

ULTRA gameplayers No. 101 JUNE 1997 SEPTEMBER '97

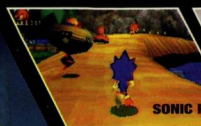
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SEPTEMBER '97

ISSUE #101!



SONIC R



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MESSIAH, LAST BRONX

PLUS: WHAT FINALLY
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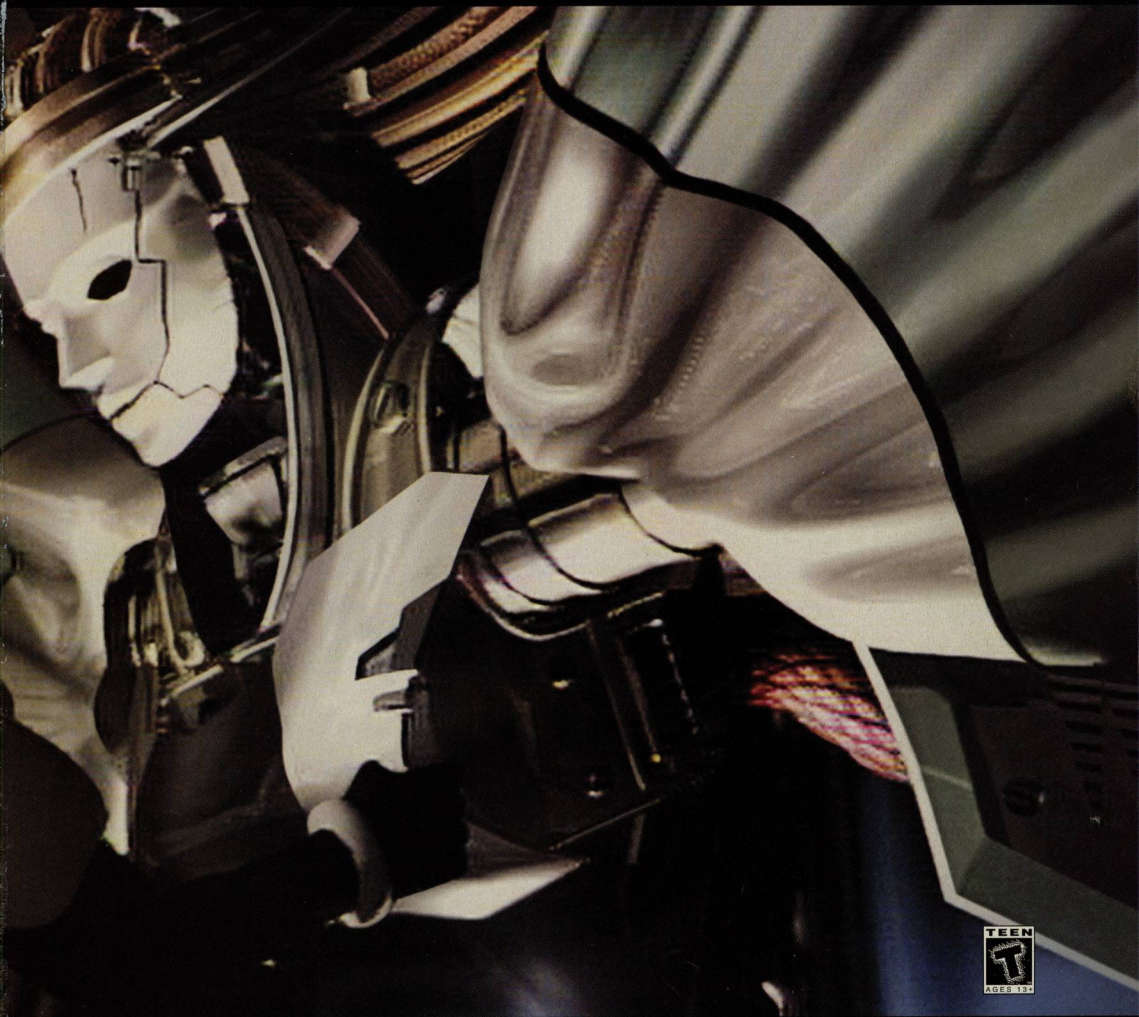
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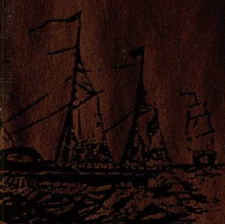
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MESSIAH



068

You, too, can be an angel! The glory starts on page 68!

BANJO-KAZOOIE



071

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COVER STORY

What's green, has long, sharp teeth, lives in your PlayStation and looks just as good as any N64 game? No, it's not Bill, it's Croc, an amazing new game from Fox Interactive. Check it out on page 55!



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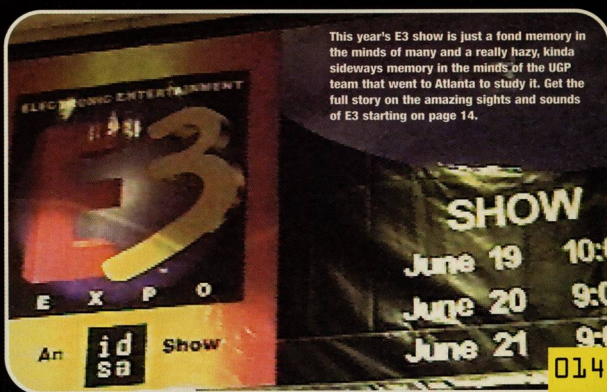
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This year's E3 show is just a fond memory in the minds of many and a really hazy, kinda sideways memory in the minds of the UGP team that went to Atlanta to study it. Get the full story on the amazing sights and sounds of E3 starting on page 14.

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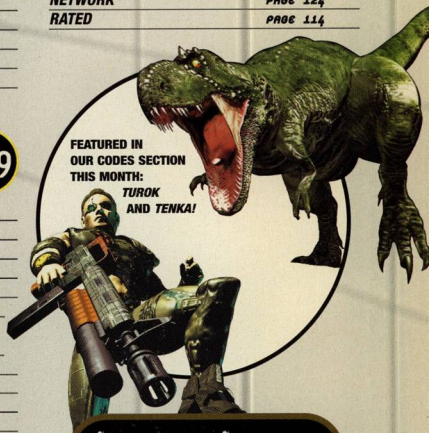
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FEATURED IN
OUR CODES SECTION
THIS MONTH:

TUROK
AND TENKA!



imagine

Issue 101

September '97

www.ultragp.com

printed in the U.S.A

GOLDENEYE



044

SONIC R



061

MANX TT



086

METAL GEAR SOLID

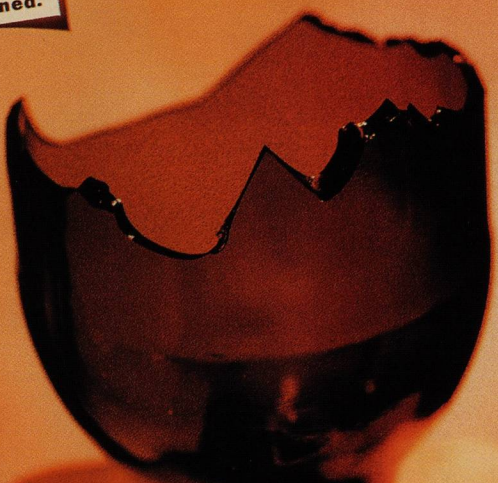


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EIDOS
INTERACTIVE

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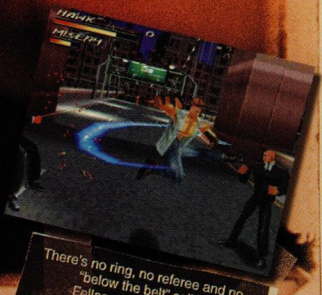
GORE



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Fight alone or share the carnage with a buddy. Mix it up with Mace, Hawk, Smasher & Alana.



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Fighting Force: Hawk, Mace, Ben Smasher, Jackson, Mace, Daniels, Alana, McKeenrick, and their aliases, and Eidos Interactive are trademarks of Eidos Interactive © 1997 Eidos.



"LOOK BOTH WAYS

BEFORE CROSSING THE

STREET. THEY USUALLY

ATTACK IN PAIRS."

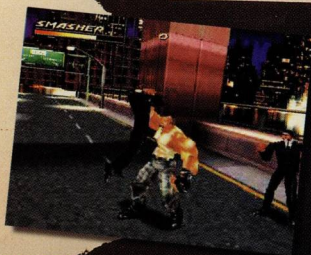
- Hawk Manson

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WELCOME TO UGP 101



Welcome to the next hundred issues of ULTRA Game Players magazine. This month we're taking a long hard look at the E3 show. This year we were a little bit disappointed. There were no new hardware announcements, no price drops and virtually no scandals (although you might get some juicy gossip in the news section). What there was

though, was a wealth of high quality games. It seems that the software industry is finally learning some lessons about quality over quantity. Virtually every company showing games had a sterling line-up and even the movie licenses looked good. If this level of quality continues, then we'll be out of business. You'll be able to buy any game, because they're all good... but wait, we spoke to soon... we just saw Acclaim trying to sneak out *Fantastic Four*... >>> **FRANK**

frank o'connor

foconnor@ultragp.com

When Editor Frank O'Connor was in college in Scotland, he had to study and tend the college's herd of sheep, as well. 'We got real sheepskins when we graduated!' says Frank.

roger burchill

rburchill@ultragp.com

Reviews Editor Roger Burchill was in a graffiti gang when he was in college. 'We were called the 'Evil Editors'', says Rog. 'We used to go around and correct all the other gangs' grammar and punctuation.'

mike salmon

msalmon@ultragp.com

While Senior Editor Mike Salmon never attended a college, that doesn't mean he hasn't had his share of collegiate activities. 'I really liked the party raids', says Mike. 'Those, and the keggers...'

francesca reyes

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Associate Editor Francesca Reyes used to do a lot of student protesting in her college days. 'Our biggest victory was getting the school to put arcade machines in every single classroom', Francesca brags.

bill donohue

bdonohue@ultragp.com

To hear Managing Editor Bill Donohue tell it, he lived the life of a monk while at college. 'I never drank, or smoked, or chased women, or raised hell at the old Alma Mater. I studied!' Bill lies... Oops!

September 1997

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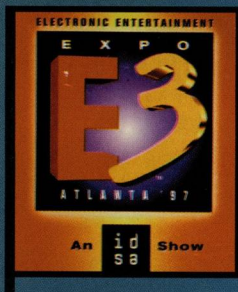
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CD-ROM**

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ON THE DISC

TECHNICAL STUFF

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

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RASCAL



PREVIEWING

PC GAMES

Wipeout XL

The ultimate futuristic racer comes to the PC in 3dfx accelerated glory!

Shadow Warrior

So you always fantasized about being a modern day katana and shuriken wielding samurai when aliens just happen to drop in to conquer Earth. Well, what are you waiting for? Shadow Warrior is the game for you!

MAC GAMES

Postman Pat

You're solid steel and you're getting the mail through no matter what! Bow down to the lethal junk mailer!

Speed Demon

Drive fast. Fire machine guns. Move to the front of the pack. Combat racing comes home on the Mac!

WIPEOUT XL



SHADOW WARRIOR



POSTMAN PAT



SPEED DEMON



BOOTCAMP

Check out the Fighting Games of E3: Last Bronx, Cardinal Sin, Dual Heroes, Mace, Street Fighter Plus, X-Men: Children of the Atom, and the Star Wars Fighting Game!

STAR WARS



MACE



CODE CRYPT

Commit Felony 11-79! We take you through the levels and keep you out of jail in this crime spree on the highway!

FELONY 11-79



E3 MOVIE

Love those Sailor Moon Dancers! Check out the sights and sounds of E3 as we take a virtual tour of the floor and play the coolest new games of '97!

SEE THE SHOW!



Videogame

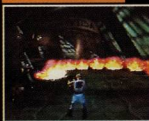
MOVIES

WHY SETTLE FOR JUST STIFF SCREENS WHEN YOU CAN SEE THE GAMES IN ACTION FOR YOURSELF? JUST TAKE A LOOK AT THIS MONTH'S HIT LIST:

Dual Heroes • Last Bronx • Apocalypse • Batman and Robin • F Zero • Bomberman 64 • Enemy Zero • Crash Bandicoot 2 • Golden Eye • Saturn Quake • Megaman Neo • Street Fighter Plus • Banjo Kazooie • Constructor • Extreme G • Panzer Dragoon Saga • Nightmare Creatures • Resident Evil 2 • Sonic R • Rapid Racer • Robotron 64 • Silicon Valley • Pitfall 3D • Tetrisphere • Tomb Raider 2 • Saturn Duke Nukem 3D • Legend of Zelda 64 • Gameday 98 • Yoshi's Island •



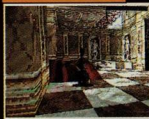
APOCALYPSE



CROC



TOMB RAIDER 2



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LOOK OUT



E3-THE HEAT IS ON

SMOKIN'!

Atlanta: hotter and wetter than a big bag of swamp-muck and aptly the setting for the hottest games show around. Atlanta is the home of Ted Turner, Coca Cola, Rhett Butler and now E3. As the ULTRA Game Players team swept into the driveway of our majestic hotel, we realized that this show would thrill, excite and inspire us. The friendly hotel staff took our bags with gracious joy and pointed us in the direction of the show. And that's where our story begins.

This year's E3 show worked on two levels. On one, it was an uneventful, largely business-like affair, and on another, distinct proof that the games industry is a mature and thriving thing. There were no amazing announcements, no huge stories, just a bunch of really good games - which is great, but perhaps not what makes pulses race.

The games of the show always create a stir. *Banjo-Kazooie* rocked the Nintendo stand, *Messiah* drew gasps at the Shiny room. The girls of Eidos raised blood pressure all over the place and so did *Tomb Raider 2*. Sony had a fantastic show. Everyone, including my mom, is producing a Sony PlayStation game and frankly, most of them are good. *Crash Bandicoot 2* was a distinct improvement over the original game. *Cardinal Syn* was the fighting game of choice. *Star Wars: Masters of the Force* proved interesting and sequels abounded: *Cool Boarders 2*, *NHL Face Off '98*, *Gameday '98*, and *Jet Moto 2* all looked HOT.

E3 will be in Atlanta again next year, and this time we'll take our own air conditioning. Read on to find out what was hot and what was not.

UGP: Certain industry insiders have called the present

With the Saturn in trouble and a new system waiting in the wings, Sega of America COO Bernie Stolar took a few minutes at E3 to catch ULTRA Game Players up to speed with the company's future strategies.

videogame generation 'the industry's age of optimism'. What does Sega have to be optimistic about right now?

A: We've been in this industry for forty years. This is the business we have chosen to be in and we are in it as a software company and as a hardware company. We're the only com-

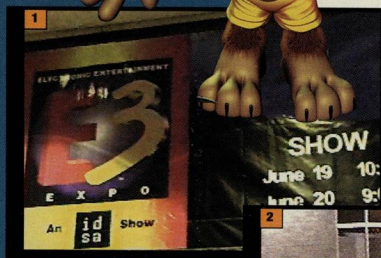
pany that can take the arcade experience to the platform down to the PC and now to online. No other company can do that.

UGP: Hasn't that image of Sega been driven by the Saturn's relative lack of success next to its console competitors?

A: I'll be honest. Saturn has not done as well as we expected. It

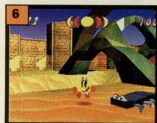
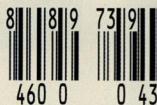
happens in business. But right now we are meeting our business goals. Our hardware business was up 300 percent last year. Our software is up 120 percent in the first quarter. So we are continuing to meet our business targets.

UGP: Which other games would you consider to be Sega's most important titles at E3?



SEGA

SPEAKS



6-8 *Pac-Man 3D*, *Jedi Knight*, and *Metal Gear Solid* were just some of the hot new titles we saw at the E3 show!

1 Let the hype begin... 2 We wanted to take the Sailor Moon Dancers home... 3 The Nintendo booth was well guarded... 4 Banjo was the new kid on the block. 5 Sonic was back with a new bag of tricks.

Top Ten

DISAPPOINTMENTS

1. NO BLACK BELT

We kinda, sorta hoped it might be announced. A 64-bit, CD based console from Sega. But it wasn't. Ho-hum.



2. NO VF 3

Nope. Not a sign of the Saturn game we pray for.

3. NO TEKKEN 3

But they did say it should be released in December, in the US and Japan. But that could change.

4. NO PRICE DROP

Not one company lowered the price of hardware during the show. But they're all pretty cheap now. So who cares?

5. OUR HOTEL

We won't say what it was called, but it stank. And the staff were mean. And one guy smelled of wee. Just lovely...

6. THE HEAT

Atlanta is very, very hot. And moist. Some of you live there. You know all about it.

7. NO 64DD

Can't predict what Nintendo will do, so we weren't surprised. 64 DD was absent, and there was no real explanation.

8. MARIO CLONES

Conker's Quest and *Banjo-Kazooie* — both by Rare, both nearly identical to *Mario*. Yawn...

9. FRANK'S DISMAL TOURNAMENT PERFORMANCE

Knocked out in the first round of the *Starfox*, *Street Fighter* and *Tekken 3* tournaments. Said his hand hurt. Whatever...

10. BILL WASN'T THERE

Bill wasn't there. He was battling Gazuga at the edge of the universe... or something...

M2 ABORTS

Videogame systems are often designed and never released. Systems such as Hasbro's home VR system, the Atari Panther, and the Konix Multisystem never saw the light of day. It looks like the Matsushita M2 will be joining this unhappy company. A few weeks ago the Nihon Kogyo Shimbun, a prominent Japanese newspaper, reported in an interview with high ranking Matsushita officials that the M2 was to be scrapped and the console division disbanded. In typical corporate knee jerk fashion, Matsushita quickly issued a release stating that the interviewer had misquoted or misunderstood the executive, maintaining that the system was ready to go and had ten games com-

pleted, but the company was waiting for a better time to release the system. According to Matsushita, the competition in the marketplace is too fierce at this time to launch a new system. Since then, Matsushita has been more forward about the matter, admitting that M2 will definitely not appear as a console, instead it will be a multimedia, do-it-all device, just like 3DO, and CDI. The word 'Doh!' springs to mind.

Just prior to going to print, sources within 3DO's recently sold hardware division (who were responsible for creating the M2 technology in the first place) have also indicated that the entire system has been scrapped as a console.

A: I'd say that *Enemy Zero* is a very compelling game. It's one of the first times we've seen motion coming through in an interactive movie type of challenge. *Sonic R* is a wonderful new 3D racing game which offers real speed and action.

UGP: Over the past year Sega has done very well considering the arrival of Nintendo 64 and Sony's ever-growing collective. But

can you hold onto your market share if the competition gets tougher, and, more specifically, prices drop to \$99?

A: Sega is not going into a price war. We are going to do value pricing and promotion as we did with the three-in-one. We will continue to drive the market with software.

UGP: So when the other two

drop to \$99, you won't follow?

A: I'm not going to say because that will be giving away a strategy.

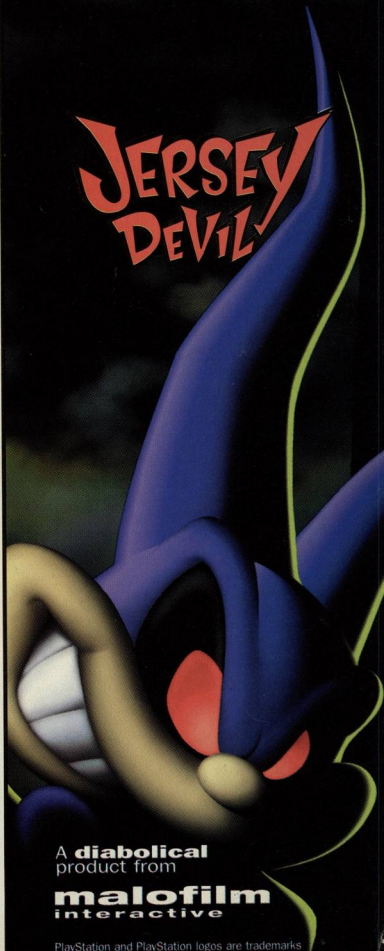
UGP: How does it feel to be in a situation where you'll be first out of one generation and first into the next?

A: Change is always ongoing and exciting. But with Nintendo and Sony here, I just can't talk about that subject.



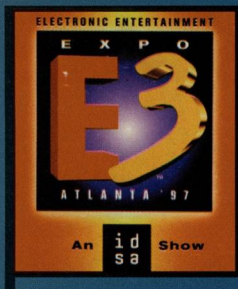
UNLEASHED THIS SEPTEMBER

JERSEY DEVIL



A diabolical
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SONY

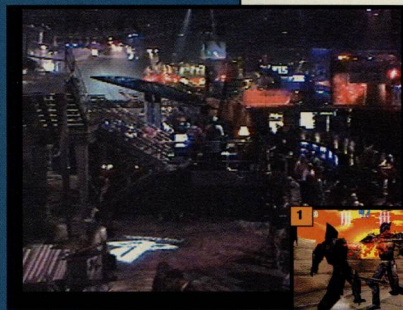
Section

OUTLOOK FOR '97

From the moment we arrived in hot and humid Atlanta, one thing was very clear, and that was that E3 1997 belonged to Sony. From its gigantic shiny silver booth to the parking garage it turned into a massive party, Sony outdid everybody else. Strangely enough, those aren't the reasons Sony had such a good show. Instead, it was the pure volume of quality games that showed there is still plenty of life left in the PlayStation.

Almost every developer and publisher at the show had at least one new PlayStation title to show. The third-party support of the PlayStation has been instrumental in establishing Sony's 5 million installed base in the U.S. and this E3 showed that the support is just getting stronger. The pure number of PlayStation games coming out by this Christmas is mind-boggling, but what's even more important is the overall quality of the games. Games like *Crash 2*, *Rascal*, *Croc*, *Metal Gear Solid*, and *NFL Gameday '98* all demonstrated a monumental technological leap from last year's games. Developers are starting to figure out how to work around the RAM limitations of the PlayStation.

While the third-party support is nice, Sony finally showed enough first-party games to establish themselves as a major software publisher. With huge titles like *Final Fantasy VII*, *Crash 2*, and *NFL Gameday '98* anchoring its



1 Kronos (makers of *Criticom* and *Dark Rift*) is hard at work on this medieval fighting game. The huge characters wield battle axes and fight in feudal locations. 2 It seemed kind of odd that Sony stuffed *Blast-O* way back in the corner of its booth. But then again... 3 Psygnosis again showcased an awesome line-up of PlayStation games, but *Rascal* has to be the most visually appealing of the bunch. 4 Another testament to the newfound power of the PlayStation was Fox Interactive's *Croc*.

5 Crystal Dynamics was showing off *Gex 2*, *Pandemonium*, and *Akuj!* the *Heartless*, and they had the *Gex* girls (mmmm... *Gex Grrrrs!*) : *Gameday '98* is still the big champ!



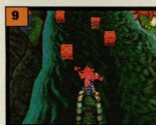
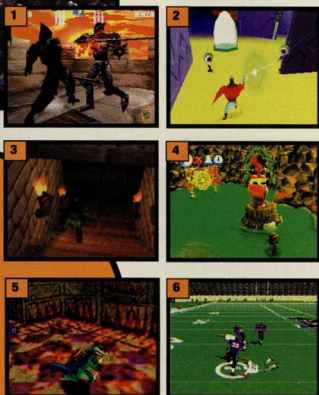
line-up, Sony looked very good

indeed. Beyond those big three, Sony also showed *Blast-O*, *Beasterizer*, *Cardinal*

Syn, *Steel Reign*, *Armored Core*, *Rapid Racer*, *Intelligent Qube*, *MLB '98*, *CART World Series*, and *NHL Face Off '98*. Every single one of these titles looked very promising, and it's very good to see Sony Interactive Studios and Sony UK start to crank out more and more quality games.

All in all, you couldn't walk down any aisle of E3

New Games



7-10 *Armored Core*, *Colony Wars*, *Crash 2*, and *Fighting Force* were just some of the games showcased by Sony at E3.



HOT GOSSIP

With Nintendo and Sega both keeping their prices the same, Sony wasn't forced into another price drop. However, our sources say that Sony was armed and ready for a drop to \$99 on the Saturday of the show. In fact, we heard there were signs made for the booth just in case. Sony has shipped enough PlayStations that the price could easily be dropped, but until someone makes a serious run at Sony, don't expect any drops.

The only other gossip about Sony was PlayStation 2. Due in large part to Sony's

huge success this past year, PlayStation 2 will not come out until at least Christmas '99. Sony is quite happy with the PlayStation and would love to get an installed base near what Sega and Nintendo had in the 16-bit glory days.

The Not-so-Big

SHOCK



Sony impressed the masses with pure numbers, but didn't pull out any big shockers like last E3's price drop.

A couple of unheard of games (*Beasterizer* and *Rapid Racer*) made it to the show floor, but aren't expected to be in the same league as a *Crash* 2. Perhaps the biggest and best news is that *Tekken 3* is

Spawn has a new game, which just proves our point that game consoles are tools of the devil!

going to release simultaneously in the U.S. and Japan this Christmas. It'll be the first great PlayStation fighting game since *Tekken 2*. In other dealings, Sony secured Lara Croft and *Tomb Raider 2* as a PlayStation only game.

The massive party they held on Friday night was a huge success. There were three floors of booze and industry scum partying through the night and around every corner was a Sony TV, a Sony PlayStation, and a Sony game. The band was Soul Asylum, and they were dreadful (that was no shock), but a big name nonetheless.

The Top

TEN

1. METAL GEAR SOLID

The game wasn't even playable, but the videotape of gameplay was easily the most exciting thing at the show.



2. TOMB RAIDER 2

Eidos played up the lovely Lara at the show and even had a model that looked just like her (no, that's not the one Pablo liked).

3. COLONY WARS

Psygnosis' space epic is looking like the best sci-fi videogame ever made. Woohoo!!!

4. RESIDENT EVIL 2

Capcom didn't have a playable of *RE2*, but the demo videotape was simply incredible.

5. GAMEDAY '98

Sony wowed the whole industry with its polygonal wonder.

6. CRASH 2

Naughty Dog has outdone itself this time, with all of the new gameplay elements and incredible graphics!

7. FINAL FANTASY VII

Square's epic RPG would've ranked higher if we hadn't already played all the way through the Japanese version.

8. FIGHTING FORCE

The other game from Core and Eidos is coming together quite nicely and could be one of the sleeper hits this Christmas.

9. ARMORED CORE

Sony didn't play this game up much, but the fact remains that *Armored Core* is a great looking and playing game.

10. APOCALYPSE

In spite of Bruce Willis, Activision's blockbuster *Apocalypse* is actually coming along nicely.



1-2 The Terrific Twos are on the way! Keep an eye peeled for *Resident Evil 2* and *Tomb Raider 2*! Oh, *Crash* coming as well...



ID

EGO



Satisfy all your needs, wants and...



Pilot a giant mech through warped 3D tunnels.

Descend into the all new psychotic world of Pandemonium 2 and twist reality inside out. Explore a whacked-out psychedelic landscape with Nikki's insane double jump—then dominate with Fargus' maniacal attacks by hurling his viper-tongued side-kick Sid for skull crushing good times. Navigate the undulating 3D hyper-kinetic backgrounds 'till it turns your brain to puddin'. Hey...it's a twisted new world of furious gameplay that'll devour you before you truly understand it. So have a good trip.



Fargus is a raving maniac prone to light fires now and ask questions later.

Nikki—equipped with powers



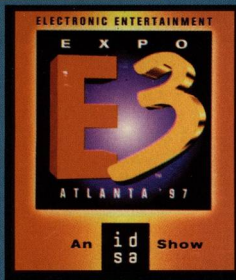
that only big bad girls have.



Call 1.800.773.3772 for
Game Rating Information

Pandemonium 2™





REVIEW

RATING KEY

- PREMIUM ★★
- STANDARD ★
- DEFICIENT ★



First

LOOKS

- PRODUCT: N64 NJS-3D1 Joystick
- COMPANY: Loral Group LLC
- SYSTEM: PC
- PRICE: \$69.99
- AVAILABILITY: July '97

No, it's not for the Nintendo 64. The NJS-3D1 PC computer joystick is the first product from the highly anticipated line of Nintendo-brand computer peripheral products. Marketed by Loral Group LLC, the NJS-3D1 is a 3D controller that features state-of-the-art 'hilt design', a 4-way view hat switch, built-in throttle, and a rudder support via a twistable handle. Four programmable turbo buttons appear on the heavily weighted base to suit the user's preferences.

- PRODUCT: Pulsar Force Feedback Gun
- COMPANY: InterAct Accessories
- SYSTEM: PlayStation, N64
- PRICE: TBD
- AVAILABILITY: PSX: 3rd Qtr, N64: 4th Qtr.

Pictured is the LightBlaster gun from InterAct, which features Auto Fire, Auto Reload, Intelligent Reload, Customizable Clips (from 6 to 33 shots), a Hyper Button for firing special weapons, and a Memory Card Slot. The Pulsar gun now in development looks essentially like the LightBlaster (the early Pulsar we saw was colored red), but will feature an exciting new force feedback technology which will allow the player to feel every shot and hit taken.

OPTIONS

Section

- RATING: ★★★
- PRODUCT: game.com
- COMPANY: Tiger Electronics, Inc.
- SYSTEM: 8-bit hand-held
- PRICE: \$69.99
- AVAILABILITY: Now

A worthy competitor to the Nintendo Game Boy, the game.com 8-bit hand held from Tiger Electronics outperforms the market-leading Game Boy in nearly every conceivable way for just a little more money.

With a size that is comparable as slightly smaller than the Sega Game Gear, the game.com is perhaps less portable than the Game Boy,

but its bigger size is also loaded with features and performance that the Nintendo unit can't touch. Upon turning on the unit, the first thing that the user notices are the six icons, which allow the user to access a different function via a touch screen/stylus interface. Some of the non-gaming selectable features include a phone directory, a calendar, and calculator. With the addition of an optional internet cartridge, cable and external modem, the game.com will also be

able to connect to text-based internet sites and e-mail services, as well.

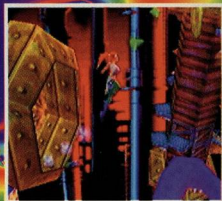
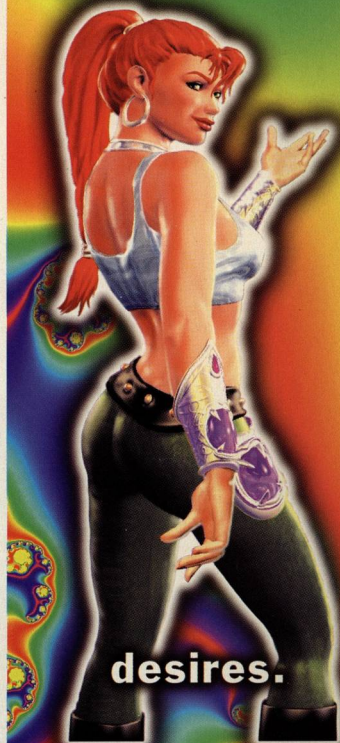
As for the games,

Tiger Electronics has licensed some of the biggest names in the videogame industry and created some very entertaining 8-bit versions of them. Don't get us wrong, most of these games don't compare to their next-generation counterparts, but for a black and white, hand-held game, they are surprisingly well done. Game cartridges will retail for \$19.95 and \$29.95 depending on the title.

It's good to see that Tiger has brought some innovation and energy to the hand held market.



LIBIDO



Hidden bonus levels take you to funky-ass new places.

Pandemonium 2™



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



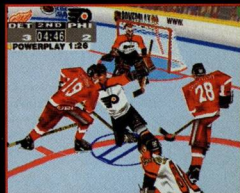


WE CLONED THE DOMINATOR.

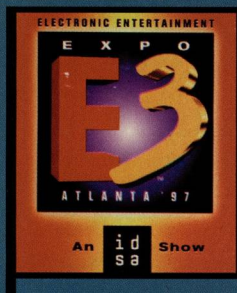
NHL POWERPLAYTM 98

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

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NINTENDO

Section

OUTLOOK FOR '97

Nintendo's show was great. Confident, breezy and full of good product. What it lacked in numbers, it usually made up for in quality. There should have been more games, though. Even the Sega stand had more games running, but Nintendo seems to be sticking to its concept of quality over quantity.

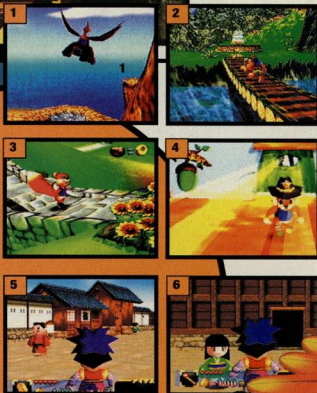
The big game issue was slightly fudged. Nintendo seemed to be promoting *StarFox* and *Banjo Kazooie* with equal fervor. *Banjo* is, of course, the more interesting of the two, simply because we haven't seen it before. The Rare-developed *Mario*-beater looked gorgeous! Rare almost outdid itself with *Conker's Quest*, another 3D platformer, with even better graphics. Rare is publishing *Conker's Quest* itself — another big announcement at the show. Ubi Soft managed to squeeze its *Mario*-esque game into the mix — the pretty, but weird, *Tonic Trouble*.

What was missing from the show? The 64DD, *Bugby Boogie*, and any new announcements from Capcom. There weren't that many games, either. Lots of PlayStation and PC at almost every stand, but N64 games were like gems, precious and rare.

Wandering around the stand revealed a number of unexpected delights. *Goldeneye* proved to be one of the most interesting and playable games at the show. Titus had its *Lamborghini* game on show, albeit at an early state of completion. Hudson showed off *Bombberman 64* and *Dual Heroes*, both lacking real



New Games



1-2 *Banjo Kazooie* was one of the hot shots at the show. Crisp graphics, but a cutesy premise. Looks cool, though. 3-4 You might be forgiven for thinking this is *Banjo Kazooie*, but it's actually *Conker's Quest*.

5-6 Oh boy! It's another terminally cute, big-head, little body game called *Legend of the Mystical Ninja*!

7-8 *Nagano Olympics* was early, but already showed promise. The Konami boys usually do a stellar job.

9-10 Maxis quietly showed off its first N64 game, a conversion *SimCopter* — a high flying, action-packed helicopter simulation.



charisma at this

point, but they're showing plenty of promise.

There were tons of first person shooters: *Duke Nukem* looked great (with a four player, split-screen option) as did *Quake*, and Midway announced sequels to *Doom 64* and *Wayne Gretzky*. Maxis had *SimCopter* and *SimCity* — both on cartridge rather than

DD and THQ surprised everybody with *WCW* (which looks great) and *Quest 64* (provisional title) which looks awesome.

Winter sports took a prominent place too, with *Twisted Edge Snowboarding* from Kemco and *Nagano Olympics* from Konami — both in the design stage right now.

Everyone was going

Rumble Pack crazy, with almost all the new games slated to support the weird joypad device. There was also a surprising amount of Game Boy and SNES games.

The Top

TEN

HOT GOSSIP

Without a doubt, the best gossip at the show concerned one Miss Lara Croft, AKA the *Tomb Raider* babe. During the Nintendo press conference, a brief interview with Core Design was shown on a video screen, with a *Tomb Raider* poster looming large in the background. What can we extrapolate from this? That Core is definitely at work on a Nintendo 64 game for one thing.

Current rumors suggest that the new game will star Lara Croft, take place in the *Tomb Raider* 'universe' but will NOT be called *Tomb Raider 64*, or *Tomb Raider* any-

thing as far as we can tell, allegedly thanks to a licensing deal signed with Sony.

Eidos categorically states that no Nintendo *Tomb Raider* game exists at this point, and Core is equally tight-lipped about the subject, but we'll bet our reputation that Lara Croft will be leaping, climbing, swimming and shooting on your N64 sometime next year. Just think, anti-aliased graphics, smooth textures and analog control... Yikes! A Nintendo 64 version would look somewhere between PlayStation and 3Dfx.

The Big

SHOCK



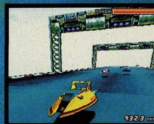
It had to be Howard Lincoln's assertion (more like admission) that the 64DD would have some sort of built-in modem. Several weeks ago, Hiroshi Yamauchi spoke openly about the modem to a Japanese newspaper. Nintendo US was quick to claim that Mr. Yamauchi had been mis-quoted, and that we, the gaming press (big morons that we are), were jumping to conclusions.

Well, as usual, we were correct and the 64DD will have some sort of online facility. Nintendo is keeping the details top secret (previous Nintendo top secrets include Virtual Boy, R.O.B. The Robot, the CD add-on that eventually became the PlayStation, and *Kirby's Avalanche*), but we suspect it may be a modem emulator, similar to Apple's Geoport, rather than a dedicated unit. Modem emulators work pretty well and the speed is dependent on memory and processor, so the 64DD should be a pretty capable unit.

The modem will surely be used for point-to-point gaming, like X-Band, and possibly for downloaded additions, patches and levels for existing games. Imagine downloading a new fighting game character, or a new ability in *Zelda* - the options are limitless. That said, modems have been on PCs for years, and nothing too revolutionary has happened there.

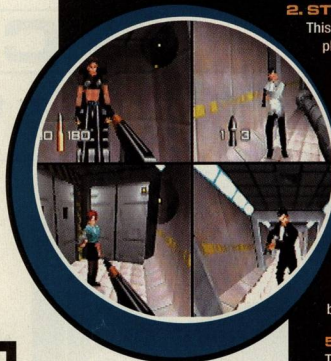
POWER

F-Zero 64 will rule the universe. It is written. In this magazine, actually.



1. GOLDENEYE

The surprise hit of the show. *Goldeneye* is more fun, better looking and far more challenging than *StarFox*. Lots of missions and plenty of cool four-player options. Far and away the most interesting N64 game at the show.



2. STARFOX 64

This is a home grown shooter sequel with plenty of frills. The inclusion of the Rumble Pak makes it a must-have for all N64 fans. Could have been better, but it still rules.

3. BANJO-KAZOOIE

The big revelation for Nintendo and a cool-looking *Mario* clone. More inventive gameplay would elevate this even higher.

4. BOMBERMAN 64

Way too early to judge properly, but already the bomb madness is in there. *Mario*-style environs lift the bombing fun into the stratosphere.

5. SAN FRANCISCO RUSH

The addition of split-screen two player gameplay makes this even better than the earlier versions we've seen. Can't wait to *Rush*!

6. INTERNATIONAL SUPERSTAR SOCCER

Konami's awesome soccer game is already available in Japan and has actually been enhanced for the US release. It's sooo cool.

7. NFL QUARTERBACK CLUB

The only N64 football game on the horizon is looking amazing, with polygonal players and stunning graphics all around.

8. LEGEND OF THE MYSTICAL NINJA

Even at this early stage, the Konami action/platform/RPG is charming and fun. Exactly the kind of game the N64 needs.

9. EXTREME-G

Acclaim's answer to *WipeOut* is getting better every day. Weapons, jumps, corkscrews and loops should give *F-Zero 64* a run for its money.

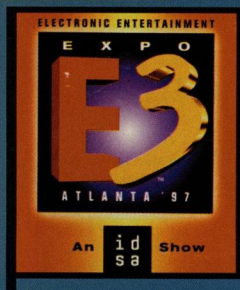
10. NBA IN THE ZONE

Early video of this basketball sim was jaw-dropping. Done by the same people who brought you ISS, it should set analog pads on fire.



Ubi Soft's *Tonic Trouble* is weird and quite... French. Armless hero runs around surreal world. Zut Alors!





PC

Section

OUTLOOK
FOR '97

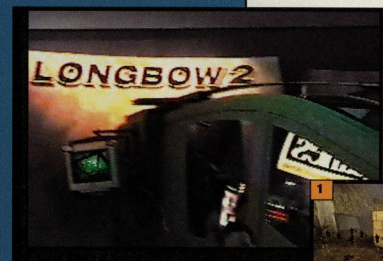
You know, if any single format was the true star of the E3 show, then it had to be the PC. Basically every manufacturer (including Sony, Sega and Nintendo - via games, or branding licenses) was showing PC product. Console owners need not fret too much. This is merely a glimpse at a future when consoles will feature similar hardware to PCs - meaning more and better game ports. Right now, everyone is putting bets on 3DFX or Power VR-powered consoles for the next Millennium.

The biggest games of the show were almost all PC titles. *Tomb Raider 2*, *Messiah* and *Jedi Knight* will all debut on PC first, with console versions a long way down the line. The only problem with PC stuff is that, when a game is announced, the technology is about to become obsolete. It's constant change and evolution.

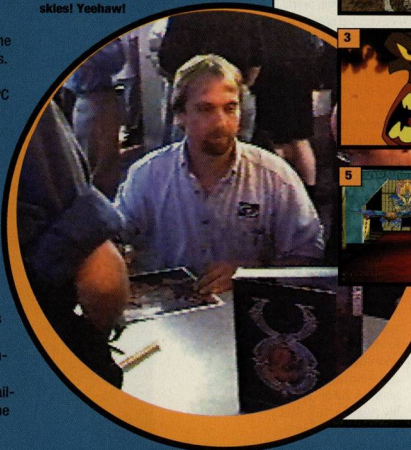
3D FX VS.
POWER VR

The advent of 3D cards has dramatically changed the future of PC gaming, and although there are several different 3D cards available, 3DFX has emerged as the market leader.

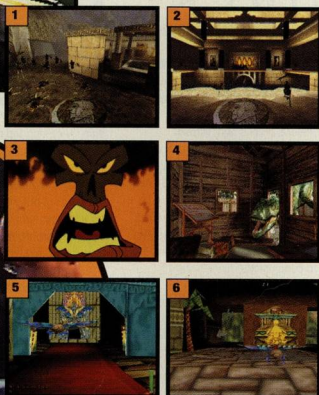
The 3DFX accelerator uses the same Voodoo technology that is used in arcade games like *San Francisco Rush* and *Mace: The Dark Age*. 3DFX has been purposely licensing its Voodoo technology to arcade developers in order to create easier ports to its accelerator card on the PC. Currently, 3DFX is working deals with PC makers, like NEC, to be the bundled 3D card in the system. It's deals like these



Fly the unfriendly skies! Yeehaw!



New Games



- 1-2 *Dalkatana* has a moody look to it.
- 3 Welcome back to *Monkey Island*!
- 4 The dinos are on the loose in *Trespasser*.
- 5-6 *Bug Rider* could be pretty cool...
- 7 Will there ever be any M2 games? We don't know...
- 8 *Messiah* gives you a chance to be a little angel.
- 9 There's plenty of action in *Powerboat Racing*!
- 10 *Quake 2* is an awe-inspiring experience.

Ho, this isn't a bank security-cam shot. Apparently even slackers were able to get inside the E3 show.

that are fast making 3DFX the most popular 3D card on the market.

NEC however, has quite different ideas. Its Power VR chipset provides similar performance (sometimes better in some technical respects) and certainly a similar 'look'. NEC is working hard to try and oust 3DFX from the top position, but some analysts feel that there may eventually be two main

standards, kind of like SoundBlaster and Adlib. It seems the race is on to see which is the 'SoundBlaster' of the two.

NEC's technology is currently scheduled (like 3DFX's) to appear as standard equipment in PCs and arcade machines from several manufacturers. But like 3DFX, the real race is to ensure that more software supports NEC's sys-

tem than does 3DFX. At the moment, 3DFX is quite a way ahead, but Power VR is not far behind, with games on the horizon from Namco, Kalisto and Eidos - as well as prospective ports of arcade games that use the Power VR system. With Power VR exclusives, like *Ultimate Race* and *The Fifth Element* on the way, the future looks brighter and brighter for NEC's system.



The Top

TEN

1. TOMB RAIDER 2

Lara's back and so's her front. Last year's mega-hit is back with better graphics, expanded control, and a bunch of new surprises.

2. MESSIAH

A cherub versus an evil world filled with criminals and prostitutes — all exquisitely rendered with Shiny's amazing new graphics engine.

3. BLADE RUNNER

Blade Runner looks to have escaped the curse of the movie-license game.

4. GUAKE II

The biggest PC game returns with more brutal violence.

5. JEDI KNIGHT

It's *Star Wars*. Even if it sucked, you'd be compelled to buy it.

6. HEXEN II

The graphics that will make you drool on your keyboard.

7. UNREAL

Extraordinary graphics and innovative gameplay twists raise *Unreal* above the masses.

8. LONGBOW 2

The ultimate in helicopter flight-sims still looks to come from Electronic Arts.

9. FIGHTER SQUADRON

This WWII flight-sim boasts revolutionary graphics.

10. DARK PROJECT

The sleeper hit of the show. Play a thief slinking in the shadows of ancient castles and dungeons.

E3 AFTER DARK

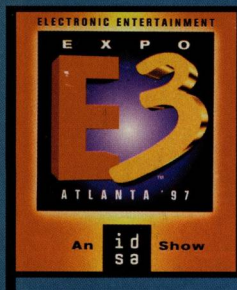
Whether we're downing shots of whiskey with producers, hanging out in hotel hallways with PR birds, dancing the night away at posh parties, or talking with Bruce Willis; you must understand that this is all work. It all sounds great until the alarm goes off the next morning at 8:30 and you have a pounding hangover and an appointment in 30 minutes.

It's at times like this we're glad that we're all trained professionals!



When he asks
for a donut,





OUTLOOK FOR '97

With former Sega of America President Tom Kalinske's bold 1996 E3 proclamation of "Mario who?" a distant (and perhaps embarrassing) memory, Sega used this year's E3 to acknowledge what cold hard sales figures have indicated all along – the Saturn is running a distant third to the PlayStation and Nintendo 64 in terms of installed base and software sales. So having basically admitted that the Saturn has no hope of catching up with the PlayStation and N64, what exactly is Sega to do? Well, let's just call the rest of 1997 and most of 1998 a 'holding action' with a belated drop in price of its hardware and software, a limited number of Saturn titles to keep Sega loyalists happy, and a secret 'super console' in the works so that Sega can position itself for the comeback of the century the next time around.

PRICE DROP...FINALLY

In a move that puzzled the industry to no end, Sega finally came to its senses at E3 and announced that it would lower the price of the Saturn to \$149.99 (after the PlayStation and N64 had been at the price for a couple of months). Additionally, a software price ceiling of \$49.99 was set for all future Saturn titles, with a number of older titles available in the \$19.99 to \$39.99 range.

5 STAR GAMES POLICY

Sega did reiterate its intention to keep Saturn owners satisfied in the coming year. Sega of America

announced its 'Five Star Games Policy' which guarantees that games released for the Saturn will have to meet a set quality standard. Company chief operating officer Bernie Stolar and a panel of product developers, testers and marketing staff will review and monitor each game from the initial concept to the final product. Monthly milestones will be set to assure quality standards

for graphics, sound, originality, ease-of-use and gameplay are being met, rated on a 100 point scale (20 points for each category). If at any point in development the game does not meet the 'Five Star Games Policy' criteria by falling below a score of 90, the panel will direct designers to correct the flaws or just suggest stopping the project all together.

Considering the fact that

New Games



1-2 The Lost World is coming to an arcade near you soon! 3 Virtua Fighter 3 asks 'Are you ready to rumble?' 4 Super GT is one game that really puts the pedal to the metal. 5 is World Series Baseball the best baseball game ever? 6 Everyone's favorite blue hedgehog is back in Sonic R!



- 7 Search for aliens on board a UFO in *Enemy Zero*. Creepy!
- 8 Even though it takes place in Tokyo, *Last Bronx* still kicks butt!
- 9 Another hockey game with ice!! *NHL Hockey* lends credence to our conspiracy theory.
- 10 *Panzer Dragoon Saga* takes you deep inside the mystical dragon world.



The Top

TEN

1. WORLD SERIES BASEBALL

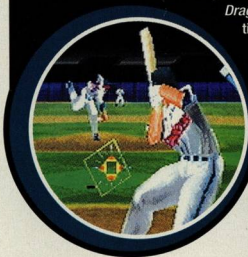
WSB '98 sets the new standard in console baseball games.

2. WORLD WIDE SOCCER '98

This year, the N64's *International Superstar Soccer* offers stiff competition, but an improved goalie AI means that *WWS '98* is practically perfect.

3. PANZER DRAGON SAGA

Explore the intriguing world of *Panzer Dragoon* while offering a new interpretation on RPG gameplay.



4. SONIC R

Sonic R should give *Super Mario Kart 64* a run for its money.

5. QUAKE

Quake for Saturn is a commendable port of the PC mega-hit.

6. LAST BRONX

This title is another premiere fighting game from Sega.

7. SEGA TOURING CAR CHAMPIONSHIP

Sega Touring Car Championship looks to be another fine Saturn racing game.

8. NHL ALL-STAR HOCKEY '98

Sega should have the best console hockey game available.

9. ENEMY ZERO

Enemy Zero boasts suspenseful gameplay and an intriguing storyline. Woohoo!

10. RESIDENT EVIL

Okay, so it's way late, but it's *Resident Evil*. You need this one!

HOT GOSSIP

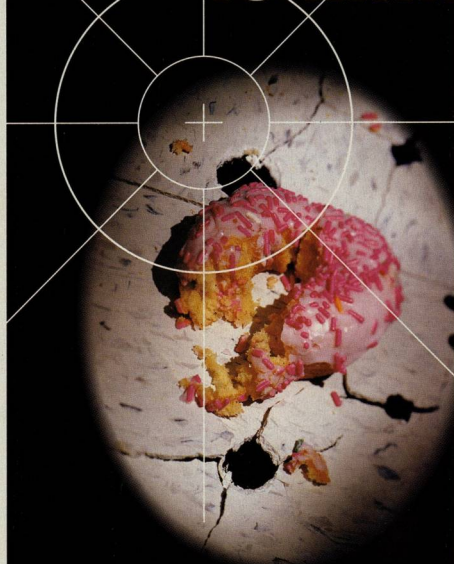
Sega of America's development unit is called the Black Belt and utilizes 3Dfx's vaunted Voodoo technology. The 3Dfx architecture is reportedly very user friendly, which should encourage development for the system by third-party companies. Considering the number of MS/Intel-based arcade games in development, the 3Dfx architecture can only be seen as a plus in translating arcade titles to the console.

Down, Dino! Down, boy!
Wiiiiimaaaa!



SEGA PRESENTS
RP
ESRB

give it
to him.



G.P.
G.POLICE

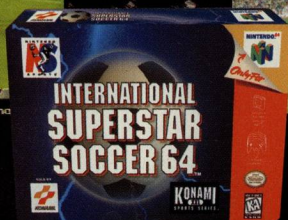
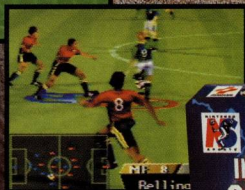
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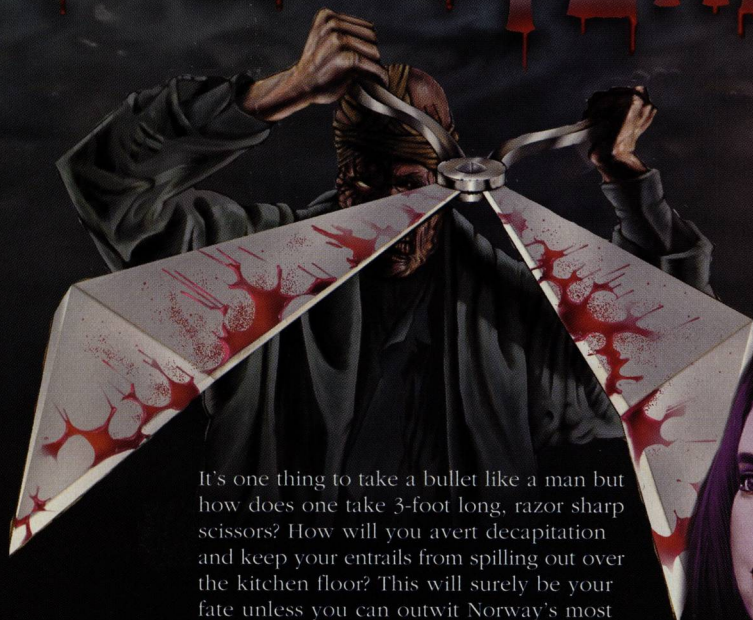
**I started kicking
inside my momma.
And I haven't stopped since.
Right now, the only thing
between me and a
world title is 8 yards and
a goalkeeper. And my foot
only listens to you.
Bury it.**



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- Bone-chilling sound effects.

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CLOCK TOWER™



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Previews Index

OH, SWEET BLESSSED EXCESS!

Man! Would you just take a look at the huge bunch of previews we got for you this time! We spared no expense! We sent people to E3, we bought 'em beer, we put 'em up in hotel rooms, we made sure they had the finest wines with dinner, we floated their livers on an ocean of booz... uh, never mind that last part... we even paid for their flights home and the result is this cornucopia of never before seen games that we have gathered together with nothing but love for you, our valued reader. So enjoy, dear friends, and frolic in the goodness that is our preview section. And don't forget to say a prayer for our E3 team, who, even now, are mindlessly screaming their pitiful brains out in the 'Soft Room' at the Betty Ford Clinic. Next time, we're only supplying Gatorade! Anyway, enjoy these previews...

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Metal Gear Solid

SYSTEM: PLAYSTATION

PUBLISHER: KONAMI

DEVELOPER: KONAMI

RELEASE DATE: TBA

**Uh-oh.
Another new
standard-
setter for the
PlayStation**

Just when you thought Konami had slipped into the shadows, it rocks back with a slew of excellent new titles. Games like *International Superstar Soccer*, *Castlevania Bloodlines* and now, *Metal Gear Solid*. This is the true successor to *Resident Evil*'s legacy — a game that pushes more envelopes than a happy mailman. Intense graphics, sweet scenario and atmosphere to die for. Spying, shooting, blowing stuff up — all a gamer could want.

Metal Gear Solid is the sequel to a game that debuted on the NES, back in the crusty eight bit days. Back then it was a top-down scroller, looking a little bit like *Gauntlet*, but with an espionage/action premise. Today, *Metal Gear Solid*

takes a step into the third dimension, with fully texture-mapped, light sourced polygons. It's tough to say whether these are the best graphics so far, but they're certainly among the most impressive.

Again, you play the part of Solid Snake, as he battles his evil adversary, Liquid Snake. OK, so those names could have been a little more intimidating, but hey, snakes are scary, too. The espionage premise of the game is reflected well in the dark, foreboding graphical style.

I'm no expert, but I think this guy is some sort of 'hostile'. Maybe you should duck or something.

I'm no expert, but I think this guy is some sort of 'hostile'. Maybe you should duck or something.

Planting bombs and other explosive devices is a necessary part of the game. Setting them off at the right time is equally important. be very, very careful.

We've seen a bunch of sneak looks at the start, middle and end sequences of the game, and let's just say that it'll have an explosive finale. This is the next PlayStation game to get really excited about after *Final Fantasy VII* and it's one that we simply can't wait to see and play. We're going to keep you fully posted on this amazing game, with more info next month.

Although you have to sneak around, you also get plenty of chances to test your aim.

The darkness is an excellent setting for your stealth skills.

- 1 Outside the base and it's so chilly, you can actually see breath condense! This game is detailed, real detailed.
- 2 This is what happens when you eat too many black beans for lunch. Stay away from naked flames and incandescent materials.
- 3 And this is what happens when you play with matches. I think a hard lesson is being learned.

- 1 A rocket launcher makes short and messy work of an enemy soldier, but now they know where you are! 2 A long shot shows Solid Snake hiding behind stairs. These camera angles are reminiscent of *Resident Evil*, but all the backgrounds are polygonal.

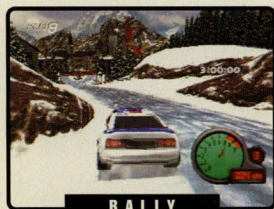
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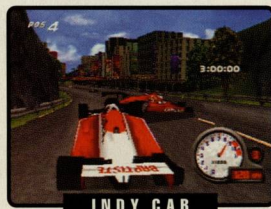
Break Every Speed Record



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



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Race 36 world-class race tracks which feature off-road short-cuts and stunning "no pop-up" graphics.



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CAR AND DRIVER®
PRESENTS

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RACING™**
'98

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RACING GAME

It's A Big World. Race It.

The Race Begins September 1997.

Nuclear Strike

SYSTEMS: PLAYSTATION, SATURN

PUBLISHER: ELECTRONIC ARTS

DEVELOPER: ELECTRONIC ARTS

RELEASE DATE: SEPTEMBER

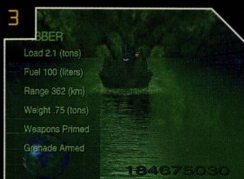
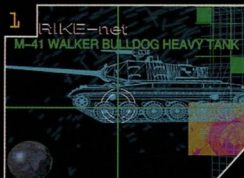
Wow, gang! The helicopter can fly over water! This is amazing!!!



Just last year, EA took the *Strike* series to the 32-bit level with *Soviet Strike*. Now, with *Nuclear Strike*, they are planning to take it even further than before.

The graphics in *Nuclear Strike* are right on par with its predecessor (which is good), with a few notable additions. Now the water will actually move, so it doesn't look like you're flying over a painting. However, the biggest upgrades in *Nuclear Strike* are in the gameplay. Now you can man the controls of up to ten different vehicles. That's right, you can hop in a tank, jeep, helicopter, or just about any other war vehicle and mix it up in the air and on the ground. This ability makes for missions that have much more variety and believability than the first. The same snazzy FMV and seamless transition from game to mission briefings is in place for the complete experience.

This may not be breaking new ground technologically, but pure fun and loads of explosions are a welcome combo anytime.



- 1 Getting into other vehicles is a great way to keep the gameplay varied.
- 2 Ah yes, destroy the innocents!!! It's massacres like this that make war Mankind's favorite pastime!
- 3 With many more missions than *Soviet Strike*, *Nuclear Strike* should be a blast. A nuclear blast... get it? Ha, ha, ha!



Quake 2

SYSTEM: PC

PUBLISHER: ACTIVISION

DEVELOPER: ID SOFTWARE

RELEASE DATE: DECEMBER

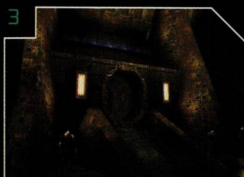
These damn gunners can even duck your rockets. Be sure to aim low.



With its amazing 3D technology, amazing Internet play and support for new PC accelerators, *Quake* redefined the first-person shooter. It should then be little surprise that Id hopes to outdo itself with the next generation of *Quake* games, *Quake 2*.

The new game will feature some basic tweaks to the engine that should appease critics of the game as well as make the engine more competitive with newer engines (e.g., *Unreal*, *Prey*). Among the new additions to the engine are transparent textures and rotating brushes and vastly improved particle effects. The transparent textures will allow for enemies and objects to be invisible or translucent. Rotating brushes allow for more flexible geometry in the environment, so elements such as swinging doors or gears can be shown accurately.

As with the original *Quake*, support for Open GL and all accelerators that utilize it is in the works. The effects provided by 3Dfx and PowerVR support in the form of Open GL make this game look better than anything seen on even today's consoles.



- 1 These monsters stand guard, but they're nothing a few well placed grenades couldn't take care of.
- 2 Gunners are beautifully animated as their guns split into three sections just before they fire.
- 3 Huge chambers contain dozens of creatures. There's never been so many polygons pushed on a PC.



Conker's Quest

SYSTEM: NINTENDO 64

PUBLISHER: RARE

DEVELOPER: RARE

RELEASE DATE: 4TH QTR 1997

**Rare's back
with an all-
new hero!**

The second game unveiled by Nintendo at E3 was, if anything, a bigger surprise than *Banjo Kazooie*. The game is called *Conker's Quest*, and perhaps the most surprising thing about it is that it looks very, very similar to *Banjo-Kazooie*. The second most surprising thing is that it will be published by Rare. This is the first time Nintendo has published a game under the Rare label.

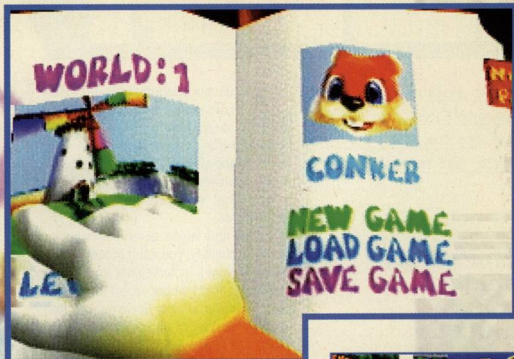
Trivia fans will be interested to note that Rare was once called Ultimate: Play the Game and published a number of revolutionary 8-bit computer games which, in those days, were the equivalent of a *Donkey Kong Country*. The games they were most famous for included *Attic Attack*, *Alien 8* and *Knight Lore*, which had characters that have appeared as recently as *Killer Instinct*, in the form of Sabre Wolf.

Conker's Quest is definitely something of a departure from Rare's regular style. Conker is the name of a squirrel, the protagonist of the game, and he is quite unbearably cute. It's sort of unsettling, really. He has the biggest set of Bambi eyes ever designed, and his opponents are no less cute. There's also a girl squirrel, who's even cuter. It's really quite disturbing.

In typical Rare fashion though, the graphics are ever so slightly revolutionary.

Upping the ante on previous efforts, the clipping is better, the textures more varied and the overall look of the game is expansive and colorful. If you're looking for gameplay revolution though, then look somewhere else. This, like *Banjo*, is kind of *Mario*-clonish.

Conker has to collect nuts, find new power-ups (in the form of different hats - kind of like *Wario Land*) and generally negotiate colorful 3D landscapes. There's nothing really new here except the graphic routines. What we saw and played through, was very,



Intro sequences, like almost all N64 games, are done using live polygonal movies rather than memory intensive FMV.

very competent and even addictive - just no prizes for originality.

The collection of objects is enough drive to draw you into the game, but older player may well be completely put off by the overly cute visuals. The N64 is being bought by younger players now that the price has dropped, so this is possibly a good idea. But you have to worry about the puke-factor on a game that's so saccharine, that it makes Mario look like a bloodbath.

Since this marks the beginning of Rare's publishing activity, it would be interesting to see what comes next.



Conker is suddenly possessed by Pazuzu, the foul-smelling demon from the lower depths of hell... or is he?



The use of textures is even better than in *Banjo-Kazooie*.

CONKER QUEST



Look, all I'm saying is that Conker is riding around on a unicycle dressed as a Roman gladiator.



1 Before the censors got their hands on this scene, the fountain was full of blood and Conker was an intestine-eating demon. 2 Conker draws all his abilities from the various hats he finds, in this case, a cowboy hat with a nice shiny star. 3 When it's dark, the only thing to do is put on a miner's helmet, light up your lamp and start walking.



1 A female squirrel? How did she get here? And why is she here? Who can say? We do know that you can control her instead of Conker, but she does the same kind of stuff. 2 Knock-knock. Who's there? Me, Conker, the most evil bounty hunter in the galaxy.

Tomb Raider 2

SYSTEMS: PLAYSTATION, PC

PUBLISHER: EIDOS

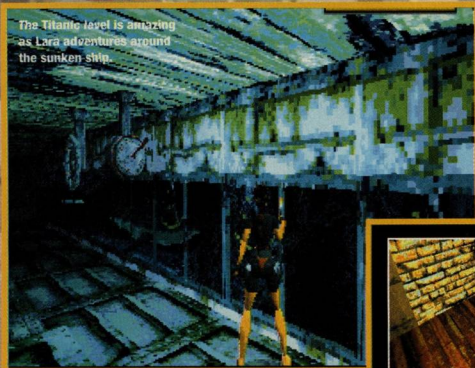
DEVELOPER: CORE DESIGN

RELEASE DATE: NOVEMBER

**She's hot,
she's
tough,
and she
is back!**



The Titanic level is amazing as Lara adventures around the sunken ship.



Just the opportunity to drool over Lara's reworked polygons is almost enough reason to make a sequel, but the geniuses at Core Design haven't stopped there. Instead, they've taken the proven adventuring gameplay of the original and added loads of new features.

Lara now sports several different outfits (unfortunately, you don't actually get to see her change), including her original garb, a wetsuit, and a bomber jacket for hikes in the snow-covered alps. However, it's not just looks that are changing in *Tomb Raider 2*. Lara has added the ability to climb up certain walls for maximum adventuring and when she is submerged, she has a harpoon gun to care of the aquatic scum.

There is a part in the game where she pilots a minisub. Perhaps the most interesting additions are the interactive backgrounds. Lara can now break through windows to escape enemy fire or to get to a hidden room. You can just imagine scenes where Lara busts through a window and fires away two-fisted until she hits the water. The lighting has also been improved and is utilized by the flare. Lara can pick up flares in her adventures and use them to light up dark areas. The dynamic lighting and dark caverns give a



Don't worry! There will be plenty of long and high jumps for Lara to showcase her mad jumping skills.

real spooky feel to the game and totally change the tone.

The enemies are no longer loveable bears and large cats, instead there are plenty more nasty humans to unload your guns into. The battles are also going to be quicker and more intense according to the developers. From what we've seen *Tomb Raider 2* is not only a deserving sequel, but clearly a favorite for best game of the year.

Of course, let's not forget all the gamers out there who will buy this game simply because they don't have a girl friend and who are positive that they're the perfect guy for Lara Croft. Don't laugh! We're sure there are folks like that out there...



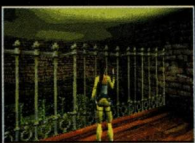
The mixture between enclosed areas and wide open spaces seems to be perfect.



Lara discovers a pizza oven in underground Italy.

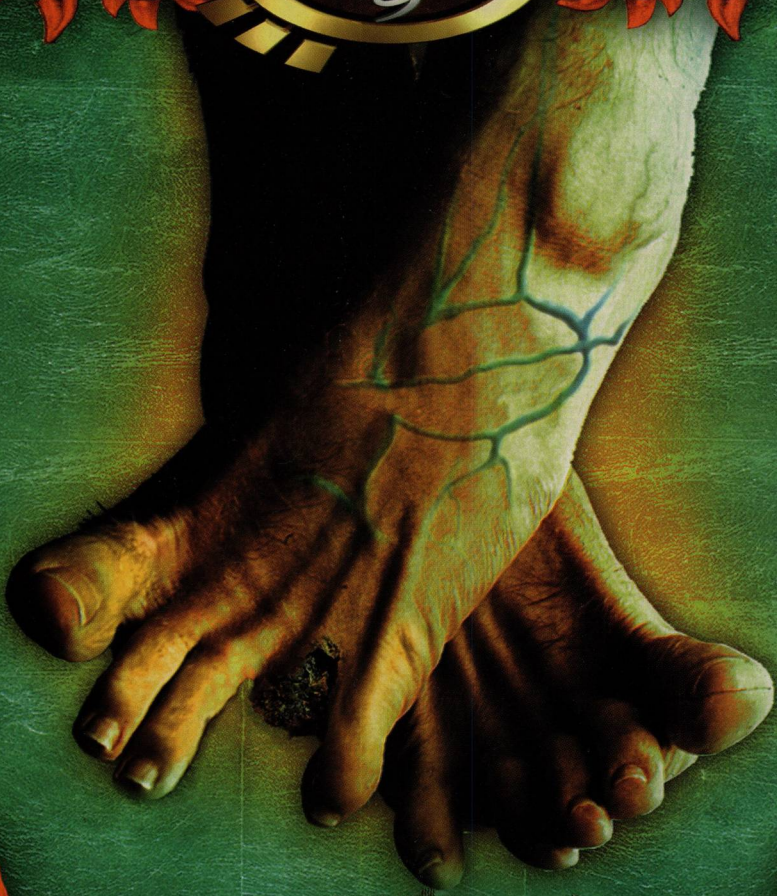


1 Lara's new climbing ability opens up a whole new level of adventuring. If anything it's baffling that she didn't have this skill in the first game, and like Mario, she can only climb certain surfaces. **2** 'Nice Guns Baby!' would be a terrible, sexist and obvious caption, so we'll refrain from it. **3** There are many more puzzles planned for *Tomb 2*, but the usual traps are in place as well.



In some of the darker areas, Lara needs to use her flares (the incendiary kind, rather than those pants favored by the Partridge Family) or candles to get a good look. Again, the team at Core have spent a lot of time trying to make this as deep and involved as possible.

WILD 9



And this little piggy...
writhed in pain
as he was slowly
tortured to death...

Shiny
ENTERTAINMENT

<http://www.shiny.com>

RATING PENDING
RP
ESRB

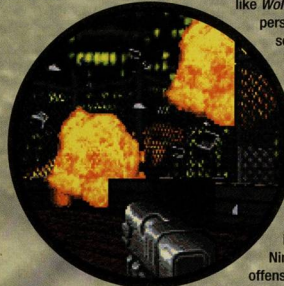


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Duke Nukem 64

SYSTEMS: NINTENDO 64
PUBLISHER: EUROCOM
DEVELOPER: GT INTERACTIVE
RELEASE DATE: FALL 1998

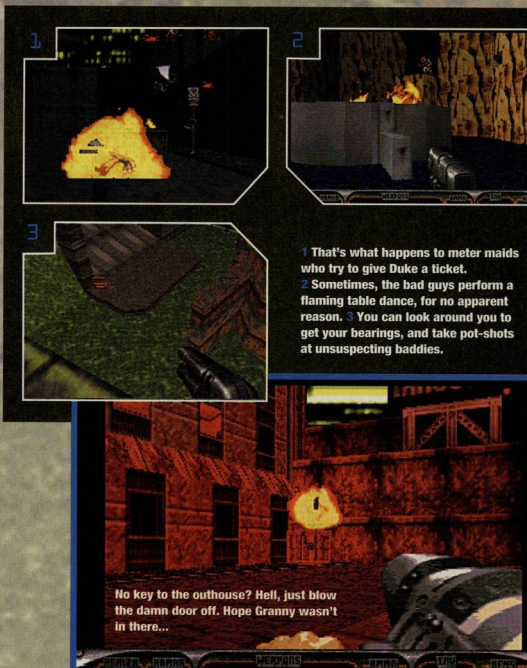
The opening shot in *Duke Nukem* allows you to leave the rooftops and take to the streets of LA.



Duke Nukem is our favorite guy. No, really. The kid has a good attitude. If he doesn't like it, he blows it up with a really big gun. Or a pipe bomb. Or he might shrink it, or destroy it with a laser-activated trip-bomb. The man is creative. And he has to be, because — surprise, surprise — the Earth has been invaded by aliens.

Duke Nukem started life on the PC as a scrolling platform game, and ended up, like *Wolfenstein* before it, as a 3D, first-person shooter. *Duke* has something, though, that most other games of this ilk do not — a distinct sense of humor. It's sick, sure, but the humor is still there. The N64 version is unique in that it supports four players on a split screen, which is super cool for deathmatch modes.

It may also be unique in that it lacks swearing and some nudity — the Nintendo censors may take offense. GT wants to keep everything in there, but as long as the gameplay is as good (analog works sooo well), then we'll be happy — gun-happy, that is.



- 1 That's what happens to meter maids who try to give Duke a ticket.
- 2 Sometimes, the bad guys perform a flaming table dance, for no apparent reason. 3 You can look around you to get your bearings, and take pot-shots at unsuspecting baddies.

Quake

SYSTEMS: N64, SATURN
PUBLISHER: MIDWAY HOME
ENTERTAINMENT, SEGA
DEVELOPER: MIDWAY, LOBOTOMY
RELEASE DATE: NOVEMBER

Man, it's dark in here. Hey, could somebody turn on the lights?



This year, 1997, is the year of the *Quake*. Id's ubergame finally materialized on the PC, harboring yelps of jealousy from console owners, but the wait for console *Quake* is almost over.

At E3, Midway was showing the first level of *Quake* for the Nintendo 64 and it was jaw-dropping. Graphically, it wasn't quite up to a 3dfx-equipped PC, but all the dark moody graphics were there in anti-alised glory. Gameplay was fast and fluid, and the bad guys looked fantastic, even close up. N64 *Hexen* and *Doom* are the obvious comparisons, and if you've seen either game, you'll pretty much know how *Quake* is going to look. The Saturn version of *Quake* was also playable on the floor and should provide Sega fans hours of fun. Although the graphics weren't quite as crisp as the N64 version, they were still impressive and the gameplay was just as good.



- 1 Geez, it's really dark in here. Anyone got a flashlight? How about a candle?
- 2 Take that! And that! AND THAT!
- 3 It's quiet... too quiet...

ADMIT IT.

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

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

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

Go ahead; pull the trigger. And check out the Maximum Cool

Sweepstakes at your nearest arcade.



PULL THE TRIGGER

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F-Zero 64

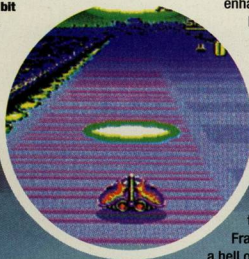
SYSTEM: N64

PUBLISHER: NINTENDO

DEVELOPER: NINTENDO

RELEASE DATE: 1ST QTR 1998

This is the original *F-Zero*, which looks very similar to the new 64 bit version.

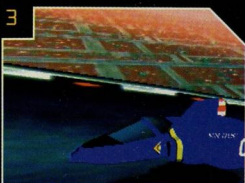


You know, if ever there was a game worthy of a sequel, then it had to be *F-Zero*. In fact, *F-Zero 64* was announced a very long time ago, and the design spec didn't look anything like this. Initially, the game was to take place on varying land and sea surfaces and featured morphing cars that could change shape to squeeze through tight passages. That seems to have fallen by the wayside in favor of what looks like a mildly enhanced version of the original.

Don't despair yet. Nintendo has thrown in a couple of advances. The tracks are now truly 3D (The SNES game's worked using mode 7 to make a scrolling track look 3D) with loops, corkscrews and some (sparse) roadside objects.

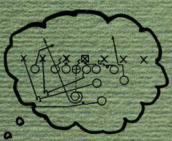
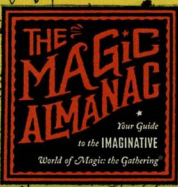
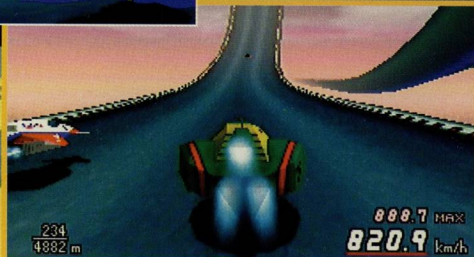
There are new vehicles to command, but other than that, this looks like old school *F-Zero*. Frankly, Acclaim's *Extreme G* looks a hell of a lot more interesting.

However, what *Extreme G* definitely doesn't have, is Miyamoto's invisible, but essential charm. I'll bet good money this plays better than the original.

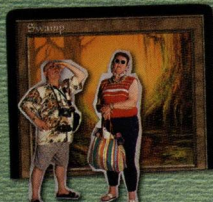


1 New effects include cool afterburner effects as you slam on the turbo button. 2 Turbos are refreshed every lap as in the original. 3 The flat backgrounds are disappointing.

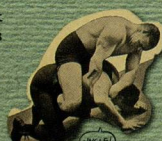
BOTTOM: The 3D tracks look cool, but still remarkably similar to those seen in the first *F-Zero* game.



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



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



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



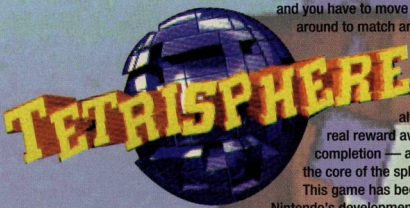
Tetrisphere

SYSTEM: NINTENDO 64
PUBLISHER: NINTENDO
DEVELOPER: H2O
RELEASE DATE: AUGUST

Trying to make the *Tetris* genre successful in 3D has so far failed to work. Games like *Woltris*, *Tetris 3D* and many others, have failed to catch the spark of the original, or even fun variants, like *Puzzle Fighter*. *Tetrisphere* looks all set to remedy that problem by applying the *Tetris* mentality to a sphere.

Blocks drop from an unseen vantage and you have to move them and the sphere around to match areas on the sphere's surface. Like *Tetris*, the object is to reduce the depth of blocks, although this time a real reward awaits successful completion — an object hidden at the core of the sphere.

This game has been back and forth on Nintendo's development schedule for years. H2O, the developer, must be tearing its hair out by now, as gameplay and aesthetic tweaks keep delaying the title. Hopefully it'll be worth the wait. Remember, this game is due to ship at dang near \$70 — the cost of a Pocket Game Boy and *Tetris* combined (a combination which will undoubtedly play a better game of *Tetris*), with portability to boot.



- 1 The puzzles get progressively harder, and the action speeds up to match.
- 2 You're doing well, you just need to concentrate harder. Almost to the center of the sphere!

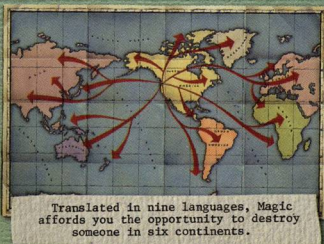
BOTTOM: Although the game seems initially confusing — and a little annoying, it grows on you FAST!



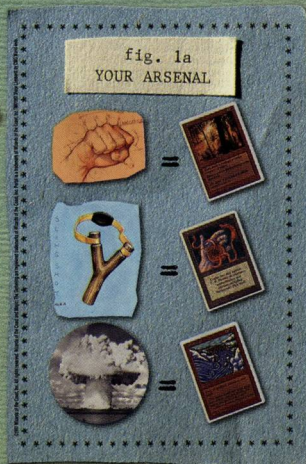
KING ORDERS
UAL SUBORDINATES!
BONEHEADS
BATTALION!

ATHERING, YOU ARE THE
AL OF YOUR OWN ARMY!

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



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



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

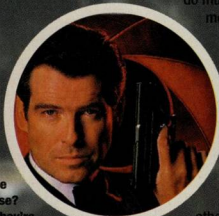
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Goldeneye

SYSTEM: NINTENDO 64
PUBLISHER: NINTENDO
DEVELOPER: RARE
RELEASE DATE: SUMMER 1997



The name's Bond, James Bond. Can I have a soda and some donuts, please? Make sure they're shaken and not stirred...

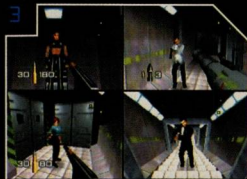
Seriously, *Goldeneye* is a great shooter, featuring all kinds of weapons, cool secret agent devices and an amazingly cool two/four player split-screen battle mode. It couldn't do much better in the action department. But what's missing?

Gambling, that's what. If you wanna really be James Bond, you have to gamble at some push casino, while some attractive young lady sits next to you for luck. Sadly, this isn't one of the many options included in the game.

There are some other cool features though, like the intensive and fun use of the rumble pack. The vibrating fun device is activated by the usual stuff, like explosions and impacts, but also by your weapons. Trying to aim the shaking machine gun is a darned realistic experience. *Goldeneye* is going to be just awesome.

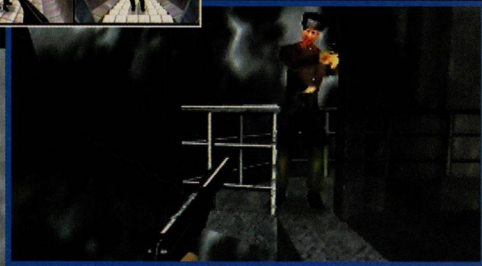
Bond fans will be stoked to learn that the new movie, 'Tomorrow Never Dies' is nearing completion. Starring Pierce Brosnan, it unusually features sinister foreigners and lots of stuff blowing up.

NT NINTENDO	PREVIOUS ASSIGNMENTS	NON-STANDARD ISSUE EQUIPMENT
	NAME: BOND, JAMES CODE: 007 CURRENT STATUS: ACTIVE (LICK) CURRENT LOCATION: UNKNOWN CURRENT ASSIGNMENT: GOLDENEYE	



1 The outdoor locations make good use of N64's 3D capabilities to create a convincing environment. 2 Two player split screen is cool. Here we see the groovy four player split screen mode.

BOTTOM: The faces texture-mapped on the characters look weird, but sort of cool. S'all good.



Yoshi's Island 64

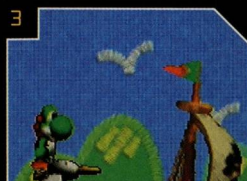
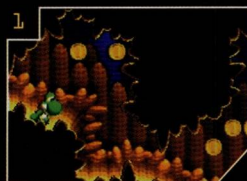
SYSTEM: NINTENDO 64
PUBLISHER: NINTENDO
DEVELOPER: NINTENDO
RELEASE DATE: FALL 1997

Hi, the name's Yoshi. I like coins, baby Mario and cheese. I also eat turtles a lot.



Man, I am sooo pleased. Really, I always felt that *Yoshi's Island* never got the recognition it deserved. It certainly arrived a little too late to sell in the numbers it should have. *Yoshi's Island* was the true sequel to *Super Mario World* and it should have been bigger, darn it! The graphics (hand drawn) were some of the most beautiful ever conceived. The music, awesome. The gameplay, perfect. And now here it is again, only much, much better.

This one also may not see the attention it deserves. In a world filled with 3D platform games, *Yoshi's Island 64* takes a daring step back to 2D. There's none of the path-based 3D we see in games like *Pandemonium*, just good old scrolling. The worlds are filled with the most colorful backgrounds and creatures ever seen. Seriously, the sprites, through a combination of conventional animation and special effects, are like nothing you've ever seen. Like the last *Yoshi* game, you can scoop baddies up with your tongue, drag eggs around and leap like a gazelle to avoid or trample your opponents. The game promises to be a blast.



1 Looks sorta cool, huh? Lots of coins to collect for the coin-impaired. 2 Aw, he's only a little dinosaur and the bad guys are trying to kill him. 3 This scene looks like the old Yoshi's Island.

BOTTOM: The hand-painted backgrounds look even better when they move. Multiple layers of parallax!



In a world run by meat barons and corporate scum,
your entire race is pie filling.



Escape from the daily grind
and seek your destiny.

Savior. Or salami. Sound Odd?
Welcome to Oddworld.



ow!



owww!



OWWWWWW!!!



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



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Crash Bandicoot 2

SYSTEM: PLAYSTATION

PUBLISHER: SONY CE

DEVELOPER: NAUGHTY DOG

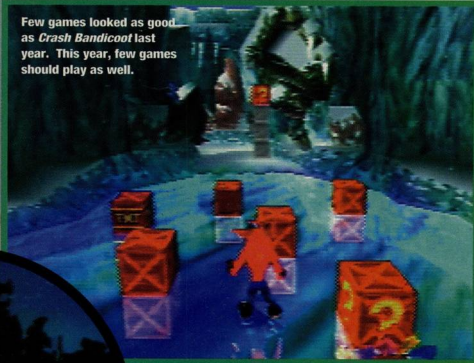
RELEASE DATE: NOVEMBER

Croc this! And you know where you can stick that banjo...

Just last year, with the likes of *Mario* and *Nights* as direct competition, *Crash Bandicoot* was considered by many as a worthy newcomer who came up a little short when compared with the best that Nintendo and Sega had to offer. Despite this perception, Sony has managed to sell 1.5 million copies of *Crash Bandicoot* worldwide, making the game one of the most successful PlayStation titles to date. With *Mario* games seemingly only available every three or four years, *Sonic* relegated to a mere racing game, and *Nights 2* nowhere in sight, *Crash* looks to have an opportunity to make major inroads into the competitive genre of mascot platform games.

In a step that looks to broaden the appeal of *Crash 2*, Naughty Dog has incorporated a greater variety of gameplay and considerably shortened the game's load times. With the first true playable version of *Crash 2* in our possession, we can say with authority that the changes that have been incorporated are generally subtle, but welcome improvements. Whereas last year's game would have Crash navigate a particular level from a single gameplay perspective, multiple styles of play have been seamlessly integrated within levels of *Crash 2*. In particular, the bonus levels that required an intrusive load time in the previous game can now be accessed almost immediately and actually seem a natural progression or branch of the level being played.

Few games looked as good as *Crash Bandicoot* last year. This year, few games should play as well.



Side scrolling-type gameplay still makes an appearance in *Crash 2*, but numerous other styles of play are incorporated with each level.



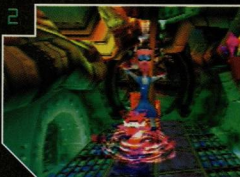
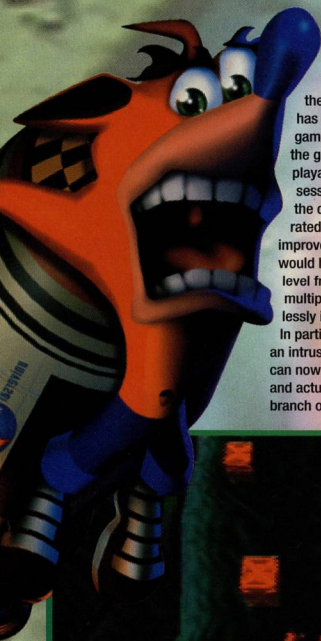
Crash now selects levels from a warp zone which encourages non-linear play.

One area that the first *Crash* game excelled in was graphics, but this area has also been enhanced in order to keep the look of the game on par with what can only be considered the startlingly good quality of the next wave of PlayStation games.

1997 looks to be year that Crash assumes his place in the hierarchy of videogame mascots.



Crash can hang from, and move along, ceilings.



1 *Crash 2* will still be more path-based than games like *Super Mario 64*, but more branching pathways have been added the second time around.
2 Since Sonic didn't bother to file a lawsuit for copyright infringement, Crash's spin attack will make a return appearance. 3 No more collecting icons and waiting for Bonus Levels to load — find the secret path and collect the spoils.

Bandicoots on Jet Skis. What's next? A banjo-playing bear?



The Rocket Pack level is one of the most visually impressive levels so far, but more importantly, it gives *Crash 2* a gameplay experience distinctly different from anything Mario or Sonic have ever done.

In a dog-eat-dog world where escape
is your only option, your ride wants you off his back.



Enemies that sleep. A hero that chants, and an untrusty steed that's a pain in the butt.
Sound Odd? Welcome to Oddworld.



need a ride?



giddy-up.



hold on to your loincloth!

A.L.I.V.E.
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Daikatana

SYSTEM: PC

PUBLISHER: EIDOS

DEVELOPER: IRON STORM

RELEASE DATE: OCTOBER

Can the co-creator of Doom and Quake recapture the magic?

John Romero is revered as a god within some circles of the industry. His pedigree for creating games that redefine genres is well known, given his experiences with *Quake* and *Doom*. But what happens when you take Romero away from the original Id software team, and set him within an entirely new company? Iron Storm seeks to answer that very question with its next release, *Daikatana*.

The game is still a first-person shooter (built around a modified *Quake* engine), but offers several new twists to the genre. Romero is billing the game as more of an adventure than a shooter, due to the addition of characters who fight along side you. Much like in *Starfox*, the player has to make sure that these characters stay alive. Should one

happen to die, the game will be considerably more difficult without the aid.

Another new addition to the game is what Romero calls 'massive content'. Said Romero: 'I think it's kind of ridiculous that when you start up a game and you're fighting some monsters, when you're on the last level, you're very often fighting the exact same guys.' To this end, *Daikatana* will have entirely new enemies and weapons in every single episode (four episodes in all, each one representing a different time period).

The game also has some form of RPG elements in that your character develops as you play through the game. Characteristics such as attack power, attack speed, constitution and acrobatic ability determine the power of your character. As players kill enemies, they gain experience points. At some point, players will gain enough experience to go up a level

I have no hair and a really big cigar. Fear me!



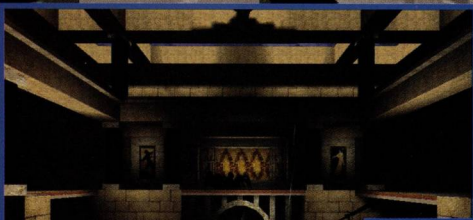
These guys really don't appreciate you killing their friends.

and apply a certain number of ability points to his attributes. It is completely up to the player where to apply those points. If he feels he needs to jump higher to get to areas that may not otherwise be reachable, he will apply them to acrobatic ability. If he needs more firepower, he'll apply them to attack power or attack speed.

The game was recently showcased at E3 in an early form and Romero seems to be keeping his promises thus far. The improved color palette is considerably better looking than *Quake*'s extremely dark look and the environments look quite detailed with many outdoor areas. All in all, *Daikatana* is looking very promising.



1 Hmmm... lots of ledges. Do we detect some platform elements?
2 Textures are extremely clean. This rock texture is extremely high res, making the game far more polished than its predecessors. 3 Some of the levels show the *Quake* heritage for which Romero is famous.



Skeleton warriors and giant spiders will fight against you side by side.



1 The rafter work is extremely cool. That futuristic assault rifle is even cooler, though. 2 Hey, 3D snow. I thought it was cold in here.

In a carnivorous world where communication is key,
you're a living snack with your mouth sewn shut.



In ODDWORLD, one man's meat is another man's savior, and if you can unlock Abe's uncanny powers you're well on your way to saving your bacon.

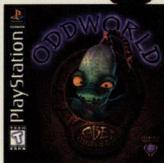
For instance, you can talk. No, really talk. Communicate. Whistle. Fart. The whole nine yards. And you can possess crabby killers and set them

against each other. Most of all, you've got a brain to figure

out what drives your freakish foes.

ODDWORLD is stuffed with a smorgasbord of bad behavior, baking you in a surreal, sensory overload of pure gaming.

So trust in Odd, or get on the grill.



ODDWORLD: ABE'S ODDYSEE

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

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Last Bronx

SYSTEMS: PC, SATURN

PUBLISHER: SEGA

DEVELOPER: SEGA

RELEASE DATE: OCTOBER

Weapons add a new dimension to gameplay in *Last Bronx*, the latest addition to Sega's superb line of fighting games.



After a seemingly endless line of superb hand-to-hand fighting games, Sega prepares to enter the weapon-based fighting game arena with *Last Bronx*. Although the arcade version of *Last Bronx* was only released recently on a limited basis in the U.S., the game has an extensive following in Japan. The Saturn version will help U.S. gamers catch up on what they've been missing.

The back story of *Last Bronx* centers around brutal gang fighting on the streets of Tokyo. Each of the eight characters is armed with a unique personal weapon including the likes of Sai (steel rod daggers), San Set Sukon (three sectional staff), fighting batons and, of course, the ever popular Nun Chaku. If past Sega fighting games are any indication, the game should also include boss characters that will become playable upon defeating the game or via codes. Looks-wise, *Last Bronx* marks a return to the smooth animation and high-res graphics of *Virtua Fighter 2*. Sega looks to hit the mark, with a control structure based on the classic *Virtua Fighter* engine, but featuring a number of new and unique moves.



1 Jumping attacks seem even more punishing now that there's a weapon to deliver the blow. 2 Sega seems to once again be favoring the high-res graphics of *VF2* over the effects-laden, but grainier, *Fighting Vipers* look. 3 Tired of *Virtua Fighter*-based moves? The addition of weapons allows for a whole slew of innovative new moves.



Quest 64

SYSTEM: NINTENDO 64

PUBLISHER: THQ

DEVELOPER: IMAGINEER

RELEASE DATE: FALL 1997

Not content with simple-minded, one-button gameplay, *Quest 64* will be more action-oriented.



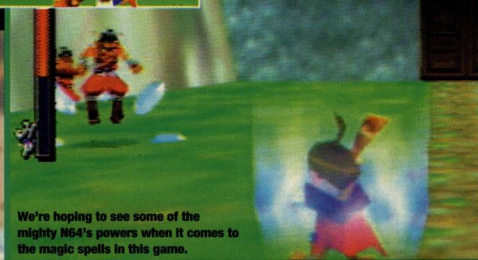
The thought of anything resembling an RPG being released for the N64 has either become a cruel joke or a distant pipe dream since the console's launch last fall. With the only shining beacon of light being *Zelda 64* set for release later this year, the system seems to have stumbled into a long, dry, RPG-less season. THQ hopes to solve this little problem when '98 arrives with the release of its first role-playing effort, *Quest 64*.

The story follows a young warrior, Shanjaque (the tongue-twister character name of the year), on his journey to recover a stolen book of secrets that has the power to destroy the world. Your character's singular ability to manipulate nature places him in the position of savior of the entire land. Throughout the adventure, you'll be able to interact with hundreds (yes, we said 'hundreds'...) of intelligent characters and enemies to help further your quest. You'll even have the chance to have other warriors join you in your missions.

There's sure to be more news about this highly promising title in upcoming issues, so stay tuned.



1 There's sure to be plenty of stock RPG exploring, pillaging, and plundering to do in *Quest 64*. 2 Obviously, pink-headed, dog-like creatures pose a threat to your quest. Why? We don't know why... 3 Character design looks to be on the traditional, big-head, little body, super-cute side.



The meek shall inherit squat.



Welcome to the blood pits – where you kill, claw, scream and die, battle after battle, to become Warlord of the Dragon Gate. Fight alone or with up to three other players online – either way, you'll encounter hideous creatures attacking from all angles rendered in skull-crushing 3D.

Add in 54,000 different playing combinations and you could play this game forever. Assuming you don't die first.

Developed by



Drachen Zor™



Call 1-800-771-3772 for Game Rating information. Drachen Zor, SouthPeak, and the SouthPeak logo are trademarks of SouthPeak Interactive LLC.



www.southpeak.com

Wild 9

SYSTEM: PLAYSTATION

PUBLISHER: INTERPLAY

DEVELOPER: SHINY ENTERTAINMENT

RELEASE DATE: 2ND QTR 1998

So, David Perry, just where in the hell is this game of yours?



Wex's glove-weapon (a.k.a. the 'Rig') still lies at the core of *Wild 9* gameplay.



Uh-oh... Guess that weird blue thing shouldn't have had beans for dinner...

Just what every girl needs — a big, heavy... tree?

The subject of an ULTRA GamePlayers cover feature last November, *Wild 9* looked to be a compelling new game from the game wizards at Shiny Entertainment (responsible for the likes *Earthworm Jim* and *MDK*). After an exclusive early peek at the game, the game seemed to disappear from the face of the Earth.

A few months back, word was released to the press that *Wild 9* had missed its projected completion date and that it was now scheduled for a summer release to coincide with the debut of an animated television series based on the *Wild 9* property.

Though there was an early playable of the new *Wild 9* game displayed at E3 (which looked significantly more promising than anything shown previously), gameplay details remain closely guarded. One of the most intriguing parts of the game is how Wex's glove weapon known as the 'Rig' will be utilized.

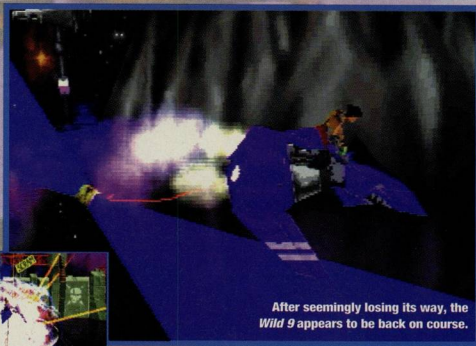
Despite its troubled development process, Shiny seems more optimistic than ever about *Wild 9*. Promises of revolutionary gameplay on an epic scale continue to filter out of its headquarters in Laguna Beach. ULTRA GP will pass on the details as they become available. Stay tuned...



Evidently there was some kind of bean feed and all the characters had a few bowls too many...



The game's graphics are progressing nicely, incorporating a number of new effects.



After seemingly losing its way, the *Wild 9* appears to be back on course.

To get the scoop on *Wild 9*, ULTRA GP went to the head of Shiny Entertainment. No, not the worm, the other one!

David Perry Interview



UGP: It was announced that *Wild 9* won't be released until next year. Why?

A: We fired a bunch of the team members; they were not able to pull off the effects and gameplay level required. Tom Tanaka (from *Aladdin*) and a number of people from around the world were hired. Within 30 days they have already started making the game the way we initially imagined it.

UGP: Are there any changes planned to the original gameplay concept of *Wild 9*?

A: Yes, too many to mention now, but worth discussing when I do a work in full progress update. We basically have a dynamic design process where instead of just working from lists, we play the game and

then capitalize on the bits that work best. This way, the good ideas evolve and the not-so-good bits go away.

UGP: How involved will you be with the actual development process for the game?

A: I have passed ALL my legal/business duties to Shiny's CFO. I now spend my entire day with Shiny's teams as Executive Producer. I will be pouring as much time into *Wild 9* as they want. I find development is by far the most satisfying way to spend my day.

UGP: Are there any features or aspects of *Wild 9* that you feel are revolutionary advances in console gaming?

A: The torture weapon will be copied when people really see the prowess of it. I have already seen some peo-

ple try to copy it, but as we have not shown them it's true power, their versions always fall short of the mark.

UGP: Word is that the Saturn version of *Wild 9* has been canceled. What were the reasons behind this decision?

A: We put it on hold until we find out what Sega's worldwide plans are.

UGP: What is the status of the animated series that is based on the *Wild 9* property?

A: We are currently working on the Movie script, the TV show script is done, the TV show bible is ready, basically I need to start pitching it properly.



1 Hey, someone left the bean pot on the stove too long. Look out! It's gonna blow!!! 2 Few people know it, but the title of this game refers to the number of secret herbs and spices in the recipe...

Jet Moto 2

SYSTEM: PLAYSTATION
PUBLISHER: SONY CE
DEVELOPER: SINGLE TRAC
RELEASE DATE: NOVEMBER

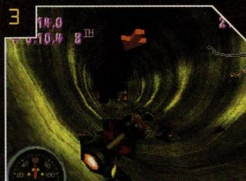
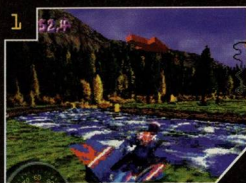
Those crazy insane jet-powered hover bikes are once again set to disobey any and all traffic laws in *Jet Moto 2*.



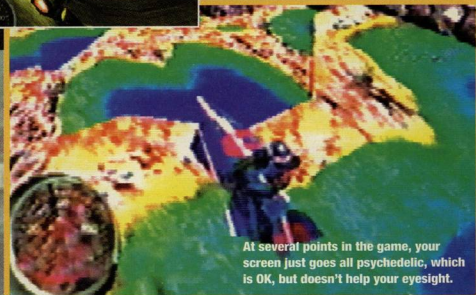
One of last year's top selling PlayStation racing games, *Jet Moto* never quite lived up to the graphical prowess of *WaveRace 64* from Nintendo, but it did deliver a unique and entertaining racing experience all its own. It's a bit early, but *Jet Moto 2* looks to give fans more of its extreme racing goodness.

Jet Moto 2 seems to be an enhancement to, rather than a reinvention of, the first game. The *Jet Moto* bikes don't seem significantly different, but there will be ten new tracks and improved polygon graphics that will make the bikes, riders, and the environment look better than ever. Better handling and ride physics have been promised for the sequel.

The most noticeable improvement is definitely the new race tracks. The tracks now cut into canyons, river rapids, national forests, the city of Los Angeles, deep caverns, and more. The new tracks seem to have much more obstacles to interact with. This is both good and bad, as it means there are more items to crash into, but it also means that the possibility exists for an expanded array of tricks and stunts.



1 The game environment seems to be more expansive and detailed.
2 The outrageous aerobatics is one thing that doesn't need to be changed at all. 3 Something tells us there's a way to do a complete corkscrew maneuver in this tunnel.



At several points in the game, your screen just goes all psychedelic, which is OK, but doesn't help your eyesight.

Rapid Racer

SYSTEM: PLAYSTATION
PUBLISHER: SONY COMPUTER
ENTERTAINMENT
DEVELOPER: SONY EUROPE
RELEASE DATE: UNKNOWN

Who would have guessed there were so many underground rivers?



Hey, if you've ever wanted to power your way up river through canyons, caves and rock formations, then prepare to be made very happy. Sony's *Rapid Racer* is a power boat dream come true. Think *Wipeout XL* on water.

You have a variety of power boats to choose from and a hand full of devious tracks to race. Each track takes you through unique graphic geography showcasing PlayStation's signature handling of light sourcing and textures. One of the most unique aspects of the game is its impressive control. Unlike any other racer out there, you're steering from the back, so turn early and turn hard or any one of the other competitors will zip by, floundering you in a wake. The water physics also set the game apart. Currents and wakes can drag down your speed or shoot you ahead of other boats, making an interesting racing surface. Unfortunately, Sony hasn't yet mentioned a release date.



1 Ride the rapids through the Grand Canyon. 2 Must... go... FASTER! 3 Get in the lane and the current will jet you past the competition.

BOTTOM: Another showcase title for PlayStation's signature light sourcing.



Body Harvest

SYSTEM: NINTENDO 64
PUBLISHER: NINTENDO
DEVELOPER: DMA
RELEASE DATE: OCT. 27, 1998

Alien vehicles are quite a challenge, and they all look a little like bugs, so they're scary.



Aerial attacks make life more complicated too. Hordes of vile alien scum come swooping in to take you out. And not on a date. Unless you gussy yourself up a bit.

A long time ago, in an industry far, far away, a company called Nintendo announced the first few games for its new system, the Ultra 64. Included in this mythical round up were such legends as *Buggy Boogie*, *F-Zero 64* and yes, *Body Harvest*. It's from DMA in Scotland, the fellas responsible for *Lemmings*, as well as another N64 title, *Silicon Valley*... and it's pretty bloody late.

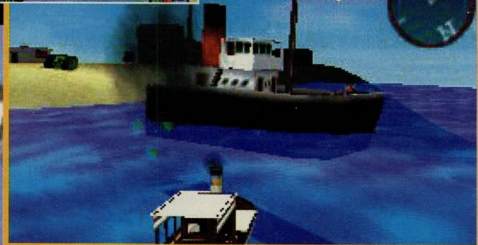
The game features a theme common to a lot of games these days, the ability to enter different vehicles.

We've seen it in *Blast Corps*, it happens in *Silicon Valley* and it's the absolute center of *Body Harvest*. The plot, involving invading aliens is pretty much incidental, this is a big, shooting, drivin', flyin' fun-fest and since it has taken over 15 million years to develop (possibly an exaggeration), it had better be good.



1 The bug-influence is easy to see. Scottish people have bugs called "Midges". 2 Nobody likes a giant spider, especially ones with lasers. 3 It wasn't a rock, it was a rock-lobster.

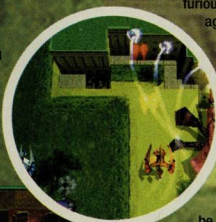
BOTTOM: Nothing like messing about on the river. Especially when it's full of alien scum.



Violent Seed

SYSTEM: PLAYSTATION
PUBLISHER: TBA
DEVELOPER: RAED ENTERTAINMENT
RELEASE DATE: SEPTEMBER

The special effects on the weapons and explosions are top-notch.

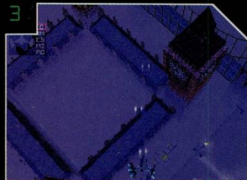


There's one genre that has gone through almost zero changes in the top-down shooter. Well, all of that is about to change.

Violent Seed retains the same furious shooting action, but manages completely to change the complexion of the 'shooter'.

The graphics are reminiscent of *Soviet Strike*, with amazing special effects that rival some of the best we've seen. The polygonal structures aren't just decoration like in *RayStorm*; instead, they are obstacles that must be avoided and can be destroyed. The backgrounds are also affected by your weapons, creating burnt holes, forest fires, and even opening secret passages. Finally, the branching paths and recognizable cities (Washington D.C., New York, etc.) give *Violent Seed* all the variety and depth necessary to be one of the best top-down shooters of all time.

(above) If you don't destroy or avoid the buildings in your path, you hit them and die. Imagine that. (below) The variety in backgrounds keeps the game interesting from level to level.



1 Shooters are cool! 2 Real time interaction means you can take out bridges just like this. 3 'Get those dirty Brits, alien friend, and when you're finished there, the Frenchies are next.

BOTTOM: The light-sourcing in *Violent Seed* is as good as any we've seen.



Croc: Legend Of The Gobbos

SYSTEMS: PLAYSTATION, SATURN

PUBLISHER: FOX INTERACTIVE

DEVELOPER: ARGONAUT

RELEASE DATE: FALL 1997

Croc looks like cross-genre gaming with a bite

With the advent and success of cross-genre games like *Mario 64* and *Tomb Raider*, game companies have been scrambling around desperately trying to compete by developing similar 'renaissance' titles that incorporate adventure, platforming, action, and puzzle elements. *Croc* is definitely no exception to this impending rule in the industry, but what manages to distance this little guy from the rest of the pack is his ability to absolutely out-do all of the cookie-cutter competition.

Croc is sure to be the next step up in 32-bit gaming goodness. With unparalleled graphics and animations to match the limitless 3D feel when exploring over 40 levels, *Croc* acts more like Lara Croft (minus the sex appeal and cup size, of course) in the way that he jumps, climbs, side-steps, and dangles, more so than any other platform hero. Combine *Croc*'s dexterous abilities with wide open adventure-based environments and action-oriented puzzles, and you've got a recipe for a well-rehearsed hit production. The game packs a long, challenging punch with all the obligatory obstacle-filled worlds (i.e. ice world, water world, lava/fire world, etc.) and tons of secret sections and bonus surprises. *Croc*'s success almost seems to depend on how well the gamer knows videogame

The well designed graphics allow you and *Croc* to look around at will. Gazing into the distance can let you evaluate jumps and puzzles before you attempt them.



The box-crates with the question marks usually hide gems, but every now and then, you'll come across something more useful.



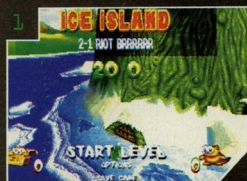
Fighting boss monsters takes the Mario-quality even further. They usually take three hits.



These moving platforms are identical to the ones from Mario.



history. We're all suckers for the 'flash-back' episode of our favorite television sitcom, not only because of the tear-eyed nostalgia they evoke, but for the fact that we can instantly access every reference to the history of the show. You'll see a little Crash, a lot of Mario, and quite a bit of Lara Croft. You'll also see the crowds lining up to proclaim *Croc*'s greatness.



1 Ice Island is one of the most challenging levels in the game. Ice has been done a thousand times before, but seldom as well as this. 2 These platforms are hard enough normally, but when it's icy, jumping from one to another becomes near impossible. 3 And what crocodile game would be complete without the floating chocolate chip cookie?



1 Doorways often hide loading times as well as surprises. 2 These stained glass windows in the castle have 'a big globby green guy in the center' according to Sub-Crayon Chido, one of our Art Carbon Units in sector 7G.

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The Curse of Monkey Island

SYSTEM: PC
PUBLISHER: LUCASARTS
DEVELOPER: LUCASARTS
RELEASE DATE: SUMMER 1997

Guybrush prefers his women to be a bit on the skinny side.

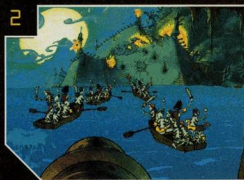


Yeah, *Monkey Island* and its sequel helped make the adventure game vogue again in the US, and certainly did a lot for pointing and clicking. The now ancient PC (as well as Amiga and ST) version had, at the time, some rather nice graphics. Technology and design have upped the ante again, lifting this third installment into the cartoon stratosphere.

As ever, the inept (but charming) Guybrush Threepwood has made a boo-boo. This time, the poor lad has turned his beloved Elaine into solid gold, a prize so valuable that pirates have made off with her. His quest is to return her to safety... no easy task.

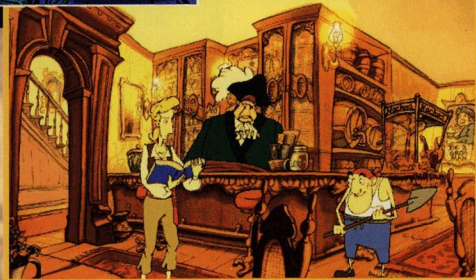
The (dead) pirate LeChuck is haunting the island again. You'll be pleased to hear that *Monkey Island* itself is a heck of a lot bigger than before, with more locations, tougher puzzles and laughs a-plenty.

(above) The graphics in this sequel are leaps and bounds ahead of the previous two *Monkey Island* games. (below) Your evil arch-nemesis LeChuck is going to make life very difficult for you.



1 Here's a familiar scene from a previous *Monkey Island* game, updated with 32 bit graphics and sharp, sharp resolution. 2 I have a strange feeling that we're being followed. 3 Spooky time.

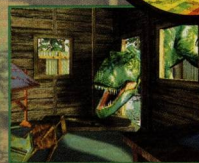
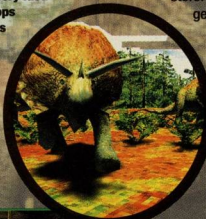
BOTTOM: Guybrush tries to draw some much-needed wisdom from a book — a lesson that can be learned by all.



Trespasser

SYSTEM: PC
PUBLISHER: DREAMWORKS INT.
DEVELOPER: DREAMWORKS INT.
RELEASE DATE: 1ST QTR 1998

Wow! I think it might be time to run away very fast. This Triceratops looks like he's gonna spike you. And not with shoes.



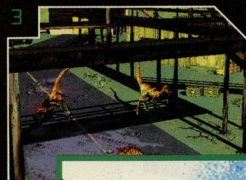
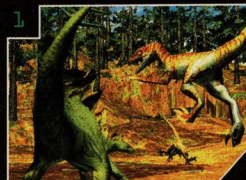
DreamWorks Interactive is coming along quite nicely, thank you. The Spielberg, Geffen, Katzenberg media monster has more interactive product than movie stuff. And so far, it's all good. Movie studios seem to be finally producing quality titles.

Trespasser is set one year after *The Lost World*, on the same dinosaur-infested island. You play the part of a young woman who finds herself stranded in the now Jurassic forest, filled with prehistoric monsters. The object of the game is simple: get the hell off the island.

The programmers have been hard at work: Objects have accurate physics, water looks like water, but most importantly of all, the dinosaurs are picture-perfect. The game should run at a crisp 30 frames per second, in high resolution, all without the assistance of a 3D card.

Trespasser promises to be one of the most innovative and attractive PC games ever made. We'll keep you updated.

Hello? Is anyone home? I just want to borrow a diet Pepsi... please? Sorry to be a big pain in the neck...



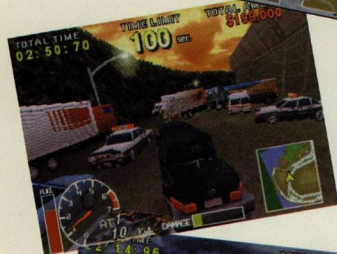
1 I'm a dinosaur and I'm OK. I work all night and I rest all day. I put on women's clothing... 2 And hang around in bars. 3 Uh-oh, the dinos are loose again.

BOTTOM: Once implemented into the amazing 3D world, the dinosaurs are even more realistic.



FELONY

11-79™



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ASCII
ENTERTAINMENT

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-EGM GUIDE TO SPORTS VIDEO GAMES



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Sonic R

SYSTEM: SATURN
PUBLISHER: SEGA
DEVELOPER: SEGA
RELEASE DATE: NOVEMBER

Sonic's back, but not quite the way we expected



Though never quite having gotten around to creating an answer to *Super Mario 64*, Sega seems to be readying a response to *Super Mario Kart 64* with *Sonic R*, a new racing game featuring Sonic and a variety of cohorts from his platform games.

The basic gameplay premise surrounding *Sonic R* is that the player can play as Sonic or, for the first time, any of a number of characters from his games, and must race to find stolen emeralds hidden throughout the game and then make a mad dash for the finish line. Sonic, Tails, and Knuckles can all run by foot, but there are assorted vehicles in the game so that characters can run, walk, float, drive, and spin their way to the checkered flag. The game includes four different courses including a mysterious castle, a tropical island, a highway, and a secret base filled with traps. There is also an innovative fifth hidden level that takes place inside an emerald and features transparent obstacles and glowing, crystal walls.

Sonic R also features five different gameplay modes, ranging from single-player, multi-player, tag, relay, and time attack. No word yet on exactly how many players will be able to compete at once in multi-player mode, but Sega does produce a six-way multi-tap that has been sadly neglected when it comes to being incorporated into Saturn games. Still, since a major part of *Super Mario Kart 64*'s appeal was its



Like a number of entertainers bored with fame and fortune, Sonic has decided to try his hand at racing.

multi-player competitions, we can only hope that this aspect of gameplay is exploited to its fullest for *Sonic R*.

In a year that seems eerily quiet for Saturn development, *Sonic R* has all the earmarks of a thoroughly engaging Sega game. The only problem is, the sight of a polygonal Sonic running free and unencumbered in a true 3D environment keeps us wondering when Sega will reward its faithful with a true *Sonic* game worthy of the mantle of next-generation gaming.



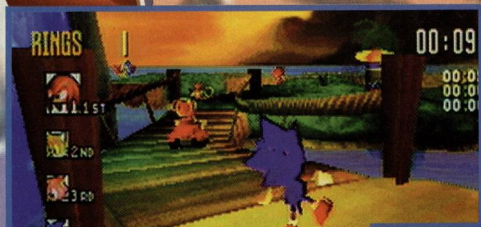
Uh, forget that earlier crack about driving a go-kart stretching a premise.



Sonic staples, like gold rings and this protective bubble, are incorporated into this new racing game as well.



Control was a little erratic on the early playable version of *Sonic R* on display at E3, but the game's expansive 3D environments give a tantalizing taste of what a true next-generation *Sonic* game would be like.



Okay, we've never experienced powerslides while running, but then, we've never rolled up into a ball to attack people, either.



1 Sonic is as Sonic does. Running has always been a part of Sonic's life and, unlike driving a go-kart, isn't really stretching a premise.
2 Practically all of the regular cast of the classic *Sonic* games makes a return appearance in *Sonic R*.



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

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



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

MACE
The Dark Age

EVERYTHING'S A WEAPON.

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Sega Touring Championship

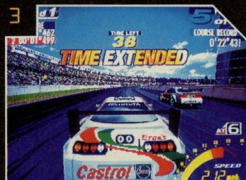
SYSTEM: SATURN
PUBLISHER: SEGA
DEVELOPER: SEGA
RELEASE DATE: DECEMBER

Since *Manx TT* has it, we expect *Sega Touring Car Championship* to support analog control. Yes!

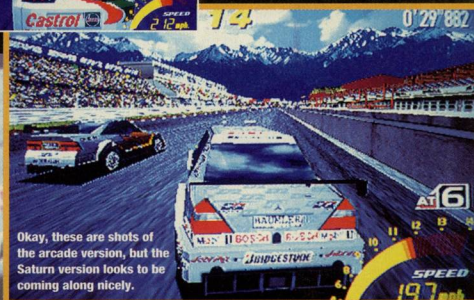


Another port from Sega's superb line of arcade games, *Sega Touring Car Championship* looks to be another solid title. The accompanying screen shots are from the arcade version of the game, but the playable Saturn version indicated that the title should run at an admirable frame-rate with only a slight degradation in graphics quality. Gameplay-wise, even the early playable version exhibited a nice level of control. The game delivers a real high torque engine feel, which results in exhilarating power-slides through corners.

Selectable cars include the Alfa Romeo 155 V6T, the AMG Mercedes C-Class, the Opel Calibra V6, and the Toyota Supra. There will probably be some sort of hidden car. Tracks will range from scenic mountain passes to city streets, but once again the Achilles' heel of Sega racing games seems to be rearing its ugly head with only a reported three tracks in total. We can only hope that Sega takes the time to add a little more depth to the console conversion. Unfortunately, that's something that traditionally hasn't happened.



1 The Sega racing legacy (and its propensity for long titles) continues with *Sega Touring Car Championship*. 2 There's nothing like a little tail-gating to start the day! 3 The Toyota Supra is one of the four cars available to drive.



Okay, these are shots of the arcade version, but the Saturn version looks to be coming along nicely.

Total Annihilation

SYSTEM: PC
PUBLISHER: DREAMWORKS INT.
DEVELOPER: DREAMWORKS INT.
RELEASE DATE: 1st QTR 1998

Terrain can work with you or against you. High ground offers a tactical advantage, but clustered units are vulnerable to deadly air attacks.



Just like the *Doom*-inspired, first-person shooter genre, the real-time strategy game seems to be the hot genre of the moment, as clone after clone of *Command & Conquer* finds its way to the market. Most of these clones offer some unique feature that differentiates it from its predecessors, but the overall gaming experience hasn't changed significantly.

Total Annihilation is noteworthy because it looks to be the title that elevates the gameplay experience to a whole new level. Featuring real time 3D rendered vehicles and buildings, the terrain in *Total Annihilation* is also a true 3D environment that forces the player to consider the tactical implications of elevation and line of sight. Get trapped in a valley with enemies holding positions on surrounding cliffs and the importance of weapon trajectories becomes all too apparent.

There isn't enough room in a preview to go into all the features, options, and details being put into *Total Annihilation*. ULTRA GP will keep you posted as development continues, but be forewarned. This is the one to look out for.



1 True 3D units and terrain, allow *Total Annihilation* to set a new standard. 2 Units range from planes, mechs, tanks, to yes, carriers and battleships. 3 Even conventional units feature new twists. How about tanks that can go underwater???

There's nothing like out-right war to help you find your inner self.



Intelligent Qube

SYSTEM: PLAYSTATION
PUBLISHER: SONY COMPUTER
ENTERTAINMENT
DEVELOPER: G-ARTISTS
RELEASE DATE: NOVEMBER

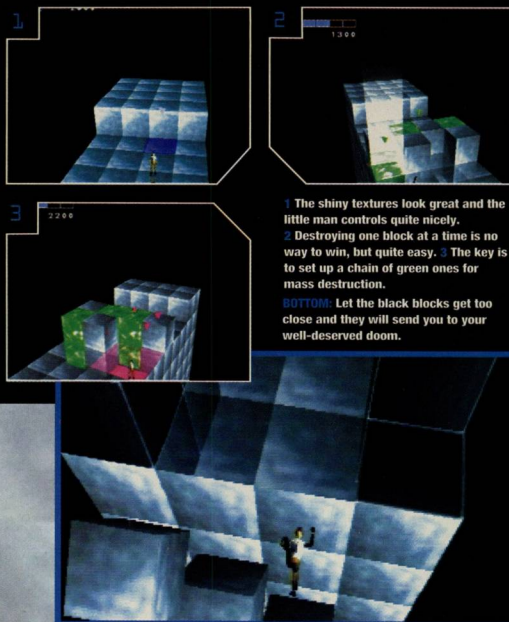
A very moody presentation and soundtrack adds to the game.



Everyone has been crying out that we need something different, and apparently Sony was listening, because *Intelligent Qube* is exactly that.

Basically you play as this little character who runs up and down a shiny, floating platform, while different colored blocks start coming towards you. You must destroy all the blocks before they reach the end to begin the next wave. Destroying the blocks is done by placing a bomb — of sorts — under the square of the block you want to destroy, then activating it. Once you take out a green block you can set up webs of block destruction.

The soundtrack is excellent and very reminiscent of Danny Elfman, and the graphics are as good as puzzle games get. The real test for *Intelligent Qube* lies in how repetitive it ends up being. If there can be some variety (and a little more challenge), *Intelligent Qube* could be exactly the kind of game we've all been waiting for.



1 The shiny textures look great and the little man controls quite nicely.

2 Destroying one block at a time is no way to win, but quite easy. 3 The key is to set up a chain of green ones for mass destruction.

BOTTOM: Let the black blocks get too close and they will send you to your well-deserved doom.

Nightmare Creatures

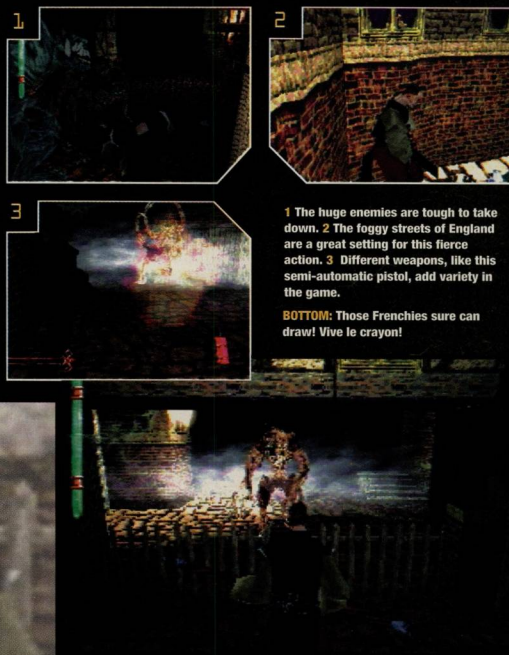
SYSTEM: PLAYSTATION
PUBLISHER: ACTIVISION
DEVELOPER: KALLISTO
RELEASE DATE: OCTOBER

He certainly carries a big stick, but there is some question about whether he walks softly.



For the last several months, Frenchy developers Kallisto have been showing off this killer title. At E3, Activision announced that they would be publishing *Nightmare Creatures* and releasing it on October 31st.

The game is a 3D *Final Fight*-style game that places you in Ye Old England and sends hordes of enemies after you. The graphics in *Nightmare Creatures* are spectacular, utilizing all of the PlayStation's many powers to produce an entirely believable environment. The game is true 3D, but most of the action takes place in corridors and streets. The polygon enemies are humongous and it takes a whole lot of killin' to finally take one down. So far, the control, play, and depth of *Nightmare Creatures* is looking very promising. If everything finishes up nicely, this will be the game *Perfect Weapon* should have been.



1 The huge enemies are tough to take down. 2 The foggy streets of England are a great setting for this fierce action. 3 Different weapons, like this semi-automatic pistol, add variety in the game.

BOTTOM: Those Frenchies sure can draw! Vive le crayon!

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Pacman Ghost Zone

SYSTEMS: PLAYSTATION

PUBLISHER: NAMCO

DEVELOPER: NAMCO HOMETEK U.S.

RELEASE DATE: NOVEMBER

A fully animated Pacman with arms and legs?!? AND he's slinging power pellets?!? What kind of craziness is this?



The eternal evolution of *Pacman* has often been a wonderful, and sometimes frightening thing.

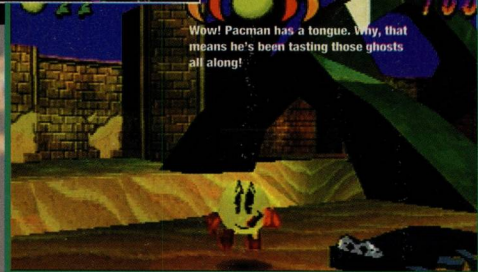
We've seen the little guy go through more phases and trends than a teenage girl, but the fact undoubtedly remains that he's still around and as popular as ever, even after more than ten years in the business. That's a tough record to beat, even for veterans like Mario and Sonic. And later this year,

Namco's stateside development unit, Hometek, are giving Pacman a whole new 3D polygonal rebirth of sorts with its upcoming title, *Pacman Ghost Zone*.

Placing Pacman in a new videogame genre, the mighty adventure/platformer category, requires all new moves. Not only will he be able to wander around mazes, but he'll also be able to jump, slide, fly and swim! That's quite a feat for a character who began his career with absolutely no appendages to speak of. Namco promises that this adventure will be truly 3D, allowing your friend to journey through 14 worlds with complete freedom.



1 We're not sure if any of the familiar Pac characters will make cameos in *Ghost Zone*. 2 The premise hasn't changed much, but the look definitely has. 3 The early levels of *Pacman Ghost Zone* will take place on all sorts of wacky motherboards.



Powerboat Racing

SYSTEMS: PLAYSTATION, PC

PUBLISHER: INTERPLAY

DEVELOPER: EAST POINTS

RELEASE DATE: OCTOBER

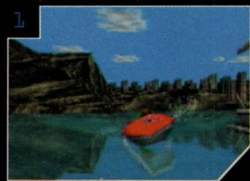
Constant action in the background keeps the tracks full of life.



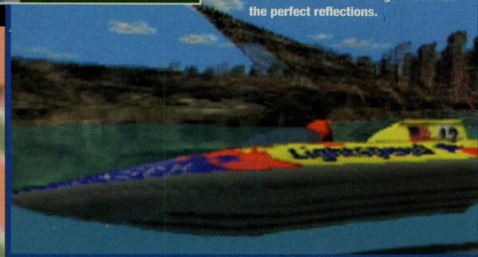
Anyone who has had the pleasure of playing *WaveRace 64* knows exactly how incredible racing games on the water can be and now PlayStation and PC owners will get a chance with *Powerboat Racing*.

The game combines the handling and physics of a high-performance power boat with the over the top action of an arcade style game. *Powerboat Racing* is attempting to recreate the actual physics that occur when boats race at top speeds through choppy water. Waves, wakes and floating objects are affected differently, based on speed, mass, resistance and motion, creating an ever-changing environment for the race. The game features nine different tracks from around the world including: Japan, New York, Grand Canyon, Industrial Harbor, Amazon and Rural England. All of the tracks are loaded with hidden short-cuts, jumps, ramps, and floating debris as well as day and night races.

From what we've seen so far, *Powerboat Racing* is one of the more exciting titles this year.



1 The two tracks shown were both graphically impressive and loaded with action. 2 All of the physics weren't in place yet, but the game already simulates the pure joy of flying over waves. 3 By changing the type of boat and engine, you can alter the way you race.



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Messiah

SYSTEM: PLAYSTATION, PC

PUBLISHER: SHINY

DEVELOPER: INTERPLAY

RELEASE DATE: TBA

The game that answers all of Shiny's prayers...

These giant clockwork levels move and spin and make you dizzy.



One of the biggest and best surprises at the recent E3 show was *Messiah*, hidden away at the Interplay stand, and shown to the press with hushed confidence by Dave Perry, boss of Shiny. As with all revolutionary PC games, it's built around revolutionary technology. In this case, there's no need for expensive 3D acceleration, or any other hardware add-on, for that matter.

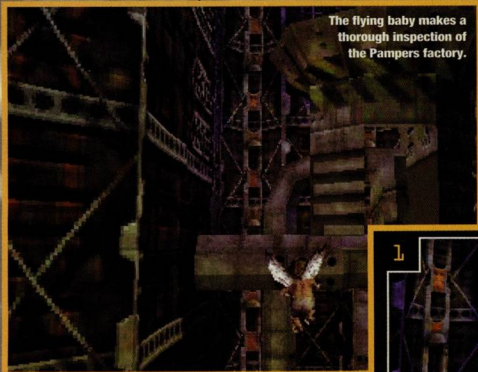
To put all this in perspective, the machine we saw the demo running on was a standard Pentium, running at 200Mhz (fast becoming the standard) with admittedly bags of RAM - but again, no 3D card assisting the software. And although we saw only a little gameplay, we did see moving, animated characters, more realistic than those seen in *Virtua Fighter 3*. *Messiah* looks set to become the standard for motion captured 3D figures.

The game itself is part of a building trend — possession! The initial character you play is a tiny winged cherub, with no real physical skills, other than the ability to fly, and possess other people's bodies - and that's the key to the gameplay. Using a third person view similar to

Tomb Raider, you navigate whichever character you're in possession of around puzzles, obstacles and physical challenges.

The character animation, the core of the game's appeal, is simply awesome. We sat in stunned silence as the characters moved around fluidly, while the camera zoomed in on facial features, joints and skin with no polygonal appearance. Flesh looks like flesh and joints bend and stretch in a completely convincing manner. There's

The flying baby makes a thorough inspection of the Pampers factory.



Ooh Baby, you're making me crazy, every time I look at you, you're in my face. Boo-be-doo-boo-be-doo. How bizarre, how bizarre.

none of the polygonal intersection seen in other games of this type.

The motion capture is done in the usual way, but in the case of the cherub, early models used a Little Person to do the motions - keeping the baby proportions as correct as possible (if not politically). Other unsavory elements include a very realistic prostitute and lots of brutal violence, so expect a Mature rating. The game is still at an early stage, but the dark atmosphere and amazing graphics should help Shiny on to greater heights. *MDK* was just the beginning.



The bizarre prostitute character may well be armed in the finished game.



The baby gets power by inhabiting the bodies of other game characters.



1 OK, so these early shots show some repeated characters, but the final game will feature loads of other weirdos. 2 Even at this paltry five percent completion, *Messiah* is one of the most exciting PC games ever made. 3 This is the lady of the night we discussed earlier. It appears her butt has exploded.



1 Our heroic baby makes his way through an atmospheric clockwork-industrial zone - a popular locale for fun and frolics. 2 These clean cut young men are the programming team behind *Messiah*. Hmm, looks kinda like a Nazareth album cover...

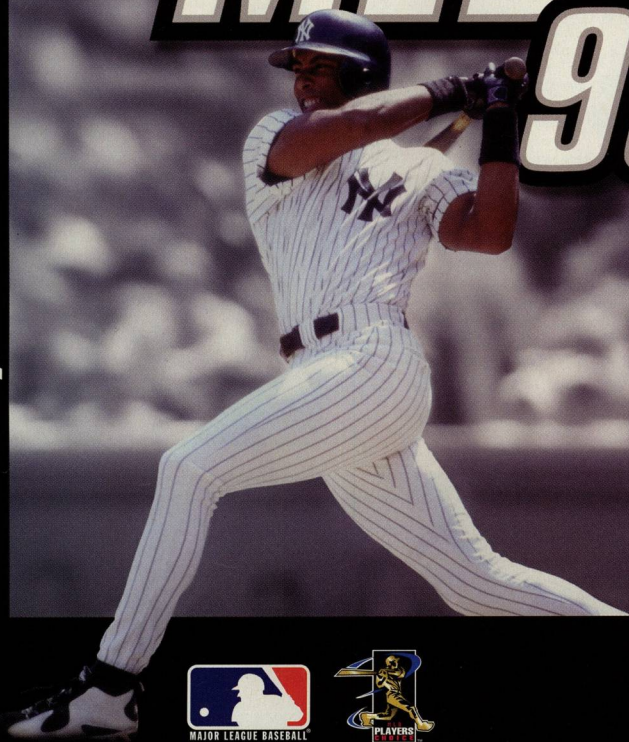


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Nagano Olympics

SYSTEMS: NINTENDO 64,
PLAYSTATION
PUBLISHER: KONAMI
DEVELOPER: KONAMI
RELEASE DATE: DECEMBER

Buford-Mux Disease is a painful, crippling illness that only affects speed skaters!



When it comes to Olympic videogames, there isn't a company that can even come close to the quality and reputation of Konami. Starting way back in the early arcades with *Track & Field*, Konami has continued on with killer titles like *Ski Or Die* and last year's *International Track & Field*.

Nagano Winter Olympics will feature over seven different events including: bobsled, luge, downhill skiing, slalom, speed skating, ski jumping, and snowboarding. All of the events and athletes are going to be texture-mapped polygons and the controls should be very similar to *International Track & Field*. The entire office is getting excited about the possibility of downhill skiing on the N64. This should be one of the more played games of the year. Once we get a chance to play around with *Nagano*, we'll let you know the full story.



1 Does anyone else find speed skaters disturbing? It's the combination of skin-tight spandex and tree trunks for thighs. 2 This will be the first skiing game on the N64. We expect some mighty pretty anti-aliased snow. 3 Oh, yeah. This flower-thing pretty much says 'Olympics' to us...



Another event that should be extremely enjoyable is the ski jump. Fly, pelican, fly.

Wing Over

SYSTEM: PLAYSTATION
PUBLISHER: TBA
DEVELOPER: PACK IN VIDEO
RELEASE DATE: NOVEMBER

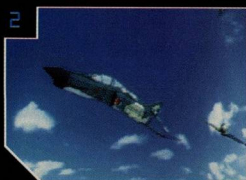
From the modern F-14 to the classic WWI Fokker Tri-plane, *Wing Over* features a variety of aircraft.



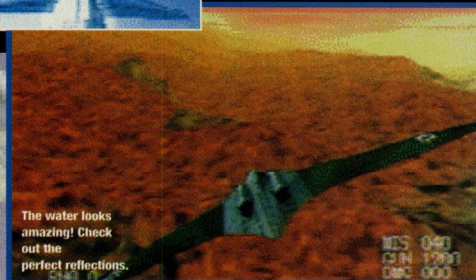
The flight-sim nuts here at UGP have been salivating over *Wing Over* since screen shots started appearing in Japanese videogame mags a few months ago. Now it appears that a publishing company will be bringing the title over to the U.S.

Set around the concept of an international simulated air battle competition, each participant in *Wing Over* has a team of four members consisting of pilots and mechanics. The teams compete in eight different locales, ranging from the United States to the likes of Antarctica, with the ultimate champion being crowned according to an overall total score.

Gameplay will require consideration of strategy as well as pure dog-fighting talent, as the player must take the safety of crew members into consideration. Budget winnings from tournaments are used to purchase fighter upgrades. *Wing Over* also features four play modes including Tournament, Free Game, Survival, and Versus. In addition, the game supports the PlayStation link cable for the ultimate head-to-head aerial combat experience.



1 The overhead display of the interior cockpit view accurately recreates the air combat experience. 2 Thanks to the beautifully rendered planes, even hardcore flight sim fans will want to switch to the exterior view for a better look. 3 *Wing Over* appears to have captured the look of a proper flight sim, but the most important aspect is how it flies.



The water looks amazing! Check out the perfect reflections.

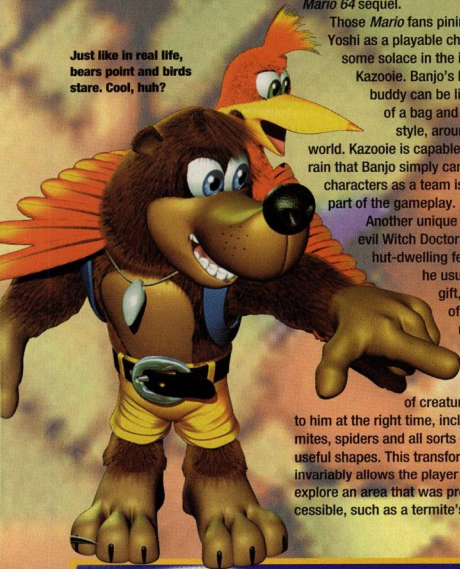
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Banjo Kazooie

SYSTEM: NINTENDO 64
PUBLISHER: NINTENDO
DEVELOPER: RARE
RELEASE DATE: FALL 1997

A bear, a bird, and an antidote to Mario-withdrawal

Just like in real life, bears point and birds stare. Cool, huh?



As usual, Nintendo pulled fast one on us pre-E3. Keeping Rare titles close to its chest seems to be something of a tradition these days and *Banjo Kazooie* is no exception. Arriving from virtually nowhere, Banjo the bear and Kazooie, his fine-feathered friend, are set to replace Mario in the hearts of Nintendo platform fans everywhere.

It's no exaggeration to say that this game is inspired by *Super Mario 64*. In fact, it's something of an understatement. The graphic look, and many of the gameplay elements, are almost identical. To be fair to Rare, the use of cameras and textures is indeed superior to *Mario*. As a result, the graphics look just little bit better. Add to that the fact that Rare has carefully put together every level, puzzle and obstacle, and you have what amounts to an unofficial *Mario 64* sequel.

Those *Mario* fans pining for the loss of Yoshi as a playable character may take some solace in the inclusion of Kazooie. Banjo's bird-brained buddy can be literally pulled out of a bag and ridden, *Yoshi*-style, around the weird world. Kazooie is capable of crossing terrain that Banjo simply can't, so using the characters as a team is an essential part of the gameplay.

Another unique feature is the evil Witch Doctor. Although this hut-dwelling fella looks scary, he usually imparts a gift, in the form of a transformation. He'll turn you into all manner of creatures if you talk to him at the right time, including termites, spiders and all sorts of other useful shapes. This transformation invariably allows the player to enter or explore an area that was previously inaccessible, such as a termite's nest in the

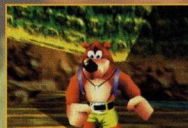


The game has better and more varied textures than *Super Mario 64*. They still flatten close-up though, just like always.

case of the termite transformation.

It's also possible to fly around using Kazooie as your own personal airline. When airborne, you get a better impression of the game's graphics, gazing into a fog free horizon that really shows off the new techniques Rare has employed here.

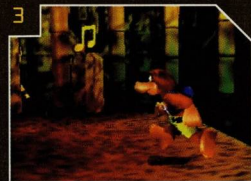
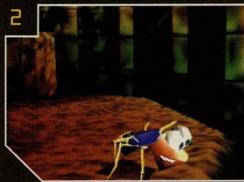
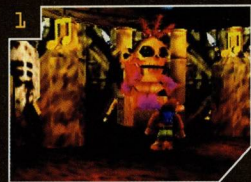
Banjo Kazooie does deserve some criticism for its lack of originality. You collect musical notes instead of coins, and again, this looks almost exactly like *Mario*, right down to the ice and pyramid levels. That said, it's gonna be a big shot in the arm for the *Mario* addicts too impatient to wait for a true *Mario* sequel. Expect *Banjo Kazooie* to be big, real big.



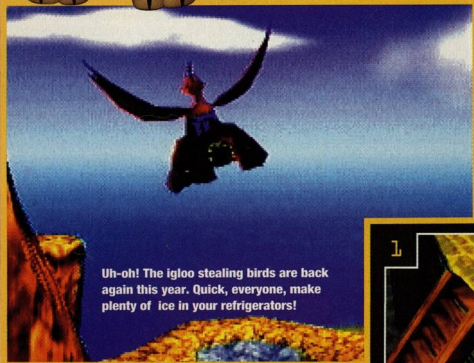
I am Banjo. Fear me. Soon I shall become the new Mario. Or Sonic. I'm pretty fast, ya know.



Banjo runs into a brick wall, one of the few hazards he has no real defense against.



1 This is the Witch Doctor — talk to him and he'll usually help you with a problem, involuntarily, of course.
2 The weird Witch Doctor has transformed you into a spider, allowing you to access previously uncharted terrain.
3 It wouldn't be a platform game if you couldn't collect stuff, in this case, musical notes replace coins.



Uh-oh! The Igloo stealing birds are back again this year. Quick, everyone, make plenty of ice in your refrigerators!



1 This bridge scene gives just a small indication of the detail and depth of the terrain.
2 Landscapes in *Banjo Kazooie* are large and complicated, but with a good sense of direction, you should be okay.

Jedi Knight

SYSTEM: PC

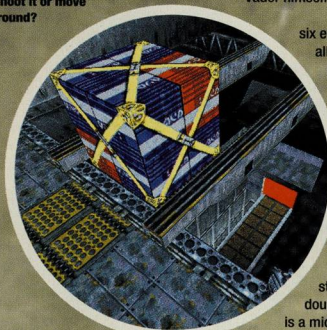
PUBLISHER: LUCASARTS

DEVELOPER: LUCASARTS

RELEASE DATE: SUMMER 1997

Use the Force... and some guns... and possibly a bomb.

Mmm, a big cube. The question is: what do you have to do with it? Climb it, shoot it or move it around?



You all know that *Dark Forces* was a massive hit when launched on PC a couple of years ago. Why? Because it took gameplay elements from *Doom*, inserted them into the *Star Wars* universe and sat back to enjoy the show — kind of a no-brainer. To LucasArts' credit, they did a very good job. At the time, the graphics were superb and the gameplay was fine tuned and well paced. But *Dark Forces* did have a few detractors. They claimed it was too shallow. Lacked a multi-player mode. And where, in God's name, was the danged light saber? Well, all those questions have been answered in the sequel, *Jedi Knight*.

The story again features Kyle Katarn, the protagonist in *Dark Forces*, but this time around, he finds himself drawn deeper into the Jedi mythos, using the force himself to eventually become a Jedi warrior. Drawing on repeated *Star Wars* themes, Kyle must choose between the Dark side of the force, or take the Light path and destroy evil. His rivals are a band of Dark Jedi, led by the hideous Jerec, a Jedi master rivaled only by Vader himself.

Jerec is followed by six equally nasty warriors, all masters of the force and, in this game, effectively end of level bosses. They include Boc, who carries two light sabers (the John Woo of Jedi) and Gorc and Pic, twins (though far from identical) who use their grotesque stature to literally double team you: One is a midget, the other a giant. This attention to atmosphere and plot makes *Jedi Knight* a totally engrossing experience.

As Kyle improves in his use of the

Blimey! That light saber is a pretty powerful device.



Imperial forces aren't the only things you have to worry about. The local wildlife is equally dangerous and hungry, too.

Force, he develops new powers. These powers don't just make good weapons, they open up an already expansive game.

Perhaps the most thrilling aspect of *Jedi Knight* is the multiplayer facility. You can play in three distinct modes: All out war, team play and capture the flag. All of these modes can be accessed by up to eight players on a LAN or Internet server.

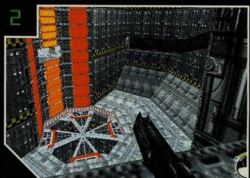
All in all, *Jedi Knight* is one of the most exciting games to show up on the PC in a long time. If you have a 3DFX card, then you might as well just pee your pants now, because you certainly will when you play the game. May the Depends be with you!!!



The bizarre prostitute character may well be armed in the finished game.



The dark, foreboding atmosphere is enhanced by the *Star Wars* music.



1 The TIE Bomber in front of you is scary looking, but since it can't drop bombs in the hangar, you should be okay. **2** A new graphics engine means you can almost see for miles and miles, as this cavernous area shows. **3** Kyle uses his light saber to block enemy laser fire — one of the key skills to learn in the game.



1 The real 3D engine means you can look around to assess your surroundings — like these elevators. I'd try to go up, if I was you. **2** Explosions, lasers, in fact every sound in the game, is sampled from the movie series — so they all sound really great.

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INSIDE THE SCOREBOX

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

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

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

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

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

have an unfair advantage? When you want to save, do you have to walk an hour back to the village?

Weighted by 4.

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

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

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

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

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

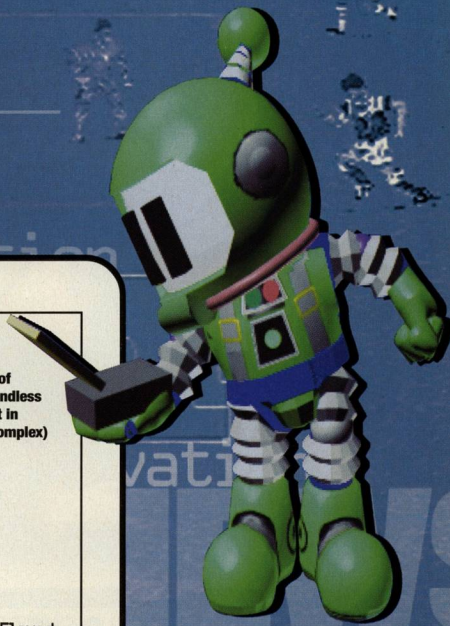
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THE RATING

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

1.0	Extraordinary
9.0-9.9	Ultra
8.0-8.9	Very Good
7.0-7.9	Good
6.0-6.9	Average
5.0-5.9	Lacking
4.0-4.9	Seriously Flawed
0.0-3.9	Tyson's Punch 'n' Munch Snacks



REVIEW
PLAYSTATION

プレイステーション



SYNDICATE WARS

More proof that some games are just better on the PC

Over two years ago, at the first E3, *Syndicate Wars* was one of the featured games at the Sony booth. At the time, it looked quite impressive, with its dark futuristic graphics. However, since that time, the level of quality on the PlayStation has risen and the same can't be said for *Syndicate Wars*.

The graphics are still decent, but the major problem with *Syndicate Wars* is that it was designed for the PC, not the PlayStation. Therefore, controlling the agents is clunky and unnatural. After playing this game with a mouse, trying to successfully navigate the agents around the city with a pad is utterly frustrating. The one bright spot for *Syndicate Wars* is

that underneath all of the problems with control and graphics is an excellent game. Finding and enjoying that excellent game, however, just isn't worth the effort without a suitable controller.

In case you aren't familiar with the series, *Syndicate Wars* is the sequel to *Syndicate* and allows you to control four agents in a variety of missions. Some missions require brute force, while others require much more strategy. One of the main differences between *Syndicate Wars* and its predecessor is the new 3D world, which can be rotated so that you can see the whole environment. Another is that you can now play on both sides, which definitely adds to the depth and replay of the game.

The game supports up to four players and can be an interesting multi-player experience. However the limits of screen space really hurt the multi-player game. The living environment complete with futuristic traffic, pedestrians, and forest fires

Being able to play either side is one of the upgrades from the original.

Some pyrotechnics and blood, but nothing too impressive.



gives a lot of life to the game. The forest fires are actually started by the player, meaning that *Syndicate Wars* does have some sort of interactive backgrounds.

Much of *Syndicate Wars* is battles between your characters and the enemy, yet the control in these battles is very poor. The stiff movement doesn't allow you to swiftly move around dodging fire, instead, it turns into a face-to-face trading of bullets. The wasn't so bad on the PC, since most of the game is about strategy, but console players expect to be in control of the action.

In the end, *Syndicate Wars* is a different kind of game for the PlayStation, but one that is much better suited for the PC.

MIKE SALMON



1-3 The ability to rotate the 3D world makes *Syndicate Wars* much more playable than the original.

4 Trying to control the agents without a mouse is an exercise in frustration.

5 Perhaps the most satisfying moment of *Syndicate Wars* is lighting up the innocent pedestrians.

ALTERNATIVES

Command & Conquer 8.4

Warcraft II 5.7

THE LINE

AUDIO & VIDEO

GRAPHICS	7
MUSIC	8
SOUND EFFECTS	7

GAMEPLAY

INTERACTION	5
BALANCE	8
DEPTH	6

SPECIAL

EXTRAS	6
PRESENTATION	7
INNOVATION	5

RATING

6.6

Mortal Kombat Mythologies: Sub-Zero. Arriving October nineteen ninety-seven.

*Soon you'll meet
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コンピュータゲーム

REVIEW

PC CD-ROM

MOTO RACER

This IS the greatest racing game of all time!



Considering the fact that advances in game development occur on such an incremental curve these days, it's rare that any game truly revolutionizes a genre. The racing genre, in particular, seems devoid of true innovation because most people have at least a vague notion of what racing is like and there hasn't been a number of

titles that have recreated the experience in a satisfying manner. The revolutionary nature of *Moto Racer* doesn't come from any reinvention of the genre, but rather from the fact that it does everything so well.

On the technical level, *Moto Racer* astounds with graphics that are exquisite to look at, but even more breath-taking to observe in motion. The game's high frame rate communicates the sensation of speed better than any other racing game in memory. The detailed motorcycles, with superbly animated riders, look amazingly realistic. The driving soundtrack and sound effects work to immerse the player into the gameplay.

What separates *Moto Racer* from the boys in the racing genre is its gameplay. There are nine total tracks available for racing, with the Wall of China track, and the San Francisco track available only after the game has been conquered at higher difficulty settings. Reversed versions of the tracks are available as well, but it is conceivable that more tracks could have been included.

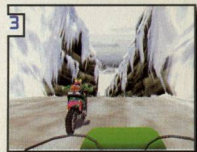
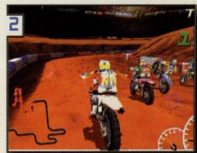
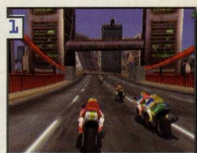
REQUIREMENTS

- Pentium 90
- Windows 95
- 16MB RAM
- 2MB Direct X 3A Supported SVGA Graphic Card
- Direct X 3A Supported Sound Card
- 2X CD-ROM DRIVE

In terms of control, any analog joystick is preferable, but the game is imminently playable via the keyboard. Particularly amazing is how the difference between racing roadbikes and dirt bikes on different terrains, in different weather conditions, is communicated to the player. The one area that the developers seemed to have incorporated some artistic license is the rather unrealistic feature of 'turbo speed'-inducing wheelies. Although this event never results with that effect in the real world, the decision as to when to utilize this maneuver adds a brilliant strategic element to the gameplay.

The list of *Moto Racer*'s deficiencies is amazingly short. It could use more tracks, but those included are long, intricate and beautifully designed. Turbo wheelies are unrealistic, but they're so damned fun! I think that this could be the last racing game ever made and I would be happy. Of course, if they could add force feedback, that would be REALLY cool...

• ROGER BURCHILL



1 An aggressive computer AI keep the hundredth race as fresh as the first one. 2 *Moto Racer* is visually stunning with a broad array of enticing environments. 3 The control is spot on, perfectly communicating the subtleties of different surfaces and racing conditions. 4 Racing on the Wall of China! Need we say more?

ALTERNATIVES

Manx TT 7.9
Road Rash 7.3
VMX Racing 6.5

THE LINE

AUDIO & VIDEO

GRAPHICS 10
MUSIC 9
SOUND EFFECTS 9

GAMEPLAY

INTERACTION 10
BALANCE 10
DEPTH 10

SPECIAL

EXTRAS 9
PRESENTATION 9
INNOVATION 9

RATING

9.7

**IF BATTLING THE
CYCLOPS AND THE
FOUR-HEADED HYDRA
ISN'T FUN ENOUGH,
YOU CAN ALWAYS
GO TO HADES.**





← In addition to all the other freaky creatures, you'll have to battle a boar. Which is anything but a bore.

Zeus not only has to conquer Hades, but also conquer the heart of Atlanta. (A Herculean task, indeed.) ➡

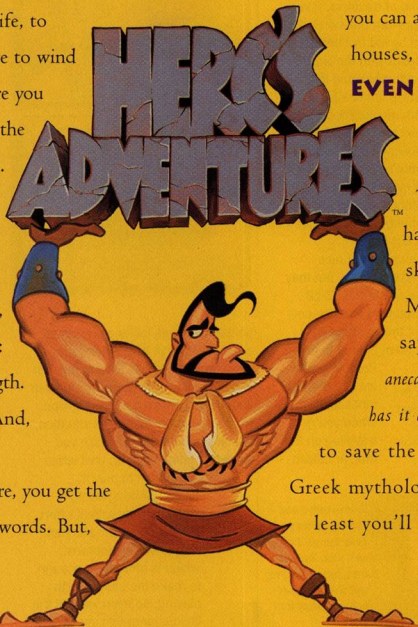


In *Herc's Adventures*, unlike life, to have a happy ending, you'll have to wind up in hell. After all, that's where you must duel with Hades, god of the underworld, to save civilization.

STRENGTH OF

CHARACTER. You'll go into battle as one of three heroic, mythological characters, each one with unique powers: Hercules possesses super strength. Atlanta has lightning speed. And, Jason - savvy street smarts.

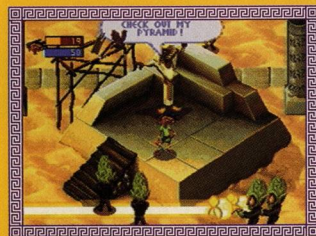
WEIRD WEAPONS. Sure, you get the usual arrows, slingshots and swords. But,



you can also arm yourself with ray guns, houses, sheep and inflatable cows.

EVEN WEIRDER BAD GUYS.

Freaky weapons are perfect for fighting even freakier enemies: The four-headed Hydra, snake-haired Medusa, sword-swinging skeletons, crazy clowns, nasty Martians and more. *GamePro* says "Challenging bosses, humorous anecdotes, and gigantic landscapes - *Herc's* has it all." In the end, it's up to you to save the world in this crazy twist on Greek mythology. And, if you fail? Well, at least you'll die laughing.



← So many Martians, so little time! And, to make matters worse, they've got Jason surrounded with ray guns.

Unfortunately for Atlanta, the Cyclops ➡ has a huge appetite for destruction. Not to mention beautiful warriors.



<http://www.lucasarts.com>

REVIEW
SATURN

セガ サターン



ALBERT ODYSSEY

Working Designs provides adequate solace for the RPG-starved

We all know that the *Lunar* series was the only saving grace of the Sega CD. And since then, the company responsible, Working Designs, has attracted a growing loyal fanbase of rabid import RPG enthusiasts whose only dream is for the company to grab licensing for smaller Japanese RPGs so it can translate them into English to feed their needs. Working Designs has only departed from the RPG format twice, (for *Iron Storm* and *Raystorm*), but for *Albert Odyssey*, it returns to its roots to deliver a fairly standard RPG.

The game follows the legacy of a trio of powerful siblings and their eternal struggle against one another continuing from the distant

past. Your main character, Pike, has inherited a magical blade that contains the soul of Cirrus, the sister from the ancient trio. Together with an assorted band of travelers, Pike must find and prevent the evil Radoria Empire (headed by the evil brother of the trio) from destroying the world. It's a solid enough story, and if Working Designs is famous for anything, it's the Americanization of the dialogue and text of an RPG to make a game more involving and humorous. Happily, the game's heavy handed dose of current events references don't take anything away from gameplay. But something seems strangely amiss in *Albert Odyssey*.

The graphics appear nice enough in and around town, but they fail to showcase any of the 32-bit power. Subtle detailing and rich colors are beautiful things, but *Albert Odyssey* keeps them limited to towns.

Combat graphics and the landscapes when you're traveling on the map are disap-

The gang browses the frozen food aisle and notices that some friends got thrown onto the menu.

Immortality and sibling rivalry... two things that don't mix. But who cares, when you've got these sweet looking graphics!



pointingly bland, lacking any visual depth. Neither of these elements need be death knells for a game, but when coupled with painfully sluggish load times, you've got a real recipe for a last-nail-in-the-coffin situation, which is a bummer, because you want this game to do so well when you first begin to play it.

But Working Designs makes a truly valiant effort to strengthen the story and character development, which is more than enough to make the game worth playing. So even with all the lackluster magic spells and uninspired enemy interactions, minute little joys, like silly character expressions, a cool soundtrack, and individual sound effects during combat, will make you feel that playing *Albert Odyssey* is indeed a worthwhile venture and will probably even keep you coming back for more.

✦ FRANCESCA REYES

1 Beware! Your first encounter with Radoria will really suck if your levels aren't high enough.
2 Meet the family that started this whole ordeal.



3 The graphics and movement in map traveling are somewhat disappointing and muddled for 32-bit. 4 In town, there are a lot of items to be had. Make sure to check every corner, pot, and box. 5 If you're looking for perkiness, stop in at the items shop in the oasis town. You'll see exactly what we mean.

ALTERNATIVES

Wild Arms 9.5
Shining The Holy Ark 8.5
Persona 6.5

THE LINE

✦ AUDIO & VIDEO

GRAPHICS	6
MUSIC	8
SOUND EFFECTS	9

✦ GAMEPLAY

INTERACTION	7
BALANCE	5
DEPTH	8

✦ SPECIAL

EXTRAS	8
PRESENTATION	10
INNOVATION	6

RATING

7.0

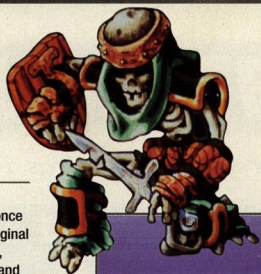
REVIEW SATURN



プレイステーション



OGRE BATTLE



This game was great... two years ago

With the RPG market finally starting to flourish, Atlus makes its contribution to the PlayStation's RPG line-up with *Ogre Battle*. Unfortunately, fans looking forward to a sequel, as opposed to a re-release, may be disappointed, as *Ogre Battle* adds nothing new to the RPG/strategy genre.

Those who played and loved the SNES *Ogre Battle* will notice a few enhancements and some cosmetic touch ups for the PlayStation version. Now presented in high-res, *Ogre Battle* features completely revamped spells garnished with a panoply of colors and new light sourcing effects. The music has also been refurbished

Draft and recruit key characters to improve your army's capabilities.

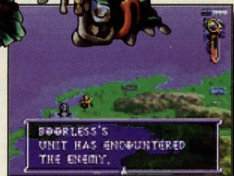
with new red-book audio tracks, which sound significantly better than anything the SNES could ever produce.

Ogre Battle's major drawback is that the gameplay itself is

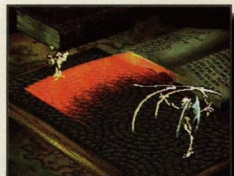
unchanged. The player is once again provided with the original four fighting options: Tarot, Battle Command, Retreat, and Animation Adjust. Additionally, the game possesses the identical characters, weapons, and levels found in its SNES predecessor. Can you say re-run? Despite a premise that could still be fresh even today, ArtDink has let the gameplay grow stale. The developers would have been better off to create new tactical options or combat systems, instead of sticking with a dated interface from the 16-bit era.

Hands down, the new save option was the best and only thing that significantly improved this game. If you remember from the first version, battles would take anywhere from two to four hours to finish. Players can now save anywhere, anytime in mid-battle. Personally, we recommend saving your game before you liberate a town. This way you can pick and choose all the tarot cards you receive, but you didn't hear that from us.

Although *Ogre Battle* was, and still is, a great game, the changes made were all minute and added very little to the gameplay. It may suppress your role-playing/strategy appetite until *Final Fantasy*



Same game, slightly different wrapping — this is still essentially the same old Super Nintendo game.



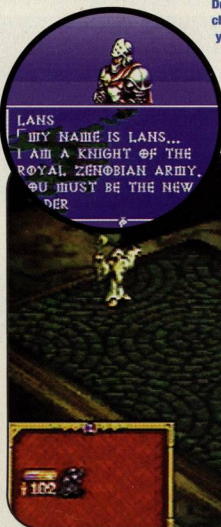
The Death Tarot is probably the coolest looking spell in the game.

Tactics arrives, but our napkins are still folded.

• JASON BOOR

ALTERNATIVES

Vandal Hearts 8.0
Magic: The Gathering 7.8
Dragon Force 8.5



Prepare yourself for a little 16-bit déjà vu when playing *Ogre Battle*.



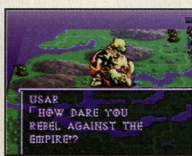
Your hero's attributes will be measured by the questions asked by your teacher, Warren the Wizard.



Discover hidden treasures and monsters by venturing through unexplored territory.



Even with all the new features, the battle interface was what needed updating the most.



Level bosses are sometimes tough to beat, but they make great allies.



THE LINE

• AUDIO & VIDEO

GRAPHICS 6
MUSIC 6
SOUND EFFECTS 5

• GAMEPLAY

INTERACTION 7
BALANCE 6
DEPTH 8

• SPECIAL

EXTRAS 6
PRESENTATION 6
INNOVATION 4

RATING

6.4

REVIEW

PC CD-ROM

コンピュータゲーム



ATOMIC BOMBERMAN

Interplay almost brings it all home for the PC

Anyone who reads **ULTRA** *gameplayers* knows how much we all love *Super Bomberman 2*. The game has inspired songs, and disrupted production schedules than any other game we've seen. Interplay had the great idea of bringing the world's best party game to the PC. Too bad they missed it by this much...

The problem isn't in the graphics or the sound effects. On the contrary, the little anarchists never looked better; their death animations are hilarious! My fave is the little guy who tries to frantically dig his way out of his deathtrap with a shovel. The sound effects are fine, as well, with lots of snappy dialogue and blood-curdling screams.

The problem is two-fold: first, you can't actually play the 'classic' *SB 2* game with this edition and sec-



1 While the color choice is a bit limited, the detail on the little anarchists is exquisite! 2 The explosions seem to be lacking the 'oomph' of the SNES version. 3 The enemy AI has been greatly improved, and the game is remarkably marsupial free!



only, unless you buy some kind of special control device, you'll want to use the keyboard to get any modicum of real control.

The folks at Interplay have added a bunch of new weapons and devices into the game, so that while it may look like *SB2*, the strategies and gameplay are significantly different. This isn't a bad thing, just a disappointment for fans expecting the party classic.

We also found that the standard PC analog joystick is useless for controlling your bomber. While the keyboard is adequate for a one player game,

you'll need special linkable controllers to play a multi-player game at home. The ability to play up to ten people on the internet is a nice touch, though.

People who have never played *SB2* are in

Somedays, it just don't pay to get out of bed...

REQUIREMENTS

- Windows 95
- 486-66 CPU
- 2X CD Drive
- Mouse or Joystick
- 16 Meg RAM

for a treat! *SB2* junkies may be a bit disappointed, though. Interplay has finally given PC users a chance to experience the agony and the ecstasy!

by BILL DONOHUE

ALTERNATIVES

Super Bomberman 2 8.5
Pay Pay 8.9

Timing your bombs just right can have devastating results!



There is more than one curse in *Atomic Bomberman*.



THE LINE

AUDIO & VIDEO

GRAPHICS	9
MUSIC	6
SOUND EFFECTS	8

GAMEPLAY

INTERACTION	7
BALANCE	8
DEPTH	9

SPECIAL

EXTRAS	9
PRESENTATION	8
INNOVATION	7

RATING



セガ サターン



REVIEW
SATURN

SKY TARGET

You can't send a kid up in a crate like this!

Well, it's been over ten years since *Afterburner* first hit the arcades and even though it was just another *Space Harrier* clone, it offered enough



Some of the bosses are so crudely constructed and texture-mapped that they may look like flying pieces of crap!



Talk about shoddy collision detection. You couldn't crash into these buildings even if you tried.



1 This rocket must be destroyed before it leaves the atmosphere. 2 *Sky Target* comes with a lame intro of your plane taking off. Wow. 3 Some of the bosses are so enormous that they make your jet look like mosquito taking on a T-Rex!

excitement and substance to make it an instant classic.

Last year, Sega's AM1 arcade division attempted to recreate that feeling of yesterday with *Sky Target*. In some ways, it succeeded. The game managed to sustain the conventional gameplay that made *Afterburner* so popular, while lacking in the speed department. Picture *Afterburner* using a polygonal engine and moving in slow motion; that's *Sky Target*. Of course, there are other new additions, like a boss ship that must be destroyed at the end of every level and forks which branch off into different levels. These new additions not only lengthen the game-play, but they also add the depth and variety that *Afterburner* sorely lacked.

Technically speaking, *Sky Target* on the Saturn doesn't move at the desired 30 frames per second, but it does move at a



Gameplay in *Sky Target* centers around pinpointing tiny red arrows and shooting at them. Wee!



No 6-Force here. This stage has you flying straight down and taking out enemy forces from above.



No throttle control? No afterburner? *Sky Target* really lacks in the speed department.

real life counterparts, but the boss ships look horrible. Some of them are constructed and texture mapped so badly that they're almost unrecognizable. The action also seems to slow to a crawl when taking on one of these huge battleships.

Sky Target's soundtrack has some music from *Afterburner's* excellent soundtrack, while other stages resemble an opera singer wailing as she's being smashed over the head with a 3D0.

Ultimately, *Sky Target* fails to live up to expectations.

❖ JASON MONTES

THE LINE

AUDIO & VIDEO

GRAPHICS	6
MUSIC	6
SOUND EFFECTS	5

GAMEPLAY

INTERACTION	7
BALANCE	7
DEPTH	7

SPECIAL

EXTRAS	5
PRESENTATION	5
INNOVATION	4

RATING

6.3

ALTERNATIVES

Ace Combat	7.2
Bogey Dead	6.2
Independence Day	5.3

REVIEW
SATURN

プレイステーション



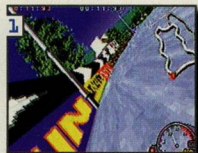
MANX TT

A high-performance game with lousy mileage

Although some weirdos on the staff might dispute it, nothing compares to a good Sega racing game. Sure, *Ridge Racer* might look pretty and control well, but the AM departments can digitize the essence of high velocity and pure adrenaline without breaking a sweat. If you're looking for something to satisfy that need for speed while you pay off your parking ticket, then look for *Manx TT Superbike*, an intense title from the boys at AM2.

Based on the annual races on the Isle of Man (a tiny slip of rock just west of Ireland), *Manx* straps you onto a 200 horsepower motorcycle and pits you against seven other computer opponents on some of the smoothest tracks you've ever played. The frame rate is like butter, and you'll appreciate how the rider responds to the player's slightest moves. Although the draw-in problems persist in Sega's racing games, the courses are so well laid out, it won't bother you much.

Control is a dream. Analog support turns a good experience into a



This is the only game where the sheep handle better than the bikes.

great one. The Saturn-specific *Manx* game gives you a wide variety of motorcycles to choose from, enough to chalk up a loss against a friend as the choice of a wrong bike rather than your own lack of skill ("really, it was the Honda that made me skid into the sheep...").

Unfortunately, in an attempt to keep the game realistic to the actual race, AM2 designers have made a really, really short game. There are only two courses, and that's three shy



of an adequate mix. It doesn't matter how well your bike, your player, or even your sheep controls, if after two runs the game's over. Sega tried to add in some variety with Time Trial and Ghost modes, but after a time, the only reason to keep *Manx* around is to play a friend.

Sega's proven itself to be a master of the race. If it could add in more gameplay (by this we mean TRACKS), then race fans would need to look no where else besides the Saturn for satisfaction. As it is, *Manx* is a good game that lacks the depth to truly satisfy.

JEFF CHEN



1 Don't try first person unless you like playing as road kill.
2 Beware the two player mode. Draw-in is nasty...



Racer AI isn't bad. It's just ruthless.



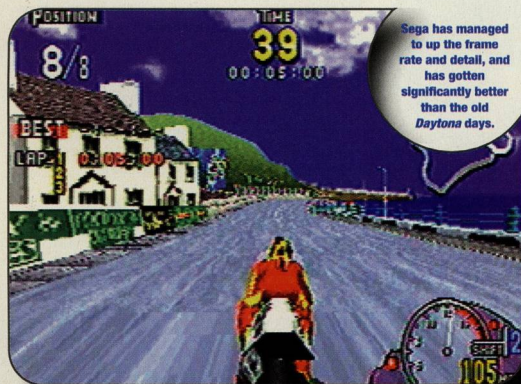
Two courses (okay, plus two mirrored) make *Manx* a shallow racer.



Ghost riders make great trainers, but lousy conversationalists.

ALTERNATIVES

Moto Racer 7.7
Road Rash 7.3
VMX Racing 6.5



Sega has managed to up the frame rate and detail, and has gotten significantly better than the old *Daytona* days.

THE LINE

AUDIO & VIDEO

GRAPHICS	9
MUSIC	7
SOUND EFFECTS	8

GAMEPLAY

INTERACTION	9
BALANCE	9
DEPTH	5

SPECIAL

EXTRAS	8
PRESENTATION	8
INNOVATION	7

RATING

7.9

Only 10% of
weapons-grade
nuclear material
is subject
to international
safeguard.



15A

16

16 x 135"

16A

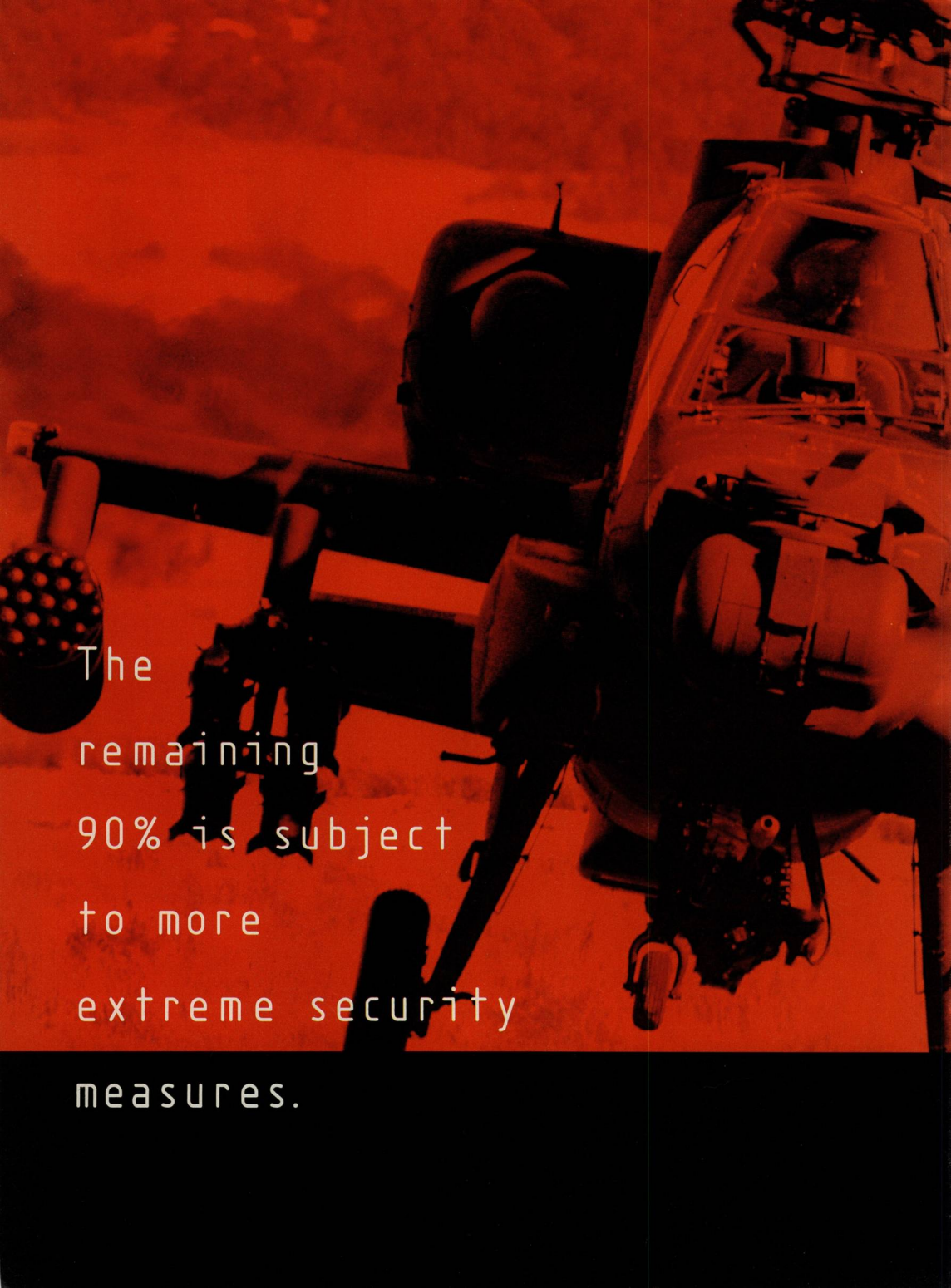
17

17A

18

35mm / 1080A-1080

18A



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REVIEW
PLAYSTATION

プレイステーション

WARCRAFT II:
THE DARK SAGA

Oh, how the mighty have fallen

One of the best PC games of all time, *WarCraft II: The Dark Saga*, marks Blizzard's first attempt to deliver its popular strategy game to starved PlayStation war buffs. Selling millions of copies worldwide, *WarCraft II* has become somewhat of a 'household name' in the PC market, ranking up with such

titles as *Doom*, *Quake*, and *Command & Conquer*, but the title has lost much in its translation to the PlayStation.

In *WarCraft II*, players have the choice of controlling two warring races – the Orcs or the Humans. The Orcs have ax-chucking berserkers, dragons, and two-headed ogres, while the humans have wizards, elven archers, and paladins. With units on both sides being nearly identical and so closely balanced, it's

easy to question what the big difference between the two races is.

Upon initial

inspection, *WarCraft II* appears to be a perfect port. The full motion video intro and an entralling soundtrack set the game's tone and environment instantaneously. However, all this illusion of goodness quickly dissipates once the gameplay starts. The interface isn't as intuitive as the PC version, with a menu popping up whenever a unit or building is selected. Another major deficiency is the game's horrendous scrolling. Blizzard may have made the playing field 30% larger, allowing players to see more, but the battleground scrolls at such a choppy rate that it strains the already tired player's eyes even further! It just plain hurts.

Additionally, month-long load times between games do nothing to endear this PlayStation version of *WarCraft II* to gamers.

While *WarCraft II*'s essential gameplay is still intact, these basic problems are inexcusable and in serious need of being remedied. Perhaps if the game took advantage of the PlayStation's mouse or analog controller, the clunky interface would have been bearable. As it is, the game lacks any semblance of a multi-player mode which was one of the highlights of the PC version, and the single player game is so poorly



WarCraft II's menu driven building options screen is small confusing.



The FMV sequences may be two years old, but still hold up well.

executed that the classic gameplay is irreparably damaged. For PlayStation fans longing to play *WarCraft*, my advice is to start saving up for a PC.

♦ JASON MONTES

ALTERNATIVES

Dragon Heart 8.5
Vandal Hearts 8.0
Ogre Battle 6.6



Get used to seeing this screen. *WarCraft II* has horrendous loading times!



The only way to see through the fog of war is by turning it off or having lots of troops spread out.



This screen gives commanders their primary mission goals as well as a useful password.



The newly added map clearly defines Azeroth's geography.



Some missions require you to free imprisoned comrades and then launch a full scale assault.



Destructive war vehicles, like the catapult, can do massive damage from afar.



THE LINE

♦ AUDIO & VIDEO

GRAPHICS 4
MUSIC 10
SOUND EFFECTS 8

♦ GAMEPLAY

INTERACTION 4
BALANCE 6
DEPTH 6

♦ SPECIAL

EXTRAS 5
PRESENTATION 4
INNOVATION 5

RATING

5.7

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Three Titles Ruled The Arcades.
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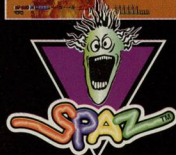
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N64+CF 63 1/3



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—*Nintendo Power*

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

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

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

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

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

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

COMING
IN
SEPTEMBER



Interplay
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www.interplay.com

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REVIEW

SATURN



プレイステーション



PRINCESS MAKER 2

Hey, gang! Be a parent for fun and profit!!!

Well, I have to admit that when this title first slipped into the office, I was more than skeptical. I've never had any interest in raising one of those electronic chickens or subscribing to blatant female objectification, and I certainly never had any compulsion to play any game that seemed like some male-created fantasy simulation of Barbie's dreamhouse. But in the back of my mind, I also knew that Gainax, one of Japan's premier animation studios, would probably never put out a product that didn't possess at least a certain

Oh, what the hell... make her the Queen!



Your princess can be anything from a warrior princess to a barnmaid to a world-class jeweler.



If you're gonna go the boring route, give her enough morality and faith to land her in the church. Yawn...

amount of cuteness, charm, and creativity. And being a complete sucker for these three characteristics, I played the game, not expecting a whole lot from the experience. Amazingly enough, what I discovered, beyond the super cheese of the saccharin-soaked soundtrack and the thinly veiled sexist allusions, is a tough and highly entertaining resource management game.

You'll assume the role of a hero employed by the king. One night, you're granted the gift of a ten-year-old daughter, whom you must raise to the age of 18 without driving her to delinquency or death (although it's good sadistic fun to do either) with hopes to make her a princess. It sounds easy enough, but when you factor in all the other variables that come into play, like your daughter's stress levels, education, and finances, it gets much trickier. You'll control what kind of occupation, attitude and husband she'll have by how you raise her. It's like playing God.

Though the graphics engine uses little more than a simple, static screen showing your daughter's bedroom, there are just enough visual distractions and subtle details to keep you focused on the more important issues in the game... like whether or not to buy the bust-increasing pill from that dodgy merchant. *Princess Maker 2* also harbors a HUGE cache of multiple endings and secrets. You'll find yourself compelled to sit at the PC, day and night, in order to see all of them.

Above all, you're required to take *Princess Maker 2* with a two-ton grain of salt, especially if you're female. Although some gamers may not warm to this title, Ignite made a



With a lot of refinement, a load of cashola, and a heavy helping of oppression, your daughter can be Princess, too!

smart decision in porting this Gainax treat over. Now if only I had enough money to buy her that spiky leather corset...

FRANCESCA REYES



1 Nurturing skills are not to be taken for granted. They figure into the ending of each game. 2 If you frequent the mountains with her, her sensitivity and weight will increase. 3 Aw, how sweet... she's running in the snow with a bunch of potentially Lyme disease-ridden deer. Couldn't you just die?

ALTERNATIVES

Romance Of The Three Kingdoms B.2

Carnage Heart B.6

Any 'Sim' game N/A

THE LINE

AUDIO & VIDEO

GRAPHICS	7
MUSIC	5
SOUND EFFECTS	5

GAMEPLAY

INTERACTION	10
BALANCE	10
DEPTH	10

SPECIAL

EXTRAS	10
PRESENTATION	10
INNOVATION	10

RATING

9.0

プレイステーション



REVIEW
PLAYSTATION

DYNASTY WARRIORS

Same cast, but KOEI proves there's life beyond strategy games

At first glance, a fighting game like *Dynasty Warriors* seems like a strange title for KOEI. However, upon closer inspection, *Dynasty Warriors* gives its creator away. Based on the very historical characters that populate its *Romance* series, KOEI has succeeded

in creating a fighter with a rare quality: realism.

The game concerns the political exploits of three rival warlords from the third century Han Dynasty of China. Each of the characters is either a warlord, one of the warlord's great warriors, or a political strategist. The physical power of each is translated into their fighting style, with their favorite weapon appearing as their armament.

The game is a weapons fighter. There are two basic attack buttons, slash and thrust, and two defense, parry and redirect. The weapons range from short swords and fighting sticks, to long reaching spears and glaives.

Dynasty Warriors owes its look undoubtedly to *Tekken II*, however, it differs greatly in two important elements: one, it has a very extensive defensive system, and two, it runs at a blistering 60 fps.

The defense system

is as important to this game as the offense. Mindless attacking can be turned around by redirecting the opponent away from you — this will leave his back vulnerable to attack. The side-step, while a nice addition, is relatively useless. It is helpful when rolling

up off the ground, though.

The speed of the game is amazing, but has led to a few sacrifices. The main one is the lack of complex combos, although the simple ones here can be chained to great effect. Backgrounds have been relegated to flat images, although the places pictured are the sites of famous battles.

Kudos to KOEI for taking a chance on injecting intelligence and history into a genre so often populated with mindless beat 'em ups.

ADAM DOUGLAS



Dynasty Warriors emphasizes the importance of good defense.



Some characters do get to use their hands and feet. Ouch!



The backgrounds are images of historical Chinese battle sites. Fans of *Romance of the Three Kingdoms* series will recognize the fighters as well.



1 As with any fighting game, excessive violence is the key to entertainment. That's got to hurt!
2 Everything moves smooth and beautifully at 60 fps, and some of the characters are absolutely graceful. 3 Of course, masochists like us never want the pain to end.



The face of fighting games is changing. Weapons-based combat games, like *Dynasty Warriors*, are where it's at.

Sharp, pointy sticks are pretty much required in games like this.

ALTERNATIVES

Soul Blade 8.6
Dark Rift 7.9
Toshinden 3 7.0

THE LINE

AUDIO & VIDEO

GRAPHICS 8
MUSIC 9
SOUND EFFECTS 9

GAMEPLAY

INTERACTION 8
BALANCE 8
DEPTH 8

SPECIAL

EXTRAS 8
PRESENTATION 10
INNOVATION 8

RATING

8.3

ROLLERBALL

Ten players in
spiked battle armor.
One rule: stay alive.
Rollerball. Coming soon.



Eye Be Nimble, Eye Be Quick, Or Eye Be Sliced by Gore's Big Stick.



DARK RIFT

Dark Rift brings out the best in people. Eve works her butt off to turn Gore into a meaty pin cushion. Gore busts his gut to move Eve into the path of his axe. And you'll need your best, because **Dark Rift** gives it up. **Dark Rift** delivers more fight, more often with more speed than you have ever seen before. Check out **Dark Rift** for N64 or Win 95 and get flesh scorching projectiles, hyper quick ten hit combos, blazing frame rates and some very unpleasant surprises for the competition.

NINTENDO⁶⁴



N64



N64



N64



N64



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KRONOS
DIGITAL ENTERTAINMENT INC.



VIC TOKAI INC
22904 Lockness Avenue
Torrance, CA 90501
(310) 326-8880

ALL ACCESS

CODE MONKEY

Monthly Monkey Business

Things have been really swinging around here ever since the big E3 show and the leash on those sacred Golden Bananas has loosened. We've been finding them in all the strangest places, but we have a sneaking suspicion that Bill has some weird power over them. Who would've figured that he'd be the commander of an army of crazed tropical fruits? It must've been some untapped psychic force that only surfaced once he chopped his hair. Either way, the rest of us are quite frightened for our lives and it seems that only the best and coolest codes can save off Bill's code-hungry, slippery skinned minions. If you have any heart at all you'll save us by sending your submissions to me, Francesca, at All Access, ULTRA Game Players, 150 North Hill Drive, Brisbane, CA 94005 or email me at freyes@ultragp.com. Please hurry! We're scared!



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

Just in case you hadn't noticed from last month's issue, the codes and strategy section has expanded to almost double its size from when Roger was around. Hmmmm... This could mean a couple of different things: 1. the former Codemeister simply sat around all day playing *Princess Maker 2* and little to nothing else; 2. the present Codemeister sits around all day playing *Princess Maker 2*, BUT has a lot of money to pay other people to do her job for her; or 3. Frank

enacts a more devious, painful method of torture for slacking editors than that old powder puff, Chris Slate. The real answer is: 4. none of the above. The truth of the matter is we know how much you code junkies need your fix every month and we're delivering the goods. I'd like to think of myself as the neighborhood code pusher... ahem... provider. Tell me what you've got by writing to: All Access, c/o **ULTRA gameplayers**, 150 North Hill Drive, Brisbane, CA 94005. Or email the goods to: freyes@ultragp.com.



TUROK: DINOSAUR HUNTER

ACCLAIM • N64

More Dinosaur Goodies

Here are a few *Turok* Cheats that I think you will like. Enter them in using the Cheat option at the Title Screen.

Level warp and Campaigner NTHGTHDGCDCRTDRK
Purdy Colors LLTHCLRSFTHNB
Quack Mode CLLTHNTMTN

— Buck G., Highland, UT



SHADOWS OF THE EMPIRE

LUCASARTS • N64

All Weapons At Maximum Power



Enter your name as 'Jabba' and start a game on the Jedi difficulty setting. On the *Doom*-like levels, you will start off with all weapons and they will be powered up.



Calendar of Events

IMAGINE GAMES NETWORK

Our Affiliates:

WORLDWIDE GAMING
The Video and Computer Game Play Journal
www.gamefaqs.com

Third
3rdgeneration.com
www.3rdgeneration.com

ZEROGRAVITY
<http://www.zerograv.com>

PLAYSTATION GALLERY
www.vidgames.com

the CHAOS
GAME TRADER
www.infods.com/trader/

GEO
www.gaming-enthusiast.com

Video Game Links
www.videogamelinks.com

STOMPED
www.stomped.com

PN
PlayStation nation
www.psnation.com

WEB PROJECT
www.metro.net/slikatel

SEGA SAGES
www.segasages.com
www.sega-saturn.com

THOVF
www.vfhome.com

VIDEOGAMERS.COM
www.videogamers.com

PlaySite
THE PREMIERE JAVA GAME SITE
www.playsite.com

TOLA'S GAMING OUTPOST
www.evansville.net/~tyrant21/duke.htm

www.evansville.net/~tyrant21/duke.htm

THE SERIOUS GAMER'S PAGE
DOOM QUAKE GAC MECHWARRIOR & MORE...
www.escape.ca/~tpeters/gamers.html

NEXT
GENERATION
ONLINE
www.next-generation.com

ULTRA
GAME PLAYERS
www.ultragp.com

64.com
www.n64.com

boot
Net
www.bootnet.com

MON 1

PC GAMER ON THE PALACE
Join the PC Gamer editorial team on the Palace for a chat about gaming. Plus Special Surprise Industry Guest.

THOVF LOGO CONTEST
Sept. 1 kicks off our month-long logo design contest. Prizes include VF keychains, videos, games, etc.

POLL: THE NEXT BIG CONSOLE
A special Videogamers.com poll asks you: What is the next console you plan to buy? PlayStation 2, Black Belt, M2, or something else?

TUES 2

VF3: WHERE ARE YOU?
SaturnWorld looks at the current progress of the most anticipated arcade-to-home conversion, and why it's taking so long.

WED 3

WHAT IS CAPCOM DOING ON N64?
N64.com reports on Capcom's ongoing relationship with Nintendo. What is Capcom doing on N64? Will Nintendo grab exclusive titles on N64 or will Capcom leverage its games across all platforms? A full investigation.

THUR 4

SUPER Q&A DAY
Join the editors of Next Generation Online as they shed light upon your most pressing videogame questions. More than 25 questions will be answered in this double-sized Q&A.

FRI 5

FINAL FANTASY EXTRAVAGANZA
To celebrate the US release of Square's long-awaited RPG, PSXPower explores the series' lasting cultural significance, here and in Japan. We'll cover all the

MON 8

DOWNLOAD DEMENTIA
Five new demos of the hottest PC games will be added to Next Generation Online's ever growing demo collection.

TUES 9

ECTS: FULL REPORT
Live from London, England. All the latest developments from Europe's biggest game show will be reported across IGN.

WED 10

PALACE SWAP MEET
Join SaturnWorld editors in the Palace and trade some of the coolest Sega-related props and avatars.

THUR 11

BOOT'S NEWEST FEATURES
Mad about your PC. Don't miss the latest features, previews and reviews on bootNet.com.

FRI 12

INSIDE 3DFX
Next Generation Online interviews the founders of 3Dfx while also providing an in-depth preview of a hot new 3Dfx-only game.

MON 15

NEW IGN LAUNCH
Don't miss the launch of a brand new IGN site. GamePlay.com promises to be the fastest source for game news on the web. Find out how, and win a console of your choice.

TUES 16

JOIN THE CLUB
Here's your opportunity to sign up for the most informative daily mailing list on the Net. Next Generation Online each day will send you updates of what you'll find on the site.

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

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

S E P T E M B E R

WED 17

EVERYTHING ABOUT THE 64DD

The all-purpose 64DD feature. What is the 64-bit disk drive (AKA the Bulky Drive)? What will it do? Why should you buy it? What will the games be like? N64.com delves into the heart of Nintendo's upcoming peripheral, and surfaces with answers.

THUR 18

BACK-TO-SCHOOL LINE-UP

For many, September is the time to return to school. For the games industry, it's the beginning of the big holiday push. In a special feature, PSXPower lets you know which games are the ones to watch out for in the next few months.

FRI 19

WHO'D WIN IN A FIGHT?

It's Kabuki Joe versus Plant 42! Who will be chosen? Join UGP Online's fan fiction contest and win fabulous prizes.

MON 22

IMPORT INVESTIGATION

Japanese import games command a huge market in the US, with gamers going to great lengths (and financial hardships) to secure the latest and greatest overseas titles. PSXPower explores this phenomenon, and takes a look at why some Japanese games get released in the US, and why others never make it. We'll also examine the influx of Japanese cultural icons into the gaming industry, including anime and the mech revolution.

TUES 23

INTERNATIONAL OVERVIEW

N64.Com provides a full international overview of the games released around the world -- in Australia, Europe, Japan, and elsewhere. What's different about these games and what's PAL? We'll bring you the most updated release schedules and list of developers in this all-encompassing feature.

WED 24

OTAKU CONTEST

Lucky you! PSXPower has a ton of cool games-related toys and merchandise laying around the office, and we want you to have it. In typical PSXPower fashion, we're going to make you work for it. All you have to do is send in a 100-word review of the PlayStation game of your choice! Easy, huh?

THUR 25

SATURNWORLD JUKEBOX

Download the RealPlayer plug-in and listen to some of the best Saturn game soundtracks through streaming audio.

FRI 26

CHRISTMAS PICKS

What's going to be hot and what's going to be duds. Ultra Game Players Online reveals its Holiday wish list.

MON 29

RARE BREED

N64.com looks into the blossoming of Nintendo's best business partnership and examines the current crop of games in the works from Rare. Banjo-Kazooie and Conker's Quest are the next level of 3D platformers, but can Rare better Super Mario 64?

TUES 30

DEAD OR ALIVE VS. LAST BRONX

Can a third-party company, using the same hardware, make a better Saturn fighter than a Sega development team? SaturnWorld checks out the latest between these two hot games.

**All events begin
at 6pm PST**



www.saturnworld.com



www.psxpower.com



www.pcgamer.com

**Keep checking
the IGN Palace
for even more events!**

PEAK PERFORMANCE

ATLUS • PLAYSTATION

Hidden Cars

Go to the car select screen. Now place the cursor on Garage A and press Circle, while holding down the L1 button. Then move the cursor down to Garage B and press Circle while holding down the L1 button. Now move the cursor down to Garage C and press Circle while holding down both the L1 and R1 buttons. This can only be done in the 1P, Time Trial, and Course Editor modes.

NOTE: You can't save data for these hidden cars when using this code. This code enables the player to use the hidden cars temporarily.



NORSE BY NOSREWEST

EA • PLAYSTATION

Level Codes

LEVEL	CODE	LEVEL	CODE
2	1STS	17	Y0VR
3	2NDS	18	0V4L
4	TRSH	19	T1N3
5	SW1M	20	D4RK
6	WOLF	21	H4RD
7	B4RT	22	HRDR
8	K4RN	23	L0ST
9	B0MB	24	0B0Y
10	WZRD	25	H0M3
11	BLKS	26	SHCK
12	TLPT	27	TNNL
13	GYSR	28	H3LL
14	B3SV	29	4RGH
15	R3TO	30	B4RD
16	DRNK	31	D4DY

MECHWARRIOR 2

ACTIVISION • SATURN

Various Codes

Plug these codes in at the Password screen. You should receive a different saying after entering the code in correctly.



CODE

EFFECT

T<X0/AXA<=	Unlock All Missions
T#X0/AX<<<	Extra Weapons
#X0/A4<Y+	Extra Heat Sinks
T/X0/AZ<#*	Elemental Chassis
#AX0/A4YYA	Continuous Throttle
##X0/A><UZ	Invincibility
TOX0/AX>TU	Unlimited Ammo
#OX0/A>>O/	No Weight Limit
#YX0/A>YOL	Jump Jets (all mechs)



TENKA

PSYGNOSIS

• PLAYSTATION

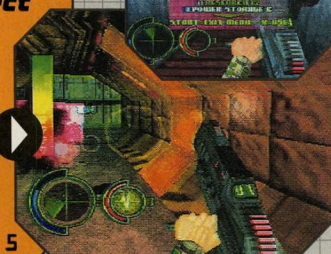
All Weapons

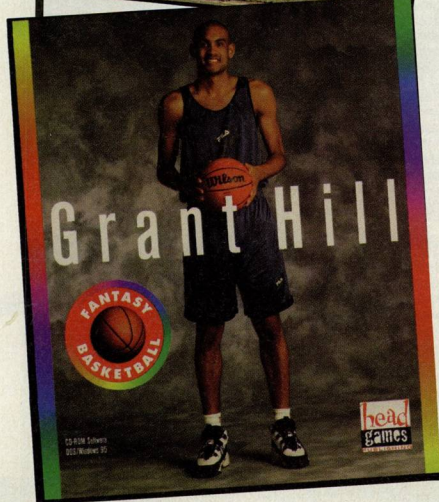
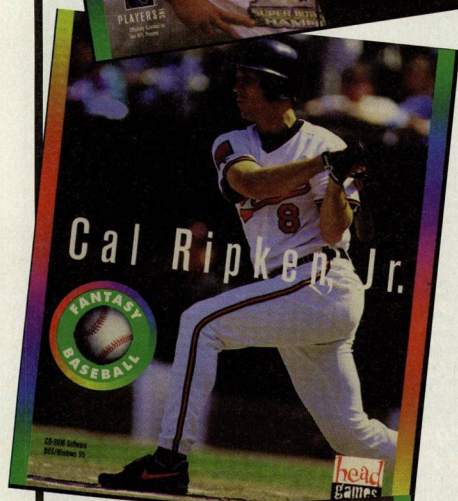
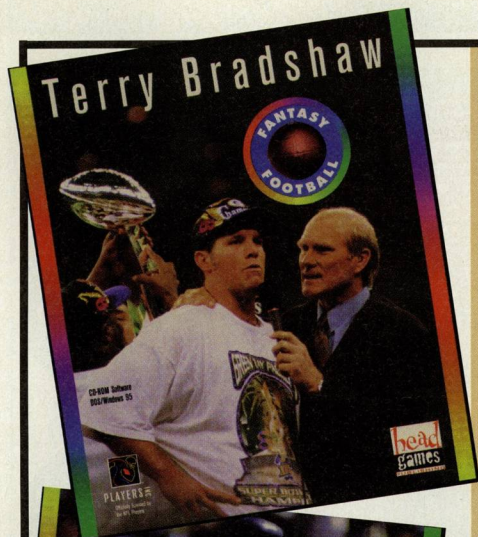
1-3 At anytime during gameplay, press START to pause, then press and hold L1. While still holding L1, press Triangle, R1, Triangle, Square, R1, Circle, Square, then release L1.



Level Select

4-5 At anytime during gameplay, press START to pause, then press and hold L2. While holding L2, press Circle, Circle, Square, Triangle, R1, Square, Triangle, Circle, then release L2.

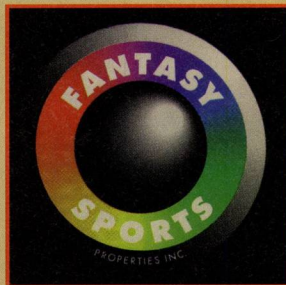




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"EDUCATING AND ENTERTAINING THE WORLD."

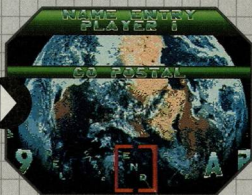
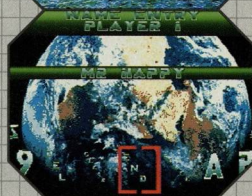
CALL 1-800-333-2008 FOR
ADDITIONAL PROGRAMMING INFORMATION.

INDEPENDENCE DAY

FOX INTERACTIVE • PLAYSTATION

Additional Options
and Plane Select

Go to the options menu and enter your name as 'MR HAPPY'. Exit to game select and quickly press Left, Right, Square, Circle, Triangle, Triangle, Down. This code unlocks options for several of the cheats below and enables a plane select.



Go to the options menu and enter your name as 'GO POSTAL'. Exit to the Game Select screen and quickly press Left, Right, Square, Circle, Triangle, Triangle, Down.

Invincibility

Before entering this code you must enter the Additional Options code. Once that's done, enter the password 'LIVE FREE'. Exit to game select and quickly press Left, Right, Square, Circle, Triangle, Triangle, Down.



Level Select

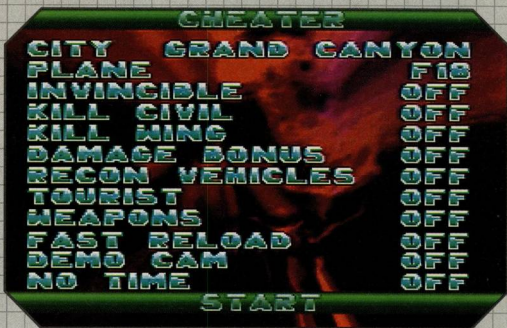
Before entering this code you must enter the Additional Options code. Once that's done, enter the password 'FOX ROX'. Exit to game select and quickly press Left, Right, Square, Circle, Triangle, Triangle, Down. You can now choose any CITY on the secret Options menu.

Target
Civilians
and Friendlies

Go to the options menu and enter your name as 'GODZILLA'. You will enter a cheat menu where you can enable KILL CIV and KILL WING. These options allow you to target civilians and your own men.

Tourist Mode

Go to the options menu and enter your name as 'TOURIST'. Exit to game select and quickly enter Left, Right, Square, Circle, Triangle, Triangle, Down. If you did it right, you can enable CITY, TOURIST, DEMO CAM, and NO TIME.



INDEPENDENCE DAY

FOX INTERACTIVE • SATURN

Level Select

Go to the options menu and enter your name as 'FOX ROX'. Exit to game select and quickly press Left, Right, Up, Down, X, Z, Y. You'll bring up a cheat menu with the Level Select enabled.

Select Plane

Go to the options menu and enter your name as 'MR HAPPY'. Exit to game select and quickly press Left, Right, Up, Down, X, Z, Y. You'll enable the Plane Select option on the cheat menu.

Target Civilians
and Friendlies

Go to the options menu and enter your name as 'GODZILLA'. Exit to game select and quickly press Left, Right, Up, Down, X, Z, Y. You will be able to select City, Tourist, Demo Cam, and No Time from the Cheat menu.

Tourist Mode

Go to the options menu and enter your name as 'TOURIST'. Exit to game select and quickly enter Left, Right, Up, Down, X, Z, Y. You may now choose Fast Reload, Damage Bonus, and Weapons from the Cheat menu.

Weapons
Galore

Go to the options menu and enter your name as 'GO POSTAL'. Exit to the Game Select screen and quickly press Left, Right, Up, Down, X, Z, Y. You may now choose Fast Reload, Damage Bonus, and Weapons from the Cheat menu.

TRIPLE PLAY '98

EA SPORTS
● PLAYSTATION

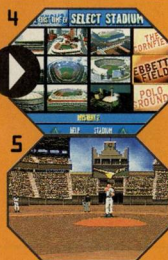
EA Dream Team Code

1-3 Go to Team Selection screen and Input: L2, R2, L2, R2, Circle. Then move over to the 33rd overall team.



Additional Fields

4,5 Press L1, R1, L1, R1, then Square at the Stadium Select screen. You should now have Ebbetts, the Polo Grounds and the Comfield to choose from.



COMMAND & CONQUER RED ALERT: COUNTERSTRIKE

WESTWOOD STUDIOS ● PC

Accessing Four Secret Giant Ant Missions

In order to access the secret missions you must meet the following requirements:



- Own the full game
COMMAND & CONQUER "RED ALERT"

- Own the official add-on pack COUNTERSTRIKE (Missions Taiga) released at the end of March 1997 / April 1997

- On the main menu screen, locate the speaker icon on the screen.

- Press the left shift key AND left click

at the same time in the center of the loudspeaker icon.

- A menu appears asking you to select a difficulty level for the giant ants missions. You're all done!

STREET RACER

UBI SOFT ● PLAYSTATION

Street Cups

Go to the options screen and highlight the Cup password option. Once you do this, enter any of the codes shown below to access new options, cups and a secret character.

TRAFIK Silver Cup
NEJATI Gold Cup
DOUGAL Platinum Cup
TURGAY Advanced options/secret level and character



G-NOME

7TH LEVEL ● PC

Code Extras

Depress CTRL-F1 on the main screen and enter these case sensitive codes in the box that appears.

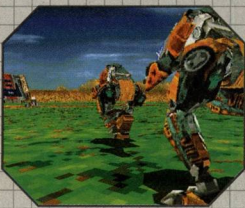
A Scramble On each time you depress SHIFT-CTRL-right click, you'll save screen image as wallpaper

Dunk It Here recording session outtakes

Half Libel teleport to the selected point by pressing CTRL-B

Horny Elk Leer gives your radar maximum range

O'Sarge training sergeant has an Irish accent



BALLBLAZER CHAMPIONSHIPS

LUCASARTS ● PLAYSTATION

Shrinking Rotofoil and The Master Dome

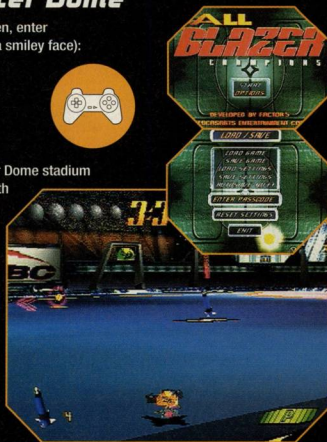
In the password screen, enter (the code resembles a smiley face):

X O X X X
X X X X X
X X T X X
X X X X X
X S S S X



To jump to the Master Dome stadium in the tournament, with the difficulty on Easy, and with one previous loss on your record, enter:

O L1 L1 R1 R2 L2
X S S R1 R2 R1
R2 T L2 R1 L2 O
L2 R2 R1 X L1 R2
S L2 R1 X R1 R1



COMMAND & CONQUER

WESTWOOD STUDIOS
SATURN



Last Level Code

Last level/GDI ... wwwmvrzic

GDI:

2 veof8q1gf
3 829swwmfs
4 8kyjggcm3
5 osskuu2e3l
6 8kgak7p9p
7 os23z74kd
8 k8apa5iv1
9 8kgal3w5p
10 b42f8yraz
11 2h4hDomcu
12 enir4ax3k
13 2h3xg77xa
14 yffy9lkcz
last level c4qf7nj9x
c4qxg96fr
85ceeqh17
wh08tf681

NOD:

2 sccq9f3pe
3 oaleymx1g
4 kqoamgri1
5 sccqabale
6 g689novat
7 c4qxw726q
8 we0ts9br2
9 oskcm5vs2
10 40g5jg82a
11 20fkyupx5
12 c4qf6ikvg
13 zyq5stj1h
last level sccg911ef
osk520nm
k81itmec4

MANX TT

SEGA SATURN

Music Select Code

At main menu, press and hold X, Y, Z and select arcade Arcade Mode, when you hear two confirmation tones, release the buttons. You should now be able to select the track and change the music with 3-D pad/ D-Pad.

SHADOW WARRIOR

GT INTERACTIVE PC

Cheat Codes

NOTE: Precede each cheat with a "T"

Code	Effect
SWCHAN	toggles invincibility.
SWGHOST	toggles no clipping mode.
SWGIMME	gives all items.
SWGREED	enables all cheats.
SWLOC	shows your current location in the top left corner of the screen.
SWMAP	toggles automap modes.
SWRES	switches the screen resolution during gameplay.
SWSTART	restarts the current level.
SWTREK##	level warp (episode #, level #).
SWTRIX	enables bunny rockets.
WINPACHINKO	makes you win the pachinko games every time.



TIGERSHARK

GT INTERACTIVE

PLAYSTATION

More Codes

CODE	EFFECT
RUBLE	More firepower
SOYUZ	Less Gravity
SNEEG	Hidden Game
KIEV	View the Cinemas
BUGGY	Hidden preview



WAR GODS

MIDWAY PLAYSTATION

Play As Exor

At the character selection screen, press: Left, Down, Down, Right, Left, Up, Left, Up, Right, Down. If you do it correctly, you should hear the announcer say "all too easy."

Play as Grox

At the character selection screen, press: Down, Right, Left, Left, Up, Down, Right, Up, Left, Left. If done correctly you should hear the announcer say "all too easy."

Cheat Codes

Enter these codes using the CHEAT CODE entry on the OPTIONS screen. To disable a code, enter the number from the DISABLE column.

CODE	ENABLE	DISABLE
Free Play	0705	5070
Player 1 Invincible	2358	8532
Player 2 Invincible	1224	4221
Player 1 Extra Damage	7879	9787
Player 2 Extra Damage	3961	1693
Quick Finish	4258	8524
Easy Fatality	0322	2230 *
Play As Grox	6969	9696 (1-player only)
Play As Exor	2791	1972 (1-player only)
Level 1 Select	5550	5556
Level 2 Select	5551	5556
Level 3 Select	5552	5556
Level 4 Select	5553	5556
Level 5 Select	5554	5556
Level 6 Select	5555	5556
Level 7 Select	5557	5556

* Press HP+LK to trigger the fatality.



Buster Bros. Collection

Infinite Lives(Buster)	800c5940 0003
Infinite Lives(Super Buster)	800a4a10 0003
Infinite Lives(Buddies)	80171226 0202

Tail Of The Sun

Have Spear	800c5528 0009
Have Spear	800ca08c 0009
Complete Tower	800ca0a0 00ff

Hexen

All Keys	800e7da0 ffff
Extra Weapons	800e7db4 0001
Extra Weapons	800e7db8 0001
High Armor Class	800e7c7e 01e0
Infinite Blue Mana	800e7dc0 00c8
Infinite Green Mana	800e7dc4 00c8

Mechwarrior 2

Mystery Super Code	80076ce ffff
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Need For Speed II

Extra Car and Track	800e292a 0803
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Norse By Norsewest

Infinite Health Character 1	800b9204 0003
Infinite Health Character 2	800b9220 0003
Infinite Health Character 3	800b923c 0003

Overblood

Infinite Health	800cf8f4 0064
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Psychic Force

Infinite Health P1	80101e54 03e8
Infinite Health P2	80101f98 03e8
Infinite Psychic Power P1	80101e56 0190
Infinite Psychic Power P2	80101f9a 0190

Rage Racer

Infinite Race Tries	801e3ffa 0005
Place first	8009e53c 0001

Rush Hour

Extra Vehicles	801074d4 ffff
Super Championship Mode	801074d8 ffff

Descent Maximum

Extra Weapons	800e930c ffff
Infinite Energy	800e92fe 03e7
Infinite Lives	800e9304 0404
Level 5 Laser	800e9306 0404

Ale! Shoot the red-bordered blue things! Shoot them now!!!



SATURN

Doom

BFG 9000	160893c0 0001
Plasma Rifle	160893be 0001
Rocket Launcher	160893ba 0001

Fighters Megamix

Master Code	f6000914 c305
	b6002800 0000
Infinite Health P1	1606552c 00fa
Infinite Health P2	1606732c 00fa

Die Hard Arcade

Master Code	f6000914 c305
	b6002800 0000
Infinite Credits	1609fd74 f000

Mechwarrior 2

Master Code	f6000914 c305
	b6002800 0000
Super Code	102e243affff

Norse By Norsewest

Master Code	f6000914 c305
	b6002800 0000
Infinite Health Baleog	16073b9a 0003
Infinite Health Erik	16073b7e 0003
Infinite Health Olaf	16073bb6 0003

Crypt Killer

Master Code	f6000914 c305
	b6002800 0000
Infinite Credits	160a6e14 0200
Infinite Health P1	160a6e24 0003

Few people realize that dinosaurs invented the bow and arrow concept.



Contra

Master Code	f6000914 c305
	b6002800 0000
Infinite Bombs P1	1609dede 0008
Infinite Health P1	1609dedc 0008

We're not really sure what this is, but it sure is pretty, right, gang?



WCW VS. THE WORLD

THQ SOFTWARE
PLAYSTATION



To fight as the old Hogan or the old Sting, select them with the **START** button, rather than the **X** button. If you select Masahiro Chino with the **START** button, he'll be fighting in an NWO shirt.

Lex Luger

Torture Rack press R1,
then hold Circle
Choke Slam hold Circle
and press
Arm Drag tap Circle
and
Camel Clutch opponent
on mat, move
near his head
and press Circle
German Suplex press R1,
press and hold
Circle and
Leg Stomp opponent
on mat, then tap X
Arm Hold Drop opponent
must be punching,
then press X
Waist Sweep hold Circle
and

Hulk Hogan

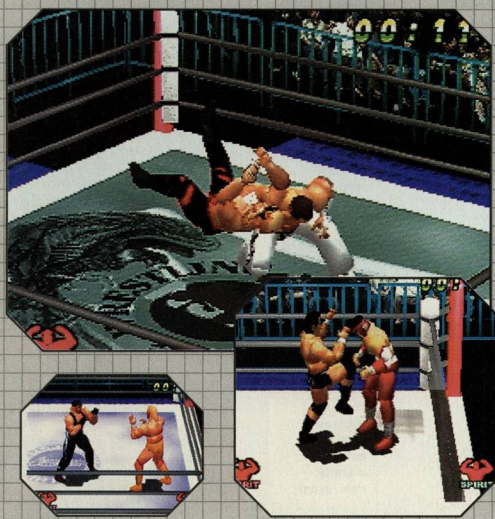
Leg Drop opponent
on mat, tap X
Falling Leg Drop opponent
on mat, move
into a turnbuckle
with D-pad and press X.
Hogan Back Breaker spirit
meter flashing,
then hold Circle
Choke Hold hold Circle
and
Power Lift Body Slam hold Circle
for a long time
Hollywood Slam hold Circle
for a short time
Headlock 3 Punch tap Circle
and
Shoulder/Arm Breaker opponent
punching and X

Chono

STF opponent
on mat, move near
his legs and Circle
Double Wrist Armsault hold Circle
for a long time
Reverse DDT R1,
tap Circle
Water Wheel Drop hold Circle
for a short time
and
German Suplex (pin) R1, hold
Circle and
Spinal Chord Slice Triangle
and Circle, or R2
Target Punch when
opponent is kicking,
block and press X

Sting

Scorpion Death Lock opponent
on mat, move near
his legs and Circle
Reverse DDT R1,
tap Circle
Power Bomb (pin) hold Circle
for a long time and
Pile Driver hold Circle
for a short time and
Top Rope Spring Jump (opponent
out of ring) move near
ropes and tap Circle
Face Crusher R1,
tap Circle
German Suplex (pin) R1, hold
Circle and
Diving Body Press opponent
on mat, move onto
a turnbuckle with
directional pad and X



Dean Malenko

Reverse Achilles Hold opponent
on mat, move near
his legs and Circle
Two Handed Tackle tap Circle
and
Tackling Arm Bar hold Circle
for a long time and
Neck Jerk R1, tap
Circle and
Avalanche Suplex throw
opponent into turnbuckle,
then hold Circle for a long time
Side Buster R1, then
tap Circle
Reverse Arm Bar block
punch and hit X
Knee Butt tap Circle

Ultimo Dragon

Asai Moonsault opponent
out of ring, move near
ropes and tap Circle
Spin Back Breaker throw
opponent to ropes,
then hold Circle for a long time
Cancun Tornado opponent
on mat, move into a turnbuckle
with D-pad and X
Maya Crossarm (pin) R1, hold
Circle and
Frankenwhip hold Circle
and
Northern Light (pin) hold Circle
for a long time and
Kneel Kick R1,
tap Circle
Rolling Clutch (pin) R1, hold
Circle for a long time

The Giant

Choke Slam hold Circle for a long time and \odot
 Choke Hold throw opponent to the ropes, then hold Circle for a long time
 Head Butt tap Circle
 Belly Bomb (pin) throw opponent to the ropes, then tap Circle
 Groin Sever Spread ... opponent on mat, then move near his legs and tap Circle button

Samoa

Tiki Boot Triangle and Circle, or press R2
 DDT press and hold Circle for a long time
 Waist Sweep hold Circle for a long time and \odot
 Spinning Backdrop R1, hold Circle and \odot
 Big Spin Spirit Meter is flashing, hold Circle for a long time

Bad Blood

Transfusion throw opponent into corner and hold Circle for a long time
 Express Frankenwhip... hold Circle for a short time and \odot
 Neck Jerk R1, hold Circle for a long time
 Target Head Butt opponent on mat, move near his legs and press Circle

Abispa

Juarez Sting (pin) attain Super Spirit and hold Circle for a long time
 Pendulum Breaker throw opponent to rope, hold Circle for a long time
 Headbutt Flip opponent standing, move into a turnbuckle with D-pad and X
 Top Rope Drop opponent out of ring, move near ropes and Circle
 Rope Flip opponent out of ring, press away on D-pad and Triangle, bounce off far ropes, then hold Circle

Black Belt

Flying Tiger opponent out of ring, move near ropes and press Circle
 Inside Sidebuster R1, then tap Circle
 Horizontal Drop hold Circle for a long time
 Falling DDT throw opponent into turnbuckle, hold Circle for a long time
 Riding Punch opponent on mat, move near his head and press Circle

Akira

Jackknife hold Circle for a long time and press \odot
 Five Kick Combo hold Circle for a long time
 Leg Trip tap Circle and \odot
 Triple Knee Butt hold Circle for a short time and press \odot
 Quad Stretch opponent on mat, move near legs and press Circle

Shaolin

Power Bomb (pin) when Spirit Meter is flashing, hold Circle for a long time
 Mantis Bomb (pin) hold Circle for a long time and press \odot
 Choke Slam hold Circle for a long time and press \odot
 Mantis Dive opponent standing, move into a turnbuckle with D-pad and press X

**Eddy Guerrero**

Frog Splash opponent on mat, move into a turnbuckle with D-pad and press X
 Top Rope Drop opponent out of ring, move near ropes and tap Circle
 Vertical Brainbuster ... hold Circle for a long time and press \odot
 Tiger Suplex (pin) R1, then hold Circle and \odot
 Surf Board opponent on mat, move near his legs and press Circle
 DJ Bomb (pin) hold Circle and \odot for a long time

Chris Benoit

Diving Head Butt opponent on mat, move into a turnbuckle with the D-pad and hit X
 Monkey Flip throw opponent to ropes, then hold Circle for a long time
 Top Rope Blancha opponent out of ring, move near ropes and tap Circle
 Reverse Face Buster ... R1, then tap Circle
 Double Arm DDT hold Circle for a long time
 Power Bomb (pin) hold Circle and \odot for a long time

Jaguar

Tiger Suplex (pin) R1, then hold Circle and \odot
 Head Spin Drop hold Circle for a short time and \odot
 Snap Suplex hold Circle for a long time
 Spinning Scissors Trip... hold Circle for a long time and \odot
 Cartwheel Flip opponent out of ring, press away on the D-pad and Triangle, bounce off the far ropes, then hold Circle.

Scott Steiner

Frankensteiner (pin) ... throw opponent to ropes, then hold Circle for a long time
 Full Nelson R1, then tap Circle and \odot
 Suplex to Pile Driver... hold Circle and \odot for a long time
 Two-Handed Tackle ... tap Circle and \odot
 Stud Driver Bomb (pin) . hold Circle and \odot for a long time
 Double Arm Driver hold Circle and \odot for a short time
 Fireman's Carry tap Circle and \odot
 Dragon Suplex (pin) ... R1, then hold Circle and \odot



FELONY 11-79

PLAYSTATION • ASCII

Accessing Some of the Bonus Cars!

1 In the Down Town course, you'll have to first collect five batteries from different places around town. This will enable you to destroy the gate blocking Michael's estate. From there, you just need to reach the goal within the allowed time limit. You'll have 300 seconds from the starting point to complete the mission. When you successfully complete the stage, you'll receive the LAN and NSR vehicles to use. Both cars are fairly easy to use, but they're both only available as manual transmission vehicles.

2 On the Seaside course, your goal will be to catch up with the White Limousine and hit it. This is the only way you'll obtain the "Gold Wing" which is hidden inside. From there, you must reach the goal within the allowed time limit. You'll have 270 seconds from the start point to complete the mission. You'll obtain the GT5 and BUS vehicles when you're successful. The GT5 is a nice little stick shift vehicle, but the BUS really slows you down and hinders maneuverability on the course. It's suggested that you only use the BUS if you're looking for either minimal damage during driving or for the mere fun of crashing into police cars with a big bus. Nothing more.

3 After clearing the first and second stage, you'll now be able to access the 3rd course, Metro City. This course is probably the toughest, with a lot of obstacles and hairpin curves to conquer. Your objective will be to reach the helicopter port on the opposite side of the map. Before you can complete the mission, though, you'll have to make a "call" from a telephone booth (it's not really a call, it's more of a smash-up, since you need to hit the telephone booth) and collect the item hidden in a statue somewhere in the center of the residential section of the city. The clock counter/time limit will begin from the time you hit a telephone booth. From there, you'll have 300 seconds to reach the helicopter port located in the shipping area behind the

shopping center. This is no easy task, but you'll obtain the DTK and LIM vehicles upon successful completion of the mission. The DTK is fine to use, but the LIM has the same problem as the BUS; it's big, long and clunky during some of the tighter squeezes on a course. It's more of a 'let's go out and get nutty-stupid in a limo' kind of a car to use during the game.

4 At this point, you'll have completed all three stages of Felony 11-79 and you'll be able to view the ending cinema and credits. However, there are still some more cars that you need to obtain before REALLY finishing the game. This is where the game gets really tough.



Here's how to get most of the bonus cars... the rest is up to you..

- 1 Get PCS when you clear the first stage within four minutes.
- 2 Get GT1 when you clear the second stage within four minutes.
- 3 Get DBL when you clear the third stage within four minutes, including the limited time after you hit a telephone booth.
- 4 Get VPR when you destroy objects for more than \$1,000,000 worth of damage in the first stage and within 300 seconds from the start.
- 5 Get ELS when you destroy objects for more than \$2,500,000 worth of damage in the second stage and within 270 seconds from the start.
- 6 Get 360 when you destroy the objects for more than \$2,500,000 worth of damage in the third stage and within the time limit after hitting one of the telephone booths.
- 7 Get GTK if you run at over 180 km/h at the second stage speed checker, but you also have to clear the mission within the time limit.
- 8 Get F1 when you clear the first stage without any destruction (\$0 damage to objects).
- 9 Get PLC when you clear the second stage without any destruction (\$0 damage to objects).
- 10 Get TNK when you clear the third stage without any destruction (\$0 damage to objects).



VIDEO GAMES: PLAYSTATION

TITLE	RELEASE	PRICE	TITLE	RELEASE	PRICE	TITLE	RELEASE	PRICE	TITLE	RELEASE	PRICE
ASCII Sphere 360	11/97	\$69	Clock Tower	NOW	\$44	Ghost in the Shell	10/97	\$52	Ogre Battle	NOW	\$49
Ace Combat 2	NOW	\$46	Clockwork Footbal	98	10/97	Grand Theft Auto	10/97	\$49	P10 3	03/98	\$49
Ace of Spades	10/97	\$54	Contra: Legacy of War	NOW	\$46	Hardball 6	NOW	\$50	Pandemonium 2	12/97	\$49
Alundra	10/97	\$49	Cool Boarders 2	11/97	\$46	Heavy Gun	02/98	\$49	Payday	11/97	\$46
Apocalypse	10/97	\$52	Cooler Crisis	10/97	\$49	Hell Racer	10/97	\$49	Rebel Assault 2	NOW	\$49
Aqua Prophecy	02/98	\$49	Crash Bandicoot 2	10/97	\$54	Her's Adventures	NOW	\$42	Resident Evil 2	01/98	\$52
Armored Core	10/97	\$46	Croc	10/97	\$49	Hercules	10/97	\$52	Respect Inc	03/98	\$49
Asani Grip V	NOW	\$29	Dave Devil Derby 2	10/97	\$44	Ironman/XO	NOW	\$39	Saga Frontier	01/98	\$54
Athlon	11/97	\$52	Dark Forces	NOW	\$49	Jet Moto 2	12/97	\$46	Salamander	12/97	\$52
Batman & Robin	11/97	\$49	Dead of Darkness	NOW	\$46	Just Epic	10/97	\$49	San Francisco Rush	11/97	\$46
Battleship	11/97	\$46	Dead Alive	11/97	\$46	Kl Arena Fighters	NOW	\$44	Shadowmaster	10/97	\$50
Big Bass Wild Champ	NOW	\$54	Death Keep	NOW	\$52	Kings Field 2	NOW	\$51	Soul Blade	NOW	\$45
Blades of Rage	NOW	\$52	Death Trap Dungeon	NOW	\$50	Legends Football '97	NOW	\$50	SpecOps	11/97	\$49
Blast Chamber	NOW	\$36	Diablo	11/97	\$54	Leon	11/97	\$50	Speed Freak	10/97	\$54
Blasto	10/97	\$50	Duke World 2	NOW	\$46	MDK	NOW	\$46	Superman 2	11/97	\$49
Blood	NOW	\$54	Duke Nukem 3D	12/97	\$54	MK Mythos Subzero	NOW	\$46	Sukoden	NOW	\$49
Breath of Fire 3	12/97	\$54	Dynasty Warriors	NOW	\$46	Mace: The Dark Age	11/97	\$46	Syndicate Wars	NOW	\$44
Broken Helix	NOW	\$46	Euro Soccer	11/97	\$49	Maya Slayer	10/97	\$49	Talkies	NOW	\$52
Broken Sword	10/97	\$52	FIFA Soccer '98	11/97	\$49	Master of Monsters	02/98	\$49	Tekken 3	12/97	\$54
Bugger's	10/97	\$49	Felony 1059	NOW	\$44	Masters of Terza Kasi	NOW	\$49	The Glove	11/97	\$68
Burning Road	NOW	\$46	Final Fantasy Tactics	01/98	\$56	Monster Rancher	NOW	\$49	Total No. 2	11/97	\$52
Bushido Blade	NOW	\$50	Final Fantasy VII	NOW	\$72	Moon	02/98	\$49	Toh Shin Den 3	NOW	\$46
C&C Red Alert	10/97	\$49	Flying Saucer	NOW	\$52	NASCAR 98	NOW	\$54	Tomb Raider 2	11/97	\$54
CART World Series	11/97	\$48	Freak'n Fast	10/97	\$46	NBA Live '98	NOW	\$49	Vandal Hearts	NOW	\$46
Cardinal Syn	12/97	\$49	Frogger	11/97	\$46	NFL Game Day '98	NOW	\$49	Warcraft 2	NOW	\$44
Carnageddón	NOW	\$54	G-Police	NOW	\$49	NHL Hockey '98	11/97	\$49	Warhammer 2	10/97	\$49
Castle of Demons	11/97	\$54	GAMEBOY	11/97	\$49	Norfolk Warrior	NOW	\$40	Wing Arms	NOW	\$44
Clayfighter 3	NOW	\$50	Gex 2	11/97	\$49	Odd World Inhabitants	NOW	\$49	Xvious 3D	NOW	\$46

VIDEO GAMES: SATURN

TITLE	RELEASE	PRICE	TITLE	RELEASE	PRICE	TITLE	RELEASE	PRICE	TITLE	RELEASE	PRICE
ASCII Fighter Stick	NOW	\$34	Diablo	11/97	\$54	Manx T.T.	NOW	\$46	Sonic The Fighters	NOW	\$54
Albert Odyssey	NOW	\$52	Dragon Knight	NOW	\$52	Marvel Super Heroes	NOW	\$52	Speed Freak	10/97	\$54
Battle Monsters	NOW	\$34	FIFA Soccer '98	11/98	\$49	NBA Live '98	11/97	\$49	Ten Pin Alley	NOW	\$52
Blades of Rage	NOW	\$52	Fighters Megamax	NOW	\$52	NHL Hockey '98	11/97	\$49	Tenka	10/97	\$49
Blaster Chamber	NOW	\$54	Fire Runners	NOW	\$52	Oniga	01/98	\$50	Tomb Raider 2	11/97	\$54
Bombberman	NOW	\$52	Heir of Zendor	NOW	\$52	Panzer Dragon Saga	03/98	\$49	Tunnel B1	NOW	\$46
Command & Conquer	NOW	\$52	Her's Adventures	NOW	\$42	Pitfall	10/97	\$52	VR Baseball '97	NOW	\$49
Courier Crisis	11/97	\$49	Hexen	NOW	\$49	Propaganda	02/98	\$54	Varuna's Force	NOW	\$50
Crypt Killer	NOW	\$46	Lust Bronx	10/97	\$54	Quake	NOW	\$54	WWF Wrestling 3D	11/97	\$52
Dark Legend	NOW	\$39	Laysation	NOW	\$54	Racers Megamax	NOW	\$44	Warcraft 2	NOW	\$44
Dark Rift	NOW	\$52	Legend of Oasis	NOW	\$46	Rampage World Tour	11/97	\$46	Wing Arms	NOW	\$26
Darklight Conflict	NOW	\$44	Lunar Lovers Party	11/97	\$46	Sacred Holy	NOW	\$52	World Series Baseball '98	NOW	\$46
Deathclaw	11/97	\$54	Mad Max: Beyond Thunderdome	11/97	\$49	Saga Ages	NOW	\$40	Worldwide Soccer	98/11/97	\$49
Deadly Skies	NOW	\$52	Magic Knight Rayearth	NOW	\$52	Shining Holy Ark	NOW	\$46	XMen vs. StreetFighter	10/97	\$54

VIDEO GAMES: SNES

TITLE	RELEASE	PRICE	TITLE	RELEASE	PRICE
College Football USA '97	NOW	\$59	Marvel Davis Fish Heroes	NOW	\$54
Donkey Kong Country 3	NOW	\$64	Mark Super Master	NOW	\$54
Final Fight 3	NOW	\$44	Mortal Kombat 3	NOW	\$59
Harvest Moon	NOW	\$56	NBA Hang Time	NOW	\$52
Konami Baseball	NOW	\$39	NBA Live '98	NOW	\$52
Killer Instinct	NOW	\$19	NHL Hockey '98	11/97	\$52
Lost Vikings 2	NOW	\$44	Revolution X	NOW	\$49
Madden '98	08/98	\$52	Ultimate Mort Kombat 3	NOW	\$49
Madden FB '97	NOW	\$56	Zelda 3	NOW	\$34

VIDEO GAMES: NINTENDO 64

TITLE	RELEASE	PRICE	TITLE	RELEASE	PRICE
Aerofight BP	NOW	\$75	Golden Eye 007	NOW	\$76
Allen vs Predator	11/97	\$64	Just Epic	11/97	\$69
Banjo-Kabooie	11/97	\$69	Ledge Mystical Ninja	11/97	\$76
Blast Corps	NOW	\$72	Legend of Zelda	01/98	\$79
Bombberman 64	NOW	\$74	Metroid 64	12/97	\$76
Buggy Boogie	11/97	\$69	Pilot Wings 64	NOW	\$69
Contra 64	NOW	\$74	Star Fox 64	NOW	\$64
Darkman Jim 64	12/97	\$76	Super Mario Kart R	NOW	\$66
F-Zero 64	01/98	\$76	Twisted Edge Snowdrift	02/98	\$75

BOARD GAMES

TITLE	RELEASE	PRICE	TITLE	RELEASE	PRICE
Age of Renaissance	NOW	\$42	Grand Prix	NOW	\$19
Axis & Allies	NOW	\$35	Hobbit Adventure	NOW	\$29
Battles Forgotten War	NOW	\$42	Knightmare Chess	NOW	\$13
Battleship 64	NOW	\$19	Lunch Money	NOW	\$15
Car Wars Deluxe	NOW	\$21	Mystical Circle	NOW	\$35
Dice Hanse	NOW	\$55	Pats	NOW	\$34
Dragon Lords	NOW	\$29	Robo Rally	NOW	\$33
Empire Builder	NOW	\$25	Settlers of Catan	NOW	\$30
Feudal	NOW	\$18	Star Fleet Battles	NOW	\$25

COLLECTIBLE CARD GAMES

TITLE	RELEASE	PRICE	TITLE	RELEASE	PRICE
BattleTech BP Mercs	NOW	\$2	MTG Mirage BP	NOW	\$2
BattleTech Booster	NOW	\$2	MTG Mirage 2D	NOW	\$2
BattleTech Starter	NOW	\$8	MTG Tempest BP	NOW	\$2
Dr Who Booster	NOW	\$2	MTG Tempest 2D	NOW	\$8
Dr Who Starter	NOW	\$8	MTG Weatherlight	NOW	\$2
Great Dalmati	NOW	\$8	Star Trek Starter	NOW	\$8
MTG 5th Ed BP	NOW	\$2	Star Wars Starter	NOW	\$8
MTG 5th Ed SD	NOW	\$7	X-Files Booster	NOW	\$2
MTG Chronicles BP	NOW	\$1	X-Files Starter	NOW	\$9

VIDEO GAMES: GENESIS

TITLE	RELEASE	PRICE	TITLE	RELEASE	PRICE
FIFA Soccer '97 Gold	NOW	\$52	NBA Live '98	10/98	\$52
Genesis Nomad 50	NOW	\$169	NHL Hockey '98	11/97	\$52
Lost World	NOW	\$44	Poppy Mail	NOW	\$22
Lunar	NOW	\$34	Remote Arcade Sys	NOW	\$36
Skeleton Krew	NOW	\$39	Skuller Krew 2	NOW	\$39
Madden '98	NOW	\$52	Tecmo Super Bowl 3	NOW	\$29
Mortal Kombat X	NOW	\$54	Ultimate Mort Kombat 3	NOW	\$49
Mutant Chronicles	NOW	\$42	Vectorman 2	NOW	\$49
NBA Hang Time	NOW	\$49	World Series Baseball '98	NOW	\$46

VIDEO GAME HINT BOOKS

TITLE	RELEASE	PRICE	TITLE	RELEASE	PRICE
Breath Fire 3	10/97	\$11	Nintendo 64 Game Sec	NOW	\$13
Condemned	10/97	\$16	PlayStation Per Gd	10/97	\$7
Duke Nukem 3D	12/97	\$10	Quake 64	12/97	\$10
Just 64	01/98	\$10	Resident Evil 2	10/97	\$9
Legend of Zelda 64	10/97	\$11	Star Fox 64	NOW	\$10
MK Mythologies	10/97	\$12	Tekken 3	10/97	\$12
Mitri Kmit 4 Off Scrits	10/97	\$10	Ton Shin Den 2	NOW	\$11
Nit 64 Pocket Gole 2	10/97	\$7	Virtual Fighter 3	11/97	\$10
Nit 64 Unash Secrets	NOW	\$11	Yoshi's Island 64	01/98/10/93	\$5

COMPUTER GAMES

TITLE	RELEASE	PRICE	TITLE	RELEASE	PRICE
1943 Euro Air War	11/97	\$46	Quake 2	11/97	\$52
Dakrtaits	12/97	\$48	Shadow Warrior	NOW	\$47
Dark Forces 2 Jedi	NOW	\$53	Sonic 3D Blast	NOW	\$30
Dark Legend	NOW	\$48	Total Annihilation	NOW	\$47
Frogger	11/97	\$38	Treasures Insinc Park	12/97	\$48
Heaven 2	NOW	\$52	Turok Dinox Hunt 2	12/97	\$48
My 2	NOW	\$52	Unreal	10/97	\$48
Myth	10/97	\$48	Warcraft Lord of Clms	11/97	\$46
Postal	10/97	\$48	WWF Wrestling 3D	12/97	\$48

ROLE PLAYING GAMES

TITLE	RELEASE	PRICE	TITLE	RELEASE	PRICE
AD&D Core Rules	NOW	\$36	Earthdawn	NOW	\$18
AD&D Supplement Rule	NOW	\$50	Fading Suns	NOW	\$22
AD&D DM Guide	NOW	\$16	GURPS Rulebook	NOW	\$20
AD&D Monsters Man	NOW	\$20	Heavy Gear	NOW	\$25
AD&D Players Handbook	NOW	\$20	Mechwarrior	NOW	\$13
Ars Magica 4th Ed	NOW	\$26	Mutation	NOW	\$30
Bubblering Crisis	NOW	\$20	Once Upon a Time	NOW	\$14
Call of Cthulhu	NOW	\$18	Traveller	NOW	\$24
Conspiracy X	NOW	\$20	Warhammer Fantasy	NOW	\$19

'MAGIC THE GATHERING: BATTLEMAGE' A devastating planewalker war rages across the continent of Concordia. Ravdell has gone insane from grief and betrayal, seeking the destruction of all other planewalkers and the conquest of land itself.

Acclaim
Release Date: NOW PSX \$50

'STAR FOX 64' Take command of a high-performance Arwing, tank or submersible as you fight to save the Lycat Star System from the disastrous hands of the evil emperor, Andrews.

Nintendo
Release Date: NOW N64 \$64

'LETHAL ENFORCERS 1 & 2' puts gamers in the heat of the big city fighting crime or against the roughest, toughest gunfighters the old west has to offer. Two complete arcade games on one CD!

Konami
Release Date: NOW PSX \$46

'MARVEL SUPER HEROES: WAR OF THE GEMS' Choose your favorite Marvel characters and battle Thanos, the most dangerous villain in the Marvel Universe!

Capcom
Release Date: NOW SNES \$54 SAT \$52 PSX \$52

'SHINING THE HOLY ARK' You play Arthur, a mercenary sword fighter, sent with his companions, in a cursed nide to capture the evil vlnja Rodi. You encounter malicious monsters, haunted forests and three riddles, if answered correctly, uncover three sacred treasures.

Sega
Release Date: NOW SAT \$46

'SYNDICATE WARS' Your trench coat enforcers break into a room, ventilating any opposition and "persuading" useful people to join the Syndicate. Alien artifacts are found, and the Church of the New Epoch rises against the system. No matter which side you are on, it will take all that you are to take and retain control.

Electronic Arts
Release Date: NOW PSX \$44

'STAR TREK FLEET ACADEMY' Before Captain Kirk, Commander Chekov and Captain Sulu were legends, they were cadets at the most celebrated school in the universe, the Star Fleet Academy. Test your ingenuity, leadership and courage and determine if you have what it takes to graduate 1st in your class.

Interplay (Adventure)
Release Date: NOW PC CD \$55

'ALBERT ODYSSEY' Legend of Eidean, Masquerade of the Impostor. In this fantasy role playing game, there are up to five characters in your party, you never know what's going to happen. The only way to find out is to play it through.

Working Designs
Release Date: NOW SAT \$52

'AXIS & ALLIES' Decides the fate of a nation and the destiny of the world. The Balkans have fallen. Pearl Harbor has been attacked. Wake Island is in Japanese hands and Rommel has the British on the run!

Millon Bradley
Release Date: NOW BG \$33

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

Wizards of the Coast
Release Date: NOW CG \$7

'STAR WARS' This roleplaying game plunges you into the breakneck thrills and pulse-pounding excitement of the greatest space fantasy of all time! Face overwhelming odds and impossible challenges. May the force be with you!

West End Games
Release Date: NOW RPG \$21

Visa, MC and Discover accepted. Checks held 4 weeks. MONEY ORDERS UNDER \$200 SAME AS CASH. CD \$8. Price, availability, offer subject to change at any time. Release schedules and shipping times are approximate, not guaranteed, and subject to change at any time. Hardware orders may require additional shipping and handling charges. Defectives replaced with same product. All sales final. Call for details. Shipping and handling charges calculated on a per order, per shipment, and per item basis. The "per order" charge is charged once per order placed and the "per item" charge is charged once for each item ordered and the "per shipment" charge is charged once for each shipment we make to you.

Shortcuts

Down Town Course

1 Head through the arcades in town to make a fast break through to the different bombs scattered throughout Chinatown.

2 If your vehicle isn't verging on spontaneous combustion from excessive damage, you'll be able to smash right through the Fortune Hotel. When you first approach the complex, aim for the billboard and you'll be able to drive right through it, up a ramp, through the building and then through the next building, and out onto the road behind it. The only thing you have to watch for are the pillars inside the

buildings. Avoid them and you've got a clear shot!

3 When you're driving through the curvy underpass near the ocean cliffside, pay attention to the left hand side of the tunnel. You should spot a tunnel that is under construction. Swerve right into it and follow the road to avoid cars. You'll be let out towards the end of the tunnel and, if you've managed to avoid the oil drums in the tunnel (it's very easy to avoid them if you stick to the right), you'll be making good time for the finish.



Seaside Course

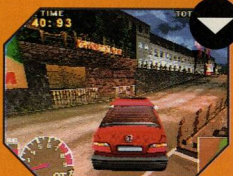
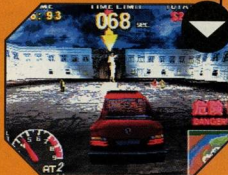
1 Most of the shortcuts on the Seaside Course are fairly easy to spot, but hard to make. The most helpful shortcut is the drawbridge path. Shortly after the toll bridge, look for it on the left hand side of the road. Make sure that before you attempt it, you have a lot of speed built up or you won't be able to successfully clear the jump.

2 Always check the map for any possible alternative routes, especially to avoid the tourist section of the course. You'll be severely slowed down by all the randomly placed vehicles and sidewalk obstacles if you do decide to take this route.

Metro City Course

1 There are two subway shortcuts on the Metro City course. One of them will be located at the left end of the first underpass when you're approaching the main section of the city. By taking the subway underground pass, you'll be able to avoid a lot of the costly run-in's with obstacles on the surface streets. This subway underpass will let you out near the telephone booth closest to the edge of town (nearing the road to the residential part of the city). Hint: if you hit the Subway Train, you'll do \$1,000,000 worth of damage! This may help in getting some of the second set of bonus cars.

2 The second subway shortcut is hidden at the end of one of the left hand cobblestone paths inside the residential area of town. If you're lucky enough to find it, you'll be deposited on a road leading into the square containing the statue.



3 You'll find another shortcut on the curvy road, right at the hair-pin curve leading to the left with the red and white arrow signs. Instead of steering completely to the left, head slightly straight and directly through the billboards. Immediately, while you're in the air, steer to the right and you'll end up back on the road below and heading for the goal.

4 Also at the hairpin curve, if you break through the billboards and land on the road below, you can find the entrance to a tunnel in the wall directly ahead of you (to the left of the road). If you decide to take the tunnel, you'll end up at the road running alongside the small lake on your way to the goal.



BACK ISSUES

Remember way back when we were just plain old Game Players? Well, you can relive those glory days by ordering our back issues. You wouldn't believe some of the crazy stuff we used to get away with! Ahhh, youth. Anyways, if you're interested, just send us \$5.95 per issue (check or money order, US funds only,

please) to Game Players Back Issues, 150 North Hill Drive, Brisbane, CA 94005. Just think about the outrageous cash you'll be able to get for a complete collection of old-style Game Players magazines in only a short couple of years — you could retire and just play videogames all day!

ISSUE 100

08/97

cover story:	strategies:
Resident Evil 2 Legend Of Zelda	Does anybody read this stuff? Seriously, we wanna know. I bet no one sees this.



ISSUE 99

07/97

cover story:	strategies:
Mortal Kombat 4 MK Mythologies	Test Drive Off Road Doom 64 Soviet Strike



ISSUE 98

06/97

cover story:	strategies:
Crash 2 Sonic Jam	Blast Corps Rally Cross Spider



ISSUE 97

05/97

cover story:	strategies:
Fighting games galore! Blast Corps	Mechwarrior 2 Soul Blade Disruptor



ISSUE 96

04/97

cover story:	strategies:
Tomb Raider 2 Hot new N64 games! What's next for sega?	Mechwarrior 2 Diablo Killer Instinct Gold



ISSUE 95

03/97

cover story:	strategies:
Street Fighter III Tekken 3 Mario Kart 64	Soul Blade Destruction Derby 2 Christmas Nights



ISSUE 94

02/97

cover story:	strategies:
Turok: Dinosaur Hunter Very First look at Tekken 3	Virtua Fighter 3 moves list Virtua cop 2 Mortal Kombat Trilogy



ISSUE 93

01/97

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Ultra Gameplayers 50 Big Predictions for videogames in 1997!	Tomb Raider, Part Two Wipeout XL Waverace 64



ISSUE 92

13/96

cover story:	strategies:
Which system is best? The years top games 1997 Preview	Pilot Wings 64 Total No. 1 Super Mario 64



ISSUE 91

12/96

cover story:	strategies:
N64 Mania! Waverace 64 Soviet Strike	Nights Ultimate MK3 Crash Bandicoot



ISSUE 90

11/96

cover story:	strategies:
Wild 9's Resident Evil 2 Waverace 64	Street Fighter Alpha 2 Moves List Crash Bandicoot



ISSUE 89

10/96

cover story:	strategies:
Total No.1 Virtua Fighter 3 Star Gladiator	Super Mario 64 Hints Tekken 2 Combo List



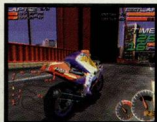
RATED

this month

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

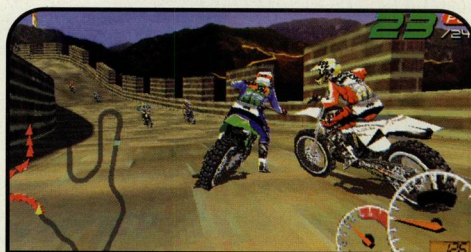
ultimate award

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



Roger obviously didn't take these shots. The bikes haven't crashed into the wall...

9.2	ACE COMBAT 2	• Issue # 100	
6.9	BALL BLAZER CHAMPIONS	• Issue # 98	
7.0	B.A. TOGHINDEN 3	• Issue # 9	
7.3	BATTLESTATIONS	• Issue # 97	
7.9	BRAHMA FORCE	• Issue # 98	
7.9	BROKEN HELIX	• Issue # 99	
9.1	CARMAGEDDON	• Issue # 100	
9.8	CITY OF LOST CHILDREN	• Issue # 97	
8.2	COMMAND & CONQUER	• Issue # 98	



MOTO RACER

Players: 1-8

PC Game

Electronic Arts

\$49.95

GENRE: Racing Game

6.3	CRYPT KILLER	• Issue # 98	
8.2	COMMAND & CONQUER	• Issue # 98	
6.3	CRYPT KILLER	• Issue # 98	
8.2	C&C COUNTERSTRIKE	• Issue # 100	
7.9	DARK RIFT	• Issue # 98	
7.0	DESCENT MAXIMUM	• Issue # 97	
7.4	HEXEN 67	• Issue # 99	
8.4	IMYAR	• Issue # 99	
4.6	LETHAL ENFORCERS I & II	• Issue # 100	
6.6	LUNACY	• Issue # 97	
7.3	MACHINE HUNTER	• Issue # 100	
7.8	MAGIC: THE GATHERING	• Issue # 98	
5.0	MAGIC: TG BATTLEMAGE	• Issue # 97	
9.2	MDK	• Issue # 97	

1	Moto Racer	PC	Rating: 9.7
2	Princess Maker 2	SS	Rating: 9.0
3	Dynasty Warriors	PS	Rating: 8.3
4	Atomic Bomberman	PC	Rating: 8.0
5	Manx TT	SS	Rating: 7.9

7.9 MECHWARRIOR 2

• Issue # 96



8.1 MEGA MAN 8

• Issue # 97



6.0 NAMCO MUSEUM #3

• Issue # 99



6.9 NEED FOR SPEED II

• Issue # 98



6.6 OVERBLOOD

• Issue # 98



7.3 PEAK PERFORMANCE

• Issue # 99



7.7 POWERSLAVE

• Issue # 98



8.9 POY POY

• Issue # 100



8.2 QUAKE MISSION PACK 1

• Issue # 100



8.3 RALLY CHAMPIONSHIP

• Issue # 98



8.1 RALLY CROSS

• Issue # 97



7.4 RAYSTORM

• Issue # 100



7.3 RUSH HOUR

• Issue # 98



7.3 SCORCHER

• Issue # 98



5.9 SCUD

• Issue # 97



7.2 SEGA AGE9 VOL.1

• Issue # 100



6.5 SENTIENT

• Issue # 98



8.9 SHINING THE HOLY ARK

• Issue # 100



8.1 STARFOX 64

• Issue # 99



5.3 STAR TREK GENERATIONS

• Issue # 100



6.6 SWAGMAN

• Issue # 100



8.0 TAIL OF THE SUN

• Issue # 99



7.0 TEST DRIVE OFF ROAD

• Issue # 98



7.7 THUNDER TRUCK RALLY

• Issue # 97



6.5 VMX RACING

• Issue # 98



4.7 WAR GODS

• Issue # 98



7.1 WCW VS. THE WORLD

• Issue # 98



9.3 WILD ARMS

• Issue # 98



6.0 WING COMMANDER IV

• Issue # 97



6.3 XEVIOUS 3D/G

• Issue # 97




9.1 X-WING VS. TIE FIGHTER

• Issue # 99



spotlight on:



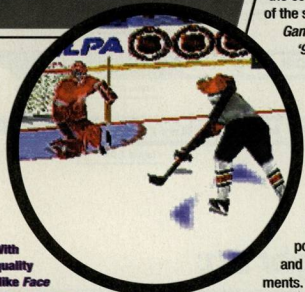
POY POY		Players: 1or4
PlayStation	Konami	
\$49.95	GENRE: Action Game	

SPORTSLINE

This month in Sportsline we aren't trading Scottie Pippen, nibbling on ears, or taking limo rides.

However, there are plenty of big hits, crushing checks, and insightful looks at the best of videogame sports '97. On the first page, I give a brief look at what the industry had to offer at the E3 show in Atlanta. The PlayStation showed once again that it is the sports system of choice, but a couple solid showings from the Saturn and N64 are worth noting. After that, I go in-depth with the biggest games of the show, including a look at *Gameday '98*, *Madden '98*, and *Quarterback Club '98*.

Mike Salmon
MSalmon@ultragg.com



With quality titles like *Face Off '98* on display, the PlayStation is clearly THE sports machine.

Baseball - With baseball season almost over, not many companies had any hardball games to show. However, the PlayStation lost its handle in at least

PlayStation

Football - With the gridiron season right around the corner, it's no wonder this was the main focus of the show. Sony showed off the polygonal *Gameday* for all to see, while EA kept *Madden '98* behind closed doors. Once again, the PlayStation is playing host to the best football available and, with two college games on the way, it just keeps getting better.

Hockey - Another head-to-head battle is underway in hockey as EA, Sony, Acclaim, and Virgin each try to get the upperhand in 32-bit hockey. All four games are polygonal, have players licenses, and have advanced strategy elements. Seeing which game comes out a winner here should be a real toss up.

Baseball - There weren't many baseball games to see, but once you get a chance to play *WSB '98*, you'll never want to see that other crap again.

Basketball - Visual Concepts is doing the same game for Sega and Midway Home Entertainment and, so far, the game is coming along nicely. However, even if *NBA Action '98* turns out to be the best hoops game around (a fact I highly doubt), it's going to look better on the PlayStation.



Beyond *World Series Baseball '98*, the Saturn can't offer up any real competition to the PlayStation. *NBA Action '98* and *NHL All-Star Hockey '98* are both available and better on the PlayStation.

Nintendo 64

Breaking down the Nintendo 64 games by sport would just be a waste of time, since there are only three sports games in the immediate future. *Gretzky 2* is more of the same arcade-style hockey, but some additional sim features should improve the game. *Ken Griffey Jr.* finally made its debut and it didn't look good at all. The only good news is that *Quarterback Club 64* is looking incred-

ible and will be the first true sports game for the N64. Hopefully, by Christmas '98, all of the major sports will be covered, but for now, the N64 just isn't the place for sports gamers.

More disappointing sports games like *Ken Griffey Jr.* keep the N64 from becoming any kind of challenge to the PlayStation when it comes to sports games.



E3 SPORTS

Just a little bit of heaven in '97

WRAP

The Electronic Entertainment Expo was as big as ever this year and the sports world was no different. I've put together a quick

synopsis on each system and what you can expect in the next several months and, as I get info, I will continue to give the straight scoop on all of the sports games. Clearly the winner of the show was the Sony PlayStation, which has become the 32-bit answer to Sega's sports monster, Genesis. Sega once again showed very few games, but the quality of *World Series Baseball '98* makes them hard to ignore. The N64 is still the worst of the sports machines, while the PC is still being reigned by EA.

one sport, as the amazing *WSB '98* showed exactly how bad the rest of the baseball games are. Next year, look for EA, Sony, and Acclaim to have much improved games.

Basketball - Because b-ball season is so far away, there really wasn't much at the show. However, several titles were announced for 1998. Among them are *NBA Live '98*, *NBA Shoot Out '98*, *NBA In The Zone '98*, *Visual Concepts B-Ball*, *NBA Jam '98*, and *NCAA Basketball '98*.

Sega Saturn

Football - The only hopes for Saturn owners is that EA and Acclaim will once again port over a football game to its dying system.

Hockey - Showing it still cares for its consumers, Sega bought the rights to Radical Entertainment's *Powerplay '98* and saddled it with the *NHL All-Star Hockey '98* title. No matter what it's called, it gives the Saturn one legitimate hockey game this year.

MADDEN '98

Is this the end of the line or a new beginning?

● **SYS.** PLAYSTATION, SATURN, PC

● **PUB.** EA SPORTS

● **DEV.** TIBURON

● **REL. DATE.** TBA



BRONCOS		REF.	DIVISION
TOTAL YARDS	2ND	1ST	
TOTAL OFFENSE	2ND	1ST	
PASSING	2ND	1ST	
PASSING AVERAGE	6TH	1ST	
RUSHING	10TH	4TH	
RUSHING AVERAGE	11TH	1ST	

New features, like the team rankings, give you access to all the stats you'd ever want.



Borrowing from *Gameday*, you can check your receivers at the line of scrimmage.



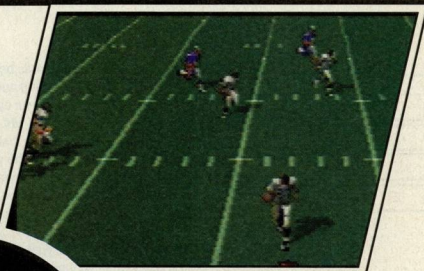
The key to *Madden '98* is going to be how it plays.

1 New moves, like the swim (again, borrowed from *Gameday*), should put more control in the player's hands. 2 Hey look, it's one of those boring set-up screens! 3 Wow, Mike! This sure is an exciting picture. Really gets you into the game...

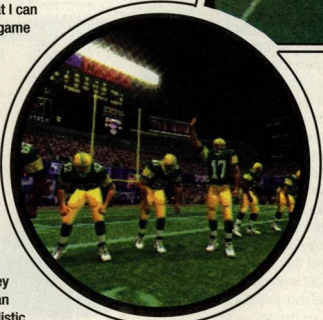
E The football genre was once owned by this behemoth, but since the PlayStation hit the market, EA has been fighting an uphill battle.

Madden '97 clearly wasn't the same caliber as *Gameday '97*, yet it still outsold it. Why? For one, *Madden* made it to the shelves a full month before *Gameday*, and that, coupled with the loyal *Madden* following, still made it the popular choice. However, last year was the first in history that I can remember that a *Madden* game just wasn't as good as the other football game.

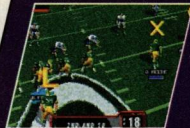
The developers at Tiburon realized that they were getting beaten in AI, so all of the development time in *Madden '98* was spent on creating a smarter, tougher computer opponent. They are using what they call 'liquid AI' to create an entirely playable and realistic football environment. The developers are also promising no more money plays, and a computer opponent that will learn and react to your tendencies. Since I only had a few minutes to play the game, the only evidence I have is their word, but once I get my hands on *Madden '98* I am going to put the AI through some rigorous tests...



The cleaned up sprites now have numbers on the jerseys, but can't compete with the stockier pots of *QBC* and *Gameday*.



The only polygons in *Madden '98* come in the loading screens.



God, I hate the Packers. Just seeing those nasty colors makes me ill.

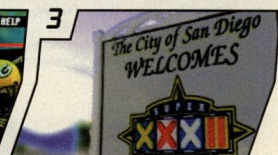


The L on Brett Favre's head stands for 'loser' and as always, the X marks the spot. Ouch!



Play an early season game and you might have to play over a baseball diamond.

What has to be frustrating to EA is that just as they tackle their AI issues, Sony unleashes an unbelievable polygonal football game. Sure, *Madden '98* has slightly improved sprite players, but they can't even compete in the same hemisphere as Sony's pumped up polygonal players. Of course, looks aren't everything and that's why I'm not handing the title to anyone until I get a chance to put all of the pignkins games through their paces.



NHL '98

Everybody grab a squid! There's even more hockey!

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



Ooh, that's gotta hurt! Big hits are definitely in the works for '98.



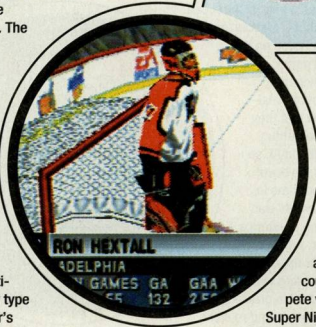
1 The new strategy settings should make *NHL '98* a cerebral affair. 2 The polygons have been reworked from last year to take full advantage of the PlayStation. 3 The usual EA style makes for some great presentation.

- 1-2 Extensive motion-capture settings with All-Stars, like goalie John Van Belsbrook, make for some sweet saves.
3 All of the players from the '97 season are in the game.

While I was behind closed doors at EA checking out the newest *Madden*, I also got an opportunity to get my first look at *NHL '98*. The best news for fans of this series is that EA Canada will be handling all versions of the game this year. In previous years, EA Canada only worked on the PC version (which, by the way, has been far superior for several years), but for '98, EA Canada is preparing the PlayStation version as well. The first thing I noticed was the improved textures on the players and a higher-resolution than last year's effort. However, what the developers are really focusing on is the control, depth, and gameplay.

Like every other 32-bit hockey game coming out this year, *NHL '98* is going to utilize the same strategy type set-up that last year's *Powerplay* invented. There is also a lot of work being put into the camera, so that the player can see the action up close, yet still be able to spot streaking wingers.

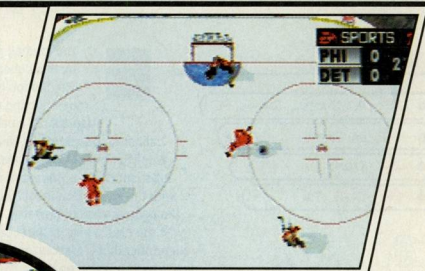
One of the big gripes with *NHL '97* was that the speed



RON HEXTALL
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and gameplay couldn't compete with even the Super Nintendo version of the game. The developers are really working to restore that same immediate feel that has made the *NHL* series such a joy. Personally the one thing I miss the most in the 32-bit incarnations of this classic is the total control of the players on the ice and the puck. Too many games in the 32-bit era have suffered from poor control, and in the end that is the most important part of any video game. Perhaps *NHL '98* can right some of these wrongs and make me a believer in the series again.

I only had a few minutes to check this one out, but it is another fine-looking hockey game for the PlayStation. Only time will tell if the developers can recapture the magic that this series once had.



Better AI will create several opportunities on the break.

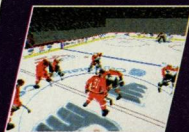
Check out the improved textures up close.



'Hello, I've sold my soul, but I do get free video-games the rest of my life.'



Those great signature moves from the later 16-bit versions are back.



The usual EA style makes for some really great presentation. Wow!



NFL GAMEDAY '98

Gameday looks to wrap up the competition! ○ ○ ○ ○ ○

● **SYS.** PLAYSTATION

● **PUB.** SONY

● **DEV.** SONY

● **REL. DATE.** TBA



Just like in the NFL, the rich keep getting richer. Last year, *NFL Gameday* was the best-playing and looking football game around. So you figure the developers would just churn out another update, wrong! Not only has Sony implemented a completely polygonal engine, but in the process they have improved the game in every facet.

There is no underestimating the value of beautifully texture-mapped uniforms and real 3D worlds, but until you get your hands on the controller, you just can't understand how amazing this game is. Since I last informed you about *NFL Gameday '98*, the developers have added arm-wrapping tackles, the rest of the NFL teams, and even more speed. What has always made *Gameday* such a classic football game is the feeling of the hits and, with the new wrapping tackles, it is even better. I am a huge fan of this feature, in fact, I kept telling the game producer Chris Walley how much I enjoyed that feature in *QBC '97*. Not only did he implement it in the game, but he managed to do it even better than it was done in *QBC '97*. It's this kind of drive and intensity that keeps the guys at Sony Interactive Studios at the very top of the

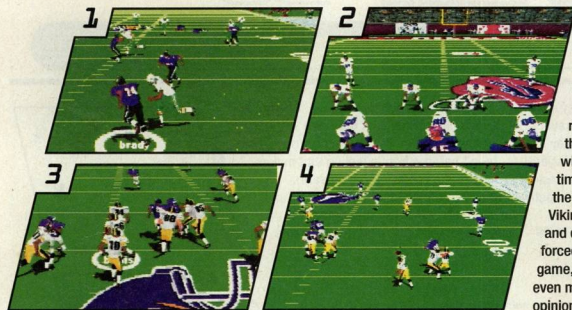
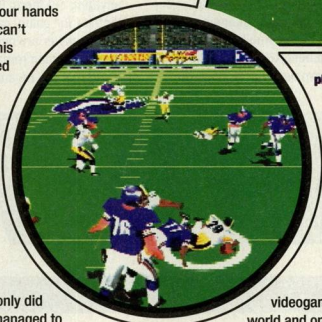
videogame sports world and one of the main reasons *Gameday '98* is going to be such an incredible game.

Gameday '98 made a huge splash at E3 and was clearly the most talked about football game at the show. However, I'm not ready to give away the title 'best football game' just yet. But if this game keeps coming along like this, I may be forced to do just that. I just recently got an early copy of the game into the office and will be spending much of my time beating up the rest of the NFL with my treasured Vikings. After all this is said and done I suppose I'll be forced to write about the game, so next month expect even more info, screens, and opinions on *Gameday '98*.



Seeing the rest of the NFL uniforms and players in motion nearly made me cry (no, that wasn't another cut on the Raven's uniforms, either).

The wrapping tackles are in place and man, do they look great.

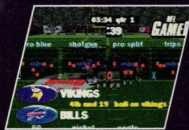


1 The new motion-capture really gives *Gameday '98* a fluid feel and look. 2 By simplifying the game for novices, the developers have ensured that everyone can enjoy '98. 3 You can literally watch the holes open up on the line of scrimmage. 4 Here's a rare sight — the Steelers are passing the football.

1-2 The power of the tackles is unparalleled and a main reason for *Gameday's* success. 3 All of the stadiums will also be done in 3D, so you can get a good feel for being on your home turf.



With advanced features like Total Control Passing, *Gameday '98* is the ultimate players game.



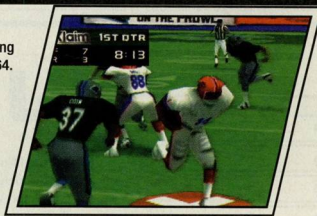
The playbooks have been reworked again to keep up with the constantly changing NFL.

QUARTERBACK CLUB '98

- **SYS.** N64, PLAYSTATION, PC
- **PUB.** ACCLAIM
- **DEV.** IGUANA ENTERTAINMENT
- **REL. DATE.** TBA

A claim had videos all over its booth showcasing *QBC '98* for the N64, but only a lucky few got to go deep into the booth and get a hand on the controller. As you probably guessed, I was one of those lucky few. My early feelings on *QBC '98* are that it's an incredible looking game that already feels and plays good enough. However, in this industry, good enough isn't always that. The developers at Iguana have been working on *QBC '98* since before *QBC '97* even released. All of this work and Iguana's understanding of the N64 have combined to make this game one of the best N64 titles at the show. The game is completely polygonal, run-

ning at 30 fps, and is using the hi-res mode of the N64. Put all these together and you have the best-looking football game around. The next step is to create compelling gameplay and a realistic simulation of the sport. The general manager functions of *QBC '98* are already in place and rival anything out there. In fact, the depth of the salary cap and create a player are perhaps the best around. The only question remaining on *QBC '98* is the play and that will be answered shortly.



There is no denying that this is one beautiful game. It looks just like on TV!

- 1 The textures on the helmets are just astonishing, but I still haven't seen a polygonal cheesehead.
- 2 The gameplay isn't going to be revolutionary, but it is going to be classic videogame football.
- 3 The analog controller allows for sharp cuts, and changes of speed and direction.



NHL POWERPLAY '98

- **SYS.** PLAYSTATION
- **PUB.** VIRGIN INTERACTIVE
- **DEV.** RADICAL ENTERTAINMENT
- **M.S.R.P.** \$49.99

J ust last year, *Powerplay* stormed onto the scene and forever changed the way hockey games were made. This year, they have the unenviable task of trying to thwart the hungry competition. It's a tough job, but... What the developers have done for *PP '98* is iron out the wrinkles of last year's revolutionary game. Now there is stat-tracking, right and left-handed players, different camera angles, and even more strategy. All of this adds up to a hockey game that would have destroyed the competition last year. However, with a strong list of contenders coming down the line, it'll be interesting to see

exactly how *PP '98* holds up. One of my few complaints with the game is that it plays a little on the slow side. You just don't get that frantic feeling that makes hockey the coolest game on earth. However, the AI, strategy, graphics, and depth make *PP '98* a great game nonetheless, and the best hockey game available, for now.

1 Great animations give *PP '98* an exquisite look. You can almost see the teeth falling on thine with this crushing check. 2 More feeling of control over the shots is the one thing no 32-bit game has done right, but *PP '98* is close. However, it still isn't close to the classic control of NHL on the Genesis.



AUDIO & VIDEO

GAMEPLAY

SPECIAL

GRAPHICS	9	BALANCE	8	INNOVATION	7
SOUND EFFECTS	9	DEPTH	9	EXTRAS	8
MUSIC	9	INTERACTION	8	PRESENTATION	9

8.5

WORLD SERIES BASEBALL '98

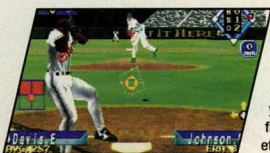
All is forgiven! America's pastime is back!

- SYS. SATURN
- PUB. ELECTRONIC ARTS
- DEV. EA CANADA
- M.S.R.P. \$45.99

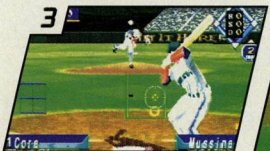
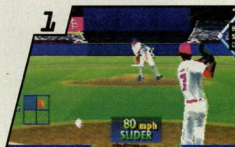


A few short years ago, there was no one around who was a bigger baseball fan than myself, whether it be real or a videogame. Then came the players' strike and the onslaught of mediocre and unoriginal baseball videogames. I had all but given up hope when this gem arrived in the office. Now after spending entirely too much time playing *World Series '98*, I have regained the love (it also doesn't hurt that my Orioles are playing their best baseball in years).

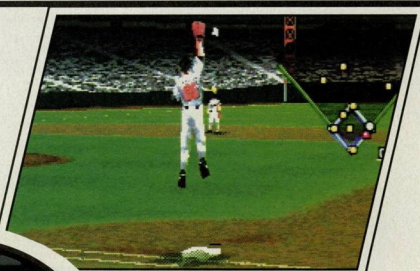
There have been so many mediocre baseball games in the past couple of years that I forced up an 8.8 to a game I wouldn't even recommend to my friend. It used to be a rite of summer for me to squander hours and hours playing through a season of the best baseball game, but for the last couple of years, I couldn't even find one that was worth the effort. Sure, last year's *WSB* was a fun two-player game, but it lacked any of the real strategy and depth I desired. *Triple Play '97* and '98 were the best the



By picking the zone right, the batter only has to time the swing and it usually results in a well-hit ball (depending on who's batting and who's pitching).



1 By getting hitters to chase balls out of the strike zone, you have a much better chance of getting an out. 2-3 The realistic movement of the pitches is absolutely amazing. Check out this big curve. 4 Great animation and control make the fielding in *WSB* the best ever.



The smooth camera transitions always leave you in a good position to field the ball and keep the game exciting as well.

As a batter, you must choose one of four zones to 'look for your pitch'. Red zones are hot zones, blue zones are cold zones, and white zones are normal.

PlayStation had to offer, and the constant bugs and slow frame-rate made these unplayable after time.

What makes *WSB '98* so incredible is the perfect combination of real baseball, total control, and perfect execution. The batter/pitcher interface is revolutionary and head and shoulders above anything else out there. It really creates the sense that every pitch, every strike, and every swing is vital to the outcome of a game. Only the uneducated masses who don't understand the delicate intricacies of the game dare call it boring, while true fans of the sport understand the urgency of every pitch.

Every player in *World Series Baseball* is rated and performs nearly identical to their real-life counterpart, right down to arm strength and accuracy. Therefore, being successful in *WSB* requires hand-eye coordination, managing, patience, and timing. Just like in real baseball.

Just like in real baseball.



Choppers that bounce over the infield make *WSB '98* more realistic than ever.



The outfields have been enlarged, so a ball in the gap is always a double.



The minor league system gives you player options all through a season.

AUDIO & VIDEO

GAMEPLAY

SPECIAL

GRAPHICS	9	BALANCE	10	INNOVATION	10
SOUND EFFECTS	10	DEPTH	10	EXTRAS	?
MUSIC	8	INTERACTION	10	PRESENTATION	8

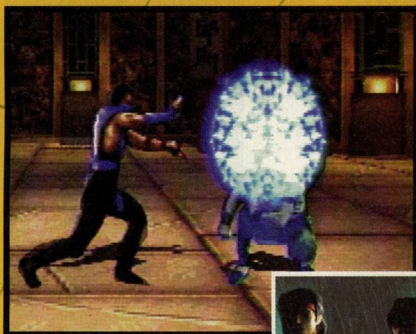
9.4

**WHERE THE COOL
PEOPLE HANG OUT.**



<http://www.ultragp.com>

MORTAL KONTEST



Toasted Bill says, 'Find me and win a *Mortal Kombat 4* arcade machine! Plus, you'll also go insane! What a great prize combo!!!'

ULTRA *gameplayers* and Midway Entertainment are giving you a chance to have your very own *MK4* arcade machine. That's right, no one in the free world has even played the game and you have a chance to win one.

There is a catch, however. In order to be eligible to enter, you've gotta find Toasted Bill somewhere in each of the July, August, and September issues of **ULTRA** *gameplayers*. Usually, around here, we hide from Toasted Bill, especially around deadline time, when he's just to the left of psychotic, but if you can spot Toasted Bill, screaming 'Toasted!' (duh!) and write down all three months' page numbers, then your entry will be placed in Bill's secret stash bag and, once we find someone brave enough to place their hand in the bag, we'll draw the winners at random. If you miss an issue or can't for the life of you find Toasted Bill, then help is available at www.ugp.com. So start looking for Toasted Bill in this issue. Hey, an *MK 4* arcade machine is worth a little terror, insanity, and a slow, painful death, right? Heh, heh, heh...



Send your entry to:
Mortal Kontest
c/o Ultra Game
Players Magazine
150 N. Hill Drive
Brisbane, CA
94005

or via the internet,
visit the Kontest page
at: www.ugp.com

Grand Prize

One extremely lucky winner receives their very own *Mortal Kombat 4* Arcade Machine!!!

Second Prize

Three rather lucky winners receive a free copy of *Mortal Kombat Mythologies* for the Sony PlayStation!

Booby Prize

Thousands will go blind searching for Toasted Bill. Hundreds will die of shock upon finding him. But hey, at least you don't have to work with him!!! The horror...



THE LEGAL STUFF

No purchase necessary. Contest is open to residents of the United States and Canada with the exception of employees of Imagine Publishing and Midway Entertainment. Multiple entries are prohibited. All entries become the property of **ULTRA** *gameplayers*. All taxes are the responsibility of the winner.

No cash substitution is allowed. Offer void where prohibited, regulated or restricted by law. All entries must be received by September 26th, 1997. The random drawing will be held September 26th, and the winners will be published in a subsequent issue of **ULTRA** *gameplayers* Magazine. Imagine Publishing is not responsible for lost, misdirected or unselected entries. Editor's choice is final.

Network CONNECTION

LETTERS FROM OUR READERS...

TOO HAPPY

I send this to you to welcome you into the mystical world of coscoland... where the shopping karts run free and the food is for the taking... Ah, it is all too sweet, yet true. Together we can frolic through the aisles, dancing merrily, singing our songs of thanks and happiness. We can meditate on the coscoland god, Froito, on top of the moving conveyor belt. Ah, life is good to us in coscoland, where we are protected from 'the outside' and our enemies in shopcoland.

Remember... there is only love and kindness in coscoland.

Emily Giles,
Redding, CA

BILL>>> Gee, Emily, I've heard of people who were 'born to shop', but in your case I'm pretty sure it goes down the genetic code level. Do me a favor, Em. While you're frolicking through the aisles, singing the, uh... songs of thanks and happiness, just sashay over to a window and look outside. Don't worry — I'm sure the Shopcoland people are too busy worshipping their dairy products god to take any potshots at you — and tell me what color the sky is in your world, OK?

SPARE A DIME?

I'm a spider and I live under a rock. Fortunately, I have a mail box by my rock and every morning, after my coffee, I skitter out to my mail box

and grab your Mag. I have some questions for the new editor, Frank.

1. What is it like having a name that sounds like a hot dog?
 2. Are your ears cold? I was just wondering because, in case you haven't noticed, you don't have any hair.
 3. Do you have a nickel? I can't find a nickel. All I need is a nickel and I can buy myself a milk shake and a nice delicious hot dog.
- Spider,
Under a rock

FRANK>>> Hello, spider. Here are the arachno-answers to your spidery questions:

1. It's good, because I usually plump when I cook.
2. Grrr...
3. No, and that's what you get for calling me baldy. And I thought spiders ate bugs. Go eat bugs.

SECRET STUFF

I have beaten *Chrono Trigger* and gotten *new game +*. But in one of your magazines (#76) it says you can find Schala. My brother and I have looked everywhere for her! Where is she? Please help us. P.S. Do you know where I can get a strategy guide for *Chrono Trigger* (one with all the secrets)? I appreciate your help.

Jenay Lindsey,
East Moline, IL

FRANCESCA>>> Oh, geez, Jenay... I wish you could've asked me this question about a year or two ago, when I could've probably remembered the answer. If I were to even attempt at answering it now, I'd most likely end up telling you some complete RPG mish-mash of secrets, like how to find the *Moogles Charm* for Cloud in *Vandal Hearts* or something like that. Your best bet for a 'real' answer would be to

MEET THE TEAM



FRANK

Jean Luc Picard's nephew?



BILL

Anne Ramsey's younger brother?



ROGER

Rodney Dangerfield's son?



MIKE

Rob Lowe's older brother?



FRAN

Connie Cheung's cousin?

either ring up Nintendo's hintline or check around at videogame specialty stores for the strategy guide. Man, see what happens when you play too many videogames? My brain sure ain't what it used to be...

HE'S WORTHY

Roger, I've decided to write to you since Chris is gone, and I'm not worthy of writing to Bill, and seeing Mike do that pelican dance in issue #97 made me plain scared of him! Anyways, I have a couple of questions you need to answer.

Network Connections
ULTRA GAME PLAYERS
150 North Hill Drive
Brisbane, Ca 94005

1. Why are Square's 3 big games, *Tobal 2*, *Bushido Blade*, and *Final Fantasy 7* finally coming out in September?

2. How much should FF7 — a three CD game — cost, since Sony has dropped its game prices to \$49.99 maximum?

3. Is Square planning a sequel to *Chrono Trigger*?

4. Rumor has it you've been beating Mike at the Jojo games lately... Joe Rolf Harrison, ME

ROGER>>> Well thanks, Joe, it's great to know you have no qualms about scraping the bottom of the barrel for answers to your questions. I appreciate the respect you have for me.

1. Umm... Because? Of course, that crazy little insignificant holiday called Christmas is just around the corner. Co-inky-dink?

2. Actually, it's a two CD game, but it should stick to Sony's standard pricing scheme. Even if it's a bit more than \$49.99, you can bet Sony won't price it as high as your average N64 game.

3. Every one wants it, but Square hasn't announced any plans for one and we haven't even heard any rumors that its being worked on.

4. Lately? Puh-lease. If Mike wasn't Sports Editor, the real truth would come out. Fact is, when I win, it's skill. When Mike wins, it's luck.

RAVING MAD

I watched U2's TV special, *A Year In Pop*, and noticed a brief appearance

by Lara Croft on the giant LED screen during the opening show of their PopMart tour. How did she end up there? Karen Niemla Albion, PA

MIKE>>> Well, we didn't want to share this with our male readers who still think they have a shot with the lovely Lara, but U2's Bono has been seeing Lara for a couple months now. That video was taken from their 'private' collection. Actually, those were all lies. U2 approached Eidos and specifically asked for footage of Tomb Raider to be used in their concert.

WHO'S SORRY NOW?

Hi! Sorry I blew up at you guys a few months ago. I didn't mean to, it was just... the voices! Oh my God... Those hideous voices made me... They made me! They're driving me mad, mad, MAD I tell you!!! Please... Help me... Ashley 'I'll be fine... just... fine...' Harter Apple Creek, OH

BILL>>> Oh, so the prodigal returns... OK, Ashley, you've been very bad, so I want you to find a large cardboard box, any rabid animal, some Cayenne pepper sauce, a big bag of pigeon feathers, about a pint of fire ants, a jar of Elmer's glue and any (bart!) Cure CD. Climb inside the box with all that stuff and duct tape the lid tight! In about two weeks, after I'm sure you're totally nuts, have your voices call my voices and we'll do lunch. Seriously though, welcome back, sensational gravity girl...

Top Left: Nope, there's no *Chrono Trigger* sequel here. We looked — really — but we just couldn't find one...

Top Right: Hey, Ashley, don't forget to take a couple of these here horse flies, too!

Center: Will Lara's divorce from Bono cost him more than just his millions?

Bottom Left: Here's Mike backstage during rehearsals for his 'Gotta Sing, Gotta Dance' show.

Bottom Right: Ok, don't everyone panic at once, but we did find this strange shape on a hot dog. Guess the end is closer than we thought...



VISIT OUR WEB SITE:

[HTTP://WWW.ULTRAGP.COM](http://www.ultragp.com)

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Francesca: freyes@ultragp.com

ASK THE INDUSTRY

The hands down, most asked question that we get here at UGP is always: How did you get your job and do you have any advice for someone wanting to do the same thing?

Another popular question that we are constantly asked here is: What's your favorite thing about working here and what do you hate about it?

Well, here's the answers from some of the countless videogame editors aimlessly wandering the hallowed halls of Imagine:

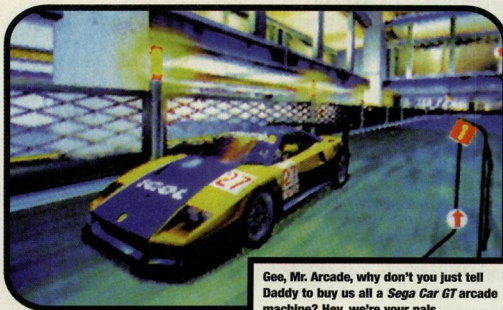
Q: How did you get your job and what exactly were the requirements?

A: I applied for the position over the Internet and got it! I think the position as a videogame editor requires, above all, a talent for writing and a passion for videogames. Beyond that, you should be able to move out to California if you don't live here already, and a good knowledge of the industry helps, as well. (Matt Casamassini, Assoc. Editor, *W64.com*)

Q: What's your favorite part of the job? And what's your least favorite?

A: The best part of the job is that it's never boring. Everyday there's a lot of newsworthy stuff going on about the PlayStation and new games are constantly being released, so it's exciting being a part of all the hype and fun in the videogame industry.

The worst part of the job is that I'm always so busy posting news stories, reviews, etc. on the site that I'm rarely able to play a lot of the games. It's still a job, after all, and we're still responsible for taking care of business before we can have fun. Another thing is that once you're a part of the videogame industry and you're able to glimpse its inner workings, you do become a little jaded about videogames. (Adam Douglas, Editor, *PSX Power*)



Geo, Mr. Arcade, why don't you just tell Daddy to buy us all a *Sega Car GT* arcade machine? Hey, we're your pals...

BARE IT ALL!

Here is my dilemma. I want to see some nudity in videogames and videogame magazines. The truth is, I'm just tired of all these bland games out in the market today. The violence in games is cool, but it isn't what I used to be. I know that videogames are mostly made for kids and teenagers, but there are adult gamers out here who want to see something new, and I think our voice should be heard.

Krown,
Macron, IL

FRANK>>> Yes, yes, yes, but what about people who are offended by nudity? They have a right to read about videogames, too. Japanese magazine *Dengeki Oh* manages to combine the two for no

apparent reason. But not us, nosireebob. If you want to see *Bill naked*, he does do parties, *Bah Mitzvahs* and weddings.

TEEN BEAT!

Hey girl, what's up?! OK, Francesca, I have a few questions for you.

1. What kind of music do you like and who?
 2. What's your favorite video game?
 3. What's your favorite food and favorite color?
- Jennifer Foy
Burke, VA

FRANCESCA>>> Okay, my turn! I have a couple of questions for you, too, Jennifer!

1. If I provide answers to all of these questions, will I get a free psychic reading from you, as well?

2. Is there any money involved if I reply? If so, how much?
3. What's my guarantee that you won't go out and place a personal in some sleazy classified section under my name with the information you've acquired from my answers?
4. Have you been hitting the pipe mold again?
5. Can I have some, too?

FREE CRAP!

I am a proud PlayStation owner, but I could not find a copy of *Resident Evil* or *Tomb Raider*. Since you are the best mag in the business, I thought you could give me a copy of either one. Would you?
Brandon Green
Benham Springs, LA

ROGER>>> Oh, come on Brandon! Couldn't find a copy of *Resident Evil* or *Tomb Raider*? Ever try sneaking out the window at the asylum and looking in a store for them? If I fell for this one, Jill and Lara would never forgive me.

OPEN A CAN...

Mike, I have some questions. I think that you're the only one left that can answer these. Well, my dad and I have been talking for sometime about buying an arcade system for my room. I have a few choices: *Namco Time Crisis*, *Sega Super GT*, *Sega Virtua Fighter 3*, and *Namco Air Combat 22*. Here are

THE JADED GAMER



You know it's true... all movie license games suck. Basically, they're just cheap, ill-made attempts to cash in on the popularity of the latest 'hot' Hollywood thing. Maybe that's the problem. Maybe they need to license a different kind of movie game. Hmm...

I know! When the Yaroze system gets out, people could start making games that are licensed from their own home movies! Just imagine the possibilities...

You'll shudder! You'll shriek! Can you stand the ultimate horror of *My Sister's Wedding*? Battle your way

through hordes of doting, cheek-pinching spinster aunts. Fight for your sanity as polka after polka screech out from the band Aunt Zeldia hired. Try to stop the madness of weird Uncle Buzz's Table Dance. Slash through mounds of sun-baked potato salad, redolent with death, as you try to save the last decent chicken sandwich from certain doom at the withered hands and denture-laden gums of the mysterious Old Lady guest!!! You'll find all these thrills and more in *My Sister's Wedding*, from Sonny Games! But wait... there's more.

Never before in videogame history has a game explored the true mysteries of the deep like *Wading Pool Holiday*. Thrill to the cries and shrieks of Baby's first swim. Can you survive the tidal wave created by

your 'big' sister's belly flop? Discover strange fungal growths as you snorkel past Aunt Beulah's feet. Flee from the strangely beautiful, but dangerously deadly, gas bubbles that stream from cousin Elmo's bathing suit. Can you determine the origin of the mysterious Yellow Current? All this and more awaits the daring diver in *Wading Pool Holiday*. Available soon from ArtyFarty Games...

RPG fans won't be left out, either!

Imagine a journey across a land so vast that you'll age several lifetimes before you're through. *Family Car Vacation* will show you sights never before imagined. You are there — as Big Daddy Dad utters the strange, expletive-laden prayer to the Flat Tire God. You are there — as Sweet Mommy Mom

discovers the hidden treasure of Bouncy Baby's Bottom. You are there — as Big Brother Bub takes another ten steps, only to get into yet another fight with Super Sister Sis. You are there — as The Backseat Chorus plunges the entire car into madness with the 'Are we there yet?' chant. All these thrills and more are yours for the finding in *Family Car Vacation*, coming soon from Square Deal games.

The possibilities are endless, gang. We can only hope the Yaroze catches on fast, before we're subjected to another atrocity like *Independence Day* or *Last Action Hero*.

Besides, it won't be long before I get a Yaroze and make a few games based on my home movies. Heh, heh, heh...

my questions:

1. Are any of these arcade systems available for the home use?
2. How much do they each cost?
3. Where can I buy or order these systems?

Mr. Arcade
Redwood City, CA

MIKE>>> First off, you are a spoiled little brat (hmm... you do live relatively close, and I've been dying to get some more play on Super GT). Never mind that spoiled brat comment. After all, it's not your fault that 'daddy' has got big bucks. I would suggest Super GT, because it's the game I like to play. And as long as your dad provides the beer, I will personally come to your house and teach you how to play driving games drunk. The game will cost you around \$18,000 (Or you pick up a fully loaded Jeep Wrangler for the same price and get a CD player to boot) and you can order them from any arcade distributor. Luckily for you, there are four or five right near Redwood City. Just look in the phonebook under Arcade Distributors, then give me a call.

HE'S A WINO!

Hey Bill! I have a suggestion for you. I'm a nice Italian boy and, of course, I come from a family that drinks wine. Well, I think that you should try some wine instead of all that beer you drink. Wine has a nice taste, if you ask me. I have nothing against beer drinkers, so remember, this was only a suggestion.

Anthony Rosato
Riverside, RI

BILL>>> Oh sure, Anthony, that's the way it would start, with a

simple glass of wine. And then maybe a little antipasto would show up, just to keep the wine company. And when no one noticed, some fettuccine or spaghetti would just 'appear' and it would be OK, wouldn't it? Then we'd be taking a few recalcitrant subscribers for 'a ride'. Soon, we'd have to go to the mattresses, because VITO'S SLEEPING WITH THE FISHES! VITO!!! WE'RE GONNA HIT YOUSE GUYS WITH ALL WE GOT! BUDDA BING! BUDDA BOOM!!! I MAKE YOU AN OFFER YOU... Oops... medicine time...

BIG BUCKS

Frank, I was wondering how you become an editor of Game Players magazine. I would love to sit around eating chicken cookies, playing videogames and getting paid for it. Dustin Chitwood Dalton, GA

FRANK>>> We are paid in Chicken Cookies, so it kind of sucks. Now everything is so salty. Mmm, Chicken Cookies...

BILL>>> Actually, Dustin, only Frank is paid in

Chicken Cookies, for obvious reasons. The rest of us are paid with TV Dinners and old issues of Home and Garden. Frank sure is a sucker working for cookies, huh, gang?



Hey gang, this stuff is just like Chicken Cookies, except it's really cold!

Top Left: It seems that no one still wants to smell the fat guy's fingers. We can only guess why...

Top Right: Why is it you never invite me for dinner, Anthony? Then you come to my house, saying 'Please, Don Bill, give me justice.'

Center: Hey Brandon, this is what happens to guys who ask us for free Resident Evil stuff!

Bottom Left: Frank goes on a crazy, kooky, cholesterol kick every payday! Cluck, cluck!

Bottom Right: The folks who make the PlayStation kinda expect you to buy some games for it...



ASK THE BIG BOYS!

Do you have something to say about a particular game company? Say it to their face! Write up your question and send it to the usual address, c/o Ask The Industry.

JADED GAMER...

The Jaded Gamer doesn't ever play movie license games. In fact, J.G. never goes to the movies. 'They don't sell beer, and they won't stop the movie while I go to the bathroom!' he says.

GAME IDEAS!

Send in Your Ideas to Game Ideas, c/o ULTRA Game Players, 150 North Hill Drive, Brisbane, CA, 94005.

TOO TRUE

My game is called *The Mother-in-Law That Wouldn't Die*. Based on a true story, this game rivals *Resident Evil*! You're married to the daughter of The Dragonlady Agnes, who is coming to live with you. You must stop her with your giant foam cowboy hat and air horn. If you win, you end up playing *Solitaire* forever in a dark, quiet place with no sunlight or decent food. Home Wrecker, Dublin, CA

Bill: Hmm... I sense a little bit of antagonism here, HW. I've talked to Agnes and, while she's extremely pleased to be the heroine of a videogame, she did mention something about 'shoving that dock of cards right up your worthless son-in-law's...' Well, I'm sure you got the picture. Have a nice night, OK?

SNORE...

Argue Baseball '97 is just like every other baseball videogame, but with one catch! You make a close play and you get to argue about it for 40 minutes!!! It's a really great party game! Zach Gutterierrez, via E-mail

Bill: Wow, Zach, what a great idea! I know I love to argue about baseball, especially the part about why it sucks!

YEEHAW!

My game is called *Biscuits*. In this RPG, you play a psychotic moonshiner. Armed with only a corn husk and a vampire chicken who can turn into a ball of flame, you must clear all the Yankees off A-Key-Haul Mountain. You whip any Northerner you see with the corn husk while screaming 'Git along ther, Yankee!' This is based on a true story. Flimsy Williams, Signal Mt., TN

Bill: Gosh, Flimsy, what an exciting game! And based on a true story, no less. Since I'm what would be a considered a Northerner, I'll just wait for the sequel, which will be called *Revenge Of The Sawed-off Shotguns Of The North*. Hope you like your corn husks well perforated, Flimsy...

DUH...

This is for Francesca. I'm a big TM2 fan. You recently got a letter from a Ivan M. In issue 98. He said one day he was just punching some buttons and he got a secret car select screen for TM2. The cars were invisible. You told him to try it again with his eyes open and you guarantee the results. I have only one question. What the hell were the buttons and where do you press them?

MAD MATT,
Out There

FRANCESCA>>> You pose an interesting question, Mad (that is your name, isn't it?). Try to follow my reasoning, here. Y'see, Mad, there's these things that we like to call 'jokes.' I'm not sure if they're available in all states or if they're subject to age requirements in your area, but they're definitely out there. In order to obtain or understand one of these 'jokes,' you must

first fulfill the requirement of possessing a sense of humor. Seeing that you skipped the first requirement, I feel that it's necessary for you to go out, earn some cash, go to the nearest store, and then purchase a sense of humor. Once that's done, try to learn the concept of 'jokes' and get back to us. Maybe then you'll receive an answer.

CAVEAT EMPTOR

In issue #98 you were answering questions for Micah 'the Dooms' Litant, about a sequel for *Primal Rage* and what systems will it be for, if any. You replied and I quote, 'If it sucks in the arcade, you can probably bet that it will show up on PlayStation someday'. Maybe others didn't catch this one, but it sounds like you were putting the Sony PlayStation down. Can you explain to me what you meant? Chris Drude, Danville, IL

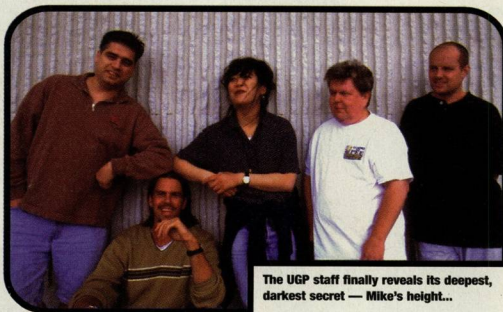
ROGER>>> Every developer in the world seems to be making PlayStation games, which is both a good and bad thing. Don't get me wrong — the PlayStation has plenty of great games available for it, but with so many titles being approved for the system, there is plenty of crap making it to retailers. It's easy money for Sony to approve games without being a stickler for quality, but gamers can be left holding the bag if they're not careful.

ROAD TRIP

I have a really bizarre question for you. OK, did I really see you guys in a burgundy van? Or was I hyper? When I get really hyper, I start to see things. I saw Frank driving, Rog was sitting next to Frank, then Bill right behind Franky. Anyways, Mike looked like he was bored to death. He was in the window with his head on his arms. So tell me if I seeing things or not.

PS. I saw this in Virginia Traveller, On the Road

MIKE>>> We categorically deny ever being in Virginia at or near the time of the crime. Now that the official alibi is in, I can point out some other holes in your 'story'. If, in fact, Frank was driving, no one in the car would've been bored. Instead, we would have been terrified for our lives. You see, Frank is Scottish and would be driving on the wrong side of the road. Another point I find hard to believe is that Rog would get shotgun. Roger is notorious around the Imagine offices for being the absolute worst shotgun caller



The UGP staff finally reveals its deepest, darkest secret — Mike's height...

THE FAN SITE OF THE MONTH

The blue star <http://amber.mcs.kent.edu/~ryouko/LUNAR/thebluestar.html>

Who would've thought that such a quiet little game on the ill-fated Sega CD would've have such a loyal following? There are quite a few websites on the net dedicated to the *Lunar* RPG series and all of its multimedia spin offs. One of the best of the bunch is the meticulously maintained

'Blue Star' which offers a colorful tour through the world of Lunar.

This site contains a whole host of goodies for Lunar fans, including Windows-compatible theme packs, AVIs, MIDI's, shots of some of the Lunar-spawned Japanese comics, game infor-

mation and character art, related web links, and even Lunar merchandise. The series incorporates a lot of anime during its in-game cinematics, so even if you aren't a fan of the games, you might want to check out this site just for the art.

- 1 The site has simple frames and tons of choices.
- 2 Check out the art gallery!
- 3 The game area is really very cool.
- 4 The site also includes Lunar icons, wallpaper, and music.



we know. The only thing you did get right is that I would definitely be bored to death if I was stuck in a burgundy van with those three.

MY KIND OF TOWN

BILL, I want to be just like you when I grow up. You're as funny as #*!?!@. In fact, I'm thinking of changing my current city's name to either: Billsville, Bill City, or Billanooga. Matt 'Bill' Millsaps Chattanooga, TN

BILL>>> Gee, Matt, that's really, uh... great. That's just what the world needs is another me. Think about it: there would be two whacked-out, beer-hogging, pipe mold-devouring, Gazuga-creating guys in the world. I'd have to kill you... About the city name thing, however, I think you've got something there. You forgot the most obvious name, though: Billburg! And the citizens would be called Billburgers! And the advertisements would be called Billburg Billboards!!! And you could play pool at Billburg Billiards Bar. And then you could...

NOBODY'S HOME

I've been reading your magazine for about two years and have noticed that you guys are a lot funnier than the other mags. I wanted to ask you guys a couple of questions:

1. Do you all work at your mailing address?
2. What happened to the Japanese Preview section?

SURFED ANY GOOD WEB SITES LATELY?

Drop us an e-mail with the URL. If we feel that it goes above and beyond the call of duty, we'll feature the page in a future issue!

GAME IDEAS...

That's right, gang, the Game Ideas column is back! We're still trying to figure out what we can give to the winners, though. Hey, how about a nice 8 X 10 glossy autographed picture of Bill? And second prize could be two of the damn things...

PS. That would be cool if you did work there, because I live and go to school near there.
Vince Lau
San Francisco, CA

FRANK>>> Thanks for the compliments. We do work near our mailing address and as for the Japanese preview section - it went when the Japanese imports lost their importance - thanks to more simultaneous releases and a greater wealth of home-grown software. They may come back though, you never can tell.

UH... RIGHT...

PLEASE PRINT MY LETTER!! If you do, I'd like to say Brillo! Grant Paulis, Annandale, VA

BILL>>> Gosh, Grant, how in the hell did you know that Brillo was the Secret Word of the Month? You can't imagine how many letters we've sifted through, just waiting for one of our more observant readers to say the magic word. And now, that magic moment as

finally arrived. You've done it. You said the magic word! So here's what you've won! An all expenses paid trip in a small, cramped box, via the US Postal Service, to sunny Brisbane, home of ULTRA Game Players, where you'll walk over to a really dark alley behind the office with none other than me, Bill Donohue. Upon reaching the alley, I will beat you up and steal all your money! The entire staff will then laugh at you and, for the Grand Finale, you'll eat Brillo! Congratulations, Grant! OK, we've got a new secret word... who's our next lucky winner?

Top Left: Oh yeah... the whole world is just holding its breath just waiting for a sequel to *Primal Rage*... Yep, you bet...

Top Right: For some strange reason, this happens every time we let Frank drive.

Center: Here's the whole UGP crew out for a spin in their, uh...tour bus... or something...

Bottom Left: Here's beautiful downtown Billburg. Yawn...

Bottom Right: This shot is from *TM2*, but it's also how the police usually stop our tour bus.





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OF THIRD DIMENSION



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TIME WITH FELLOW PILOTS



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DO YOU WANT TO

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