Tips
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Europe's Best-Selling Next Gen Mag
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Future Publishing

There have been some huge developments in the world of the Next Generation consoles this month, each indicating that 1996 is going to be a right old treat for beat-em-up freaks.

First up, we bring you exclusive pictures and details of one of the most eagerly awaited sequels, *Killer Instinct 2*. Will the Ultra 64 version be as close to this as rumours suggest? We talk directly to its developers at Rare.

And how about the hottest information leaked from Sega's AM2 department concerning two very big releases – *Virtua Sonic* and *Virtua Fighter 3*? We bring you a special report straight from Japan.

Not only that, but we're the first to review two very big name PlayStation titles – *Street Fighter Zero* and *Toshinden 2*! Let battle commence...

And all this complemented by the definitive Next Gen TIPS pullout. Better get reading...

Marcus Hawkins (Editor)

Section 1

Up-front

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Again we've got the hottest news in the business: Exclusive Killer Instinct 2 pics and info, Virtua Sonic, Sega's 64-bit wonder machine and the latest on the M2...

Section 2

Tips

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By popular demand, we've got together with the great god Tippage to tear apart the Next Gen world in the first of our monthly pull-outs.

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Street Fighter Zero

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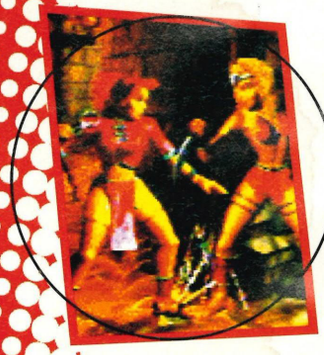
Okay, here's the deal: The PlayStation version of Capcom's classy coin-op is *Zero* in Japan. But it's going to be *Alpha* in the UK. We review *Zero* on 62. But *Alpha* will be the same. Um... Still, read the review here first!



Killer Instinct 2

06

Forget other mags' claimed exclusives! We've got the hottest pics and the most up to date info on this killer sequel. And we were the first mag in the country to have a go on the 99% complete version! Enjoy...

Darius Gaiden

68

We like nothing better than a horizontal scrolling shoot-em-up, particular when it has big fish in it, is a top arcade conversion, has big fish in it, has been long awaited, has big fish in it and has big fish in it. Look out for the big fish, they're great!

Virtua Sonic

36

No it's not Sega's answer to Nintendo's *Mario 64*, it's a beat-em-up! Shock, horror, scandal, mayhem – Sonic's gone all polygonal on us and so have all his chums in this top looking scrap-fest. And it's exclusive!

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Tips, are the name of the game and we wanna play the game with you. Tips, can be terribly tame if you don't play the game with, erm, us. And we wanna play the game with you! Forget other mags' tippage, we've arrived and we're here to stay.

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Sega 64-bit Machine

It's big, it's exclusive, it's the machine that could make Sony weep like an infected ear. Another Ultimate first and a surprising one at that. Just what is the link between the M2 and Sega's Saturn sequel? Are the underdogs about to turn the gaming world upside down again? All is revealed...

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Ultimate UPDATE

Killer Crew

KI2 features a cast of three new characters and, due to overwhelming demand, seven of the original characters as well as an all new boss. What follows are brief dossiers for each character and the moves we've found so far (the game isn't quite complete).

Key

Forward:	F
Back:	B
Down:	D
Up:	U
Down/Forward:	DF
Down/Back:	DB
Up/Forward:	UF
Up/Back:	UB
Quick High:	1
Medium High:	2
Fierce High:	3
Quick Low:	4
Medium Low:	5
Fierce Low:	6

Kim Wu

The legendary Samurai have not yet come to power in the world, but the martial might and honour that brought them to fame is alive in the blood of their ancestors. Kim Wu, descendant of great heroes and Guardian by blood of her home nation, has been trained in the ways of traditional combat since her early childhood. When the Tiger makes clear his intention to claim the whole world as his own, she knows the time has come to fulfil her role and prove her worth in battle.

Moves

Tornado Kick	DF, D, DB – 4 or 5 or 6 (button determines distance)
Firecracker	DF, D, DB – 2 or 3
Split Kick	DF, D, DB – 5 or 6
Fire Flower	D, DF, F – 1
Combo Breaker	D, F, F
Snap Dragon	D, DB, B, DB, D, DF, F

Exclusive

KI2 Killer Instinct 2

Get a load of this! It's *Killer Instinct 2* and it's the business! We've not only seen it, we've played it too and are proud to announce that this fulsome featured follow-up has been well worth the wait.

***Killer Instinct* first hit the arcades in December '94 and has been a bit of a global favourite ever since. Developers, Rare's Simon Farmer told us '*KI1* did extremely well in the arcades and is still doing well today.**

***KI1* is still taking higher income than *MK3* in some arcades even though *KI1* has been out for over a year now. It remained at number one in many arcades for a significant period of time and many arcade owners have been crying out for a sequel ever since.' Here it is.**

And so it came to pass that Rare's boffins took to concocting a sequel. Strange job adverts for 'fighting game experts' appeared in the specialist videogames press. What were they up to, we wondered? What were they going to do with the contents of these young chaps heads? Suddenly everything is crystal clear. They wanted expert input for *Killer Instinct 2* and by gum it looks like they got it alright. 'We've been working on *KI2* for 12 months,' Simon told us, 'with mostly the same team as the original *KI*, with some additional artists and programmers as well. It's now very close to 100% finished and will start mass shipping in the US on Jan 26th. It's been on a test

Kim Wu's Gaff

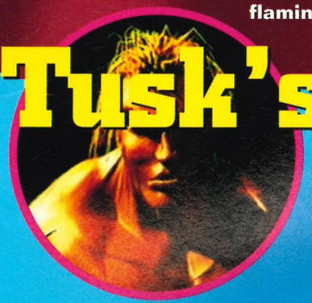
A specially prepared arena high in the mountains with a very, very long drop for any player over-stepping the mark. Beware the edge!

Special Features – The background fully rotates in 3D.

Ancient ruins with a huge fire blazing in the centre.

Special Features – The ruins can be smashed at either end of the fighting arena and flaming projectiles leap from the fire.

Tusk's Gaff



Tusk

A barbarian killing machine from the cold wastelands to the north, Tusk is the last of a warrior caste decimated by the bitter rivalry of the Warlords and finally reduced to a sole survivor during their costly banishment to Limbo. He now lives in wealth and glory as an undefeated champion of the Gladiatorial Arena, but when the shadow of the Tiger rises again, he sets his jaw, takes his blade and casts aside all other responsibilities to settle this blood feud once and for all…

Moves

Boot Kick	DF, D, DB – 4 or 5 or 6 (button determines distance)
Web Of Death	D, F, DF, D, DB – 5
Skull Splitter	DB, D, DF – 4 or 5 or 6 (button determines distance)
Conquer	F, D, DF – 1 or 2 or 3
Back Stab	F, D, B – 1
Combo Breaker	F, D, DF
Destroyuss	D, DB, B, F, D, DF, F – 3

▶ Hair blows in the wind on the improved character select screen.

site in Miami since December, incidentally. Unfortunately I don't have any firm details on when they'll start appearing in the UK.'

The original *KI* was unveiled along with driving game *Cruis'n USA* as examples of what we could expect from Nintendo's Ultra 64. With the Ultra's launch mere months away *and* the unveiling of *KI2* there's definitely a bit of a Ninty vibe in the air. At last.

KI2 aims to offer everything that *KI* did – only more so! There's more gameplay, there's better graphics, more characters, more moves, in fact, there's a whole truck load more of everything! Yes indeedy.

The first thing to strike you (other than your opponent's fist, ooh-ya!) is the newly improved 3D lushness of the backgrounds. Although essentially a 2D game, the detail of the rendered in-game characters and the brilliance of the 3D backdrops go some way into fooling you otherwise. As the camera follows the players, the background moves about in true 3D perspective. This isn't just yer average scrolling parallax background business, oh no. If you shuffle over far enough you can actually see *behind* things. It's enough to make you take your eye's off the fight in the foreground for a moment and foolishly cop one in the plums as a result. And, as an added bonus, not only do those background whotsits look as if you can reach out and touch them, you actually

Orchid's Gaff

A military base complete with fighters/bombers and helicopters.

Special Features – Exploding oil drums when a player is combo'd into them.

Orchid

This lethal secret agent remains as enigmatic as ever. All that is known of her is that she has been one of the most valued assets of an international spy organisation for some time. It is suspected that she was hired by one of the world's governments to infiltrate the ranks of Ultratech and expose its dark ambition to the world. Her ultimate victory in the contest and destruction of Eyedol, however, has some very unexpected results.

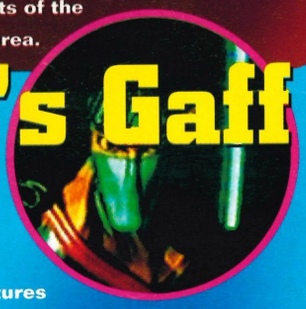
Moves

Flik Flak	DF, D, DB – 4 or 5 or 6 (button determines distance)
San	DF, D, DB – 3
Air Buster	F, D, DF – 4 or 5 or 6
Tona Fire	D, DF, F – 1 or 2 or 3
Slide	B, DB, D, DF, F – 4 or 5 or 6 (button determines distance)
Baton Dash	D, DB, B – 2
Ultra Combo	D, DB, B – 5

A wooden bridge spans a huge ravine backed by a waterfall, mountain and Tibetan temple. And absolutely gorgeous it is too.

Special Features – The bridge responds to the movements of the characters and it pans out over a wide area.

Jago's Gaff



can! Many of the background elements can be 'interacted with'. Walls can be demolished by flinging your opponent through them, expanding the available play area, and chandeliers, candelabra and other household accoutrements can be wobbled about a bit.

But *KI2*'s got more than just lovely backgrounds, it's got some new and very lovely characters too who replace Chief Thunder, Riptor and Cinder who, Simon reckons, 'were the least popular characters and ones which we didn't particularly like.' The four new characters who join old faithfuls TJ Combo, Spinal, Glacius, Fulgore, Sabrewolf, Orchid and Jago are: Kim Wu, a feisty martial arts bird who wields nunchakas and wears fishnet stockings, Maya, another lovely lady, who's a dab hand at the old knife throwing and wears a Raquel Welch-style furry bikini and Tusk, who, due to being a brutish, sword flinging barbarian, isn't very lovely at all. Last but not least there's Gargus, who is a gargoyle, amazingly enough.

'We have someone in-house who creates all the story lines and characters for the games.' Simon explained. Any hidden blokes in there we wondered? 'Yes, and they're very well hidden!' Not for long.

KI2's re-jigglings aren't only confined to the graphics and character departments either. Some smashing new gameplay features are introduced which make *KI2* an altogether more complex proposition than its predecessor. 'The main improvements over *KI1* are firstly the combo system, which is a lot simpler to operate and understand, consequently opening up a lot more varied attacks. Although this is a follow up it's been more difficult to create than the original due to the more advanced combo system, super moves and general computer intelligence.'

Jago

Jago was found abandoned as a baby on a Monastery doorstep high in the Himalayan mountains and taken in by warrior-monks of the Order Of The Tiger. He was raised to live by the concept of honour, justice and loyalty, swiftly becoming one of the order's star pupils. His destiny led him to battle the sinister evil lurking deep within the Ultratech tournament – the outcome of which resulted in a terrible revelation, for the monks, of the great Tiger Spirit.

Moves

Shindouken	F, D, DF – 1 or 2 or 3 (button determines height and distance)
Wind Kick	F, D, DB – 4 or 5 or 6 (button determines distance)
Laser Sword	DF, D, DB – 3
Ninja Slide	DB, D, DF – 4 or 5 or 6 (button determines distance)
Endouken	D, DF, F – 1 or 2 or 3
Red Endouken	Hold 3 – D, DF, F – Release 3
Fake Endouken	D, DF, F – 4
Combo Breaker	F, D, DF
Ultra Combo	D, DB, B – 4

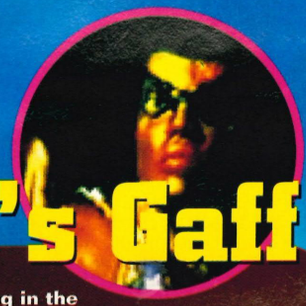
TJ Combo

His raw power and aggression have enabled Combo to achieve a meteoric rise from a seedy backstreet gym to the heavyweight title of the world. Pure greed was his downfall when he threw away most of his winnings on illegal cybernetic arm implants to ensure that he retained the title – which he was immediately stripped of when his surgeon at Ultratech revealed all to the press. Having eliminated Riptor from the *KI* tournament, Combo was in the process of looting Ultratech HQ when he was caught up in the temporal chaos.

Moves

TJ Tremor	B, F – 5
Spinning Fist	B, F – 1
Double Roller Coaster	B, F –2
Treble Roller Coaster	B, DB, D, DF, F – 2
Powerline	B, F – 3
Skull Crusher	B, F – 6
Cyclone	Hold 3 for three seconds and release
Fake Dizzy	D, DF, F – 4(press any button to stop)
Combo Break	B, F

TJ Combo's Gaff



An urban wasteland with subway trains running in the background and a chimney that appears to be on the verge of explosion.

Special Features – The background fully rotates in 3D.

The laboratory where he was originally designed. Complexed equipment hangs in the background and a highly polished floor reflects the action.

Special Features – The robot on the right of the screen can be smashed by comboing an opponent into it.

Fulgore's Gaff

In what is fast becoming the norm, *KI2* now features a power-up bar. As with the latest incarnations of *Street Fighter* and *Toshinden*, the performance of special moves and vicious attacks is rewarded with an increase to your power meter. Once this meter is maxed-out you can let off a super special attack which is guaranteed to have your opponent flat on their backs with a kind of 'what the Dickens is going on?' look on their faces. Rare's co-chairman Joel Hochberg told Ultimate 'We wanted to make this the most challenging fighting game yet in terms of moves and endings. In *Killer Instinct 2* players will really be challenged with the possibility of mastering up to one million combo moves.' Lumme! Only another 9,999,990 to go then. There are now multiple endings available too, depending on how, and if, you used finish moves on certain opponents. Zoiks.

New throws and counter-throws are available and an interesting addition are the new fake moves, in which the characters look as though they're about to launch into one of their familiar combos, but change their mind suddenly, returning control to the player. An opponent will think he knows what's coming and will begin a counter-attack only to find that you can catch them off-guard with an unexpected attack. It takes some getting into, but in the hands of experienced players this new feature can be used to massive and, in our efforts against Rare's experts, distinctly annoying effect.

Another new feature are the dashes, in which your player can move *past* an opponent in front of or behind them. Once on the other side of an opponent you can attack unexpectedly, taking advantage of the fact that it's much quicker to dash past than jump over them. New character Tusk can perform a move in

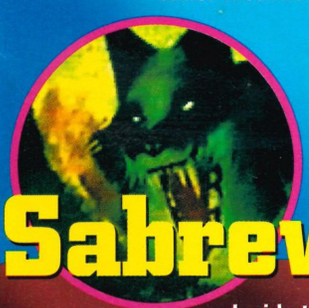
NAME: FULGORE
HEIGHT: 6'5"
WEIGHT: 560lbs
AGE: 2 YEARS

Fulgore Mk 2

Even before the Mk 1 prototype of the vastly expensive Fulgore cybersoldier project was completed, the scientists at Ultratech were working on an updated version. When the original – set to test its powers at the *KI* tournament before mass production – met its match at the hands of Jago, Ultratech was enraged and deployed their barely completed new model to avenge its predecessor. And not even 2,000 years will deter the cyborg.

Moves

Cyber Dash	B, DB, D, DF, F – 4 or 5 or 6 (button determines distance)
Plasma Shield	D, DB, B – 4
Eye Spark	DF, D, DB – 2 or 3
Laser Storm	D, DF, F –1 or 2 or 3
Teleport	D, DB, B – 4 or 5 or 6 (determines positioning after teleport)
Invisibility	DF, D, DB – 6 (requires Super Energy)
Super Charge	DF, D, DB – 5
Combo Breaker	F, D, DF

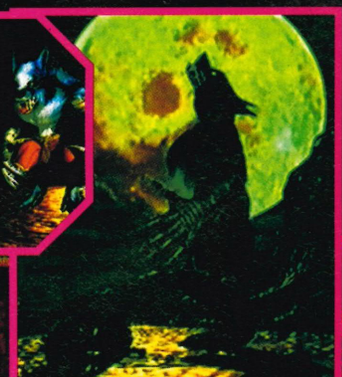


Sabrewulf's Gaff

Inside the Baron's castle, the players fight in front of a huge fireplace and can smash through a wall to fight in front of the well in the courtyard.

Special Features – The smashable wall gives access to the courtyard and the chandeliers and candelabra are hittable. In the courtyard you can fall down the well.

NAME: SABREWULF
HEIGHT: 5'11"
WEIGHT: 400lbs
AGE: 46 YEARS



Sabrewulf

Defeated early in the *KI* tournament by Orchid and robbed of his chance for a cure, Sabrewulf was heading home, injured and despairing, when he was found and lynched by a local mob who left him for dead. Barely alive, he found himself back in the hands of Ultratech who set about repairing him with the aid of their advanced technology. But the pain of his defeat and the humiliation of being used as a guinea pig sent the wolfman berserk: escaping from the company's clutches, he lopes back into the world with only revenge to live for.

Moves

Sabre Spin	B, F – 2
Sabre Pounce	B, F – 3
Sabre Flip	B, F – 6
Power Howl	B, F – 4(charger your Super Meter)
Fake Howl	F, B –1
Combo Breaker	B, F
Loopy	F, DF, D, DB, B, F – 6

An ancient longboat with the skeletons of long dead warriors rowing in the background. Apparently they'll all sing 'Ooh-eee-oh-ooooh-oh' in the finished version.

Special Features – Crates can be smash when a combo is involved and the weather conditions change often.

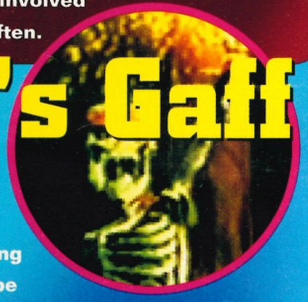
Spinal

He may have been destroyed by Thunder in the present, but back in the past Spinal is dead and kicking thanks to the necromantic power of the Tiger Spirit which has torn him from his grave. A savage warrior and faithful right-hand man to the Tiger in life, Spinal remains a formidable opponent who now bears a terrible grudge against the being who denies him the peace of eternal sleep. Filled with resentment, he fights to avenge himself and hopefully return to his well-earned rest.

Moves

Skele Screw	D, DF, F – 2
Flame Blade	D, DF, F – 5
Skull Scrape	D, DF, F – 6
Soul Drain	D, DF, F – 1
Teleport	D, DB, B – 4 or 5 or 6
Sheild Catch	B – 1
Dart Kick	D – 6 (in the air)
Combo Breaker	D, DF, F
Grim Reaper	F, D, DF, F – 3

Spinal's Gaff



which he slips past and stabs his opposite number in the back before he knows what's happened. The first time you see this your eyes will pop out on stalks in amazement. Although *KI2* is still decidedly 2D in concept, the new into and out of the screen dashes, when coupled with the new improved 3D backgrounds, really give the game increased depth.

Of course everybody's favourite, the mega-multi-hit combos are still here, though in a slightly altered form for many of the characters, just to give you old *KI* buffs an unexpected treat and a new combo counter shows the damage percentage inflicted by each combo along with the original hit counter, to show just how effective your attack was. The arcade machine also keeps track of the highest damage combos, so you can see how you measure up against those 40-plus hit combo masters down the local arcade.

'Yes, yes. *KI2* in the arcades is going to be brilliant but what's this about it being an Ultra 64 game too?' you're thinking. Well, we can reveal that it's going to be a slightly different version of the game that will hit Ninty's new machine. Simon told us 'The Ultra 64 will get it's own unique version of *Killer Instinct* which will take in aspects of both the first two games and will then add some other new features besides. This is because we've already done a conversion of the original *KI* for the SNES, incidentally there's a possibility of *KI2* for the SNES, and we feel that the Ultra 64 has a lot more to offer than the arcade

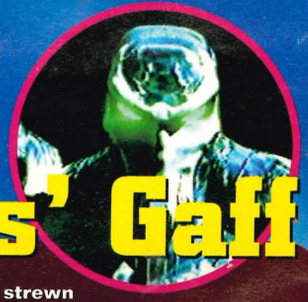
Glacius

The ordeals of this alien ambassador explain why his race made a point of avoiding contact with us until his defendant was forced to crash-land on our world 2,000 years later. Sent to Earth by his race in search of a scout-party, long since lost, Glacius soon found himself imprisoned by the Tiger and his followers. In the chaos caused by the arrival of warriors from the far future, he seizes the opportunity to escape his captors and battle his way to freedom.

Moves

Shoulder Rush	D, DF, F, F – 2
Liquidise	D, DF, F – 6
Ice Grip	D, DF, F – 1
Arctic Blast	D, DB, B – 1 or 2 or 3
Ice Pick	DF, D, DB – 3
Combo Breaker	D, DF, F

Glacius' Gaff

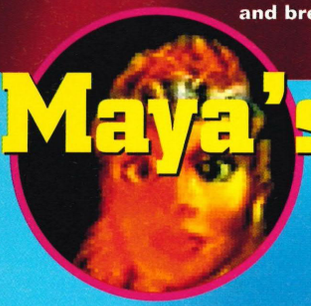


The sight of his crashed space craft, with wreckage strewn around the fighting area and the main body of the ship buried in the snow.

Special Features – Various parts of the ship are whackable and it snows periodically. Curiously, it's not at all slippy, though.

The depths of a huge rain forest in front of a mysterious Mayan temple.
Special Features – Players can jump into trees and knock down leaves and berries, and break statues in the fighting area. It also rains.

Maya's Gaff



hardware. We intend to use the Ultra 64 to its full potential and not just do the quickest and easiest conversion possible.' Gawd bless ya Simon.

But why wasn't *KI* part of the Ultra 64 line-up at the recent Shoshinkai show? 'The game wasn't shown because we didn't feel it was the right time to display it.' Simon explained. He also told us that details such as release date and cartridge size unfortunately cannot yet be confirmed. Bah.

Anyway sounds good doesn't it and things are looking good for a top home Ultra

conversion. As a parting shot we wondered if there was any chance of Rare 'doing a Namco' and lobbing in one of their old Ultimate Play the Game speccy games for the intro? 'Yes, there is a chance.' Oh, right you are.

Machine.....Arcade
Publisher....Midway/Ninty
Developer...Rare
Style.....Hack-em-up
Release.....TBC
Country.....UK

Maya

The return of the tyrranical Tiger Spirit to the ancient world is welcomed by very few. Among its foremost adversaries are the Amazons of the great jungle, who are sworn to serve and protect the honour of their goddess. Queen Maya earned great respect from her part in the banishment of the Warlords, but when one of them returns to plague the world once more, Maya's tribesfolk feel cheated and cast her from the realm. Until the threat is more permanently dealt with, she is forbidden to return.

Moves

Flip Kick	B, F – 5
Savage Blade	B, F – 2
Mantis	B, F – 3
Jungle Leap	B, F – 6
Cobra Bite	B, F – 1
Combo Breaker	F
Tree Cutter	F, DF, D, DB, B, F – 3

Gargus

The Tiger Spirit, the supreme Warlord, the Ultimate Servant of Chaos. He has many names and many appearances to match, all equally lethal. Returning to the ancient world with Eyedol no longer around to threaten him, the Tiger assumes the form of a monstrous gargoyle and takes his place once more at the head of his devoted cult. Swiftly recovering the strength lost during his 2,000 year exile, he sets his sights on a reign of unopposed fear and brutality.

Erm, we don't know any of Gargus' moves, but many thanks to Druboy for all his help in collating the previous move info. We'll have more on Gargus and the rest of the *Killer Instinct 2* posse in our exclusive review next month.

What's The Story?

More than 2000 years ago, Eyedol and his arch-rival Gargus were huge and fearsome Warlords whose bitter feud was bringing the world to ruin. The greatest heroes of the age gathered at one of their battle sites to distract the two, while sorcerers conjured the most powerful magic ever seen, creating a vortex to trap the two in Limbo.

Recently, the sinister Ultratech developed a machine capable of reaching into that void. A weakened Eyedol was dragged out to serve as the champion of their latest tournament. As the tournament progressed, the company's other death machines were lost: Riptor fell to Combo, Cinder met his end at the hands of the escaping Glacius, Spinal was shattered by Chief Thunder's vengeful axes and Fulgore was ruined permanently by Jago. The real chaos, however, came when Orchid killed Eyedol deep beneath Ultratech HQ. The whole world shuddered and their former resting place, Limbo, was opened up allowing Gargus his one chance to break free. The scientists wrestled with their Limbo controlling device in an attempt to send the monster back, but the machine exploded, taking with it Gargus and the entire Ultratech building.

Jago, Orchid, Combo, Fulgore Mk 2 and Sabrewulf all find themselves back in the ancient world. A new era of battle has begun as Tusk, Maya, Kim Wu, Glacius and the original version of Spinal all throw themselves into the fight to bring down the reign of the tyrannical warlord, Gargus. Let the battles commence...

Gargus' Gaff

The battlements of a huge castle with massive gargoyle statues in the background.
Special Features – The background pans over a particularly wide area.

...TRUE LINES... *Panzer Dragoon 2* will be released for the Saturn in Japan in March and should be with us in the summer...

Ultimate UPDATE

Saturn abroad...

There have been several notable developments for the Saturn this month in Japan.

The first concerns both a hardware and software release. *The NaviSoft Drive Map* accompanies a small colour screen which slots tidily into the back of the Saturn (and currently is only being displayed with the slim-line Hitachi model). From this you can plot your route around Japan, and even take it with you in the car. Very practical, don't you think?

The next, and pretty interesting piece of news for Saturn owners is the release of the first link-up game at the end of this month. *Geebockers* is essentially a 3D, into-the-screen shoot-em-up/combat game which has a lot of very cutesome characters up for selection. Clearly, this is the ideal game to test out the idea of two Saturns being linked up, but we're a bit unsure how good it'll really be. Sega, however, are still concentrating their efforts on producing quality split-screen games (they do have a good reputation in this area). Undoubtedly, the link-up cable will be released in the UK this year.

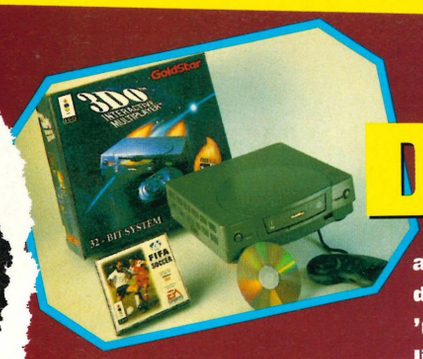
M2 Goes RPG

One of the hottest gaming stories from Japan this month, is that Matsushita, with all their M2 producing power, are ordering the development of up to 40 RPGs for release in the machine's first year. Are they mad?

This is certainly an unusual step for a new machine, and if the games are of a tight enough quality, this could make a significant difference to the console's success in Japan where RPGs are traditionally The Best Thing Ever, hence the success of the SNES.

And with all the rumours flying around concerning Sega's interest in M2 technology (see page 14), this could certainly make the Saturn an even more appealing buy.

...TRUE LINES... Is the cartridge dead? CD game sales were up 400% at the end of '95 in comparison with '94. Will this trend reverse with the advent of the Ultra 64?...



Download!

Yes, it's that time of the year when we feel we ought to get to know you a bit better. But it's pretty difficult for us to pop 'round all your houses to listen to your Prodigy rarities and pilfer all your Pringles. So here's your chance to tell us about yourselves, what you like or loathe about the mag and how you would change things 'round these parts. There's a Goldstar 3DO in it for you if you're very quick. Usual address please.

1 Which machine(s) do you own?

UK PlayStation	☐	3DO	☐
UK Saturn	☐	Jaguar	☐
Import PlayStation	☐	Neo Geo CD	☐
Import Saturn	☐	PC	☐

2 Which machine(s) are you planning to buy over the next 12 months?

UK PlayStation	☐	3DO	☐
UK Saturn	☐	Jaguar	☐
Import PlayStation	☐	Neo Geo CD	☐
Import Saturn	☐	PC	☐

3 How many games have you bought for your machine over the last 12 months?

---

4 How many games do you intend to buy over the next 12 months?

---

5 Which is your favourite type of game?

Beat-em-up	☐	Football sim	☐
Racing	☐	Sport sim	☐
Platform	☐	Puzzler	☐
Shoot-em-up	☐	Other (please specify)	☐

6 Rate the following videogame magazines out of 10...

Ultimate	☐	Mean Machines Sega	☐
GamesMaster	☐	Saturn Magazine	☐
Edge	☐	The Official UK PlayStation	☐
GamePro	☐	Magazine	☐
Maximum	☐	PlayStation Plus	☐
X-Gen	☐	Play	☐
GamesWorld	☐	Sony Pro	☐
C&VG	☐	Other (please specify)	☐
Sega Power	☐	----------	

7 Which is your favourite part of Ultimate?

---

8 Which part of Ultimate don't you like?

---

9 If there was something in Ultimate you could change, what would it be and why?

---

10 Which has been your favourite issue?

---

11 Please give us your name, address and telephone number.

---

12 How old are you? ☐

13 Please tick here if you do not want to receive any information about other Future Publishing magazines. ☐

Rules: All entries to be in by 29th February. The first entry out of our dusty bin wins a Goldstar 3DO.

14 Do you use the Internet? ☐ Yes ☐ No

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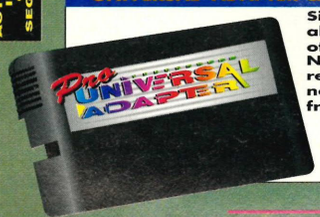

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..TRUE LINES... Keola Kaula, 12, from Albuquerque has won himself $25,000 (yes, that's $25,000!) in Sega US's *Vectorman* compet

Sega 64-bit Wonder-box?

Exclusive

The M2 saga has taken another bizarre turn with Sega now linked with this Next Generation technology.

According to at least one Japanese source, Sega and Matsushita are plotting to launch an M2 based 64-bit machine in 1996. Sega are refusing to comment on the rumour, but it's not the first time the company has been linked with 3DO's M2 technology. Sega had been talking to 3DO, right up until Matsushita stepped in and brought the technology outright for $100 million.

The Japanese newspapers are stating that, allegedly, a prototype of a 64-bit M2 machine has been delivered to Sega's headquarters for what is tentatively being described as 'feasibility studies'.

Details, as you can see, are desperately thin on the ground. If the rumour is true it could open the way for a new 64-bit Sega machine which presumably would be configured to run Saturn games as well. And it could mean that Sega are looking to manufacture an add-on for the Saturn which would bring that machine in line with processing speeds of Nintendo's Ultra 64. And the mind starts to tip even further into bogglement when you consider that 3DO owners have been guaranteed an M2 upgrade at some stage this year...

See Virtua Sonic on page 36

So why would Sega be poking around an M2 machine that Matsushita had delivered to its headquarters? Here are the favourite four theories:

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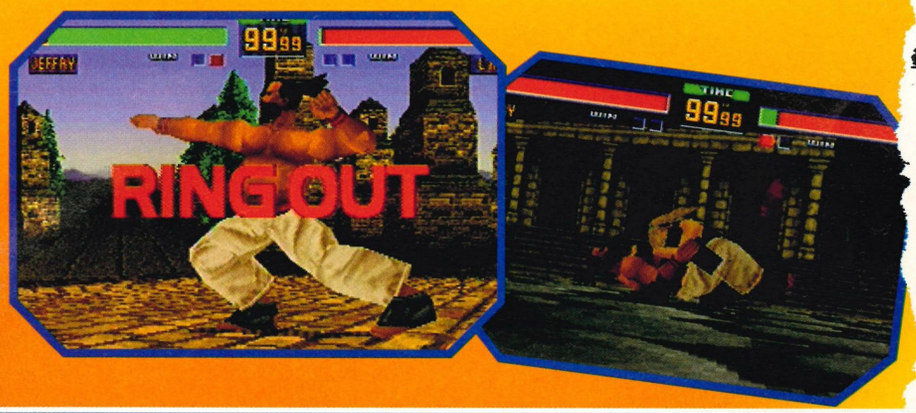
Comedy Review is a new, spankingly gorgeous national comedy magazine from the castle of Future Publishing which, should you possess even the vaguest evidence of a soul or sense of humour, you will be desperate to own immediately.

Comedy Review covers absolutely every melon-freakin' aspect of comedy – TV, stand-up, books, films and even *theatre* and comes full-to-death with features, reviews, interviews, and... other... stuff.

But – it's much, MUCH more than that. It's £3. And so, as we here at Ultimate are the best young things in the world ever, you can, by taking the coupon we're giving you HERE into a branch of WH Smiths or John Menzies, get a startling ONE WHOLE POUND off the first issue! That's £2 for a right old papery laugh. Not bad!

..TRUE LINES... Did you know that, for once, the UK is getting a good deal when it comes to games? Both UK and Japanese versions



▶ Could we be seeing the next installment of *Virtua Fighter* on a 64-bit machine as well as the arcades?

1) It is well known that Matsushita are considering licensing out the M2 technology to other manufacturers, as well as making their own machine (rather like Sega themselves have done with the Saturn in Japan). Sega would be fools not to take a look at what is on offer especially given that Nintendo's Ultra 64 will be arriving in a matter of months, boasting a distinct technological advantage.

2) Sega really are interested in launching a 64-bit machine based on M2 and are looking at ways in which it could be backwardly compatible with the Saturn. And/or, Sega want to offer Saturn owners an M2 upgrade in much the same fashion as 3DO owners will be offered.

3) At the end of the 32-bit age (NOT FOR AGES, we assure you), Sega want out of hardware manufacturing and are setting themselves up as a leading software provider for the 64-bit generation. They've already started moving into PC publishing...

4) The above, but also that Sega will license their name to a machine manufactured by Matsushita. Certainly the Matsushita name is not as strong in the game market as the Sega name, especially in a battle against Nintendo, and Sega can bring several 'killer apps' with them. *Virtua Fighter 3* anyone?

One last point: Sega and Matsushita have worked together before. Matsushita manufactures and sells their own version of the Saturn in Japan, under its JVC label.

M2 = 3DO Mark 2

M2 setting new worldwide video standard...

Matsushita, the owners of the M2 technology, are also close to creating a new digital video system that will be the Next Generation version of VHS.

The Digital Video Disc (DVD) agreement was reached by a group of nine all-powerful companies (including Matsushita and Toshiba) at the tail end of last year and we should be seeing DVD systems by the end of '96 (initially in Japan, with the US and UK following in '97).

The DVD system itself can store 133 minutes of FMV on a disc at 30 frames a second (far better than current Video CD system), and the stand-alone DVD systems – recently unveiled by Sony, Toshiba and Philips (see page 16) – will be able to play both films and "interactive" movies.

But the combined M2/DVD machines from Matsushita will be closer than ever to securing Trip Hawkins' original dream for a worldwide interactive technical standard. And all this is happening this year...

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Issue 17
On sale
Thursday
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And only the choicest, meatiest Next Generation tips, cheats and codes available. We'd never give you anything less.

PlayStation
Saturn
3DO
Jaguar
PC CD ROM

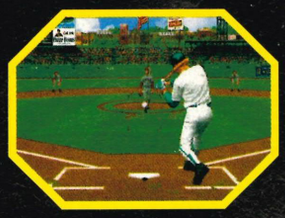
Next Month!

PLUS!
M2 – what the Jehovah's going on in the world of the 64-bit wonder-thing? We bring you a special report direct from the US and reveal the first games that WILL be hitting the system... whoever it ends up with.

PLUS... THERE'S MORE!
Extra Special Free Gift – Wahoo!

Second Generation PlayStation...
You'll be the first to see the games being produced at Sony Interactive's development centre which will be released later this year. Among the titles we'll be taking you through are: the breathtaking *F1A Formula One* licence – the game against which all racing games will be measured, the retina anaesthetising gorgeous RPG-fest *Tenka*, the vastly improved *Destruction Derby 2* and... the top secret sequel to *Wipeout*. A massive, in-depth feature which you'd be a gibbon to miss.

Ultimate UPDATE



Bubsy 3D...

News is coming through from the US of the first Next Generation titles from the SNES-tastic Accolade.

First up, and the title we're chomping at the bit to get hold of, is a 3D version of that leaping cat-thing, *Bubsy*. Undoubtedly to appear on the majority of Next Gen formats, this should be available in the latter half of this year and will be set across five worlds in the future. Doesn't sound too bad, that. Not bad at all.

They are also furiously beavering away on a space-simesque game for the PC, entitled *Deadlock* and two PlayStation games: A new version of 3DO *Doom*-clone *PO'ed* and the latest installment in their baseball series, *Hardball 5*. See pic above.

These will all get the Ultimate preview treatment in the near future.

Atari To Quit?

Because some of Atari US's top members of staff have left the company, rumours on the Internet are alleging that Atari are going to quit the videogame business altogether (the first step being to stop manufacturing their own hardware), and concentrate on software publishing.

Atari have been quick to deny this though, confirming that they are still going ahead with PC publishing arm, Atari Interactive, and are still developing plenty of titles for the Jaguar. Very interesting...

They may have been quick to deny the troubles, but news that Jeff Minter, the programmer of the Jag-tastic *Tempest 2000*, has left the country confirms that there's trouble at mill. Other casualties include: Ted Taquechi, who produced the upcoming *Phase Zero*, All is clearly not well at camp Atari these days.

See 3rd Degree on page 96 for Atari UK's response to similar allegations.

We'll have a report from Atari HQ in the next action-packed issue of the powerhouse of Next Gen info that we call Ultimate. Count on it

The Future S

CES. Let's get the obvious bit out of the way shall we? CES stands for Consumer Electronics Show, alright? The winter show has just taken place and Ultimate's US correspondent was there to check out what's going on in the world of new technology.

The 53rd CES took place in Las Vegas, beginning January 8th, and 1800 different manufacturers were there to tout their electronic wares and try to convince the world that they, yes THEY had invented the next biggest thing since the Television and the four-slice, wide-berth toaster.

Highlights this year included the ta-ra-ta-rah unveiling of the new digital video products, mobile electronics (computing and communication), home cinema and car navigational technologies, personal digital assistants and a myriad of new entertainment and personal computer software. Cor, giz 'em 'ere! We love gadgets, us.

Sony and Philips introduced the world to the idea of digital video. This planned replacement for your VHS will finally bring home video into the digital age and more into line with digital communications and digital audio (CD) that everybody's been enjoying for ages. VHS is looked on as a bit of a wax cylinder in the entertainment industry these days you know.

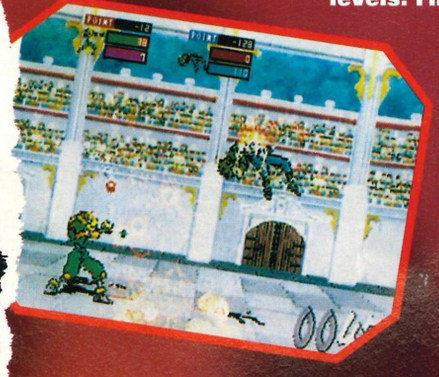
Sony, Philips, Matsushita and not-very-well-known-over-here US giants, Thomson, have formed what has become known as the DVD alliance. A trans-global corporation bent on ramming DVD down our throats until we all succumb, buy a player and chuck our videos out with the potato peelings. They plan to introduce a home player later this year and US sales of four to five million units are predicted for its first three years. Don't fret, a European launch is planned for early '97. We hope, anyway.

This new DVD technology seems certain to be used in Matsushita's M2 (see page 15) and Sony's inevitable

Guardian Heroes

We first told you about this multi-player beat-em-down from Treasure (the over-talented developers of Mega Drive shooter *Gunstar Heroes*) – oh, a while back now. And Sega are on the verge of getting the bugger on the streets.

The game works on two levels. First, it's a brightly-coloured scrolling beat-em-up which will allow six players a piece of the action via a multi-tap. Second, it's a slick and accessible RPG. More soon.



▶ Do we really need more beat-em-ups? Too right we do, matey!

ts of the PlayStation and Saturn. First games will be *Panzer Dragoon*, *Virtua Cop*, *Daytona USA* and *BUG!* Reviews soon.....

tarts Here...

PlayStation follow-up too, giving rise to a whole new video/game console device and a whole new M2 versus PlayStation 2 battle. Here we go again...

They're going to have their work cut out convincing people to ditch their VHS though, especially considering the initial $499 sizable price tag, but Warner Home Video are helping the project along with an estimated 250 movies available for the format when the first players arrive. The new format will also be used for data storage too, with DVD-ROM products, produced by the likes of IBM following on the heels of the DVD player. Looks like success is assured then.

The DVD alliance, as it's known, also has plans to give digital audio a boot up the bottom too by introducing a new 3" music disc which offers three times the capacity of current 5" CDs and features music recorded with 24-bit resolution at a 96kHz sample rate compared to present CD's 16-bit resolution and 44.1kHz rate. Whether anybody will be able to hear the difference is of course another story. How long before an album will be fit onto a postage stamp?

There were plenty of new home computing products on show as well, including 6x Speed CD ROM drives, 2GB hard drives and the new 150Mhz and 166Mhz Intel Pentium processors for PCs. Plenty of new PC + TV combinations were unveiled, along with plans to incorporate a radio, to create a kind of portable computer/TV/ghetto blaster arrangement for your bedroom or taking to the park. Bizarre.

On the gaming front, things looked pretty quiet with only a massive Sonic, Sega's R360 arcade machine and Nintendo's Virtual Boy in evidence. Techy gadget heads, eh? Idiots!

▲ Thanks for the use of these two images. Cheers fellas.

Jumping Flash 2

First pictures are starting to leak through from Japan on the sequel to a very fine PlayStation game indeed. No matter how rudimentary the polygons are, *Jumping Flash* is still the finest example of a genuine 3D environment yet. Improvements to the game include bigger worlds (and more of them), textured polygons and an increase in difficulty. Still no confirmation on release date though. Be sure – we'll be updating you as soon as possible!

◀ Let's hope that the sequel is a bit more...

▶ ... challenging than the previous (easy) outing.

Ultimate's Essential Buys Of The Month

Well, there are some cracking titles physically hitting the shelves this month (as well as the odd duffer). The current office footy favourite *Actua Soccer* will at last be available on the PlayStation, while the Saturn gets to have the wheely wonderful (sorry) *Sega Rally* spinning its way. Pity about the Jaguar's best game – only scoring... well, see page 72.

Actua Soccer – PSX

Ultimately: turn to page 74...

Sega Rally – Sat

Ultimately: 93%

Shockwave 2 – 3DO

Ultimately: turn to page 90...

Defender 2000 – Jag

Ultimately: turn to page 72...

Duke Nukem – PC

Ultimately: 88%

The Console Barometer

Welcome to a special 'Step Back To The Seventies' console barometer this month, as Ultimate enlist the help of all your favourite 70's pop stars and showbiz celebs to ably demonstrate how those consoles measure up...

Tony and Kenny know a top console when they see one and they've thrown their huge showbiz weight behind the PlayStation. The fellas love a quick game of *Street Fighter Zero* before presenting *Top of the Pops* and news of the brilliant PlayStation conversion certainly brought a smile to their faces. *Actua Soccer* raised a chuckle too, prompting both our boys to give the PlayStation a big thumbs up. Those top titles just keep on coming.

9/10

Peters and Lee took delivery of a Sega Saturn this month. Once Peters (or is it Lee?) had helped Lee (or is it Peters?) set it up they had a great old time playing *VF2*, *Sega Rally*, and *Virtua Cop*, but their laughter turned to rage when they realised that there's no such gaming finery released this month.

8/10

Slade certainly have an eye for a bargain (especially now they're not making so much money) and plumped for a bargainous £199 3DO. Some nice new games and promising early M2 information helped things along nicely.

7/10

The Carpenters have never been ones to rush into things. They've heeded the recent Nintendo ads and are hanging on for an Ultra 64. But how long will they have to wait? Let's hope it's not too late...

6/10

The Williams twins not only failed to sell a single record this month but, to cap their misery, have just bought a Jaguar. This month even the, ahem, 'less than superb' games dried up. Bad move boys.

5/10

Many thanks to the celebrity couples and their hardware fortune indication. Pretty folk, the lot of 'em.

▲ Chess. Well, it's chess isn't it?

Chess and Death!

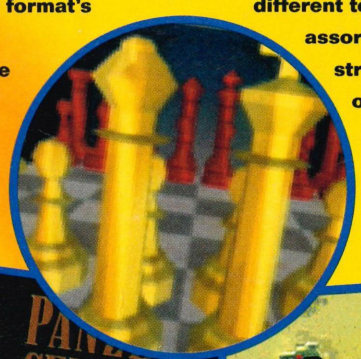
British developers, Mindscape are certainly gearing themselves up for a busy year on the PlayStation.

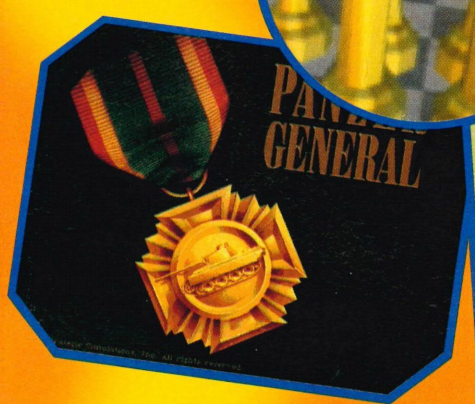
After the disappointment that was *CyberSpeed*, they're all set to release the much more promising conversions of their PC classics *The Chessmaster 3D* and *Panzer General* on Sony's grey lump, hopefully before the end of the month (though as we all know, PlayStation titles have been avoiding their street dates like the plague).

The Chessmaster series of games has proven remarkably popular, with each format's version rapidly becoming the game against which all others were measured (sister mag Total!, for instance, gave the Game Boy version a wholesome 90%). The PlayStation version will feature a fully rendered 3D environment, a choice of 12 different personalities for your opponent and a fiesty load of options to help tailor the game to your requirements (including teaching displays, take back and replay moves and set up a position and solve for mate).

We've previously reviewed *Panzer General* on its recent 3DO outing (Issue 11, page 84: 70%), and this will be the first time an SSI strategy war game has appeared on the PlayStation. What makes this different to the vast assortment of war strategy games out there is that here you get to be a German general. There are 35 progressive scenarios to play through, an accessible interface and style of play, and a big aching headful of WW2 film footage. Your decisions could affect the outcome of the war. Do you reckon you're up to it? Well? Do ya?

Other PlayStation games to look out for from Mindscape, include *Warhammer: Shadow Of The Horned Rat*, *The Raven Project* (an action/adventure game laced with a heady dose of space flight sim elements) and *Steel Harbinger* (an isometric arcade adventure set in the future, where alien pods have invaded the earth, turning everything organic into meat-seeking murderers). All these games should be out within the next few months.





◀ Who wants to play as a German general? You? Well buy this then.

Mindscape's *Dragon Lore* for the 3DO is reviewed on page 90

...TRUE LINES... Following Apple's reported losses of $68million last year it seems unlikely that their games machine, Pippin, will be released in the US or Europe....

Dead Parrots

Last year Level 7 brought you the award-winning *Monty Python's Complete Waste Of Time* for your PC, and they're set to build on that success this autumn with the release of *The Quest For The Holy Grail*.

You'll be able to run rampant with King Arthur and his shiny knights over the Ancient English landscape, burning witches, spitting on peasants and even chatting with Ye Olde God himself, on your never-ending quest for the Grail. And you'll get to have a dabble in such tasteful events as Spank The Virgin and Black Knight Pac Man.

The game itself will make use of some of the funniest footage from the film, including never-before-heard outtakes, and will feature a spurt of Terry Gilliam's original animation. Wahoo! '*Monty Python's Quest For The Holy Grail* will combine feature film quality with the unexpected twists which only Python can deliver,' says Lars Rønning of 7th Level, adding, 'this interactive game will allow you to control the characters and create action and silliness that takes up where the movie leaves off.' That's all right then. If you're Internet loopy, check out 7th Level's site: www.7thlevel.com.

Saturn CD mag

Sega Enterprises are to launch a quarterly CD ROM-based Saturn magazine in Japan in March. Each 'issue' will contain demos of new games (likely to be running demos only), details on new Saturn gear and mail-order information, plus playable games that will run from issue to issue. Could this spark a trend?

It's Official!

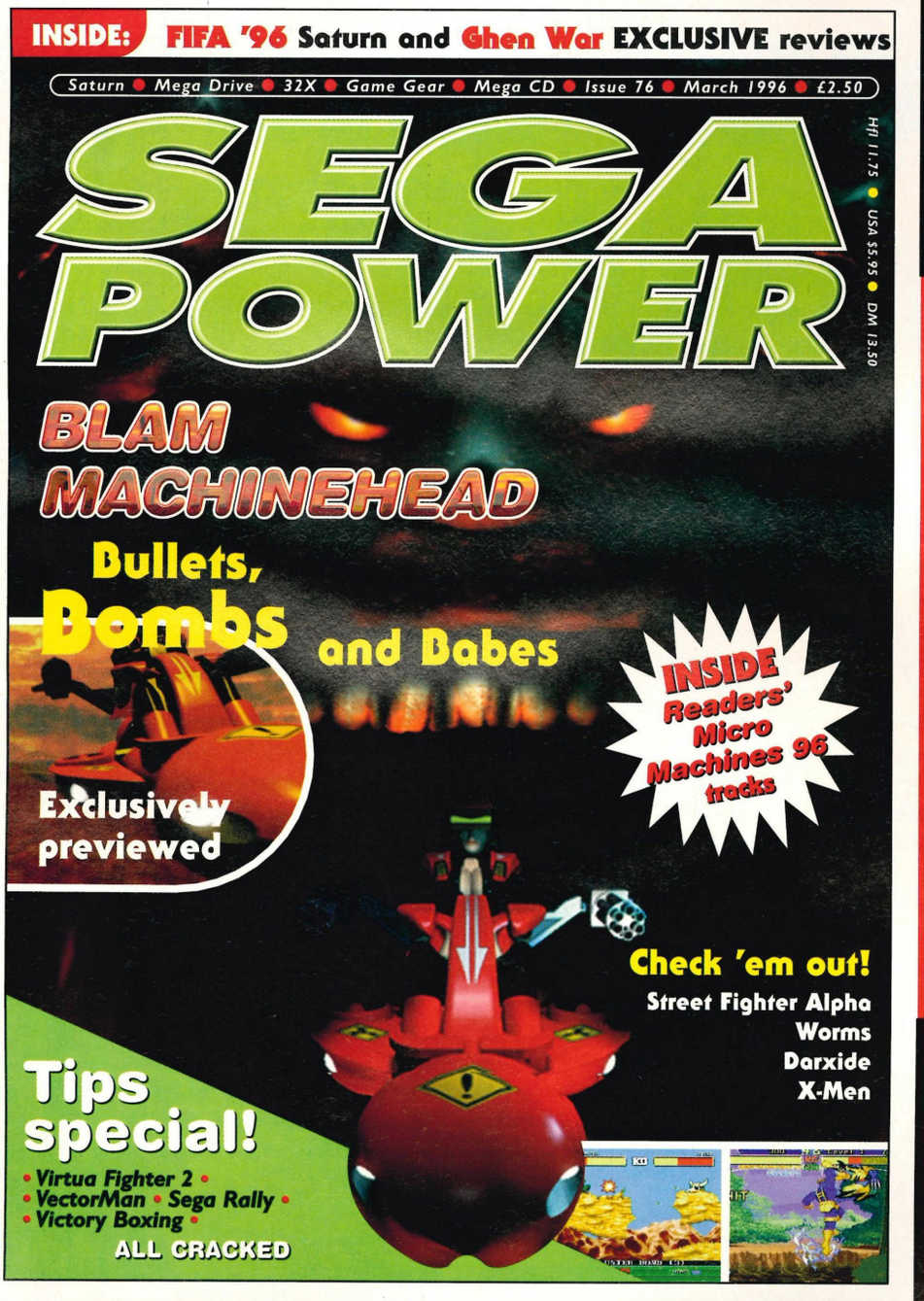
After the phenomenal success that is *Doom* on the PlayStation, GTI have secured the worldwide rights to what is arguable the most eagerly anticipated game of '96, *Quake*.

As revealed in issue 14, *Quake* is id Software's first 'original' outing since their astonishing industry shaker, *Doom*. The game will be available on: Ultra 64, PlayStation, Saturn, 3DO, Jaguar, PC CD ROM and Mac CD ROM. Expect an exclusive preview in the next month or so...

HAVING PROBLEMS?

Can't finish that Christmas game?
Still stuck on level one?

Be the best – complete Virtua Fighter 2 players' guide



Sega Rally corner-by-corner hints and tips

Micro Machines '96 tracks listed

TIPS SPECIAL – on sale NOW!

...TRUE LINES... Special Reserve Mail Order have changed their name to reserve.co and can be contacted at www.reserve.co.uk

Neo Geo CDZ launched!

SNK are in the process of launching a new CD ROM system in Japan. The Neo Geo CDZ isn't too far removed from the original two consoles in terms of hardware specs, but the machine comes with a double-speed drive. And about piggin' time.

The machine also gives the Neo Geo system a long overdue facelift. It's a very compact unit, almost the same size as a PlayStation. There are two triangular buttons on the top of the console itself (Power and Lid Open) and two controller ports at the front. And the good news is that all existing Neo Geo peripherals are compatible (apart from the AC adaptor).

Let's talk about specs

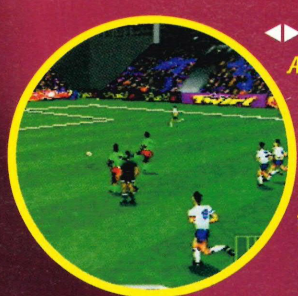
CPU	Z80A, 68000
Memory	D-RAM 56 Megabit V-RAM 256 Kilobit S-RAM 64 Kilobit
CD ROM	x2 speed
Output	RGB, S-VHS, Stereo
Size	255x215x80 mm
Package	One controller, stereo cable, video cable, AC adaptor

Sonic to join Chaplin

The British Film Institute (BFI) currently holds 275,000 films and TV programmes at its National Film and Television Archive in Berkhamsted, but sadly, many early films and television programmes have gone missing in Great Britain since their release.

To stop that happening with the moving image's latest format, the BFI is to start preserving videogames! Don't let that conjure up images of piglets in formaldehyde though. What it means is that space will be set aside in the Archive's vaults for games cartridges, discs and cassettes.

Jane Clarke, BFI Assistant Director, informs us that the BFI is 'determined not to see early computer games disappear in the same manner as many of our early films. This move will enable researchers and young people in 100 years time to find out a great deal about the lifestyles and interests of young people in the 1990s.' And to play some top games.



◀▶ Soon, games like *Actua Soccer* and *Cyberia* (both reviewed this issue) will be locked up in a big cupboard.

GET INVOLVED

Although the BFI has started collecting videogames there are a large number which are still missing and they want to hear from anyone WHO HAS THEM. Ahem. Especially ones that can be played on the following: Lynx, Dragon 32, BBC Micro, Texas T1994A, Sharp M2700, Commodore Vic 20, Atari VCS, Mattel Intelivision, Coleco Vision and Jupiter Ace. Get hunting...

If you do come across an amazing computer games find – in your attic, at a boot sale or whatever – write to:

Tony Hetherington
British Film Institute
21 Stephen Street
London W1P 2LN.

Ghost Train

If you're off down your local well-stocked arcade, and you fancy a spot of immersive Virtual Reality, then have a butchers at *Ghost Train* from Virtuality.

Billed as the 'ultimate white knuckle ride', you must try to escape from the dank depths of the underworld on the rollercoaster of terror. Yep, you're strapped into a runaway mine cart that clatters through a myriad of dark tunnels, all the time being set upon by rock-hurling polygonal monsters and skeletons.

You're certainly going to need lightning reactions to be able to blast your way through, and of course there are plenty of hidden power-ups and speed-ups to give you that extra push. There are six levels of difficulty, but if you reach the end of a particular level with time to spare, you can, in true Bullseye tradition, bank it for the next level – or something.

Virtuality have also seen fit to slap 'Bass Shakers' onto the Series 2000 SD console so that you'll get to feel every jolt rushing up your spine and sending your spleen into spasms. And that sounds like fun to us.

▲ Imagine this coming for ya from the virtual shadows.

SNK develops for the PlayStation

After exclusively informing you of the deal struck between SNK and Sega which will allow some classic Neo Geo CD games to appear on the Saturn, we have learned that SNK are now to develop games for the PlayStation.

The first games to appear on the system will be *King Of Fighters '95*, *Samurai Shodown 3* and *Fatal Fury Real Bout*, with others to follow later in the year. With the cream of Neo Geo CD exclusive games moving to the 32-bit systems, this will certainly be detrimental to the attractive properties of the console.

"The levels are constantly changing, there are lots of cool power-ups and plenty of detailed enemies to keep you occupied. Add to that the unique atmosphere and you've got a brilliant game."

C & VG

"A deceptively good looking game with hidden depths. Makes a welcome change from racers and beat 'em ups."

Official PlayStation Magazine

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The Official PlayStation Magazine
STARPLAYER
Assault Rigs
War is peace is love is hate is life is death.

..TRUE LINES... The Daily Mail appears to have launched a hate campaign against the evils of the Internet –of all things! They recen

UPDATE

Charts

No more will we scatter charts randomly throughout this fine mag. From now on they'll all be in the same place. Enjoy...

UK Top Ten CDs

The Christmas number one, *FIFA '96* is still at the top after all this time. But for how long? *Virtua Fighter 2* jumps straight in at number 2 and *Sega Rally* will be threatening the pair of 'em in the next week or so. It's all happening.

1 FIFA Soccer '96 .....PSX/Sat/PC
2 Virtua Fighter 2 .....Saturn
3 Worms PSX/PC/CD32
4 Encarta'96 .....PC
5 Screamer.....PC
6 Destruction Derby .....PSX/PC
7 Doom .....PlayStation
8 Rebel Assault 2.....PC
9 Command and Conquer .....PC
10 Thunderhawk 2 .....PSX/Sat

UK Top Ten Carts

It's that ever popular *FIFA '96* dominating the cart charts as well. The big threat comes from *Donkey Kong Country 2* which, shock-horror, entered the charts above the far superior *Yoshi's Island*. Whatever next? Do something about it!

1 FIFA Soccer '96 ...SNES/MD/GB/32X
2 Donkey Kong Country 2 .....SNES
3 Premier Manager .....Mega Drive
4 Yoshi's Island .....SNES
5 Sonic and Knuckles .....Mega Drive
6 Mickey Mania .....SNES/MD
7 Killer Instinct .....SNES/GB
8 Micro Machines '96 .....Mega Drive
9 Donkey Kong Land .....Game Boy
10 Micro Machines 2 .....SNES/MD/GG

Japan Top Ten

1 Dragon Quest 6 .....SNES
2 Mobile Suit Gundam.....Saturn
3 Street Fighter Zero .....PlayStation
4 Donkey Kong Country 2 .....SNES
5 Super Fire Prowrestling X .....SNES
6 Goemon 4.....SNES
7 Far East Of Eden .....SNES
8 Virtua Fighter 2 .....Saturn
9 SD Gundam .....SNES
10 Ridge Racer Revolution .....PSX

US Top Ten

1 Donkey Kong Country 2 .....SNES
2 NHL Face-off .....PlayStation
3 John Madden '96 .....Mega Drive
4 NBA Live '96.....Mega Drive
5 NHL Hockey '96 .....Mega Drive
6 Loaded .....PlayStation
7 Doom .....PlayStation
8 Road Rash .....PlayStation
9 Destruction Derby .....PlayStation
10 Tekken .....PlayStation

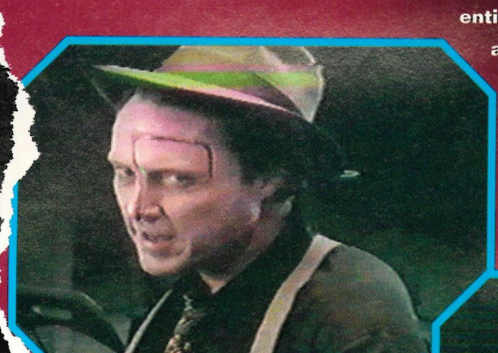
Ripp

The year is 2046 and crime reporter Jake Quinlan is at the scene of the latest in a series of body-shatteringly gruesome murders. The police's only clue is the victim's final net-link, still visible on his computer monitor. Seems our dead chum has been investigating the story of Jack the Ripper and Jack himself has paid a violent visit, spattering his host's innards all over his apartment walls. How absolutely hideous. Brrr.

Ripper is the latest, not-for-the-fainthearted, adventure game from Gametek. It comes smeared over four PC CDs with a six CD PlayStation version following close behind – to be handled by an as yet unnamed publisher. Whichever format you plump for *Ripper* is so oozy with gore you'll have to wash your hands after every session on it. However, Gametek's Adrian Cale was keen to point out that: 'The violence and gore are entirely within context and are not included for mere shock-value.' Um, right you are then.

Another sensitive point seems to be the game's classification as an interactive movie. '*Ripper* isn't an interactive movie' Adrian told us. 'Games like recent *Phantasmagoria* (on PC CD ROM) have given that genre a bad name, *Ripper* is different. It's first-person-perspective based. The player plays the part of Quinlan, the reporter, and the game is seen through his eyes. There're lots of places to explore and even combat scenes. It's a lot more real-time, with no sitting back waiting for things to happen. There are some point and click sections included too.'

As is quickly becoming the norm in this sort of game, one or two Hollywood stalwarts put in an appearance to flesh out the main characters. Top billing goes to Christopher Walken who



▶ To prove how maaaad he is copper, Christopher Walken, cuts his forehead open during an interrogation. Berk.

.TRUE LINES... comes to power it plans to plug every school into the system.' Do yourselves a favour and explain to any Mail readers

tly reported that a Trent University study found users feeling more and more addicted whilst on-line. They added that: 'If Labour

er

▲ Where would interactive movies be without a spot of choice birdage?

plays Detective Vincent Magnotta who, as a younger man, was a member of a gang that was partial to a virtual reality game based on the Jack the Ripper murders. Their fun being brought to a grizzly end when one game resulted in a real murder. Spooky-faced Chris scares the willies out of us and it looks as if Jack is back to do likewise to him and his ex-cyber-surfing chums.

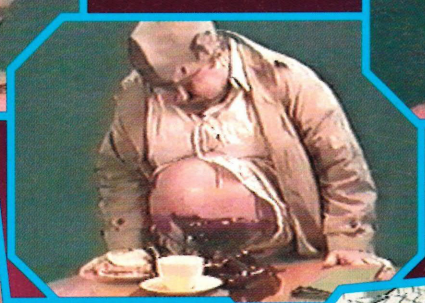
Other casting highlights have to be John Rhys-Davies, better known as 'that fat bloke' after his appearances in the Indiana Jones films and *Wing Commander 3* and everybody's favourite short, old codger Burgess Meredith. *Cocoon* star Tahnee Welch, delicious daughter of the furry bikinied Raquel, adds a bit of female appeal and, as an added bonus, your parents' favourite progressive rock band Blue Oyster Cult get to air their evergreen hit '*Don't Fear the Reaper*' during the game. We can only assume because 'Reaper' sound a bit like 'Ripper'. Oh dear.

But what happens at the end? 'Ripper features four different endings.' Adrian told us. 'Depending on what happens during the game, it can end in four different ways and, like in a film, the endings aren't what you'd expect. You could even end up being the murderer yourself.' Zoiks.

The game features a strict 18 certificate. Surely a hindrance? 'Not at all, the project was always going to be an 18 certificate. We're happy for it to be classified as such.' Indeed, from what we've seen, more than a few over 18s will be reaching for the sick bucket at some of the goings on. What could be better?

Machine.....PC/PSX
Publisher....Gametek
Developer...Take 2
Style.....Interactive movie
Release.....March
Country.....UK

◀ It's enough to put you off your tea. It's put him off anyway...



▲ Hmm, looks like someone's been over doing it with the pies.

▲ Just look at that fat character's lardy head. It's 'orrible!

Ultimate UPDATE

Goldstar To Give Up On 3DO?

News has just broken in the US concerning Goldstar apparently pulling out of the 3DO market. Due to rival Matsushita's monopoly on future M2 technology, Goldstar may be left out in the cold when the new machine goes into production at the end of the year.

As a result of this Goldstar are thought to be abandoning any involvement with 3DO. However, Goldstar's Bob Monk told us: 'Goldstar will definitely be sticking with the 3DO in the UK. 3DO offers one thing that no other console offers: expandability. 3DO can be expanded to M2 so we see it as a machine with a future and shall continue to produce it.'

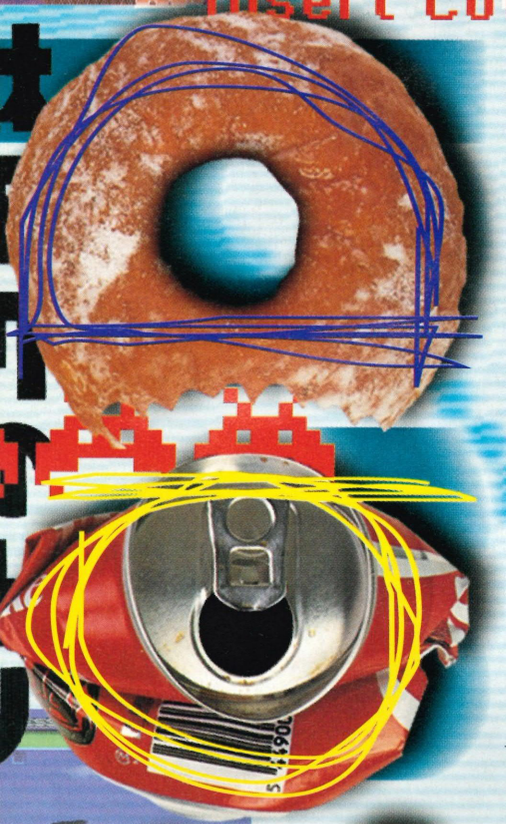
Whether Goldstar will be joining Matsushita, who own Panasonic and JVC, in the production of the M2 has not been finalised. 'The Goldstar board in Seoul are discussing our involvement in M2 with Matsushita, as are Sega, who are as interested in the new system (see page 14). The results of these discussions will be announced in due time.' Fair enough.

Originally 3DO technology was licensed to hardware manufacturers by the 3DO company, who could then make their own 3DO machines. Panasonic, Sanyo and Goldstar signed on. However, Matsushita bought the rights to the M2 technology from 3DO, making it unlikely that any company other than its Panasonic or JVC brands will be manufacturing the 64-bit machine. Or, if they are, they'll be charged a fair old wodge for the privilege we would imagine.

However, Bob was keen to point out that, 'at present you can buy a 3DO and *FIFA* for £199 which is a great bargain and there are plenty more offers to come.' And stressed the company's movement into the software market. 'We've just released our first games for 3DO: *Primal Rage*, *BC Racers* and *Defcon 5*. Other titles are planned and we shall be publishing software for M2. We see the software market as more dynamic than the hardware market.'

Time will tell if Goldstar get their hands on the M2 or must content themselves with publishing software for it. Whatever happens, we'll definitely be there. First!

ers you know that the Internet is constructive, as is gameplaying, before they believe this blinkered opinion. No offence *Daily Mail*...



M

Sega's AM departments are certainly going to make the arcades a much more interesting place to hang 'round suspiciously during the early half of this year. Oh yes.

The robot 'battle' title *Virtual On* and *Virtua Fighter*-esque *Fighting Vipers* are two coin-ops guaranteed to get Saturn owners hungry for conversions, but there's one AM game that's unlikely to receive the home treatment (or at least not as faithful as it could be): *Manx TT*. It's a game we've talked about a lot (with an exclusive report from Sega Japan's private party last month), and it's time for a much closer examination.

Manx TT is the work of a 20-strong team at Sega's AM3 department. After11 months in development, the project is still incomplete, but at least both the TT tracks and seaside course are selectable. The TT track has been derived from the actual layout of the annual Isle of Man Tourist Trophy race. It starts in the city, meanders through wooded mountains, threads its way through some beautiful country scenery before passing by the sea and returning to the city. The seaside course is an original one designed by the AM3 team. It's a particularly

▲▶ Namco are going to have to pull out all the stops to match even the unfinished *Manx TT*.

anx TT

◀ Your head is always in the centre of the screen...

▼ ... meaning you feel much closer to the action.

demanding one, taking you up into the mountains and through some absolutely terrible weather conditions.

But the reason you must experience this racer in the arcade is clear once you see the finished cabinet. For a start, it features one of the most realistic bikes ever seen in the arcade. There are two on the cabinet we played and you can link up to four of these. Once you've mounted this bike you can take your feet off the floor and put them on the pegs. You actually have to bank left and right while on the machine to help you steer, and while you are concentrating on this, the software controls the throttle induced kick-back action system, pushing the bike against you.

The sound system enhances this feeling of realism. The sounds were sampled with the help of the Castrol Honda team. These sonics vibrate you as if you were on a real bike, and a woofer speaker hidden in the muffler of the exhaust shifts the authenticity on even further. One thing's for sure – AM3 are transforming into the masters of the driving/riding game as you read.

Machine.....Model 2 board

Publisher....Sega

Developer...In-house (AM3)

Style.....Motorbikin'

Release.....TBC

Country.....Japan

◀ No doubt AM3 will see fit to include some 'hidden' tracks and elements...

▶ The Castrol Honda team also helped the development team tweak the gameplay.

...TRUE LINES... Sega plan to launch a series of educational packages for the PC aimed five to ten year-olds and starring none oth

Look to the

The PlayStation's about to get inundated by things with wings and props and barrel-chested geezers called Wizard, Moo and Chiff Chaff. Yes, Microprose, those funsters from Bristol, are bringing a couple of their cheeky little aerial shoot-em-up action titles from the PC to Sony's lovely PlayStation.

First up, *Gunship 2000*. This is a 3D aerial combat game (surprisingly) that will allow you to fly some of the world's most advanced and deadly military helicopters. You get to choose whether you would prefer to tackle an all-out detailed campaign or simply have a pop at the more accessible arcade style of game.

The campaign option will lead you through the Persian Gulf and Central Europe, covering such varied scenery as the mountain regions and deserts of Northern and Southern Iraq and the plains and cities of Central Europe. While flitting around the Persian Gulf you must attempt to hold back the combined forces of Iran and Iraq as they swamp Kuwait and Saudi Arabia. The Central Europe campaign has you taking on the Soviet Union as it begins ransacking Poland and Germany. Nice bit of politics for you there, ladies and gentleman. We thank you.

***Gunship 2000* has gone through a complete overhaul in the graphical and audio departments, and the PlayStation version should look, sound and feel completely different to any other. The use of different textured, light-sourced and depth-cued objects and terrain give it a real edge in the 3D department, while the use of bitmapped skies allow for changing weather and sunsets.**

***Top Gun*, as the name suggests, is a rather late license of the Tom Cruise cheeky grin**

What's So Funny?

On Sale 8th Feb

Preview the mag on:
http://www.futurenet.co.uk/entertainment/comedyreview.html

Attention RP

Reports from the US indicate that Working Designs are set to release English language versions of popular Japanese Role Players *Magic Knight Ray Earth* (and not *Magic Night Raiders* as some reports suggest) and *Shining Wisdom* on the Saturn.

In the UK, both the Saturn and PlayStation are in desperate need of classy RPGs. Thinking

...than Sonic. Has Sonic lost his cool dude tag? Not according to our exclusive story on page 36 he hasn't. Check it out.....

▲ Hellfire! Sorry. That was very, very, very poor.

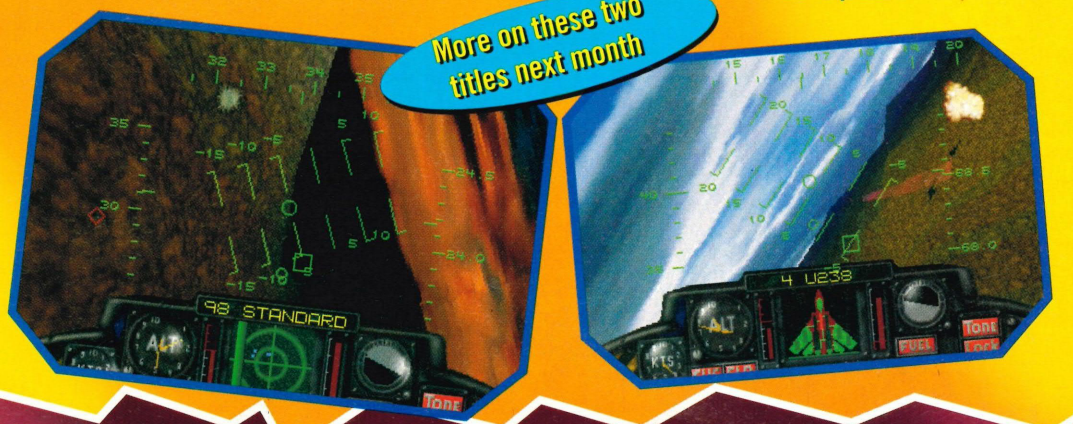
▼ There's plenty of helicopter-em-ups due – *Thunderhawk 2*, *Hornet*...

skies...

vehicle. You play said Cruise, or rather Maverick, and it's your 'job' to yomp off to Mirimar and compete with the best pilots in the business, only to be whisked off around the world after a deadly enemy. There's a cinematic element to the game as professional actors were drafted in, plopped against a blue screen and eventually superimposed against either 3D-rendered or video backgrounds. The actual flight sim elements have been simplified so it is a lot more accessible to those unfamiliar with Microprose flight sims. Bingo!

▲ Will you emerge the 'Top Gun'?

More on these two titles next month



G-heads!

about it, they're both in need of RPGs full stop (and the PlayStation is most at fault here). *Shining Wisdom* seems the more promising of the two, and is certain to attract a lot of attention, combining Mega Drive *Shining Force* playability with Saturn visual licks. All the sprites have been modelled in 3D and it certainly comes with a healthy pedigree of playability. And what was once indecipherable will be rendered lovingly immediate thanks to Working Designs. Sega Europe would be mad not to consider a similar move, and we're confident they will. Yes indeedly-doodly.

See issue 11 for previews of these two games

▲ *Magic Night Ray Earth*: based on a popular Japanese 'cartoon'.

....TRUE LINES... Ocean's recent poster campaign for *Doom* on the SNES caused the ASA to uphold an impressive 18 objections. What's so offensive about 'Go To Hell'?

UPDATE

Jaguar attacks 16-bits

Atari have now officially dropped the suggested retail price of the Jaguar from £149.99 to £99.99.

Many retailers have already been selling the system at a cheaper price anyway, but this official move has been designed to make the Jag: 'take head-on the rival Nintendo (SNES) and Sega (Mega Drive) systems available at this price, or less'.

Some would argue that this turnaround signals a lack of confidence from Atari, seeing as the older 16-bit systems are being considered 'rivals' to their 64-bit console, but Atari are hoping to gain a whole new audience of gamesplayers who can't afford the higher-priced 32-bit systems. Wahey!

The price of £99.99 will get you the hardware and one joypad, although the current system + *Cybermorph* pack will also be available for £99.99 while stocks last. Atari are backing up this move by releasing *Fever Pitch*, *Atari Karts*, *SuperCross 3D*, *Missile Command 3D*, *I-War*, *Flip Out* and *Myst*, as well as a version of *NBA Jam Tournament Edition*.

Interplay 3DO Buffett

In the US, *Descent*/*Casper*/*Out Of This World*-mongers, Interplay are launching a 3DO sample CD.

This will feature seven 'samples' of their titles either destined for or already out for the system: *Alone In The Dark 2*, *Cyberia*, *Out Of This World*, *Wolfenstein 3D*, *Casper*, *Kingdom: The Far Reaches* and *Waterworld* (these are games the company is responsible for publishing in the US). And they've also seen fit to include a $5-off voucher for any of their 3DO games. Clever little things.

We reckon it's about time UK companies began following suit – it would help you be even more discerning about what games you want to buy.

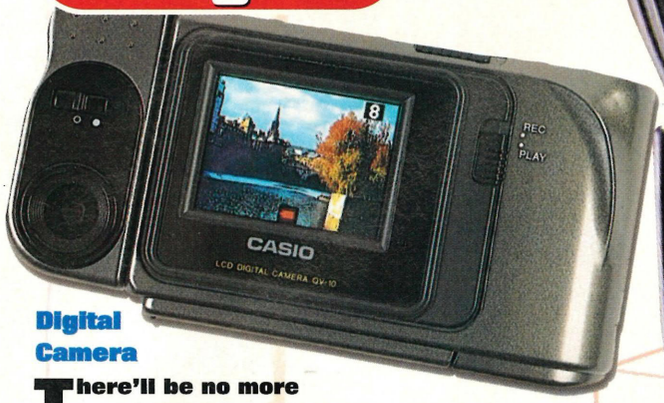
Virtual Consoles

Virtual i-O, those glasses with a TV in 'em (as featured in *True Lies*), have been converted to accommodate Next Gen consoles. Just flip on the specs, flop onto your bed and enjoy the illusion of a 62-inch screen that is eleven feet away. The new specs are called Virtual TV and can also pick up conventional terrestrial television. They'll be available in the UDS from March with a $399 price tag. We'll review them then.

Gadgets

CAPCOM
475 Oakmead Parkway
Sunnyvale, CA 94086

Here's this month's jamboree-bag of nifty things to twiddle...



Digital Camera

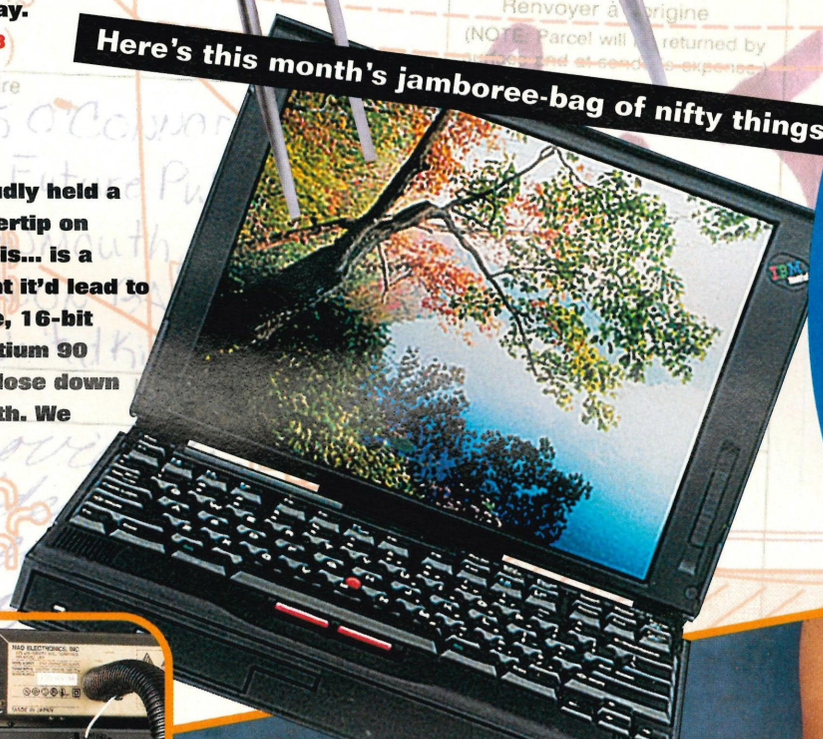
There'll be no more finding that you forgot to take the lens cap off with this Casio QV10 digital camera. You can store 96 colour pics in its erasable internal memory and view them on its built in monitor, then output the results to your PC for more permanent storage via the supplied interface and software. No film, no processing and no more cutting off Aunty Edith's head, well not with a camera, anyway.

They're only £600. Phone Casio on 0181 893 2592 for details.

Philipe Starck

Old Starcky's a bit mad in the head. He designs buildings, furniture and super-cool gadgetry. We love him like one of our own. This kettle is filled at one end of the handle and poured from the other. It's cool. That juice squeezer looks a bit like a spider. It's mad. Get it.

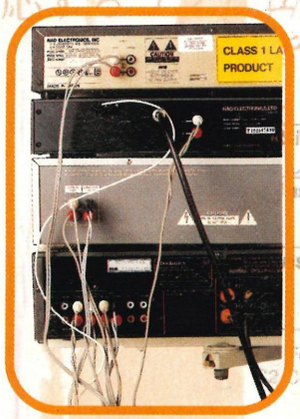
The kettle's £129.45 and the squeezer's £44.45 Phone 0171 584 9809 for info and stockists.

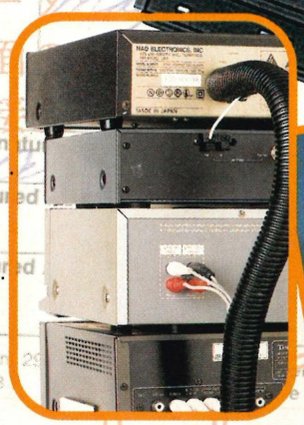


IBM Thinkpad

Remember when Judith Han proudly held a Shreddie on the end of her fingertip on *Tomorrow's World* and declared: 'This... is a microchip'? Well who'd have thought it'd lead to this? A PC with quad-speed CD drive, 16-bit sound card, colour monitor and Pentium 90 processor. And it's small enough to lose down the back of the settee? Thanks Judith. We love you a little bit too much.

It's yours for £5745. Phone IBM on 0345 727272 for stockists.





Cable Tidy

Do you lie awake at night worrying that the wires down the back of your stereo are a bit unsightly? Well, you'll be needing one of these cable tidy things that'll make the back of your hi-fi look as hi-tech and swish as the front. What a relief. Looks like a washing machine, though.

Neat wires are only £9.95!
Call Innovations on 01793 514666.

Snore Stopper

Got a close family member that makes pig noises the moment his or her eyes shut? Well, rather than wearing ear plugs or holding a pillow over their face, why not slip one of these whotsits up their nose instead? It'll stop their snoring and, with any luck, they'll forget they're wearing it and go to work with it in the following day. Tee hee!

Yours for £12.95 from Innovations on 01793 514666.

Home Cinema

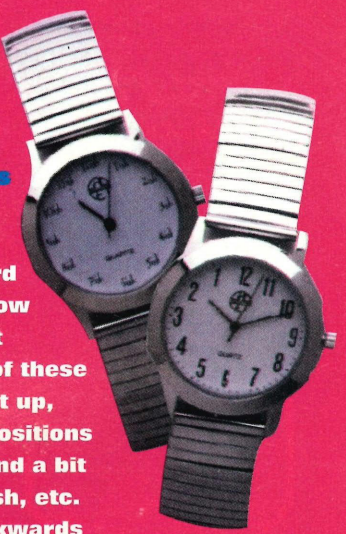
Why not litter your lounge with this Cannon Dolby Surround sound home cinema system? It'll produce thundering cinema-style 3D sound when provided with a stereo output from your TV or VCR. Then simply charge yourself £32.50 for some popcorn and hire someone to laugh in all the wrong places during the film and you'll think you're at the flicks.

It's £499. Phone Cannon on 0800 616417 for more.

Dualit Toaster

Despite making toast in the same way as a toaster costing a tenner (i.e. slightly charring both sides of a slice of bread) this toaster costs £155. Why? 'Cos you can toast your crumpets in its third 'combi' slot, that's why, so potentially maiming 'hot-cheese squirt' incidents are now more likely. Maybe. Oh, and it looks dead good too.

Call Innovations on 01793 514666 to get your mitts on one.



'Ish' and Backwards Watches

As if life wasn't hard enough already. How about complicating it even further with one of these confusing watches? First up, the 'ish' watch has the positions of the hours moved around a bit so it's always 10ish, 9ish, etc. Then there's the backwards watch which is, well, backwards. 'It's easy to read actually. You've just got to remember that when it says twenty to – it's twenty past, you see?' The Gadget Shop's Jill told us. How befuddling!

They're £19.99 from Gadget shops. Or phone 01482 860860 to order.

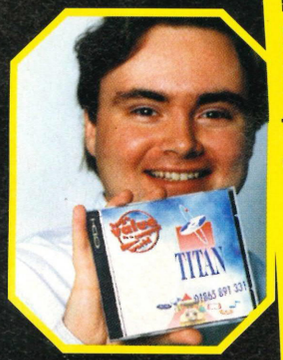
Communicator, Tricorder and Phaser

How many times have you pretended your credit card wallet or Young Persons Railcard was a Star Trek communicator and said 'Beam me up Scotty' into it? More than once isn't it? Well, why 'make do' when you can have the real thing? These three exact replicas make all the original noises and the phaser really can 'stun' people – if you hit someone really hard on the back of the head with it that is.

Get 'em from Toys R Us, Beatties or Argos Superstores for £14.99 apiece.

...TRUE LINES... Viacom New Media's latest venture is a PC CD ROM version of MTV's popular Un

Look At Me, I've Got A CD! Yipee!



Well, that's probably what this fella's saying. But why? Because he's just joined the army of, erm, 2,000 who are currently members of Titan, a new mail order club for interactive media. You know the type, cheap stuff, product of the month, just buy four titles in your first year and we'll bombard you with junk mail forever. Well, maybe not that last bit. Anyway, if you fancy getting a 20% discount on CD ROM and CD-i titles, give 'em a bell on: 01884 35576.

And Last Year's Top Selling Game Was...

Wait for it... *Command and Conquer* for the PC. Blimey. Virgin's controversial combat simulation sold a staggering 500,000 units in Europe alone, absolutely stuffing the competition. Let's have a console version then Virgin.

A Web Site Especially For Arcade Fans

The first ever web site dedicated solely to the world of arcade games has just been introduced with a little help from none other than Namco

AB Europe Interactive features new machines in development and their test locations, arcade tournament information, cheats and tips and an interactive machine test feature where you get the chance to give your opinions on as yet unfinished machines that you've had the chance to play on.

At time of going to press AB Europe Interactive featured Sega's *Manx TT*, Konami's *Midnight Run* and Namco's *Time Crisis*. However, Ultimate have already given each of these games full coverage so don't go forgetting about little old us. Point your browser at: http:/www.ab-europe.co.uk/abe.

...TRUE LINES... Goldstar are keeping the price of their 3DO at £199 for the time being. It certainly won't go back up in price, but we could see it even cheaper soon.....

The Ultra

Speculation is hotting up over the actual release date for the Ultra 64 both in the US and in Europe. Conflicting reports are floating around the industry like hundred's of Richard Bransons trying to break trans-Atlantic balloon records.

Sparks began to fly when the Kyodo News Service attributed the following to Hiroshi Yamauchi on December 16th: 'In Europe, the machine will probably be introduced in 1997.' The British press, in particular, were outraged with many of our colleagues immediately voicing their disgust at Nintendo's seemingly deceitful Ultra 64 Christmas spoiler campaign. More confusion came early in the new year when The Independent ran a story claiming that THE Games, Nintendo's UK distributor, had confirmed that the Ultra 64 will get a UK release in September. A spokesman for THE Games denied to Ultimate ever having

Next Gen Sales Figures Confirm Sony Victory

UK PlayStation and Saturn sales topped the 200,000 mark in 1995 according to end of year reports posted by Sony and Sega.

Sony claim that the PlayStation has sold 130,00 units, while Sega estimates around 80,000. Sony, however, reckon that they are even further ahead than these figures suggest. They estimate the Saturn user-base at around 50,000 units.

In the US, and indeed around the world, the story is largely the same. More than 800,000 PlayStations have been sold compared to 400,000 Saturns in North America and worldwide sales topped 3.4million and 3million respectively.

This makes the PlayStation officially the most successful platform launch in videogame history. But that's just round one. Ding ding!

...TRUE LINES... Sheryl Crow, The Cranberries, Arrested Development and never before seen footage from Paul McCartney, Lenny Kra

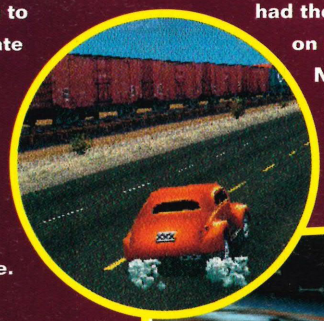
lugged series. The disc features more than 40 of the world's most popular artists, including: Sting, REM, Crowded House ▼

64 plot thickens

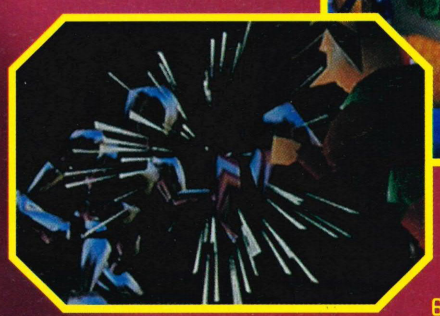
said such a thing. Curiouser and curiouser. And baffling.

Eventually something had to give and Howard Lincoln, President of Nintendo of America stepped forward to face the world's press and clear up the matter once and for all, 'The Japanese news report is a misquote. Mr Yamauchi did not make that statement. As we indicated at the Shoshenkai Show, our philosophy is to introduce the Ultra 64 on April 21st in Japan and we're shooting towards launch in the US and Europe at the end of April too. Everybody knows that we are trying to get the Ultra 64 to all markets as quickly as possible. We're not playing games, we're trying to give the best estimate of what might happen. We're not trying to confuse anyone.' Yet confuse is exactly what Nintendo appear to have done. Was it intentional though? Was Nintendo's aim to cause controversy in the lead up to Christmas in order to create product awareness to reinforce their spoiler press ad campaign? Nobody knows.

Whatever the story behind these shenanigans, in a strange kind of way, all this controversy can only be a good thing for Nintendo. It just proves that anticipation is at a level never before seen for a console. No games company has ever had the world hanging on its every word as Nintendo have right now. Let's hope they deliver soon. Very soon.



▲ Phwoar! The fanrific Mario 64. Make it now!



◀ An early demo of Zelda 64. A bit special or what?

ravitz and 10,000 Maniacs. And all for £40. Not bad!.....

ON SALE NOW! ON SALE NOW! ON SALE NOW! ON SALE NOW!

SFX

Leonard Nimoy speaks in The SFX Interview

"I am Spock!"

PLUS! RALPH FIENNES IN STRANGE DAYS, THE X-FILES, THE AVENGERS' LINDA THORSON AND THE TIME TUNNEL...

Future Publishing Films, TV, Books, Comics, Video, Models and more...

"We've been promised the Ultra 64 for what seems years and where is it? Where the bloody hell is it?" Kirsty Medway's fiesta comments won her a spanking Panasonic 3DO and three – count 'em – THREE games last month. So don't you think it's about time you wrote in? What's on your mind? Tell us...

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

Star Letter
in Association with
Panasonic

Dig It

What's up with you guys? One minute you're lacing the letters page with Prodigy song titles, the next we're up to our knees in Ministry. Is it some kind of test? Is there something in it for us? Well, perhaps if I write to you and you pick my letter as the star one, I can claim my free 3DO and games, plus an extra prize for guessing the correct bands?
Chris Meddings, Nottingham

Okay, okay, you've bust us. WE LIKE MUSIC. Nowt wrong with that. So, um... all right, we'll give you an extra 3DO game as a very belated Christmas present. And that gives us an idea for a regular little competition. Each month we'll give away something quirky and collectable if you name the band whose song titles we use above each letter. And you Chris, you are the proud receiver of a set of stylish *Alone In The Dark* playing cards. So come on everyone, who is this month's top tunester then, eh? It's not too tough, get scribbling...

▲ Write a decent letter and we'll post one of these double-quick.

U-Mail

"Do you think that if I sent in Cotton Eye Joe by Rednex to your Win-a-3DO-if-you-send-us-a-dodgy-CD compo, I'd win?"
Si Welburn, Woodingdean, Brighton

Tormentor

Well, in the January issue I read that John Bennett and girlie are super happy with their PlayStation and he was complaining that Jag owners have gone quiet... Not for much longer, Johnny baby.

I own a Jag and PlayStation (cost me my SNES and 23 carts, not a bad deal!) and honestly, the 'Station is not so hot either. Every five seconds the gameplay stops and displays 'Now Loading', and despite what all others say, the 'Station's joypads are horrible.

Okay, I played *Wipeout* and it's a great game indeed. I also own *SF: The Movie*, *Destruction Derby* and *Ridge Racer* which are all good games, but that's about it really. But I own 14 quality titles for the Jag and it will take the 'Station a while to catch up with GOOD software.

So, John Bennett, I will give you some even better advice: First, send your girlfriend 'round so she can meet a real man (has your voice broken yet?) and second, buy a Jag before you slag off other consoles and talk out of your large curvy butt.
Thomas Holzer, Theale, Reading

So, John, care to reply to Thomas? He is a bit bonkers when he goes on about the PlayStation pad (just look at the Jag's), but is he mad all over his face?

Worlock

Just what exactly are Nintendo playing at? I mean really, what the HELL is going on? Do Nintendo seriously expect us to wait until 1997 for their wonder console? So it'll be better than anything else – who cares? We're supposed to give up the likes of *Tekken* or *Sega Rally* for a year and be stuck with 16-bit? Not bloody likely.

We can all drool over demos and gawp at the joypad, but the fact is we ain't seeing this Ultra 64 for another year. Sorry Nintendo, it's just not on. Good things come to those who wait? Yeah right. Sega Saturn – here I come!
The Artist Formerly Known As Chris

Those of you familiar with Ultimate may also be familiar with this strange 'Chris' character. And we can see from his points this month that the Nintendo backlash has started. Do you agree?

Deep Down Trauma Hounds

Why do you have a picture of the PlayStation, Saturn and Ultra 64 at the top of your magazine? What about 3DO M2? And yes, I am a 3DO supporter. The Ultra 64 isn't even out yet, so why do you have a picture of it and not M2 as well? Just another example of how much 3DO is underestimated and neglected. Huff puff.

"Sorted!! Sweet!! Mag'z pukka, keep it sweet, large portion. Yes!!"
T.Duk, Duksville

Why, for example, in your 1996 feature (issue 14) do you say that the 3DO's music pattern is too chunky? This is only in some parts and is that way purposely, not because it can't produce smooth graphics. And later you say that the 3DO's top is too flat. What about the PlayStation – it has a flat top, so why no complaints about it? Again, another example of 3DO slagging off.

It seems that everyone has been brainwashed by the PlayStation and Saturn and assume everything else is crap. May I remind you we are entering the 64-bit world now, which the 3DO is a big part of, so don't underestimate the power of the 3DO or M2 because you'll feel very small when it wipes the floor with everything. All I ask is that you give the 3DO a chance. Remember, it's been out a lot longer than anything else.
Paul, St Helens

Oh dear. Paul, you don't GET IT do you? The whole point of those Master Tests was to take the Mickey. Don't you get fed up with the machines being constantly compared to each other (even we have been guilty of this in the past)? So don't take it to heart when we talk about the 'wee-on-ability' of a machine's top or the chunkiness of the audio screen. It's a joke! We are a BIG supporter of the 3DO and the reason for not having the M2 along the top of the cover is down to lack of space, and the fact that who would really know what it was?

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

..TRUE LINES... If you are a Sky subscriber, check out the new games slot every morning on *Boiled Egg and Soldiers*.....

The BEST of Video CDs This Month's

This month's crop of video CDs are all of the Manga variety. You know the type, moody cartoons or very cheap live action that at first take themselves too seriously and then get you hooked before you even have time to make fun of the aweful dubbing. Here's the Ultimate verdict...

Akira

The year is 2019. The world is on the brink of destruction. Gangs of cyber-punk bikers sprawl post-atomic Tokyo, rioting crowds gather under neon topped buildings and some old gods go a bit bonkers while a fella hoys about on a futuristic bike. Doesn't sound like a cult classic, but it is. A brilliant yarn, cleverly told and innovatively animated. Manga doesn't get any better.

1987•Otomo Katsuhiro•124mins•£20

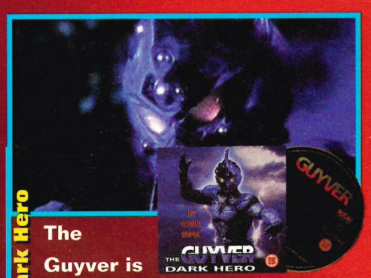
★★★★★

Street Fighter 2: the Animated Movie

In the future civilisation is under attack. From who? Bison of course and his forces of darkness. He plans to capture the minds and bodies of the world's greatest fighters. Only Ken and Ryu have the power to stop him in this massively entertaining and infinitely superior film of the *Street Fighter* legend. Highly recommended.

1994•Gisabura Sugii•99mins•£20

★★★★★

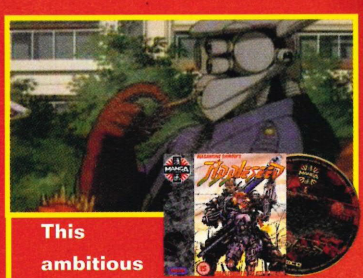


The Guyver - Dark Hero

The Guyver is the ultimate weapon, unfortunately this live-action Manga offering is the ultimate disappointment. The plot, concerning a mysterious mecha of alien design, transforming humans into powerful combatants is promising, but that soon evaporates after the plank-like acting, childish direction and laughable budget numb your senses. Yawnesville!

1994•Steve Wang•98mins•£20

★★☆☆☆



Appleseed

This ambitious excursion into post world war 3 anarchy never realises its early potential. The mood is there, the paranoidal fear of governmental control is in place and the relentless pace is bang on the money. It just seems to be trying too hard to outdo the likes of *Akira* in terms of style and ends up tripping over itself. Entertaining, but clumsy story telling. Shame that.

1994•Masamune Shirow•68mins•£20

★★★☆☆

A.P.E.X

Easily the worst of the bunch, *A.P.E.X.* is just the type of low quality offering that gives Manga a bad name. The budget appears to have dictated the plot, giving it a futuristic flavour, but a setting pretty much in the present. Either that or ripping off *Terminator* was the best that the writers could manage.

1995•Phillip Roth•98mins•£18

★☆☆☆☆

...TRUE LINES... A 13 year old Texan boy recently killed a driver by firing his rifle at a truck which he believed contained videogames. Not a bright fella.....

Meet The Game Spaz

Virgin retail in association with Sony Computer Entertainment, recently hosted a games challenge in 19 Megastores around the country. The challenge was to knock out three *Tekken* opponents in the fastest possible time. The winner, Michael Giles truly is a Game Spaz and, with a score of 17.04 seconds, really ought to get out more. We doubt whether the first prize, an original *Tekken* arcade machine, will do much for his social life though. Oh, we're being hard on the poor fella, top stuff Michael – did you cheat or what?

The less spazzy runners-up were: Paul Brown of Glasgow (17.43), Dean Ames of Norwich (18.90), Tony Koszowski of Glasgow (19.31), Paul Beckitt of Norwich (19.48), Gavin Stewart of Edinburgh and Alistair Cornish of Mitcham, both with 20.34.

The Incredible Bulk

News is slowly seeping from Nintendo HQ in Japan about the much anticipated bulky-drive add-on for the Ultra 64. In a report from Kyodo News International much of recent month's' speculation was confirmed...

The device is now labelled '64DD' which sounds like a very large bra, but is in fact a 64 megabyte optical read/write disk drive. Nintendo are currently liaising with Netscape Communications (top Internet geezers) to allow users to download new levels and characters directly from a special internet site (probably subscription based).

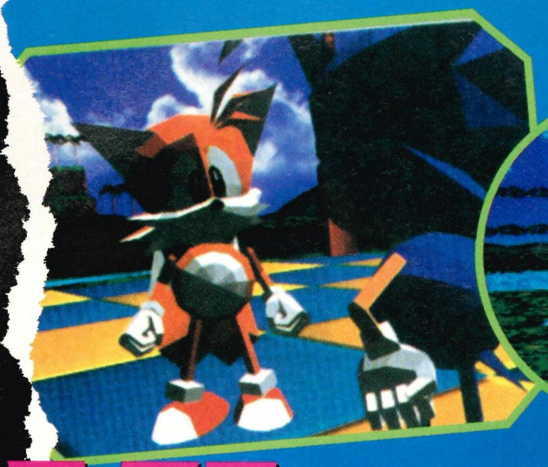
It is claimed that the device runs at three times the speed of the PlayStation CD drive and as well as playing original games (*Zelda 64* and *Final Fantasy 7*) will be backwards compatible with existing Ultra 64 titles. The 64DD (snigger, snigger) will be available in Japan in December '96. More on this top add-on as we hear it...

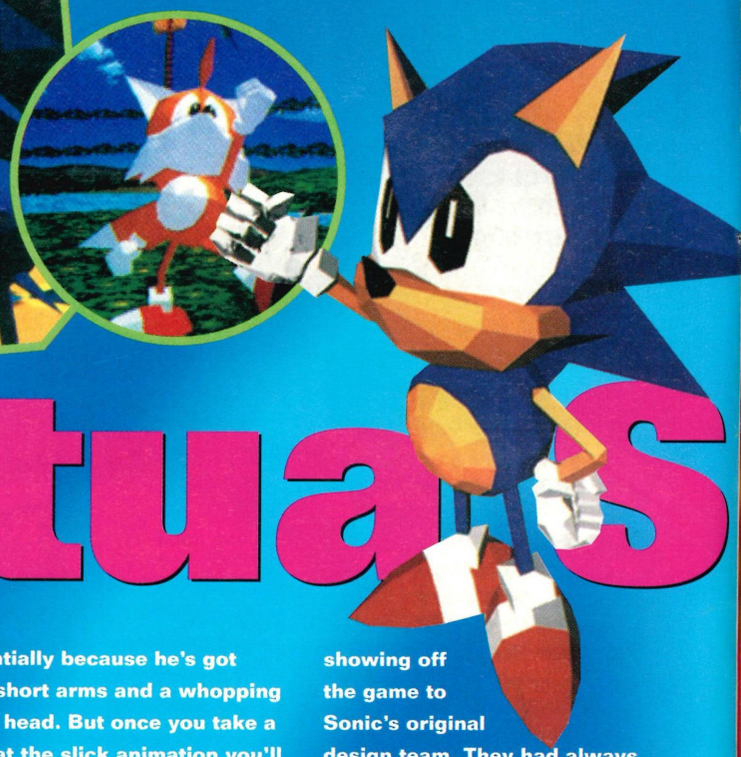
Ultimate UPDATE

What about the rest?

Obviously, *Virtua Sonic* can't survive with two characters alone, and as well as designing completely new ones, AM2 are certain to rely on some established geezers from Sonic's world. We're confident Metal Sonic, Amy, Knuckles and Dr Robotnik will appear, and would give the chance for the developers to get them creatin' juices flowin' in terms of special moves. Clearly, the *Sonic* characters are a bit stuffed for punches and kicks because of their proportions, so expect a wealth of spinning, head-butting, lightning-fast moves. Even the ringside ropes can be adapted to form weapons (and you'll be able to throw characters out the actual 'ring').

▲ *VS* is currently running at a very healthy 60 frames a second. Zoiks!





Virtua Sonic

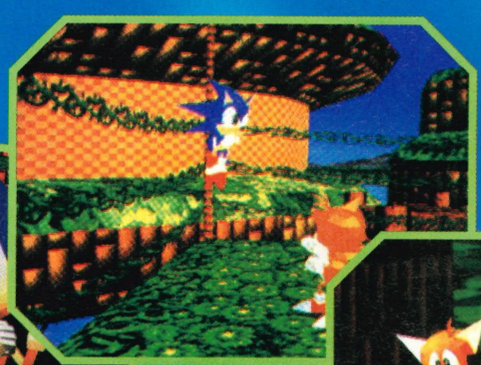
Polygons, fisticuffs and hedgehog cunning are about to meld into one disturbing, flailing form in one of the most eye-catching arcade titles from Sega's AM2 department this year. And the great news is we should be getting a Saturn conversion by the winter, even though the coin-op's only 15-25% complete. Not bad!

Virtua Sonic (as we reckon it will eventually come to be known) is – at a rudimentary level – the Virtua Fighter/Fighting Vipers of the mammal world. No-one, including the developers at AM2, could imagine Sonic appearing in a beat-em-up, essentially because he's got very short arms and a whopping great head. But once you take a look at the slick animation you'll wonder why they never thought it possible. Previous games featuring the blue slug sucker and his cohorts used sprites (although Sega did initially experiment with polygons in Sonic 3, but found Sonic too difficult to design), restricting the animation movements to just 256. But this new gorgeous 3D game, even at this raw stage, makes previous *Sonic* games look like simple 2D platformers. Um...

It's not surprising that the disgustingly talented Yu Suzuki has taken charge of development. But even this god-like figure was worried about showing off the game to Sonic's original design team. They had always wanted to do their own Sonic fighting game, but clearly, Yu Suzuki's team, with their vast experience, are the guys to carry it off.

No doubt, from looking at the screenshots you'll recognise several elements of the *Sonic* 'culture'. For instance, the first environment being worked on remains faithful to the original Green Hill style of zone (and the others will follow similar themes). The highly popular Tails is the only other character in the game at the moment, and his characteristic 'double brush' will undoubtedly be the focus of many special moves (including a

▼ The game is based on Sega's popular Model 2 board.



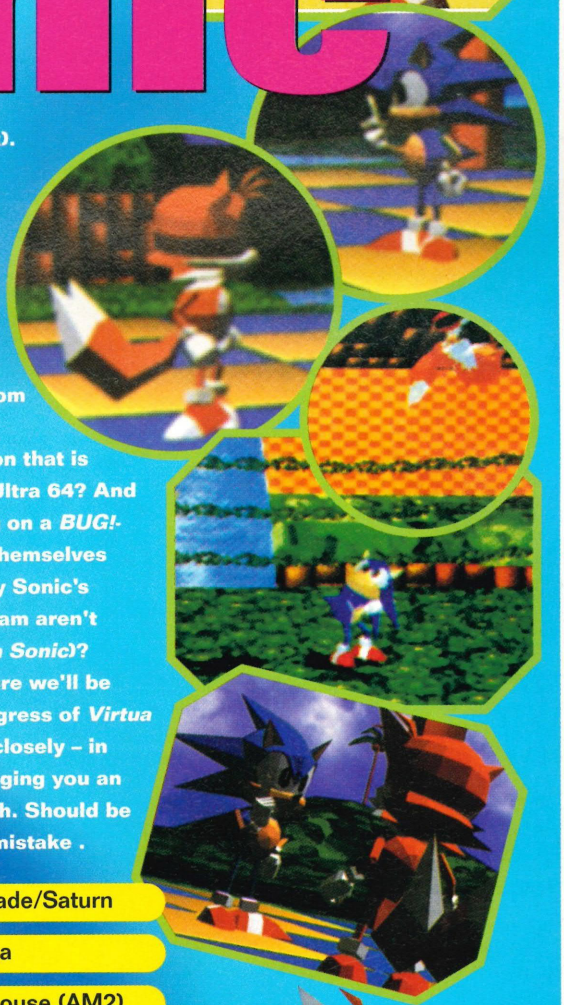
◀ Interact with the ropes to give you even more attacks.

▶ The designers at AM2 have caught the spirit of the little chap.

ıe year. Presumably these will include *Tempest 2000* and ▼...

▶ What will Sonic's victory chant be, then?

onic



flying-style attack). Hoorah!

The question that remains is whether a polygonal *Sonic* beat-em-up is enough to steal attention away from the 3D rendered platform revolution that is *Mario 64* on the Ultra 64? And are Sega working on a *BUG!*-like *Sonic* game themselves (maybe that's why Sonic's original design team aren't developing *Virtua Sonic*)?

You can be sure we'll be following the progress of *Virtua Sonic* extremely closely – in fact, we'll be bringing you an update next month. Should be a goodie and no mistake .

Machine.....Arcade/Saturn

Publisher....Sega

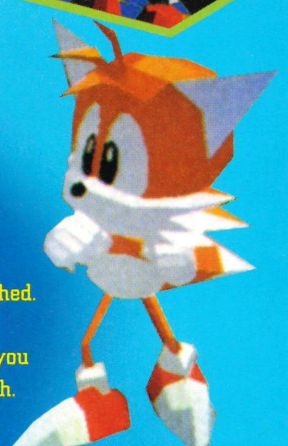
Developer...In-house (AM2)

Style.....Scrap! Scrap!

Release.....Autumn '96

Country.....Japan

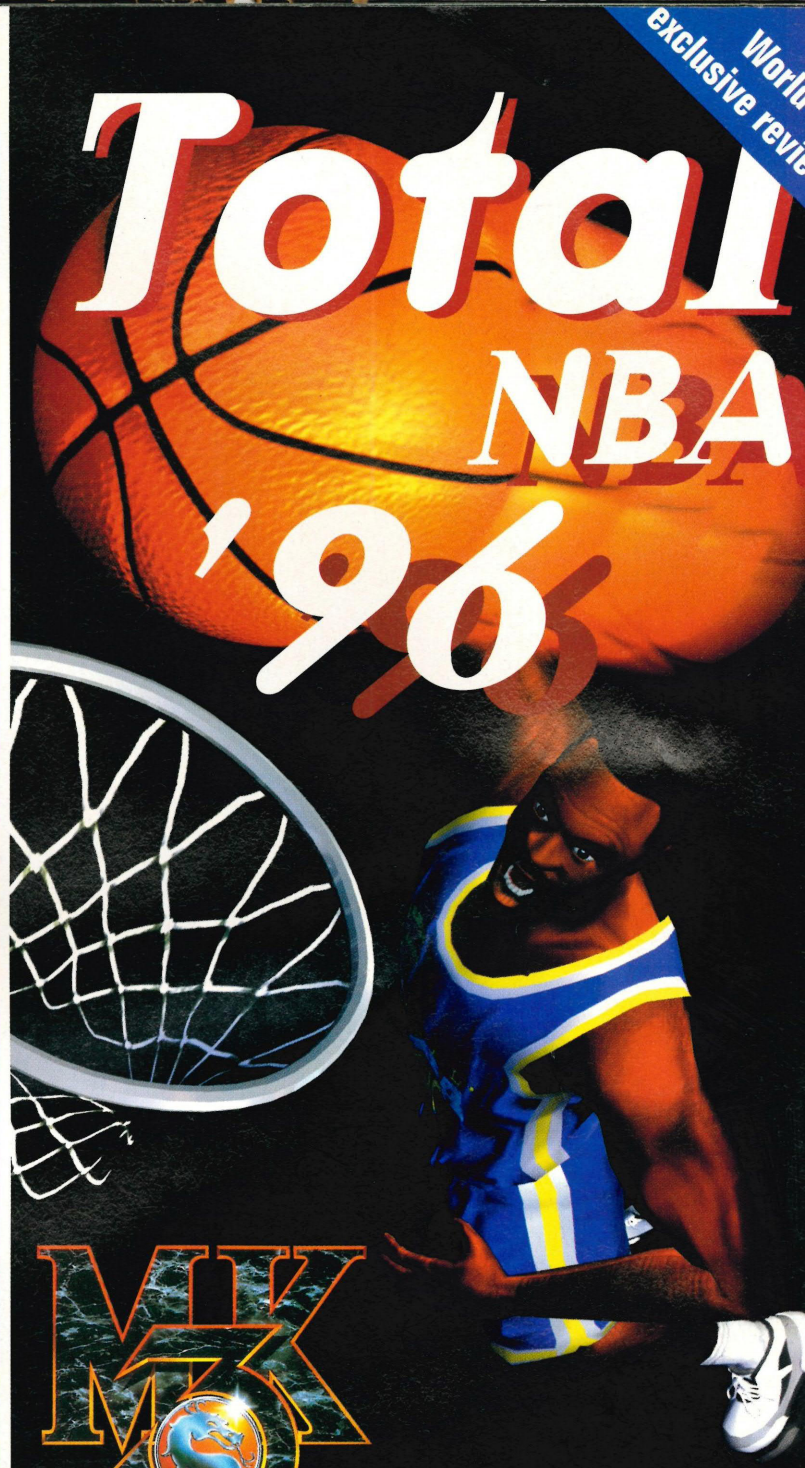
◀ It's far from finished. We'll be updating you next month.



bring that to a wider audience than just the Jaguar...

World exclusive revie

Total NBA '96



MK3

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Ultimate Future Games
"... it's an absorbing game with great graphics that needs skill and reflexes. You've got to be Krazy to miss it."
Game Pro 92%
"Phenomenally impressive, utterly absorbing, good honest blasting fun."
Games Master 91%

UE LINES... As we were going to press, confirmation reached us from Japan that *Tekken 2* will definitely get a PlayStation release i

UPDATE

Bluffer's Guide to... Bullfrog

Bullfrog. They're the company who's boss has a funny name aren't they?

Peter Molyneux you mean? Yes, we suppose you could say that. But by gum he's a clever geezer and, thanks to Bullfrog being bought out by American giants, Electronic Arts for a sum which is rumoured to be almost half the money in the world, he's not short of a few bob either.

It all started with a game called *Populous*, which single handedly created the 'God-sim' genre in which you pretend to be 'God' and make your little chaps build things and have fights and so on. Things really took off with *Syndicate* though, in which your little chaps are given guns and go about causing death and mischief. It's top. *Theme Park*, a game which puts you in control of your own theme park and has you setting the prices of the ice-creams amongst hundreds of other tasks was bought by the veritable truck load. But it's not just sim stuff they do. Oh no...

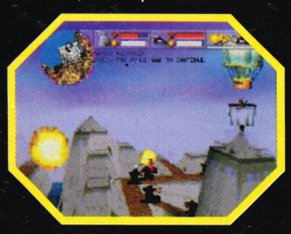
Yes, they did that *Magic Carpet* thing too didn't they?

They did indeed. Bullfrog's 3D engine, which cleverly obscures the distance with fog, not only gives *Magic Carpet* a unique look, but also means that everything whizzes about dead sharpish too. It's really clever. *Magic Carpet* sold like nobody's business too. They used the same engine in their racer *High Octane* and tweaked it a bit for *Magic Carpet*'s sequel, *Magic Carpet 2*. All of which were, yawn, fabulously successful.

So, what are they going to do next then?

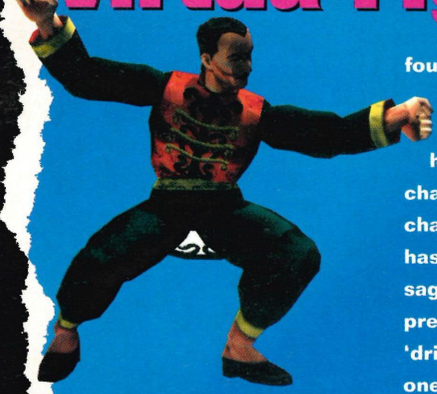
Well there's PlayStation and Saturn versions of *Magic Carpet* to look forward to. The PlayStation version featuring new lighting effects and a lovely new sky, and both versions look like they're going to do the business. There's the long awaited follow up to *Syndicate* too, *Syndicate Wars* for PlayStation and PC, which looks a bit of a stormer if you ask us.

New gaming concepts include *Dungeon Keeper* which is a bit of a return to sim type stuff, and puts the player in control of his own dungeon which he can fill with tricks and traps to hinder the unsuspecting 'heroes' who explore it. Sounds great and there's loads of other top stuff, like *Invincibles* and *Creation*, but that's all a bit hush, hush at present.



▲ *Magic Carpet* – it's got fog and everything!

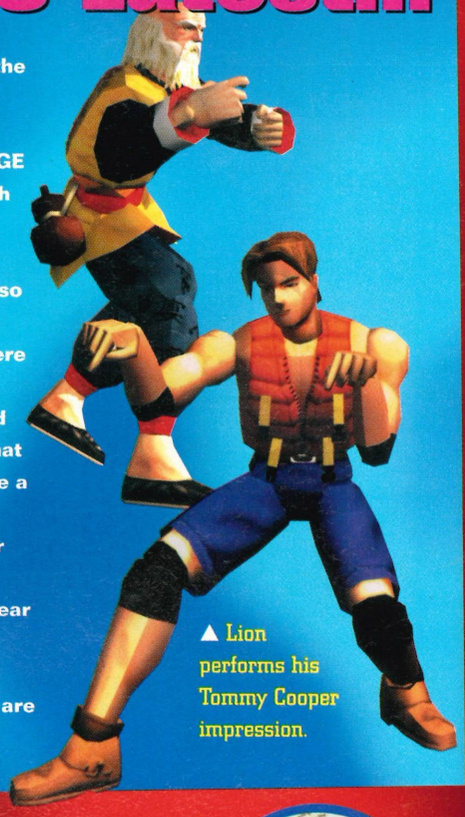
Virtua Fighter 3 Latest...



The main rumours from Japan concerning the next instalment of arguably the most popular beat-em-up series yet – ooh, bit controversial – concern the actual story.

This is down to the fact that 'someone, somewhere in a sprawling metropolis somewhere or other' has found a secret end movie in the Saturn version of *Virtua Fighter 2*. Apparently, it hints that there will be HUGE changes to the story and each character's situation. Word has it that *VF3* will find the saga moving on three years (so presumably Shun will have 'dried out' a bit by then), where one of the characters will be saved from their torment, and there's even the possibility that the tournament itself won't be a feature. Blimey.

Some of the more popular characters from *VF2* are virtually guaranteed to reappear (as well as a new version of Dural), and there are already two new fighters which AM2 are currently working on. We'll bring you more news soon.



▲ Lion performs his Tommy Cooper impression.

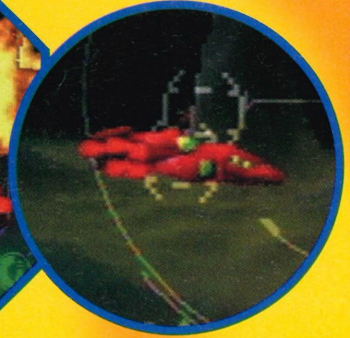
Phase Zero

Hyper Image, based in the US near Washington D.C., are a group of young programmers who got together in 1994 to begin developing games for the PlayStation, Saturn, 3DO and Jaguar.

They have recently been working on a new hovertank 3D combat game for the Jag, called *Phase Zero*. Set in the future as-per-bleedin'-usual, you slip on the helmet of a pilot of an attack hovercraft, helping an important corporation fend off others seeking total global domination.

You'll get to zip across a variety of landscapes during the game, including decaying cityscapes, desert wastelands and deep, snaking canyons, all finished off by 'Displacement Texture-Mapping' and accompanied by an industrial techno soundtrack. We have yet to hear this, though, so we'll reserve our judgement until the finished thing, like.

- Machine.....Jaguar
- Publisher....Atari
- Developer...Hyper Image
- Style.....Shoot-em-up
- Release.....TBC
- Country.....UK



▲ Cor! A futuristic shoot-em-up! It's unusual and everyfink! Humph.

March. We'll have more on this and plans for its UK release next issue. Don't miss it.....

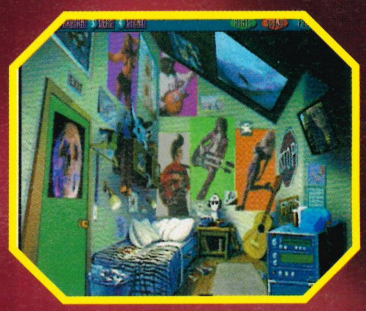
Quest For Fame

Ever bounded around your bedroom accompanying your favourite band on a tennis racket? Mmm, us too. Is your favourite band Aerosmith? Mmm. Well, have we got the game for you. *Quest for Fame* is an amazingly curious affair that allows you to play along with your favourite band via a little plastic thingy that plugs into your PC printer port called the 'Virtual Pick'.

Vibrations, produced by strumming the Virtual Pick across practically anything, are translated into guitar notes which belt forth from your PC's speakers. It's absolutely amazing and it actually works! You start off practising in your bedroom, progress to your first gig, then, if you're good enough, join Aerosmith on stage in front of thousands of screaming fans. 'Thank you! Good night!' It's a must for all frustrated guitar heroes. And, can we stress again, *it actually does work*! We found the best results were gained by strumming it across the aforementioned tennis racket, which not only has nice strings to pluck, but is also conveniently shaped a bit like a guitar. Almost.

The extremely good news is that we've got a top Wilson tennis racket, six copies of the game and loads of other goodies to giveaway! And it's not just a Mickey Mouse racket either, when you're not playing *Quest For Fame* with it you can really play tennis with it.

Just tell us the names of Aerosmith's lead singer and send it to: 'Is he any relation to Bonnie?' at the usual address by March 1st. Good luck.



Top vids must go

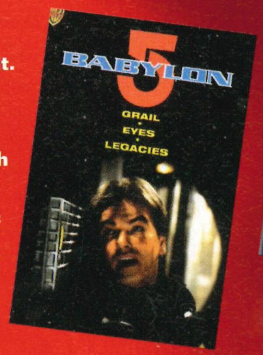
Oooo-weee-ooo. We love a bit of dodgy old science fiction around here and ever since Warner Home Video sent us these videos from their Beyond Vision range we've been shuffling about making bleeping noises and having 'sci fi video parties' where everybody has to dress up as their favourite space aliens. Um, anyway...

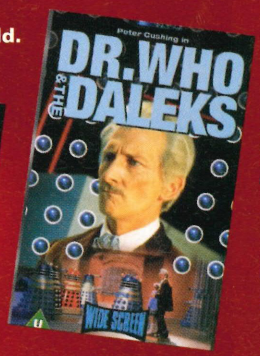
Our favourite is the brrrriliant *Dr. Who And The Daleks* starring Peter 'Cushion' Cushing as the Doctor and Roy 'Dedication' Castle as a lovable goon who ends up tagging along with Mr. Who by accident. There's a brilliant bit where Roy scoops out the squishy innards of a Dalek, climbs inside and drives about in it. Ed was green with envy.

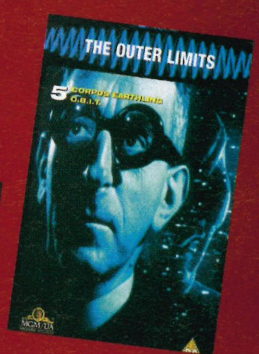
Second billing goes to *The Outer Limits 5*, the fifth a the series of vids, each containing two episodes of the 1960's black and white sci fi classic. This vid features the episodes: *Corpus Earthling*, in which some rocks come to life and *O.B.I.T*, in which the ultimate surveillance equipment drives everyone mad. Needless to say, they are both tip top.

And thirdly there's the latest *Babylon 5* video, number 8 in the rapidly expanding series. We thought that this was a three hour film called *Grail Eyes Legacies*, but it is in fact three ONE hour episodes called, respectively *Grail*, *Eyes* and *Legacies*. In *Grail* a chap is looking for the Holy Grail. In *Eyes* there is a bloke called 'Eyes' and in *Legacies* a girl becomes a guinea-pig. Odd.

But, far better than all of these videos put together is the fact that we've got a whole boxful of them to give away! Simply answer the following question: Could Roy Castle: A) Play the Trumpet, B) Tap dance, C) Present 'Record Breakers' or D) All three. Send your answers to: 'Cushion Compo', Ultimate Future Games, Future Publishing, 30 Monmouth Street, Bath, Avon, BA1 2DL. Send





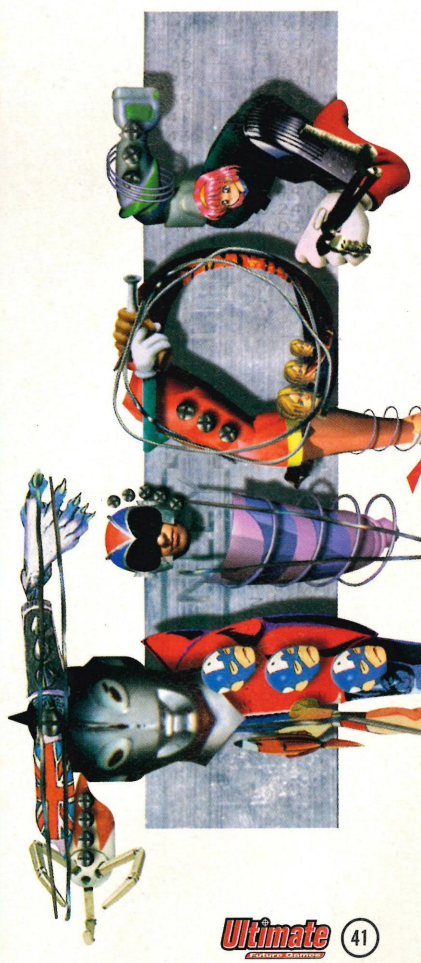


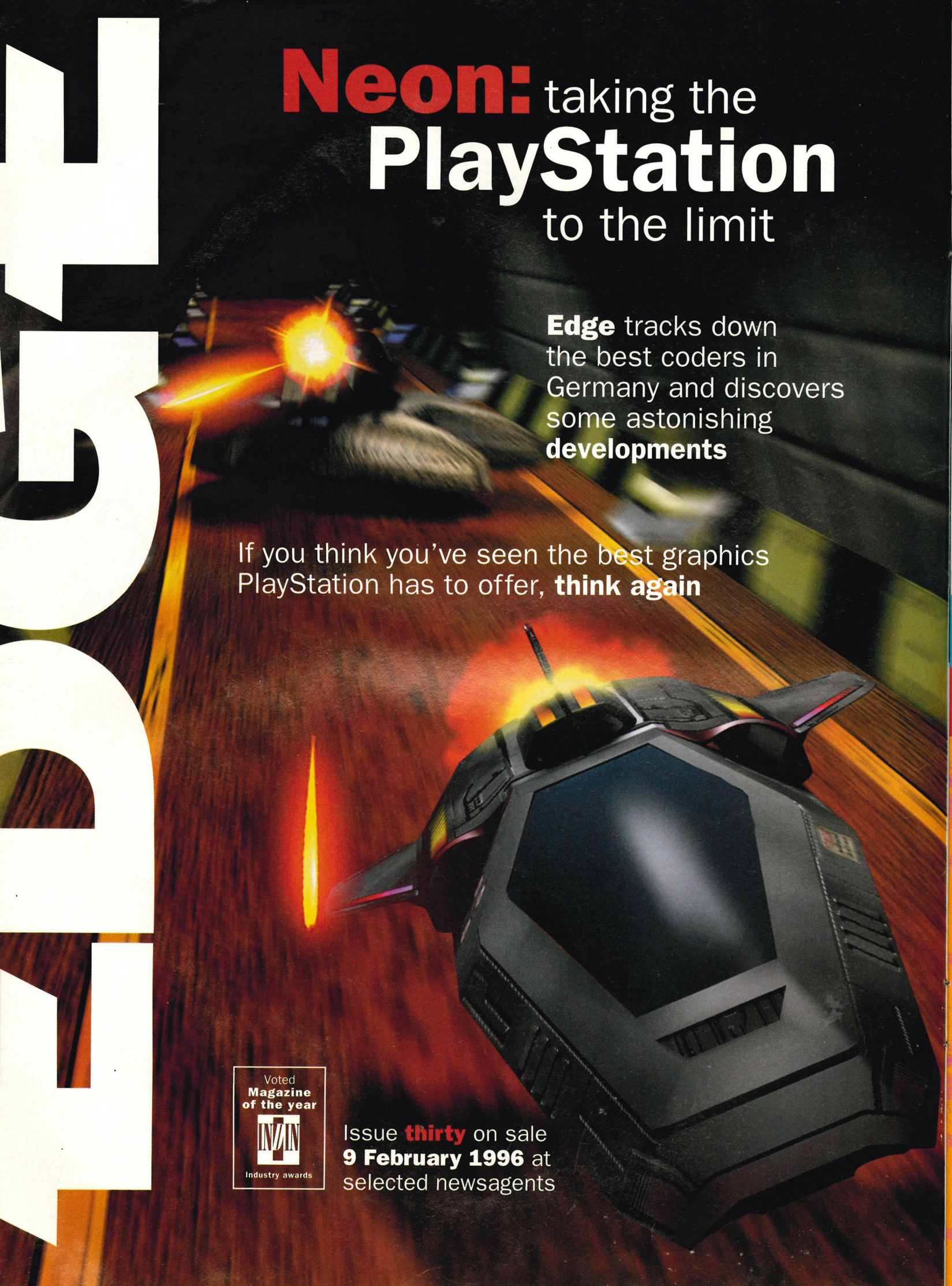
◀ Not as cool as Jon Pertwee, but top fun all the same.

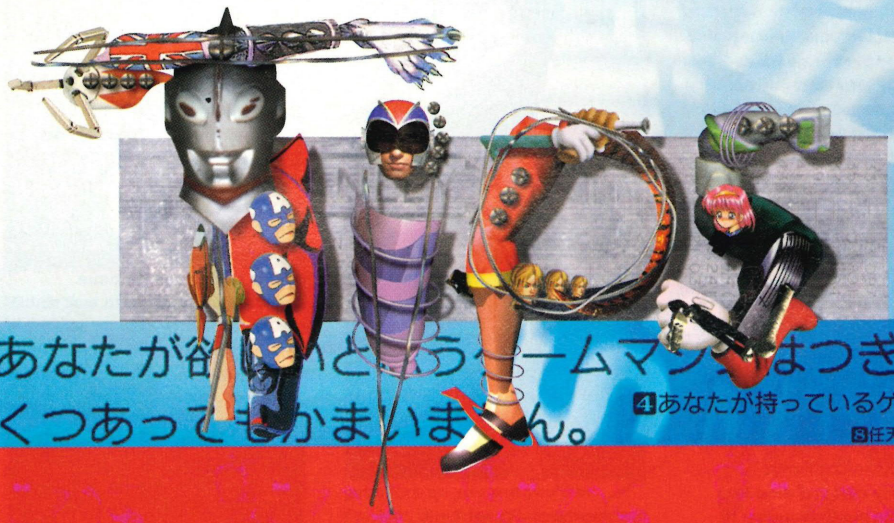
Ultimate Future Games

1up Section 2

1up, tips, tippage, solutions, cheats? Call 'em what you want, but we've got a new section and you're gonna love it! Be gone all Next Gen gaming problems. Prepare to enter the most comprehensive gaming help guide in the business...




EDGE
Neon: taking the PlayStation to the limit
Edge tracks down the best coders in Germany and discovers some astonishing developments
If you think you've seen the best graphics PlayStation has to offer, think again
Voted Magazine of the year
IN/IN
Industry awards
Issue thirty on sale 9 February 1996 at selected newsagents



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

4あなたが持っているゲームマシンは

3任天堂の64ビットニュー

Get your pads ready (and sprout a few extra fingers if you can), because in this special 16-page pullout, you'll find the biggest collection of Next Generation tips this side of Katmando. The Ultimate Winter Collection, if you will. You'll find step-by-step guides to some of the more prominent recent releases, as well as pages stuffed with the sneakiest, dirtiest, most top secret codes and cheats we could discover. And from next month we're devoting a section of the magazine to bringing you the most in-depth solutions and tips to your favourite games!

PlayStation

- Street Fighter Alpha
- Destruction Derby
- Mortal Kombat 3
- Actua Soccer
- Ridge Racer
- Loaded
- Doom

Saturn

- Firestorm: Thunderhawk 2
- Virtua Fighter 2
- Panzer Dragoon
- Daytona USA
- Virtua Cop
- Sega Rally
- BUG!

3DO

- The Need For Speed
- Return Fire
- Space Hulk
- Road Rash
- PO'ed
- Ballz
- Gex

PC CD ROM

- Ultimate Soccer Manager
- Command & Conquer
- Transport Tycoon
- First Encounters
- Actua Soccer
- Stonekeep
- Screamer

Jaguar

- Alien Vs Predator
- Tempest 2000
- Kasumi Ninja
- Wolfenstein 3D
- Cybermorph
- Iron Soldier
- Club Drive

The following tips and cheats have been tested to within an inch of their lives. Or at least as much as is humanly possible. However, one or two may have slipped through the net. We're sorry in advance, Okay? Just DON'T PHONE US UP!

WARNING!

DOOM, PlayStation
Level Skip:
Pause the game and enter the following: Right, Left, R2, R1, Triangle, L1, Circle, X.

SPACE HULK, 3DO
Cheat Code:
During the Options screen, which allows you to go through one of two doors, simply hold Left Shift and enter the following: A, B, Right, A, C, A, Down, A, B, Right, A to bring up a Cheat menu.

ALIEN VS PREDATOR, Jaguar
Freeze Alien Queen:
Anywhere inside the Queen's lair, save your game, then reload. Awaken Queen by walking through the lair entrance. Note that the Queen can be damaged while frozen, but won't actually die until you 'defrost' her.

SEGA RALLY, Saturn
Cheat Codes:
Mirror Mode Code – Hold Y and press C on the Select Game screen.
Hyper Car Mode Code – Hold X and press C to choose a car on the selection screen.
New Car Code – Finish first on all the normal tracks and then on Lake Side with your level at medium or above and you'll get the Lancia Stratos.
Choosing Stratos In Arcade Mode Code – Choose the Celica MT. Instead of pressing C, press down and the Celica will change to the Stratos AT. Press C. Repeat the same procedure with the Delta MT and it will change to the Stratos MT.

SAMURAI SHODOWN 2, Neo Geo CD
Referee Cheat:
After selecting a two-player match go to the Fighter Selection screen. Move the cursor to Haohmaru and the enter the following – Up, Down, Left, Up, Down, followed by Right+A. You'll now be able to join the fight as Kuroko. The same can be done for player 2.

VIRTUA FIGHTER 2, Saturn
Choose Control Type:
At the Character Selection Screen, hold the L button and you will be able to scroll through the different control types before you play (types A, B, C or Edit).

THE NEED FOR SPEED, 3DO
Practice Mode:
Go to the Options screen and select Skill Level. Press X, Right Shift, A and Left Shift very quickly, almost at the same time. The menu line will change from yellow to pink to confirm this. You should now be able to race without the rest of the traffic or the fuzz getting in your way. (Note: pretty difficult code to pull off successfully).

DESTRUCTION DERBY, PlayStation
Cheat Codes:
Simply enter your name as the following and go to Practice, go directly to Practice, etc...
Secret Track – 'Reflect!'
Invincibility – 'Idamage!'
Select Competitor Amount – 'Nplayers'

SHINOBI X, Saturn
FMV Footage:
During the moody intro sequence enter the following – C, X, B, Y, A, Z and Start to watch the entire stock of FMV in the game.

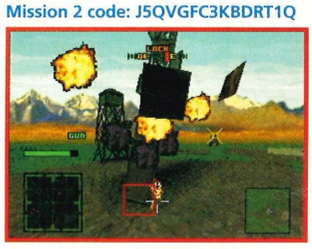
RETURN FIRE, 3DO
Invincibility:
During the Vehicle Select screen, highlight which vehicle you want to make invincible and press C to bring up the fuel/ammunition info for it. Press and hold Left Shift+Right Shift+B+C. Hold these down while you enter the following (with your toes, presumably) – Press and release X and bring up the Exit menu. Keep "Do Not Exit" highlighted and hold Down+A (while still holding

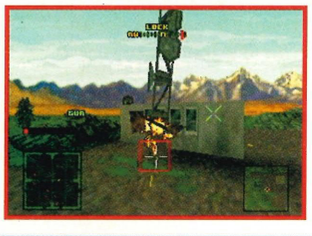
Firestorm-PSX/Sat/PC

To get you started on the road to victory here's a guide to the first mission in each of *Firestorm*'s eight campaigns. Should any of them prove too troublesome, a code to skip to mission two is included.

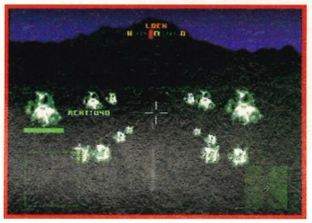
General Advice
Firestorm missiles are by far the best weapon (much better than the tricky-to-aim rockets) so carry as many as you can. Stay low to avoid attention from enemy helicopters, but when faced with concentrated ground targets, flying high over them minimises your damage. Avoid flying directly over an enemy – it'll fire at you. Remember, to complete a mission, you must destroy your primary objectives so don't waste time on superfluous targets.

South America – Arms Running
Firstly, go for the enemy base to the north east of your start position. Keep low. Ignore enemy vehicles you meet on the way. Take out the two primary targets there, then fly west to the second base. Take out the southernmost target first, then fly north a little way to get the others. Now go for the base in the centre of the map. Three targets are very close together. Get low and rotate, destroying each in turn. Now go for the more easterly final target. Next fly north west to the westerly end of the runway. Take out the target there and switch to the external cockpit view, which'll help you aim your bombs more accurately. Fly east and drop two bombs on the nearby runway. If you're quick, you may catch one or two aircraft on it before they take off. Always a pleasure.
Mission 2 code: J5QVGFC3KBDRT1Q

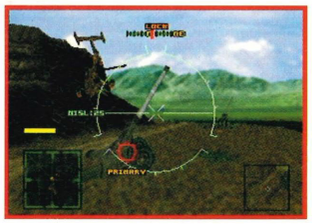


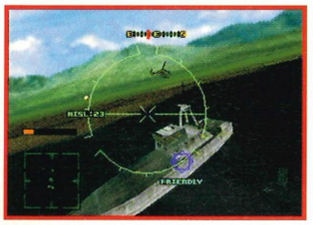


South America – Stealth Down
Fly north up the road to where the road on the left joins it, staying as close to the tarmac as you can. Shoot out the guns in the immediate vicinity having a pop at you. Wait until the convoy of vehicles have all turned in front of you and are heading north on the road. Now simply fly straight along the length of the convoy firing your rockets. Simple. The whole convoy is destroyed with one pass. Now follow the road north and do the same to the second convoy. Keep following the road west and you'll meet the final convoy as it comes over the hills to join the road. Your missiles are best here. Assume a safe vantage point and let the missiles go each time a target appears. Easy.
Mission 2 code: J4IF0RC3TFDRSPQ



Panama Canal – Canal Crisis
As long as you're quick, this one's fairly simple. First stock up with as many Firestorm missiles as you can. Fly north west, after starting, and use your guns to destroy that enemy boat. Now switch to missiles and take out the first couple of primary gun targets on the west bank. Then nip across the river to the east bank and take out a few of the targets there. Zig-zag backwards and forwards across the river taking out the enemy's big guns (ignoring ALL other targets) trying to stay ahead of the convoy. Don't waste your missiles – one per target is enough. You may have to leave one or two targets behind, but when you've shot out the northernmost guns (you'll have run out of missiles by then and will have to use your guns) you can nip back down for them. Fly as high as you can at the mission's end to avoid enemy fire.
Mission 2 code: J7IF0QC39JDRTGAT



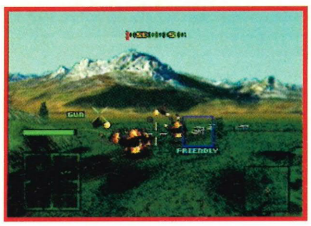


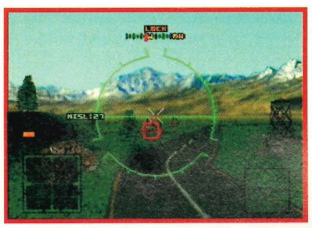
Central America – Recapture Town
Go north east, cross the river and destroy the three targets there. Fly north west and destroy the two targets at the base. Now fly north until you reach the river. Get as low as you can and follow the river east. When the river forks, follow the right-hand fork – it'll lead you right to the final base. Shoot out the targets there, then continue following the river south east to safety. Lovely.
Mission 2 code: J2UVGVC3INDRSRI

Eastern Europe – Escort Convoy
Make sure you've plenty of missiles. Go north east and get the two big guns, turn west and get the two on the other side of the road. Now fly along the road taking out all the tanks and other vehicles set to block the convoy's path. Don't forget the two big guns just south of the river. As you approach the bridge (you

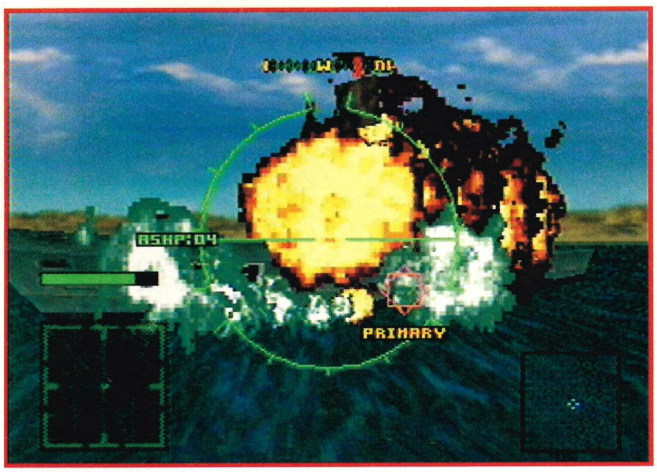
Notes

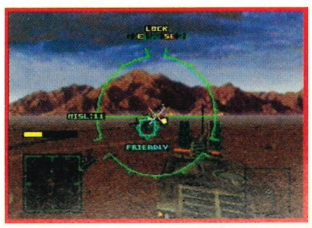
should be well ahead of the convoy) things hot up a bit. Destroy EVERYTHING, saving six or seven missiles for later. By this time the convoy should have reached you. Fly low over the bridge and stop, rotate and missile all the tanks that are lying in wait there. Fly 'round and take out the remaining vehicles with your guns. Now you can fly south and get those two guns you left behind near the start.
Mission 2 code: J6LF0TC2TRDRTNI



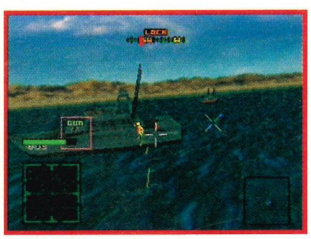


Middle East – Recapture Territory
Tricky one this. The best way is to learn the route that your three helicopters will take. They follow the road north west then turn north east and skirt round the northern side of a mountain heading west before turning north to reach the base. Once you know this route you can fly ahead of the choppers and remove any obstacles that they'll encounter. It'll get a bit hectic at the end, when your choppers catch you up, but stay calm and concentrate on enemy gun vehicles, leave the harmless trucks alone. The helicopters flying around there are especially nasty. Make killing them a top priority. With a bit of luck at least one of your choppers will make it through.
Mission 2 code: J20FGFS2DVDRS1I





Middle East – Oil Dispute
Stock up with Penguin missiles and a couple of Firestorms. The best way to handle this mission is to follow your red compass marker, which shows you the nearest target, and then fly straight over it at as low a height as possible, firing your machine guns all the way. Whatever you do DO NOT stop moving, the larger missile-equipped ships will get a lock on you and you'll be finished. If a ship isn't destroyed in one pass you can rotate 'round and have another go or leave it for later. Save your Penguins for the big ships, some of which may take a few hits. The Firestorms can be used on the meddlesome helicopters that are in the area.
Mission 2 code: J52V03C3E3DVTAA



South China – Piracy
Like the oil dispute mission, you're going to need plenty of Penguins here. Let your compass guide you to the nearest target, shoot out the boats in long sweeping passes using your machine guns and keep moving. The small boats can often be taken out in one pass of continuous machine gun fire. Use the Penguins on the bigger boats, but be careful not to target the cruise ship by mistake! There's no set order to dispose of the enemy here just keep moving and firing.
Mission 2 code: J5BVGVC3E7DRTS2

down all the other buttons). The Vehicle Select sound should run twice to confirm correct entry.

TOSHINDEN S, Saturn

Whopping Great Heads:
As you select the mode of play on the title screen, simply hold down Left Shift and Right Shift.

NBA JAM T.E., PlayStation

Secret Characters:
Hold both L1 and R1 as you enter the following initials and dates...
Frank Thomas – FNK/JAN 8
Larry Bird – LAR/JAN 15
Air Dog – AIR/JAN 21
Jax – JAX/MAR 1
Suns Mascot – APE/APR 2
Adrock – ADR/APR 6
MCA – MCA/APR 9
Sequoia – SAW/APR 10
Prince Charles – CHA/MAY 4
Chow Chow – CHD/MAY 5
Bill Clinton – BIL/JUN 3
Hugo The Hornet – HOR/JUN 12
Mike D – M_D/JUL 1
Rivett – REV/JUL 6
Magic Hair – STH/DEC 8
Kirby – CHR/DEC 18
Hodgeson – HOG/DEC 31

DOOM, PlayStation

Level Passwords:
All these passwords will give you 200% armour, all the weapons and a heady dose of health for each level. Don't be fooled though, even these cheats aren't going to make it a honeymoon. Tuck in, enjoy and hold tight...
Level 2 (Plant) – CR!3WDD3DB, Level 3 (Toxin Refinery) – 3JJCMK8W64, Level 4 (Command Control) – 03LTJOY!02, Level 5 (Phobos Lab) – H33!1HFTHK, Level 6 (Central Processing) – 04MSKZX9Z1, Level 7 (Computer Station) – YTTLCXXLXV, Level 8 (Phobos Anomoly) – 08SMBY04YW, Level 9 (Deimos Anomoly) – 7KKBLD7V53, Level 10 (Containment Area) – FM4217GSGJ, Level 11 (Refinery) – H!!3WDGLDB, Level 12 (Deimos Lab) – 07QPDW26WY, Level 13 (Command Centre) – H776XCKPCF, Level 14 (Halls Of The Damned) – Y6PQH1171Z, Level 15 (Spawning Vats) – YPPQH11Q1Z, Level 16 (Hell Gate) – FGZY5MMYMP, Level 17 (Hell Keep) – FZZY5MMFMP, Level 18 (Pandemonium) – Y0HDP33X35, Level 19 (House Of Pain) – HYYZ8SL8SQ, Level 20 (Unholy Cathedral) – 0VBKS8628I, Level 21 (Mt. Erebus) – HVV29RPKRT, Level 22 (Limbo) – 0WCJT75179, Level 23 (Tower Of Babel) – HWW1!QNJQS, Level 24 (Hell Beneath) – 01JCL88W64, Level 25 (Perfect Hatred) – H11W3PRCPM, Level 26 (Sever The Wicked) – 02KBM57V43, Level 27 (Unruly Evil) – H22V4NQBNL, Level 28 (Unto The Cruel) – 0Z6FM4!Y46, Level 29 (Twilight Descends) – HZZY5MTFMP, Level 30 (Threshold Of Pain) – 00HDP39X35, Level 31 (Entryway) – H00X6LSDLN, Level 32 (Underhalls) – F7QPDWWPWY, Level 33 (The Gauntlet) – Y776XCC6CF, Level 34 (The Focus) – F8RNFVVNVX, Level 35 (The Waste Tunnels) – DQQPDWV6WY, Level 36 (The Crusher) – 0L3!1HFTHK, Level 37 (Dead Simple) – HLLTJOY!02, Level 38 (Tricks And Traps) – 0M492GDSGJ, Level 39 (The Pit) – CTRNFVV5VX, Level 40 (Refuelling Base) – 0S84VFHMFC, Level 41 (0 Of Destruction) – HSSMBY04YW, Level 42 (The Factory) – 0T13WDGLDB, Level 43 (The Inmost Dens) – HTTLCXZ3XV, Level 44 (The Suburbs) – 0Q76XCKPCF, Level 45 (Tenements) – HQQPDW26WY, Level 46 (The Courtyard) – 0R85YBJNBD, Level 47 (The Citadel) – HRRNFV15VX, Level 48 (Nirvana) – 0DX07TMHTR, Level 49 (The Catacombs) – HDDHQ!40I8, Level 50 (Barrels Of Fun) – 0FYZ8SL8SQ, Level 51 (Bloodfalls) – HFFGR83Z97, Level 52 (The Abandoned Mines) – 0BV29RPKRT, Level 53 (Monster Condo) – HBBKS8628I, Level 54 (Redemption Denied) – 0CW1!QNJQS

VIRTUA FIGHTER 2, Saturn

Slow-Motion Replays:
At the end of a round, press and hold A+B+C and the replay will be in 'super slow-mo'.

RAYMAN, PlayStation
Extra Continues:
For 10 more (you must have 0, 1 or 2 left for it to work), wait 'til the Game Over/Continue Screen and enter the following: Up, Down, Right, Left.

DAYTONA USA, Saturn
Horsey Horsey:
During the intro, move the D-pad Up-Left and press A+B+X+Z. While still holding these, press Start. Then git on your donkey! Once you've successfully entered this cheat, beat one of the tracks in Endurance. You'll now be accompanied by yet another horse.

ULTRAMAN POWERED, 3DO
Baltan 2:
Enter the Monsters code and on the selection screen highlight Baltan. Press Left Shift+Up+A, and you'll be able to play Baltan 2 against the CPU-controlled Ultraman. Top Stuff.

DOOM, PlayStation
Cheat Codes:
Pause the game and enter the following...
All Maps – Triangle, Triangle, L2, R2, L2, R2, Right, Square
All Maps, All Objects – Triangle, Triangle, L2, R2, Right, Circle
Gode Mode – Down, L2, Square, R1, Right, L1, Left, Circle
Level Warp – Right, Left, R2, R1, Triangle, L1, Circle, X

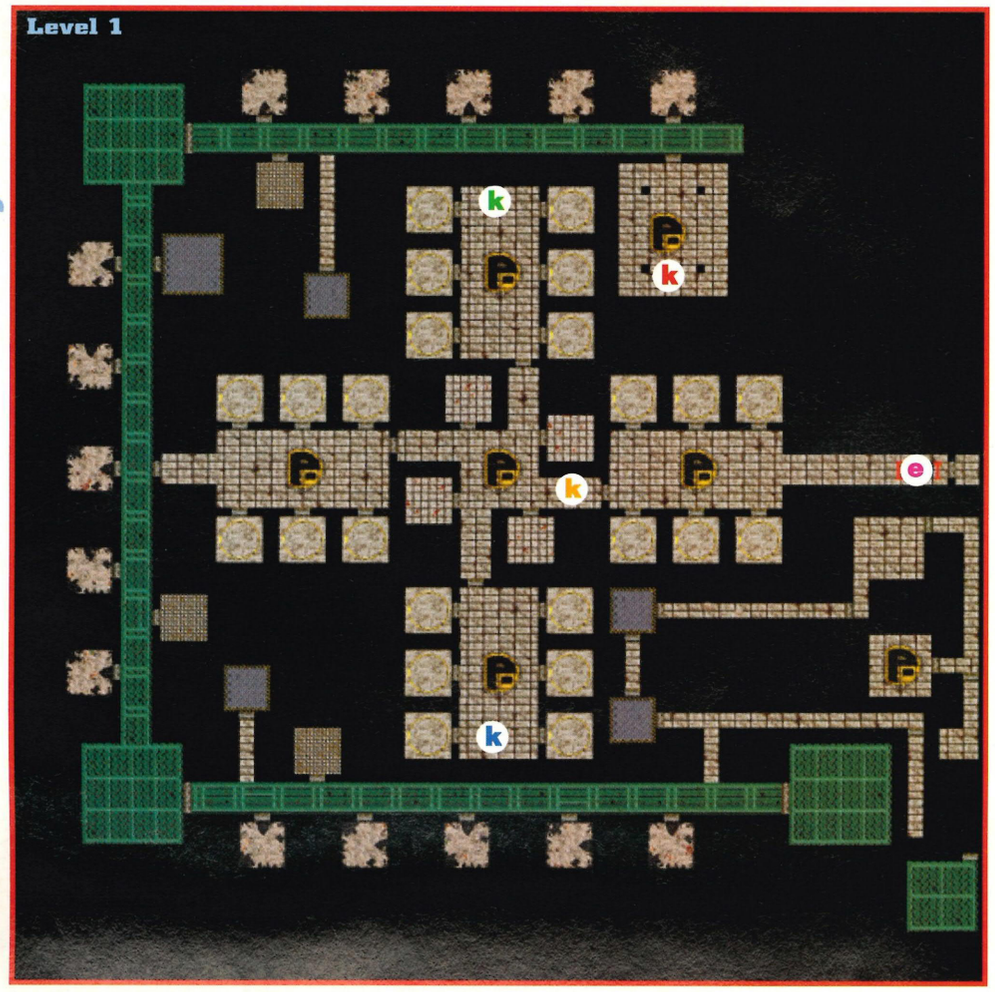
PANZER DRAGOON, Saturn
Red Polygons:
During the title screen, simply press Start. During the Normal Game/Options Screen, enter the following: Up, X, Right, Y, Down, Z, Left, Y, Up, X. A noise will confirm correct entry. Start the game as normal. Once you die (and have used up all of your continues), a red polygon figure will drop from the sky and form 'Sega', and not a blue one either.

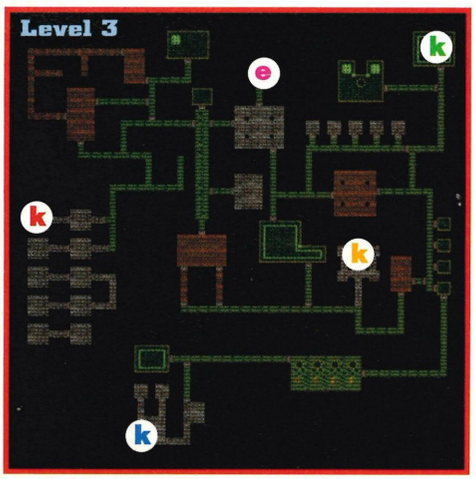
WAY OF THE WARRIOR, 3DO
Four-Player Game:
Choose Two-player Vs mode. Player 2 must choose a character and then press Down/Right, A, B, C and Start, holding them all down. Player 1 then must hold Up/Left, Left Shift, Right Shift and press Start.

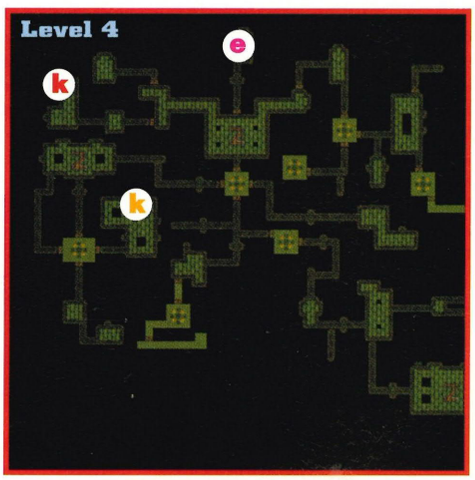
WIPEOUT, PlayStation
Cheat Codes:
To access Rapier Class – press and hold L2, R2, Left, Start, Select and X.
To access FireStar Track – press and hold L1, R1, Right, Start, Square, Circle and X.

3D LEMMINGS, PlayStation
Level Passwords:
Level 2 (That's Right) – BLIMBING, Level 3 (Bounce Bounce) – KURTOSIS, Level 4 (The Bean Machine) – FANAGALO, Level 5 (It's A Runaround) – DRICKSIE, Level 6 (It's A Blast) – GREGATIM, Level 7 (Candyland Climber) – WALLAROO, Level 8 (Lemmings Inside) – AVENTAIL, Level 9 (A Short Cut Through The Forest) – GAZOGENE, Level 10 (Castle Lemmalot) – JINGBANG, Level 11 (It's A Classic) – DIALLAGE, Level 12 (Alpine Assault Course) – BUNODONT, Level 13 (Tower Of Stone) – NAINSOOK, Level 14 (Slippery Maze) – YAKIMONA, Level 15 (The Maze) – FUMITORY, Level 16 (Down The Middle We Go) – CINGULUM, Level 17 (Hole In Ten) – BESLAVER, Level 18 (Corkscrew Digger) – ANABLEPS, Level 19 (Attack Of The Fifty Ft Lemmings) – QUINCUNX, Level 20 (Aliems) – TARLATAN, Level 21 (Sugar Climber) – KAMACITE, Level 22 (Which Exit?) – GUMMOSIS, Level 23 (This Is The Army) – PRODNOSE, Level 24 (Fore) – NGULTRUM, Level 25 (Breakout) – COTTABUS, Level 26 (Lemmhanger) – BEDAGGLE, Level 27 (Follow The Yellow Brick Road) – EPICALYX, Level 28 (All Around The Watch Tower) – HOMALOID, Level 29 (Land Ahoy) – LALLYGAG, Level 30 (Tooten Lemming) – BILABIAL, Level 31 (A Head Above The Rest) – CACOFOGO, Level 32 (Dot To Dot) – METAVURT, Level 33 (Shadow Maze) – SLOWBURN, Level 34 (Oh No More Pyramids) –

Loaded-PlayStation

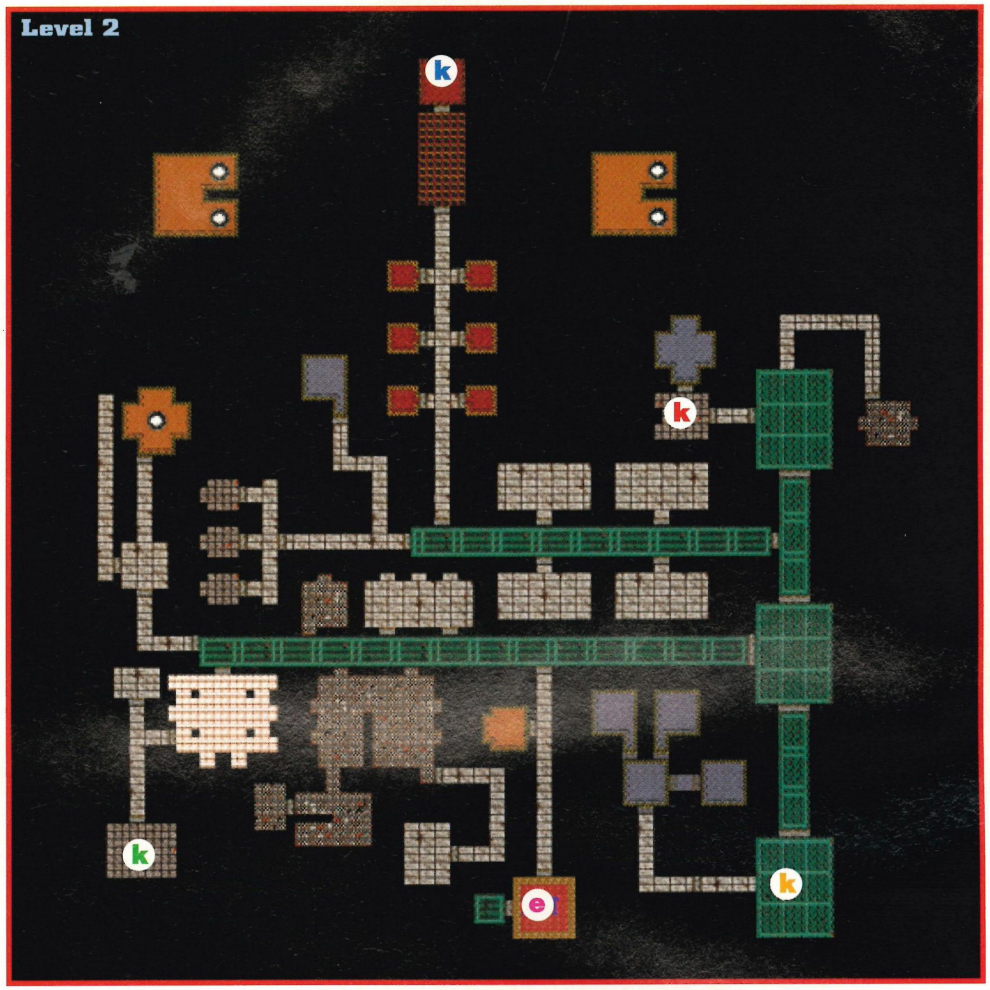


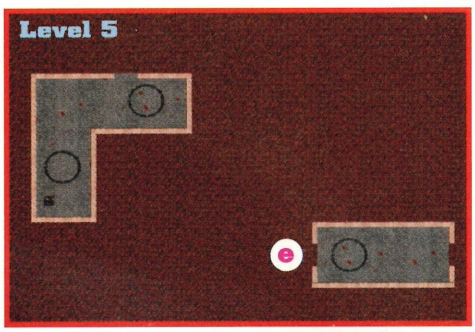




In addition to those rather handy level maps and cheats (see elsewhere) here's a handy 23 point guide to successful play.

1. Remember to use the run button to make a fast getaway. If you're not able to shoot your way out you must run or die.
2. Save those smart bombs for the areas crammed with blood thirsty creatures.
3. Smart bombs do not affect Hunter. You'll just have to face up to him – psycho to psycho, so to speak.
4. When entering a new chamber, wait at the doorway for a while and blast the baddies as they run towards you.
5. Don't pick up health if you already have 50% or more. It's better to come back to it later when you're a bit more desperate.





Key	
e exit	k yellow
k Blue key	k green key
	k red key

6 Steer clear of those flame-throwing robots as they do a lot of damage close up. Too much, in fact.

7 Be on the look-out for cracks in the walls. Give them a few blasts to reveal rooms full of useful pick-ups.

8 Use that strafe button while firing to produce a 'wall of death'.

9 A useful method of attack is to strafe backwards as the baddies attack.

10 The best way to play *Loaded* is to keep shooting all the time.

11 The end of level one has a high concentration of guards so get those smart bombs ready.

PELLUCID, Level 35 (Chocolate Drop) – MAKIMONO, Level 36 (Lemlab) – KHUSKHUS, Level 37 (Garden Maze) – DISPLODE, Level 38 (Play Time) – RACAHOUT, Level 39 (Stilt Walkers) – ORGULOUS, Level 40 (King Coder's Tomb) – DUNCEDOM.

VAL D'ISERE SKIING AND SNOWBOARDING, Jaguar

Secret Options Screen:
At the main option screen, type 4,0,8,5,7,4,1,4.

SAMURAI SHODOWN, 3DO

Change To Player 2's Colour:
Hold down Right Shift and press C at the same time as you select your character.

PARODIUS, PlayStation

Invincibility:
Pause the game, and enter the following: Triangle x2, X x2, Circle, Square, Circle, Square, Down and Left. A sound will confirm the correct entry (repeat this code to switch it off, not that you'de want to).

SHOCKWAVE, 3DO

Elvis:
Blow up the octagonal moon base at the very start of mission 10. Fly back over it and you'll witness a tiny Elvis jumping up and down. He wants to be rescued. But you can't. Thank goodness.

DAYTONA USA, Saturn

New Views:
Set the pad controls to A and during the replay (in Time Lap mode) choose the highest viewpoint and press A. You'll be richly rewarded by a top-down view. Try messing about with Left Shift and Right Shift to 'shift' angle even further.

CANNON FODDER, Jaguar

Regain Lost Weapon:
After a troop has been wiped out, if you have at least two men left and some weapons, split off another troop, but don't give him any grenades or bazookas. The new troop will then have the dead troop's weapons.
Quick Map Display:
During play, press * , 0 or #.

RIDGE RACER, PlayStation

Flag:
Hold Down L1+R1 during the Flag Logo Screen and press either of these buttins for various effects: Up, Down, Left, Right, Triangle, X, Square and Circle.

SUPER WING COMMANDER, 3DO

Debug Code:
While you're supping a beer in the lounge, hold X and press the following: B, B, C, C, A, A. A sound will confirm the correct entry. Let go of X. Then press Left Shift+Right Shift+P. You'll then be exposed to the ruthless cunning of the Debug Menu.

VIRTUA FIGHTER 2, Saturn

Choose A Different Outfit:
To change a character's outfit, simply hold Up while choosing the fighter. Their outfit will either be just a different colour or a completely different one altogether. That's the gamble!

THE NEED FOR SPEED, 3DO

Scooter:
Play the game for about 10 seconds. Pause and go for Instant Replay. Rewind to the beginning and press Right Shift, Down and B. Exit the game and the remaining races will be against a scooter.

WOLFENSTEIN 3D, Jaguar

Cheat Codes:
Type the following at any time during play or in automap...
God Mode – 4,6,6,8
Full Inventory – 4,8,9,6
Next Level – 4,7,8,6
Prevous Level – 4,6,9,6
Refresh Info – 4,8,8,7

RETURN FIRE, 3DO
Level Passwords:
TNOD, YALP, HTIW, LAER, SNUG, TSUJ, SIHT, EMAG

OFF WORLD INTERCEPTOR, 3DO
Cash Code:
During the Options screen, press the following: A, B, C (x6) then Left Shift. An engine sound will confirm correct entry. Vrrrrrooooom!

TWISTED METAL, PlayStation
Cheat Codes:
Infinite Weapons – Triangle, Space, Square, Circle, Circle
Invulnerability – Square, Triangle, X, Space, Circle
Fight Minion – Triangle, X, Circle, Square, Triangle

STREET FIGHTER: THE MOVIE, Saturn
Akuma:
Choose Select Street Battle mode. During the Character Select screen, enter the following – Up, B, Down, Z, Right, X, Left and Y. Simply press C to select Akuma's black outline. Go on, do it.

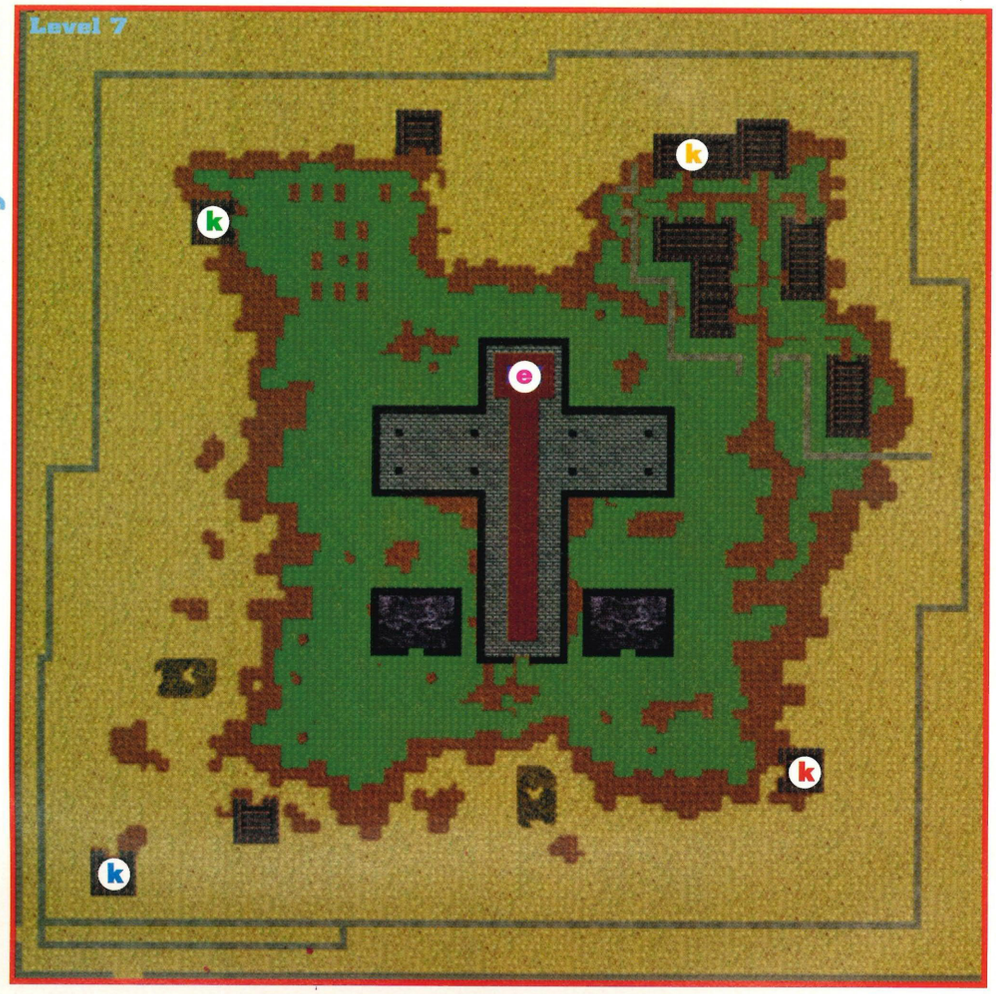
ALIEN VS PREDATOR, Jaguar
Both cheats entered any time during play. Cheat 2 is a superset of Cheat 1.
Cheat 1 ('Hold that Fuji') Enable:
Hold Pause+Option
Hold 1+3, then release
Hold 2+5+7+9
Predator's laugh will confirm Cheat 1 is now enabled.
Cheat 1 Commands:
Raise Security Level – Option+6
Lower Security Level – Option+9
Toggle Motion Tracker – Option+8
Toggle Weapon Access – Option+1...4
Reload All Ammo – Option+1+2+3+4 (simultaneous)
Cheat 2 ('Banana Stops') Enable:
Hold Pause+Option+6+1+3, then release
Type B,A,9,A,9,A ('BANANA')
Type *, Option,6 ('STOPS')
Type #,* ('POST')
Type *, Option ('STOP')
Type 2, Option ('TOP')
Predator's laugh will confirm Cheat 2 is now enabled.
Cheat 2 Commands:
Toggle Weapon Access – Option+1...4
Reload All Ammo – Option+1+2+3+4 (simultaneous)
Toggle Cheat – Option+5
Raise Security Level – Option+6
Lower Security Level – Option+9
Toggle Motion Tracker – Option+8
Up Level – Option+A
Down Level – Option+B
Note: After entering the Cheat 2 code, using the Toggle Cheat command will give you unlimited life and ammo (the ammo bars will run down, then refresh themselves. The energy bar will run down to zero and stop). To get unlimited ammo, you must already have some ammo in the weapons. The Up/Down Level commands cycle through each sublevel, both alien ships, and all the air vents.

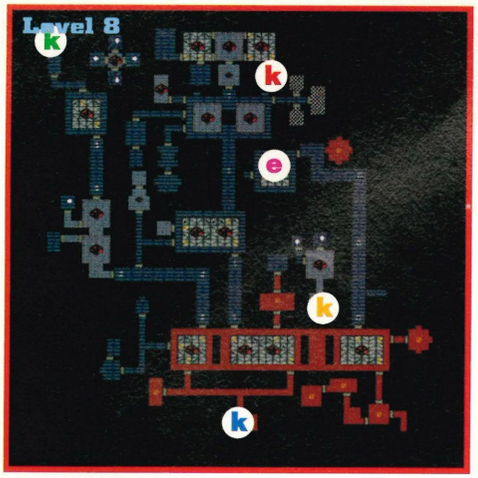
DAYTONA USA, Saturn
Miles Per Hour:
Hold down X, Y and Z on player 2's pad during the Title screen to change the speedometer measurements from km to mph.

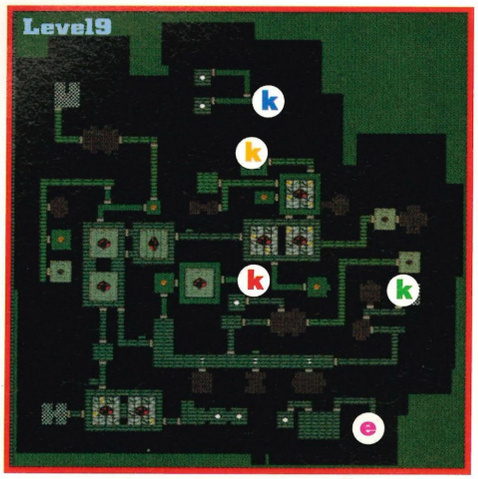
MYST, Saturn
How The Game Was Made:
During the Title screen, press and hold A, B, Left Shift, Right Shift and Start.

RETURN FIRE, 3DO
Cheat Passwords:
Lock All Levels – ZZZZ
Unlock All Levels – WOLF
Show Opening Animation – TITL

LOADED, PlayStation
During the in-game Options screen, hold L1 and L2 for about 10 seconds. Then, while continuing to hold







12 Look for the secret rooms on level two.

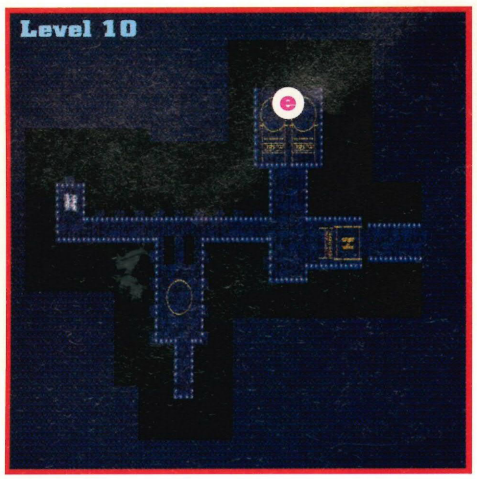
13 Don't hang around on levels three and four as the monsters regenerate.

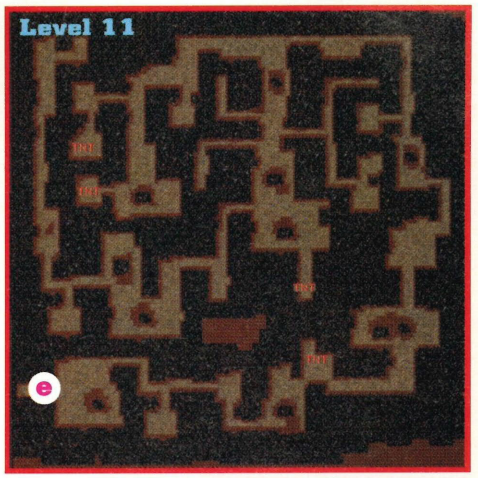
14 Be prepared for the Hunter at the end of level five. Be very prepared.

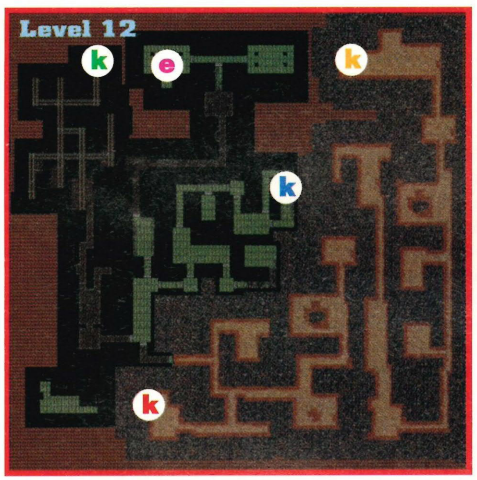
15 On level six the fuel is hidden next to four mud huts.

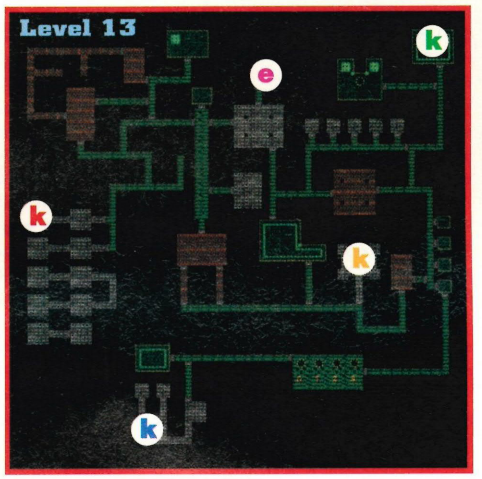
16 The zombies on level seven regenerate so beware, be very ware, or something.

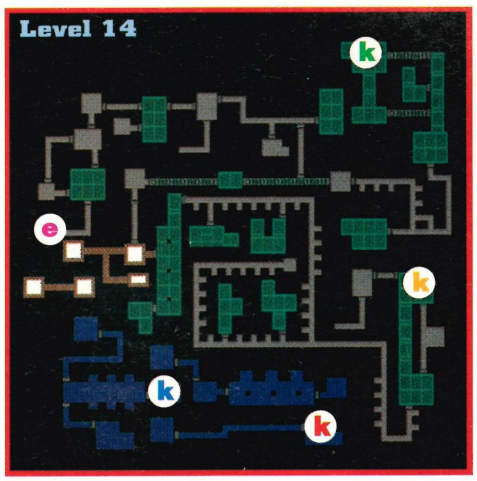
17 Watch for the hidden rooms on level eight. 'cos they're hidden.

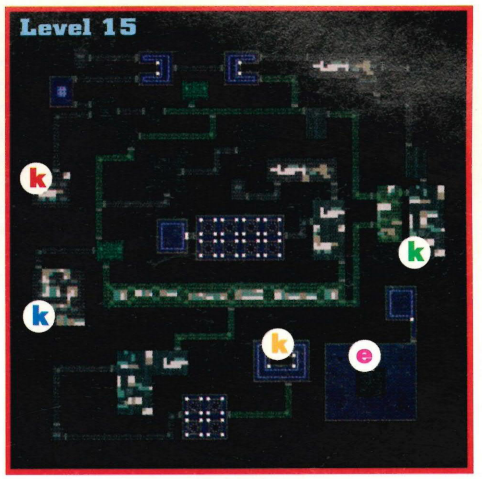












18 Get fully powered up for Hunter who is at the end of levels eight and nine.

19 Don't pick up all those power-ups at the end of level ten at once. Use them wisely.

20 Go to the left side of level 11 first to get the first two parts of the bomb.

21 Find the outdoor teleporter to get an extra life on level 12.

22 Be careful not to go rushing (as it were) into the rooms that are full of robots on level 13.

23 Do not pick up all the power-ups in the room before F.U.B unless you need them. Wait until you die then power-up again.

them down, enter the following...
Health – Right, Right, Left, Down, Down, Up, Triangle, Circle
Lives – Left, Down, Right, Triangle, Square, X, Circle
Ammo – Down, Right, Circle, Left, Right, Circle
Power – Right, Down, Right, Triangle
Smart Bombs – R1, R2, X, Triangle, Square, Circle, R1, R2, Circle, Circle, Square
Level Select – Up, Right, Down, Left, Triangle, Circle, X, Square, X
Level Skip – X, R1, Triangle, R1, Square, Circle, R2, R2, X, Square, Triangle, X

CLOCKWORK KNIGHT 2, Saturn

999 Lives:
During the Title screen, enter the following: Right, Up, Left, Down, Right, Down, Right, Up, Left, Down, Right, Down.

SYNDICATE, Jaguar

At the beginning, enter TO THE TOP as your company name and you'll start with £100,000,000, all the weapons and modification, and have access to all the missions.

RAYMAN, PlayStation

Intro Cheat:
During the PlayStation logo screen, press and hold L1, L2, R1, R2, X and Start. Keep them held down for an
alternative intro.

TEMPEST 2000, Jaguar

Enable Cheats:
At the main menu, hold 1+4+7+A. 'Excellent' confirms. The following cheats are enabled during play...
Skip To Next Level – Option
Enable Warp Bonus Round – 6
Enable Rotary Controller – At the Game Option menu, hold Pause. 'Excellent' confirms
Pause Bug – At the end of the Bacon/Jupiter River bonus round, press Pause just as it switches back to the main game (after approximately two and a half pulses of the 'Excellent!' graphic).
The graphics in the game will now be slightly glitched. The starfield won't scroll, messages won't disappear, the SuperZapper might not work, and the web won't be solid-filled. Entering the 'Green Path' bonus round effectively ends your game. Exiting the Jupiter River or LSD bonus rounds will occasionally mess up the double-buffering of the main game (though it corrects itself after you die or finish the level.
Invisible Web – Start any *Tempest Plus* game. Hold down Option (cheats must be enabled) until you get to the rainbow levels. The web will be invisible during the rainbow levels only.

BATTLE ARENA TOSHINDEN, PlayStation

Special Characters:
Gaia – To get hold of the dark and deadly end boss, enter Down, Down/Left, Left and Square during the Title screen. 'Fight!' will confirm the correct entry. Now, highlight Eiji on the Character Selection screen and press X.
Sho – Enter the above cheat and go on to lose against the CPU. Don't opt to continue and the Title screen should appear. When the Options appear, enter Right, Left, Right, Left and Square on player 2's pad. Head for the Player Selection screen, highlight Kayin, then hold Down and press Square.

VR STALKER, 3DO

Cheat Codes:
Begin the game, press Pause and enter:
Programmers Credit Screen – Highlight the Map selection and press C+B+A x3
Easter Egg Menu – Highlight the Objective menu and press Left Shift, A, C, A, C, B, B, B. All the codes below must be entered on this screen
God Mode – C, Left Shift, Right Shift, C, Right Shift, X, Left Shift, A
99,000 Missiles – B, B, B, Left Shift, C, A, C, Left Shift
99 Planes – Right Shift, X, Left Shift, X, C, B, A, X
X2 (blast of a plane) – A, A, C, B, Right Shift, Left Shift, B, A

COMMAND & CONQUER, PC

Free Tiberium harvester anyone? Well, build yourself a Tiberium refinery as normal and you'll get a Tiberium harvester with it. Now sell your new refinery (you'll get most of the money back) which'll leave you with a dormant harvester. Now build a refinery again and you'll end up with a refinery and TWO harvesters. Not bad.

SEGA RALLY, Saturn

Zoom In During Replays:
During replays hold Down+Z, then use the Left Shift and Right Shift buttons to zoom in and out.

WWF WRESTLEMANIA, PlayStation

Power-Up:
While you're having a bit of a wrestle, simply block and rotate the D-pad two circles clockwise (beginning your circle at the position away from the opponent). Your chap will then issue a taunt, and any attack completed within five seconds of this will do four times the normal damage. That's four times!

AIR COMBAT, PlayStation

Cheat Codes:
Before the classy intro kicks in, press and hold R1 and Circle. A screen of CDs will confirm correct entry. Then simply enter any of the following...
Secret Loading Game – Up, Down, Left, Right (score over 4.50 on this and your wingman fee will be free)
Pre-Painted Planes – (Up, Down, Left, Right) x2, R1
Pre-Painted Wingman – Start x10, R1
Pre-Painted Plane Colour (Two-Player) – (Left, Right) x2, (Down, Up) x2, Circle x2, Triangle x3

EVOLUTION: DINO DUDES, Jaguar

Infinite Dudes:
At password screen, enter – <AC> 'ONCE DEAD' <OK> (thunderclap confirms) <AC> 'TWICE BORN' <OK> (belch confirms)

HEXEN, PC

Cheat codes. Type in during play.
SATAN: God mode.
NRA All: Weapons.
LOCKSMITH: All keys.
INDIANA: All artifacts.
SHERLOCK: All the puzzle pieces.
MAPSCO: Map code.
PUKE: Script code.
CASPER: Walk through walls.
INIT: Restart level.
DELIVERANCE: Pig mode.
BUTCHER: Kills all monsters.
TICKER: Frame rate.
NOISE: Sound debug.
WHERE: x and y coordinates.
MARTEK: Type thrice to kill yourself (?).
CONAN: No weapons.
~??: Play CD track. Where ?? is the track no.

VIRTUA FIGHTER, Saturn

Ring Size:
During the title screen, simply press Up x12 and then Start. Head for the Options and once here, go to 'Exit' option. Press Down once and the highlight will disappear. Now press C. And, lawks a-lordy, you can change the size of your ring.

MORTAL KOMBAT 3, PlayStation

To Play As Smoke:
Leave the machine running until the copyright screen appears. Press and hold R1 and then enter the following – Right, Down, Left, Up, Right, Down, Left, Up. 'Enter The Ultimate Kombat Kode' will confirm correct entry. Enter the following – Dragon, MK, Dragon, Goro, Skull, Goro (press R1, Circle x9, Triangle x6, X x6).

JUMPING FLASH, PlayStation

Doom Level Bonuses:
If you see a wall with Baron Aloha on it, shoot it repeatedly until it opens up. There will be a

Command & Conquer-PC

Here's a guide to one of the 15 mission-long paths to supreme GDI victory:

Mission 1

Dead simple this one. Just kill everybody and whilst your in the process, learn how everything works. Easy peasy.

Mission 2

This mission introduces engineers to the player. These little chaps may appear a bit crap at first, but they can be crucial to winning later missions. Level 2 is really just a 'practice using engineers level'. Always make sure your engineer is well protected, he's a bit rubbish at fighting himself you see. When your Hum-Vee vehicle arrives load him onto it. Take him (and the rest of your attacking force) north where you'll find the enemy base. Fight your way in and, when the coast is reasonably clear, unload your engineer out of the Hum-Vee, click on him, then click on the building. He'll enter it and make it one of yours. You can then either keep it, troops or hardware produced by it will appear in your colours, or you can sell it if you'd prefer the cash. Don't we all?

Mission 3 – Destroy The SAM Sites

Bit of an all out destruction mission this one. Just kill everything and everyone. When you locate a SAM bunker you can set a group of five or so grenade chaps to work blowing it up and leave them to it. This is the first mission that offers air strikes too. These are a bit rubbish against the bunkers and enemy buildings, but are brilliant for frying groups of troops.

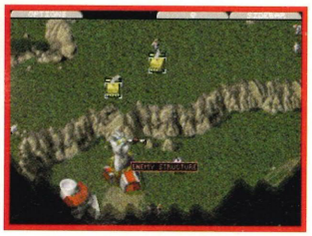
Mission 4 – Get The Crate

You'll find this mission a bit tricky if you try and completely destroy the enemy. They can be a bit stubborn if they want to. The quick way to complete this mission (and some of the later ones) is to carry out the task you have been given – no more, no less. All you have to do to get a 'mission accomplished' here is retrieve the crate in the enemy's possession. The enemy base is towards the north west corner of the map. Just order in lots of troops and whilst mayhem ensues all around them just order one of your chaps to touch the crate.

Mission 5 – Germany

Here you've got to repair your base, first and foremost. Get clicking with that spanner as soon as you can and arrange your troops to block any attacks whilst the repairs are taking place. Once everything is up and running you can go for the enemy base up in the north east (Newcastle?).

If your fortunate enough to encounter the enemy's Tiberium harvester, destroy it to prevent further enemy construction. The base is well defended, but gradual destruction of the heavier armaments will leave its soft underbelly exposed, kind of thing, type arrangement. Look, just destroy it gradually, okay? Trust us, we're professionals.



Mission 6 - Czechoslovakia 1

Another 'pulp everything' mission. Set up camp in the south west corner of the map. Build the usual stuff and arrange your forces to thwart the succession of small early attacks by the enemy. When you've a good size force and everything is running smoothly take your troops up the west side then head east to reach the enemy camp. You'll need your biggest tanks to destroy that troublesome big gun at the base so keep them well protected with plenty of ground troops. Tanks are crap at destroying ground troops. It's far better just to drive over them, crushing them 'neath your tracks rather than trying to blast them. Clever use of an engineer can put a stop to the enemy's rapid troop production and give you some much needed reinforcements.

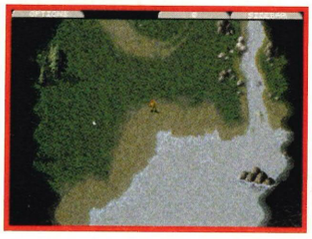
Mission 7 – Czechoslovakia 2

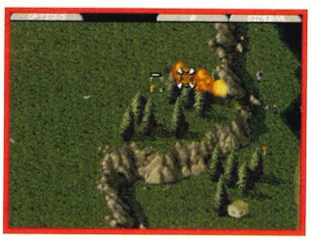
Your helicopter can be used to expose undiscovered land here. Click it on the edge of the visible area then just before it lands click on the newly exposed bit. This way you can quickly 'clear' large areas and locate enemies lying in wait. Send your massed forces up the east side of the map and when you reach the northern most point turn west to find the enemy base.

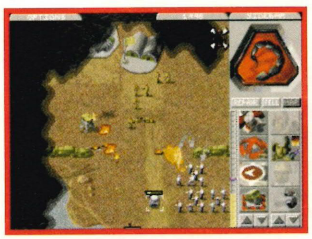
Mission 8 – Austria

Be sure to keep your hardware repaired here. When their energy is more than half depleted you should return them to the repair facility for a top up. Don't be afraid of sending in and losing lots of troops here, they can be replaced. Repair your base while thwarting attacks from the north and south west. Set up defensive positions there.

Take the road over the bridge and go north. There should be a rock outcrop between yourself and the enemy camp to the west. Your troops can open fire on the base from







this impregnable position while the rest of your forces dash up the west side of the map, 'round past the guns and, with the help of some engineers, take control of whatever buildings are left.

Mission 9 – Hungary

You may as well stop trying to get your troops over the river right now – you can't do it, you nana. Take them west and destroy the two gun emplacement by the river instead. Spread them out a bit to make them more difficult to hit. Once your helicopter arrives you can use it to take your troops over the river and join the rest of your forces in the north east on a slow and steady assault of the heavily armed enemy base to the west. True story.

Mission 10 – Slovenia

Fast ground vehicles can be used to scout around your base and find enemy encampments. Once located, your new Orca attack helicopters can be sent in to waste them. It's dead easy really. Enemy troops can be thwarted with walls of sandbags which'll hold them at bay long enough for you to dispose of them. Top fun.

Mission 11 – Greece

Upon landing on the beach watch for that tank to the east. Next head north for a while before turning east and finding a nice clear area by the Tiberium fields in which to set up your base. Gun turrets are useful here and a good idea is to have one ready built for dropping in at the optimum position when an attack occurs. There's nothing so frustrating as going to the trouble of building such defences only to find that the approaching enemy are out of its range. Use your Orcas to full effect, or else.

Take out the enemy SAM sites when you find them and locate the spy you have to rescue. He's in the north east corner of the map. Click on him and, providing you've got rid of all those SAM sites, a chopper will appear to take him to safety.

Mission 12 – Albania

Keep your base well defended and let the enemy come to you. Again, destroy the SAM sites to enable a helicopter to come in. This time to rescue Dr. Mobius who's in your base. Money can be a problem here, but you can always sell stuff and there's a secret cash 'power-up' hidden in the village in the north east, if you can find it.

Mission 13 – Yugoslavia 1

Ooh lovely. Build yourself an advanced communications facility as soon as you can to gain access to the awesome Ion cannon. Incidentally, set up your base as far north as you can, repeated playing will show you the furthest point you can build on safely. Build a vehicle repair facility. The further north your base is the shorter the distance your vehicles will have to travel to get repairs 'cos they're gonna need 'em!

There're hundreds of enemies here and killing them all is a slow and laborious affair, but it can be done. Alternatively if you're sneaky you can use a fast vehicle to locate the enemy lab (your objective in this mission) and use your Ion cannon to destroy it. Mission accomplished with barely a scratch. Marvelous.

Mission 14 – Yugoslavia 2

Invisible stealth tanks is it now? A fast vehicle can find them for you. Once located, send in a good sized force and surround the area where it was last spotted. Concentrated fire will soon rip 'em to shreds.

Mission 15 – Final Assault

Head across the bridge and turn east where you'll find a gorge protected by a big gun. Take out the gun then use sandbags to block the mouth of their gorge, trapping the enemy. Sandbags are essential in this mission. Long lines of them can be used to seal in the enemy preventing attacks. Use two engineers to capture the enemy buildings near the Tiberium field to the west of the gorge. An advanced guard tower here will take care of the gun turrets for you.

You now have the entire south of the map all to yourself and plenty of Tiberium too. Build lots of top weapons (especially Orcas) and get yourself an Ion cannon. You can use this to soften up the enemy base before sending in engineers (protected by plenty of troops of course) to capture the airport and surrounding buildings.

At some stage of the proceedings the Nod forces will rather unfairly let fly with an atomic blast. You will be hit at least once so be prepared for it. A single blast can decimate your base so investment in a mobile construction yard will help with the rebuilding should you need to. It's the same in real life, if truth be known. Where would we all be without our mobile construction yards, eh? Lost that's where! So don't go taking them for granted!

secret room behind containing power-ups, extra lives and so on.

ULTIMATE SOCCER MANAGER, PC

Enter your name as make believe. Now press the + key to award yourself £100,00 whenever you need a cash injection. Press the 1,2 or 3 keys during a match to win 1-0, 2-0 or 3-0 respectively or ESC to end the half.

SCREAMER, PC

Cheat codes. Type 'em in at the main selection screen.
TAZOR: Get the bullet car.
VTELO: All six tracks.
CLOCK: Stops the clock for a race.
MONTY: Turns cones etc into girls, bunnies and prams.
JOINT: As above but this it's ghosts, cones and boxes.
ABURN: Gives the computer drivers bullet cars.
INVER: Reverses the six tracks.
MIRRO: Mirror images the six tracks.
UPDOW: Turns tracks upside down (?).

HANG ON GP '95, Saturn

Extra Courses:
During the Options screen, highlight 'Game Level' and press B. You will now be still highlighting 'Options'. Then press Right Shift, Right Shift, Left Shift, Right Shift, Right Shift. A noise will confirm the correct entry.

CYBERSLED, PlayStation

Extra Sleds:
During the title screen, enter the following: Up, Left, Down, Right, Up, Triangle, Up, Right, Down, Left, Up and Circle. An explosion will conform correct entry. Move to the right on the Select screen to be able to choose the five enemy sleds.

THE HORDE, 3DO

Cheat Codes:
Start the game, hold Up, A and B and press Pause. Then enter the code of your choice and unpause...
Watch FMV footage – Right, A, Left, Left, A, Up, B
Finish Level – Down, A, Left, Left, Down, A, A, Right
Continue – A, Down, Down, Right, A, Down
30,000 Crowns – Left, A, A, B, Left, A, Right, Down
Full Map – Left, A, Up, Down, B, A, A, B
All Magic Items – B, Right, A, Left, Left, Down, Right,
A, A, Left
Speed Up – B, Right, A, B
Invincibility – B, Up, Right, Down, A, Down, Right

CLOCKWORK KNIGHT 2, Saturn

Outro:
During the Title screen, enter the folowing: Right, Up, Left, Up, Down, Up, Right, Left, Up, Right, Left and Down. Begin a game and you'll bear withness to the end piece of film.

STONEKEEP, PC

Amazingly, if you're being attacked you can hold down one of the cursor turn keys to begin turning round repeatedly and, in such a state, will be practically impervious to enemy hits, yet you can still hit them. Very odd, very odd indeed. In fact it's so odd that we wouldn't be at all surprised if Bill Oddie was involved somewhere along the line.

FIFA '96, PlayStation

Cheat Codes:
Pause a game and go to the Options screen. Enter any of the following codes – a sound will confirm correct entry. Exit the Options screen, and highlight 'Resume Game'. Press Square and you'll be rewarded with the secret Options screen.
Invisible Walls – X, X, X, Triangle, Square x3, Triangle
Curve Ball – Triangle, Square, X, Triangle, X, X
Super Power – Triangle, Square, Triangle x8
Super Goalie – Square x5, Triangle x5
Super Offence – Square x5, Triangle, X
Super Defence – Triangle x5, X, Triangle
Stupid Team – Square, Triangle, X, Square, Triangle, X

STONEKEEP, PC

Amazingly, if you're being attacked you can hold down one of the cursor turn keys to begin turning 'round repeatedly and, in such a state, will be practically impervious to enemy hits, yet you can still hit them. Very odd.

PANZER DRAGOON, Saturn

Invincibility:
During the Title screen, highlight Normal and enter the following: Left Shift, Right Shift x2, Up, Down, Left, Right and Start. 'Invincible' should now miraculously appear below the title.

ASTAL, Saturn

Secret Mode:
During the Options screen, and with player 2's pad, enter the following: Left, Right, Left, Right, Up, Down, Left Shift, Right Shift and Start. 'Secret Mode' will appear under the logo to confirm correct entry.

CYBERSPEED, PlayStation

Cheat Codes:
To play all the movies, enter the following on the Language Select screen – Circle, Square, Triangle, Left, Right, Up, Square, Right.
To fly as a cow, enter the following on the Ship Select screen – Up, Left, Down, Up, Left, Down, Right, Left, Down, Right, Square, X, Circle.
To see the compilation time/date, enter the following on any menu screen – Up, Left, Right, Triangle, Circle, Square, Left, Right, Square, Circle.

ASTAL, Saturn

Stage Select:
After entering the Secret Mode Code, go to the Start/Options menu. Using player 1's pad, enter the following – Up, Down, Left, Right, Left Shift, Right Shift, A, Y, C, Z, B, X. 'Stage Select' will appear to confirm correct entry.

MORTAL KOMBAT 3, PlayStation

Cheat Codes:
On the VS screen you'll see six boxes. Enter the symbols that correspond to the codes below to get some ridiculously mad stuff happening all over the shop...
Key: 0 – MK Dragon, 1 – MK Logo, 2 – Yin-Yang, 3 – Number Three, 4 – Question Mark, 5 – Lightning Bolt, 6 – Goro, 7 – Raiden, 8 – Shao Kahn, 9 – Skull
Codes:
No Throws – 100 100
No Blocking – 020 020
No Meters On Screen – 987 123
Half Energy Player 1 – 033 000
Half Energy Player 2 – 000 033
Quarter Energy Player 1 – 707 000
Quarter Energy Player 2 – 000 707
Fight In Darkness – 688 422
Random Morphing – 460 460
Morphs, Darkness, No Meters, No Blocking – 985 125
Unlimited Run – 466 466
Galaga – 642 468
Text Message – 282 282
Text Message – 723 926
Text Message – 987 666
Winner Fights Montaro – 969 141
Winner Fights Noob Saibot – 769 342
Winner Fights Shao Kahn – 033 564
Winner Fights Smoke – 205 205

TRANSPORT TYCOON, PC

Destroy your opponent's train by building a depot facing the end of an opponent's station where a large train is standing. Place a Jinty train in this depot and prepare a bit of track to connect the depot with the station. When your opponents train is at the station place this connecting piece of track and your Jinty train will move into the path of the bigger train, causing a collision which will destroy them both. You may lose a Jinty, but your opponent loses his extremely expensive train.

CHECKERED FLAG, Jaguar

Enable Night-time Racing: At Options menu, highlight 'Weather', then type 8,4,7,3.

Key guide:
P is any punch (different strengths can produce different results)
P1 is jab punch
P2 is strong punch
P3 is fierce punch
K is any kick (different strengths can produce different results)
K1 is short kick
K2 is forward kick
K3 is roundhouse kick
Charge means hold that direction for a while
Alpha counters counteract attacks

Ryu

Overhead punch: forward+P2
Spin kick: forward+P
Fireball: down, down/forward, forward+P
Hurricane kick: down, down/back, back+K
Dragon punch: forward, down, down/forward+P
Shinkuu hadoken (shadow move 1): down, down/forward, forward, down, down/forward, forward+P
Shinkuu tetsumakisenpukyaku (shadow move 2): down, down/back, back, down, down/back, back+K
Alpha counter: back, down/back, down+K

Some of these cheats work for PSX and Sat – not all...

Play as Akuma:

Go to the random select character box then press and hold start. For player one to be Akuma move: down, down, down, left, left, left. For player two move: down, down, down, right, right, right. Press P1 (jab) and P3 (fierce) together. To get an alternative character colour use K1 (short) and K3 (roundhouse) instead.

Akuma

Overhead karate chop: forward+P2
Spin kick: forward+K2
Fireball: down, down/forward, forward+P
Red fireball: back, down/back, down, down/forward, forward+P
Air fireball: down, down/forward, forward+P (in mid air)
Hurricane kick: down, down/back, back+K
Dragon punch: forward, down, down/forward+P
Forward roll: down, down/back, back+P
Air roll: down, down/forward, forward, up/forward+P
Teleport: forward, down, down/forward+all punch buttons or all kick buttons
Double shinkuu hadoken (shadow move 1): down, down/back, back, down, down/back, back+P
Shoryureppa (shadow move 2): down, down/forward, forward, down, down/forward, forward+P
Air shinkuu hadoken (shadow move 3): down, down/forward, forward, down, down/forward, forward+P (whilst jumping)
Raging demon (shadow move 4): P1, P1, forward, K1
Alpha counter: back, down/back, down+K

Sagat

Low Tiger Shot: down, down/forward, forward+K
Tiger blow: forward, down, down/forward+P
Tiger crush: forward, down, down/forward+K
Tiger genocide (shadow move 1): down, down/forward, forward, down, down/forward, forward+K
Tiger cannon (shadow move 2): down, down/forward, forward, down, down/forward, forward+P
Tiger raid (shadow move 3): down, down/back, back, down, down/back, back+K
Alpha counter: back, down/back, down+K

Charlie

Jumping spin kick: back or forward+K2
Thrust kick: back or forward+K3
Sonic boom: charge back, forward+P
Flash kick: charge down, up+K
Sonic break (shadow move 1): charge back, forward, back, forward+P
Somersault justice (shadow move 2): charge down/back, down/forward, down/back, up+K
Crossfire blitz (shadow move 3): charge back, forward, back, forward+K
Alpha counter: back, down/back, down+P

Sodom

Sai slice: forward, down, down/forward+P
Power bomb: down, down/forward, forward, up/forward+P
Carpet drop: down, down/forward, forward, up/forward+K
Mega sai slice (shadow move 1): down, down/forward, forward, down, down/forward, forward+P
Mega power bomb (shadow move 2): two complete joypad rotation+P
Alpha counter: back, down/back, down+P

Adon

Upward kick: down/forward+K2
Jaguar kick: back, down, down/back+K
Jaguar tooth: forward, down/forward, down, down/back, back+K
Jaguar knee: down, down/forward, forward, up/forward+K
Jaguar breed assault (shadow move 1): down, down/forward, forward, down, down/forward, forward+P
Jaguar revolver (shadow move 2): down, down/back, back, down, down/back, back+K
Alpha counter: back, down/back, down+K

Ken

Krazy kick 1: forward+K2
Krazy kick 2: standing K3
Fireball: down, down/forward, forward+P
Hurricane kick: down, down/back, back+K
Dragon punch: Forward, down, down/forward+P
Ground roll: down, down/back, back+P
Shoryureppa (shadow move 1): down, down/forward, forward, down, down/forward, forward+P
Shinryuken (shadow move 2): down, down/forward, forward, down, down/forward, forward+K
Alpha counter: back, down/back, down+P

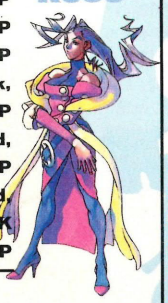
Chun-Li

Knee flip: down/forward+K
Split kick: forward, down/forward, down, down/back, back+K
Lightning kick: Hit kick repeatedly
Kikoken: charge back, forward+P
Spinning air kick: charge down, up+K
Thousand burst kick (shadow move 1): charge back, forward, back, forward+K
Spinning shadow kick (shadow move 2): charge down/back, down/forward, down/back, up+K
Power storm (shadow move 3): down, down/forward, forward, down, down/forward, forward+P
Alpha counter: back, down/back, down+K

Birdie

Headbutt charge: charge back, forward+P
Turn-around headbutt: Hold any two punch/kick buttons and release
Chain grab: down/back, down, down/forward, forward, up/forward+P
Leaping chain grab (shadow move 1): down, down/forward, forward, down, down/forward, forward+K3
Mega headbutt rush (shadow move 2): charge back, forward, back, forward+P
Alpha counter: back, down/back, down+P

Rose



Soul spark: down/back, back, down/forward, forward+P
Soul reflect: down, down/back, back+P
Soul catch: forward, down, down/forward+P
Aura soul spark (shadow move 1): down, down/back, back, down, down/back, back+P
Aura soul catch (shadow move 2): down, down/forward, forward, down, down/forward, forward+P
Soul illusion (shadow move 3): down, down/forward, forward, down, down/forward, forward+K
Alpha counter: back, down/back, down+P

Guy

Bushido run: down, down/forward, forward+K
Bushido leap: down, down/forward, forward+P
Rising spin kick: down, down/back, back+K
Bushido rage (shadow move 1): down, down/forward, forward, down, down/forward, forward+K
Bushido jump (shadow move 2): down, down/forward, forward, down, down/forward, forward+P
Alpha counter: back, down/back, down+K

Play as M.Bison

Go to the random select character box then press and hold Start. For player one to be M. Bison move down, down, left, left, down, left, left. For player two move down, down, right, right, down, right, right. Press P1 (jab) and P3 (fierce) together. To get an alternative character colour use K1 (short) and K3 (roundhouse) instead.

M.Bison

Knee press: charge back, forward+K
Psycho aura: charge back, forward+P
Demon stomp: charge down, up+K
Demon flight: charge down, up+P
Teleport: forward, down, down/forward+all punch buttons or all kick buttons
Knee press nightmare (shadow move 1): charge back, forward, back, forward+K
Psycho crusher (super combo 2): charge back, forward, back, forward+P
Alpha counter: back, down/back, down+P

Play as Dan

Press start to begin a one-player game or continue. Hold the start key and move to the random select box. Whilst still holding start press P1, K1, K2, K3, P3, P2 for a pink Dan or P3, K3, K2, K1, P1, P2 for a green Dan. Be warned, you have to perform those button presses quickly.

Dan

Fireball: down, down/forward, forward+P
Dragon punch: forward, down, down/forward+P
Gale kick: down, down/back, back+K
Shinkuu hadoken (shadow move 1): down, down/forward, forward, down, down/forward, forward+P
Shoryureppa (shadow move 2): down, down/forward, forward, down, down/forward, forward+K
Desperation (shadow move 3): down, down/back, back, down, down/back, back+K
Alpha counter: back, down, back, down+K

CLOCKWORK KNIGHT, Saturn

999 Lives:
During the Title screen, enter the following – Up, Right x9, Down x6, Left x7, Z, X, Y, Y, Y, Z. The title tune will confirm correct entry.

STARBLADE, 3DO

Unlimited Continues:
When the *Starblade* logo has fully formed on the Title screen press the following – Up, Right, Down, Left, A, B, C, Up, Left, Down, Right.

RIDGE RACER, PlayStation

Mirror Mode:
At the start of a race, drive up the pit lane, turn around and head full pelt for the wall at the back of the grid.

PANZER DRAGOON, Saturn

Level Select:
During the Title screen, highlight Normal and enter the following – Up x2, Down x2, Left, Right, Left, Right, X, Y, Z and Start.

FIRST ENCOUNTERS, PC

High speed travel can be yours. Engage the Autopilot and Stardreamer time control device and keep an eye on your velocity indicator. As it levels out at its highest point turn off your engines. You are now travelling at a truly tremendous speed. When you get within 0.5 to 1 AU of your target re-engage the Autopilot and you'll stop suddenly and dock as normal. This process cuts hours, even days, off long journeys and saves fuel too.

WARHAWK, PlayStation

Level Passcodes:
Level 2 – Circle, Triangle x2, X, Circle x2, Square, Circle
Level 3 – X, Triangle, X, Square x2, Triangle, Square, Triangle
Level 4 – Square, Triangle, X x3, Triangle, Circle, Square
Level 5 – Triangle, Circle, Triangle, Circle, Triangle, X, Square x2
Level 6 – Triangle, X, Triangle, Square, Circle, X, Circle x2

STUPID JAGCUBE TRICKS, Jaguar

As soon as the spinning cube appears, press and hold Pause (or, press and release Pause+Option before the letters start to fall). Then press Up to zoom in, Down to zoom out, Left to accelerate left, Right to accelerate right and 0 to reverse the rotation. Release Pause to continue the boot sequence. Press Reset (*+#) or any action button to skip the remainder of the boot sequence. And, finally, to remove the 'Paused' message simply press 1+3 (but this trick doesn't work with all games).

JUMPING FLASH, PlayStation

Super Level:
Collect the jet pods in order so they spell out the word 'E.X.I.T.'. To use the Super Speed on the Super Level, press either L1 or L2.

IRON SOLDIER, Jaguar

Almost Full Repair:
When damaged to the point that you get a Low Energy warning, launch a cruise missile and directly hit yourself with it.

DAYTONA USA, Saturn

No Tyres:
When the pit 'lads' remove your tyres, press A, B, C and Start. When you watch the intro again, you'll notice that you don't get any fresh tyres in return for your old, shabby ones. Pointless, admittedly, but curiously fun anyway.

DESTRUCTION DERBY, PC

For an indestructible car enter your name for a Wreckin' Racing Championship as !DAMAGE! and call yourself CHEAT!. Now if your clearly going to loose a race you can still get loads of points by driving round pulping everybody with your super-tough car. Top stuff.

DOOM, Jaguar

All codes entered during play. Cheats are disabled in Co-Op and Deathmatch modes.

Level Select:
1-9 – 1…9+Pause
10 – A+Pause
11–19 – A+1…9+Pause
20 – B+Pause
21-24 – B+1…4+Pause

DAYTONA USA, Saturn

Virtua Fighter Music:
Once you've come first and have moved to the Enter Initials screen, try typing in PAI or LAU. Listen to that brief blast of *Virtua Fighter*! Also, try entering the following – J.M, A.Y, J.B, K.M, S.B, W.H, Vft, TET, ANI, HSB, AO., KAG and NAG.

PO'ED, 3DO

Level Select:
During the main menu, press and hold Left Shift+Right Shift+Up. Then with your remaining finger(s), press A to begin a new game and release all the buttons. On the Difficulty screen, press and hold Left Shift+Right Shift+Down and press A after selecting a difficulty. Select a level and, yes you've guessed it, press A to start.

NBA JAM T.E., PlayStation

Cheat Codes:
During the 'Tonight's Matchup' screen, enter the following codes before the 'Loading Game' message begins flashing…
Big Head Mode – (Square, X, Circle, Triangle) x5
Mammoth Head Mode – (Square, Triangle, Circle, X) x5
Huge Mode – (Triangle, X) x5
Baby Mode – (Square, Circle) x5
Great Balls Of Fire – Down, Right x2, Circle, Triangle, Left
Manpower – Right x2, Left, Right, X, X, Right
Power-Up Defence – Right, Up, Down, Right, Down, Up

PANZER DRAGOON, Saturn

Hidden Level:
To play 'Episode 0', during the Title sreen, highlight Normal and enter the following – Up x3, Down x3, Left, Right, Left, Right, Left Right, Left Shift, Right Shift and Start.

AIR COMBAT, PlayStation

Difficulty Cheats:
1) Clear all the missions on Easy and start the game again. You'll now have all 16 planes from the start.
2) Clear all the missions on Normal and start the game again. You'll now have all 16 planes and all the wingmen from the start.
3) Clear all the mission on Hard and start again. Hey bleedin' presto – all 16 planes, all the wingmen and the chance to select any level.

BUBSY IN FRACTURED FURRY TAILS, Jaguar

Level Codes:
Level 3 – 458227
Level 4 – 958936
Level 5 – 739294
Level 6 – 184792
Level 7 – 812615
Level 8 – 781367
Level 9 – 126712
Level 10 – 236721
Level 11 – 673167
Level 12 – 792323
Level 13 – 672328
Level 14 – 782389
Level 15 – 672345

IRON SOLDIER, Jaguar

Scroll Title Screen:
On the vertically scrolling Title sreen, once the *Iron Soldier* logo appears (eventually or by pressing a button), use the joypad to manually scroll the screen up and down.

ROBOTICA, Saturn

Cheat Codes:
Before entering any of the following, hold down

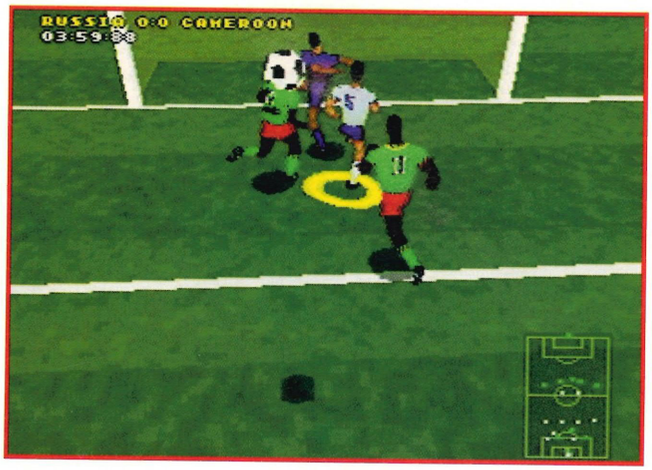
Actua Soccer-PlayStation/PC

Defending

Keep the opposition's shooting opportunities to an absolute minimum. Remember that classic footballing adage 'If in doubt, boot it out'. Always watch for rebounds from the keeper. The enemy will keep on attacking until the ball is in the back of the net or safely ensconced in the keeper's hands. Play with the offside option 'on'. This'll give your defenders a chance of blocking a run on goal.

Passing

The key to successful passing is creating space. Hang onto the ball when challenged, don't pass prematurely just because you're being challenged. You can often twist and turn a marking player off your tail. Aim for the gaps and players in space. Remember you don't always have to be facing the player you want to pass to. If your player has good vision he'll pass to the man in the best position automatically.

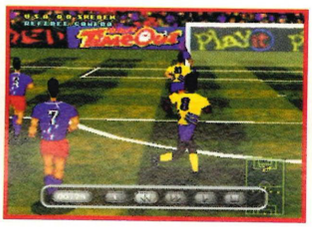


Tackling

Try not to pull one of your players out of position just to make a tackle. If you do, you may be leaving an opposing player unmarked. Don't go at every player with the ball feet first. Only use your sliding tackles when you're sure of coming away with the ball or as a last resort. A strict ref is always watching for clumsy tackles and will be itching to send you off for an early bath. The best tackling option is to run into a player, and shoulder him.

Shooting

One touch shots are very difficult to perform from short passes so only attempt them when you have the time to set them up. Try and shoot with the one touch feature – don't give that goalie time to get into position! If you've enough space try your super shot (joypad/stick centred). Watch for those rebounds too, the best time to score is while the goalie's still



CRASH 'N' BURN, 3DO

Infinite Continues:
Simply press Pause and quit or reset the machine when you die. As the game saves automatically after every race, you can load the previously saved game and keep racing.

DAYTONA USA, Saturn

Karaoke:
Choose Arcade mode and head for the Track Selection screen. Hold Up and press C to select your track (while still holding Up).

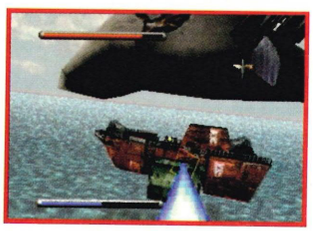
EVOLUTION: DINO DUDES, Jaguar

Infinite Time:
At password screen, enter – <AC> "TIME STANDS" <OK> (thunderclap confirms) <AC> "STILL FOREVER" <OK> (belch confirms)

PARODIUS, PlayStation

Level Select:
During the title screen, enter the following – Square x5, Triangle x7 and Circle x3.

PANZER DRAGOON, Saturn



Wizard Mode:
During the Title screen, highlight 'Normal' and press the following – Left Shift, Right Shift, Left Shift, Right Shift, Up, Down, Up, Down, Left and Right. Now this is a very tough difficulty level. Do you have the staff for it?

RAIDEN, Jaguar

Infinite Lives And Bombs:
At first boss, hold 1+4+7+3+6+9+Option. 'Extra Ship' sound confirms. Works for both players, you know.

ASTAL, Saturn

Invincibility:
Simply pause the game and enter the following – Up, Y, Left, A, Down, B, Right and C.

QUARANTINE, 3DO

Level Codes:
The Park – 98645782
Old Kemo – 89962254
The Projects – 54185654
The Wharf – 92146125
Final Level – 33289642

DAYTONA USA, Saturn

Instant Catch-Up:
At any point in the race, simply press and hold Z to make the car ahead slow down.

CLOCKWORK KNIGHT 2, Saturn

Level Select:
During the horse Title screen, enter the following – Right, Up, Left, Up, Right, Up, Down, Up, Left Up, Left, Up. Up or Down on the D-pad will select the room, X will let you select the level. Not bad at all.

DOOM, Jaguar

Very Happy Ammo Mode:
To get full keys, weapons, armour and ammo, Pause, then #+Pause

RIDGE RACER, PlayStation

Extra Cars:
Destroy all the Galaxians during the loading screen. Simple.

DAYTONA USA, Saturn

Other Sega Music:
When you're asked to enter your initials, try entering the initials of other well-known Sega games to catch a snippet of their music. Here

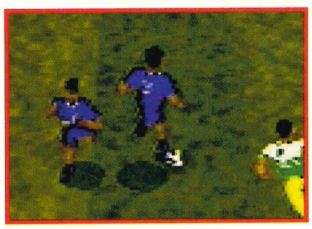
on the floor. Try to use the aftertouch feature as often as you can. At penalties select the wire camera. Point your player at a corner of the goal and use a power shot. Quickly pulling back on the stick will keep the ball hard and low. Above all don't panic! The best players stay cool in the area.

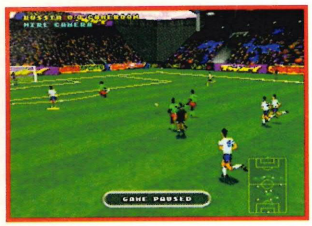
Practice

Will, indeed, make perfect. In practice mode you'll be able to get all the techniques outlined above off 'pat' (whoever he is) without the other team bothering you. Practice those one touch passing and shooting moves, they'll come in very handy. If you're having all the possession yet aren't scoring many of the goals then it's this part of your game that needs work.

Formation and tactics

Know your squad and the strengths and weaknesses of the opposition. Plan your game to suit. For example if you're playing as a weak team against Germany play with a packed defence, stick to a long-ball

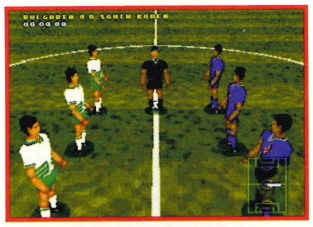




game and use forwards with good controlling skills. A lot of problems can be sorted out by getting your formation right. For example if you're losing out in midfield try adopting a 4-4-2 or 5-5-1 formation. That default formation may not quite suit your style of play.

Cheats

For PC, run the game with SOCCER -01142475549 to gain



access to the Gremlin Showbiz XI, with star player Bazza Davies. Hmmmmm.

On the PlayStation a similar result can be obtained by holding R2, L2 select and up at the same time at the Title screen. Incidentally if you opt for French at the start of the game (as it were) the commentary is by Therry Roland, a very famous French commentator, so we're told.

are some examples – V.R for *Virtua Fighter*, V.F for *Virtua Fighter*, ORS for *Outrunner*, A.B for *Afterburner* etc.

BUG, Saturn

Level Skip:
During the Title screen, press Start to make 'Start' and 'Options' appear. Then enter the following – B, A, B, Y, Down, Right, A, Left Shift and Down. A sound will confirm correct entry. On starting the game, press and hold Left Shift and use the D-pad to cycle through the levels.

HOVER STRIKE, Jaguar

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

DAYTONA USA, Saturn

Maniac Mode:
During the Sega logo screen, simply press Up x2, Down, Left, Right, Left, Right, A, B and C. A doddle, or what?

VIRTUA COP, Saturn

Extra Options:
Hold down C, Up, Down, Right and Left on the Sega logo to bring up an extra options menu

EVOLUTION: DINO DUDES, Jaguar

Level Passwords:
Level 1 – ROUND ONE, Level 2 – LIBERTY ISLAND, Level 3 – STONE WALL, Level 4 – G MEN, Level 5 – GO WEST, Level 6 – LEMON ENTRY, Level 7 – WAGON WHEEL, Level 8 – OIL DRUM, Level 9 – MOON ORBIT, Level 10 – HARD ROCK, Level 11 – TRIP AND FALL, Level 12 – ALARM CLOCK, Level 13 – BIG COUNTRY, Level 14 – HOG TIED, Level 15 – CAN CAN, Level 16 – CUTE MOUSE, Level 17 – SPARKY PLUG, Level 18 – PONY EXPRESS, Level 19 – PADDED CELL, Level 20 – LOG PLUME, Level 21 – CANVAS SAIL, Level 22 – GOLDEN ERA, Level 23 – WIDE SEAT, Level 24 – BAD KARMA, Level 25 – CRASH BARRIER, Level 26 – LIME GLASS, Level 27 – SURF UP, Level 28 – PENAL COLONY, Level 29 – RELIEF ART, Level 30 – TRIBAL DANCE, Level 31 – SODA FOUNTAIN, Level 32 – PARKING SPACE, Level 33 – PIZZA DUDE, Level 34 – CROW FLIES, Level 35 – TILED ROOF, Level 36 – SLATE MISSING, Level 37 – OPENING TIME, Level 38 – INNER PEACE, Level 39 – BAD DOG, Level 40 – SOUR BELLY, Level 41 – LARGE MUG, Level 42 – HALF A BET, Level 43 – SING SING, Level 44 – BROWN COW, Level 45 – IRON HORSE, Level 46 – WHITE MALE, Level 47 – BOX OFFICE, Level 48 – CORNY FUR, Level 49 – ATOM CAT, Level 50 – FREE WHEELING, Level 51 – BUSH FIRE, Level 52 – CAR BRA, Level 53 – PORK PIES, Level 54 – STORMY WEATHER, Level 55 – STAGE COACH, Level 56 – QUAY BORED, Level 57 – SPLASH DOWN, Level 58 – BUG POLITICS, Level 59 – SHAKE SPEAR, Level 60 – SCHOOL ZONE, Level 61 – PINK MARBLE, Level 62 – ROLLING PLAINS, Level 63 – ICON DRIVE, Level 64 – CARROT TOP, Level 65 – QUILL PEN, Level 66 – TUTTI FRUTTI, Level 67 – PUBLIC ENEMY, Level 68 – BIG END, Level 69 – TAN PARLOR, Level 70 – NEVER READY, Level 71 – SHARK FANGS, Level 72 – STOOL PIGEON, Level 73 – PROM QUEEN, Level 74 – RED LETTER, Level 75 – CORN PONE, Level 76 – BILGE PUMP, Level 77 – SIXTY FOUR BIT, Level 78 – HALF MAST, Level 79 – WALKING BOSS, Level 80 – SPACE TO LET#

IRON SOLDIER, Jaguar

Single-Frame Advance:
Left Shift and Right Shift on player 1's pad while entering the codes on player 2's...
Level Skip – Start, Refill Generator – B, Recharge Shields – A, Charge-Up Weapon – X, Refill Ammunition – Y.

VIRTUA FIGHTER 2, Saturn

Play As Gold Dural:
Same technique as above, but press the following combination – Down, Up, Left, A+Right (D.U.L.A.R.). Dural will now appear in gorgeous gold Werther's Original tones rather than the normal silver.

CYBERMORPH, Jaguar

Level Codes:
Sector 1 – 1008
Sector 2 – 1328
Sector 3 – 9325
Sector 4 – 9226
Sector 5 – 3444
Uknown – 6009

STREETFIGHTER: THE MOVIE, Saturn

Music Video:
First, complete the game in Movie Battle mode. Simply beat Bison twice and you'll be able to watch the bonkers video. And it'll be there for you to see any time you wish (just go to the Battle Select screen, choose 'Back Up' and you'll be rewarded with the 'Video Clip' screen. Easy.

RAYMAN, PlayStation

Miniature Window:
During play, pause the game and enter the following while holding down R2 – Circle x2, Left, Circle x2. This will produce an on-screen miniature replica of the main action.

PANZER DRAGOON, Saturn

Weapon Select:
During the Title screen, simply press Start. Then enter the following – Up, X, Right, Y, Down, Z, Left, Y, Up and X. A screech will confirm correct entry. Start the game as normal and wait for the screen to turn black. When it does, hold C (for rapid purple shots and blue lock-ons), B (for powerful red shots), Z (for green shots and blue lock-ons) or Y (for red 'machine gun').

TREVOR McFUR IN THE CRESCENT GALAXY, Jaguar

Activate Cheats:
At the title screen, type 1,1,8,3 ('Trevor's Birthday'). There's no confirmation sound that this has been done correctly.
Cheat Commands:
Press the following on controller 2 at any time...
Skip To Next Stage – Option
Speed Up Enemies/Background Graphics – Right
Slow Down Enemies/Background Graphics – Left
Speed Up Foreground Graphics – A
Slow Down Foreground Graphics – B
Fire Special Weapon Without Depleting Inventory – C
Power Up Gun – 1
Cycle Through Bomb Power-ups – 2
Mark Other Moons As Completed – 3
Toggle Invincibility – 4
Cycle Through Sound Effects – 0
Play Sound Effect – *

VIRTUA FIGHTER 2, Saturn

Choose To Play As Dural:
At the Character Selection screen, press Down, Up, Right, A+Left (D.U.R.A.L.). You must be highlighting either Akira for player one or Lion for player 2 though, for this trick to work.

PANZER DRAGOON, Saturn

Roll:
During the title screen, press (Up, Right, Down, Left) x4. A sound will confirm correct entry. 'Rolling Mode' should also now appear.

RAIDEN PROJECT, PlayStation

Configure Screen:
Press and hold L1, L2, R1 and R2. You'll then be able to alter the screen's resolution.

JUMPING FLASH, PlayStation

Level Select:
During the Title screen, enter the following – Up x2, Down x2, X, X, (Left, Right) x2, X, Triangle, X, Triangle.

VIRTUA FIGHTER 2, Saturn

Choose The Victory Taunt:
Hold either A, B or C before the character does his/her victory stance and you will be able to select which one you see. There is also a special one reserved for when you get an 'Excellent!'.

THEME PARK, Saturn

Bullfrog Park:
Enter your nickname as 'DEAD' and go to 'End'. On the following screen, press A+Z. And, as if by microchip magic, you'll be able to have a wander 'round the very special Bullfrog park.

MAD DOG McREE, 3DO

Quick Continue:
If you get shot, quickly press P before the undertaker appears. Choose 'Continue' and you'll restart from the enemy that shot you, rather than the beginning of that section.

BRUTAL SPORTS FOOTBALL, Jaguar

Correct League Mode Bug:
At the password screen, enter – RMVVKL343 333VZ6387

CLOCKWORK KNIGHT, Saturn

Level Select:
During the Title screen, enter the following – Left, Up, Right, Down, Right, Right, Up, Right Shift.

IRON SOLDIER, Jaguar

Cheat Codes:
Type on the Options screen – border flash confirms correct entry.
Enable 'Insane' Difficulty Level – 6,8,2,4 ('OUCH' on phone keypad)
Enable All Levels and Weapons – 3,7,6,6,8, 2,4,2 (???)
Infinite Ammo – 2,7,2,8,3,7 ('CRATES')

VIRTUA RACING, Saturn

Secret 'Bit':
While hammering the Coupé around Amazon Falls watch out for the first big jump. As you go up the slope after it, head for the roadblock to the right and go straight on through it. Don't hit the sides of the new section of track, mind.

DRAGON BALL Z: BATTLE 22, PlayStation

Five Extra Characters:
During the DBZ logo screen, press the following – Up, Triangle, Down, X, Left, L1, Right, R1. You'll then be rewarded with a new intro, where the words 'Battle 27' appear.

IRON SOLDIER, Jaguar

Swivel Mech View:
At the mech configuration screen, select add or remove weapon, then 1 or 2 to swivel your mech (doesn't go all the way 'round).

WOLFENSTEIN 3D, Jaguar

Level Select:
At main menu, hold 1+3+7+9

DRAGON'S LAIR, 3DO

Infinite Lives:
If you really must have them, enter Up, Down, Left, Right x2 during the Title screen and press Start.

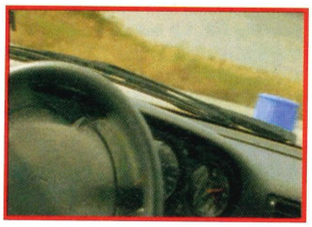
DESTRUCTION DERBY, PlayStation

General Tips:
1) In Wreckin' Racing aim for the first place man – he's worth double points!
2) In Destruction Derby mode avoid the initial mad smash in the centre. That way although you may miss out on a few points, you will start with a damage advantage.
3) For maximum 360°s in Destruction Derby

ZOOL 2, Jaguar

Cheat Codes:
Type the following on the Options screen, rooster sound confirms...
Bulberry Hill – 7,7,7,4,9
Tooting Common – 8,8,5,6,3
Snaking Pass – 3,3,6,6,6
Mount Ices – 1,1,9,6,8
Mental Blockage – 9,1,2,6,6
Always get Bonus Round – 3,1,8,6,7
Infinite Health – 1,1,2,7,5
99 Lives – 3,1,9,6,5

THE NEED FOR SPEED, 3DO



Watch All FMV Footage:
Go to the Options screen and highlight 'Opponent Video On'. Press X, Right Shift, Left Shift and A. It should now show you all the FMV footage you could ever want. Or something.

ASTAL, Saturn

Replenish Energy:
Simply pause the game and enter the following – Down, Right Shift, Up, Left Shift, X, A, Y, B, Z, C, Right and Left.

PO'ED, 3DO

Farts:
Head for the Load Game menu and press Left Shift+Right Shift. Start a game as usual.

SHOCKWAVE, 3DO

Explanation Of Cockpit:
The green light on the left of the control panel represents the number of pieces being loaded from CD. The coloured light on the lower right side of the panel is an indication of memory fragmentation. The graph on the left represents the frame rate.

WOLFENSTEIN 3D, Jaguar

Music Test:
At 'Ball' title screen, press #

RETURN FIRE, 3DO

Debug Mode:
Enter the code WOLF and hold Left Shift, Right Shift and press Pause. You'll then be able to switch on a frame rate indicator, mess about with the sounds in the game and put the flag in the first tower destroyed. Not bloody bad!

OUT OF THIS WORLD, 3DO

Level Passwords:
Level 1 – LDKD, Level 2 – HTDC, Level 3 – CLLD, Level 4 – FXLC, Level 5 – KRFK, Level 6 – XDDJ, Level 7 – LBKG, Level 8 – KLFB, Level 9 – TTCT, Level 10 – DDRX, Level 11 – TBHK, Level 12 – BRTD, Level 13 – CKJL, Level 14 – LFCK

VIRTUA FIGHTER, Saturn

Cheat Menu:
After a normal match, simply press and hold Left Shift and Right Shift until a Cheat menu appears. Lovely!

QUARANTINE, 3DO

$10,000 Code:
During the Language Select screen, press B, C, B, A for $10,000 and the chance to select all the weapons from the start.

IRON SOLDIER, Jaguar

Rapid Left/Right Rotation:
Hold A+C while turning.

RETURN FIRE, 3DO

Unlimited Vehicles:
When you're in your bunker, highlight any vehicle and press C. The inventory will appear (showing ammunition etc.). Press and hold Left Shift+Right Shift+A+C. While you're holding these, press Down. A sound will confirm the correct entry. Then press Right and three shadows of your vehicle will appear. Repeat this for every type of vehicle for an unlimited amount. Brrrr-iilliant!

WARHAWK, PlayStation

Cheat Codes:
Kali Mode – X, Circle x2, Square, X, Triangle, Circle, Triangle
Thor Mode – Square, Circle, Square x2, Triangle, X, Triangle x2
Infinite – Triangle x2, Circle, Triangle, Square, Triangle x2, X

SAMURAI SHODOWN, 3DO

Stage Select:
Play a bout and lose, but don't continue. Go back to the Menu screen and select 'Resume'. During this screen, press the following – Left, X, Down, Up, Right, Left, Up, X. To use this cheat, highlight your character's name and use the Left Shift and Right Shift buttons to choose your starting stage. Erase your saved game to eliminate the cheat once in place.

HOVER STRIKE, Jaguar

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

SOCCER KID, 3DO

Colour Change:
During the Title screen, press Up and Down to change the colour of the lad's shirt and Left and Right to change the colour of his shorts.

GEX, 3DO

Debug Code:
Pause the game and hold down Right Shift. Then enter the following (keeping Right Shift held down) – Left, C, Down, Left, Right, A, Down, Right, Left. The game will now unpause. You

Notes

can now move Gex anywhere by holding down X. Press X+P to kill him. Also, plug in player 2's controller, and on this pad the following will work (honest, Guv)…

B – Hold this and move the D-pad to scale the screen. Wahey!

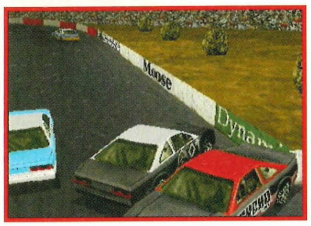
C – Press to cycle though the power-ups.

B+C – Hold both down and move the D-pad to rotate the screen.

Right Shift – Cycles through various Debug elements. Very handy.

Left Shift – If you have contours displayed, pressing this will cycle through different sizes.

DESTRUCTION DERBY, PlayStation



Driving With The Pro Car:

Although it's a lot harder to use at first, the Pro car is well worth persevering with. It allows some impressive, tail-out slides and 180° spins with the handbrake. When cornering bear in mind…

1) BRAKING: throws some of the car's weight forward onto the front wheels causing them to bite (at high speeds this will swing the tail out).

2) ACCELERATING: reduces friction on the rear wheels with the same effect as above (though less exaggerated).

3) RELEASING ACCELERATION: brings the back end back into line.

Optimum cornering is achieved by 'left foot braking', i.e. as you turn into the bend, jab the brake for a fraction of a second (while still holding accelerate down) to swing the back end round and put the car into a sideways slide. Maintain the power slide by holding the accelerator down and releasing the steering. Not easy.

1)IF THE TAIL SWINGS 'ROUND TOO FAR: release the throttle to help bring it back into line and apply a SMALL amount of opposite lock.

2) IF THE CAR UNDERSTEERS: dab the brake while cornering and accelerating to tighten the cornering line.

With a little practice it's possible to maintain a smooth power slide around the entire length of a bend by simply feathering the throttle and brake

SHOCKWAVE: OPERATION JUMPGATE, 3DO

Special Codes:

While your lasers are visible while shooting them, press Pause and enter the following: B, A, B, A, A, B, A, B, A, C. Then press X. The game should not quit but allow you to do loops (by holding Left Shift and Down) and spin (hold Left Shift and Up). You can now enter even more codes…

Finish Mission – B, A, C, C, A, A, A

Boost Mission Number – C, A, A, A, C, A

Extra Life – C, A, C, A, B, A, A

Nuke 'em Missiles – C, A, A, B, A

Powered-Up Lasers – C, A, A, B, A, C, A

Smart Bomb – A, C, A, B, A, A, C, A, A, A

Invincible – A, B, A, C, A, A, B, A

Display Player Name – B, A, B

Display Programmer's Message – B, A, C, A, C, A

Refuel And Re-Arm – B, A, A, A, A, B, A

Try these codes in the original as well.

SHINOBI X, Saturn

999 Shurikens:

During the Options screen highlight 'Shurikens'. Then press and hold Left Shift and Right Shift and enter the following – C, A, B.

WAY OF THE WARRIOR, 3DO

Hidden Characters:

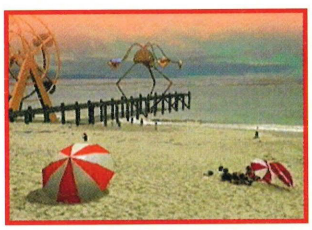
Black Dragon – Enter your name as Wyvern (3/9/1927)

Swami – Enter your name as Gulab (2/29/1900)

Major Trouble – Enter your name as Bad Boy (2/4/1908)

Voodoo – Enter your name as Evil (6/6/1966)

SHOCKWAVE, 3DO



Milk Run:

Load a saved game that has successfully completed mission10. You'll see that the mission is, in fact, 11 – Milk Run. ICE is now a bit loopy, too.

V-TENNIS, PlayStation

Play as Mr Tonkin or Miss Tonkin:

Start the game in normal, one-player mode and press the following – L2 x2, R1 x3, Down, Triangle x4, Circle x1. Let us know if anyone out there knows how to play as one of the Tonkin kids, or their dog.

SAMURAI SHODOWN, 3DO

Same Coloured Computer Opponent:

Begin a one-player game. Then join in with controller two and pick the player the computer had selected. Finish off player one. Do not continue and you will begin a one-player game again. This time, join in with controller one, and again, pick the same character the computer had selected. Finish off player two. And now, when the new one-player game begins, you will be the same coloured character as the computer. Bizarre but true.

IRON SOLDIER, Jaguar

Display Mission Stats:

During play, press 8.

ULTRAMAN POWERED, 3DO

Monsters Code:

To be able to play as the monsters in this beat-em-up, enter VS mode. Highlight "1P Vs Com" and press Left Shift+Left+A. Choose the monster you want to play and on entering the fight, you'll be able to fight against a CPU-controlled Ultraman.

KASUMI NINJA, Jaguar

Cheat Codes:

At the Options screen, select Change Code (a lockout code must already be entered). Hold A+C on controller 2, then type the following on controller 1 – Both Players Same Character 6,2,1,5,4,4 ("Ha!" confirms), Sensible Fighter #1,7,4,3,8,7,1 ('Swish' confirms).

TWISTED METAL, PlayStation

Level Codes:

Warehouse – Circle, Triangle, Square, Circle, Circle

Freeway – X, Square, Square, Circle, Triangle

River Park – X, Triangle, Square, Circle, Square

Assault On Cyberia – X, Square, Triangle, Triangle

Rooftop Combat – Square, Triangle, X, Circle, X

Fight For Your Life! – Square, Triangle, Circle, Square, Square.

RIDGE RACER, PlayStation

Devil Car:

Finish first on all the basic tracks (i.e. all normal ones, including the time trial, and the four reverse tracks – NOT the Mirror tracks). Now you can rattle around like a bat out of hell. And like a sinner before the gates of heaven, I'll come crawling on back to you. And I'd do anything for love, but I wouldn't do that…

always aim for the rear side wing.

4) In Total Destruction always try to reverse away from collisions, rather than driving forwards – this softens the blow to your front end. Also, when lodged against the wall try to position the front end against the barrier and then reverse. Most of your damage will then be taken on the rear end.

VIRTUA FIGHTER, Saturn

Dural:

Select Arcade or Versus mode. During the Fighter Selection screen enter the following – Down, Up, Right, A and Left ('D.U.R.A.L.').

THE NEED FOR SPEED, 3DO

Traffic Gun:

Start the game, then press and hold Left Shift, Right Shift and Left during the loading screen. Quit the game and start it again. This time, press and hold Left Shift, Right Shift and Up. Quit the game. Repeat this process replacing the D-pad direction with Right, then Down in turn. Don't quit the game after the sequence with Down – start playing and use the X button to destroy the crosstown traffic.

PANZER DRAGOON, Saturn

Supersonic Speed:

During the Title screen, press Fire followed by (Left Shift, Right Shift) x2, (Up, Down) x2, Left and Right.

BALLZ, 3DO

Guggler Trick:

Wait until it hides its head, then taunt it about five times. Because taunts build up, one shot will kill it.

THE NEED FOR SPEED, 3DO

Black Ice:

Play the game for about 10 seconds. Pause and go for Instant Replay. Rewind. Press B on controller one and X+P+C on controller 2. There will be a brief message to confirm correct entry. Exit the game and race the Alpine track against the clock. The third leg will be covered with black ice.

CYBERMORPH, Jaguar

Unlimited Ammo:

At Control Options screen, hold 1+3+5+7+9. Sound confirms.

SOCCER KID, 3DO

Level Select:

At the Intro screen where Soccer Kid is standing there, press the following – Up, Down, Up, Down, Left, Up, Down, Up, Down, Right and a piece of speech will confirm the correct entry. Go to the Options screen and there'll be a level select just waiting for you. Use Left/Right Shift to select.

DOOM, Jaguar

Code Mode:

Pause, then *+Pause

HANG ON GP '95, Saturn

Unlimited Time:

Highlight 'Timetrial' on the main menu screen and enter the following: Right, Left, Up, Down and Z. A sound will confirm the correct entry. Then you can race for all you're worth during a timetrial.

RAPID RELOAD, PlayStation

Level Select:

Let the demo run up to the Title screen. Once this appears, press and hold the following – L1+L2+R1+R2+Select. A two-letter code will then appear. Enter the following for different levels… Level 2 – MA, Level 3 – UT, Level 4 – RH, Level 5 – MK, Level 6 – HT

STARBLADE, 3DO

Constant Fire:

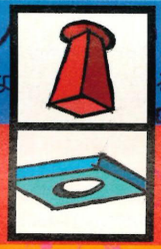
Follow the same process as above, but enter the following – Up, Up, Down, Down, Left, Right, A, A, B, B, C, C.

JUMPING FLASH, PlayStation

Title Screen Japery:

During the title screen, press and hold L1, L2, R1 and R2 and press Up and Down to change the speed of the clouds. If you want to.

5 あなたが欲しいと思うゲームマシ
くつあってもかまいません。



4 あな
ぎのうちどれですか？　答えはい
るゲームマシンはつぎのうちどれですか？　答えはいく

3 任天堂の64ビットニューマシン（ニンテンドー64）は年内に発売されると思

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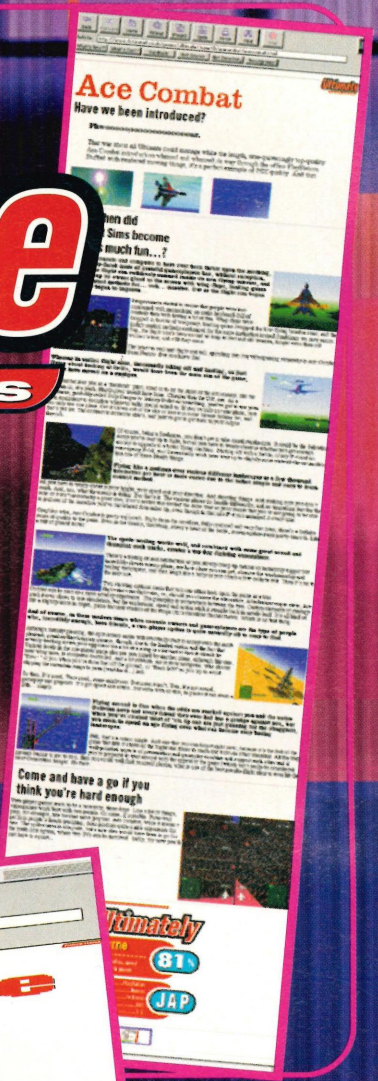

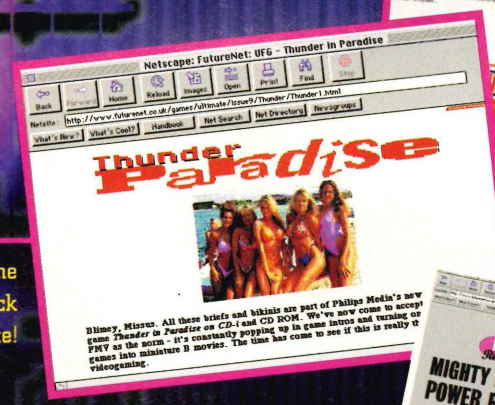

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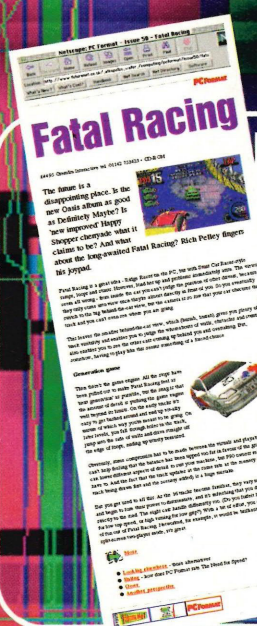

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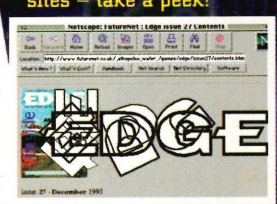

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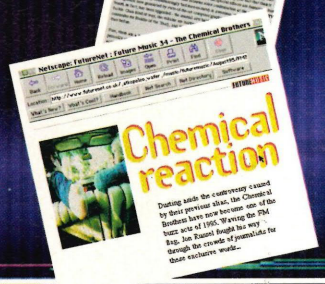

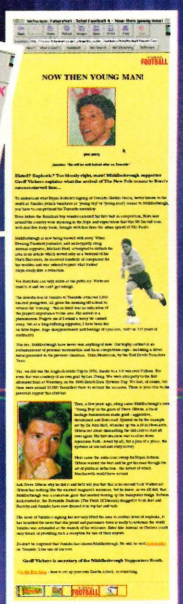

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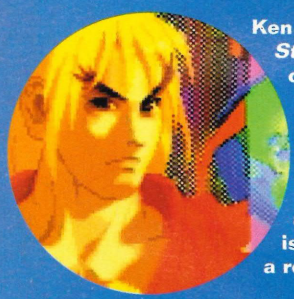
Everybody's still

Ryu

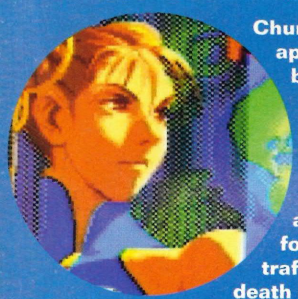
Ryu is from the original *Street Fighter* and appears boyish looking with bizarre red hair. He is in the tournament for the spirit of the fight and is an all round good egg.

Ken



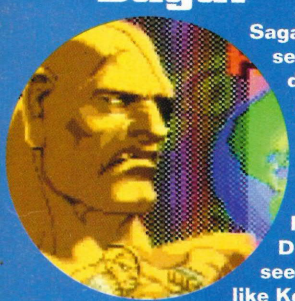
Ken is also an old *Street Fighter* character, where he was beaten by his friend and rival Ryu. Ken shares Ryu's youthful appearance and is here hoping for a rematch soon.

Chun Li



Chun Li first appeared in *SF2*, but she now crops up in *Zero*, where she is on a mission for the government to arrest M. Bison for drug trafficking. No death avenging here.

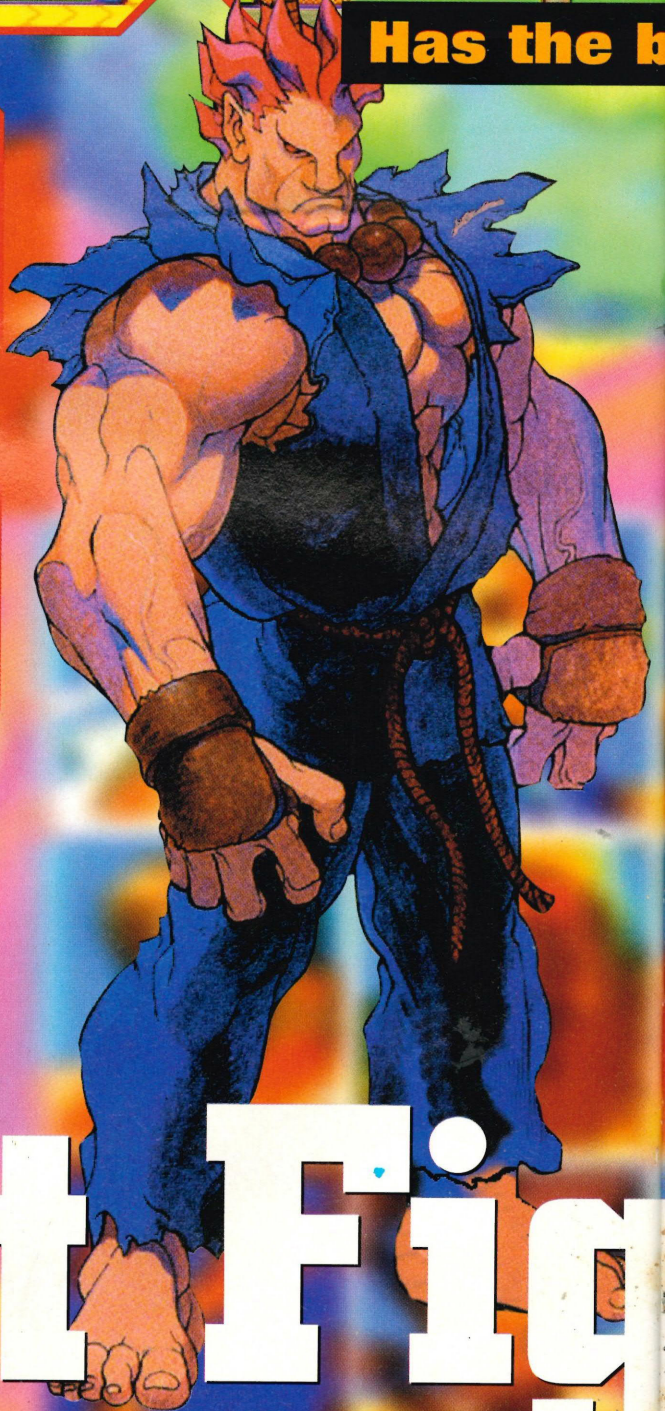
Sagat



Sagat was sensationally defeated by the young Ryu in *Street Fighter*, his chest being permanently scarred by Ryu's final Dragon Punch. He seeks revenge and, like Ken, a rematch.

Has the b

Shall you hurt him now, or kill him outright later?



Street Fig

mad for it

BITS

Secret Bloke Number 1. *Zero* features a total of three, count 'em three, secret characters. Top billing goes to Akuma, who re-enacts his boss-man role in *SSF2T* and *X-Men: Children of the Atom*. Originally a fellow pupil of Ken and Ryu he used his new found powers to kill his teachers. Something we've all felt like doing at one time or another.

◀ Ken thwarts Ryu's attack by nipping into the offy for twenty Bensons.

◀ The always affectionate Birdie gives Guy a hug – round the throat.

est just got better?

Zero comes up to Capcom's usual 'nigh on arcade perfect standards'

◀ Just what is Adon's hair all about eh? I ask you.

And so it's come to this. *Street Fighter Zero*, the latest *Street Fighter* game. A game that purely by the weight of that *SF* title alone will sell squillions of copies because, even after all these years, everybody's still mad for it!

First question has to be what's all this *Zero/Alpha* business about? Well the game goes by two names depending upon which side of the globe you inhabit. In its Japanese homeland the game is called *Street Fighter Zero*, which sounds rather dark, moody and cool.

In the US and Europe, however, it's called *Street Fighter Alpha*, probably because 'zero' can be interpreted to mean 'loser' and they mistakenly thought that *Alpha* was a suitable replacement. Anyway, name discrepancies aside, wherever you are in the world the game is identical, this review being done with a Japanese *Zero* version incidentally.

Street Fighter Zero has a very strong Japanese anime-style look. This may seem a bit of a backwards step but with everybody else going 3D texture-mapped polygon bonkers Capcom's decision to make *Zero*'s characters *less* real is, in our opinion, a bit of a masterstroke. *Zero* looks the biz.

Just look at the quality of those graphics? Lovely, eh? It's very obvious that some chap's put an awful lot of time and effort into getting them just so. The clever bit is that despite the backgrounds being so lavishly detailed and riddled with neat animated touches, such as cats strolling by or an old dear mopping the doorway of the local Happy Shopper, they never encroach upon the bright, colourful and flawlessly animated fighters. *Zero* comes up to Capcom's usual 'nigh on arcade perfect' standards with customary gusto and is truly a treat to behold.

Just in case you're wondering why this latest episode in the *Street Fighter* legend isn't called *Street Fighter, 3* allow us to explain. Ahem. The events in *Street Fighter Zero* take place in between the original *Street Fighter* and the much better known and universally loved *Street Fighter 2*. As a result the game features characters from *Street Fighter*, *Street Fighter 2*, old Capcom classic *Final Fight* and a couple of completely new types as well.

Top of the familiar list has to be Ken and Ryu who appear in slightly altered anime form and, due to the game taking place before you knew and loved them in *SF2*, looking somewhat youthful and boyish. Ken's hair is much longer and he has it tied about halfway along its length with a sissy girl's ribbon and Ryu, for some reason, sports a mop of lovely red hair for his *Zero* outing. Very odd. Also, both boys are yet to pump up their physiques to the tree-trunk biceped bulkiness they exhibit in their *SF2* appearance. And Chunners was obviously a bit shy back in the old days as in *Zero* she is disappointingly sporting trousers.

So, is that it then? Some new characters, a 'new look' to the graphics and a tenuous 'It takes place *before SF2*' story line? Well, despite this being a fairly large slice of what *Zero* has to offer there are a few unique features to justify the game's existence. And here they are...

Remember the power meters of *SSF2X*? Well *Zero* has them too – only more so! The meters are charged up during play. Whenever you perform a special move it pushes it up a bit. Whenever you hit an opponent it pushes it up a bit. Whenever an opponent hits you it pushes it up a bit. Whenever an opponent hits you it pushes it up a (very little) bit. In fact, do

Zero's win symbols now indicate how you dispatched your opponent.

4 V is a normal victory.

5 S is a special move victory.

5* S* is a Shadow move (super combo) victory.

hter Zero

BITS

Secret Bloke Number 2. The honour of being christened 'Number two' goes to M. Bison, another *SF2* favourite. His *SF2* appearance was previously his first, but it seems he came to power some time before that as he's here in *Zero* too. As per usual he's bent on world domination. Tsk tsk tsk, naughty Bison. When will you ever learn?

anything and it'll push your meter up a bit, the result being that towards the end of a fight both players' bars are filled to bursting. Once a bar is at maximum, it's owner can perform a Shadow Move. These awesome kicks, punches or projectile attacks (also known as Super Combos) not only knock the crap out of your opponent, but produce a highly satisfying on-screen graphics overload into the bargain. The screen dims, your character gathers some magical 'Chi' energy and then performs the move with such blistering speed that they leave little shadow-like images of themselves behind. It's shimply shpectacklear!

Sounds like *X* yes? Well, new to *Zero* is a three-stage meter which can be maxed out, yes, you guessed it, three times. This means that players now have the option to produce three shadow moves or a double sized version and a normal one or one almighty triple strength killer. Simply press one, two or all three punch or kick buttons while performing the D-pad manoeuvre to set the required power. This introduces a very welcome element of strategy to the proceedings. Shall you hurt him a bit now, or kill him outright later? Decisions decisions. Hmm.

Another *Zero* addition is the auto-blocking facility. In previous *SF* games, to block an in-coming attack you just had to move away from your opponent. Fair enough, but this meant that you couldn't move away from attacks that were about to hit you, which was a bit daft really. The new *Zero* system enables characters to move away from impending impacts, but the instant before the fireball or whatever lands on your bonce, providing you're still holding the 'away' button, your movement changes into a block. It's the best of both worlds mate! This feature, along with the now familiar Turbo mode speed enhancement, can be switched on or off by each player before a fight. Thank goodness.

Gripe time. That PlayStation joypad isn't ideally suited to *Street Fighter* you know. You'll have a sore thumb in next to no time, but it isn't too bad and it's a damn sight better to use than the murderous 3DO pad we were forced to play *X* with. *Zero* has only two flaws. One concerns the CD access speed, which keeps players chomping at the bit a little too long between fights. And the other is that this is essentially *Street Fighter* again. Mind you, this *is* the best *Street Fighter* to date. You must grab a copy. And we mean *must*.

The official UK version will be available through Virgin in April and considering it's identical yet considerably cheaper, we suggest that you hang on a couple of months. Believe the hype.

P is a perfect no-damage

A lasso represents a throw

An hour glass is a timeout victory.

Ultimately

The best **92%**

- ⊕ New features/characters
- ⊖ Officially released in April

Machine: ..... PlayStation
Publisher: ..... Capcom
Developer: ..... In-house
Price: £65
Characters: 13

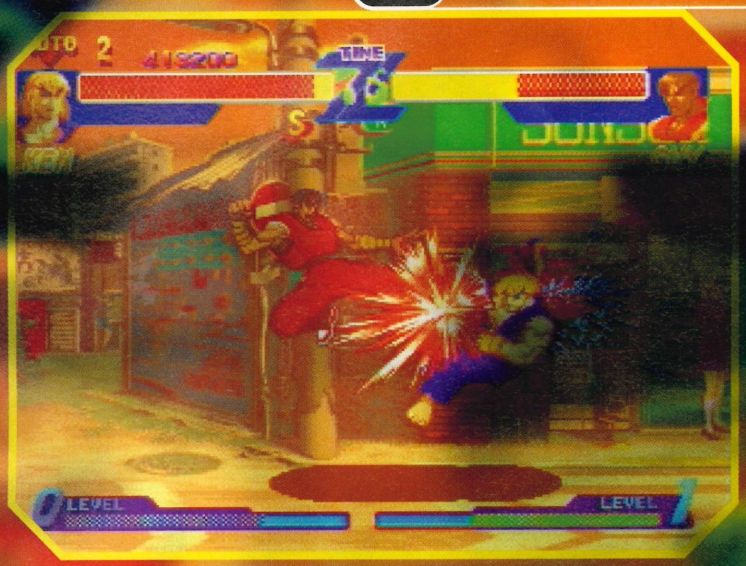
JAP

▲ *Zero*'s rather helpful 'training mode' keeps your Shadow Move meter topped up while you practice.

this is essentially Str

BITS

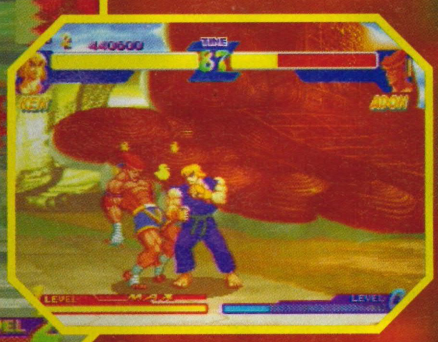
Secret Bloke Number 3. The final hidden boss bloke is Dan, who's a complete newcomer and has never appeared in a Capcom game before. Bless him. It's rumoured that he's modelled on Robert Garcia, a character from *Art of Fighting*. He fights to avenge his father's death at the hands of Sagat and to prove himself as the best fighter in the world.



Zero looks the biz

▲ Zero features character cut-scenes to reward victories.

▼ Ken makes Adon see little tiny, cute chicks. Aww.

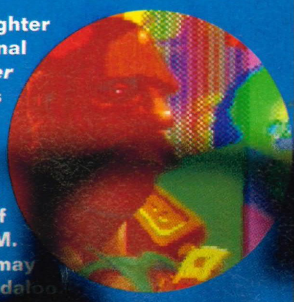


Street Fighter, Street Fighter 2, Street Fighter The Movie game, Street Fighter Zero **and now... coming soon...** ***Street Fighter The Animated Movie game*****! It's a bit doubtful as to whether this'll get a look in over here in the UK due to its extreme Japaneseness and the unknowness of the Animated movie. Mind you, a recent release on video and video CD may have increased its profile. It looks a bit 'interactive movie' to us but there is a fighting bit in there.**

eet Fighter again

Birdie

Birdie was a fighter in the original *Street Fighter* tournament. This English man-mountain is fighting in the tournament to prove himself worthy to M. Bison, so he may enter Shadaloo.

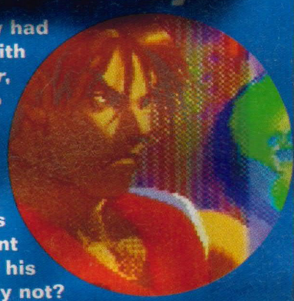


Adon

Adon is from the original *Street Fighter*. He's a former student of Sagat, but is set on winning the title of World Warrior for himself this time around. Wish him the best of British.

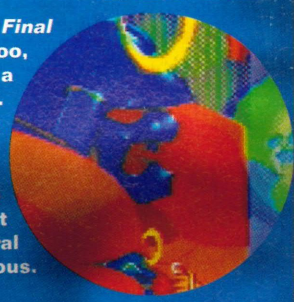
Guy

Guy previously had nothing to do with *Street Fighter*, preferring to inhabit Capcom's *Final Fight* instead. With his all-new *Zero* moves he's at the tournament as a test of his strength. Why not?



Sodom

Sodom is a *Final Fight* geezer too, where he was a boss on level 2. He's had his moves re-vamped and fights in *Zero* to avenge his defeat to Guy several years previous.

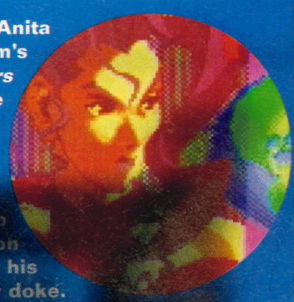


Nash

Charlie Nash is a new character and a close friend of Guile who M. Bison killed between *Zero* and *SF2*. He's a brand new character and is on a mission for the military to put an end to M. Bison.

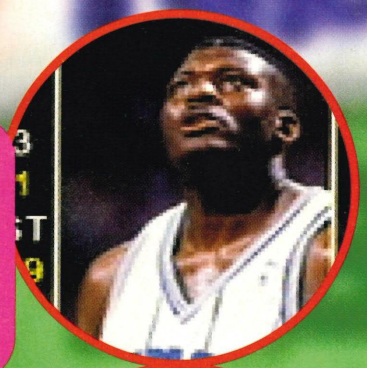
Rose

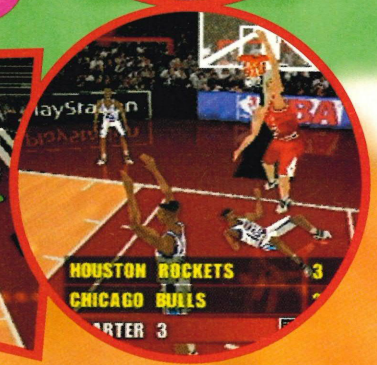
Rose is really Anita from Capcom's *Night Warriors* where she appeared as a little girl with a teddy bear. Now, all grown up, she wants to punish M. Bison for abusing his power. Okey doke.



Views

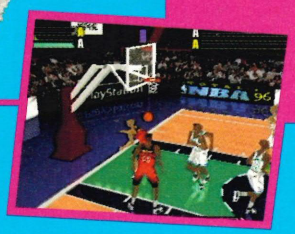
Well, we look at it like this... and this, and this etc. And if you're wondering what that cheesy line is all about, we're talking multiple camera angles. Tuck in and take your pick...





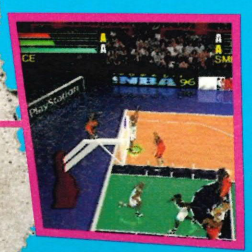
At any point in the game press pause and up comes the option to change the camera angle. A little version of the game screen remains and changes as you make your choice. It's brilliant.

One Player – This is the best choice. You get to see a fair amount of the screen and the camera follows the currently selected player around.

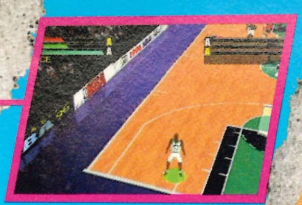


Full cover low – This takes in practically the whole court, but at a low angle. It's all right, but your view can get a little confusing and it doesn't show off the great graphics too well.

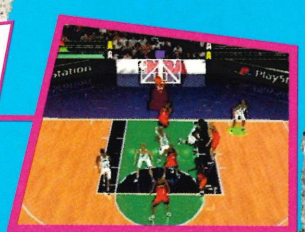
Full cover high – you guessed it. Now you can see the whole court, but from a higher angle. Easier to see, but still it's all a bit teeny-weeny.



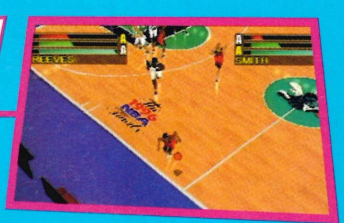
Up court LR – LR stands for left to right. And as you can see the action is viewed from one end. But this isn't tennis is it? So it's a bit of a cack view, to be honest.



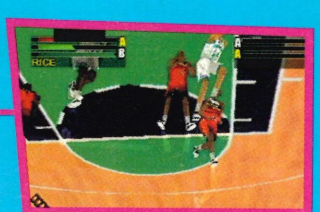
Up court RL – 'wonder what this one is. Yes, that's right. It's viewed from the other end. Still bloody useless so get your binoculars out.



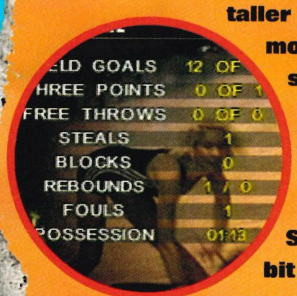
Action camera – zooms around the place in a very dramatic fashion bringing you TV style coverage. Exciting, but loses important areas of action.



Manual camera. The buttons move the camera as well as the players so this gets really confusing. However, it's a top laugh experimenting a bit.



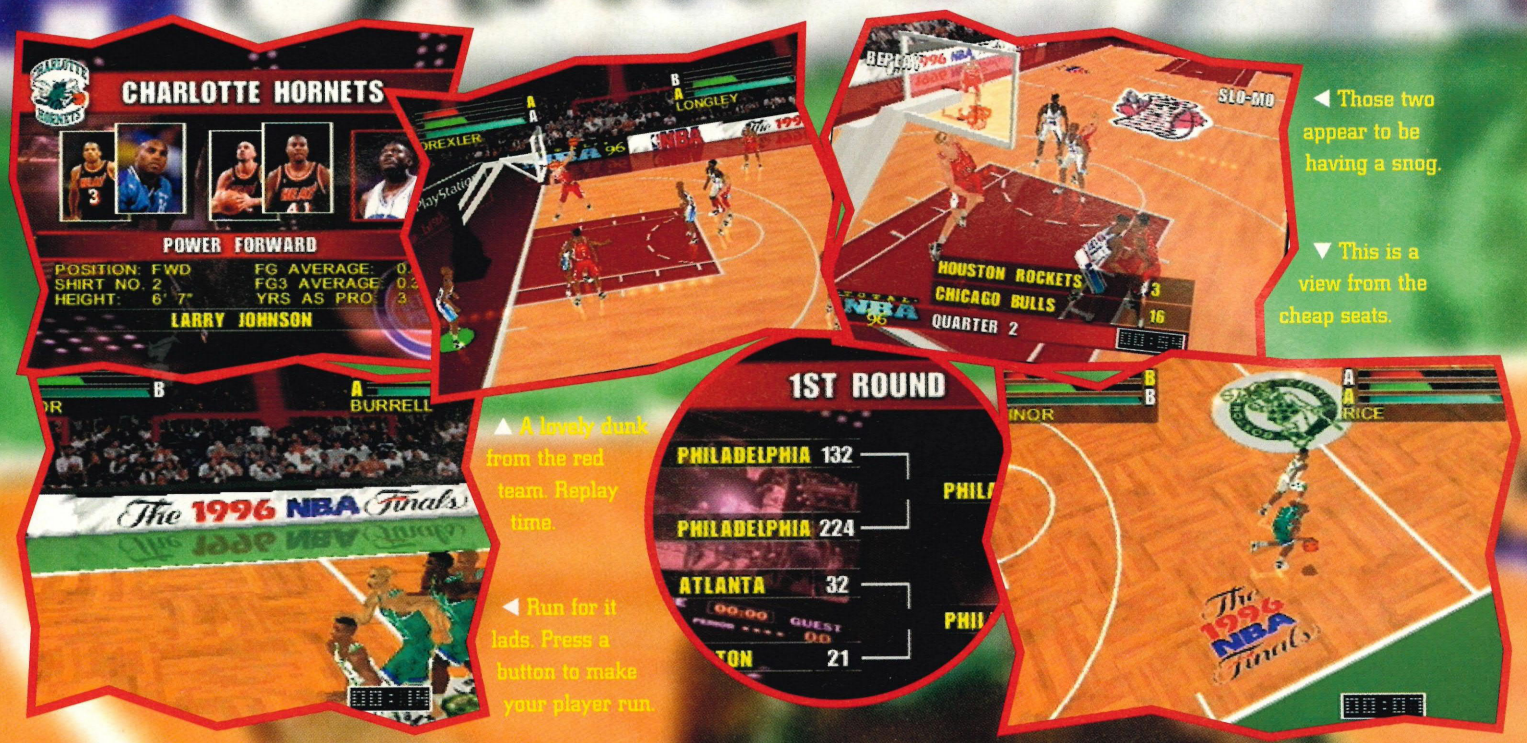
Total



Why are basketball games so big on consoles? Well, we'll tell you. Because real basketball, while being a top idea for a sport, relies solely on the fact that only freakish mutants, who were taller than their mothers after only six months out of the womb, are able to play it with any degree of proficiency. Sure, if you're a bit of a stumpoid you could go along to your local basketball club and join in, but you'd probably have to suffer the mental agony of a load of towering great streaks of wee laughing at you and offering to fetch you a stool each time you attempt a dunk. That's why all of us averagely proportioned people who could only ever dream of gracefully dropping the ball through the hoop go such a bundle on the videogames.

Having said all that, there's nothing worse than having your dreams of loftiness shattered by a ball game with whiffy gameplay (and god knows there have been enough of them). *Total NBA '96*, though, is not only decidedly un-whiffy, it's near-as-dammit real basketball on a CD. Tremendous.

The first thing that makes it stench-free is the quality of the graphics. The players are all marvellously rendered and texture-mapped with proper kits and even realistic faces. They move well too and only slide around the floor a little bit, which is pretty good really. The court is also stunning with some top scenery around the edges, brilliant reflections of the players in the shiny surface of the floor and baskets that wobble about when you dunk



◀ Those two appear to be having a snog.

▼ This is a view from the cheap seats.

▲ A lovely dunk from the red team. Replay time.

◀ Run for it lads. Press a button to make your player run.

NBA '96

Ignoring the inevitable traces of pixellation and the fact it all gets a bit fuzzy when you zoom out of the action, it's top notch and a bit like watching a game on TV (well, it feels a bit like it anyway). And to complement the visuals there're some more than adequate sound effects and quite nifty speech samples

Another aspect which avoids being a guffy old nose-shriveller is the range of options. We don't want to waste space going into too much detail so let's cram it all into one long, awkward paragraph and you can sort it all out yourself. Here goes...

There are three play modes: exhibition, playoffs and season. Exhibition is a one-off friendly. Playoffs is a minor knockout tournament. Season is a full season (strangely enough) in which you can view the dates of the games and trade players and stuff. In all three modes you can choose up to eight human controlled players so presumably you'll be able to slap in two multitap thingies. You can change the match length, choose from 29 teams each with individual player stats. You can play in five positions; Point Guard, Small Forward, Centre, Shooting Guard and Power Forward. There's a useful rematch option in exhibition mode so you don't have to go through all the intro crap if you simply want another game with the same teams. You can play in simulation or arcade mode, there are three difficulty settings, you manipulate all the replay and sound settings and, oh hang on, that's it.

So all that remains is the gameplay. Fancy listening to a long, rambling dissection of every single aspect of the programming? Thought not. Suffice it to say that it's dead smooth, plays pretty fast and all the moves are well animated, yet are executed mere nanoseconds after you hit the requisite button. In short it's pretty bloody smart. If you like comedy and blinding speed in your basketball games (we are of course referring to the ludicrous dunks and blistering pace of *NBA Jam*) then forget it. If instead you're after a top notch game which offers a very accurate translation of the *real* game and manages to keep the pace right up, then you've found it. And of course there's the bonus of not having to actually play the real thing and suffer those heightist jibes we was talking about earlier.

◀▶ Nice graphics on the right there, but get a load of these girls on the left! Phwoar!

Ultimately

Realistic

86%

- ⊕ Smooth as silk
- ⊖ No comedy

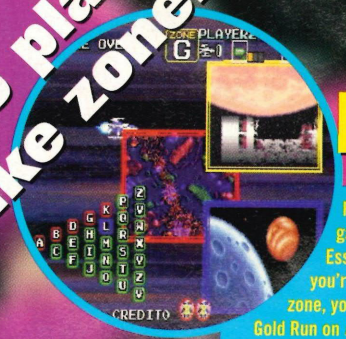
Machine: PlayStation
Publisher: Sony
Developer: In-house
Price: £45
Players: Up to 8

UK

◀ Shoot the bubble on its top and it'll turn around.

Darius

No place like zone...



For even those new to the *Darius* way of life, the game needs little in the way of introduction. Essentially, after the intro (a bit of a flat one at that) you're thrust into zone A, and each time you complete a zone, you get a choice of two more. So, it's a bit like the Gold Run on *Blockbusters*. Kind of. But not really.

Looking at the many screenshots oozing themselves over these pages and launching themselves retinawards, you can't help but notice one thing. Great big bloody fish ships. That's the one huge, huggable thing *Darius Gaiden* has to offer the gaming world. And we love it for that. Oh yes.

We also love Taito for doing a pretty good job in bringing their classic horizontal blaster screaming out of the arcades and into the living room. The bosses are as formidable as ever and the music is fabulous – a mixture of plinky plonky dance stuff and a splash of opera. It could be the soundtrack to either a new-age car or some designer-sex chocolate bar ad. But it's not. It's in a videogame, it's different and it's great.

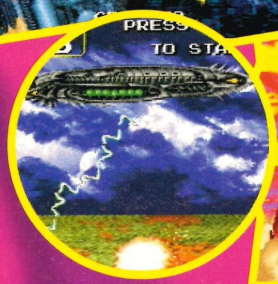
Darius Gaiden is also a hellishly bright game compared to other shoot-em-ups in this vein (*Pulstar*, *R-Type* etc). The colour palette has been used to full effect, with bright neon colours rushing over the scenery when you trigger a bomb and gorgeous swirling pastel backgrounds marking the entry of many of the bosses. There are also a few neat 3D touches in there – the boss of zone A for instance as it rushes in and smashes up the scenery, or the spinning 'cylinders' encountered during several of the space-based levels. Overall, the atmosphere is far less grim than the coin-op original and it certainly benefits from that.

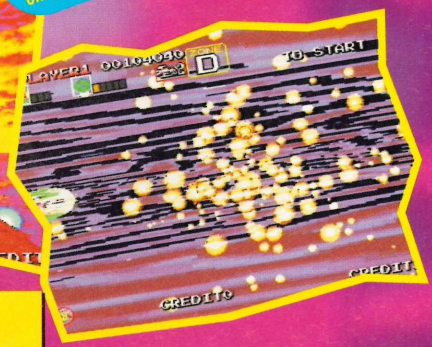
It's a shame then, that occasionally the action doesn't quite match the ferocity of the zone guardians. True, some of the levels are stuffed full of the most evil, tricky swines known to futuristic fishville and the odd boss lends itself to the co-operative bomb/life/firepower offered when playing in two-player mode. But, apart from the hugely entertaining bombs, the power-ups themselves are pretty lame. They come in the form of shields of different colours, either spewed out from a passing ship when you begin a new set of lives, hidden in the scenery (and dislodged by a crafty bit of shooting) or released from an identically coloured enemy when they're destroyed. Collect these and your lasers, missiles and shields gradually become upgraded (there are others which perform various functions, like destroying every enemy on screen etc). The problem is, your weapons don't really have that 'Wow!' factor. They're simple, straightforward lasers

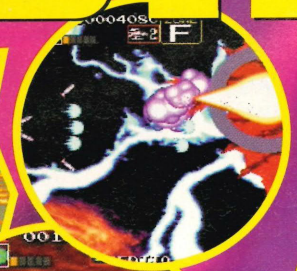
Fillet O'...

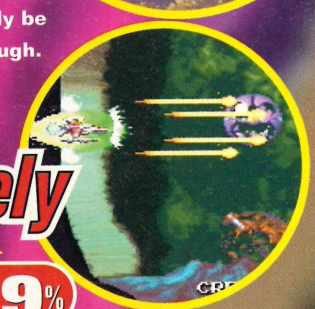
Queer fish indeed. Scrolling shoot-em-ups need bosses. Fact. They need them strange, bold and of an ungodly size. And *Darius Gaiden* delivers. Yes, there are 'mini' halfway bosses, but it's the big gilled-up chaps you want to meet. Are you piscivorous or what?

Gaiden









Golden Ogre

Ye gads. This piranha-gobbled polygonal fella is gorgeous, frightening, but very easy to deal with. Constantly shoot his head while avoiding his mouth-laser, shedding scales and fireballs. Or drop three or four bombs. Easy, see?

Ancient Dozer

Choose to enter zone B and you'll be up against this burrowing shrimp-prawn arrangement. You'll need a good ounce of patience to send it to the great big bag of crackers in the sky. And a healthy supply of bombs as well.

King Fossil

Go for zone C instead of B and you'll get to have a pop at this Jurassic pike-like thing, who's a bit of a girl compared to Ancient Dozer. Blast its fins and watch for the colour change to indicate its impending death.

Electric Fan

Aah. Now this is where it all gets a bit mad. In zone E you'll happen across this stomping sea anemone frightener. Watch its mouth, constantly spewing bubbles, fish and the like, and avoid its 'tractor beam'.

Folding Fan

The guardian of zone F is distinctly similar to the Folding Fan of zone D (although the background's a lot spookier here). Its head and tail are the weak points, but avoid its laser-gobbling fan which intermittently opens up.

Prickly Angler

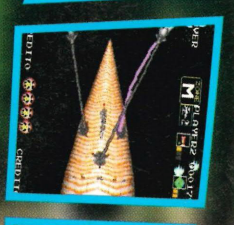
Zone G onwards and things start toughening up. This thorny git fish (a close relative of the lion fish, fact fans) grows halfway through the battle. There's a similar spiky fellow (albeit a 'harder' one) at the end of zone I. Watch yourself.

Neon Light Illusion

The boss of zone I (an almost identical version of zone H's guardian) is of laser firing squid-octopus-cuttlefish bent. You'll need a good stock of bombs to quash it and you'll know it's near death when its head shoots off.

Titanium Lance

Aah. Tricky. Zone M features a great big, long spaceship affair. Destroy its nose cone, then each of its sections in turn. And each of these has a different method of attack as well. It's a time consumer is this.



Fatty Glutton

The best name is reserved for zone O's boss, but it's still not as impressive-looking or intimidating as Golden Ogre swimming around zone A. Bombs and a good supply of lives will be essential to move on.

and missiles. Nothing really special. They are *exactly* power-ups. Nothing more, nothing less.

There's also the question of time. It's moved on from the early days of shoot-em-up (er, obviously) and expectations have risen exponentially. As we were having a right old good go on *Darius*, a passing games journalist commented that 'it's so 1989ish'. True. Very true. But it's still a rocking good arcade blaster and the *Darius* way of letting you choose your own route (and trying to discover the easier one) certainly lifts it from mundane obscurity. But it's a mite expensive on import. Acclaim are set to release it in the US and they could follow suit over here (as they have done with blasters, *Jupiter Strike* and *Galactic Attack*). And *Darius Gaiden* is certainly more playable than the latter two games. You'll probably be aching for a bit more, though. Add 5% if this gets an official release.

Ultimately

Cod-like

79%

- ⊕ CD access time
- ⊖ Nothing really spectacular

Machine: Saturn
Publisher: Taito
Developer: In-house
Price: £60
Players: 1-2

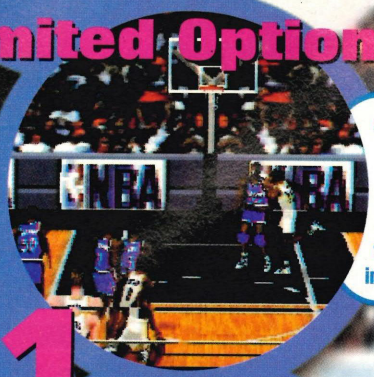
JAP

▲ A mixture of underwater and space action makes for a mad game.

NBA: In

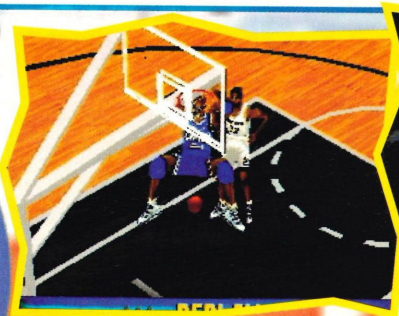
Limited Options, Limited Views

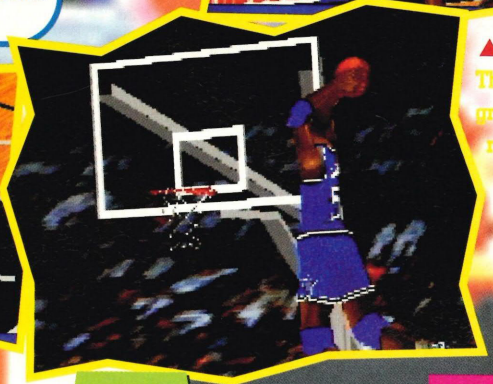
In The Zone delivers a blistering pace and some great graphics, but if depth is what you're after, forget it. There's only a playoff and exhibition option so you don't get to take your favourite team through a whole season. Also only two-players can play. And finally, there are only three viewing options, far less than we've become used to in our PlayStation games. Here's what's on offer...



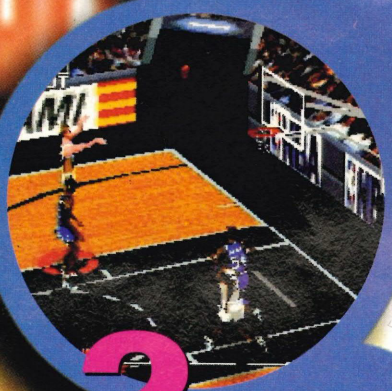
1

This is the normal view. Quite nice isn't it? But sadly, because of the close-up view of the action (which shows off the stunning graphics) you tend to miss out on some of the peripheral activity on the court. Not brilliant.





▲ The intro. The in-game graphics are much the same.



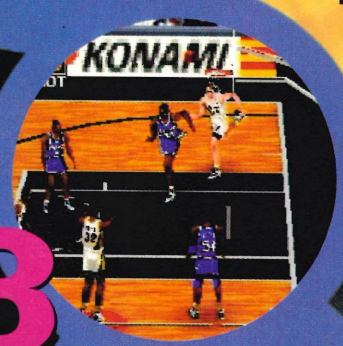
2

The quarter view. This gives you a slightly wider view of the action but again, because you can't see the bulk of the court you tend to lose sight of what the rest of your players are doing. Okay, but not great.

The second PlayStation basketball game of the issue is a bit of a disappointment after *Total NBA*. Technically, it's the more accomplished game with some whopping great players all with detailed texture-mapping – right down to the point where the real NBA players' faces have been digitised and pasted on to the sprites. But beauty isn't only polygon deep and it's the inadequacies of the gameplay itself that let this particular game down a bit.

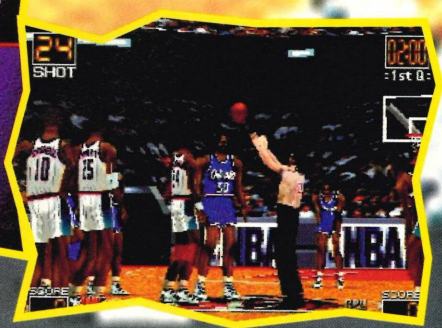
As an arcade game it works pretty well. It has a similar feel to *NBA Jam* in that it's fast moving and the moves and so on are all smoothly executed on a context-sensitive basis. This speed of play is especially surprising when you consider the size of the players and the fact that there's a full complement of five players on each team. However, unlike *NBA Jam* there's nothing extra to jazz-up the proceedings. No whacky characters, no ridiculous fiery dunks, just straightforward basketball.

This is also true of *Total NBA*, but with that game you also get a fuller, more rounded game. Let us explain. *In The Zone* is lacking a few vital elements. At 29, it has more than enough teams, but sadly the game is limited to two players, there's no season option and there are less stats in there. Now most people can't be bothered with studying the stats, but a few can. Anyway the



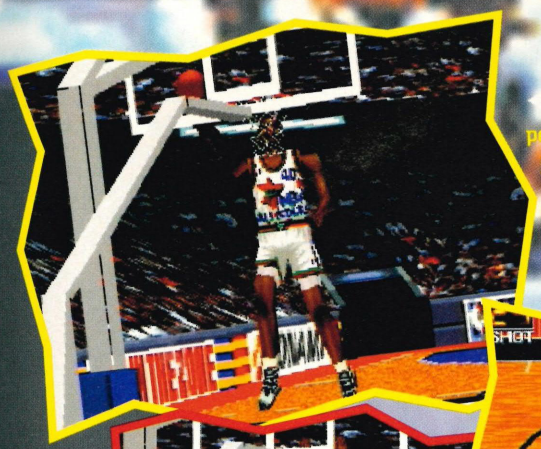
3

The sideline camera. Not bad when the action is taking place on the middle of the court, but don't hoof the ball all the way down court.

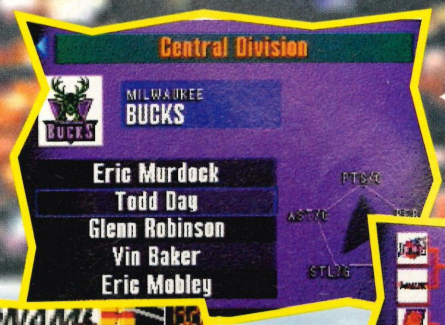


BITS

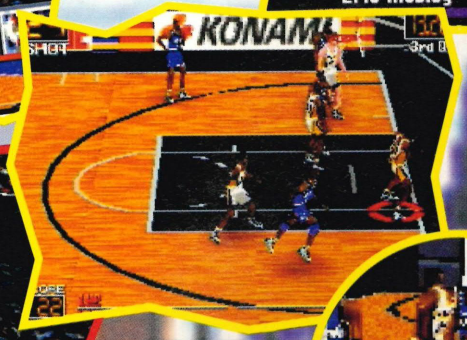
Player... Michael Jordan and old Shaq are so famous and so huge that they're pretty much products in their own right. This means that a game like *In The Zone* can't use their faces without paying them huge sums of cash. However, most of the NBA players are not nearly so god-like and as a result their real faces appear on the players in the game.

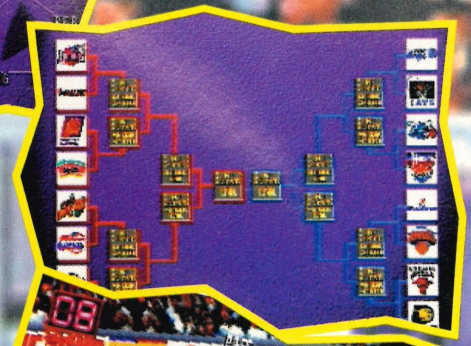


Oh dear. This poor bloke's got his head stuck in the net.



◀ The team stats. As you can see the Bucks are quite pentagonal in many ways.



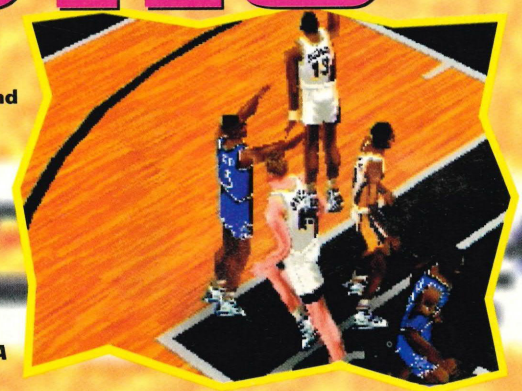


▶▲ Yet more ball action from a variety of angles.

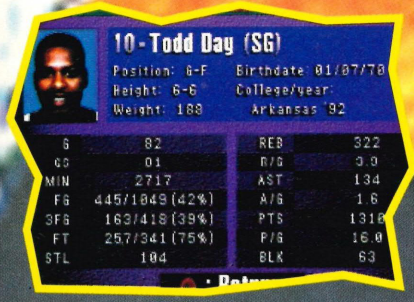
The Zone

upshot is that you are limited to playing either one-off exhibition matches or small playoff rounds without ever having the opportunity to take a team right through a year of its career. This fits the more arcadey nature of the game, but it's not an arcade game – it's on a home console and there should be a bit more depth to it.

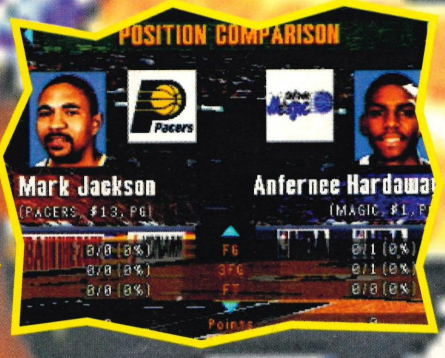
The gameplay can also be criticised. Don't get us wrong, it's great fun to play... for a while. But again there's not enough for you to do. Apart from getting the hang of straightforward shooting, blocking and stealing there's little else to master. Plenty more happens of course and all sorts of clever little manoeuvers are executed, but they're chosen by the computer depending on the position of your player. It leads to a very smooth playing game, which looks very nice, but it doesn't really lead to long-lasting fun. In fact, while all this graphical stuff goes on, it does become painfully apparent that there are some surprising omissions on the gameplay side. For example you can only cycle through players where normally you would be able to select the closest to the ball at the touch of a button. Also you can pass on the run or pick up the ball without stopping.



It's not all doom and gloom though. As we've already said, it's an arcade game and one that feels more like *NBA Jam* than a proper sim. If anyone out there was disappointed that *NBA Jam* on the PlayStation was just a straight conversion, this goes some way (though only some) to make up for it. Essentially it delivers similar levels of speed of play and accessibility and also manages to pump the graphics up to the standard we've now come to expect. To say it's even close to *NBA Jam* in gameplay terms though would be stretching it. Still, if nothing else it provides a lightweight, gorgeous-looking basketball diversion until someone can come up with *NBA Jam 3D*. It'll happen, trust us.



◀ You can access the individual player stats if you want. Yawn.



▶ Two opposing players in the same position. How well did they do?

Ultimately

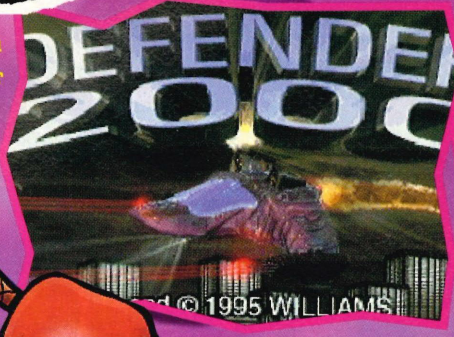
Limited

74%

- ⊕ Superb graphics
- ⊖ Too few options

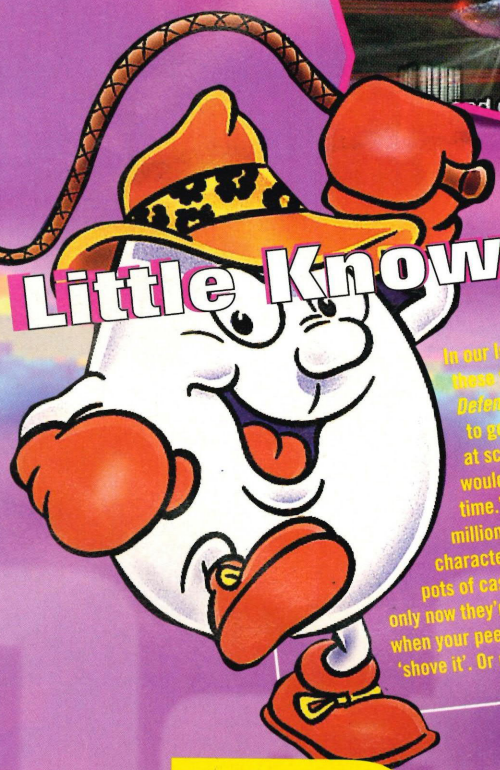
Machine: PlayStation
Publisher: Konami
Developer: In-house
Price: £45
Players: 2

Jap



▶ Just think, you were just a nipper when this first came out.

◀ Look at the pretty shape they make when you blow them up.



Little Known Fact

In our local arcade a few years ago there were these two youngsters who absolutely ruled at *Defender*. No one could touch them. They used to get all kinds of hassle from their teachers at school who used to tell them how they would, 'get nowhere playing games all the time.' These two are now slightly older millionaires. The Oliver Twins created the Dizzy character for CodeMasters and went on to make pots of cash from producing games. They still do, only now they're working on the Next Gen systems. So when your peers tell you to stop playing games tell 'em to 'shove it'. Or maybe just read this to them.

Defend

▲ Save me. No way sucker, serves you right for being caught.

Have any of you noticed that Atari's attempt to gatecrash the Next Generation console scene is almost entirely reliant on old games or revamped versions of old games? The Saturn and PlayStation have had some great and original games released for them and even the 3DO has some absolute gems while the poor old Jag has seen too much pass it by. Let's look at its few gems. *Doom*? Come on guys, it was good for a while, but the PlayStation version leaves it sadly outdated. *Tempest 2000*? Old game, revamped. *Alien Vs Predator*? Not bad, but a *Doom*-clone. *Iron Soldier*? My god, we've done it. We've found something good and fairly original on the Jag.

The problem is though, that's one game in the two year history of the Jag. As we all know the rest have been lost somewhere in that thick line between good and crap games. Their latest effort goes back to their 'let's rehash an old game and see what it does' roots – *Defender 2000*.

Atari handed the conversion over to Jeff Minter, the man responsible for the magic that was *Tempest 2000*. That makes sense. He is, after all, single handedly capable of dragging great games out of good ones. Unfortunately he ain't managed it this time. He's tried to do exactly the same to *Defender* that he did to *Tempest*. There're three games on one cart: *Classic Defender*, *Defender Plus* and *Defender 2000*. Unlike *Tempest* though, it's the arcade perfect *Classic Defender*, and not the upgrade, which is the star of the cart. It *is Defender* and it *is* perfect. Pure points scoring gameplay, nothing added and nothing taken away,

BITS

From *Defender* to Ultra: Eugene Jarvis, who was responsible for the original *Defender* arcade game is also the man who went on to make *Cruis'n USA* for NIntendo's arcade Ultra 64 hardware. It was launched at the same time as *Killer Instinct* so got a bit lost in all the hype that surrounded Nintendo's killer beat-em-up. Carry on coding Eugene.

Defender Plus. Wants to be more than *Defender* but less than *Defender 2000.* Loses both ways.

The original and still the best. Forget the flash colours and power ups. Just kill everything.

Defender 2000. So what if it's got power ups, freaky bits and weird graphics? The original is better.

Spot The Difference

▼ The only ship ever to appear in *Defender* that is bigger than you.

◀ But this is available on the Game Boy!

▼ Not a patch on *Tempest*'s freaky bits.

er 2000

a bit like Shredded Wheat – remember the old ads?

Defender Plus is caught somewhere in a horrible No Man's Land between the original and the upgrade. It doesn't know which way to turn and just ends up being a half-arsed excuse for a shoot-em-up. As for *Defender 2000* itself? Well, everything that was done to *Tempest* has been done to *Defender*, only *Defender* never really lent itself to *T2000* style polishing anyway.

Just like *T2000* you get power-ups, the same ones on every level. You also get those 3D warp things, but these have changed. They are now pathetic swirls of colour and you have to stay on one set route. Remember *T2000* had those mind blowing Relaxovision sequences with flowing graphics and a bit of gameplay as well? These have been well screwed up for *Defender*.

All that aside, *Defender* is, as always, a frantic shoot-em-up with ever growing armies of alien invaders after your little blokes. Saving them is another goal, but this becomes next to impossible when your ship is fully powered up (which even if you're cack takes about ten seconds) 'cos your weapons are all over the place and not really under your control anymore. There's just no learning-curve. It goes straight from stupidly easy to ridiculously frantic and impossible to follow.

Graphics and sound effects are typically Minterish™ and impressive, but apart from the novelty value of owning an arcade perfect *Defender*, all this has to offer are three practically identical shoot-em-ups, and one of those is very similar to *Tempest 2000*.

Atari are still looking for the Jag's killer app and unfortunately this is not it. Once the novelty value has worn off it all gets very uninspiring. For nostalgia freaks the original *Defender* is interesting and fun, but *Defender 2000* is heresy. Modern players will find *Defender 2000* fun for a few minutes, but that's it.

Ultimately

Sheepish

68%

- ✪ Pure blasting action
- ⊖ Too little, too late for the Jag

Machine: Jaguar
Publisher: Atari
Developer: Jeff Minter
Price: £45
Games: 3

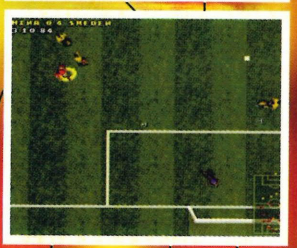
UK

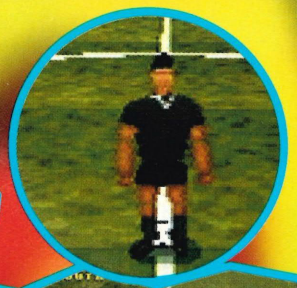
Actua

Camera things

Close in views look good but can confuse. Best move a bit further back.

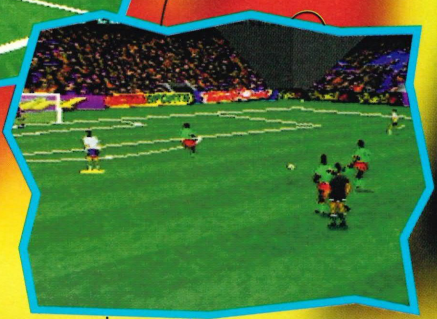
Or if you prefer, the *FIFA* and *Sensi* views are in there too.





▲ Fancy a spot if hot, sweaty, in–box action?

▲ Sack that goalie! He's quite clearly completely mup.

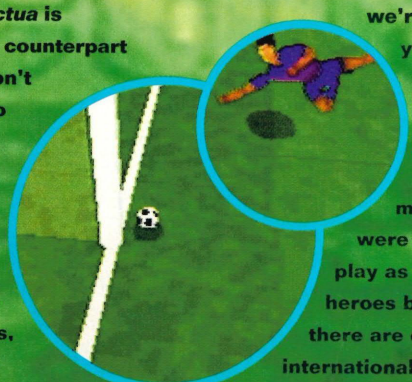


BITS

Actua Soccer's control system may take a bit of picking up. It uses a triangle at the player's feet, the point of which shows the direction your player is facing, so if you kick the ball it'll go in that direction. Players are kind of 'steered' 'round with sweeping thumb motions on the joypad. Slightly confusing at first, but much more like the real thing if you ask us.

For the last couple of years *FIFA* has ruled the footy roost. Its combination of neat, functional graphics and unbeatable gameplay has set flags a-waving and crowds a-cheering around consoles all over the land. In its '96 incarnation *FIFA* should have been absolutely brilliant, but unfortunately two things happened. 1) *FIFA '96* turned out to be, well, not very good and 2) *Actua Soccer* stomped onto the scene and proceeded to relieve itself all over *FIFA*'s boots. *Actua* is much better than *FIFA*, pure and simple. We suggest you take your copy of *FIFA '96* back to the shops and demand a refund immediately.

PlayStation *Actua* is identical to its PC counterpart except that you don't need a Ninja PC to play it on (the PC version's only failing). Whilst PlayStation *Actua* can't match the PC's hi-res visual lushness, it's a damn sight better looking than the low-res game, owners of non-Ninja PCs were forced to play polygon players which (thanks to motion-capture technology) run, kick, tackle, and dribble exactly like the real thing, exposing *FIFA*'s blocky sprites for the ill-conceived botch up they so obviously are. *Actua* is undeniably the closest footy gaming has got to actually looking like footy as we know it and love it on the telly.



What's more it even sounds like footy on the telly too 'cos its got Barry Davies doing the commentary. Usually commentary in footy games is the source of much hilarity, featuring a footballing 'has-been' repeating the same old hackneyed remarks over and over again. Well, to our ears and is as smooth as a cuddly, downy, gosling's underbelly.

This is footy as you've never seen it before. It's so good that in extensive Ultimate tests even girls enjoyed playing it, which, we're sure you'll agree, is the acid test. Though the Man U mad girlies were unable to play as their heroes because there are only international teams available. Pity that.

Doubtless you know the *Actua* story by now. It features

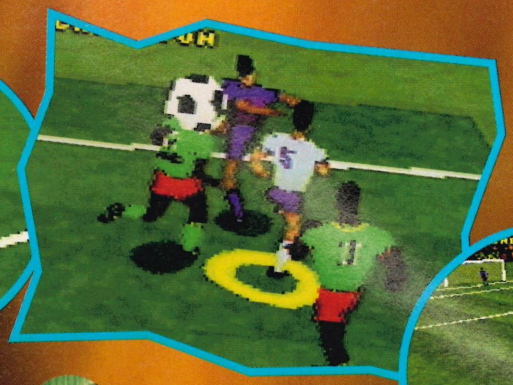
43 international teams

Actua's is the bes

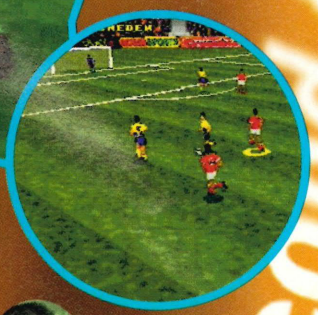
Second to none

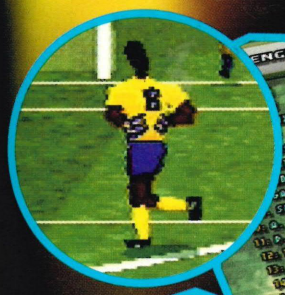
Soccer

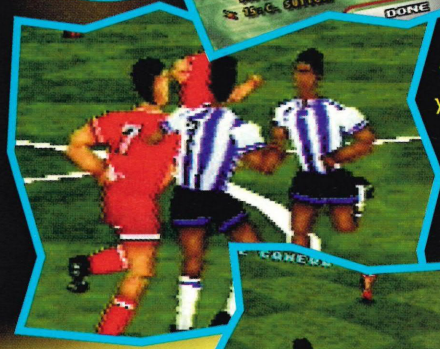
This is footy as you've never seen it before. It's so good that in extensive Ultimate tests even girls enjoyed playing it, which, we're sure you'll agree, is the acid test.



◀ A quick thinking goalie serves up an expert clearance.

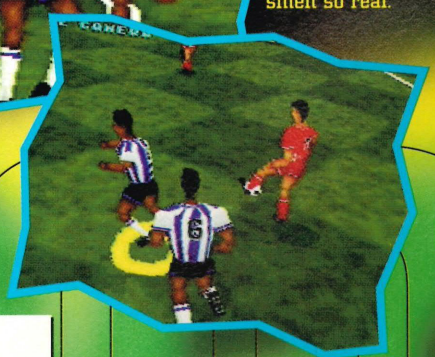




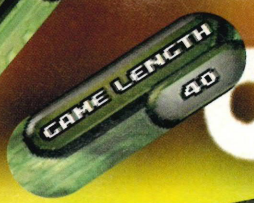


▲ Exciting tactic vibes in your area.

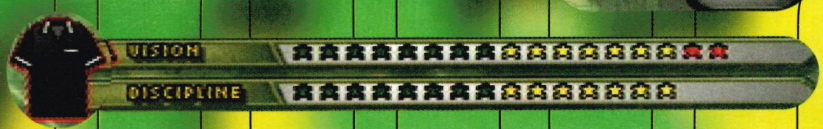
◀ Footy never smelt so real.



Annotated Set-Up



Fancy a fiddle? Well there's mucho things to fiddle with in *Actua*. There's barely a facet that isn't finely tunable to your every desire. You can even set the game to last for ninety real-time minutes or set how strict and mean your ref is.



***Actua*'s is the best yet. There are hundreds of phrases in there (along with the names of all the players for 43 international teams spoken with differing degrees of franticity) and although some are obviously Bazza's favourites they appear infrequently enough to avoid complete annoyance.**

So what of the actual game of footy *Actua* provides? This is quite frankly second to none. There's a real sense of 'space' around the players making it possible to plan passes instead of just hoofing the ball before your opponent tackles you. Take aim and pass from player to player up the field, lob it to your striker's feet, beat the goalie and hammer it into the back of the net. It all very fabulous.

There's a cup competition, a league, the option to choose a ref for your match and every player has his own stats which reflect how he plays. Italy's team is, of course, the tops, Brazil's put in an incredible game, whilst Japan's should really pack it all in and get proper jobs. Add to this substitutions, a variety of tackles and headers, replays to gloat over and more selectable cameras than you can shake a very stout stick at and you're dealing with one heck of a sexy package.

After the somewhat disappointing performance delivered by *FIFA*, *Actua* has succeeded in putting the smiles back on our faces.

Look, *Actua* is nigh on perfect and as they say in washing-powder adverts, you quite simply cannot buy better.

Ultimately Unbeatable

93%

⊕ The best footy game yet
⊖ No league teams

Machine: ..... PlayStation
Publisher: ... Gremlin Interactive
Developer: ..... In-house
Price: £45
Teams: 43

UK

yet

▲ See that Terminator? He's made out of polygons he is.

◀ Not the most baddie-packed of games in the world. Ho hum.

▲ In the jeep driving bits HK craft try to blast you from the tarmac.

Some baddies just keep on comin' even after you've blown off their bonce. Croinks! Look out!

Die you spindly swine!

Terminator:

Yes, it is a bit late isn't it? *The Terminator* movie was made in 1984 and featured Arnold Schwarzenegger as a muscle-bound robot programmed for rucking and mayhem. Guess it must have taken twelve years to buff *Terminator: Future Shock* up to the right royal state of shininess it is currently exhibiting. *TFS* is the tops. And here's why...

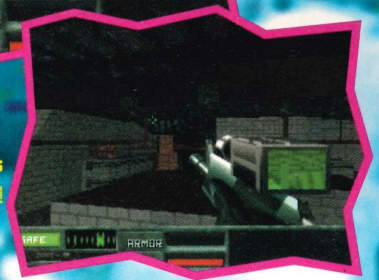
In its simplest sense it's a *Doom* game which sees the player blasting various mechanical foes including Arnold-style T101s both with and, somewhat saucily, without their skin on. However, calling it a *Doom* game is wrong. We mustn't do it. The programmers will be 'round to Chinese-burn the lot of us if they catch a whiff of such a flagrant and naive generalisation. Count on it.

You see, *TFS* features the very latest zippy-zappy, slippy-slappy 3D techno-gumph lurking beneath its throbbing exterior which constructs everything from polygons. You, me, them, us, everybody, everybody! *Doom* wasn't really 3D you see, it was all a cunning facade. Look at the baddies in *Doom* – they're flat 2D sprites that are scaled to the correct size depending on how far away from them you are. They're rrrrubbish! Even the brand new *Duke Nukem 3D*, with all its lah-de-dah looking up and downyness fails to stop the baddies looking like a gingham tablecloth when you get close up. *TFS*'s polygons mean that if you get close up, stuff looks the same – only bigger, exactly like stuff does in real life. Lumme! Add to this the fact that the game is both whippet-fast and piglet-smooth in SVGA mode and it's all a bit of a top treat for the optic nerve.

Let's not forget *TFS*'s downright revolutionary control

▶ Whatever you do, don't look down... A real sense of 'height' is superbly purveyed.

▲ Your laser gun features working magnifying sights so you can't miss!

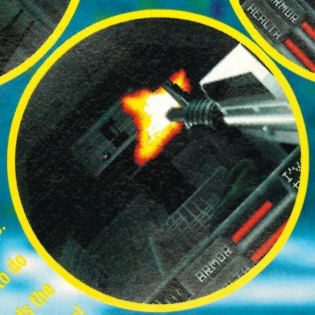


How on earth?...

▲ Voila! You've made it! I wonder what nasties await you around the next corner? What's the betting it'll be a load of Terminators. Ho hum.

▲ Once you've dispatched this robot your next problem is how to get into that doorway in the background. Perhaps those two platforms could help?

▲ Ah ha! Very sneaky. By shooting these funny markings on the wall you can raise and lower a hidden platform. Just step on it then fire away!



▼ Now you're at the same height as the two platforms. Brilliant! All you have to do is jump across towards the open door. Keep going!

Future Shock

method. Your left hand operates the mouse which controls your head. You can look left, right, up, down, in fact, all over the shop. Your right hand, on the other hand (ahem), controls the walking along stuff with jumping, crouching and useful side-stepping, should the enemy fiendishly lure you into a spot of Country and Western line-dancing. It can be a bit confusing at first, you'll spend much of your time staring at the floor like a sulky teenager, but before too long you'll be looking both ways before you cross the road and thwarting aerial Hunter-Killer attacks with a deft flick of the neck and a thwack of the mouse button.

There are jeep driving and HK flying levels included, but most of the time you're wandering around *TFS*'s dank, foisty world on foot, ceaselessly on the lookout for nasties who want to irradiate your innards. Atmospheric is the word. Thing is, quite a bit of the time there's only the aforementioned dank and foisty scenery to keep you company. Enemies can be a bit reticent to come out and play at times and you occasionally feel that they're all off having a fabbo knees-up somewhere, leaving you to explore unhindered. The emphasis seems to be far more on puzzle-solving and exploration rather than bloodthirsty *Doom*age. This makes a welcome change, but one or two rooms throbbing with rampant cyborgs to toast really wouldn't have gone amiss. You've certainly enough destructive hardware at your disposal to take on the job, including a brilliant 3D map thing, which helpfully prevents you from getting lost amongst the occasionally samey scenery.

TFS is the best first-person perspective blaster since *Doom*, which, of course, it owes a great debt to. But the look and feel of *TFS* is very nearly sufficiently different to prevent this from being dismissed as another ruddy *Doom*-clone. VERY nearly... but not quite.

BITS

Bethesda. *Terminator: Future Shock*'s developer's are currently setting the PC world alight with this and other amazing looking 3D games. Their software *Xngine* can deliver high speed 3D graphics at the drop of a hat. Future titles include: *The Tenth Planet*, a *Wing Commander*-style blaster – only better, and *X-Car: Experimental Racing*, a racing game, amazingly.

Ultimately

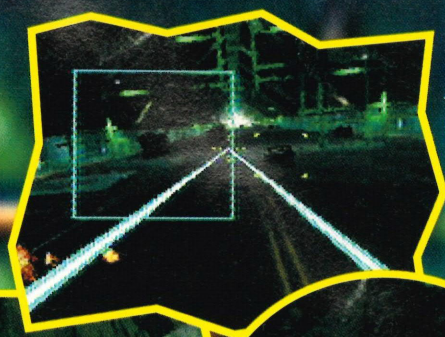
Amazing **91%**

⊕ Graphics, puzzles
⊖ Where'd everybody go?

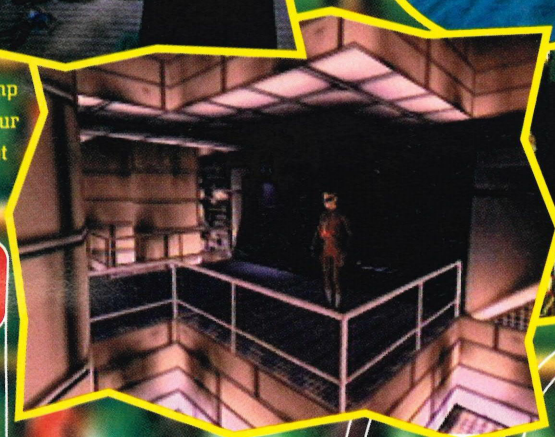
Machine: PC CD ROM
Publisher: US Gold
Developer: Bethesda
Price: £45
Missions: 17

UK

◀ Pointless cut-scenes interrupt the shooty bits.



◀ If a blue box appears it means you mustn't shoot it.



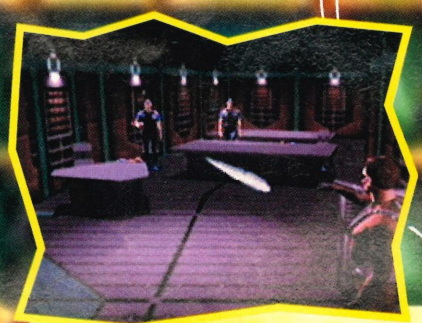
▶ Don't jump mate! Your game's not that bad!

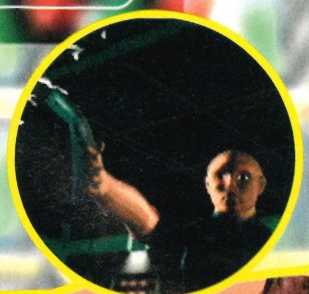
Cyb

BITS

Cyberia from Interplay caused a bit of a scene when it appeared on the PC a year or so ago. It certainly livened up the Dullsville PC games market. It was an okay game at the time, but these days looks distinctly crusty. We're not saying PC conversions are bad things, just so long as they're of games like *Full Throttle* or *Duke Nukem 3D* or *X-Wing* or *Doom*. Got it?

▼ Ever so often you need to press some buttons very quickly to kill people. Ace.





Well, it was bound to happen. In addition to all the new and original Next Gen games, one or two PC CD ROM, ahem, 'classics' get to show their grubby faces on our crunchy new machines too.

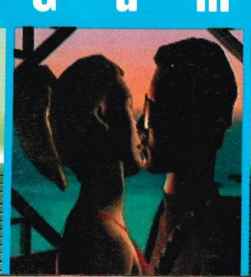
Cyberia's origins lie way back at the dawn of CD gaming, when programmers first realised that the vast storage space available on the shiny beer-mat shaped wonders could by filled with snazzy movie-style graphics instead of a game. Super impose a simple sprite over the top of them and there you go – instant boredom guaranteed.

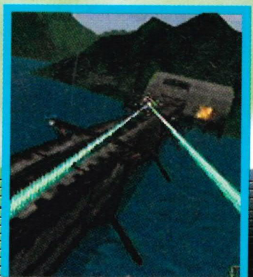
What we have here is a mixture of an adventure game, including lots of highly exciting door-unlocking based puzzles, and a pre-rendered autopilot shoot-em-up. There're lots of interactive-movie-style cut-scenes lobbed in there to spice things up a bit as well. Great.

The adventure bits may look quite nice, but what you quickly realise is that your character's every move is pre-ordained. Press left and right to step your character through the available directions of movement then press up to begin the playing of a cut-scene showing your character walking. You never feel as if you're actually 'exploring', merely choosing one of the available path branches and sitting back until you're next summoned for input. Also, doubtlessly due to the CD-streamed nature of the game, there are no objects to pick up and none of the usual find-object-use-object adventuring whatsoever. Very poor.

The puzzles always seem to involve some buttons that need pressing in the right order and are solved by trial and error, error invariably resulting in an

The Game

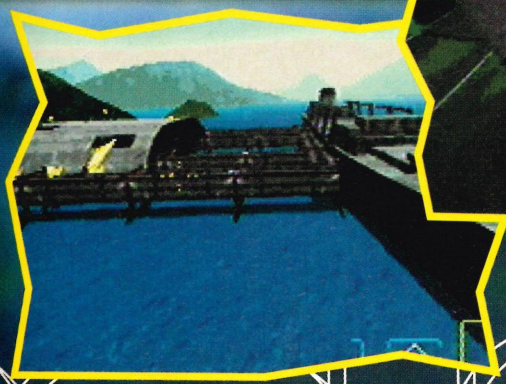




In *Cyberia* you simply walk your geezer about, snog a bird and play a rubbish shoot-em-up. It really is very terrible indeed.

eria

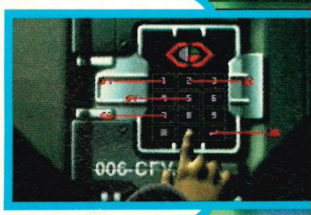
▲ The yellow boxes make enemies visible. Well, nearly...



▲ This is your ship. Rather sleek isn't it?

Thrills & Spills?

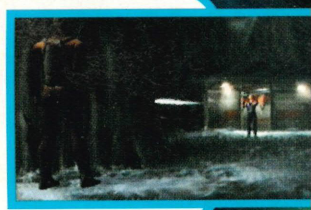
How fabulously riveting eh? Those numbers are infra-red readings. Pity you can't read them, isn't it?



That whirling blade is itching to chop your head off. Best press 'up' at just the right time then, eh?

Oh goody. More lock-related fun. Only this one is actually a bomb. Not that it matters.

Watch out for that shootah-toting doorman! You'd best press a button at just the right moment. Again.



instant and frustrating death. Although you have the ability to scan locks and other devices with your cosmic infra-red space spectacles to get a few clues, due to this being a conversion of a high-res PC game, the resulting tiny text is near illegible on your TV screen. Very clever.

Haven't you guys actually tried playing the game after you finished it? Anyway, door duly opened you get to play one of the shooting games, which are, sadly, equally dire.

We all thought we'd finally seen the last of the pre-rendered shoot-em-up. We were wrong. With your ship flying on autopilot your only task is the manoeuvring of a little crosshair with which to zap the oncoming baddies. It's back and it's as cack as ever. In fact it couldn't be worse. Enemy ships blend in so well with the backgrounds that they require yellow boxes to be drawn 'round them so that you can actually see them.

To make matters worse, on the rare occasions that you are fortunate enough to spot one of the little swines early, you're not allowed to shoot them until the magic yellow box appears. It's mad – it's crap.

We've been playing *Cyberia* for a while now and can honestly say we haven't enjoyed a single second of it. Just because it's possible to convert substandard PC CD ROM games to the Next Gen formats, is not reason enough to do it. Yes, there are some old PC CD ROM titles that deserve a Next Gen re-emergence, but quite how *Cyberia* dares count itself amongst them exhibits audacity of the highest order.

Be off with you, back into the dusty 'old games' cupboard where you belong. Shoo! Shoo! Oh, and if any retailers are reading do yourselves a favour – don't stock this rubbish.

▲ Nice shades, tidy fringe, but a pig of a game – what a sin.

Ultimately

Tedious

34%

⊕ Hey, nice graphics
⊖ Hey, crap game

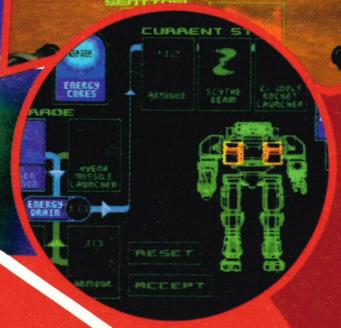
Machine: Saturn
Publisher: Interplay
Developer: Xaxtrix
Price: £45
Excitement: None

UK

Krazy

▲ This low-down crawly thing could be a problem. Lower your sights a bit.

▼ A sort of straddling squid thing (we think). Whack it between the legs.



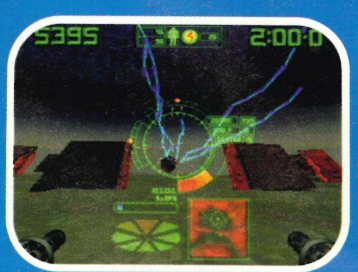
Put That Vodka Away...

... it's time to embark upon your first mission. Waste three huge metal things and that's it.

▲ This guy's a real menace. Those huge guns can spew out heaps of deadly stuff so you'll need to be pretty handy on the old dodge buttons. Best of British.

▲ This annoying little sod is far less intimidating to look at, but he can jump really high in the air. It's not very deadly, but it will nark you right off, you can be certain of that.

▲ This is like a huge robot gibbon or something. No specific threat here. Just keep pummelling away until the ludicrous ape-thing explodes.



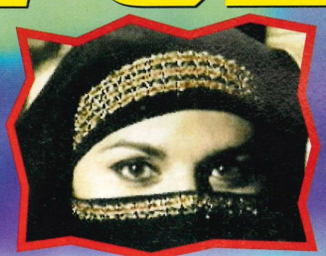
▲ The final challenge. Loads of rotating walls hide the energy core. First shoot the walls, then the core. Oh, and of course it fires all sorts of explosive crap at you.

Phew, that Ivan, eh? What a crazeeee guy. Boy, he's so damn zany he even calls himself crazy with a capital K. Now that's bonkers. Quite why he's Krazy is a mystery until the rather appallingly acted, but also visually superb, intro explains that this Russian in a huge robot war machine is suffering from post-traumatic stress disorder. Anyway, this makes him perfectly suitable for insanely difficult missions exactly like the five included in this odd game.

The controls are pretty fiddly to start with, but that's not because of any programming flaws, it's because your huge exo-skeleton has a variety of movements. You can rotate, walk forwards and backwards, slide side to side and tilt your head up and down, as well as being able to select and shoot a variety of weapons and missiles. Still, given half an hour it's no big deal and you can get on with the hefty task of taking on all comers. The comers in this case are huge, and incredibly varied boss-type opponents. In fact, in each mission there are a number (say four or five) of these big and very bad guys to get rid of. Your target sights indicate where they are and when you reach them their energy bar appears on screen. You then have to slug it out until one of you is dead. There are other minor enemies in the game from which you can obtain hostages and power-ups, but largely you can ignore them and just get on with killing the main blokes. The result is that the game is very linear, and while the encounters are exciting, action-packed and require slightly different strategies, after a while they become a little repetitive. Actually make that a lot repetitive. If there had been more stuff going on in the game and the boss characters

Ivan

▲ Ho, ho. Take that ya steaming great hunk of spare parts. Missiles are a right laugh.



▲ Blimey! He's like no surgeon we've ever seen.

▼ It says fire on our screen and by god have we fired.

themselves had been less difficult to defeat the challenge would have been more evenly paced, but as it is you tend to spend many attempts on the same few challenges and this leads to boredom.

Having said all this, Ivan's Krazy meanderings do provide quite a chocka menu of intense blasting and this makes for a perfectly good game that you'll come back to occasionally when you need to take out your frustrations on something non-human. And when treated as such, it's actually pretty smart. The fantastically good-looking intro sets the tone for the rest of the game in that the in-game graphics are also top-notch. The scenery is nice (with some great depth cueing), but it is a bit on the bland side, although the enemies are brilliant. They range from tiny to bloody enormous (and frankly scary), but all are well animated and fight in an interesting variety of ways. And although the acting's a crock of old cack there's a small amount of good quality in-game FMV sequences which are fortunately few and far enough between to make them game-enhancing rather than yawn-inducing. And finally there's the two-player mode which in this case is a link-up. That's right, if two player's with two tellies, PlayStations and copies of *Krazy Ivan* get together they can take a huge war robot each and slug it out. Fun? Yes. Endlessly entertaining? No.

Krazy Ivan isn't going to provide you with weeks of rivetting fun, but in terms of visuals, sounds and action, it's bursting at the seams and should provide a large barrel of short term laughs.

Ultimately

Mad

78%

⊕ Great graphics, top enemies
⊖ Very repetitive.

Machine: .....PlayStation
Publisher: .....Sony Interactive
Developer:.....In-house
Price:.....£50
Missions:.....5

UK

Not So Krazy That He Doesn't Need A Little Tactical Help

He's nuts, he's nuts nuts nuts nuts nuts. Nuts nuts nuts, nuts nuts nuts – the Keraazzy Ivan Show!

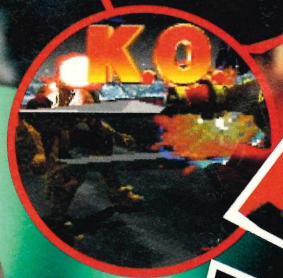
▲ Hide behind things. This is always a good way of avoiding damage. However, it also prevents you firing back with any degree of success. It can take days!

▲ Use those dodge buttons. As soon as the other guy starts firing back, use the collar buttons to move side to side. You could just stand there, but that would be stupid.

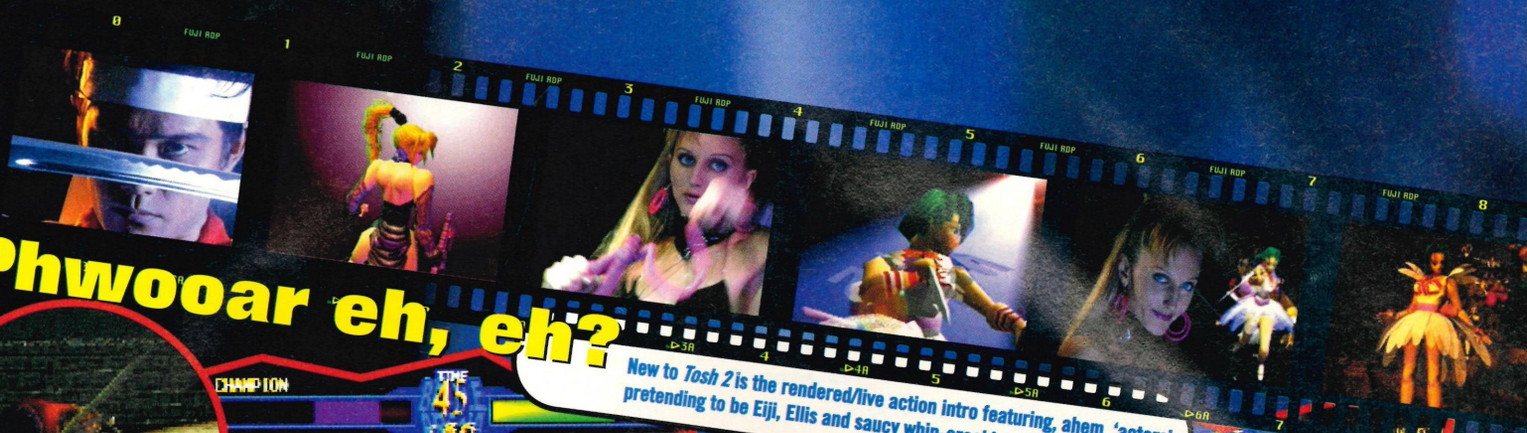
▲ Alright, you asked for it. Here's the 'standing there like an idiot and hoping you get away with it' tactic. Keep firing until he's very dead.

▲ Almost as good as the 'hiding behind stuff' system is the 'scarper option'. Running away is brilliant. Get far enough away, turn and shoot for all you're worth.

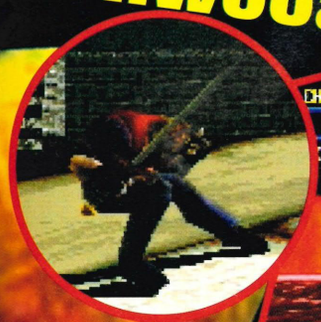
New to 2



Phwooar eh, eh?



New to *Tosh 2* is the rendered/live action intro featuring, ahem, 'actors' pretending to be Eiji, Ellis and saucy whip-cracking Sofia. Down boy!



▲ Kayin sobs like a tiny child after enduring another humiliating defeat.

◀ Master can magically morph a whopping dagger from out of nowhere.

▶ What does Mondo keep in that box on his back? A change of socks? Snuff?

den 2

new backgrounds are generally an improvement on the flat originals, but we were sad to see that the boss' inside-of-a-huge-donut-home has been replaced with something far less impressive. Also, as in the original game, the floor and some wall textures appear rather blocky at times, and, even worse, some nasty character-clipping can occur. All of which takes a fair bit of the shine off improved visuals which is a bit of a shame.

A total of four new characters (plus a now playable ex-boss) put in an appearance too and are as rapidly animated and wonderfully textured as their now aging counterparts who receive the touch-up and respray treatment.

The actual gameplay of *Toshinden 2* remains remarkably unaltered. It's still rather too special move heavy. Try to get up close and use conventional punches and kicks and you'll be defeated by your leaping, long-range projectile throwing opponent. The fact that two special moves are readily available on the shoulder buttons means that, in inexperienced hands, bouts quickly degenerate into both players standing miles apart pathetically throwing fireballs and the like in each other's direction. Boring!

As an example of what could have been done we should look at the gaping chasm between *Virtua Fighter* and *Virtua Fighter 2*. If you were expecting a similar leap forward you're going to be disappointed. There's certainly not enough here to warrant a second purchase should you be an owner of the first game, unless, you're a nutter. However, it was a temporary office favourite.

Ultimately

Samey

82%

⊕ Bit faster, new fighters...
⊖ ...and that's about it.

Machine: PlayStation
Publisher: Takara
Developer: Tamsoft
Price: £45
Characters: 13

JAP

Dragon

Why go to the trouble of creating new games when there's plenty of old ones laid about, eh? Laverly! Easy money init? Take a game that a few people bought, put it through your magic converting machine and release it for one of them new Next Gen thingies. They're cryin' out for games like this, they are. You're guaranteed to make a mint!

The fact that things have moved on considerably in the year since the game's creation doesn't matter a jot. A good game's a good game, init? Unfortunately a bad game is a bad game too and no amount of 'converting' can cure that.

As you'll have no doubt realised by now, like *Cyberia* reviewed on page 76, *Dragon Lore* has had a past life as a PC game. And now all you lucky 3DO owners are getting the pleasure of its company too.

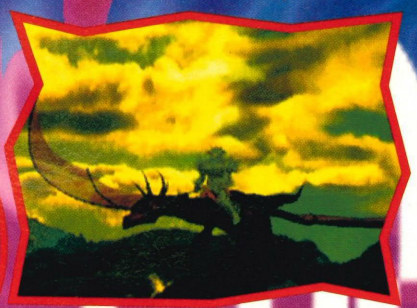
Dragon Lore is an adventure game. The player has a bit of 'an adventure' wandering around lots of different locations doing lots of different things. Your little hovering dragon cursor can be moved around the screen highlighting the movement and object interaction possibilities of each location. And, as you can see, everything's depicted with lots of nice pre-rendered graphics. Hold up, did we say pre-rendered there? Yes, we did. Blimey.

Ah, the pre-rendered graphic, that murderer of gameplay and interaction. As soon as you come across one of these swines you must run, run, run away. They are nasty, evil and bad. And they smell. Everything that happens in the game, every possible option is stored on the disc as a little movie. Make a move and the game finds the correct bit of 'film' and plays it for you. This wouldn't be so bad if there were millions of these things on the disc, enabling you to do the

◀ Dare you enter the scary skull-cave thing? It looks a bit spooky doesn't it? No? Oh.

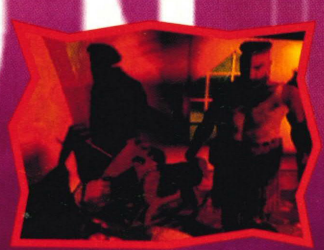
◀ That dragon thing's your cursor. The cow, on the other hand, is a cow.

▼ Riding dragons passes for normal behaviour in *Dragon's Lore*.



◀ My what a spiky suit. I bet it's murder trying to do the shopping in.

▲ Shut up you girl and prepare to be slain with my big sword.



▲ What is going on with that bloke's hair. What's it about?

▲ Mmm, nice decor. Very homely.

most outlandish things and wander hither and thither at will (thither?), but there isn't. There's a lot, but not enough. And some moves result in a nice smooth transition between points, others sudden leaps. Curious indeed.

One good thing is that everything is pulled off the disc very quickly and there's little of that 'press a button and then wait for something to happen' that plagues games like *D*. Travelling around the many locations is a relatively quick process, a good job too as there is a fair amount of back tracking involved. Problems tend to be of the 'bring me that thing and I'll give you something else' variety or 'find a key then half an hour later find a locked door' type of thing. There's nothing particularly original going on here. Nothing at all.

Also *Dragon Lore* is very linear. There's rarely a real choice in direction of travel or task to accomplish. You never *really* feel like you're exploring and are always aware of where the game is pushing you to go. This isn't too bad, but if you reach an unfathomable problem then it's effectively game over. There's nowhere else to go (besides where you've just come from of course) and nothing else to do.

And don't expect this to be massive just because it's on three CDs. Those pre-rendered animations eat up the disc space you know. Although it is quite sizable it actually appears much bigger thanks to the puzzles being a tad obscure and tricky. Game size and the time it takes to finish a game are two completely different things, if only they weren't, eh readers?

It's not a bad game, just a bit of an old, slightly dull, dated one, that's all. Okay?

Ultimately

Constricting

62%

- ✚ Nice graphics
- ➖ Pre-ordained gameplay

Machine: 3DO
Publisher: Mindscape
Developer: Cryo
Price: £50
CDs: Three

UK

◀ This beardy bloke in a barn will give you a sword, a shield and a magic ring. Cheers then.

▶ That flame haired geezer is you. No arguments, it just is, alright?

▲ Every so often you'll have to do battle with one of the nasties you meet along the way. Stab him. Now.

Lore

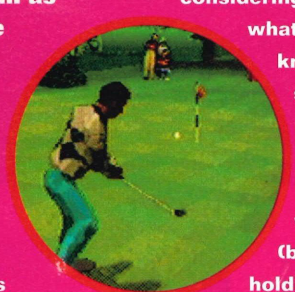
Virtual

Mulligan's Island

We don't know who Mulligan is or was, but he's given his name to a neat golfing feature which serves as a great device for getting you out of trouble from an awful shot. Lose your ball out of bounds or in a pond and you've a choice of 'dropping' the ball near the hazard and continuing, which incurs a two-shot penalty, or retaking the shot, incurring the same score card-marring penalty. BUT... If you'd had the good sense to turn 'Mulligan's' on in the option menu, you'd be able to play what amounts to a joker, or, if you will, a *Get Out Of Jail Free* card. Mulligan allows you to retake your mis-hit shot without incurring the penalty. But be warned, you have only three Mulligans per course, typically 70 or 80 shots, so it may be better saving them for real emergencies.

▶ Look at the size of the ball to the left and in the distance. Who is *his* opponent?

Last year saw the release of Core's *Scottish Open: Virtual Golf* on PC CD ROM. This year, almost exactly the same game, minus the real Scottish courses' replica-holes license, is available to Saturn and PlayStation owners. Let's see how the Saturn's version shapes up. Firstly, as you can see from the screenshots, the 3D environment is intact and looking as pretty and green as ever. And yes, there are four real courses, one being Glenlochrie, one time host of the Scottish Open. Including real courses isn't just to keep true golfers happy, it offers a boon in gameplay terms in as much as the time and knowledge invested in designing those courses is delivered straight to your lovely Saturn.



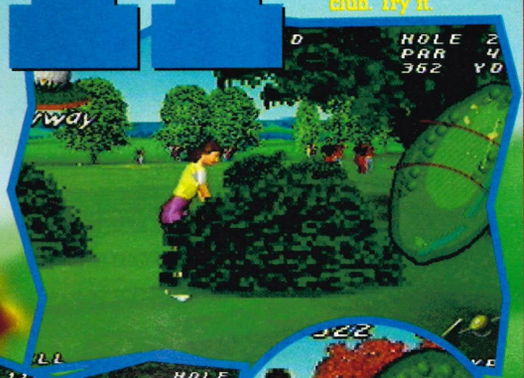
As you progress from amateur to pro to access more courses, *Virtual Golf* employs a simple arcadey approach to play rather than an attempt at simulation, something that Core themselves freely admit. You can see how good it all looks, so if you're considering buying a golf game what you really need to know is how it plays, so here goes with a brief beginner's guide.

Keep an eye on the wind meter indicator (bottom right) while holding down Y to show an indication of your ball's path, both on the main screen and on the hole map (top right). That indicated path will be followed exactly by the ball if you manage to time your button-presses to the swing meter's 'ideal shot', as indicated by the two golf ball icons at either end of the huge arced meter.

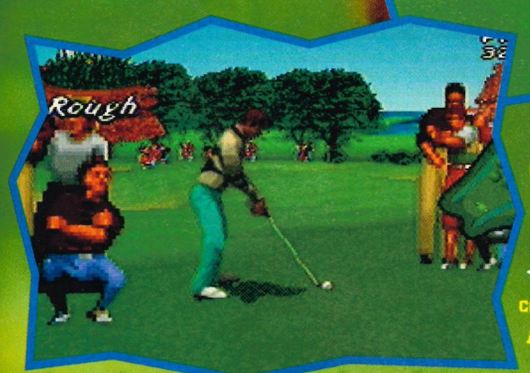
Once you've chosen your club (by default it selects the most suitable one, so this is usually just an optional tinker if you think you know more about golf than the game), and either waited for a lull in the wind, or altered your direction to take into account the wind's strength and direction, then it's time to play the shot. And this is where your planning either pays off

Golf

▶ It may not be technically perfect, but it's the most fun we've had on a golf game in a long, long time.



▼ It's big, it's green – it's bush-club. Try it.



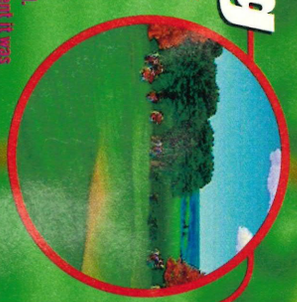
▶ Those are offensive slacks. Urgh!

◀ Look at my comedy club. Aren't I funny!

Fly-by shooting

In LA, gangsta law, justice is dispensed by cruisin' past a crew of dangerous homies and opening up with an uzi. In Derby, drive-bys are not common, but there are a hardcore of proud, young, urban males who regularly feel the need for a fly-by. There's no shooting involved for these are merely reconnaissance missions, and its perpetrators are Core Design's producers and playtesters, checking out the lay of the land on the fairways and greens of their virtual world.

Thanks to the game's real 3D environment it was relatively simple to create an option to include a helicopter-camera fact swoops over the length of the course, circling round and zooming in on your end goal, the hole. Okay so it doesn't add much. If anything, to the gameplay, but it's a nice touch and an indication of the attention to detail there's been involved in *Virtual Golf*'s production. And no, it's got nothing to do with LA.



with a beautiful progression towards the hole (to be celebrated by whoops and hollers and punching of the air) or an embarrassing skew into the rough, bunkers, trees or water (to be celebrated by your opponent in much the same manner). Press B to set the swing in motion. Press it again when the ball icon is in the red zone – hitting the circle means that you'll follow the shot indicated by the white lines, but going further will give it extra power and is advisable when driving from the tee. The more oomph you give a shot, the faster it'll swing back, thus making your job of stopping near the circle in the green zone, to determine accuracy, that bit harder. This trade-off is the single biggest gameplay element to master and beginners are best-advised to err on the side of caution – though your shots won't carry as far, it's easier to make up ground later than to risk incurring two-shot penalties by skewing into troublesome bunkers or losing a ball out of bounds or in ponds.

When you've managed to get onto the green, the helpful 'ideal ball' guideline is replaced by a dotted circle whose changing outline indicates the green's undulations. Showing you the right line to the hole would make putting too easy, but it's only good sport and fair play to have all the information at your fingertips. Don't you think?

Okay, so it's not a simulation, but the tag 'Virtual' is qualified by the 3D world and the roving camera within it. Like *Actua Soccer* or *Virtual Pool* you can control the camera view of your player and the course with options to alter the position and angle of the course. Rather than being a mere gimmick, this feature is useful for getting out of sticky situations like when you're stuck behind trees, or if you're worried about breaching sloping banks that lead to water or sand hazards. Plus it's fun!

Ultimately

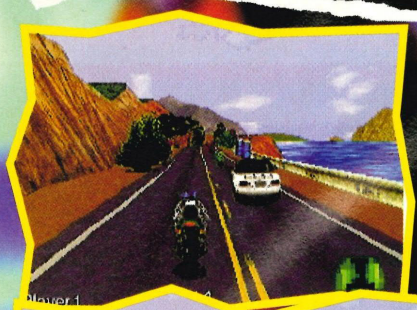
Golf

80%

- ⊕ Course, controls, graphics
- ⊖ Annoying samples

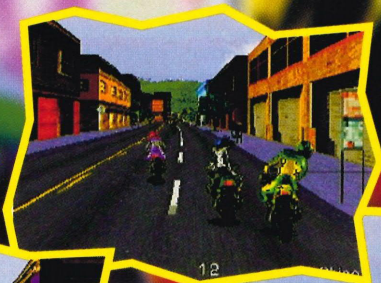
Machine: Saturn
Publisher: Core Design
Developer: In-house
Price: £45
Players: 1-4

UK

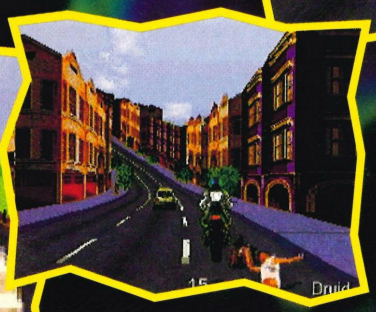


◀ Nice scenery – average game.

▶ Go on my son! Give 'im some grief!



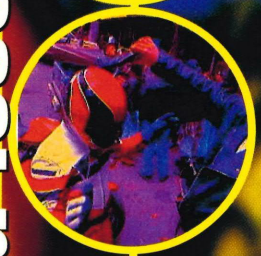
▼ Get off and milk it! We're implying your bike is, in fact, a cow.

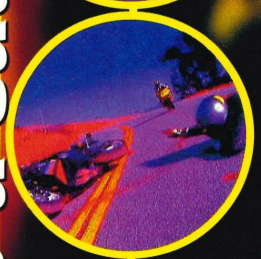


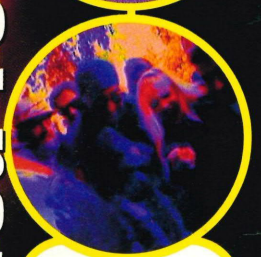
▲ The city streets zip by with suitable speed.

Road Rash

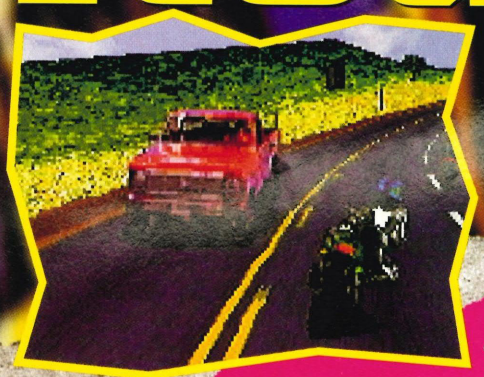
You're a sad loser.







Lose a race and your so-called mates take the mickey in a variety of humiliating ways. How cruel!



Lurking in amongst Electronic Arts' vast catalogue of very real, very sensible sports titles is a game which, if you were naive and stupid, you may dismiss as a mere 'motorbike racing game'. But lo! Take a second look fools, for this is *Road Rash* – the result of an unpleasant and probably illegal union of racing game and a mental nutter on a bike. It's bonkers!

In the crazy world of *Road Rash*, opponents may be unsaddled with a well aimed blow to the helmet, other road users mean that every time you cross the dotted line you run the risk of wanging into a someone's front bumper and rozzers lurk around ever corner, itching to finger your collar and bang you in the slammer as punishment for your highway code violating ways. Best of all are the pedestrians who dare cross the road despite a herd of mental bikers going hell for leather towards them. Our favourite has to be the old dear with the zimmer frame – it's worth dropping a couple of places in the race just for the satisfaction of flattening her.

But what are we explaining all this stuff for? Let's face it you know *Road Rash*, don't you? The stupendously huge Mega Drive hit, souped-up for the 3DO and now putting in an appearance on the PlayStation. Thing is, this final move is very much a sideways one rather than a step up.

The texture-mapping of the road and buildings is a little more detailed, a little more realistic looking and the whole thing moves a bit faster, but that's about it. The specially filmed intro and between level biker antics are identical apart from benefiting from the PlayStation's improved ability to play them and the ass-kicking American 'rawk' soundtrack by the likes of Therapy? and Soundgarden remains un-updated. Hurumph.

Road Rash's major bugbear has to be the in-game sprites. Your character, your fellow bikers and the rest of the traffic move rather jerkily, which, when compared with the smoothness of the background animation makes them seem very much 'drawn-on'. We can't help thinking that PlayStation *Road Rash* is a bit of a missed opportunity. While this is the best version yet it's still a bit tired. Oh well.

Ultimately

Shabby

71%

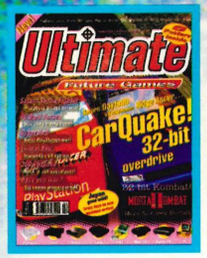
- ⊕ Fast and furious
- ⊖ Jerky and unpolished

Machine: ..... PlayStation
Publisher: ..... Electronic Arts
Developer: ..... EA Studios
Price: £45
Tracks: 5

UK

back issues issue ten

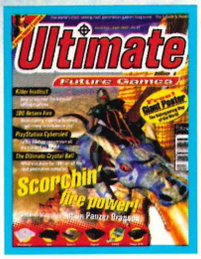
1 Ultimate's launch issue... A collector's item! The best introduction you can get to all Next Generation super consoles and games, and all for 95p! Bargain! Well, it was.



2 *Super Street Fighter X* on the 3DO – we had the very first review. Also includes everything you need to know about the Neo Geo CD, PlayStation and Saturn... Be quick, this one has very nearly sold out.

3 ▲ The first review of *Ridge Racer* – and it's damned fast! – sandwiched between reviews of *Virtua Fighter* on the Saturn and *Mortal Kombat 2* on the 32X. Tip top!

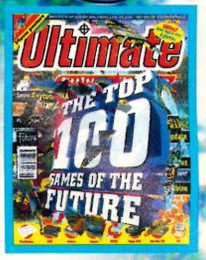
4 ▼ Blow your mind with every single Next Gen console rated in all known game genres. We review *Motor Toon GP* and *Toshinden* on the PSX. Things are hotting up. Cookin'!



5 ▲ Sega throw a heavy punch in the face of the competition with their first shoot-em-up, *Panzer Dragoon*. We also review *Return Fire* for the 3DO. Scorchin'!

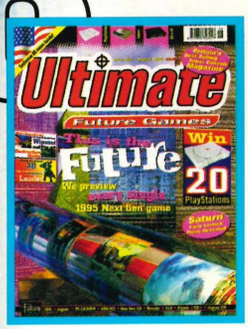
6 ▼ More punch-ups on the PSX with Namco's *Tekken*. The characters are incredible, will it beat *Virtua Fighter* to a pulp? Also *Street Fighter Zero* – first glimpse. Crunchin'!

7 ▲ Delve into the Top 100 games that'll be hitting super consoles in the very near future. Plus! Don't miss the sharpest reviews of *Daytona USA* and *Tekken*. This one is also nearly sold out.



8 ▼ Includes 16-page pull-out guide devoted to Britain's contribution to the Next Gen. CD Sex – is it worth the hype? Plus! *Astal* on the Saturn and PSX *Jumping Flash*. Sexy!

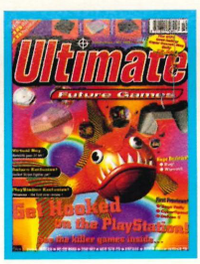
8 BACK ISSUES



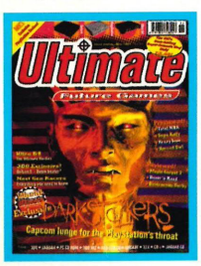
9 ▲ We preview every single 1995 Next Generation game. Exclusive previews of *Loaded*, *Wipeout* and *Destruction Derby* on the PlayStation. Plus! Free supplement. Only a fool would miss it!

10 ▼ As the 32-bit war kicks off we predict who will be the winners and the losers. Plus! Free exclusive Psygnosis supplement to blow your socks clean off! It's a cracker and no mistake Missus!

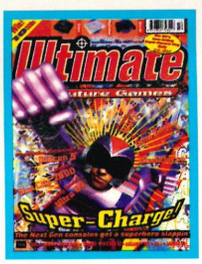
11 ▲ The PlayStation finally arrives just in time for our exclusive *Wipeout* and *Philosoma* reviews. Plus! The first ever Virtual Boy reviews and a free exclusive Atari Jaguar supplement. Value!



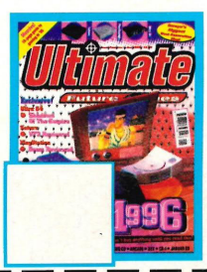
12 ▼ We bring you world exclusive reviews of *DarkStalkers* on the PlayStation as well as *Defcon 5* on the 3DO and *MK3* on the PlayStation. It's an exclusive frenzy! You lucky people!



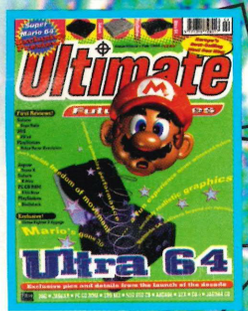
13 ▲ *WWF* appears on the PlayStation, *Sim City 2000* on the Saturn and *Soul Edge* in the arcade. Add to that exclusive Ultra 64 news and superheroes in the Next Gen and you're onto a winner!



14 ▼ It's the preview to end all previews – 16 pages devoted 100% to 1996. On top of that we have *VF2* and *Virtua Cop* reviews AND an exclusive CD-sized PlayStation *Doom* solution! Smashin'!



15 ▲ We've gone exclusive bonkers: *Super Mario 64* on the Ultra, *Sega Rally* on the Saturn, *Ridge Racer Revolution* on the PlayStation and *Virtua Fighter 2* tipped right up!



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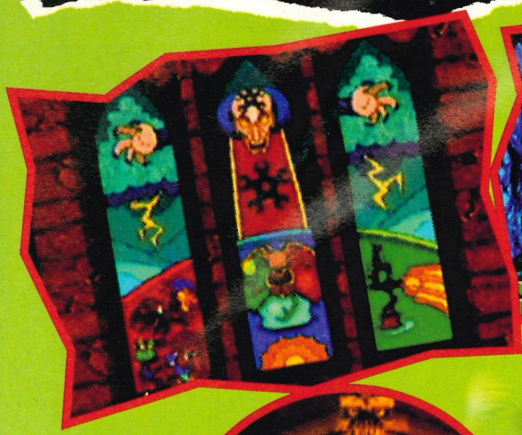
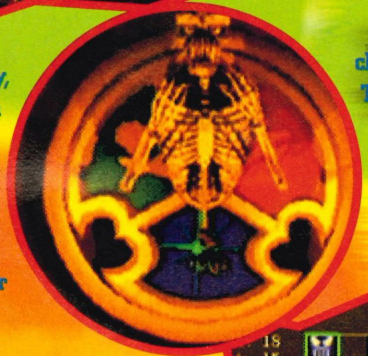
issue one



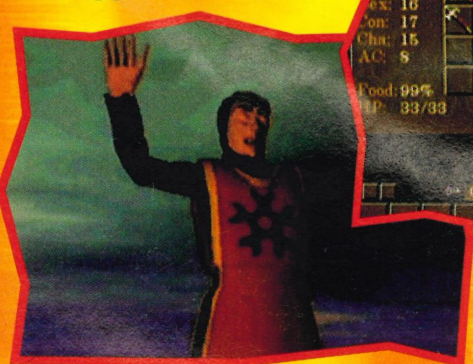
▲ The story, explained on windows.

▶ Your character. Training.

▲ There are loads of beasts to slash at.



▼ The evil Necromancer having his wicked way. Meddling git.



Mindscape are certainly working hard to correct the 3DO's lack of RPGs (we've already had Slayer and the gorgeous but ultimately weightless Dragon Lore). And DeathKeep, an another Official Advanced Dungeons & Dragons – 2nd Edition, mind – is certainly getting back to the nuts and bolts of the genre.

For a start it has a Bestiary at the back of the manual. Now that whiffs of *real* Role Playing and we love it for that (in fact, our little hairy mates on sister Role Playing mag Arcane would be clanking there flagons of ale in rapture). There's also a suitably rendered intro, showing the evil Necromancer having his wicked way with the ancient frozen lands.

Graphically, in-game it's a touch disappointing – not much of an improvement over *Slayer*. But at least you can still look up and down. Top stuff. It all moves rather smoothly as well – it's just a real shock that you begin right in an iced-up dungeon. It doesn't ease you into the game's system at all (and even on Easy setting, it immediately throws a plethora of tricky buggers your way). For that reason, we reckon you're going to have to be well into the *Dungeons and Dragons* style of RPG to get any real enjoyment from it. It's big, tough and for Role Playing aficionados only.

Ultimately

A Toughie

59%

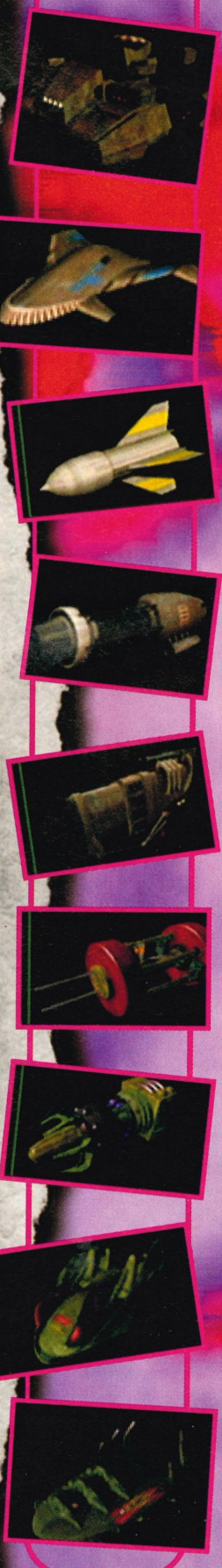
⊕ Tons of exploring
⊖ Dull to look at

Machine: ..... Mindscape
Publisher: 3DO
Developer: ..... SSI
Price: £45
Dungeons: ... 25(8 levels in each)

UK

DeathKeep

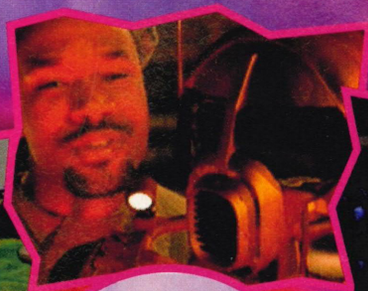
Weapon

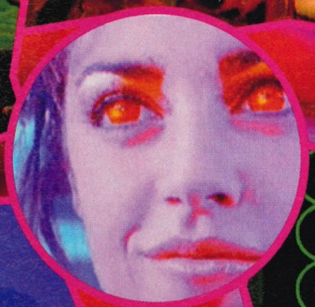


Heaven

▶ The hovercraft has top inertia!

▲ Now that alien is really quite scary.





▲ Ooh, her eyes, man. Gone all Prodigy...

What a yarn...

It's a whole 20 years since Alaina Stewart attempted to destroy the JumpGate, ending up stopping the Alien Wars. Pirates now roam the solar system and the UN sanctions quasi-military Privateers to put an end to their pillaging of colonies and alien sites. An alien 'artifact' has been discovered near the JumpGate, rumoured to hold the secrets to the alien technology. YOU, as Privateer Captain Flynn, after moving to respond to a distress call from this location, find yourself under attack from an alien ship – and the alien artifact has gone. YOU decide to chase the ship through the JumpGate and this is where things really take off...

Shockwave 2: Beyond The Gate

It's strange how sequels get spawned from games that were, underneath all the FMV-soaked jazz, pretty average in the gameplay department. The original Shockwave, first time 'round on the 3DO, slipped straight into this 'Ho-Hum' category. Then Electronic Arts, despite the cool reviews, insisted on churning out a mission data disc – Operation Jumpgate – which clearly couldn't improve on the original. Even the PlayStation now has a version which combines both – Shockwave Assault. But what of Shockwave 2: Beyond The Gate? Is it a suitable sequel to the original 3D shoot-em-up?

Good Gawd yes. EA seem to have listened to the critics and improved on the flaws of the former two entries in the *Shockwave* saga. Gone is the linear nature of the *entire* game, up the difficulty has shot and in comes a whole host of characters for you to interact with from the shabby-panted form of Avery Flynn, captain of the Cortez, who's only gone and lost himself and his crew in space (see story box for more information).

The plot has been developed a lot more, and gets fed to you in tightly-acted FMV chunks which really do the game justice, fleshing out the quirky individualities of your crew members. There's a new interface to get used to while back on board the Cortez as well. This click-and-point set of screens allows you to gain all the information you need: train for the missions in a nice, safe computer-rendered environment, access visual records, examine the planets you'll be setting down on and configuring your attack craft (A-110 Barracuda fighter, H-3 Hovercraft and the 'Big Ben' Gun Turret). It's all rather slick and rather helpful.

The actual levels and missions themselves also demand more from the player. That's you, that is. A much more tactical approach is required – you really have to search around the terrain for mission objectives, and the enemies come thicker and a lot faster than before. Certainly, graphically you couldn't separate the levels with a shovel, but there's enough variety in there in terms of vehicles, tactics and firepower to drag your attention away from this most of the time. And the sound effects are still the weakest element of the game. Shame that. Still, with 2CDs worth of shooting power you're going to have a lot to keep you occupied. Oh yes.

Ultimately Stronger

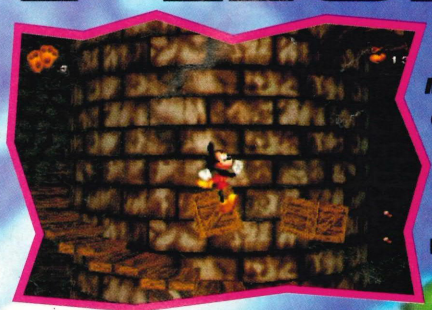
80%

- ⊕ Hovercraft inertia
- ⊖ Repetitive terrains

Machine: 3DO
Publisher: Electronic Arts
Developer: In-house
Price: £45
Weapons: 19

UK

Mickey's Wild



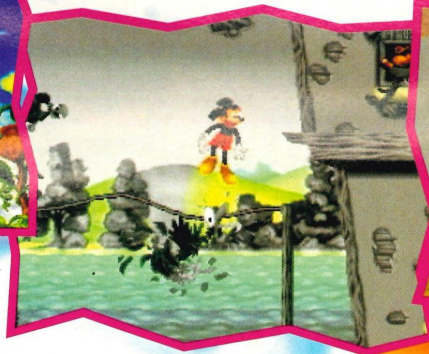
In the wake of a tidal wave of PlayStation games all trying to make the machine perform miracles of 3D spectacularity comes a game that simply tries to be fun. This game, originally called *Mickey Mania* came out on the old 16-bit consoles ages ago and got some smart review scores. Fortunately for us, Sony have been and gone and put it on the PlayStation. And it hasn't changed much. Good or bad?

Calm down. Don't go getting all shirty and snobby about your Next Gen machine being soiled with the filth that is a 16-bit game. The fact is, *Mickey Mania* on the Super NES was great and the sooner the PlayStation gets a good balance of decent games the better. Here's exactly why it's so smart...

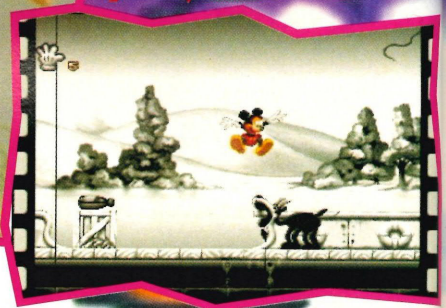
The graphics are lovely. Not souped up and all 3D, but just lovely. The cartoon animations are pretty much faultless. They were good on the Super NES, but on the PlayStation they're super-smooth. And the background and foreground scenery too is amazing. If you ignore the fact that it's a videogame the level of artistry is easily on a par with the real animated features. And while the SNES had a few neat 3D elements thrown in, these have been polished right up, taking advantage of the PlayStation's power in this area. There isn't a single piece of evidence of any corners having been cut anywhere – at all.

And the same level of care has been lavished on the

▲ A bit quicker and slicker than the SNES version.



▼ The *Steamboat Willy* level gradually becomes colour.



Brain Dead

"A hilarious ground-breaking interactive adventure that sets the new standard in animated cartoon action!" This is how ReadySoft pitch their latest game. At a bunch of gullible child fools with stunted expectation thresholds no doubt, because we'd describe it as: "a nice-looking, but ultimately transparent ride through yet another of their bloody *Dragon's Lair* clones." Good grief.

Okay, forget the chase, cut to the kill. They've tried stuffing it with humour to try and enhance the experience and indeed, the animation is very 'nice' – we admit that. The horror theme (you're an electrician lost in and around an evil scientist's castle) allows for lots of gruesome deaths, but what's the point? You get infinite continues and start just before your point of death. So all you've go to do is press the buttons until you here the 'ching' indicating the right selection and move on. You'll finish the first CD in 15 minutes (admittedly the second doesn't have a lengthy intro taking up half the CD) and even a 6-year-old (which it's clearly aimed at) will feel ripped off.

There's a joke in here somewhere. Something about

Although *Steamboat Willie* was the first Mickey Mouse cartoon ever seen, it was in fact his third film. The first ever made was called *Plane Crazy*. Mickey's first words were "Oh shucks, that's nuthin'" And as for poor old Minnie Mouse, having worked hard all her life, she never got a starring role all to herself. Useless cow!

BITS

Adventure

gameplay too. Anyone who had the pleasure of playing the SNES version will already know what we're on about. There are six major chapters, each based on one of Mickey's famous animated features from the first *Steamboat Willie* picture (in black and white) right up to the 1990 film *The Prince And The Pauper*. Within each chapter there are a number of levels each separated into neat, action-packed and interesting sections. The result is a game of over 20 levels with each level being tightly constructed enough to hold your attention. There are no sprawling empty sections to bore you to death, just a series of superbly designed challenges, each different from the last and each containing some ingenious problems whose answers gradually become apparent over a number of attempts thus delivering a spot-on learning curve. A rarity these days, don't you think?

The only problem is that it's a touch on the easy side. Sure there are some vicious little challenges scattered throughout the game, but overall the easy and normal skill levels will only keep you going for a relatively short time. However, even in view of this we're still sold on the game. It's a fine example of a decent platformer.

Ultimately

Cartoony — **80%**

- ⊕ Finley tuned
- ⊖ A tad easy

Machine: ..... PlayStation
Publisher: ..... Sony Interactive
Developer: ..... Traveller's Tales
Price: £45
Levels: 6

UK

▲ The animation oozes with sheer quality.

13

having to be '13' to buy this. No. That's not it.

▲ It's so unbelievably dull! Boring! Next!

Ultimately

Pointless — **19%**

- ⊕ You're a *Dragon's Lair* fan
- ⊖ You're everyone else

Machine: 3DO
Publisher: ..... ReadySoft
Developer: ..... In-house
Price: £45
Controls: ..... D-pad + B

US

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The letter D and the number 6

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Cradley Print plc, Cradley Heath, West Midlands

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Nintendo

Though the Ultra 64's launch in Japan has been pushed back, will it definitely still be available in April in this country? Also are they going to address the problem of speed for PAL conversions?
Dani Moure, Reading

Nintendo have confirmed an April release date is still attainable for Europe and it is their aim to make it happen.

The difference in PAL speed will be minimised as much as is possible. It's something the developers are addressing. Things have greatly improved since the difference in speed between the PAL and NTSC versions of the first *Street Fighter 2* for example. Look at the recent *Donkey Kong Country 2* for proof. It's all a matter of optimising code and the extra power of the Ultra 64 offers more room to play with too.

Jim Pride, THE games

Sega

In UFG15 it was asked if we thought Sega should launch a *Daytona USA Remix* for the Saturn. Well, I am a Saturn owner and was so upset at the low resolution, and appalled at the track and scenery update that I am prepared to lead a one-man campaign to get a *Daytona Remix* released. I have a suggestion. The C.S. Team have just done a fantastic job on the conversion of *Sega Rally*, if they've now got nothing to do at the moment, why not let them have a bash at *Daytona Remix*. I'm sure it'd be great.
Ben Tapp, Brighton

Although I previously mentioned the unlikeliness of such a *Daytona Remix* we as Sega listen to our customers and now such a game is being looked into. The '*Daytona Remix*' will not merely be to *Daytona* as *Virtua Fighter Remix* was to *Virtua Fighter* (added polygon textures). Instead, should development go ahead, the game will be a Saturn only game, based on *Daytona USA*, but adding lots of new features and tracks. We'll keep UFG posted on any developments.

Mark Maslowicz, Sega Europe

Konami

I've read that the planned *Castlevania* game for the PlayStation won't now be released. Is this true? I loved the SNES game and have been really looking forward to getting it for my PlayStation. Say it isn't so! What other good PlayStation games will the famous Konami be producing too?
Mathew Gibson, Hartlepool

I have some good news for Mathew and some bad. Whilst it is a misapprehension that *Castlevania* won't be released on the PlayStation I am afraid that you are all going to have to wait until Christmas '96 before you can get your hands on a copy. We were originally planning a Christmas '95 release in Japan but when we came to assess the progress of the development we decided to hold back a release for another year. As you are aware *Castlevania* is a long running series for Konami, having appeared on NES, SNES, Gameboy and Mega Drive, so we really want to make sure that its first appearance on the PlayStation delivers exactly what its fans wish for... and then some.

As to our other PlayStation titles for 1996 we are concentrating heavily on sports games. We released *Goal Storm* in January, *NBA In the Zone* is out in February plus we may also release a couple of American oriented sports titles too. Later in the year there's a rather important sporting event happening in Atlanta which may have some relevance to another Konami classic (you'll have to work that one out for yourselves).

On the action front, our development teams in America are currently working on a military mission game called *Overkill*. From what we've been allowed to see of its progress we're sure it will live up to its name! More on that in UFG in the near future..

Jon Sloan, Konami

Nintendo

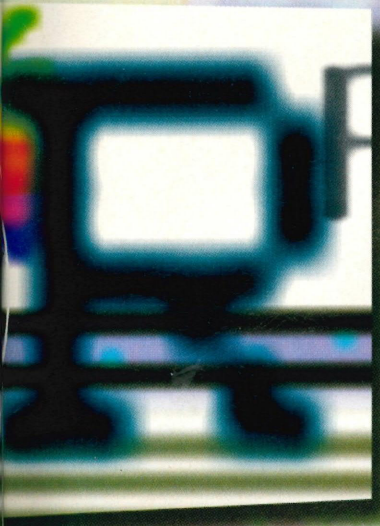
I'm prepared to stay brand loyal to Nintendo for their Ultra 64, but in some magazines a price of £250 is being quoted. Please tell me this was a typing mistake. If they meant $250 then this converts to £150, a price I find hard to take seriously. Which is right?
Barry Carroll, Newbridge

Nintendo have confirmed that the US price will be under $250. This price will be converted to pounds and import duties and VAT added, which are unfortunately unavoidable. However, despite these added costs we anticipate that the resultant price will be below £200. A £199 price tag sounds likely, although this cannot yet be confirmed.

Jim Pride, THE games

Rare

Will *Killer Instinct 2* be an arcade game before it's an Ultra 64 title? *Killer Instinct* is my favourite arcade game and I can't wait for the Ultra 64 to appear so I can play it at home. I've heard that instead of *Killer Instinct* the Ultra will get *Killer Instinct 2*. What are the differences? Could the Ultra game have both *1* and *2* on it? That'd be dead cool. Come on Rare, how about it?
Alan Cox, Edinburgh



Killer Instinct 2 is currently in development for the Ultra 64 and features many exciting new ideas that have never been seen before in a fighting game. At the moment it's still in development and our designers and artists are very busy cramming as many new features into it as possible. If you were impressed by the original *KI*, you'll be blown away by the sequel.

I guarantee it'll be worth the wait and I certainly wouldn't rule out the possibility of seeing a version of the game appearing somewhere else before the Ultra 64 launch!

John Hastie, Rare

Nintendo

Any chance of an Ultra 64 action RPG. Perhaps *Secret of Mana 3*? What RPG titles can we look forward to?
Barry Carroll, Newbridge

There's no news concerning an Ultra 64 *Secret of Mana 3*, but *Legend of Zelda* will be available. This will be released for the Ultra 64's add-on 'bulky drive' storage device. The writable nature of the bulky drive's discs means that the game's story can be altered by the actions of the player. No two players games will be identical.

Other RPGs will include *Dragon Quest 7* and *Final Fantasy 7* which both take advantage of the bulky drive's capabilities.

Jim Pride, THE games

3DO

I've heard that the 3DO is now as low as £199. Are there any plans for it to go any lower? Also when will M2 be launched? Will this be initially available as an add-on for 3DO before it's a stand alone console? In the long run which would be cheaper, a 3DO for £199 plus M2 or a stand-alone M2 console?
Stuart Sheppard, Congleton

It is true that the Panasonic 3DO player is currently on sale at £199 in a number of outlets up and down the country. As to whether the price will be reduced further, that really depends on the retailer.

The M2 hardware is now approaching completion and software is in development. The Hardware release date will be determined by the software availability.

Regarding your question as to which would be better, at this time the 3DO at £199 represents tremendous value for money. With over 80 titles available for the machine, including such great games as *FIFA*, *Road Rash*, *SSF2T*, *Return Fire* and a whole bunch of others beside, why wait? With the capability to upgrade to 64-bit technology you can be assured that you are making the right decision to get into 3DO along with the other 40,000 users in the UK.

Philip Kipling, 3DO

Atari

There's a rumour that you've abandoned the VR headset and another suggesting that Atari plan to give up the Jaguar to develop on the PC, is this true? I want to buy a CD add-on, but because of these rumours I'm thinking twice. Could you give me a guarantee that Atari are not giving up?
Richard Kessourd, London

Atari have cancelled their contract with Virtuality, but are continuing to research the concept of low cost VR on Jaguar. The PC division is simply an extension to our line and will, if anything, allow for better Jaguar titles due to the cross-development options.

Darryl Still, Atari UK

Sega

I was wondering about something code named 'The Eclipse'. I have heard that this is a 64-bit cartridge upgrade which will plug into the Saturn's memory cartridge slot, making it as powerful as the 3DO M2 or Ultra 64. Any info?
Ben Tapp, Brighton

If I had a quid for every bizarre rumour that appears in this industry I'd have a very considerable sum of money indeed. I'm afraid that 'The Eclipse' is merely the product of a non-Sega employee's over productive mind.

Mark Maslowicz, Sega Europe

Atari

Why didn't you advertise the Jaguar at Christmas? Any chance of a redesigned joypad like the SNES' or the PlayStation's? And when will *FIFA '96* and *Mortal Kombat 3* be released?
Richard Kessourd, London

We did advertise at Christmas. Over 1,000,000 8 and 4 page supplements were inserted in the press aimed at boys 10-15 years old. Also a major radio campaign ran on Kiss FM and Atlantic 252 and a full fly poster campaign ran in most major cities. *MK3* is due for release on the Jaguar in April.

Darryl Still, Atari UK

Nintendo

Does the Virtual Boy strain your eyes if you use it for long periods or even short periods, and, if it does, then would it have any long term effects?
Mathew Ball, Southport

Nintendo's products are always tested to the highest possible standards of quality and safety and the Virtual Boy is no exception.

Jim Pride, THE games

Atari

Will the Jaguar 2 be a Jag CD add-on without the need for a current Jaguar or something completely new? And what will happen to the current Jag and its owners, an upgrade of some kind or a trade in? Also will Sega be using its deal with Atari to produce a few new Jaguar games?
Leslie Stoker, Gateshead.

I cannot comment on Jaguar 2 until it has cleared R&D.

Darryll Still, Atari UK

Atari

Are the Jag 2 and a Jag 3 upgrades for the Jaguar or completely new consoles?
Richard Maiden, West Midlands

See above.

Darryl Still, Atari UK

Exposed

Killer Instinct 2

What with this being a bit of a *Killer Instinct 2* overload issue we thought we'd have a technical butchers at *KI2* this month. This arcade upgrade pushes the boundaries of coin-op technology and promises to be one of the stand-out Ultra 64 titles too. Rare's Simon Farmer, dishes the techy dirt...

How were those backgrounds done? 'The backgrounds are mostly pre-rendered images used in conjunction with some polygonal objects on the more 3D backgrounds. The characters on the other hand are single, admittedly highly detailed, sprites. One sprite forms a complete character. The screen is 320 by 240 pixels and the graphics for the game use somewhere in the region of 200 megabytes of memory. Sound on the other hand uses four megabytes. There's a total of 14 different musical masterpieces in there, each one a different type of musical composition and each character having their own musical theme and style.' Supoib!

What was the programmers' top priority for *Killer Instinct 2* – improving the graphics and other effects or improvements in the gameplay? 'Our top priority was to improve every aspect of the game and each individual on the project, I think, has managed to do that.' Had any problems converting the game for the Ultra 64 yet? 'As the game isn't quite complete yet it's hard to answer that question. Obviously there're initial problems when programming new hardware, although there are also pleasant surprises in store, especially with the Ultra.

'The biggest technical feat to overcome has probably been the fact that all of the visuals displayed are done so using the one processor on the arcade hardware, which is also handling all the other calculations involved in the game as well. This has made life a lot harder than using a custom processor to handle the graphics which most consoles have nowadays.' Roll on Ultra 64 then, eh?

Technical

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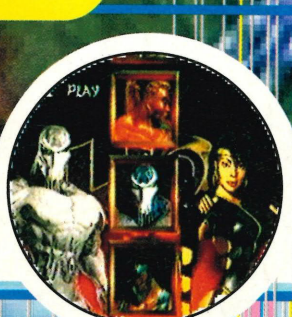

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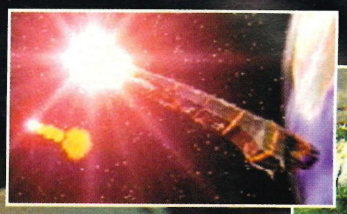

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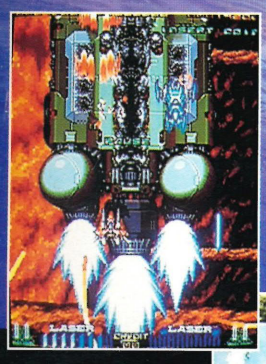

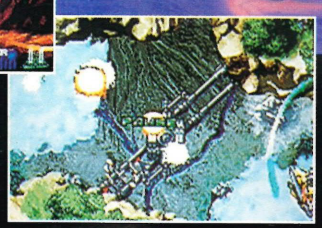

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