are breakable after the 3rd strike, so you'll be able to get into a crouch position. Only if you are blocking at this point can you stop her combo after the 5th strike.

- 1 When playing as Zenmuron, always keep your distance and use his long reach.
- 2 Use his agility to your advantage.

Horizontal Combos

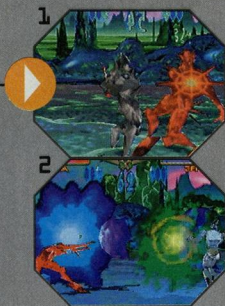
- a) C, C, C, C and C
- b) C, C, C, C, C, C, B

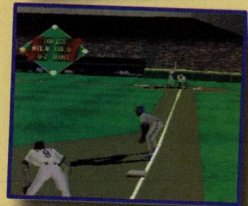
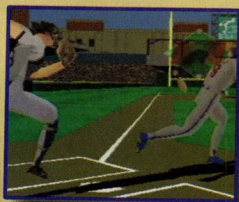
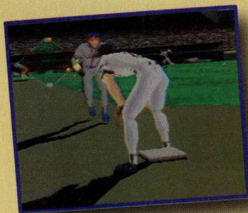
Vertical Combos

- a) C, C, C, C and C
- b) C, C, C, C, C, C, C, C, C and C, C, C

Breakpoint

After the 4th and 5th strikes in either a vertical or horizontal combo, you'll be able to break back and attack or block.





"9 out of 10"

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— PS Extreme

"...a real contender for baseball game of the year — 92%."

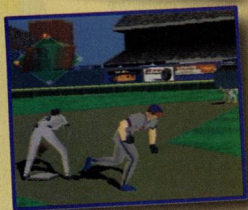
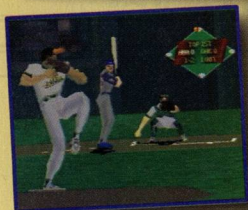
— P.S.X.

"Beautifully textured polygonal players move with life-like grace."

— Game Pro

"VR Baseball will make you eat, sleep and live baseball."

— Game Informer

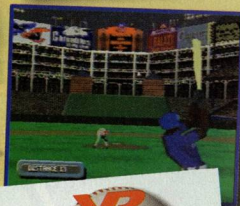


Try it!

It's new. It's different.

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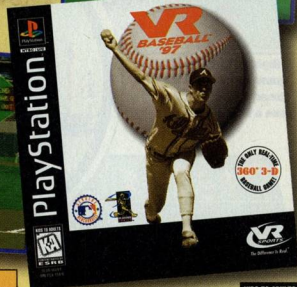
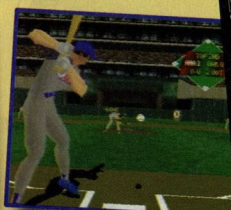
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SPORTSLINE

The long summer is finally over. Now we can look forward to one of the best times of the year in sports and sports games. Baseball is nearing the playoffs, while football, basketball, and hockey are just getting started. And the videogame world is finally starting to show off all of its sports titles.

This month, I continue to update you on the progress of *Gameday '98* and *Madden '98*, with the most in-depth preview coverage you'll find anywhere on the planet. I guarantee that I'll give you more information in a preview than any other mag does in their reviews. And not just the back of the box nonsense most people run for previews! Instead, you get my real thoughts on a game that isn't yet finished. I'm not allowed to slam a game in a preview, due to the fact that the game isn't finished. However, it is my duty to inform you on the good and bad in every sports game coming down the pipe and I'll keep doing that until someone forces me to stop.

Mike Salmon

MSalmon@ultragp.com

MADDEN '98



• SYS. PLAYSTATION, SATURN, PC

• PUB. EA SPORTS

• DEV. TIBURON

• REL. DATE. FALL 1998

The EA dare: 'Show me the money!'

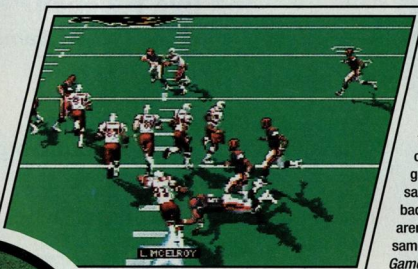
After last year's *Madden* came out, myself and several other reviewers criticized EA for 'money plays' that made the game easy to beat. So this year, the developers have dared me to find the money play. That's like daring John Madden to eat two turkeys at Thanksgiving. In other words, he's eating both turkeys whether you dare him or not. I just started playing the game and have yet to find a 'money play', but have no fear, I won't stop looking. For *Madden '98*, the developers at Tiburon have focused entirely on the AI and gameplay. The game uses what they are calling 'liquid AI', which basically is a fancy name for

good defensive AI. Other new features for '98 include multi-player seasons, divot marks in the grass, individual fatigue bars, player numbers on jerseys, and swim moves. One thing they didn't change much are the graphics. That's not to say the graphics are bad, it's just that they aren't even in the same league as *Gameday '98*. They were trying to con-

vince me that *Madden '98* is using V-Poly technology, but from what I could see, it looked just like last year's sprites. I'm no techno-junkie, but the V must stand for 'Very much not a Poly'.

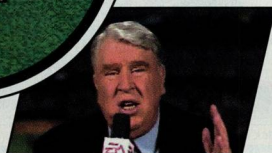
However, this has nothing to do with the way the game plays and that is the true test of football games.

Until next month, I'll be searching for the money play and testing out the true fortitude of *Madden '98*.



The sprites now have numbers on the back of the jerseys.

One thing you will see in *Madden* that I haven't seen in *Gameday* is gang tackling like this.



Big John is back with much more commentary, if that's what you're looking for. Hey John, how's the bus?



Right now, the running game seems to be too closed up and the passing game a little simple.



Check out the divot in the middle of the field. They accumulate as the game goes on.

NFL GAMEDAY '98

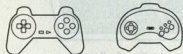
Polygons do make the world a better place!

● **SYS.** PLAYSTATION, SATURN, PC

● **PUB.** SONY CE

● **DEV.** SONY INTERACTIVE

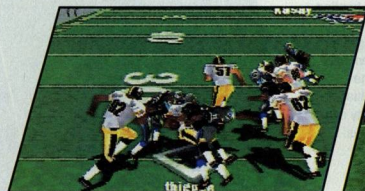
● **REL. DATE.** FALL 1998



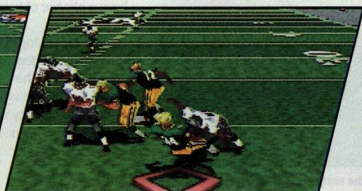
The new playbooks haven't been put in yet, which means my FB option is still good for 15 on most D's.



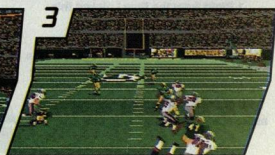
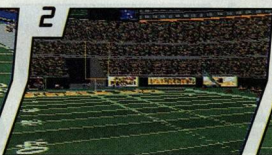
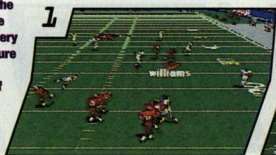
If the QB gets hit while throwing, it's likely to be a lame duck and prime for a pick.



The wrapping tackles are vicious and are much superior to previous efforts.



1 New animations, like throwing on the run, make *Gameday '98* look more like football than anything out there. 2 Every NFL Stadium is rendered and they feature a working Jumbo-tron as well. 3 The real 3D space adds a dimension of excitement to returning kicks, running plays, and the whole game.

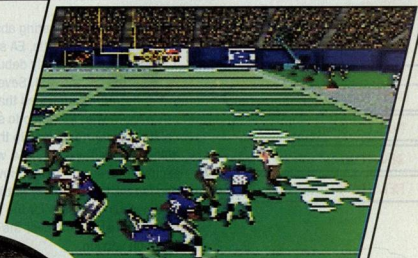


Yeah, I know, I know, what else can I say about *Gameday '98*? I mean, for the last several months, I've just been going on and on about how great this game is, but I have been playing the game for another month now and must restate my feelings.

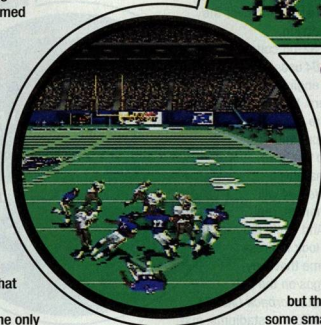
The graphics are astounding! They're best anywhere, with texture mapped logos, numbers, and perfect colors. The sound is bone-crushing! Every single hit is delivered with perfectly timed crunches that are likely to make old football injuries ache. The play is deep and tight! 3D is more than just for looks — it allows for real 3D space to be occupied and that is crucial for creating holes for the running game. There are advanced moves for real gamers! The advanced moves are what made *Gameday '97* the

gamer's choice. This is the only football game that allows novices and veterans alike a chance to use their head and hands. And finally, the camera gets right in your face! The camera is dynamic and gets in close to weave through the holes and pulls back to read the defense. Sounds good enough, but there are still some small concerns that I'm sure will be fixed.

First off, the play diagrams aren't near as clear as last year's and the play feels almost too similar to last year. I mean, I loved last year's game, but I expect some upgrades in gameplay with each new version. These are just nitpicks and I fully expect to be playing *Gameday '98* with every free minute I have. It is, without a doubt, the football game to beat.



One new move is this juke which can occasionally take the D right out of their jocks.



It's so close to football season that I'll once again wash all of my purple clothes for the Vikings bar.



New uniforms for the Bucs and Broncos are unveiled for the first time and the season ain't even started.



Receivers just don't drop the ball this year, you have to knock the pass down.

MADDEN 64

More Madden, now for the N64!

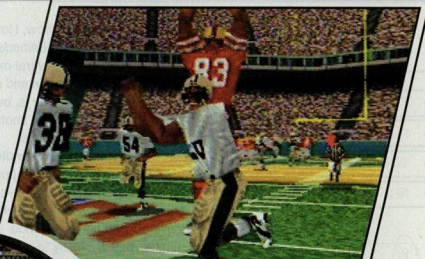
- **SYS.** NINTENDO 64
- **PUB.** EA SPORTS
- **DEV.** TIBURON
- **REL. DATE.** OCTOBER



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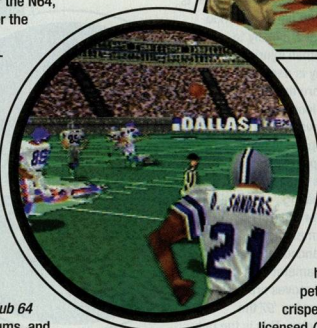
fter hearing absolutely nothing about this title, EA shocked the industry by recently debuting *Madden '98* for the N64. Several months ago, EA announced that they made a deal with Nintendo to start bringing some of its popular franchises to the N64. The first title to make it was *FIFA 64*, which was a pitiful excuse for a soccer game. However, with *Madden 64*, EA is actually putting some time into developing a game for the N64, rather than just porting over the PlayStation version.

Unlike its 32-bit counterpart, *Madden 64* uses a completely 3D engine with polygonal players. EA did manage to secure a player's license, but much to my surprise, do not have an NFL license. What this means is that *Madden 64* will not have any team names, real stadiums, or logos. And while the polygonal players do look impressive, it is a crying shame that they aren't going to have logos on the helmets. Meanwhile, *NFL Quarterback Club 64* has all of the licenses, uniforms, stadiums, and runs in hi-res mode, to boot. Because of all this, EA is up against it again; on the PlayStation, they have to outperform the bet-



In close, you can even see the chalk under the player's eyes.

Players' names and numbers are on the jersey, so you can recognize punks like these.



ter-looking *Gameday*, and on the N64, they have to compete with the crisper and fully-licensed *QBC64*. This

is a new dilemma for EA, which has been on top of the football world for longer than most can remember.

The play of *Madden 64* is identical to the PlayStation version as far as I can tell, and the only major difference (aside from the graphics) is that there won't be any annoying announcer or video. The game is scheduled for October, but it's too early to tell if they have a chance of beating out *QBC 64*.

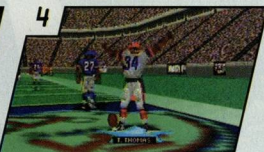
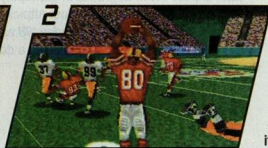
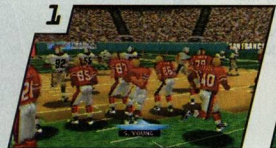
One thing is for certain, that *Madden 64* is going to be one of the biggest N64 games this Christmas. If the quality can live up, that's good news.

The Power Of Polygons!

Ever since EA found out that Sony's *NFL Gameday '98* was going to be polygonal they have been fighting it all the way. But now with the N64 version of *Madden*, EA has a polygonal football game as well. Even they now admit that you can do much more with polygons. The biggest advantages are the texture-mapped uniforms and double the animations. I can already see the smooth movements being implemented in *Madden 64*.

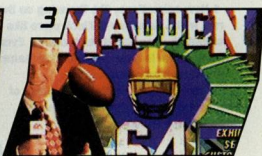
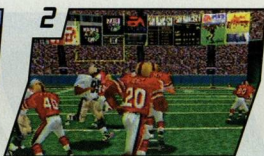
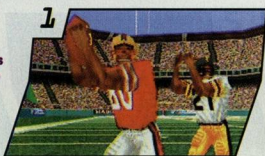


With double the animation, *Madden 64* delivers a much bigger hit than its sprite-based relative on the PlayStation.



- 1 Realistic effects, like playing over a baseball field in the early season, are nice.
- 2 The playbook and AI are identical to the PlayStation version. 3 Without the NFL license, *Madden '98* will be missing quite a bit, including logos and team names.
- 4 More animations than the PlayStation version gives *Madden '98* a smoother look.

- 1 Right from the time I picked this game up, it felt like a good old-fashioned *Madden*.
- 2 Because *Madden* isn't using the hi-res mode of the N64, it doesn't look as crisp as *QBC 64*.
- 3 All of the usual features and options make *Madden* a complete game.



NHL '98

Is the NHL series finally returning to form?



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

The once mighty *NHL* series has been under fire in recent years. Two years ago, the game never released, and last year, it just wasn't up to par. EA realizes this and is making a commitment to get back that glorious feel of the 16-bit versions.

Once again, the players are polygonal, but this year the focus is on the gameplay. EA Canada has finally been given the chance to work on the PlayStation version, and a team full of hockey fanatics (Canadians, eh!) are attempting to raise this series back to the top. I've only had a short amount of time playing the game, but already it feels like the best *NHL* since '95. The control, feeling, and speed are

back with a vengeance. Another big addition for '98 are the coaching options, which should give the game a lot more depth.

Of course, EA has included all of the presentation that we've come to expect. Players stats flashing on the screen, stadium announcers, and a slick TV-style look make *NHL '98* one of the sharper looking hockey games around.

I'm currently playing through the latest rev and will report more next issue.



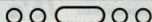
The new polygon players now feature much better textures than last year.

- 1 Good dramatic camera work for things like penalties actually adds to the overall presentation.
- 2 The control on the shot feels right for the first time in years.
- 3 Pulling off one-timers is again a big key in *NHL '98*.



NBA LIVE '98

Does this year's Live have a prayer?



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

To look at *Live '98*, you'd think it was the same exact game as '97, however, that is completely untrue. While the graphics really haven't changed, the play interface is completely new. Things that were already implemented include the new total control that allows you to back down players in the post, shoot leaners, shoot fade-aways, and dribble the ball between your legs. In previous *Lives*, the players did all of this, but the user had no control over it. This year, the control is back where it belongs — in the players hands.

There are many changes still happening to the game, but the version I played still had the same slippery control and flops. According to

the folks at EA, they are working on changing all of that. If they can manage to tighten up the AI and control, then maybe *Live '98* can overtake *In The Zone*.

One of the graphical changes that we've already started to see are the players faces, which have been textured onto the polygon bodies. Currently the developers are working on a way they can get the camera close enough to take advantage of this detail. Hopefully by next issue I'll have even more on this one.



'I love this country!' New face textures make it easy to recognize NBA stars and scrubs.

- 1-3 New moves, like the crossover dribble, enable the player to take more control. Check out the handles on this play!



JIMMY JOHNSON'S VR FOOTBALL

JJ's got hair, but does he have game? ○ ○ ○ ○ ○ ○

- **SYS.** PLAYSTATION
- **PUB.** INTERPLAY
- **DEV.** GAMETEK
- **REL. DATE.** FALL 1998

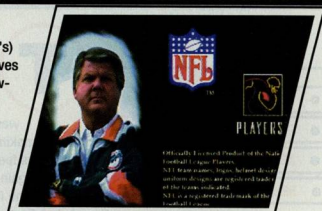
Just last year, Gametek developed this football engine for Konami and Sega. Neither version impressed me much, but they are back for another round. This time, Interplay is picking up the PlayStation version and pushing it as the next big gridiron game.

The players are sprite-based and the graphics aren't on par with the other big games. However, the developers claim that *VR Football* is going to be the most realistic simulation of football on the market. The version I have been playing does not appear to be that, but I'm willing to give it the benefit of the doubt until I see a final. My main problem with

this game (and last year's) is the passing arc that gives away where you are throwing the ball. It just doesn't make any sense!

One feature *VR Football* exclusively has is the play editor. Which allows you to create and use your own plays. This is a great feature, but the game is still the key.

Hopefully, they will rework the passing game and give us football fans something new, rather than a poor imitation of the big games.



It's just hard not to hate this helmet-haired punk, but if you like him, he is in the game.

- 1 The involvement of a working NFL coach means that the plays are very realistic.
- 2 The passing meter is back, much to my dismay. If it were only useful in some way, I would forgive it.
- 3 The sprites have been changed from last year to give the game a slightly better look.



HARDWOOD HEROES

It's innovative, but is it good? ○ ○ ○ ○ ○ ○

- **SYS.** PLAYSTATION
- **PUB.** MIDWAY
- **DEV.** VISUAL CONCEPTS
- **REL. DATE.** FALL 1998

Visual Concepts has been very busy making deals for its latest hoops game. Not only is Midway publishing a version for the PlayStation, but Sega is using the engine for its *NBA Action '98* as well.

The problem for *Hardwood Heroes* is that the competition on the PlayStation is extremely stiff. With *NBA Live*, *In The Zone*, and *Shoot Out* all looking to improve on last year's games, *Hardwood Heroes* needs to be very special to even get a look. While the game is far from complete, it already shows some interesting innovations. The ability to back a player down is a welcome addition, but

currently the AI is way off and some of the jump shot animations are not so good.

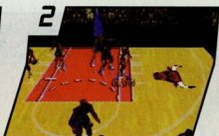
While there is a variety of camera angles to choose from I have yet to see one that I liked. Way too often you aren't in a good position to see or partake in the action.

If Visual Concepts can address these issues and make *Hardwood Heroes* look and play like a basketball game, then they could compete after all. Stay tuned!



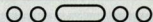
The polygon players aren't the best I've seen, but they aren't the worst, either.

- 1 Apparently they motion-captured Frank and his Scottish Heave instead of someone who could actually knock down a shot.
- 2 Backing down a player in the post is a great new feature, but will the rest of the game be up to snuff? 3 The ball doesn't appear to actually go through the net.



NHL BREAKAWAY '98

The 'new' Acclaim delivers a big hit!



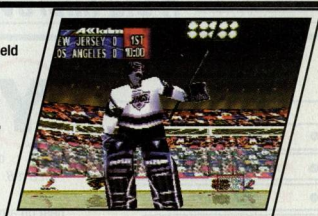
- **SYS.** PLAYSTATION, PC
- **PUB.** ACCLAIM
- **DEV.** SCULPTURED SOFTWARE
- **REL. DATE.** FALL 1998

This is the first official game of the 'new' Acclaim Sports and looks to be showing a new quality that other Acclaim games haven't.

The game is a traditional hockey sim with all the players, stats, and features of the genre. Some of the new elements the developers are incorporating are things like an all new and more in-depth strategy, individual fatigue meters, and a new inertia-based checking system. The checking system allows for player's weight and speed to determine the outcome of the vicious collisions. The early version I've been playing is super fast — almost too fast — and the players and ice

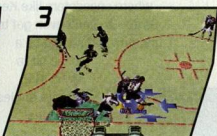
look great. The hockey field is going to be tough this year, with *Powerplay '98*, *NHL '98*, and *NHL Face Off '98* all looking good as well, therefore, the key to *Breakaway's* success is going to be how it plays. The developers at Sculptured are all hockey fanatics and I'm hoping this will really help in finishing up the game.

Once I get a finished version in, I'll let you know how it stacks up with the rest.



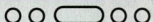
The textures and players look astounding, easily as good as the rest of the competition.

1 The new checking system makes for some crazy collisions on the ice. 2 The in-depth strategy settings could be the key to *Breakaway's* success. 3 Animations like goalies stacking the pads are done to near perfection.



NCAA FOOTBALL '98

A new EA dynasty?



- **SYS.** PLAYSTATION
- **PUB.** ELECTRONIC ARTS
- **DEV.** TIBURON
- **M.S.R.P.** \$49.99

This is the first 32-bit college football game from EA and, despite its similarities to *Madden*, it actually is quite innovative.

The gameplay is traditional EA fare with the now infamous slippery control, but the college playbook makes for an experience a little different from *Madden*. However, what makes *NCAA Football '98* is the all new Dynasty mode. This new feature allows the player a chance to take over a college program for four years and try to turn it into a national powerhouse. It includes recruiting, practicing, and thinking of next season, as well as the one you're in. This is something that should be in all college sports games and gives the game

an amazing amount of replay value.

Currently, *NCAA Football '98* is the only college game available, and anyone who enjoys *Madden* will love this game.



1 The sprite-based graphics are a bit cleaner than last year's *Madden* and the players all have more of a college look. 2 The passing in *NCAA* is almost too easy, allowing for way too many 400 plus games.

AUDIO & VIDEO

GAMEPLAY

SPECIAL

GRAPHICS	?	BALANCE	8	INNOVATION	9
SOUND EFFECTS	?	DEPTH	10	EXTRAS	9
MUSIC	8	INTERACTION	?	PRESENTATION	8

8.0

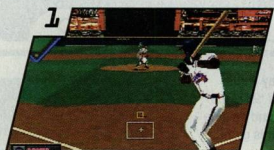
MLB '98

A big improvement, but it comes up short

- **SYS.** PLAYSTATION
- **PUB.** SONY CE
- **DEV.** SONY INTERACTIVE
- **M.S.R.P.** \$49.99



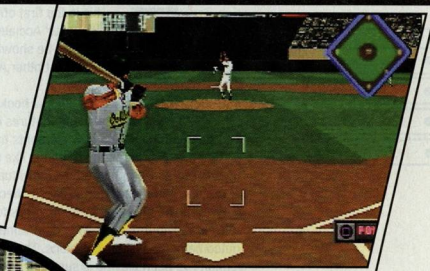
The simple-to-use pitching interface gives you total control of speed and pitches.



- 1 The batting cursor works good, but no better than any other baseball game.
- 2 The playing fields are actually too large and leave the players looking like ants.
- 3 The camera angles just aren't right. Taking a cue from *WSB '98* would be a good cue for next year.
- 4 The 'create a player' feature is done exceptionally well.

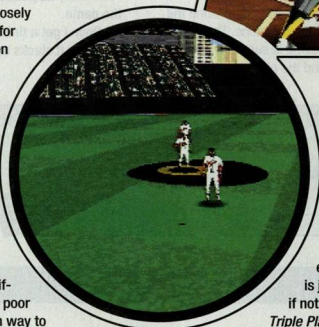
Yes, it's unfair to the developers at Sony that its game happened to come on the heels of the best baseball game ever made. After all, *World Series Baseball '98* just raised the standards for all baseball games, including *MLB '98*.

The polygonal players are easily the best on any system and the play is solid. However, the same problems that have plagued every other baseball game are still here. The developers purposely enlarged the field to allow for doubles and triples, but even though the field is too large, there are several cases where speedsters like Ken Griffey Jr. can't even get to first on what should be a base hit to right. The camera angles are another major problem with *MLB '98*. You're either so far back that fielding is difficult or the angle is so poor that you can't tell which way to go. The pitcher/batter interface is decent but, like much of the game, doesn't do anything different than baseball games on



The polygonal players are smooth and the textures are amazing.

The fielding is very arcade style, with a speed burst, dive, and jump all at your disposal.



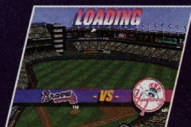
the Genesis.

In the end, *MLB '98* is just as good, if not better than

Triple Play '98 on many levels, however, neither of these games are even in the same league as *WSB '98*. If you own a PlayStation, there is definitely a choice of baseball games and *MLB '98* should be on that list. The presentation, play-by-play, and overall look of *Triple Play '98* however, give it a slight edge. If you're just looking for a fast-playing simulation of baseball, then I actually think that *MLB '98* plays a bit better.



The swing animations are excellent and the bat does actually make contact with the ball.



We all love loading, but at least in *MLB '98* there is much more game than load time.



The stick intro is a collection of plays that are sure to wow any baseball fan.

AUDIO & VIDEO

GAMEPLAY

SPECIAL

GRAPHICS	9	BALANCE	8	INNOVATION	6
SOUND EFFECTS	4	DEPTH	8	EXTRAS	8
MUSIC	8	INTERACTION	8	PRESENTATION	9

7.8

Next Month

LEGAL CRAP

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ULTRA GAME PLAYERS. Well, here it is, November already, and I haven't got one damn birthday card or present yet. It makes me feel kinda... snaf... unloved... whimper... No, it's OK, I'll be alright... cheke... I just thought that... Oh God, nobody likes me!!! Waaaaaahhhh! Waaaaaahhhh! Waa... This has been a test of the Emergency Bill Breakdown System. Had the been a real alert, you'd all be in real deep trouble by now! All letters received are assumed to be for publication unless marked otherwise.



Standard Mail enclosed in the following offices: A,B,C,D,A2,E,H

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Mario is back!

Incredible new information on your favorite platform hero. Nintendo's amazing plumber returns with some old friends. Find out who and what in the next issue of UGP!



More Madden 64!

Everyone's favorite football hero makes the 64 bit cut, plus we'll be reviewing and previewing every new pigskin game as the football season gets in gear! Join Mike Salmon in the huddle next month.

Black Belt vs Dural

Sega's new console is causing quite a stir. Will it be Black Belt or Dural? Are they both one and the same? Only tuning in next month will reveal the answer, but we can say this. It will be awesome!

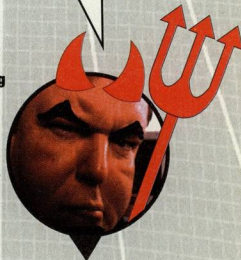
Sonic Madness!

Your favorite blue hedgehog is back, with an all new 3D Saturn game... but maybe not the one you think. We'll have lots of surprising news on Sega's original mascot — just make sure you're there.

Bill is evil...

Nothing new there, but Network next month will reveal, once and for all, the secret of Bill Donohue's evil madness, his upbringing on the Yorkshire Moors and the downfall of the House of Donohue. The Rinsing is coming...

MAN,
THIS RED
FLANNEL SUIT
REALLY ITCHES...



Issue 103 on sale October 14th!

Network

CONNECTION

LETTERS FROM OUR READERS...

NO BRAINER

I bet you thought that I went up in smoke with the Arkley Labs, didn't you? Well, you're wrong!

I'll have you know that I'm alive and well and ready to start my master plan. I'm going to spread a virus all over the world! My first target will be the ULTRA Game Players office. So beware! Everybody on the entire planet will be transformed into zombies! Ha, ha, ha, ha, ha, ha, ha, ha, ha, ha, ha, ha, ha, ha, ha!

Albert Wesker, Raccoon City

FRANK>>> *What are you talking about? If you think I'm fool enough to contract some poorly planted virus, then you don't know me. In fact, once I've eaten this delicious donut, I'll take a nap and contemplate your foolishness. Mmm... tasty donut. (crash) Aaack. Must... find... brains. Must... eat... brains.*

SHE'S SMART!

Hey, uh, Bill, one day I was home reading ULTRA Game Players (issue #99) and screamed out in shock when I saw your picture. My sister asked why I screamed, and I said you were EVIL, 'cuz I mean, hey, you're Bill! She said, 'Evil? Let me see.' But then, somethin' weird happened... She threw the mag on the ground and bowed down to it. She said: 'Bill, you're still alive! My beer store has missed you!' Then she got up and made a shrine out of beer around the magazine. Then she

made a sculpture of you out of, yes, CHEESE! And finally, she started dancin' around the cheese while chanting 'Bud-dy Beer! Bud-dy Beer! Bud-dy Beer!' Uh, Bill, WHAT HAVE YOU DONE? RELEASE US, PLEASE! Joe Rolfe Harrison, ME

BILL>>> *Release you? What the hell are you talking about, Joe? I'm trying to scrape together enough money to get your sister out here so she can build a beer shrine here in the office! And since you're supposedly in my power, why don't you kick in \$20 towards the bus fare?*

CHOP SUEY?

My brother got the new *Fighters Megamix* for the Sega Saturn. He has already gotten all the hidden characters, even Niku (Chop). He was playing as Chop and then, all of a sudden, his opponent was a tree named Punch Tree. I've got two questions:
1. Who is Punch Tree?
2. Is he playable?
P.S. He was in row I (secrets).
Matthew Polston
Louisville, KY

FRANCESCA>>> *I suppose you weren't too alarmed that you were fighting a tree, since you already had a hand at playing as a large piece of red meat. Am I right? Thought so. With that said, here's your answers:
1. Punch Tree is basically the palm tree that sits in the logo for AM2, the division of Sega that actually developed the game. Punch's stats, other than those, are undisclosed at the time.
2. Yes, I believe that he was in the Japanese version. I'm not sure if he's playable in the American version, though. I'll*

MEET THE TEAM



FRANK

Afraid of rampaging sheep



BILL

Strangely terrified of mirrors



ROGER

Fears videogame controllers



MIKE

Frightened by big brothers



FRAN

Petrified by video cameras

make sure to put it in All Access once I find out.

HE DRIBBLES

Hey Mike, I'm a crazy sports fanatic. I'd like to know if EA Sports will have season awards and a rookie game in *NBA Live '98*? Also, when will EA Sports ever put Michael Jordan in another *NBA Live* game? Let EA stop making those slippery courts on *NBA Live '97*. And EA Sports' next motion capture players should be Jordan, Pippen,

Now that Halloween is just around the corner, wearing a cheesy costume and just begging for an apple with a razor blade in it, we here at ULTRA Game Players have decided to print some really scary letters, so that we can scare you, our fright-filled readers, with some really scary stuff...

Oh, who the hell are we kidding? Every month we get letters like this, so it doesn't matter if Halloween is tomorrow or six months down the pike. And as long as we have to read these horrifying things, then you're gonna have to read them with us! Heh, heh, heh...

So what are you waiting for? Don't you wanna make Roger cry? We do... it's fun! Send your creepy stuff to:

Network Connections
ULTRA GAME PLAYERS
150 North Hill Drive
Brisbane, Ca 94005

and Shaq. Keep making good sport reviews and thanks man! Darryn V. Smith Grandview, MO

MIKE>>> NBA Live '98 is still pretty early in development, but some things I do know is that there will be much more control over the players. You will now be able to perform fade-aways, back people down in the post, and dribble between your legs. As for Michael Jordan, chances are we will never see him in a video basketball game again. As sad as it is, the only person to blame is Michael himself.

UH... RIGHT...

All right, maybe I just don't understand. Do women have to be cool by being half naked and shooting everything in sight? Do guys have to be cool by only being interested in the girl's body, such as this big fat issue with Laura Croft? Does a girl have to have breasts like Dolly Parton or Pamela Anderson to be the star of a game? I would like you to know that my chastity makes me no less a man.

Boba Fett
Waterville, OH

ROGER>>> I might be inclined to agree with you, Boba, if I actually believed that your chastity was self-imposed. Fact is, I know you had trouble standing up straight when you saw Princess Leia in that slave girl outfit at Jabba's. And to answer your question, no, women don't have to be half naked and shooting

something to be cool - that's just preferable. Actually, for losers like you, Boba, women just have to be non-conversational and inflatable.

NO BRAINER

I have some questions about Nintendo 64:

1. In Mario Kart 64, my racer (Mario) whistled and said, 'Okey dokey.' Does this mean something? Is it some sort of a code?
 2. Does the Rumble Pack work for other games besides Starfox?
 3. Is Nintendo going to make another Mario 64 game? Do you know when it will come out?
 4. Do you know of any new systems that Nintendo will make?
- Michael Persinger
Indianapolis, IN

FRANK>>> Here are the answers to your questions:

1. 'Okey Dokey' just means Mario is acknowledging a power up. No big secret.
2. It works with most new games coming out. In San

- Francisco Rush, it rumbles on turns. In Goldeneye, it rumbles when you shoot or get hit.
3. Mario 64 2 should release at the end of 1998 and the good news is that Luigi is back for a two player mode.
 4. Nintendo has no plans for a new system at this time. In fact, it just upped the production run for Game Boy.

Top Left: Mike Persinger thinks Mario Kart 64 is full of secret slogans. He's out of his freakin' mind, right, gang?

Top Right: Zombie Frank prefers brains, but good old Scottish Frank can't get enough haggis. Mmm... sheep entrails...

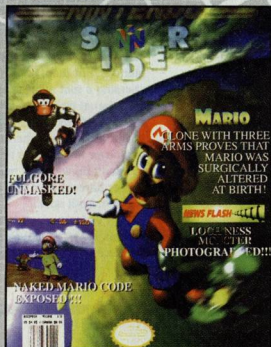
Center: Here's a picture of Jon Rolfe's sister's Bill shrine, taken just before the fondue pot heated up...

Bottom Left: Fighter's Megamix is the only game that lets you fight a tree while you're a piece of meat...

Bottom Right: Hey Darren, see Mike Jordan in NBA Live '98? We didn't think so...



READER ART OF THE MONTH!



Artist: Ed Price, Anaheim, CA

ASK THE INDUSTRY

This month, we attempt to give you the information on the second most asked question that we receive at UGP. It's about our own 'Big Boy,' Mike Salmon.

Q: ...Is Mike as cute as he looks in the magazine?
- Jennifer B., Cordelia, CA

Frank: Yes, Mike is as cute as a big bag of bunnies. So proud of his looks is he, that one time when he chipped a nail, he went off and hid in a clinic for girlie-boys for three months. After intensive manicure sessions and some psychological help, he is back to his normal, devil-may-care persona.

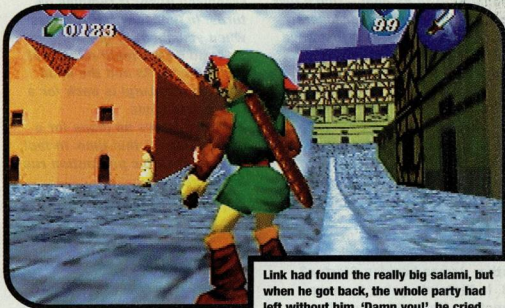
Q: ...Mike Salmon is my hero! What's he really like?
-Ttownqt@aol.com

Roger: Mike Salmon is much shorter in person than many people imagine. Which is why he can't even dunk on the hoops down at the local elementary school. Also, he is much smellier in person (though this could be attributed to the decaying pile of 'hoops' clothes underneath his desk that never seem to be taken home to be laundered). But Mike's a good guy, because he accepts my frequent beatings of him at sports games with grace and aplomb.

Q: ... I have a secret crush on Mike! He's the coolest!
- Patricia W.,
kamrdr@best.com

Bill: What can I say about Mike? Well, as near as I can figure, he doesn't know punctuation, he can't hold his liquor, he plays a so-so game of basketball, he's married and has four children, all of whom are named Mike, even though three of them are girls, he takes a real 'hands-on' approach to food, since forks are so expensive, and he's 5' 1" tall. So how's that crush doing now?

(Mike wrote a response, but we, uh... ran out of room... Heh, heh, heh...)



Link had found the really big salami, but when he got back, the whole party had left without him. 'Damn you!', he cried.

A REAL FUN GUY

Why do you even have a letters section? You rarely answer questions. Instead, you use the space to make some wise remark about a serious question. People write to this magazine to ask for help on certain games or for your opinions about a certain subject. If you must try and make yourselves feel good by putting down and insulting the people who subscribe to this magazine, at least answer their questions. I know a lot of it is supposed to be humorous, but I find it demeaning. Fred Scuttle
Boston, MA

BILL >>> Good point, Fred, and in the interest of making sure you get a completely satisfactory answer, I'm gonna be honest with

you. When we first changed to **ULTRA Game Players**, then-Editor Chris Slate decided that the letters section should be completely serious and completely about games. Well, we did that and the complaints started to pour in. Seems that **ULTRA Game Players** readers want a little insanity along with the best reviews, previews and strategies in the business. So we went back to doing things the old fashioned, funny way and it seems that all our readers are happy, except you. Hope that answers your question, Fred. By the way, that's some really nice Walt Disney stationery you got there... Gee, those bunnies are cute...

DEAR OLD DAD

I need to know what happens in

Twisted Metal 2 when you finish it with Sweet Tooth. I cannot do it. Neither can any of my friends. In *Twisted Metal 1*, if you finish it with Yellow Jacket he asks Calypso if he can see his son. Calypso tells him that his son is Sweet Tooth. I think that Yellow Jacket is the driver of DARKTOOTH. That is my theory. Could you please finish it with him and tell me what happens? Thanks. Thomas Bittroff
Fort Nelson, Canada

FRANCESCA >>> Wow, Thomas. You'd figure, by the way you're talking, that all we do around here is play games or something. Go figure. Luckily, I DO happen to know about the question you're asking. If you manage to finish the game as Sweet Tooth, you'll find out that Dark Tooth is his old man. I suppose that's why they share the same last name. And then he goes and turns his poor boy into a slug-like insect (it's an improvement over the Clown make-up, if you ask me) in the ending cinema. So, Thomas, you were right. You made the connection and you win this round of 'Videogame Family Tree Feud'.

WHINE & CHEESE

I really have a problem with your game rating system. For example, how can *Starfox 64* be '...one of the best shoot 'em ups ever conceived' and '...stunning' and only garner an 8.1? Every other magazine gave it nearly perfect scores (I've heard). 1. Here's the question of the year:

THE JADED GAMER



For those of you who just got your copy of **ULTRA Game Players** and turned back here first thing, bless you, but I need to do just a bit of explaining. You see, in this issue, I really slammed a game called *Bravo Air Race*. I used my sharp wits (well, at least half of them) and my keen satiric writing style. But I didn't always treat games I didn't like that way. Nope, we had other means...

My sisters had a game called *Mouse Trap*. It was a little plastic board game that was kind of like a Rube Goldberg device to catch little plastic mice in a really com-

plicated way. Wide Walt and I didn't like it, 'cuz it was my sisters' game and, besides, we needed something to blow up... really bad...

We figured out that if this damn game would lower a basket on the red, blue and green mice, it would also nicely lower a match on the red, blue and green firecrackers we'd glued to the game board with highly flammable model cement. Remember that highly flammable part, OK, gang?

We must have used half a tube of glue securing those firecrackers in just the right spot. We used the other half of the tube making sure the big wooden match was glued nicely to the little basket. And then, the countdown started...

At the appointed time, we kicked the game into gear. Marbles rolled, ratchets ratcheted, pendulums swung,

a little old man made of yellow plastic dove into his bathtub, and, finally, the match started down the last mile to keep its appointment with our explosives. You gotta realize that, up until now, the experiment was everything we thought it would be... and more! We didn't realize just how much more...

Somehow, as with most of our 'experiments', Mr. Murphy and his damn law took control. All the glue we used to hold our munitions in place started to burn. Soon the board and most of the plastic pieces were crackling merrily along, while the firecrackers hadn't even begun to smolder!

'Quick, Bill!', Walt screamed. 'Get a wet towel or something!' (Uh... did I mention that our experiment was taking place in my Dad's den? I didn't think so...) I ran out-

side, grabbed an old beach towel and threw it on the dog dish to get it wet. As I was pulling the wet towel out of the dog dish, I looked over my shoulder just in time to see Wide Walt rushing up to see blazing inferno of an experiment with some old newspapers. I guess he thought he would smother the fire. We'll never know, because just as Walt got to the holocaust, the firecrackers finally went off. All of them... all at the same time... I thought it was glorious, but then, I wasn't standing a foot away from the infernal device went up.

Needless to say, we hid the results of our experiment and never told anyone about it. I don't think any of your sisters or parents ever found out about it. Until now...

I've learned my lesson, though. I'll just shoot *Bravo Air Race* with my pellet gun...

Which will be better, *FFVII* or *Zelda 64*?

2. Will there ever be an *X-Files* videogame?
 3. When is *Grieffy Baseball 64* going to be released?
- P.S. Keep up the good work!
Daniel Darakjian
Glendale, CA

MIKE>>> As for our rating system, I apologize if we don't give every game a perfect score like in the other magazines. We just figured that honest scores gave our readers a better idea of how good the games are. But we hear your cry and, from now on, every game is going to get a perfect score, so we don't upset any other whiners like you. There, are you happy now?

1. They are both going to be awesome, but *Zelda* is more of an action game while *Final Fantasy VII* is a pure RPG.
2. Let's hope not.
3. Never, if we're lucky.

LET'S BE FRANK

At first I thought this whole 'Frank O'Connor' thing was just a trick so Slate would find out where I live, but now that it's for real... I've been spying on 'Chris' Slate, and guess what? His name isn't Chris, that's his middle name. His real name is James! You guys at UGP probably already knew that, but when I was making all the letters to mail to all the readers, my fiancée Susan died while licking the stamps, so I sent this to you instead. Well, gotta go, *Seinfeld's* coming on, and those lambs are clawing at my face again.
Lander Clinton
Wynnewood, PA

ROGER>>> That's just great, Lander. We go to all the trouble of creating a secret identity for Chris and you go and blab it to the world. Now the father of the claw-hooved sheep cloning process is no longer safe. By the way, your Uncle Bill sucks, but if you could get Jennifer Flowers phone number from him, I'd appreciate it.

WHAT A SICKO!

I've been listening to the news and there's a computer virus that will wipe out all technology except PCs. Will this effect my SNES, Saturn, and Playstation? Just wondering.
Nick Rotach
Lewes, DE

FRANK>>> No. Unless you have an illegal SNES disk drive, you won't get a virus. Except possibly the Flu.

WHO CARES?

I have three questions: Who are the Dickens, and why is it always hotter than them outdoors? And why does everyone want to beat the Band? Who are these people?
Jon Lambert,
parts unknown

BILL>>> Well, Jon, the Dickens were this famous troupe of immolationists back in the 1880's. These guys would set themselves on fire while a band played 'There'll Be A Hot Time In The Old Town Tonight'. The band got beat up regularly, 'cuz nobody really liked that song back then. Hope this helps, even though I'm pretty sure it won't...

Top Left: We had to play *Twisted Metal 2* for Thomas Bittroff. Geez, what a loser...

Top Right: Hey, Daniel Darakjian, you'll never see Ken Griffey on the N64. Ha, ha, ha!

Center: Hey, wait a minute... Where's the banjo and those pretty city slicker boys?

Bottom Left: *Starfox 64*: It looks like a plane, but it doesn't fly like a plane...

Bottom Right: Yes, *Final Fantasy VII* is an RPG. Now, are there any more stupid questions? I'm sure we've got a few stupid answers left...



We, the hairs of Frank's side of this mutant head, declare our independence, and we are leaving how! See ya!

ASK THE BIG BOYS!

Do you have something to say about a particular game company? Say it to their face! Write up your question and send it to the usual address, c/o Ask The Industry.

JADED GAMER...

The Jaded Gamer has determined that a CD of a really bad game can take several hits from a pellet gun before it becomes completely un-flight-worthy. Cool, huh?

GAME IDEAS!

IN THE DARK

The name of the game is *Stuck in the Closet*. The whole screen is black. There is no way to escape the closet (much like a mental hospital at night). The only sound effects are your character saying, "Come on guys, let me out," and your character saying "Doh!" when he runs into walls. I already have 20 games in this great series.

Michael Bowman,
jtmeh@indy.net

Bill: Gee, Michael, that's just... uh... great. Tell me, did you base this game on your own early childhood or have your parents just given up on finding your younger brother?

OK, I'LL PAY!

My game is called *Don't Look Now!* You are this evil little guy working for a game magazine, when one day you open this really strange letter from this guy who is sneaking up behind you with a .357 magnum. You have until you finish this letter to turn around, scream, and hand over ALL the addresses for the readers of this magazine. Just pay Up, In a state I don't recognize

Bill: EEEYAAARGH! OK, OK! There's Ray Gilligan. He lives at... You know, I could think a lot faster if you'd just take that damn gun out of my ear!

SHHH!

My game is called *Tamagotchi Mime*. The idea is to raise your own mime. You start out by hatching out your little mimelet (Did you think a mime is actually born?) Then you feed it, care for it, and watch it grow up into a fully-grown mime. And then you do what you must do to all mimes. You tag it, release it to the wild, and proceed to hunt it down and kill it with one of fifty cool weapons! You don't even have to wait until your mime is fully grown to kill it! I don't! Megan Benoit, Coleridge, NE

Bill: Hey, Megan! While this game can't be classified as a 'True Classic', like *Rocket Dogs*, it does have a certain charm and dry wit to it that definitely makes it this month's top game! I think you can count on really big sales for this hot little number, at least until the Mime takes its deserved place on the Endangered Species list. Tell me, what sound does a Mime make while you're blasting its butt with a shotgun?

BUFF ENOUGH?

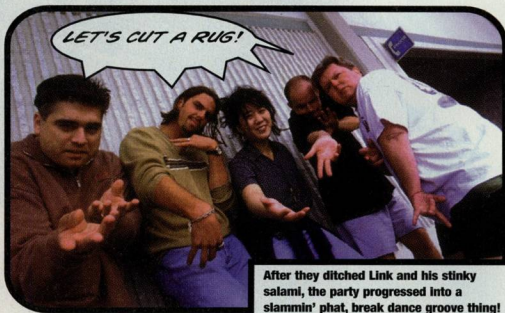
I'm writing this letter in concern of all the RPG gamers out there (like myself). I have been a loyal subscriber and never once have I seen a section totally devoted to RPGs. I know you're probably going to start all that bull about how "sometimes there just aren't enough RPGs to devote a whole section to," or "RPGs aren't as popular here as in Japan," but you could still cover older RPGs and give strategies for them. P.S. I'm not one of those acne-infested teenage nerds who devote their lives to videogames, either (not that I have anything against them), I love to play sports, and one of my hobbies is weightlifting. Andrew Hagar, Carmel, CA

FRANCESCO>>> Hmm... I'm a little suspicious, Andrew. You know that old adage "He dost protest too much"? I'm wondering if that

applies in this case to your post script, but I'll avoid the gray area and get to your concerns, instead. An RPG section would be dreamy (I used to buy mags specifically for this reason, too), but I have a feeling that I'd be in the minority. Y'see, Andy, although RPGs are fairly popular, cool, and all that dross... they still can't compete with fighting and sports games in sales. Do the math, take a course in capitalism, and you might be able to add up the solution from there. Okay, I'll do it for you — we have a Sports section and no RPG area. Also, hardcore RPG fans are also in the minority (sob, sob) and relying on their sole support to sell the entire mag would be risky business. So, sorry to say, but there you have it, Andrew... the cold, hard facts of life...

CYBERSEX???

Please just answer one question. What the heaven is a VIRTUAL GIRL-



After they ditched Link and his stinky salami, the party progressed into a slammin' phat, break dance groove thing!

FRIEND?!? Is it kinda like those stupid virtual pets that all the girls go gaga over? Do guys in Japan get off on that sort of thing? That's sick! Oh and by the way, from what company can I order one for my PlayStation or Windows PC? Jesse Duquesne, Somerset, NJ

MIKE>>> It figures this question would come from the Garden state. After all, the only guy in Jersey getting lucky is Jon Bon Jovi. In answer to your question, if your system is in good shape and you've got a sizeable hard-drive, you should be able to get a real girlfriend, anyway.

THEY SUCK!!!

My son is an avid reader of your magazine. However, we are having a problem with one of the companies that advertises in your magazine. The name of the company is Video Game Discounters of Novato, CA. They purchased a SNES controller and 18 games from him and now they will not pay him. I won't renew his subscription as long as they advertise in your magazine. Judy Nielsen, Traverse City, MI

FRANK>>> That company no longer advertises in this magazine. Please understand that we accept advertising from companies in good faith, and so far, 99.99% of them are honest and faithful. We do have quality control procedures and I can tell you that the company has been reported to the Better Business

THE FAN SITE OF THE MONTH

videogame music archive <http://talon.extremecom.com/vgmusic/>

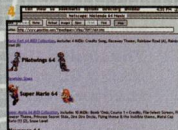
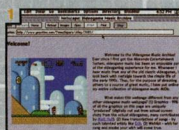
At the Videogame Music Archive, someone has decided to take on the hefty task of collecting and archiving a huge collection of gaming soundtracks and posting them on the Web for fellow enthusiasts to indulge in.

The archive ranges from 8-bit NES tunes to 32-bit PlayStation CD-quality sounds, along with a bunch of classic SNES goodies to boot. When visiting the site, you'll be able to download the tunes or listen to them if

you have the proper applications to do so, available in your browser.

The Videogame Music Archive is a must-visit for any die-hard enthusiast who's looking for more than just game-play or visuals.

- 1 Take an audio trip down memory lane.
- 2 The emphasis here is on the bulk availability of video game themes.
- 3 Use the Web Ring feature to find more ear candy.
- 4 N64 tunes are well represented, too!



Bureau in that area — something you are also encouraged to do.

WOOHOO!!!

Guess what? Chicken Butt!!!! Ha! Ha! Ha! My friend told me I scare her. I asked her why and you know what? She stared at me and went home. I wonder why? Bill, you are so cute. Your new haircut makes you even cuter. I will have a new toy for your box. I'll sell you my dog Spaz. She's crazy and ate my stuffed dinosaur alive. That poor dinosaur. I can still hear it squeaking in pain. Poor, stupid dinosaur. Oh well. You're cuter than sliced bread!! Krystal S.
St. Martinville, LA

BILL>>> Why, thank you, Krystal, I'm flattered! You know, it's always Mike who gets these letters of adoration from many of our distaff readers, and I'm glad that some of you are finally coming around to recognizing just who the really good looking staff member is! Of course, it's also true that a lot of the women who write to me believe that their stuffed animals are alive, or that the voices in their heads are all paid for by me or even that it was me who was sneaking around their bedroom windows last Thursday night wearing that ski mask and carrying the 'Hey Baby, Wanna get lucky with a Managing Editor?' sign. WELL, IT WASN'T ME! MY SKI MASK IS DARK BLUE, NOT... Oops... uh, thanks again, anyway, Krystal... be seeing you... Doh!...

THEY SUCK!!!

I'm having a hard time finding *Final Fantasy III* for the Super NES. None of my local game dealers have it, and I even called Nintendo of America for order information only to find out that Square has quit business with Nintendo. I was wondering if it was available from you guys, or if you could at least send me an address or phone number so that I may call Square for more information on purchasing this game. Your help would be greatly appreciated. I WANT THAT RPG!!!
Joseff Amador
Hobbs, NM

ROGER>>> Well, Joseff, I feel your pain. Being the classic RPG that it is, FFIII is definitely a hard find. The last place I actually saw it was at Target, of all places. My advice is to try some of the mail order places that advertise in UGP every month or, if you have internet access, check out our pals at www.theurge.com. They should be able to set you up with it.

THE CRITIC

Country music IS the most evil force in the universe. First, they start singing with their stupid accents, then they get that WEEEE-EEeyyy-yooooo instrument going in the background. What the hell is that? Country music will destroy us all!!! Even those blasted Canadians can't match it for its dark power!
Jesse Watson,
Nowhere near the country

BILL>>> Well, Jesse, that 'Weeeyooo' instrument is called a *Spleen Grabber*. It's main purpose is to prepare cows for life as hamburgers. As far as the Canadians' Dark Powers are concerned, did you ever hear of Stompin' Tom Connors? Now, that's evil!!!

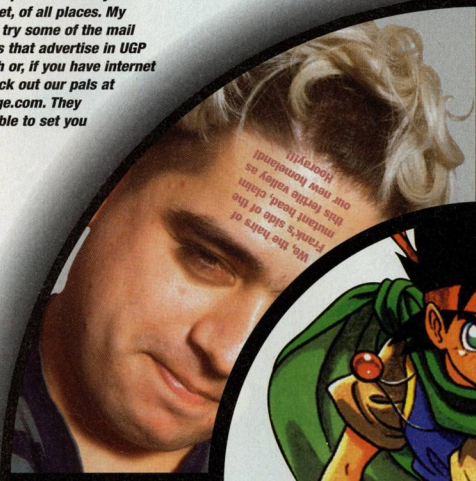
Top Left: While some of our 'slower' readers might have trouble with this caption, the rest of us get the joke!

Top Right: Here's Krystal's dog munching on her stuffed dinosaur. Man, we're scraping the bottom of the barrel on this one, I tell you!

Center: Every game mag needs a picture of a guy with a really big sword. Uh... here's ours...

Bottom Left: Hey, Joseff Amador, we've got 15 copies of FFIII and you don't!!

Bottom Right: Yes, it's Megan Benoit's Tamaguchi Mime. Cut it out and kill it...



SURFED ANY GOOD WEB SITES LATELY?

Drop us an e-mail with the URL. If we feel that it goes above and beyond the call of duty, we'll feature the page in a future issue!

GAME IDEAS & READER ART...

That's right, gang, the Game Ideas column and Reader Art is back, so get off yer butts and start sending in all your way cool stuff! We'll print three game ideas and one piece of art per month, but we're not gonna give away any prizes. Why? Uh... because we're really cheap, OK?



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BLOWN UP,
Shot At...
But not Stirred.

It's a deadly international mission where your only chance of survival will be your precision gun control, your razor-sharp aim and your impeccable sense of style. Good thing you're James Bond. In the new GoldenEye for N64, you've got a 360-degree range, 18 weapons and a license to kill. Hope your tux is pressed.

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