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ULTRA GAME PLAYERS

No. 92
HOLIDAY '96
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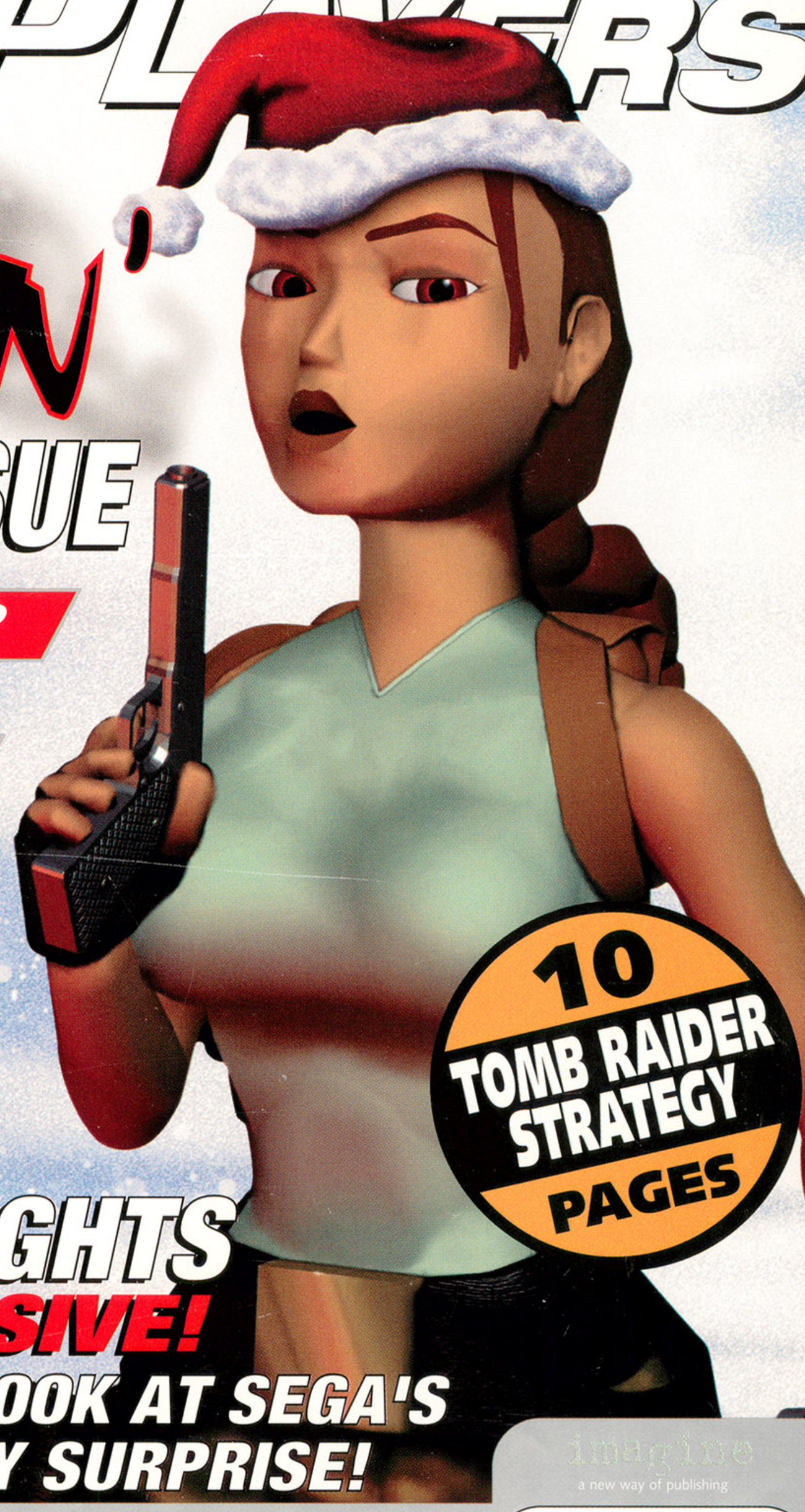
SMOKIN' HOLIDAY ISSUE

WHICH SYSTEM IS BEST?
PLAYSTATION, N64, PC or SATURN?

THE YEAR'S TOP GAMES
Don't DARE miss our best picks!

WE PREVIEW 1997
RESIDENT EVIL, FF VII and more!



10 TOMB RAIDER STRATEGY PAGES

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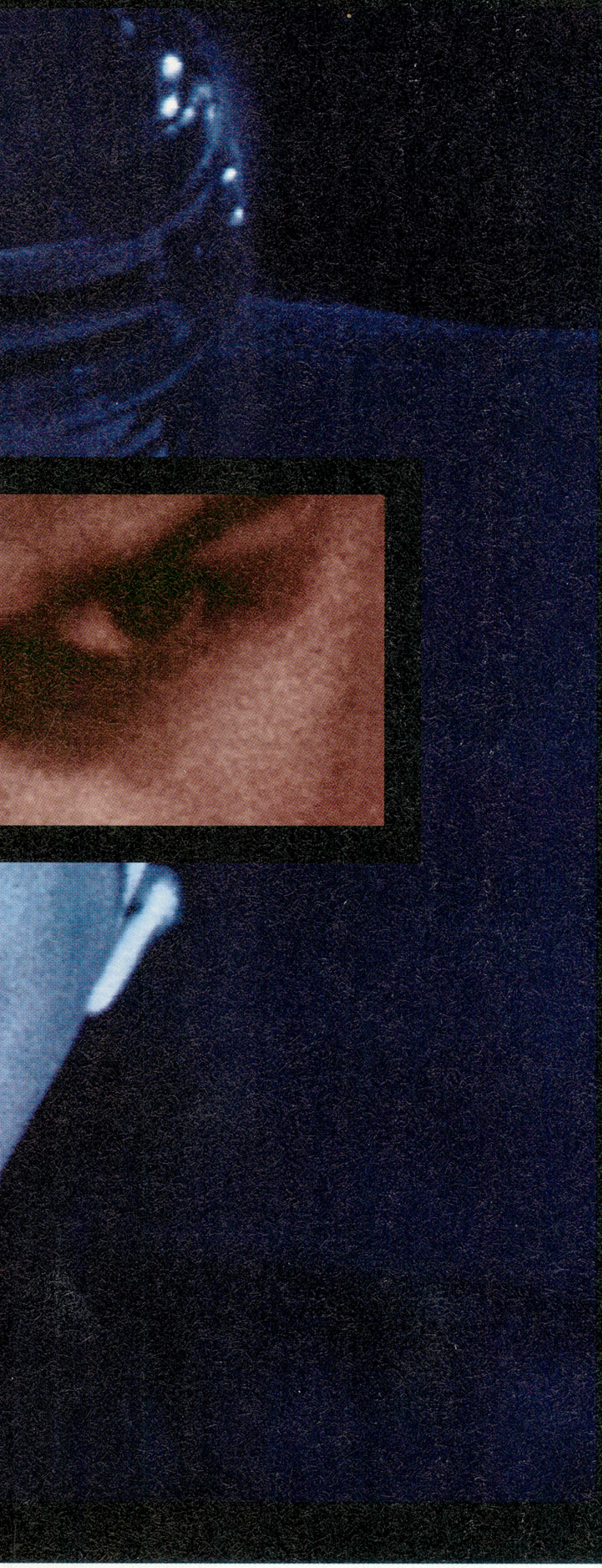

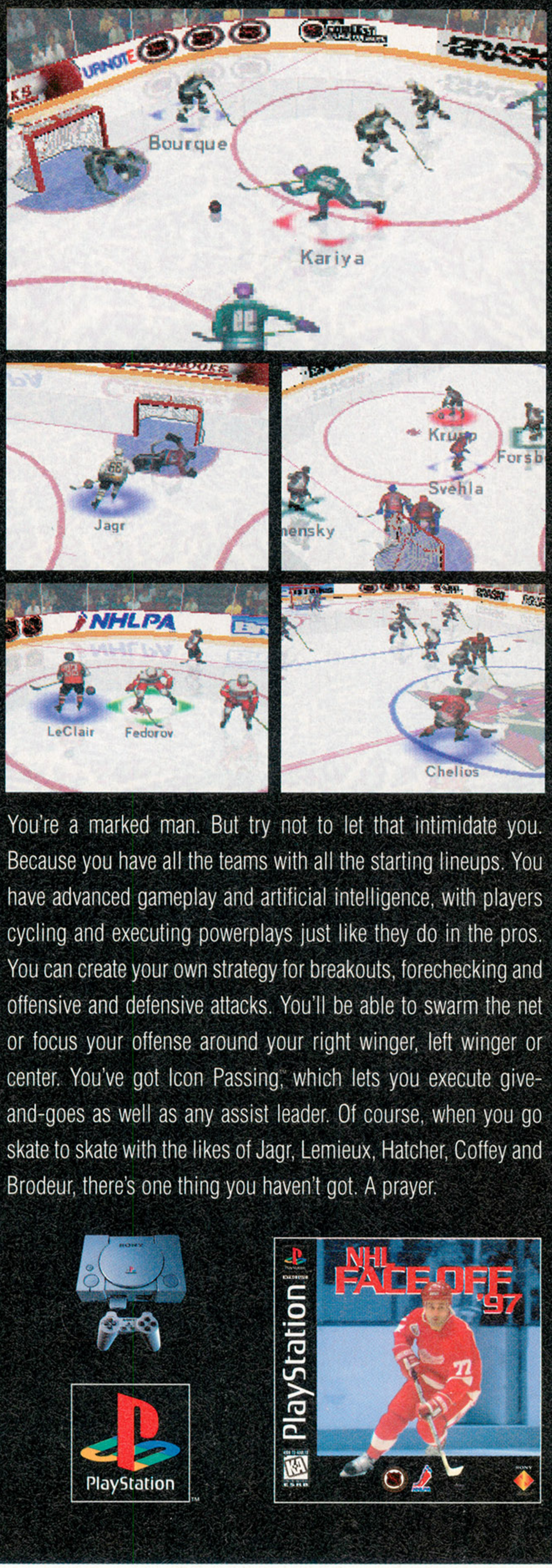

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PlayStation™

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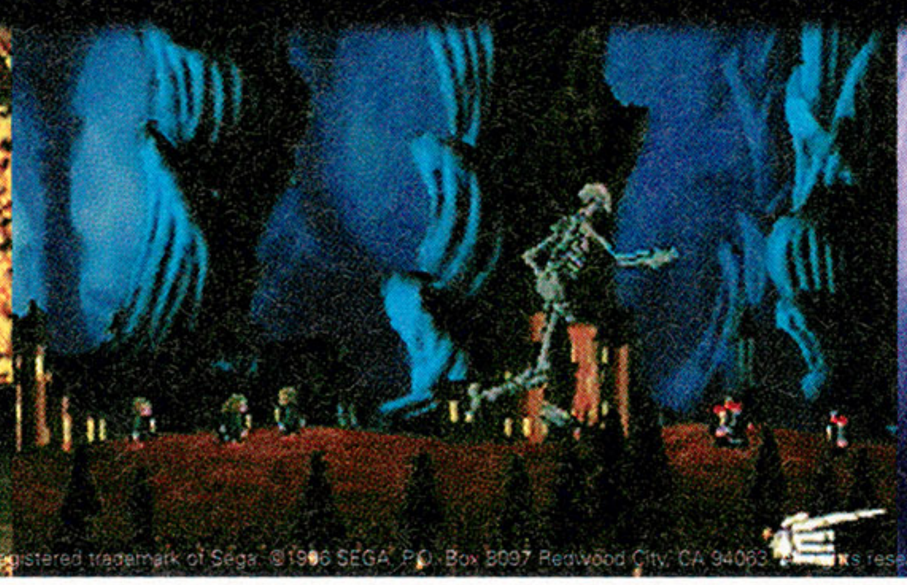
Only a sweet riff will get you to the next level.



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KIDS TO ADULTS K-A CONTENT RATED BY ESRB

1 PLAYER

SEGA SATURN SEGA EXCLUSIVE

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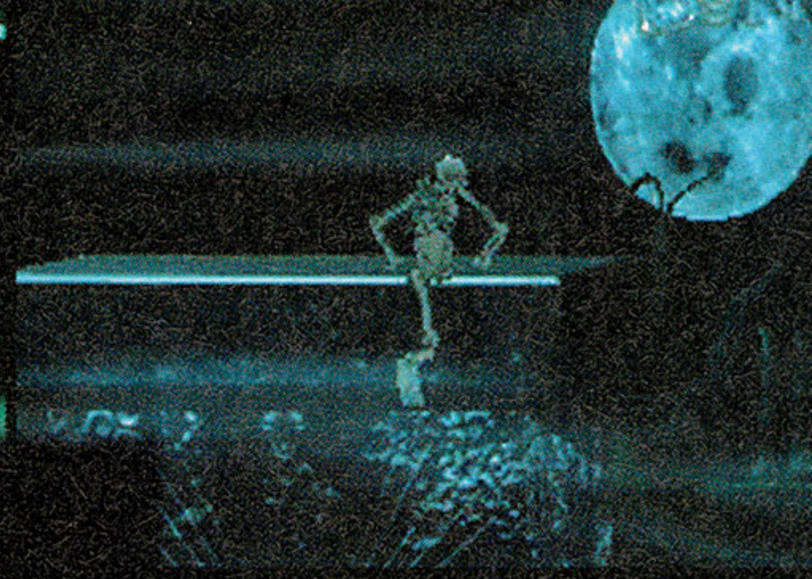

Introducing mr. Bones™.

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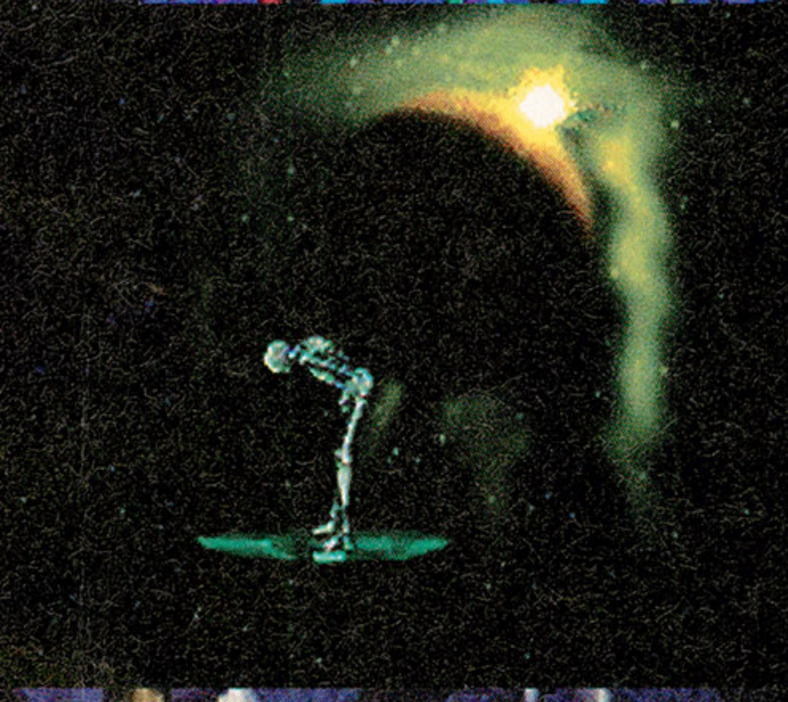

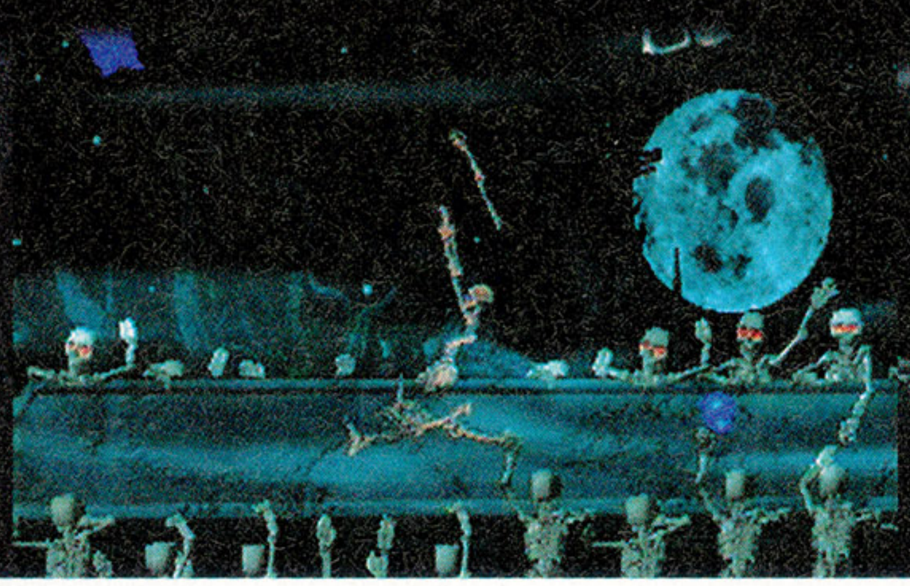

MR BONES

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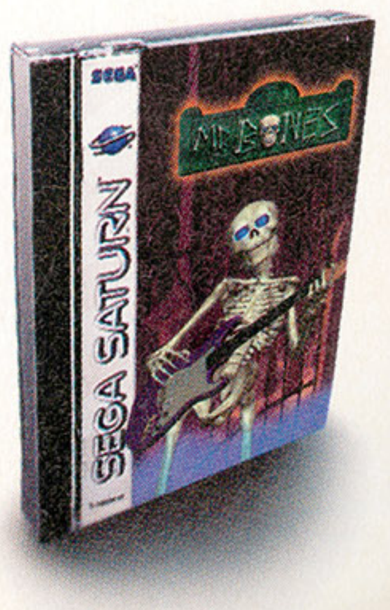

ULTRA GAME PLAYERS

No. 92

HOLIDAY '96

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imagine

COVER STORY

It's that time of year again! That's right, this is our special 'Awards '96, Previews '97' issue and it's chock full of lall the goodies you've come to expect from *ULTRA Game Players*. We've also included our in-depth look at the major games systems available today! Happy Holidays!

HOLIDAY SPECIAL

REVIEWS

SPORTSLINE

PREVIEWS

ALL ACCESS

NETWORK

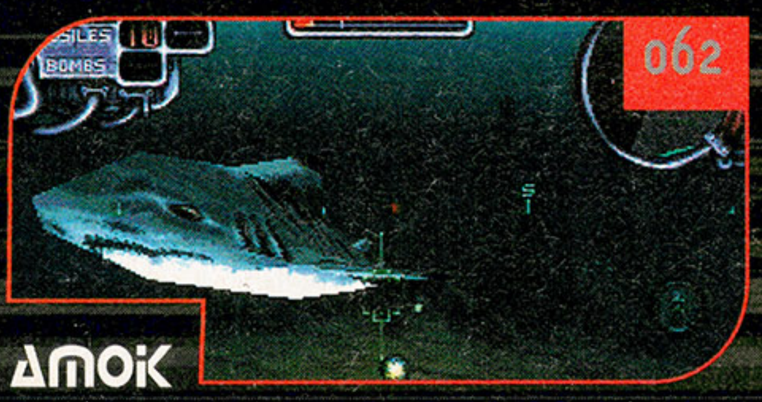
AWARDS

PREVIEWS '97

PREVIEW 1997 · PREVIEW 1997 · PREVIEW 1997 · 97

FINAL FANTASY VII

RESIDENT EVIL II



AMOK

IN THE ZONE 2

RED ALERT

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Reviews by people who play games for a living PAGE 077

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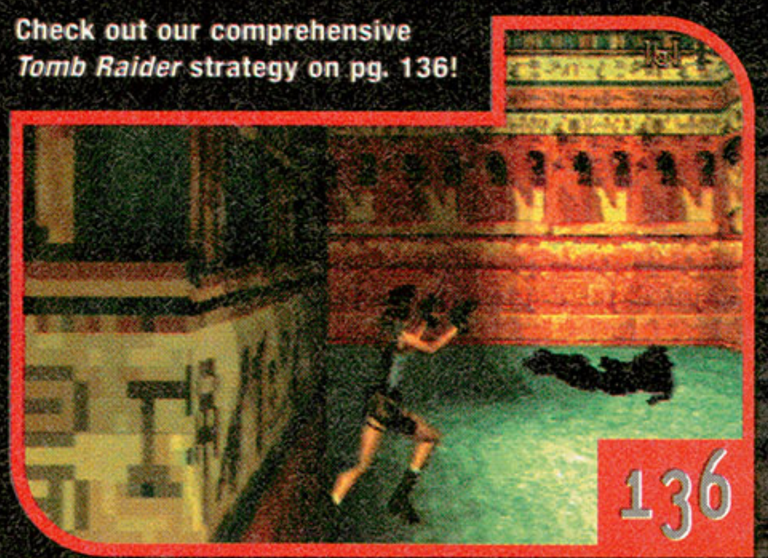
TOMB RAIDER

Check out our comprehensive *Tomb Raider* strategy on pg. 136!

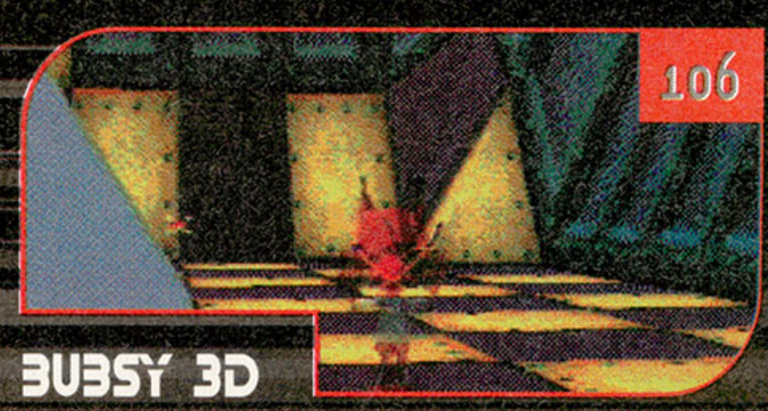


MARIO: BEYOND 120 STARS

Think you've seen everything in this game? Think again...

SCREAMER 2

PITBALL



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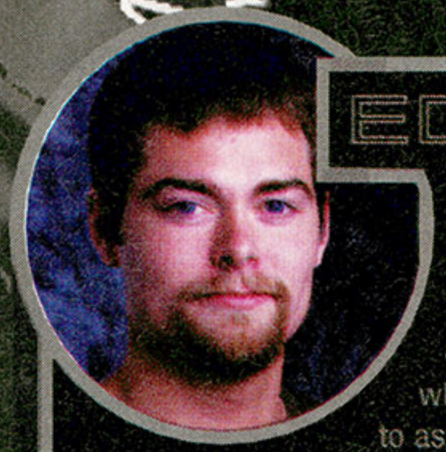
ISSUE 92 LOADING...



EDITOR CHRIS SLATE

Well, it's that time of the year again, when everyone has to decide which videogame system to ask Santa for. With so many super cool games out this year, that's not an easy decision to make. That's why us pros here at ***ULTRA Game Players*** are going to make it for you. Just check out our recommendations starting on page 033.

This is also the issue where we get to pick our fave games of the past year, which is always a lot of fun and a massive headache. It's never easy to separate the great games from the truly classic ones, but we think that we've managed to pull it off. Compare our opinions with your own, and if you haven't had a chance to play any of our winners, get off your butt and go get one! The whole reason behind our awards is to present to you the best must-have games, so that you can be sure to pick them up. No true hard-core gamer would do without any of these beauties.

Speaking of beauties, what did you think of Santa's lovely helper on our front cover? Lara Croft has taken over our Holiday issue, with a massive ten page *Tomb Raider* strategy guide starting on page 136. We've also got tips for *Mario 64* players who are looking for life after 120 stars, PC strategy for *Z* fans, and the usual bevy of codes that you've come to expect from us. So get readin', get playin', and have a great Holiday season!

>>> C.S.

THE TEAM

chris slate

chris_slate@qm.imagine-inc.com

Chris has hung his stockings up by the chimney with care, hoping that St. Nick will soon be there, but we wish he'd kept at least one pair to wear to the office.

Patrick Baggatta

patrick_baggatta@qm.imagine-inc.com

Patrick wishes all of you a 'Shinnen Omedetoo!', which means either 'Happy New Year!' or 'The dog is mooing in the living factory.' Either way, he really means it!

Roger Burchill

roger_burchill@qm.imagine-inc.com

Roger wishes you all a Merry Christmas and reminds you that 'chestnuts roasting on an open fire' doesn't necessarily mean that he forgot to buy his wife a present.

Mike Salmon

mike salmon@qm.imagine-inc.com

Mike thinks that it's beginning to look a lot like Christmas, but that's only because he's from Michigan and has been totally snow-blind since the age of twelve.

Bill Donohue

bill_donohue@qm.imagine-inc.com

Bill is definitely in the 'Christmas Spirit', which isn't really unusual. After all, he's been getting into the spirits all year long, so why stop now? Egg Nog, anyone?

HOLIDAY 1996

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ISSUE 92

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MIDWAY

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MATURE M AGES 17+ CONTENT RATED BY ESRB

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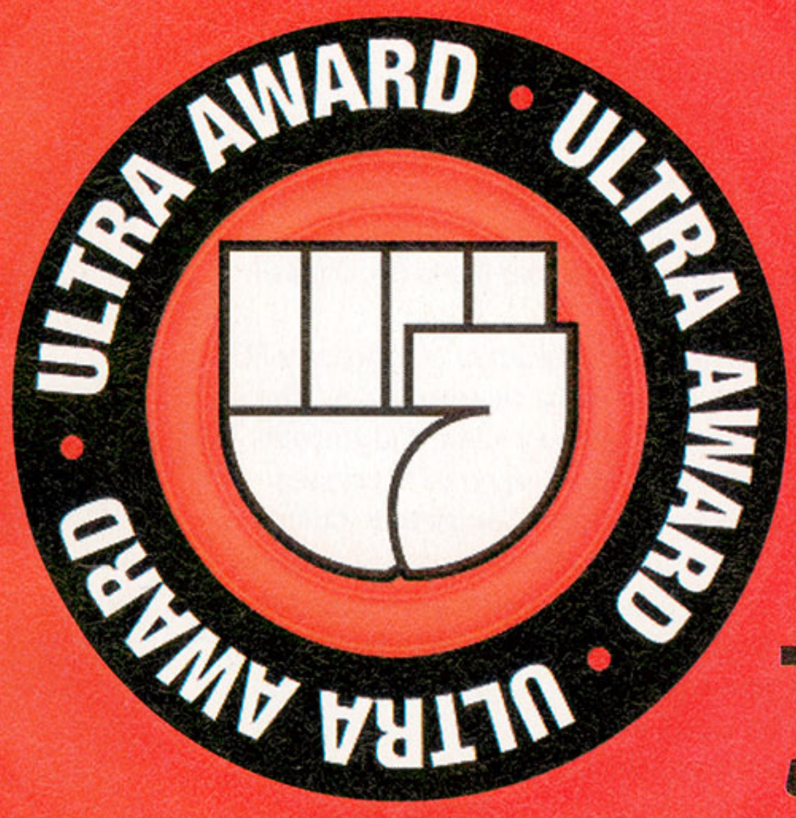
PC CD-ROM

PlayStation™

The ultimate chronicle of the year's best games.

Consider it the battle royale, the World Series, the Super Bowl of videogames. Once a year, ***ULTRA Game Players*** puts all the best games into the ring and lets them slug it out for all the glory. Many go in, but only a few can emerge victorious. These are the few, the proud, the ULTRA Award winners.



The 1996 *ULTRA GAME PLAYERS*

Annual AWARDS

BEST OVERALL

These are the best that the videogame world has to offer. Throw out the scores, throw out any previous opinions, and get out the cash. These are the games that you absolutely have to have!

GAME OF THE YEAR

ULTRA AWARD · ULTRA AWARD · ULTRA AWARD

Remember, Mario, the camera is your friend!

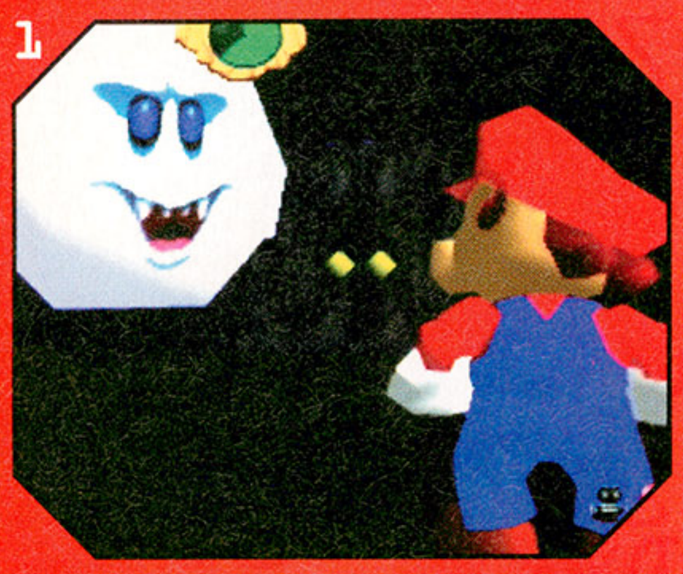
Super Mario 64

Nintendo 64, Nintendo

This is the game that spearheaded Nintendo's attack on the next-generation of videogames, and it is the game that many are calling the greatest videogame of all time. While such grand pronouncements may be a bit premature, there is no denying that Mario has made the jump from 2D to 3D quite seamlessly. Like no other game before it, *Super Mario 64* translates the sense of exploring a whole new world. Want to jump off a bridge instead of crossing it? No problem. Want to climb that mountain? Go ahead. Want to climb a tree? Be our guest. For perhaps the very first time, gamer's were not at the mercy of the developer's plan. *Super Mario 64* is more about conceiving and doing, than following and obeying.

Technically, the game impresses with a seemingly endless array of expansive 3D environments. The game's graphics utilize every capability of the Nintendo 64 to create a visual experience of extraordinary resolution and smoothness. Level after level, *Super Mario 64* impresses with one breath-taking sight after another. Control can only be described as perfectly balanced and the amazing variety of available moves seems almost inconceivable from one joystick, a few buttons, and a trigger. The ability to control camera views on the fly initially seems a bit cumbersome, but with a little acquaintance, the system seems indispensable. As for depth, 120 stars to collect is a substantial challenge for even the most accomplished gamer, but even after the game objectives are completed, the game compels the player to return and explore some more.

Despite its child-like appearance, *Super Mario 64* is a game that transcends expectations. It possesses that particular magic and whimsy that allows it to touch the child in all of us. The most immediate sense that communicates to the player when he picks up a Nintendo 64 controller can best be described as 'Wheeeeeee!' The sensation is akin to riding a sled down a snow covered hill. Nobody does videogames quite like Shigeru Miyamoto, and *Super Mario 64* is his crowning achievement.



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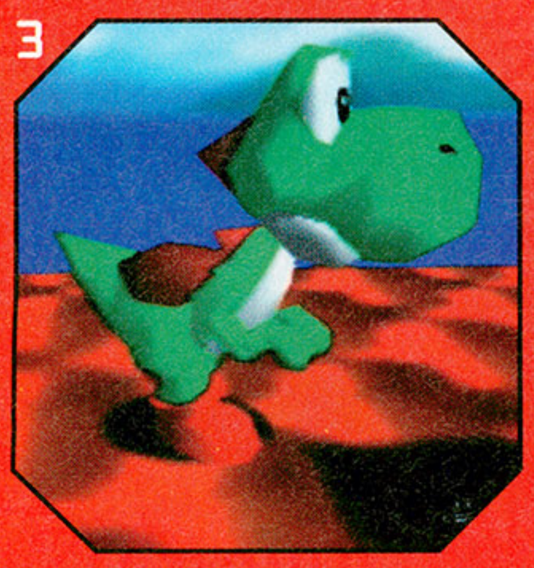


3

4

1-4 *Super Mario 64* offers an amazing variety of animals and other lifeforms to interact with. From ghosts and butterflies, to sharks and, of course, Yoshi, this game has got it all!

BEST OVERALL CONTENDER

Strap on your wetsuit and get into *WaveRace 64!*

Waverace 64

Nintendo 64, Nintendo

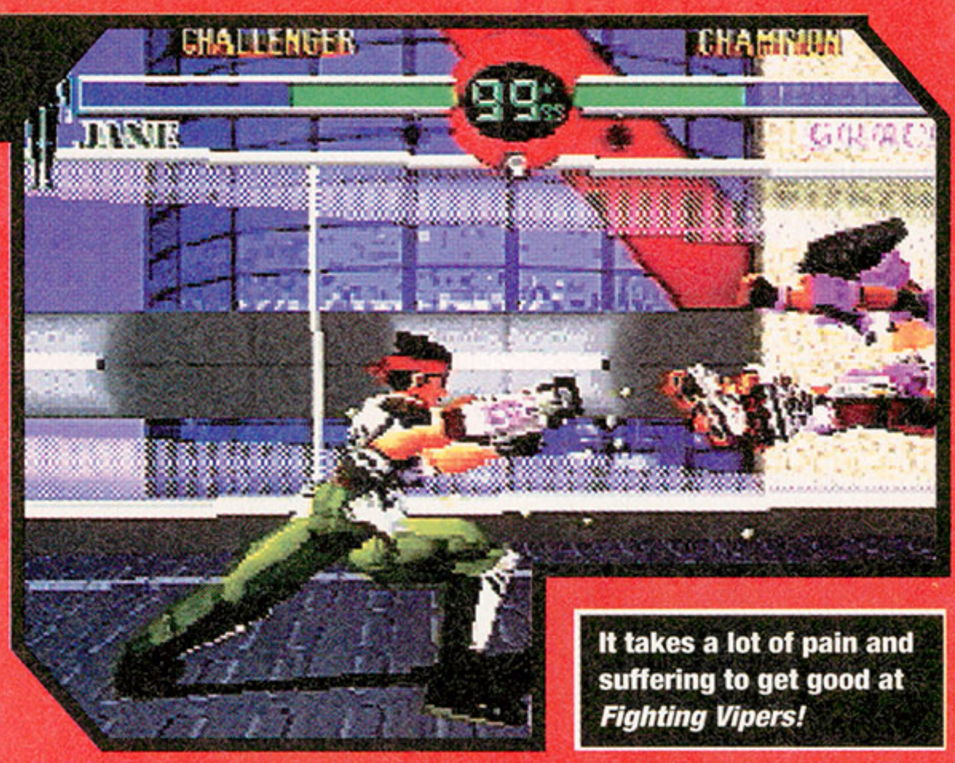
At first glance, a jet ski racing game doesn't seem so revolutionary, but factor in the superb control offered by the N64's standard analog joystick and an accurate wave physics model and you have an unparalleled racing experience. There really has been nothing comparable in terms of the challenge and control offered by *WaveRace 64*. Astounding graphics, and an entertaining variety of tracks round out the game nicely. Facets like jet skiing with dolphins scream Miyamoto's touch.

BEST OVERALL CONTENDER

Fighting Vipers

Saturn, Sega

Perhaps destined to be labeled a derivative of *Virtua Fighter 2* forever, *Fighting Vipers* is a game with enough new features to provide a quantum leap in gameplay. Interactive backgrounds and true 3D movement are just a couple of the elements that give the game a flavor all its own. Despite the loss of some graphic quality and background animations, *Fighting Vipers* delivers all of the gameplay excellence offered by its arcade brethren. Combos, mid-air reversals, counters, and punishing throws offer immediate gratification for the casual fighting game fan, but the true potential of the game can only be discovered with a significant investment of time and practice.



It takes a lot of pain and suffering to get good at *Fighting Vipers!*

BEST OVERALL CONTENDER

Giant spiders aren't the worst things you'll face in *Resident Evil!*

Resident Evil

Saturn, Sega

You know, if these award selections were decided just six months ago, *Resident Evil* would almost assuredly won as the Game of the Year. Unfortunately for it, the advancement of time and game development has seen *Resident Evil*'s considerable accomplishments diminished by more recent releases. Still, you can't go wrong with a mansion full of blood-thirsty zombies and a shotgun. *Resident Evil* also has the distinction of being the PlayStation's first killer app and the game that revealed the true potential of next-generation gaming.

BEST OVERALL CONTENDER

Tomb Raider

PlayStation, EIDOS Interactive

Regardless of how good *Super Mario 64* is, *Tomb Raider* is the game that almost beat it out for Game of the Year. A VERY slight deficiency in terms of balance is the only thing that keeps *Tomb Raider* from claiming the title. Blessed with an exquisitely original heroine, the game features an intense quest for ancient artifacts through environments that exceed *Mario 64*'s best offerings in terms of scale and grandeur. Add in extreme doses of style, attitude, weapons, vicious beasts, ruthless enemies, and heart skipping leaps, and *Tomb Raider* offers an intoxicating mixture of action, adventure, and puzzle solving.

Tomb Raider offers you one choice — kill or be killed!

Lara Croft proves that two guns ARE better than one in *Tomb Raider!*

BEST PLAYSTATION GAME

ULTRA AWARD · ULTRA AWARD · ULTRA AWARD

Tomb Raider

Adventure, EIDOS Interactive

Almost the Game of the Year, there is little doubt that *Tomb Raider* is the best PlayStation game. Think lots of exploring, lots of killing, lots of puzzles, and lots of Indiana Jones-type quandaries. From the huge game environments to the incredibly challenging gameplay, there is little that this game doesn't do right.

Contenders

RESIDENT EVIL

Adventure, Capcom

No one forgets the exquisite mixture of fear and excitement experienced the first time a hell hound breaks through a window to attack. A compelling storyline, horrific enemies, and mind-boggling puzzles are just a few of the elements that made this the best selling PlayStation game of all time.

Zombies and shotguns — just two reasons why *RE2* is one hot game!

WIPEOUT XL

Racing, Psygnosis

The original *Wipeout* was a game for the ages, but somehow Psygnosis has managed to up the ante with *Wipeout XL*. Techno music-backed, battle racing is the idea here, and *Wipeout XL* delivers with even more race opponents, expanded weapons, and faster, smoother gameplay. The game also distinguishes itself with graphics that prove to other developers that there is plenty of power to yet be exploited from the PlayStation platform.

Feel the need for speed with *Wipeout XL!*

TOBAL NO. 1

Fighting, Sony CE

Quirky characters and a unique graphical look may alienate some fighting game fans to this extraordinary title, but look beyond its idiosyncrasies and the innovative nature of the gameplay and control system will reveal itself. *Tobal No. 1*'s main appeal is its true 3D movement, smooth animation, and tight fighting engine.

Tobal No. 1 is destined to kick some serious butt!

ULTRA AWARD · ULTRA AWARD · ULTRA AWARD

BEST NINTENDO 64 GAME

Super Mario 64

Action, Nintendo

Since it's the game of the year, why shouldn't it be the best Nintendo 64 game? *Super Mario 64* features the return of everyone's 8-bit and 16-bit hero to once again stomp evil-doers and steal their gold coins. The depth and variety of the 3D environments is the game strongest element. A classic for the ages.

Super Mario 64 is just possibly the best game of all time.

Contenders

WAVERACE 64

Racing, Nintendo

It's racing on the water on Jet Skis. Only Nintendo seems to be able to take such a simple concept and execute it flawlessly. The key to the intoxicating gameplay is the impeccable control and the utterly realistic effects of the waves.

WaveRace 64 is wet and wild!

The sky's the limit with *PilotWings 64!*

PILOTWINGS 64

Flight Sim, Nintendo

Although not necessarily the flashiest of Nintendo's impressive next-generation triumvirate, *PilotWings 64* is by no means lacking in fun, quality, or depth. *Super Mario 64* has its child-like enthusiasm, *WaveRace 64* provides the adrenaline rush, while *PilotWings 64* charms with its serenity. Mixed in with the unique flight experience is copious amounts of gameplay and depth.

BEST ARCADE GAME

Virtua Fighter 3

Fighting, SEGA

Every new Sega arcade game seems to set new standards and *Virtua Fighter 3* is no exception. The interactive backgrounds of *Fighting Vipers* only hinted at what was to come. *Virtua Fighter* is the embodiment of that promise. No game has ever come close to matching the visual and gameplay experience of this game. *Virtua Fighter 3* is incomparably smooth, beautiful, and deep. Nintendo has Miyamoto, but Sega has Yu Suzuki and he just made the best fighting game ever. If Sega can manage to bring the game to the Saturn in anything remotely resembling the arcade version, it could change the entire pecking order of the console systems. It is that good.

***VF3* offers near-arcade quality combat!**

Contenders

LAST BRONX

Fighting, Sega

Is this the last of the great AM2 fighting games? Maybe, but the folks that brought you *Virtua Fighter* and *Fighting Vipers* are back with a brutal fighting game that features weapon combat. If nothing else, it is one more excellent arcade title that will eventually be transported to the Saturn.

***Last Bronx* lets you bring that gun to the knife fight!**

***Time Crisis* lets you duck and cover!**

TIME CRISIS

Shooter, Namco

Consider this game *Virtua Cop* on steroids. *Time Crisis* looks great, plays great, and will have gamers plugging in token after token to blow away just one more bad guy. The addition of a foot pedal which allows the player to duck behind items for cover is the games principal gameplay twist. A light gun featuring recoil action is another nice touch.

BEST SATURN GAME

***Fighting Vipers* proves that music can be deadly!**

Fighting Vipers

Fighting, SEGA

Sega's strength has always been its line of arcade translations, and *Fighting Vipers* is a fine addition to the Saturn line up. True 3D movement, interactive backgrounds, and perfectly balanced gameplay distinguish the game. There have even been whispers around the ***ULTRA GP*** offices that *Fighting Vipers* is even superior to the mighty *Virtua Fighter 2!*

Contenders

STREET FIGHTER ALPHA 2

Fighting, Sony CE

The series that will not die really has no reason to if every one of its permutations continues to become incrementally better. This latest incarnation of the *Street Fighter* series features a couple of new characters and an intriguing super combo system. Besides, you should really meet Sakura. Note: This is one of the few third party games in which the Saturn version is measurably superior than the PlayStation version.

***SFA2* kicks ass!**

TOMB RAIDER

Adventure, EIDOS Interactive

Though the graphic quality of the Saturn version doesn't quite match up to the PlayStation version, *Tomb Raider* for Saturn features all the great gameplay of the Game of the Year contender. Find ANY excuse to spend a little time with Lara Croft.

Lara Croft — dinosaur hunter!

NIGHTS

Action/Platform, Sega

You may not realize it, but you love wearing tights and flying around in your dreams. From the fertile mind of *Sonic* creator Yuji Naka, *Nights* offers a magical, dream-like gameplay experience that can only be compared to *Super Mario 64.*

***Nights* plays like a dream.**

GENRE AWARDS

Everyone likes different types of games — it's only natural; after all, we're only human. Keeping that in mind, we'd now like to present our Genre Awards. After all, everyone likes to play a winner.

BEST ROLE PLAYING GAME

Once upon a time, short, fat, deformed characters were a sure sign of RPGs. These days, keep an eye out for epic storylines, hit points, puzzles, hidden items, and lots of wandering.

Suikoden

PlayStation, Konami

Not exactly the most awe-inspiring visual experience ever, Suikoden is the RPG standout because it goes back to the basics — a satisfying story. Giant battles with thousands of participants at select moments in the game provides a innovative twist.

The story is the important thing in *Suikoden!*

Contenders

LUFIA II: RISE OF THE SINISTRALS
Super NES, Natsume

MARIO RPG
Super NES, Nintendo

LEGEND OF OASIS
Saturn, Sega.

BEST ACTION/ PLATFORM GAME

Used to be 2D, side-scrolling, collecting stuff, and lots of jumping. These days, 3D worlds have expanded the gameplay, but think quasi-freakish mascot characters, collecting stuff, and lots and lots of jumping.

Super Mario 64

Nintendo 64, Nintendo

The power of the Nintendo 64 takes everyone's favorite Italian plumber to new heights.

What more can we say about *Mario 64* except — enjoy!

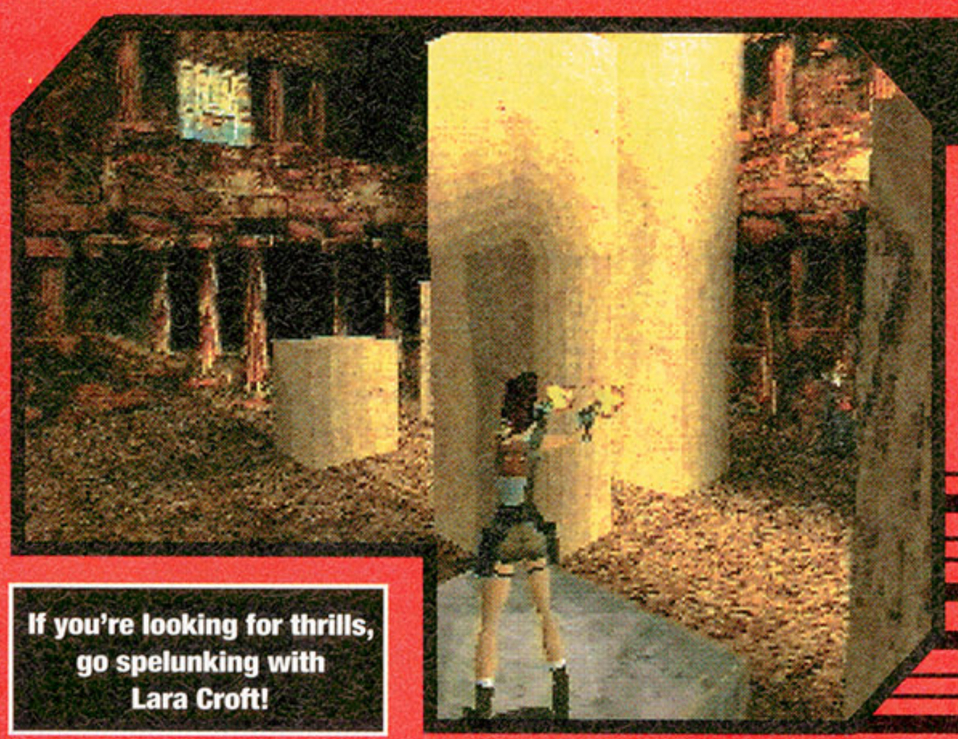
NIGHTS
Saturn, Sega

CRASH BANDICOOT
PlayStation, Sony CE

JUMPING FLASH 2
PlayStation, Sony CE

Contenders

BEST ADVENTURE GAME



If you're looking for thrills, go spelunking with Lara Croft!

Basically a cross between action games and RPGs, the Adventure genre features arcade-style interaction, but backs it up with enthralling storylines, mental and physical challenges.

Tomb Raider

PlayStation, EIDOS Interactive

Lara Croft, wolves, bears, dinosaurs, and uzis. Enough said — this is the game that every adventure fan must have.

Contenders

RESIDENT EVIL
PlayStation, Capcom

GUARDIAN HEROES
Saturn, Sega

BEST FIGHTING GAME

By definition, any game that is based strictly on one-on-one combat, where the only goal is to simply beat the crap out of your opponent.

Fighting Vipers

Saturn, Sega

The next-generation systems are the first game consoles capable of providing an arcade comparable experience. Sega makes the best arcade fighting games. Capiche?

True 3D combat provides the action in *Fighting Vipers!*

Contenders

TOBAL NO. 1
PlayStation, Sony CE

STREET FIGHTER ALPHA 2
Saturn, Capcom

TEKKEN 2
PlayStation, Namco

BEST RACING GAME

WaveRace 64 looks so real, you'll swear you got wet!

Any game where you... well, race. This year, more than ever, that doesn't necessarily mean driving a car. The goal must simply be to get to the finish line first — no matter the means.

WaveRace 64

Nintendo 64, Nintendo

All the fun, all the challenge of real jet skiing (or so we imagine) without the danger of drowning or even getting wet. Of course, you don't to get to hang out with beach babes in the videogame version.

Contenders

WIPEOUT XL
PlayStation, Psygnosis

FORMULA 1
PlayStation, Psygnosis

ANDRETTI RACING
PlayStation, Electronic Arts

BEST SPORTS GAME

Believe us, *WWS '97* is the best sports game of the year!

Generally, any videogame that features whiny, overpaid prima donnas interacting competitively for the 'love of the sport' (yeah, right).

Worldwide Soccer '97

Saturn, Sega

Calm down. We know we just picked a soccer game as the best sports game. This is not a misprint. Play the game, experience the incredible control over individual players, become enraptured by the incomparable graphics and animations, fall in love with the exhilarating gameplay, explore the depth of the strategy options, and then you will know. We hate soccer, but we love this game.

Contenders

- ***NFL GAMEDAY '97*** — PlayStation, Sony CE
- ***WORLD SERIES BASEBALL II*** — Saturn, Sega
- ***NHL POWERPLAY*** — Saturn, Virgin Interactive

BEST SHOOTER

The mutilation and mass destruction genre. Featuring everything from light gun games to spaceship shoot-'em-ups, the whole point of the Shooter is to kill or be killed.

Panzer Dragoon II Zwei

Saturn, Sega

One of those games that astound players with breath-taking visual experiences, *Panzer Dragoon II Zwei* also satisfies with its balanced gameplay.

Fly the unfriendly skies with *Panzer Dragoon II Zwei!*

Contenders

- ***VIRTUA COP 2*** — Saturn, Sega
- ***DIE HARD TRILOGY*** — PlayStation, Fox Interactive
- ***NANOTEK WARRIOR*** — PlayStation, Virgin Interactive

BEST FIRST PERSON SHOOTER

Only *Disruptor* gives you laser-sighted guns and psychic power!

Hey, it's like a Shooter except... it's a rip-off of *Doom*. Practically an institution now, the First-Person Shooter provides an unique adrenaline rush that makes it warrant a category all its own.

Disruptor

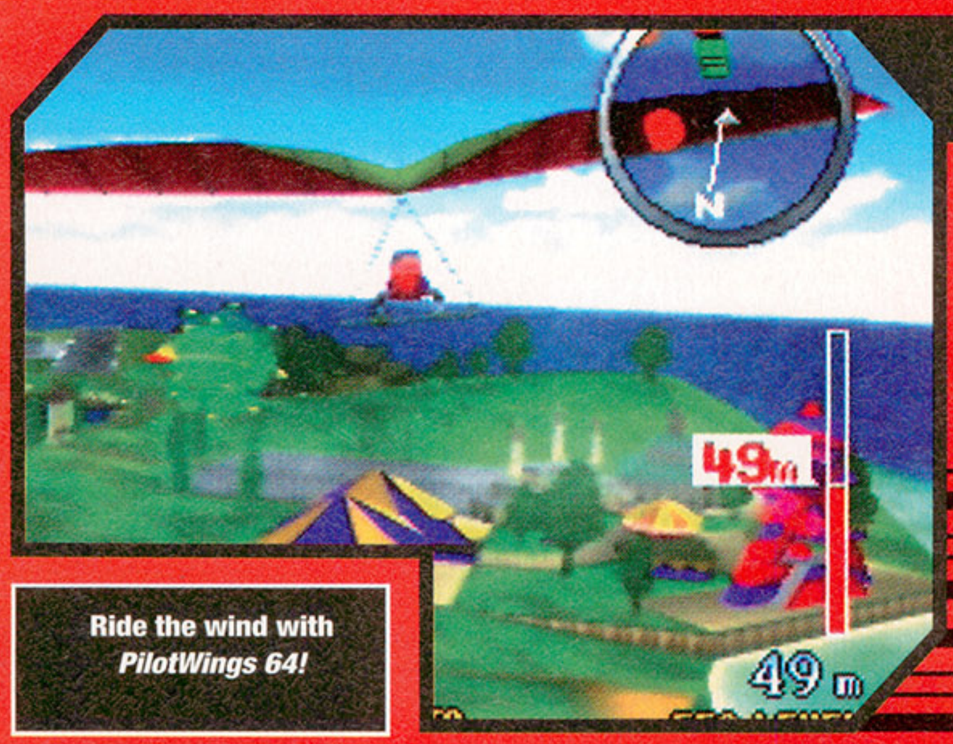
PlayStation, Universal Interactive

Take *Doom*, add great graphics, and occasionally go outside. Oh yeah, add some mumbo jumbo about psychic weapons.

Contenders

- ***WIPEOUT XL*** — PlayStation, Psygnosis
- ***FORMULA 1*** — PlayStation, Psygnosis
- ***ANDRETTI RACING*** — PlayStation, Electronic Arts

BEST FLIGHT SIM



Ride the wind with *PilotWings 64!*

We're talking consoles here, not PCs. So think any game that's based on flying around in a full non-linear 3D environment — shooting is optional.

Pilotwings 64

Nintendo 64, Nintendo

Experience the incomparable sensation of flight as you explore the huge, expansive worlds of *PilotWings 64.*

Contenders

SOVIET STRIKE
PlayStation, Electronic Arts

BLACK DAWN
PlayStation, Virgin Interactive

BEST PUZZLE GAME

Tetris seems to serve as the definitive example of this genre. Overall, think fast-paced, brain-twisting mental challenges.

Puzzle Fighter

Saturn, Sega

Take *Tetris*-like gameplay and add cute *Street Fighter* kids initiating combos and moves every time you complete a puzzle match and you've got an innovative twist to classic gameplay.

You can solve puzzles AND watch a fight in *Puzzle Fighter!*

Contenders

BAKU BAKU
Saturn, Sega

TETRIS ATTACK
Super NES, Nintendo.

BUST-A-MOVE 2
PlayStation, Acclaim

Kill 'em all! It's just one option with *Iron Storm!*

BEST STRATEGY GAME

The thinking gamer's genre, Strategy games place an emphasis on in-depth, unit-based confrontations and resource management over reflex-oriented arcade gameplay.

Iron Storm

Saturn, Working Designs

Over 500 weapons, 50 major battles of World War II, and ingenious AI mean hour after hour of gaming goodness. 3D polygonal battle animations liven up the visuals.

ROMANCE OF THE THREE KINGDOMS IV
PlayStation, Koei

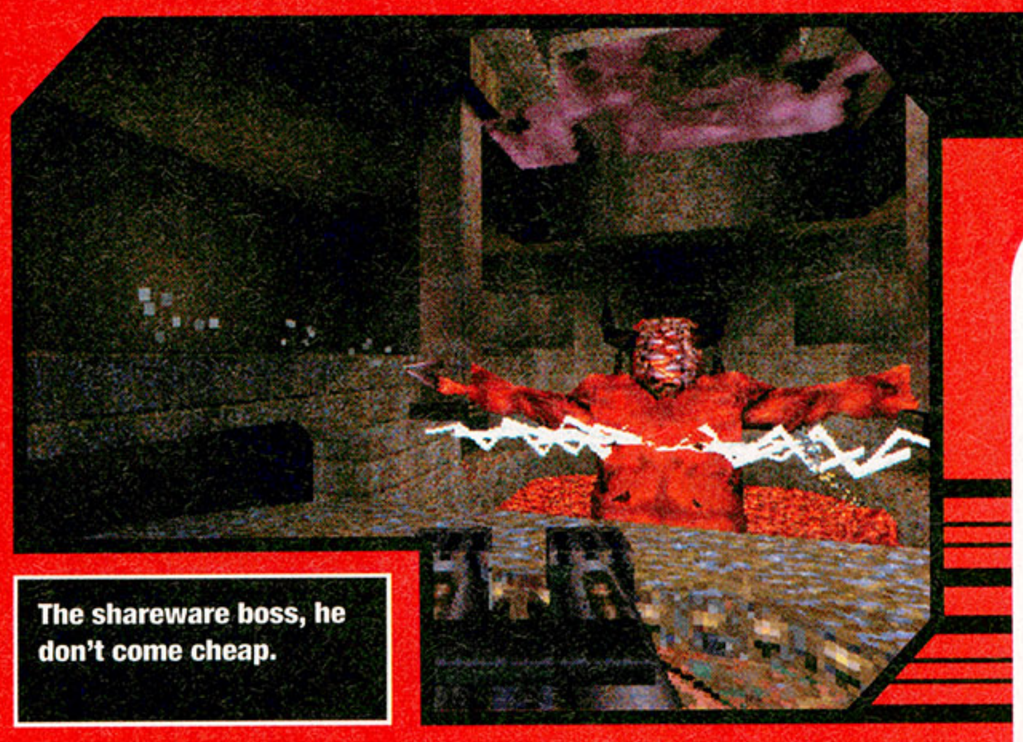
WORMS
PlayStation, Ocean

PTO 2
Super NES, Koei

Contenders

PC AWARDS

Once considered too slow and graphically under-powered, the PC is entering a new age of gaming excellence. The games shown on these pages are the reason why.



The shareware boss, he don't come cheap.

PC GAME OF THE YEAR

ULTRA AWARD · ULTRA AWARD · ULTRA AWARD ·

QUAKE

GT Interactive

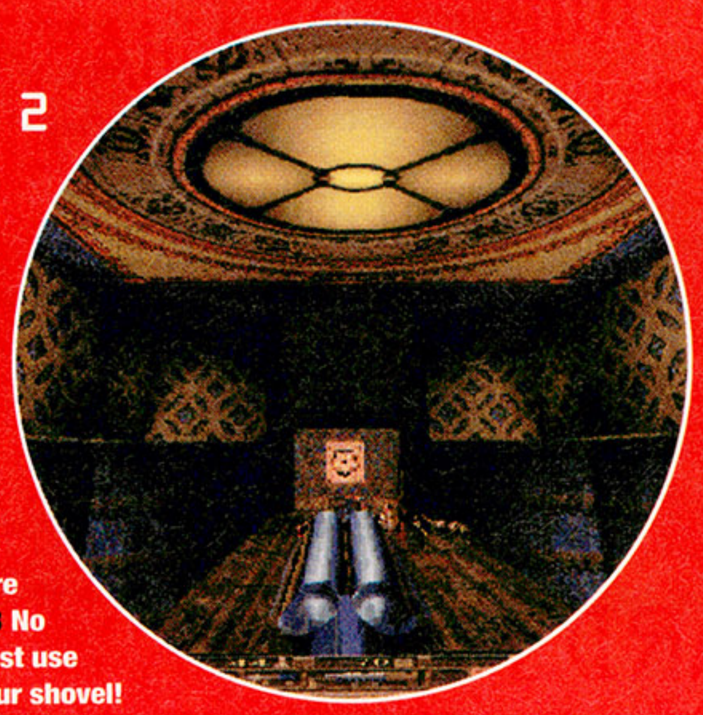
Slip into a world of shadows, a universe of violence, with blood and nightmares exploding off your monitor with the impact of nuclear artillery. The demented offspring of John Carmack and John Romero (the creators of *Doom), Quake* takes first person shooters and rockets them into the next century.

Walk into a strange, murky alternate dimension. High technology and medieval dungeons are fused in bizarre locales. Walk slowly. All is silent. Suddenly, a ferocious Shambler leaps off a catwalk fifty feet above you and hurls lighting at you. Welcome to the world of *Quake*.

Easily the most anticipated game of '96, the engine is the best on the market, rendering a true 3D world. The player can run around, over, or under someone; gamers can change the gravity, the speed or the health of the characters, or build their own levels. The game has taken over the Internet. Already hackers have added vehicles, pipebombs and a dozen other hacks to the game itself.

1

2



1 A shambler barks, and conjures lightning. 2 The detail and architecture of the levels are astounding. 3 No gun? Hey, just use your shovel!

BEST PC ACTION GAME

Duke Nukem 3D

Formgen

'Come get some!' says Duke, and half a million gamers have answered the call. This is a guy who thinks Gun Control means the ability to reload blindfolded.

The aliens have taken over L.A., and kidnapped our women, and Arnie's nowhere around. Enter Duke Nukem, alien ass-kicker extraordinaire.

Everything about the game excels: the levels are inspired and the weapons are the most imaginative in gaming. The ambience is brilliant, as Duke constantly chimes in with a bunch of witty one-liners ripped off directly from that horror film classic, 'Army of Darkness.'

Though *Duke*'s engine is not as new as *Quake*'s, it has more than enough gameplay to make up for it, and is easily a close second for PC game of the year.

The final boss and a few of his fans.

Let the devastator reduce your opponents to blood and ash.

Three buddies in a Dukematch. Up to eight can play in network mode.

BEST PC WARGAME

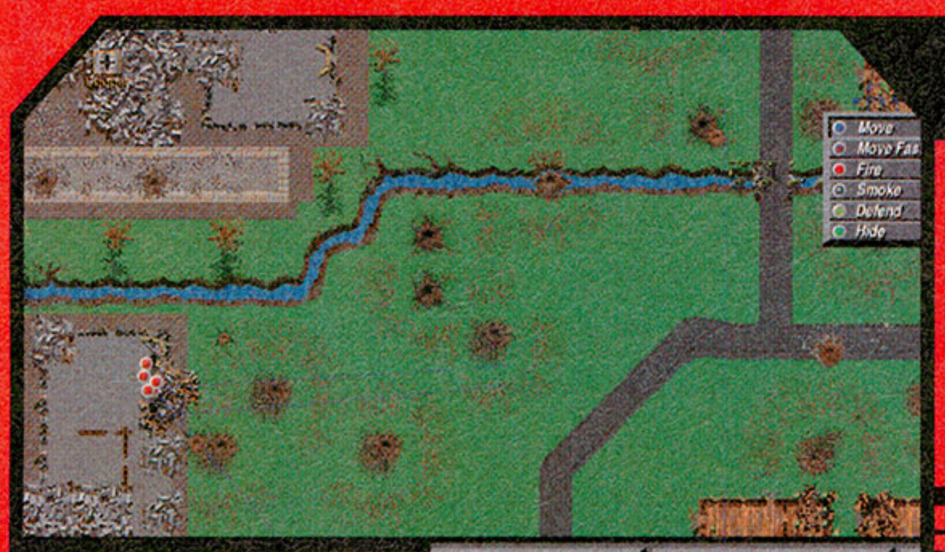
Close Combat

Microsoft

Real war is hell. Everyone shoots at you, buildings blow up, people die. It's about the last thing you think could be made into a computer game.

But wargames have been around for years, and they've all tried to de-emphasize the chaos of combat, and reduce it to an intellectual problem: tactics, strategy, hexagon grids, turn-based movement and all that nonsense, as if war were a simple game of chess.

Then along comes Atomic Games and *Close Combat*. This is the most revolutionary computer wargame ever. There are no turns: everything happens at once, in real-time. Soldiers will not run blindly into machine gun fire, instead they will jump and hide in trenches, waiting for better orders. This is a great game, and the first serious wargame to use a real-time game engine and individual soldier morale.



The bird's eye view of the battlefield in *Close Combat*.

Detroit steel: the Sherman M4A1 in *Close Combat*.

BEST PC STRATEGY GAME

Tesla Coils clash with cruisers in *C&C: Red Alert.*

Command & Conquer: Red Alert

Virgin Interactive Entertainment

Gamers around the world have embraced real-time strategy games, and *WarCraft II* and *Command & Conquer* were among the top games of 1995. Now finally, after a long dry spell, one of the two major contenders is back, as *C&C: Red Alert* picks up where *Command & Conquer* left off.

Rockets fly, flamethrowers sizzle, and the screams of the dying mingle with the explosion of buildings — another base is under attack. This time, ships and planes join those on the land, making for freewheeling action over air, land and sea. Throw in a free server for Internet play and Super VGA graphics, and you're having more fun than Bill on a beer run.

The battle for command of the river crossing heats up. Meanwhile, high in the unfriendly skies, a Mig ripples off a barrage of air-to-air missiles.

BEST PC ROLE PLAYING

Elder Scrolls: Daggerfall

Saturn, Sega

For PC roleplayers, 1996 has been a long, dry season of disappointing titles and delays for major releases. But *Daggerfall* has finally been released, and the dungeon doors are once again open for business.

Daggerfall is the sequel to the commendable *Elder Scrolls: Arena*, and it offers a whole new world to explore. This is a vast world: there are twelve premade dungeons to explore and dozens more that are generated randomly. There are dozens of castles, hundreds of towns, and thousands of civilians, monsters and heroes to interact with. Join a guild, go on quests, or become a thief and outlaw, robbing and plundering the countryside. Whatever your definition of fun is, *Daggerfall* is definitely the best roleplaying game of 1996.

Hey, it's a bear! Nice bear, be a nice bear.

Daggerfall features some of the gloomiest interiors ever.

Heigho, uh... Browny, away!

BEST PC FLIGHT SIM

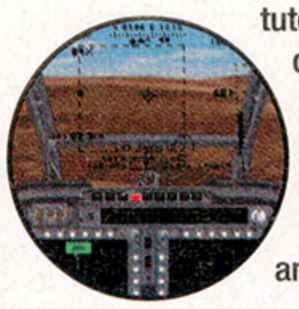
Death from above! Two Longbows wing it over the battlefield.

AH-64D Longbow

Electronic Arts

PC flight sims are without a doubt, the most realistic and detailed of any platform outside a $10,000 Air Force virtual reality trainer, but too often they lose sight of what's fun: blowing enemy aircraft into smoldering, shattered smithereens.

Fortunately, *Longbow* does not make that mistake. A detailed tutorial acquaints you with your craft, and in no time at all, you'll be dropping Hellfire missiles down enemy tank turrets. The game's top-notch in the realism department, too, as all the technical details have been drawn straight the Jane's line of military journals. If it's not in the game, it's probably classified!



Longbow has it all: painstaking realism, drop-dead graphics, and exciting air combat; it's an easy pick for flight sim of the year.

BEST PC ADVENTURE

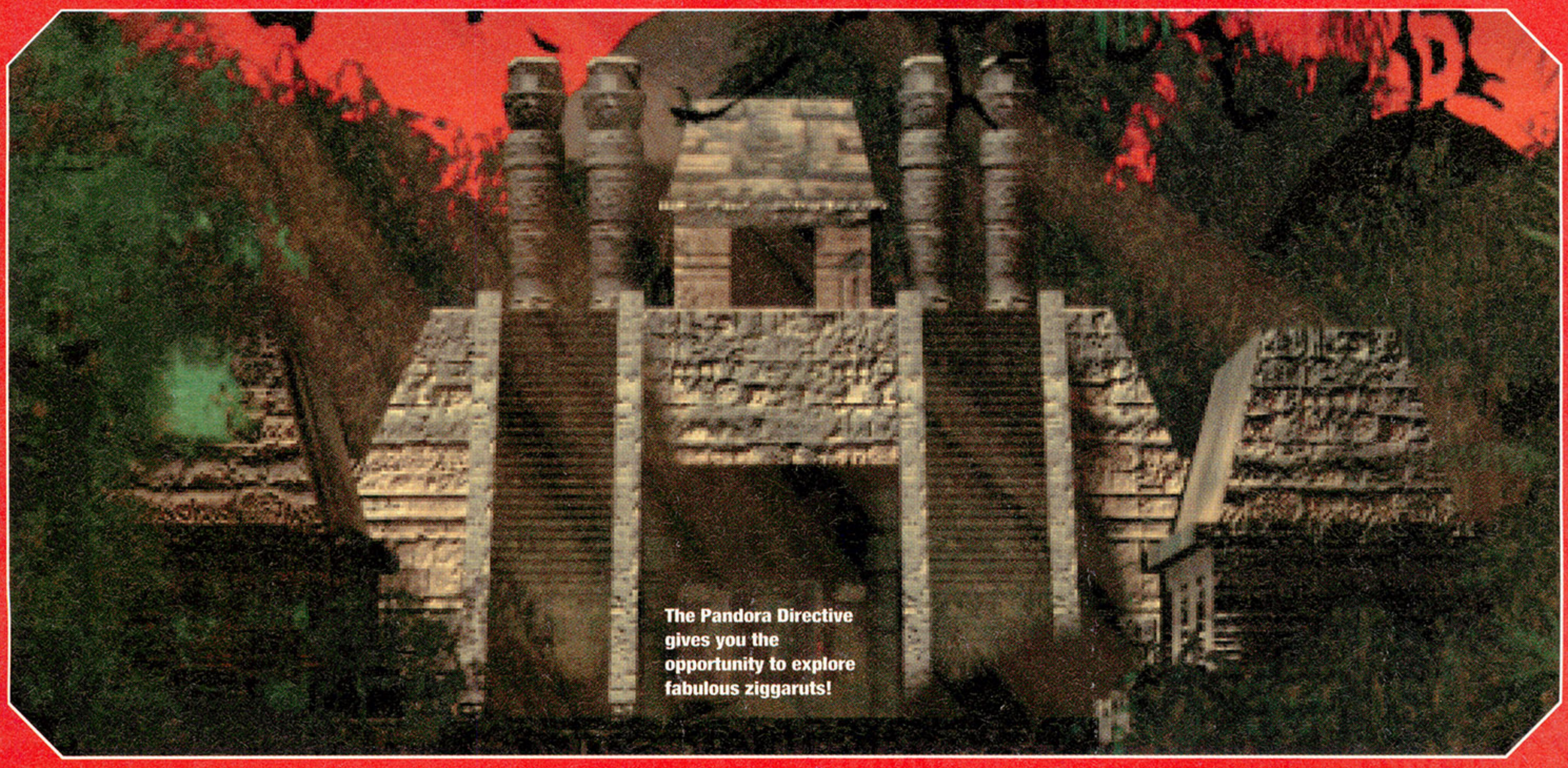
The Pandora Directive

PlayStation, EIDOS Interactive

Let's admit it: this was a close category. Both *Gabriel Knight 2* and *Zork Nemesis* are certainly contenders for PC adventure game of the year, but *The Pandora Directive*, the sequel to the highly-acclaimed *Under a Killing Moon*, packs more gameplay, richer graphics, and more story than the others.

This is a rich, sprawling adventure, spread across six CD-ROMs. Travel from the streets of San Francisco to the tropical jungles of Central America. The puzzles are both challenging and related to the story (which is rare enough in adventures these days), but best of all, if you're having trouble, you can simply skip the puzzles by going into the entertainment mode, and still enjoy the story for its own sake.

'Hey, pal, give me an award, OK?'



The Pandora Directive gives you the opportunity to explore fabulous ziggaruts!

MOST INNOVATIVE GAME

Playing *Nights* often results in sweet dreams.

Nights

Saturn, Sega

The category that often elicits heated debates around the ***ULTRA GP*** offices when we're reviewing a game is innovation. The argument often goes that there are no longer any truly innovative games — everything is derivative of something else. That may be true theoretically, but there are definitely games that give us the feeling that we are experiencing something new and unique. *Nights* is just such a game. We never thought we'd want to acrobatically fly through a dream world, but now, we're hypnotized by the magic (and innovation) of it all.

BEST GRAPHICS

Crash Bandicoot goes for a spin without his pickup truck and megaphone.

Crash Bandicoot

PlayStation, Sony CE

Tout *Super Mario 64*'s graphics all you want, but when it comes to pure graphical proficiency, Mario can't hold Crash's... sneakers. Check out how smoothly Crash's polygonal skin stretches and animates and you'll witness the state of the art in videogame graphics. In addition, *Crash* also features 100% polygonal characters and environments, gouraud shading, true light-sourcing, and exquisite texture maps. If nothing else, it's the game that proved that the rumors of the PlayStation's technical limitations were grossly exaggerated.

BEST SOUNDTRACK AND BEST INTRO SEQUENCE

Wipeout XL offers more pumping techno than a disco on Friday night!

Wipeout XL

PlayStation, Psygnosis

From enthralling original compositions, to collections of popular music, this category is expansive. Perhaps it's a cop out to give this award to a game that expanded on a formula from its previous incarnation, but *Wipeout* and Techno music were meant for each other. More than any other game, *Wipeout XL* features the soundtrack that you'd listen for purely musical reasons. The fact that the music serves as the perfect backdrop for the intense racing is the bonus.

Too often these days, the intro sequences of videogames seem to boast more innovation, creativity, and thought than the actual game. Is it too much to ask developers to utilize the prodigious memory capabilities of CD-ROMs for more gameplay? Still, as long as a great game follows, intro sequences are great tool to create an atmosphere and mood for a game. *Wipeout XL*'s intro sequence gets the adrenaline pumping, and its gameplay delivers on the promise.

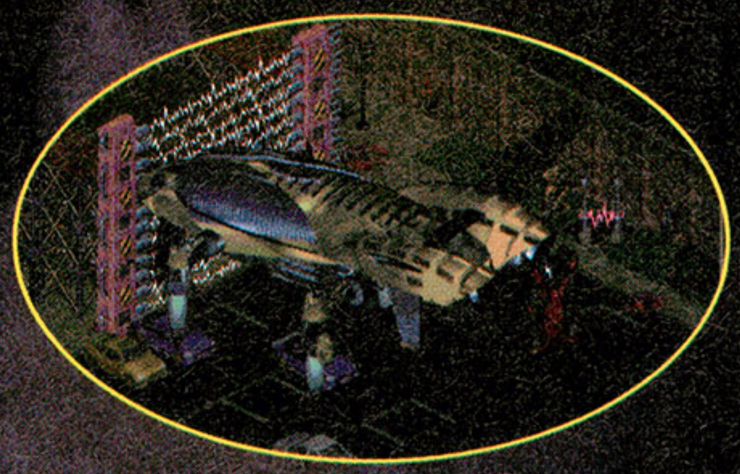
BEST USE OF SOUND

This *Resident Evil* zombie ain't half the man he used to be!

Resident Evil

PlayStation, Capcom

There are a number of games that have great sound, but there are few games that truly utilize audio in an effective manner. *Resident Evil*'s sound helped create a horror movie atmosphere that had us jumping at every creak and rattle. We can still feel the tingle in our spines caused by those approaching zombie footsteps.



You are here

... and here

TO SAVE MANKIND FROM IMMINENT DESTRUCTION,
WE DON'T EXPECT YOU TO BE IN TWO PLACES AT ONCE.

WE EXPECT YOU TO BE IN THREE.

... and here.

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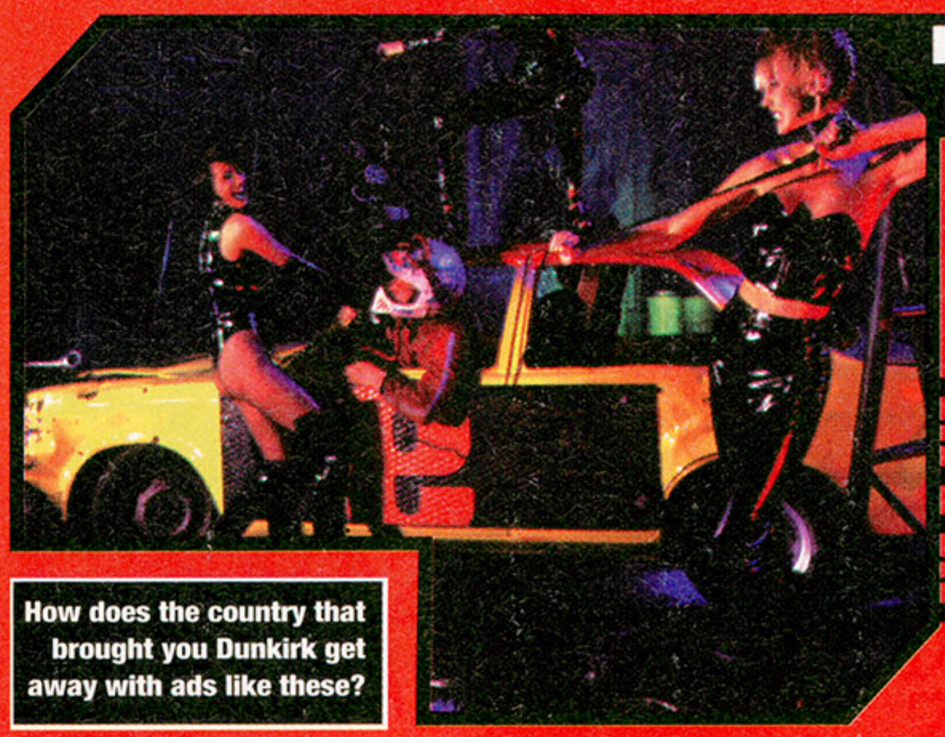
BEST VIDEOGAME AD WE'LL NEVER SEE IN THE U.S.



How does the country that brought you Dunkirk get away with ads like these?

Destruction Derby 2

PlayStation, Psygnosis

They don't make ads like they used to — at least not in this country. Take a look at the likes of what the those cheeky English consider an ad for *Destruction Derby 2*. What do scantily clad women with whips have to do with videogames? Who cares!

BEST VIDEOGAME HUNK

Well, now we know what the Art Department wants for Christmas...

Chuji Wu

Tobal No. 1, Saturn, Sega

Just like last year, the judging in this category was once again handled by the extraordinarily talented members of our Art Department (The Art Babes). After much research (something about using internet search engines to locate nude photos of the contestants), and heated discussion , the unanimous decision of our judges was bestowed upon Chuji Wu of *Tobal No. 1* fame. Chuji looks a little young, but his understated build and bold hairstyle carried the day with our judges.

BEST DRESSED VIDEOGAME CHARACTER

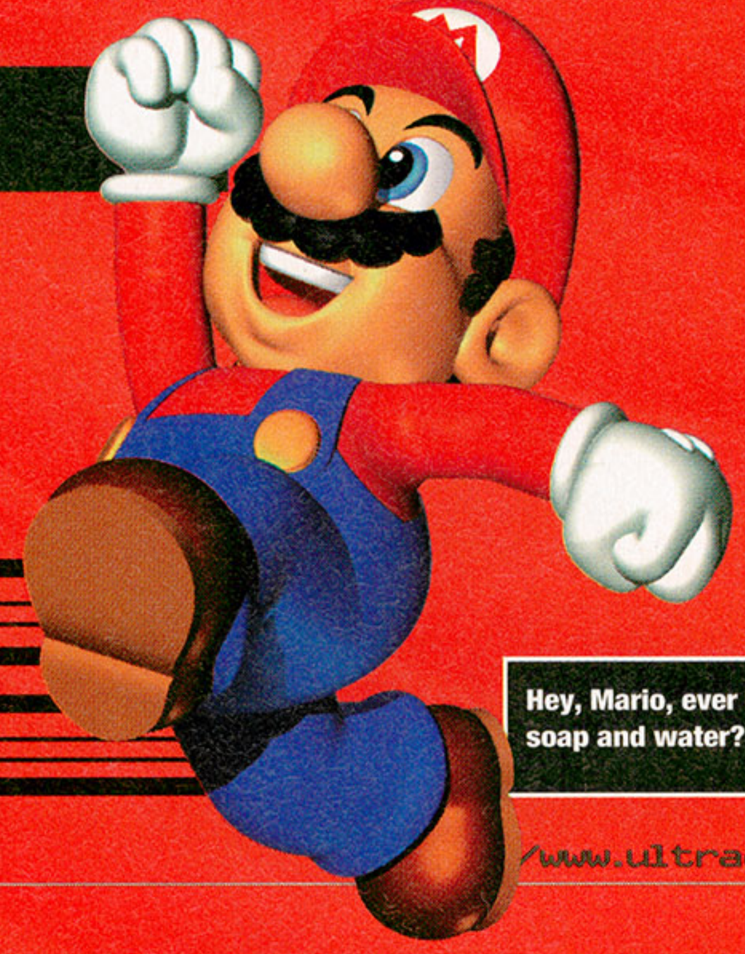
This chrome suit makes a bold, stylish statement, but lose the earrings, OK?

Yoshimitsu

Tekken 2, PlayStation, Sony CE

ULTRA GP has always said that a shiny suit of battle armor is a tasteful fashion statement for any occasion, and Yoshimitsu proves the point. Besides being comfortable and stylish, the ensemble makes a bold statement about the warrior, while proclaiming his cultural pride in an unassuming manner. The fact that the suit enables him to survive armed conflicts is always a fashion plus.

WORST DRESSED VIDEOGAME CHARACTER



Hey, Mario, ever heard of soap and water?

Mario

Super Mario 64, Saturn, Sega

Being the most popular videogame character of all time has done little to help Mario's sense of fashion. Strange, considering that he's Italian and all. Despite arguments regarding the functionality of overalls for a plumber, the whole ensemble was questionable even when Mario started in the videogame biz over a decade ago. Maybe Mario's fashion choices have something to do with the fact that he's still chasing after that Princess with little result. Come on Mario, all those years in the same outfit have people questioning your personnel hygiene.

BEST VIDEOGAME BABE

With, uh... polygons like that, who needs an 18-hour bra?

Lara Croft

Tomb Raider, PlayStation, Sony CE

Gun slinging, treasure hunting, motorcycle riding, cave exploring, world saving (and blessed with polygons that defy gravity), Lara Croft is a woman of the '90s. We're talking a tough, independent woman who is secure enough in her femininity to wear a T-shirt and cut-off shorts to a snow covered mountain top. There isn't a man alive who wouldn't sell his soul for a woman like Lara Croft. Of course, she'd laugh at us and then throw her drink in our collective faces. Oh, sweet humiliation!

BEST USE OF BLOOD

Die Hard Trilogy

PlayStation, Fox Interactive

We thought we'd seen it all, thanks to the blood-erupting efforts of *Mortal Kombat* and *Eternal Champions*, but this year's champion reaches new heights of gratuitous tastelessness. *Die Hard Trilogy* doesn't just have copious amounts of blood, it uses it as part of the background decorations. Whether utilizing a gun, grenade, or even an automobile, blood doesn't just flow in this game, it explodes. Using your windshield to wipe away the innards of innocent pedestrians from your windshield in *Die Harder* is one of the great videogame moments of all time.

There's more blood in *Die Hard Trilogy* than in a vampire bar and grill!

BEST ULTRA GP GAME IDEA

Yes, it's a bear and, yes, he's really, really mad. What a great game idea, huh, gang?

The purpose of this magazine being to basically pick apart someone else's life work, you've got to figure there's an opinion or two about what constitutes a great game floating around the ***ULTRA GP*** offices. For your consideration, we humbly submit the following game ideas of what ***ULTRA GP*** would create if we were granted too much freedom and a vault full of venture capital.

Bear

Recipients of the ***ULTRA GP*** Subscriber's Newsletter are familiar with our furry friend. For those of you who are unfamiliar with *Bear*, conjure up these images: an abusive, tortured upbringing, a bitter, demented mind, mongolian circus music, a 'rage' meter, multiple-combo maulings galore, buckets of blood, expansive 3D environments, and a whole lot of payback to human-kind for that whole 'Winnie the Pooh'-thing. Take our advice, stay out of the woods.

Contenders

Shark

A strong contender for the best ***ULTRA GP*** Game Idea, *Shark* came up a little short due to complaints of it being too derivative of *Bear*. Okay, so it's like *Bear*... in water. So sue us. *Shark* promises endless hours of mutilating fun in an immersive underwater 3D environment. Think an evil soul, unrelenting hunger, blood, dismembered bodies, more blood, and beach babes in bikinis. Anyone for a swim?

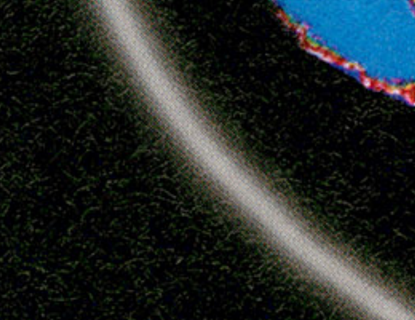
Rogue Cop

Sort of *Virtua Cop* game without any scruples. Not outright evil, *Rogue Cop* merely acts in his own self interest. Feared by criminals for his uncere-monious collection of their 'profits', law-abiding citizens should be aware that the game grants bonus points for killing innocents in hostage situ-ations. Definitely a 'Bill' kind of game.

Shumi-Shumi Man 7

Actually, we don't have an idea for this one, we just really like the name. All we know for sure is that there is no *Shumi-Shumi Man 1-6*; the series starts with number seven.

Better get used to being in this position again.



This is more than Mortal Kombat. This is ULTIMATE MK3, featuring 8 new playable characters, 5 new backgrounds, 3 modes of play,

selectable ending sequences, new secret moves and combos and player selectable characters even the arcade version doesn't offer.

You've met your match.

ULTIMATE MORTAL KOMBAT 3

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MIDWAY

MATURE M AGES 17+ CONTENT RATED BY ESRB

SUPER NINTENDO ENTERTAINMENT SYSTEM

GENESIS

1996 Annual Systems Analysis

An Honest And In-Depth Look At The Major Sytems of 1996

While preparing our system analysis feature for 1996, we found ourselves looking at a much shorter list of machines than at this same time last year. Gone are the 3DO, Super NES, Genesis, Game Gear, Game Boy, and Virtual Boy. Of course, these systems aren't really gone, but at this point there's not really anything new to say about them, so we decided instead to get deep inside the four major systems of 1996. Those systems are the Sega Saturn, the Sony PlayStation, the PC and the newest contender, the N64. In keeping such a tight focus on just a few systems, we believe we are able to offer you some of the most thorough report on the current and future state of each major gaming system available today.

Our first priority in analyzing the major systems is to give you the information you need in deciding which system to purchase. To that end, we have taken a close look at the way each system performed over the past year and what we see as the future for each of them. We have examined first and third-party software to see which system has the best games. We talked to developers to see which system offers the most potential in the future. We talked to the hardware manufacturers to see what plans they may have in the future and finally, we played each system over and over again to be able to offer the most informed and unbiased opinion possible.

In looking at each of the major systems, it's important to consider the year each of them enjoyed, both qualitatively as well as financially. Undeniably the year of the N64, Nintendo finally fessed up with its 64-bit mega system and early signs are extremely encouraging. Games like *Mario*, *PilotWings* and *WaveRace* confidently support the claims of Nintendo while demonstrating why Nintendo is considered to be one of the finest game developers in the world. Also enjoying a big year is the PC. With games like *Quake, Duke Nukem 3D* and *Command & Conquer: Red Alert*, the PC shows no sign of slowing down. Also pulling out solid performances are the Sony PlayStation and Sega Saturn, with strong first party titles like *Crash Bandicoot* and *GameDay '97* for PlayStation and *Nights* and *Fighting Vipers* for Saturn. This is also the year that third party support really started to shine for the Sony PlayStation, giving it a unique advantage over its competitors.

The Future of Gaming Systems

1996 will be remembered as the year that next generation consoles really took off. Whether it was the long-awaited arrival of Nintendo into the market or just a matter of coming to the natural end of the transformation process, this is the year when the systems of choice were all 32-bit and beyond. This year will also be remembered as the year when 3D became the norm. Presented in many different forms, 3D games took the industry by storm, with Sony leading the charge with its well-suited 3D machine and 'No 2D Games' policy. Games like *Mario, Crash* and *Nights* all used the power of next generation consoles to attack 3D with stunning results. The movement is surely just getting started. The future success of gaming systems in general may, indeed, count on how far the systems stretch the limits of 3D gaming. As for now, all of the systems look promising in this way.

Reviewed systems:

Sony PlayStation

Can the PlayStation repeat last year's success, or will it fall by the wayside?

Page 34

Nintendo 64

The new kid on the block needs to add on some more muscle to become the champ.

Page 42

Sega Saturn

Does the Saturn have what it takes to compete or is it ready to be put out to pasture?

Page 46

Personal Computer

While never a strong contender in the graphics department, the PC is definitely coming on strong!

Page 50

Sony PlayStation
Personal Computer
Sega Saturn
Nintendo 64

SONY PLAYSTATION

PlayStation won as Rookie of the Year,

Since the day that the PlayStation videogame home console system was announced, there have been doubts and an overall dubious outlook for a company (regardless of its reputation, power, and wealth) coming in and displacing Nintendo or Sega from the top of the lucrative videogames market, but just over a year after the release of the PlayStation, Sony is THE major player in the videogames industry. As David Perry of Shiny Entertainment puts it, 'Sony has made VERY intelligent decisions. The last one is to limit the amount of BAD software. Then they will be unstoppable.'

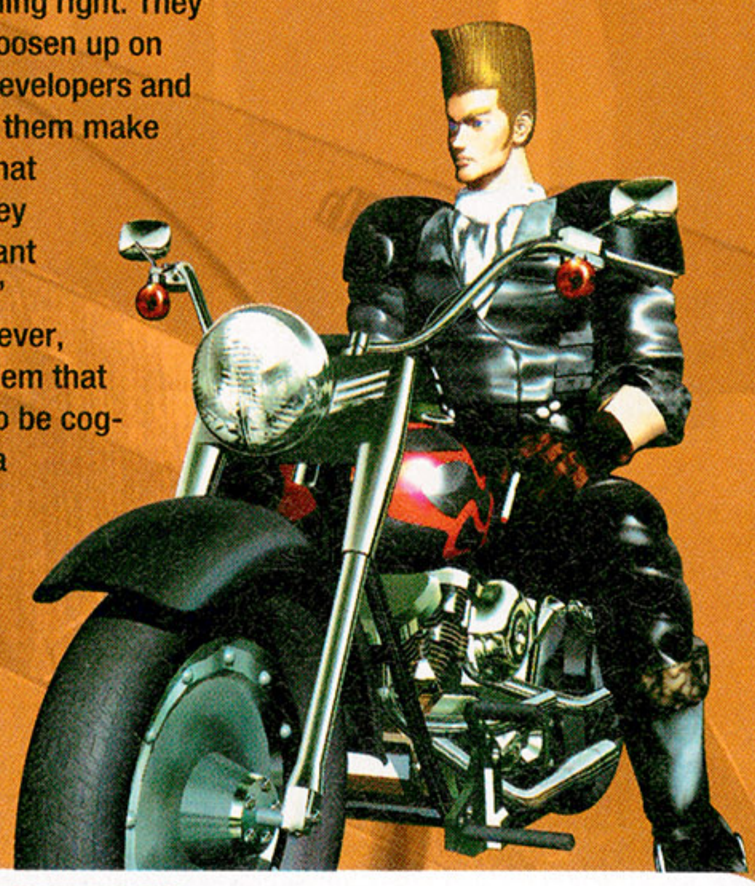
Despite a seemingly endless stream of internal personnel shuffling, aggressive business tactics, and some grumbling from third party developers regarding the game approval process, the PlayStation is the best selling 32-bit system in the United States. Nintendo and Sega may try to diminish Sony's accomplishments by citing profits that can directly be attributed to the continuing strength of their 16-bit systems, but Sony has skillfully positioned itself as the leading contender for the next-generation system battles. Sony's rise to the top can most directly be attributed to the inherent strengths of the PlayStation's design, its acceptance as the platform of choice in the third party development community, and its impressive software line-up (both in size and quality).

'Sony has made VERY intelligent decisions.'

In the midst of the cartridge-based 16-bit era, Sony made the strategic decision to develop the PlayStation as a CD-based system with an architecture focused on 3D polygonal graphics. The cost advantages of producing games on CD-ROMs serves as the main competitive edge for PlayStation against Nintendo's impressive 64-bit hardware. The economics of CD-based games serves as an attractive incentive to third party developers to chose PlayStation as their prime development platform. It is Nintendo 64's task to ultimately answer the question of whether cartridges are still a viable delivery format for videogames in general, and third party games in particular. In terms of PlayStation's primary CD-based competition, the Sega Saturn, the ease of programming games for the system (as well as its superior installed based) serves to heighten the appeal of the PlayStation to developers. The only negative aspect of Sony's third party relations may be the strict parameters that are forced upon third parties on what types of games are developed (2D games in particular have difficulty receiving Sony approval). Seth Mendelsohn of Boss Games relates, 'Sony seems to have done just about everything right. They just need to loosen up on the developers and let them make what they want to.'

'The PlayStation is currently the market leader...'

However, this is a problem that Sony needs to be cognizant of, as a much publicized dispute with Capcom over *Mega Man 8* (which almost



NUMBER CRUNCH

INSTALLED BASE:

- U.S — 2.1 million
- Worldwide — 7.2 million
  (Note: Figures provided by Sony CE)

NUMBER OF TITLES:

- 150 Titles by Christmas 1996

PRICE:

- Hardware — $199.99
  (includes one control pad)
- Control Pad — $24.99
- Average Game Price — $50

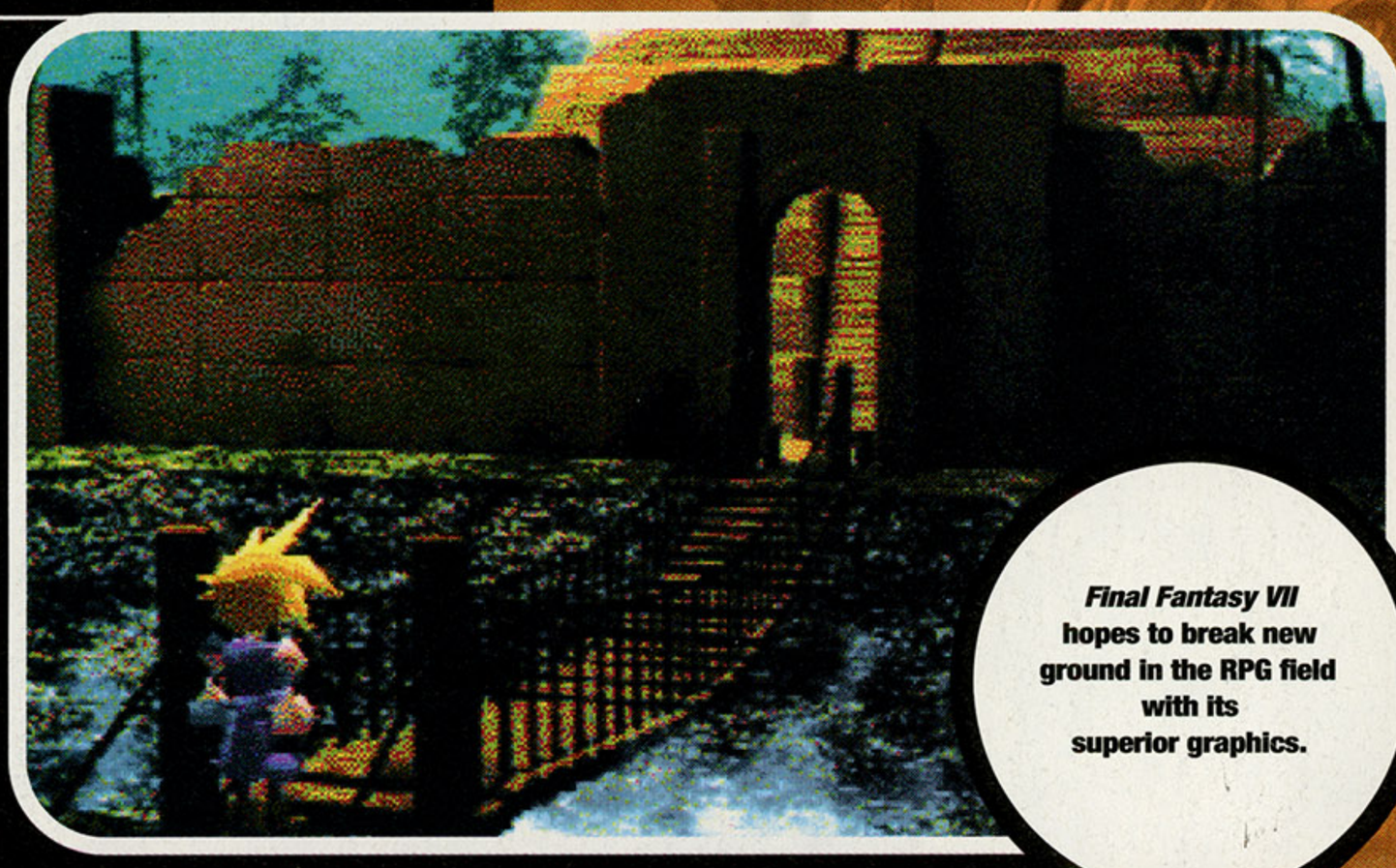
THE BOTTOM LINE

The PlayStation enters its second year in the enviable position of being the market leader. Beyond *FF VII*, there will be a follow up to Capcom's *Resident Evil*, *Tomb Raider* should attain mega-hit status, and Sony appears to be well situated as the best platform for sports games as well. Even without going into genres in which the PlayStation is already strong, the PlayStation line-up looks to include even more 'must have' titles next year. Nintendo 's re-entry and Sega's determination should provide serious challenges to Sony, but ultimately, Sony merely needs to retain market share that its competitors must regain or create.

8.0

SONY PLAYSTATION
SONY PLAYSTATION
SONY PLAYSTATION

but is it destined for an MVP season or the sophomore jinx?



Final Fantasy VII **hopes to break new ground in the RPG field with its superior graphics.**

resulted in Sony losing *Resident Evil 2* from its '97 line-up) indicates.

Without a doubt, Sony currently holds the lead for the hearts and dollars of next-generation videogamers. The number and variety of software titles available for the system plays a central part in the PlayStation's market position. However, being the system with the most titles has also given the PlayStation the highest number of less-than- quality titles. Nintendo taunts Sony with their mantra of quality over quantity, but then, what else can Nintendo really be expected to say? Overall, the PlayStation software line-up rates average at best, but features a number of superior titles that bolster the entire line. Improving the quality quotient of its software line-up must be Sony's number one priority in the coming year because that is the PlayStation's only real vulnerability.

In the coming year, *Final Fantasy VII* looms as the title that will provide a quantum leap in gaming and solidify PlayStation's position in yet another genre. Early peeks at the game promise gameplay, graphics, and depth unparalleled in the history of home console systems. *Final Fantasy VII* appears to be a title that will not only be the best RPG ever, but a title that will be a crossover hit that attracts new gamers to the RPG genre. Perhaps even more important to Sony, *Final Fantasy VII* is a game that is impossible to do on the Nintendo 64, due to memory restrictions.

As Square founder Hironobu Sakaguchi stated (Next Generation, Issue 22), 'The 64DD offers about 60 MB. We need about 1,500 MB for *FFVII*, and we're already squeezing it into two disks, maybe even three disks. So obviously, it would be pretty much impossible for us to do this for Nintendo 64, even with the 64DD.' Proclamations such as these should serve as powerful ammunition for Sony in its battle against the Nintendo 64 in the coming year.

SYSTEM SPECS

CPU

- 32-BIT R3000A RISC Processor
- Clock Speed — 33.8688 MHZ
- Operating Performance 30 MIPS
- Instruction Cache — 4KB
- Data Cache — 1KB
- Bus Bandwidth — 132 MB/sec.

MEMORY CONFIG.

- Main RAM —- 2MB
- Video RAM — 1MB
- Sound RAM —- 512 KB
- MSRP: $299 or $349
- Pack-in: Virtua Fighter Remix

CD-ROM DRIVE

- Data Transfer Rate (DMA to RAM)
- 150 KB/Sec. (Normal)
- 300KB/Sec. (Double speed)
- Maximum Capacity — 660 MEGS

GRAPHIC CAPABILITY

- 24-Bit Color
- Resolution — 256x480 to 480
- Hardware Rendered Polygons — Up to 360,000 polygon/sec.
- Geometry Engine Operating Performance — 66 MIPS Data Decompression Operating Performance — 80 MIPS
- 3D Polygon Transformation — 1.5 MB Flat Shaded 500 KB Gouraud, Textured and Light-sourced

SOUND PROCESSOR

- 24 CHANNELS
- 44.1KHZ sample rate

MUST HAVE GAMES!

TOMB RAIDER

The must-have PlayStation game of the year, *Tomb Raider* takes the graphic adventure game to revolutionary new heights.

WIPEOUT XL

The first *Wipeout* game didn't just make waves in the racing genre, it redefined it. The scary thing is that *Wipeout XL* is better in every way than the first *Wipeout*.

TEKKEN 2

Numerous characters, mega combos, hidden stuff, special endings, and fast, brutal gameplay make *Tekken 2* a serious contender in the all important fighting game genre.

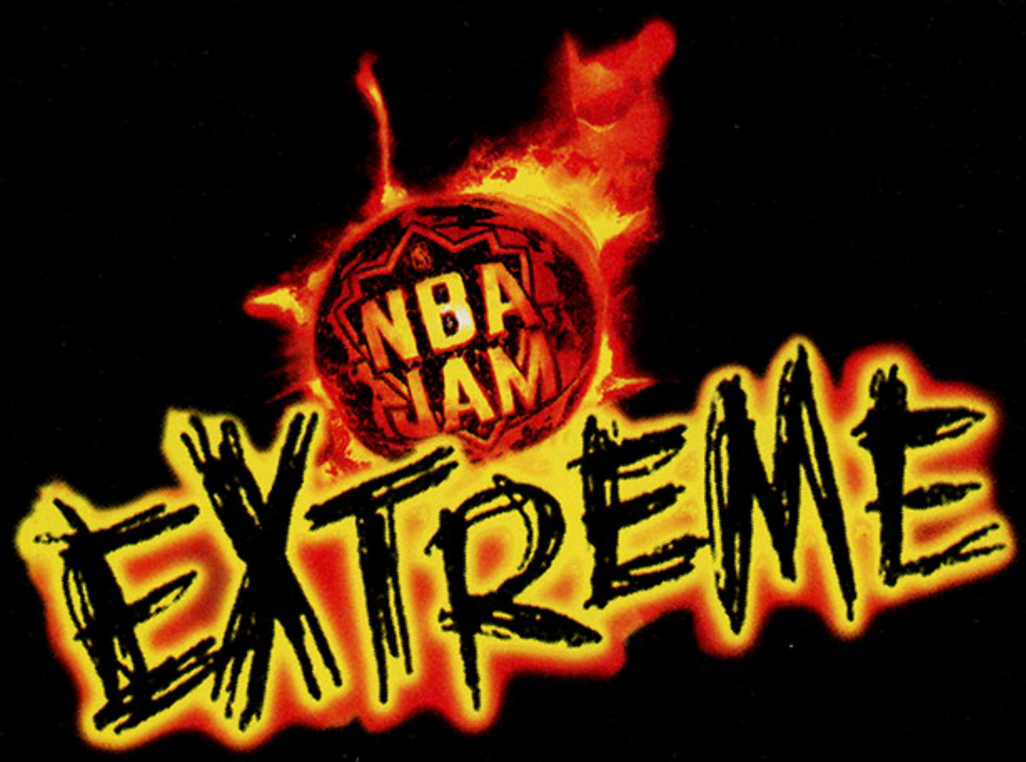
NFL GAMEDAY '97

This year, *Gameday '96* and *Madden Football* face off head-to-head for the first time, with *Gameday*'s superior AI, graphics, and seamless gameplay helping it to solidify its hold on the football videogame title.

Must Avoid Title...

CREATURE SHOCK

The worst PlayStation game ever released in the US is *Creature Shock*. *Creature Shock*'s gameplay is basically moving an icon over an FMV. Trust us, you'll have more fun clicking your computer mouse.



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- ULTRA GAME PLAYERS

"This is no mere T.E. Too...brings jams to a whole new level..."
- SLAM

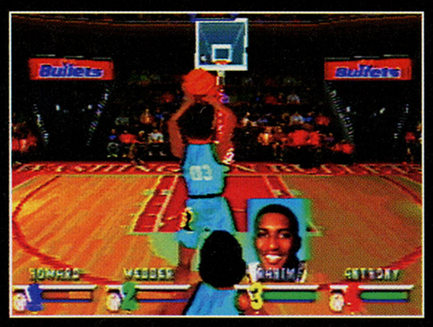
"What else could they possibly add to make this game more fun?"
- VIDEOGAMES

"The stale old look of earlier Jams is no more, replaced by silky-smooth motion capture players and a completely 3-D arena...with wilder dunks, tons of new features, lots of new codes and tricks, 3-D polygon characters and Marv Albert, this title is sure to please."
- ULTRA GAME PLAYERS

"A new era in arcade hoops."
- CYBERSPORTS

NBA JAM EXTREME

Looks real. Feels real. Plays a whole lot better.



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i love this stuff!

Acclaim entertainment, inc.

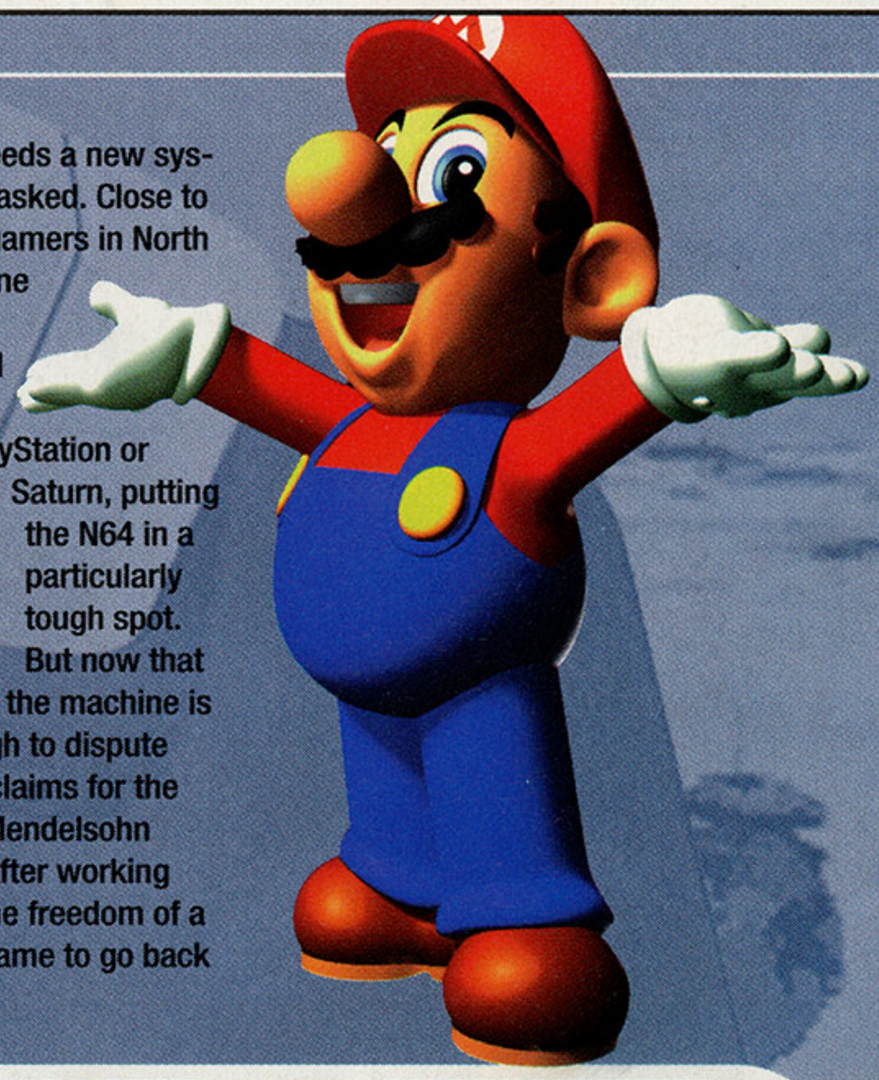
NINTENDO 64

A bright new star has been born,

There is a famous saying that suggests 'Better late than never.' With Nintendo, a more appropriate axiom might be 'We're better for being late,' and very few could deny that point when looking at the first few software offerings on the N64. With games such as *Mario* and *WaveRace* painting a very attractive (if not altogether anti-aliased, Z-buffered and tri-linear mip-mapped) picture for the brand new next generation system, things finally seem to be heading in the right direction. At long last the public can actually experience some of the lofty promises of Nintendo executives in some of the year's best games. Still, it would be impossible to endorse a system that has revealed so little of its future potential. Yes, first party games such as *Mario, WaveRace*, and *PilotWings* are undeniably great and the idea that such performances could be repeated by other developers is an exciting concept. However, there is no solid evidence that this will happen with any regularity. There is also no guarantee that all the key third party developers will be willing to work with the system. 'We have refused to work on the machine until cartridges go away.' suggests Dave Perry, President of Shiny Entertainment *(Earthworm Jim, MDK, Wild 9's)*. And according to Boss Games' *(Spider, Top Gear Rally)* Creative Director, Seth Mendelsohn, 'Nintendo is capable of making some of the best games of all time, but will the third parties make software that is also as good?' What we have seen so far is the cream of the crop. If what you've seen so far is enough to convince you of the system's future course, we could hardly blame you.

The Nintendo 64 began in 1996 as a system that, according to Nintendo, was so great that it was worth waiting more than a year beyond the original release date to get one. So great, in fact, that the idea of buying a system like the PlayStation or Saturn in the meantime was nothing short of foolish. 'Who needs a new system?', they asked. Close to 2.5 million gamers in North America alone answered 'We do!' and bought a PlayStation or Saturn, putting the N64 in a particularly tough spot. But now that the machine is out, it's tough to dispute Nintendo's claims for the hardware. Mendelsohn suggests, 'After working with all of the freedom of a CD, it's a shame to go back

'The 64DD will be vital — start saving now!'



NUMBER CRUNCH

INSTALLED BASE:

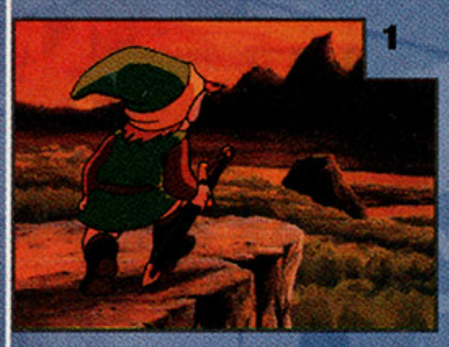
- 500,000 (North America)
- Worldwide — 7.2 million (Note: Figures provided by Sony CE)

NUMBER OF TITLES:

- 7 (Approx.)

PRICE:

- Hardware $199.99 (no pack-in)
- $30.00 — Extra Controller
- Average Game Price — $50-$60



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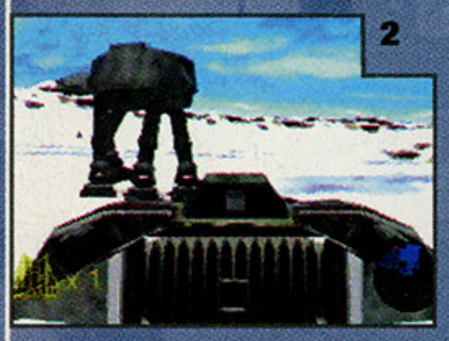


2

1 ***Zelda 64:*** **the first game to use the 64DD.**

2 ***Shadows of the Empire:*** **You can be Dash Rendar!**

3 ***Mario Kart R:*** **an old favorite makes a comeback.**

THE BOTTOM LINE

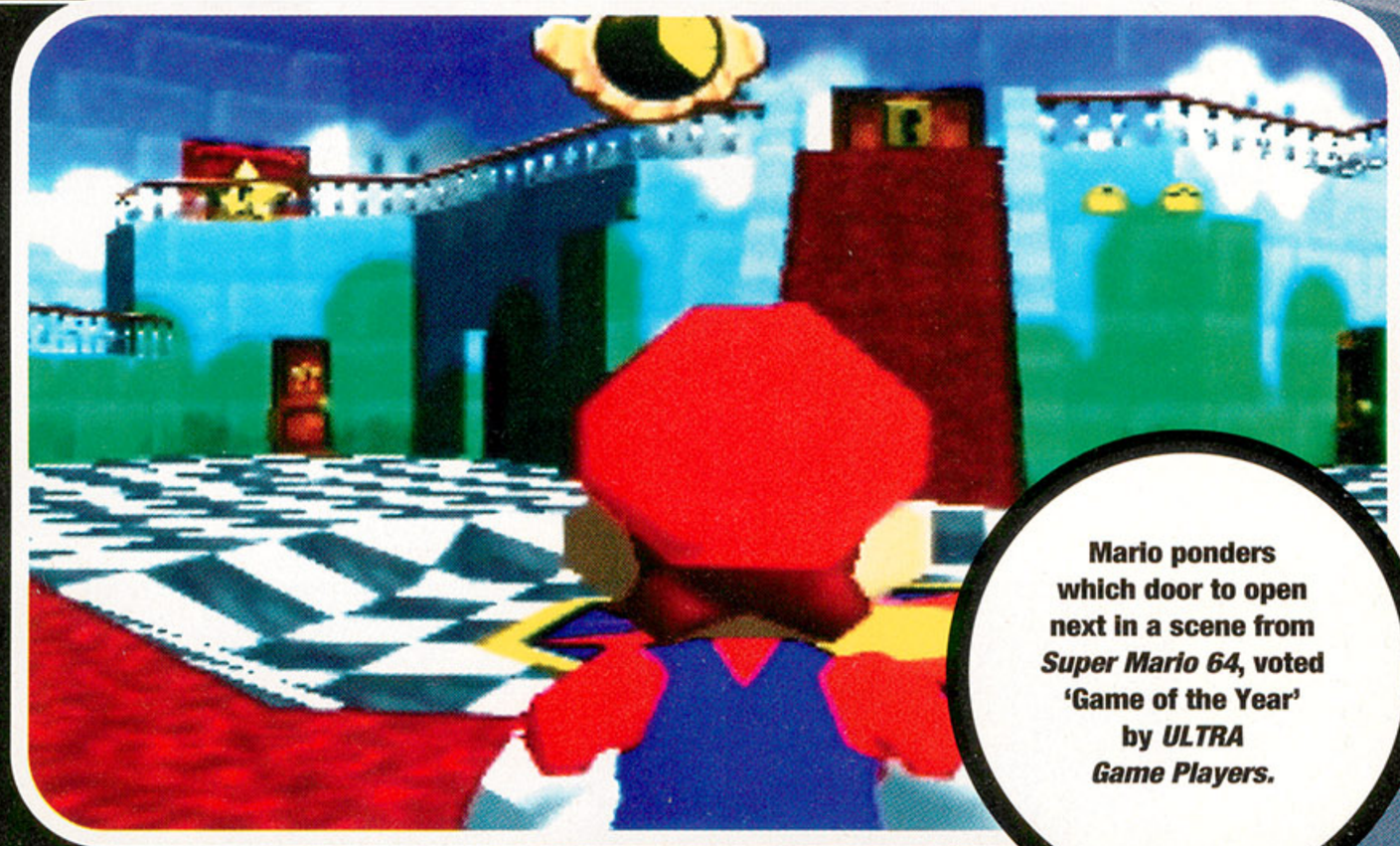
In short, the Nintendo 64 is an incredible machine and all signs point towards it having a very bright future. The only drawback, as temporary as it may be, is that there is a very definite lack of software at this point. With no more than eight games expected to be available by Christmas, the N64 does not stack up very well in quantity. Where the system does shine, however, is in quality of the games and in the long run, quality is considerably more important. Also, with the addition of the 64DD, the N64 could be the system to beat this time next year.

RATING: 7.0

NINTENDO 64

NINTENDO 64
NINTENDO 64

now if only it can get some more games...



Mario ponders which door to open next in a scene from *Super Mario 64*, voted 'Game of the Year' by *ULTRA Game Players.*

SYSTEM SPECS

CUSTOM CPU

- 64-bit MIPS R4300i-class RISC CPU (93.75 MHz)
- 64-bit data path, registers, buffer
- 5 stage pipeline
- 125 Dhrystone MIPS (93 million operations/sec)
- 60 SPECint92
- 45 SPECfp92

MEMORY:

- 4MB total RAM
- Rambus DRAM subsystem
- Transfers up to 562.5 MB/SEC
- 9-bit Rambus bus (to DRAM)
- Runs at 500 MHz
- Internal data bus to the RCP is 128-bit

AUDIO

- Stereo 16-bit
- ADPCM Compression
- Wavetable Synthesis
- Sampled at 48 Khz max
- Special Effects

VIDEO

- Output
  - -RF
  - -Stereo A/V
  - -S-Video
  - -HDTV
- Video/Resolution
  - -256 x 224 to 640 x 480
  - -21 bit color output
  - -32-bit RGBA Pixel Color Frame Buffer

CO-PROCESSOR

- Custom 64-bit MIPS RISC
- Built-in Audio Video Vector Processor (RSP)
- Over 500,000,000 operations/sec
- Pixel Drawing Processor (RDP)
  - -Detail Texturing
  - -Tri-Linear Mip Map Interolation
  - -Perspective Correction
  - -Environment Mapping
  - -Depth Buffering
  - -Color Combining
  - -Anti-Aliasing and Blending
  - -Rasterizing
  - -Detail Texturing
  - -Z-Buffering
  - -Automatic LOD Mgmt.
  - -Vertex positioning and transformations
  - -Depth, Color and texture clipping
  - -Transparency
  - -Gouraud Shading

to carts. Other than that, the system is great. Not perfect, but a step up from previous systems.'

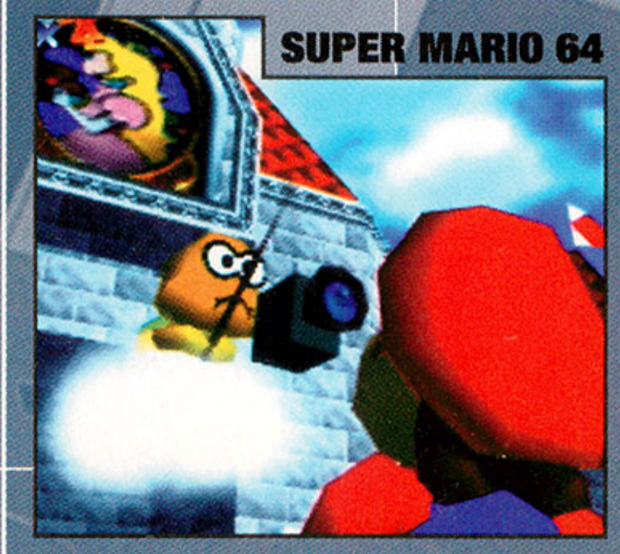
Considering the fact that N64 had to enter a market that was already very happy with the PlayStation and Saturn, it did manage to make a nice splash with its launch. Images of Japanese gamers lining up in Tokyo's Akihabara district to purchase their N64s began to make their way back to the States. Somebody was actually playing the damn thing! Reports of giant cargo ships filled to the brim with N64s for the US began to grow. It seemed as though Nintendo was set to take over the videogame world all over again, until one last hindrance reared its ugly head. There were no games available. Sure, there was *Mario* and *PilotWings*, but where were the fighting, driving, shooting and Role Playing games? That question has yet to be fully answered.

While games like *Mario* and *WaveRace* could be seen as a success, it will take some time to be certain of anything for the N64. The quality level of games is considerably higher than that of the Saturn or PlayStation at launch and they both turned out to be solid systems. What's still a concern for the N64 is that there have been no successes from anyone other than Nintendo. With Nintendo's strict quality restrictions, we will hopefully see a strong third-party showing for the system in the next year.

Other considerations for the N64 in 1997 include the 64DD, which will be a necessary purchase for games like *Zelda 64* and, allegedly, *Mario 2*. According to Perry, '64DD will be vital. Start saving now...' It's difficult to see such an immediate need to upgrade the system as a good thing, but if the 64DD allows the N64 to get over its final hurdle, which is storage capacity, then perhaps it's not such a scary thing after all. In the end, the Nintendo loyal have surely already purchased their systems and are singing its praises right now, and for those still waiting, with games like *F-Zero 64* and *Zelda 64* due out in '97, the future does have a tendency to look pretty bright for the N64, even if it is one without nearly as many games as its competition.

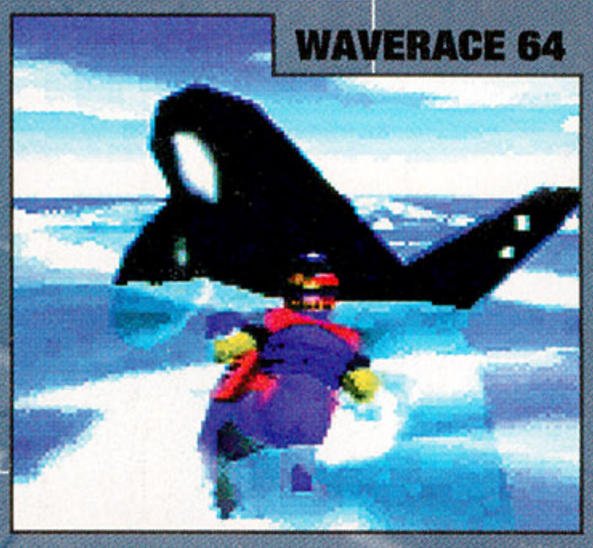
MUST HAVE GAMES!

SUPER MARIO 64



As if it needed to be said, the best game of the year is an obvious must-have for all N64 owners.

WAVERACE 64



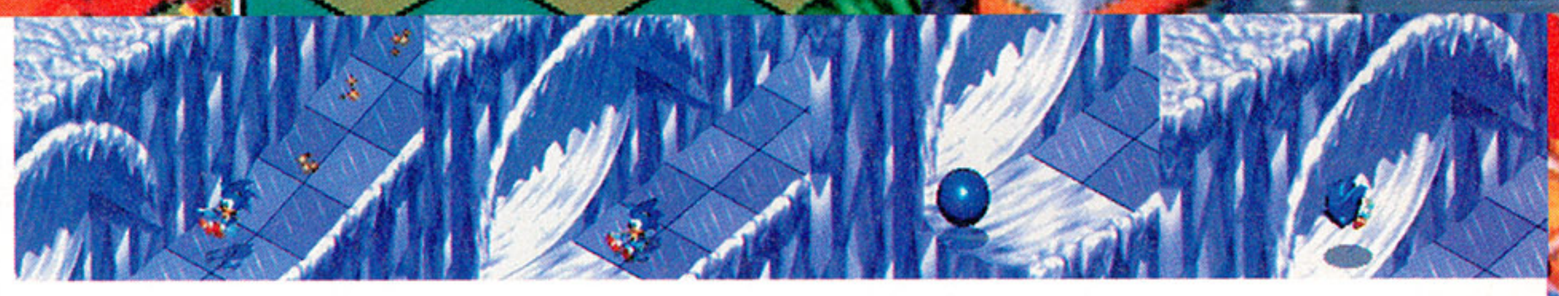
One of the most innovative and entertaining racing games in years, *WaveRace 64* is exceptional on every level.

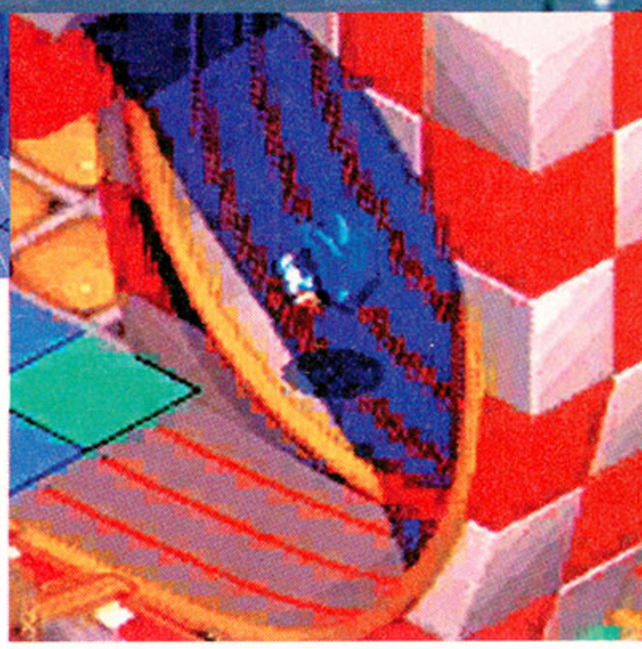
PILOTWINGS 64

Slightly less compelling than *Mario* and *WaveRace*, *Pilot Wings 64* is an excellent showcase for the power of the N64 and a fun game.

MAKE HASTE.

Blue is back.





SONIC 3D BLAST™

BLUE IS BACK. SONIC'S NEW WORLD IS IN 3D. WHICH MEANS THE LITTLE BLUE GUY HAS A LOT MORE TERRITORY TO COVER THIS TIME. SO PUT IT IN GEAR. THERE ARE FLICKIES TO RESCUE. POWER-UPS TO GRAB. AND MOVES LIKE THE BLAST ATTACK THAT MAKE THIS SONIC THE FASTEST AND WILDEST YOU'VE EVER SEEN.

NEW SONIC GAMES NOW AVAILABLE ON GENESIS, GAME GEAR AND PC.

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OR MAKE WASTE.

VECTORMAN 2™

With a load of new morphs and the motherlode of new weapons, VectorMan now has even more ways to turn his mutant insect enemies into landfill. Do battle as a scorpion, a giant tick, or a rhino beetle. Or just do a ton of damage with The Fireball, The Boot Blast, or The Overkill. Spare nothing. Shoot everything.

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SEGA SATURN

Does the Saturn have what it takes to keep

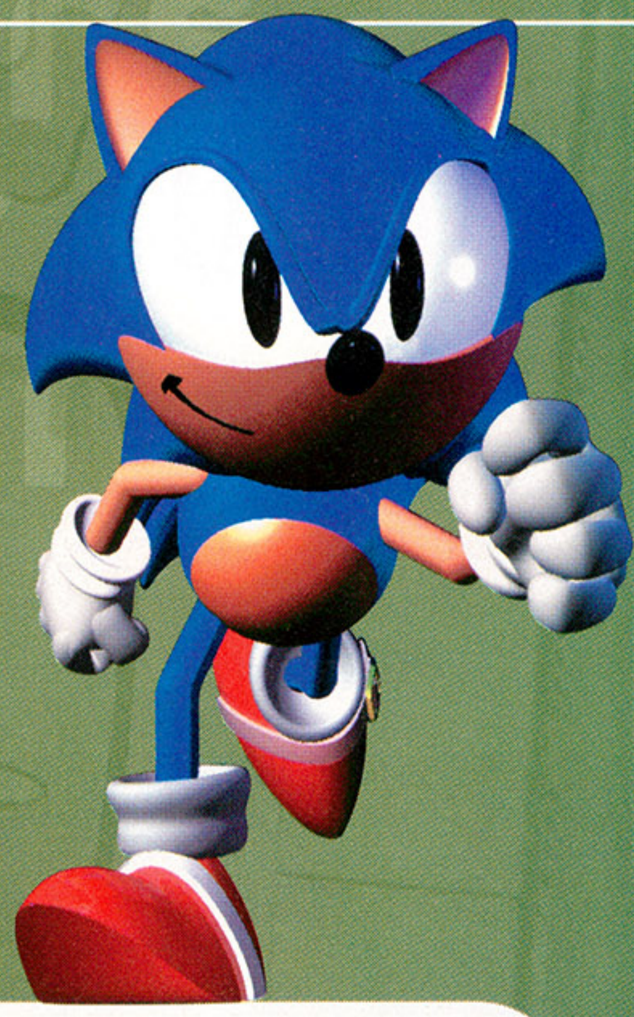
Upon talking with third-parties and industry people, one thing has been unanimously agreed upon — the Saturn is in trouble. Why? Well, the reasons date all the way back to the Sega CD and 32X (talk about ruining a good brand name), but the problem right now is that Sega doesn't have enough units in homes to convince the major third party developers to program for the Saturn. Beyond the small installed base, the Saturn is also more difficult to program than the PlayStation, meaning that developers can exert less effort and reach far more consumers on the PlayStation.

Dave Perry of Shiny Entertainment *(Earthworm Jim, Wild 9's)* had this to say about the situation, 'The Saturn is harder to program for. It takes a better class of programmer, but looking at Sega's first-party games shows exactly what can be done. Now if Sega shares all of their knowledge with third parties it's gloves off'. According to Seth Mendelsohn of BOSS Games *(Spider, Top Gear Rally)*, 'The question is whether they (third parties) will want to invest the time to make great Saturn games. As long as Sega stays competitive in Japan, they will have the support of the Japanese developers, but because few non-Japanese products do well in Japan, it is harder for US/European developers to get excited about the system'.

Does this mean the Saturn is dead? Absolutely not. The Saturn's huge success in Japan ensures that the system will live on. And as long as Yuji Naka *(Sonic, Knights)* and Yu Suzuki *(VF, Daytona)* are programming games for Sega, the Saturn is going to be home to some of the best exclusive titles available. Where the Saturn falls short of the PlayStation is in the overall depth and variety of the software library. The Saturn has the best fighting games in *Fighting Vipers, VF2,* and *SFA 2*, and translations of *Last Bronx* and *VF3* are only going to make the fighting category stronger. They also have some of the best racing games in *Sega Rally* and *Daytona*, not to mention *Manx TT, Indy 500*, and *Sega Touring Car Championship* on the way in '97. However, beyond the strength in fighting and racing games, the Saturn falls way short of the PlayStation in nearly every category and that's exactly why the PlayStation ranks higher.

'The Saturn takes a better class of programmer.'

So how can the Saturn become a major competitor in '97? According to Capcom (one of the major third-party developers Sega desperately needs), 'Sega needs continued support from the retailers and a killer application that users demand. They need to market themselves well and demonstrate all the techni-



NUMBER CRUNCH

INSTALLED BASE:
- 900,000 (United States)

NUMBER OF TITLES:
- 140 (Appox.)

PRICE:
- $199.99 — Saturn hardware and no pack-in
- $45.00 — Extra Controller
- Average Game Price — $45-$60

1 With Sega's new in-house developer, Segasoft, there is hope for even more great exclusive titles.
2 Translating killer arcade titles like *Sega Touring Car Champion* to the Saturn is Sega's brightest spot.
3 The new *Daytona* is one of Sega's bigger titles this holiday season.

THE BOTTOM LINE

As of right now, the Saturn seems to be an unstable choice because of its low installed base, lack of third party support, and the ever-looming hardware upgrade. However, no other system has as many great games as the Saturn. ***ULTRA GP***'s feeling on the whole situation is best summed up by Mendelsohn 'All said and done, I play my Saturn far more then my N64 or PlayStation. The reason is simple, it has better games'. So, basically, if you owned all three systems, you would play your Saturn the most, but if you could only purchase one system, the PlayStation is still the better choice.

RATING: 6.0

SEGA SATURN SEGA SATURN SEGA SATURN

pace with the PlayStation and N64?

The 3D combat thrills of *Fighting Vipers* are currently only available on the Saturn.

cal capabilities of the Saturn with awesome products.' Mendelsohn agrees, '(Sega needs) great exclusive software, MARKETING, MARKETING, MARKETING, and a lower price point than the PlayStation.' There is no doubt that the Saturn will have the killer exclusive software, but can they stand toe-to-toe with marketing master Sony? Just think about how many Sony ads you've seen on TV, in magazines, and in-stores. That's exactly how the PlayStation got the early lead and, unless Sega can at least match Sony, they are going to be hard-pressed to gain any ground. Why should gamers even care who markets better? The reason marketing is important is simple. If (and that's a big IF) Sega can manage to close the gap on Sony in unit sales, then third parties will start to develop games for the Saturn, which will bolster the software library, making the Saturn the best place to play games. In the end, that is what the gamer wants.

'The Saturn, as it is, can't handle VF3.'

In 1997, the Saturn's biggest titles are going to once again be the arcade translations. The key to this whole year could be how well high-tech arcade games such as *Last Bronx* and *VF3* are translated to the Saturn. Getting *VF3* on the Saturn this year would be a major coup for Sega and possibly a miracle. Many rumors have Sega upgrading the Saturn hardware specifically for *VF3* by Christmas '97 because the Saturn, as it is, just isn't capable of handling a conversion of *VF3*. The big question is, what form will this upgrade take? Will it be another disaster like the 32X or can Sega successfully launch an add-on with *VF3*, the must-have title the 32X never had? If the upgrade comes bundled with *VF3*, then Sega is definitely heading in the right direction. In the more immediate future, Sega has a clear advantage in Net-Link, the Saturn-based internet connection that neither Sony or Nintendo have. Capcom feels this could be key, 'Sega has a real opportunity with its internet web browser and it needs to demonstrate to the consumer what a great application it is.' However, the key to the Net-link is going to be how many must-have titles will be made for it and that depends entirely on how many Net-links are sold. If Sega can manage to keep a steady flow of its arcade titles to the Saturn, get some help from third parties, get *VF3* home, make Net-link a winning application and market them all flawlessly, then 1997 could very well be the year of the Saturn.

Unfortunately, the odds of all these pieces falling into place aren't in Sega's favor.

SYSTEM SPECS

CPU

- Twin HitachiSH-2 RISC chips operating at 28mhz

MEMORY:

- 16Mbits main RAM
- 12Mbits VRAM
- 4 Mbits Sound RAM
- 32 K SRAM with battery backup
- 512 K boot ROM

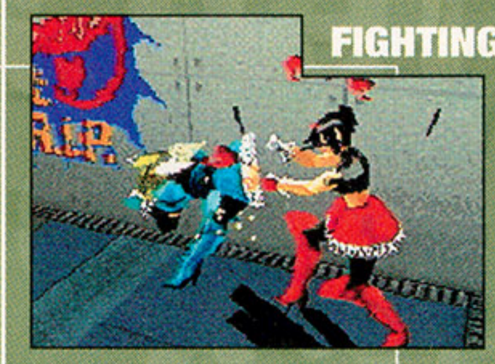
GRAPHICS:

- VDP1 processor handling sprites, polygons and geometry
- 512 K boot ROM VDP2 processor handling backgrounds.
- Five simultaneous planes with two rotation planes
- 32,000 colors from 24-bit palette.
- Resolutions of 352x224 and 640x224

AUDIO:

- 16-bit Yamaha 68EC000 processor operating at 113 mhz
- 32 voices, FM synthesis, two CPU interfaces, 44.1 KHz sound.
- 16 channel digital mixer and 128 step DSP.

MUST HAVE GAMES!



FIGHTING VIPERS

Another great AM2 arcade conversion shows exactly what can be done on the Saturn.

WORLDWIDE SOCCER II

Another stellar title from Sega Of Japan, this is the best sports game of the year and just a great game in general.

STREET FIGHTER ALPHA 2

The Saturn controller was designed for classic fighting games like this. The PlayStation version can't even compare.

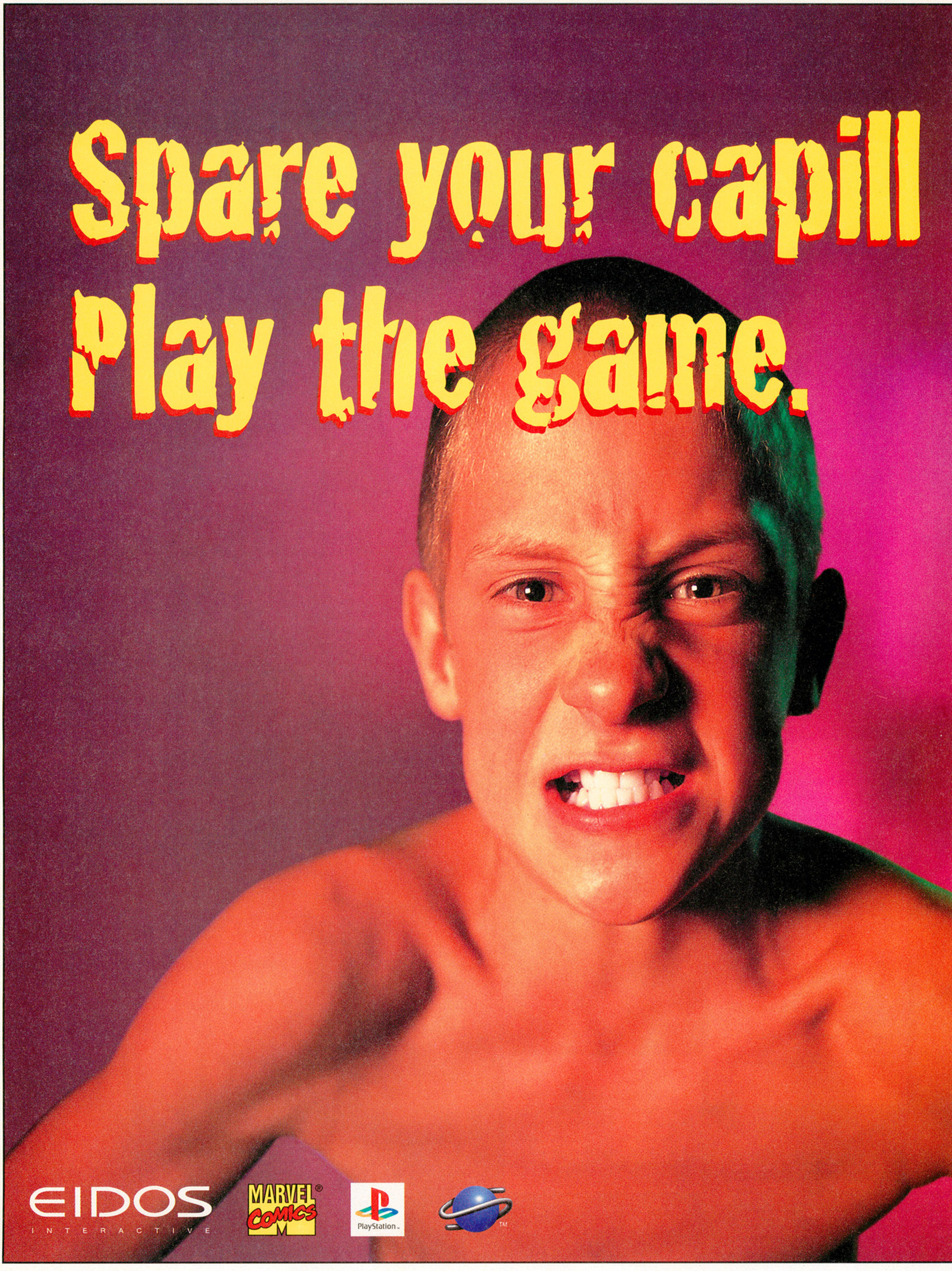
NIGHTS

Yuji Naka's latest genius is an exhilarating game of flight that showcases some amazing graphics and completely unique gameplay.

...AND ONE TO AVOID.

RESURECTION: RISE OF THE ROBOTS

A perfect example of dismal graphics, sloppy control, and poor game design, *Rise* needs to die for good.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play the game.
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INTERACTIVE
MARVEL COMICS
PlayStation

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Shelve the puny human routine. It's pulverize or be pulverized when you become this mean green fighting machine. Go fist to fist with the entire Pantheon gang from Ajax, Ulysses, Hector and Adalanta to your own Future Imperfect self, The Maestro. It's all part of mastering the puzzle. Not to mention, the finer points of smashing, crushing and pummeling anyone that gets in your way. So go ahead, burst a few blood vessels. Just not your own.

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PERSONAL COMPUTER

Is this the most powerful gaming system in

The history of computer games can be traced back to the earliest appearance of calculating devices. Back when a computer took up an entire building and required its own refrigeration system, programmers figured out ways to make them entertaining, usually with text-based adventure games like *Zork*. Now, we have 3D rendered graphics, real-time polygonal worlds, and more monsters to shoot than you can shake a stick at.

How did we get to this point? Simple. No matter how useful an item is, humans have a need to make it not only suitable for business, but for entertainment. If we can't be entertained by something we have to sit in front of for hours on end, we don't want it. Even items like US Robotic's new Pilot personal digital assistant (PDA), only recently released to on the market as an electronic day-planner, has a slew of games programmed by users of the electric toy.

As technology grows, so does the need for bigger, better, and greater entertainment. Thus, with the advent of the Pentium chip in computer systems, a new breed of high-powered, high-intensity games have been released, from *Quake* to *X-Wing vs. TIE Fighter*. And it doesn't look like the trend is going to end anytime soon.

Just like the holodeck on the U.S.S. Enterprise, you can expect to see even more realistic games as time goes on. 3D accelerator video cards, only recently tapped by game creators, will open up a whole new world of high-speed polygon renderings, allowing artists to use more polygons, more textures, and more objects, thus creating new realms of realism. With Microsoft's Windows '95, you can expect to see even more people developing titles for computers as it gets simpler to make everything compatible.

'You can expect to see more realistic games as time goes by.'

Just this year, we've seen the release of several hit titles that would never have worked on yesterday's machines. *Daggerfall*, from Bethesda Softworks, opens up a new world that reacts and interacts with the player during every step of the journey to the game's end. One of the more impressive demonstrations of 3D realistic worlds is id's highly anticipated *Quake*, which throws players into a sea of monsters to shoot, levels to explore,

NUMBER CRUNCH

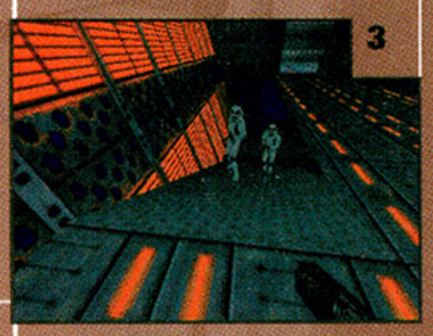
INSTALLED BASE:
- 10,000,000

NUMBER OF TITLES:
- 12,000 (Appox.)

PRICE:
- Approx. $2,000 (Average Pentium 90 kit with 16-MB RAM, Quad-speed CD-ROM drive, 1.2 Gigabyte hard-drive, sound card, speakers, joystick, etc.)

1

2



3

1 ***Civilization 2:*** **the future is in your hands**

2 ***Red Alert:*** **Kill 'em all. Who needs prisoners?**

3 ***Jedi Knight:*** **Use the Force. Use the Force, Luke.**

THE BOTTOM LINE

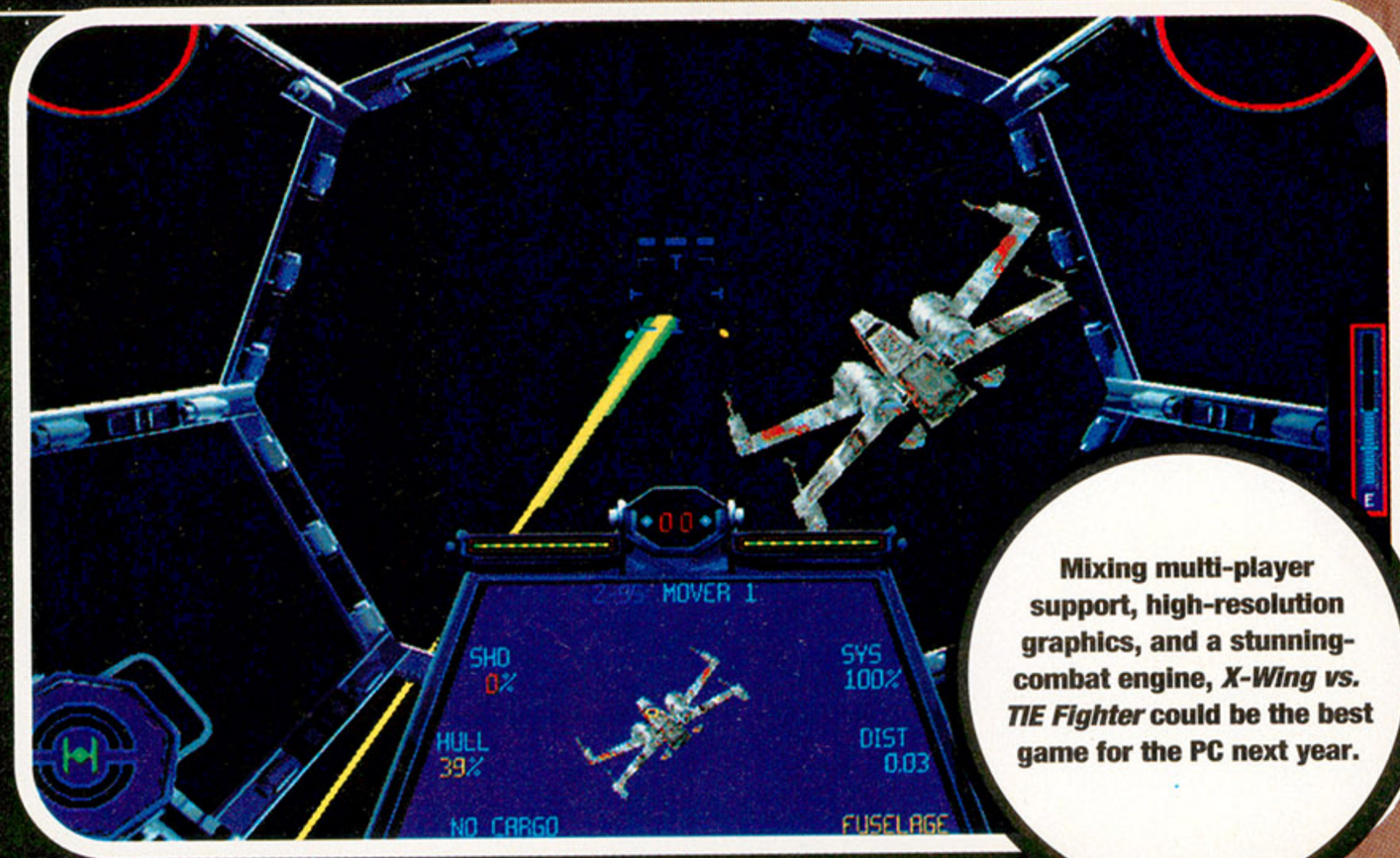
Although it has never been a strong contender when it comes to sheer graphic gaming power, recent developments in software development are making the PC rise to the level of the hottest console games. With Windows 95, 3D accelerators, and Intel's new MMX technology on the horizon, the future of gaming has never looked better. Combined with the multi-player aspect of gaming over the Internet or local area network, titles like *X-Wing vs. TIE Fighter, Command & Conquer: Red Alert*, and *Tomb Raider* promise more depth, more playability, and more graphic capability than you'll see on most console systems.

RATING **8.0**

PERSONAL COMPUTER

PERSONAL COMPUTER
PERSONAL COMPUTER

the entire world?



Mixing multi-player support, high-resolution graphics, and a stunning-combat engine, *X-Wing vs. TIE Fighter* could be the best game for the PC next year.

and weapons to find, all contained in a truly third dimension. And the computer has flexed its calculating strength with strategy titles like *Command & Conquer: Red Alert* from Westwood Studios, which not only provides real-time strategy, but new levels of graphics in a game of its genre.

Computers may not be able to compete with some other gaming platforms for sheer visual performance, but you will never find a better medium for titles that not only make you think, but also make you touch whole new worlds with a completely new sense of reality.

Coming up in computer gaming are titles that not only take advantage of the new technology of 3D graphics cards, but the huge burst of traffic on the Internet.

'You won't find a better medium for titles that make you think.'

Nearly every game released to the public nowadays has multi-player support of some kind, most commonly using a modem, serial connection, or a local area network (LAN). However, as demonstrated by id's *Quake*, game play over the Internet is not only a possibility, it's a very true reality. The confusing mess of IP addresses, DMAs and IRQ ports has been somewhat tamed by Windows 95 and, with the surge of popularity of true Internet service providers (ISPs), more and more people have access to the information autobahn.

Some of the more exciting prospects for this untapped area of computer gaming are the online role-playing games. *Meridian 59*, *Dark Sun Online*, and *Ultima Online* are only a few of the titles either in beta test now, or are going to be soon. Online services like the Total Entertainment Network (TEN), Mpath, and even American Online (AOL) are revamping services at a slant for online gaming — Mpath and TEN alone have already drawn in thousands of users playing games like *NetMech*, *WarCraft II*, and *Duke Nukem 3D* against each other.

Mix the virtual worlds of the Internet with the technological breakthroughs promised by new computer technology like MMX (new multimedia extensions currently in development for the Pentium chip by Intel), and the future of computer gaming looks bright. Not only will it be filled with games that push desktop PCs to its limits, but with an endless stream of players to contend with, the entertainment value of any given game will no longer be determined by the computer's artificial intelligence.

But is there one game that computer players can look forward to using all these technologies in one massive whole? No, not as yet. However, titles like LucasArts' *X-Wing vs. TIE Fighter* and *Jedi Knight*, or Eidos' *Tomb Raider*, or Epic MegaGames' *Unreal* or even Origin's *Ultima Online* will take portions of these technologies and create some fantastic titles that will stun most gamers. It'll take time for developers to mesh the Internet with 3D graphics and MMX, but if there's one thing the computer system has in the future, it's time to evolve and be the most powerful gaming system the world has ever seen.

SYSTEM SPECS

CPU

- Pentium 90
- 16 MB RAM
- Double-speed CD-ROM drive
- 1.2 Gigabyte hard drive
- 3.5" floppy drive
- Sound Blaster 16 or compatible sound card
- Mouse
- 15" Monitor
- Speakers
- Joystick?Gamepad

MUST HAVE GAMES!

X-WING VS. TIE FIGHTER

Not only does this game improve on the outstanding space combat simulation from LucasArts, but it incorporates multi-player action for campaigns and out-and-out dogfights.

QUAKE

From the creators of *Doom*, *Quake* combines the visceral feel of first-person action with a truly three-dimensional polygon world.

DUKE NUKEM 3D

***Duke Nukem 3D* contains more weapons and items than most first-person shooters. Its high-res modes and multi-player support are second to none when it comes to pure action.**

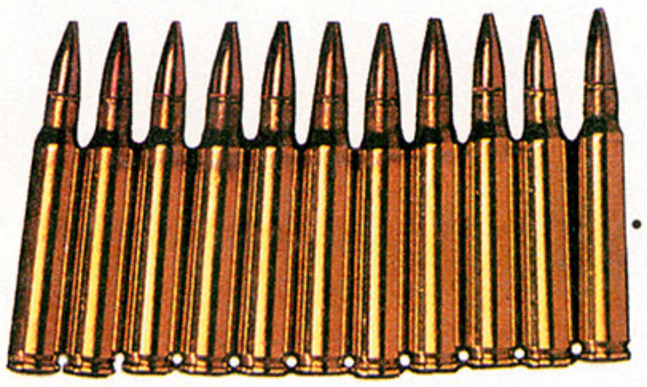
WARCRAFT

Not only is it one of the few sequels that completely overrides the success of its predecessor, it's one of the best games ever created for the PC. It's real-time strategy between Orcs and Humans.

...AND ONE TO AVOID.

CATFIGHT

Not only is the FMV ugly, the control sporadic, and the special effects abhorrent, but it's simply a stupid game. It's an all-female fighting game, but the only positive thing about it is the shiny logo on the box.



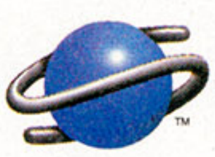
GO WHERE NO MAN HAS EVER COME OUT ALIVE. NOTICE WE SAID "MAN."

IF THE GAME GRAPHICS DON'T BLOW YOU AWAY, ONE OF THESE WILL.

TREASURE SEEKING, PUZZLE SOLVING, ALLIGATOR WRESTLING, AND STILL TIME FOR A FIGHT.

SOMETIMES, HAVING A

Sometimes, you also need guts. Or a brain. Or quick feet. Other times, you need all of the above plus grenades, a shotgun and a matching pair of nine millimeters. Such is your fate when you control Lara Croft, heroine heartthrob of Tomb Raider.



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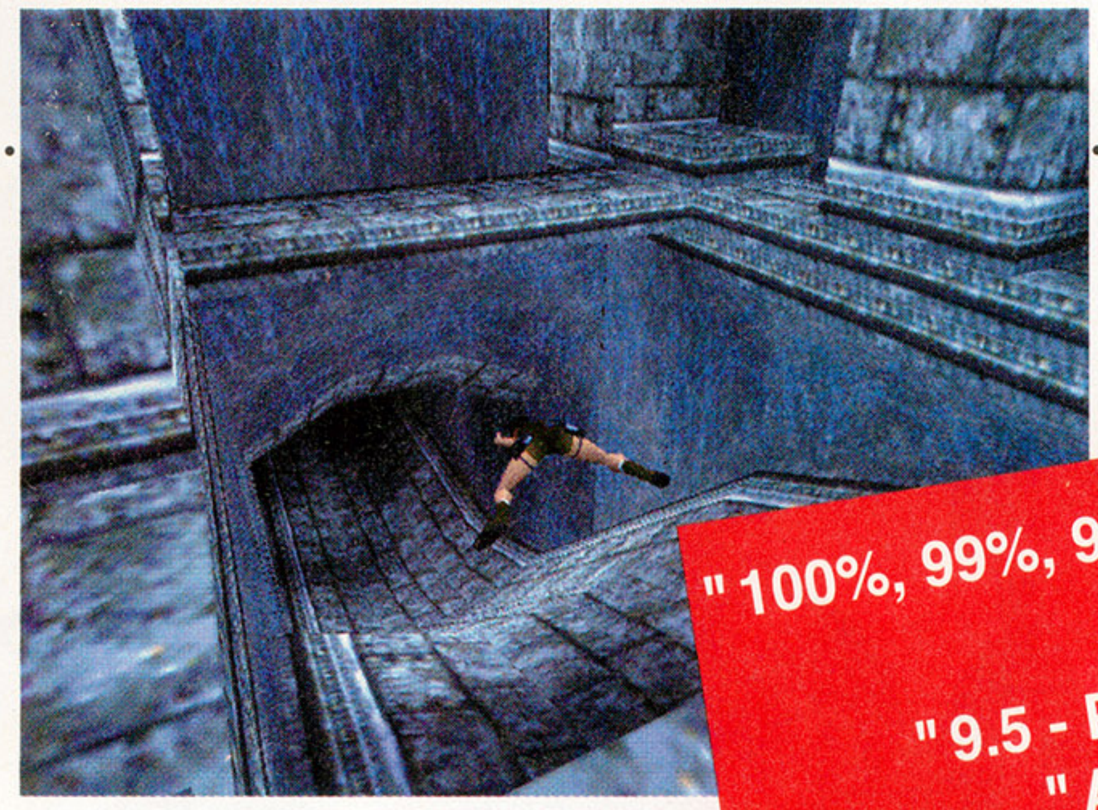

NOTHING LIKE A LITTLE SWIM BEFORE FENDING OFF A PACK OF WOLVES.

"100%, 99%, 97% - Playstation game of the year!" Game Fan

"9.5 - Playstation game of the year!" "Adventure game of the year!" Ultra Game Players

"99% - Game of the year!" PS Extreme

KILLER BODY

JUST ISN'T ENOUGH.

NOT EVERYONE SEES A BRIGHT LIGHT JUST BEFORE DYING. (LUCKY STIFFS.)

Lara has her sights on a few ancient artifacts, and she's not going to let anything or anybody get in her way. Alligators. Wolves. Thugs. They're all tempting fate once in Lara's path. But hey, what's a little temptation? Especially when everything looks this good. In the game, we mean. Check out Tomb Raider at **www.tombraider.com.**

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Top 10 reasons to play C.O.n.Sum.e.r

#1. She Ain't No Grass-Munchin' Vegetarian

#2 Has removable teeth

#3 Not the kinda girl you can take home for dinner

#4 Flesh-seeking missiles cook victims to perfection

#5 Every kill: finger-lickin' good

#6 "Jaws of Death" shear right through bone

#7 Does regular power lunch with Jeffrey Dahmer & Hannibal Lecter

#8 First date could cost you an arm and a leg

#9 Can spit a ligament over 30 feet

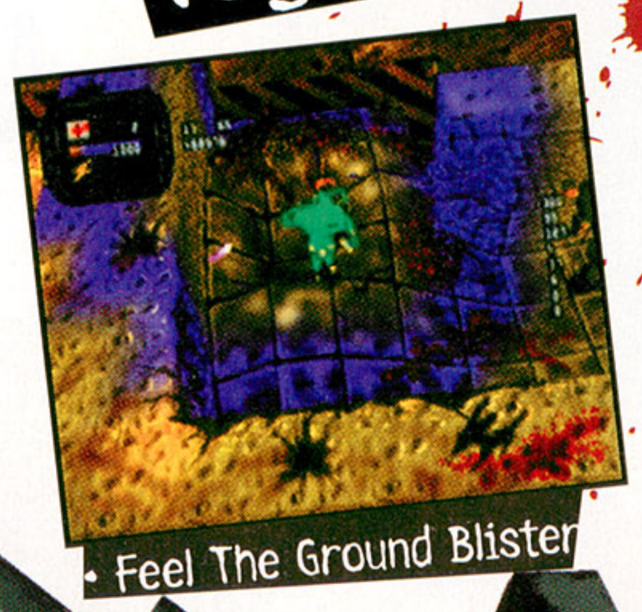
#10 Likes her take-out "extra crispy"

12 mission-based, blood-soaked worlds demanding non-stop violence and mental marauding. NEW

Combat ruthless enemies and savvy bosses including a death duel with the biggest boss ever created. NEW

Insane weapons of mass terror including "Bloodbath Tidal Waves," "Multiplexing Molotov Cocktails," "Seismic Tantrums," "Radioactive Green Fog," and more. NEW

Multi-Player mayhem. NEW



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1997

Previews

Want the latest pics and info on the newest games? We got it.

PREVIEW 1997 • PREVIEW 1997 • PREVIEW 1997 • 97

What do you want? Games! When do you want 'em? Now! Well, you're gonna have to wait just a bit, at least for the red hot titles we're revealing to you this month. These babies are still in that delicate developmental stage, so we can only give you a little peek into the 'nursery'. You can rest assured that as soon as these games hit the streets, we'll give 'em the 'once over', but for now, this is as much as you get, so stop whining. Enjoy the sneak peek, folks!

062 Amok

065 Batman Forever

056 Final Fantasy VII

058 Freak Boy

068 Independence Day

068 League Of Pain

070 Psychic Force

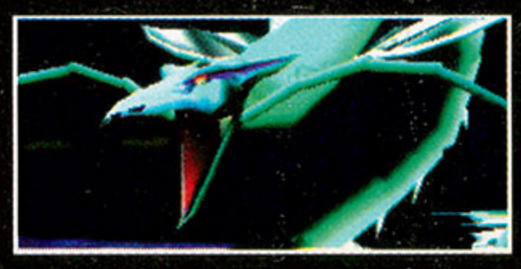
066 Resident Evil 2

058 Tunnel B-1

FINAL FANTASY VII

PAGE 056

It's big, beautiful and back! Never before has there been an RPG that looked or played like *Final Fantasy VII*. The future of the genre begins with this game! Check out *Final Fantasy VII* on page 056!



Final Fantasy VII

PREVIEW 1997 · PREVIEW 1997 · PREVIEW 1997 · 97

SYSTEMS: PLAYSTATION
PUBLISHER: SQUARESOFT
DEVELOPER: SQUARESOFT
RELEASE DATE: JUNE 1997

It's going to be the best RPG ever, and it's only on the PlayStation

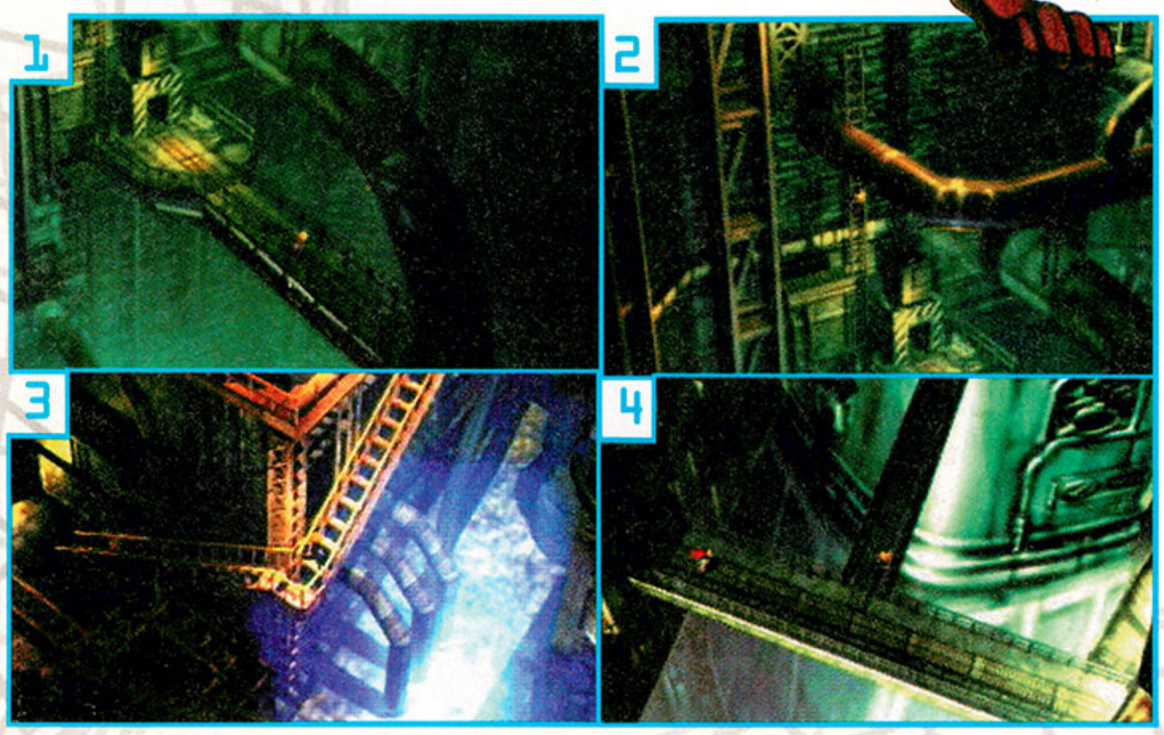
For all RPG fans, the words *Final Fantasy* are like a fix of goodness and, like any good dealer, Squaresoft is delivering just a taste to hook players even further. We just received the U.S. demo of *Final Fantasy VII* that will be included with the release of *Tobal No. 1* (that's right, it's in the stores right now!). The bad news is that the short demo is going to have to hold over the RPG starved U.S. gamers until June. Yes, this is the ultimate torcher. A tease of the best RPG game ever made and then the long wait is on.

For Sony, getting this exclusive deal with Square is its finest hour. Now Sony is the exclusive dealer of this role-playing epic and helpless RPG fans will have no longer have a choice of systems. It's PlayStation or nothing. *Final Fantasy VII* is set to be one of the most important PlayStation games of the year. Along with *Resident Evil 2, Final Fantasy VII* will lead the strengthening Sony line-up into '97. Once again, the main titles are coming from third parties. The world of RPGs is perhaps the last genre Sony has managed to command, but with *FFVII* and our RPG game of the year, Suikoden, being PlayStation exclusive, it looks like the PlayStation is really taking charge.

This latest installment of the beloved *Final Fantasy* series takes place in the futuristic city of Midgar, an underground world that mixes high-tech and low-tech to a degree that hasn't ever been seen in a *Final Fantasy* game. The

The magic spells use some of the best effects seen on the PlayStation yet.

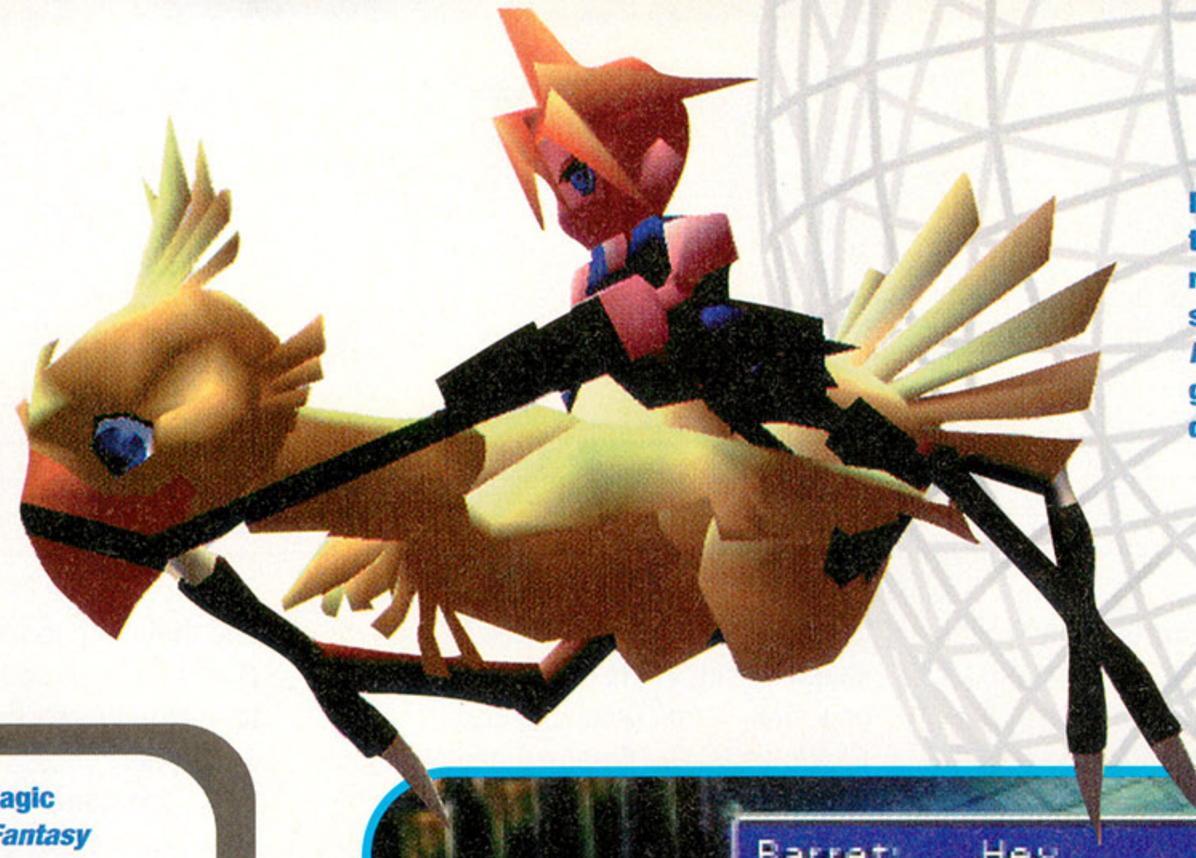
One of the characters not in the demo that is rumored to be a playable character is this tatooed beast, Red 13. This Scar lookalike is just one of many fearsome beasts found in *Final Fantasy VII*.



1-4 The movie-like presentation has you travelling around in a beautifully rendered background. The camera automatically switches as you move along to give some dramatic views like these; very similar to *Resident Evil.*

1 Look, it's English! The translation is underway and so far, the dialogue is very intriguing.
2 Barret's big guns are a first for a *Final Fantasy* game and an awesome effect.
3 Traveling around the futuristic city is a bit tough, but still gives an unbelievable feel for adventure.
4 The character automatically climbs ladders and stairs when you press him in that direction.

1-3 All of the magic spells in *Final Fantasy VII* show some beautiful effects and may make you not even want to finish fighting. Just look at the different effects from smoke to lightning to fire. They all are awesome.



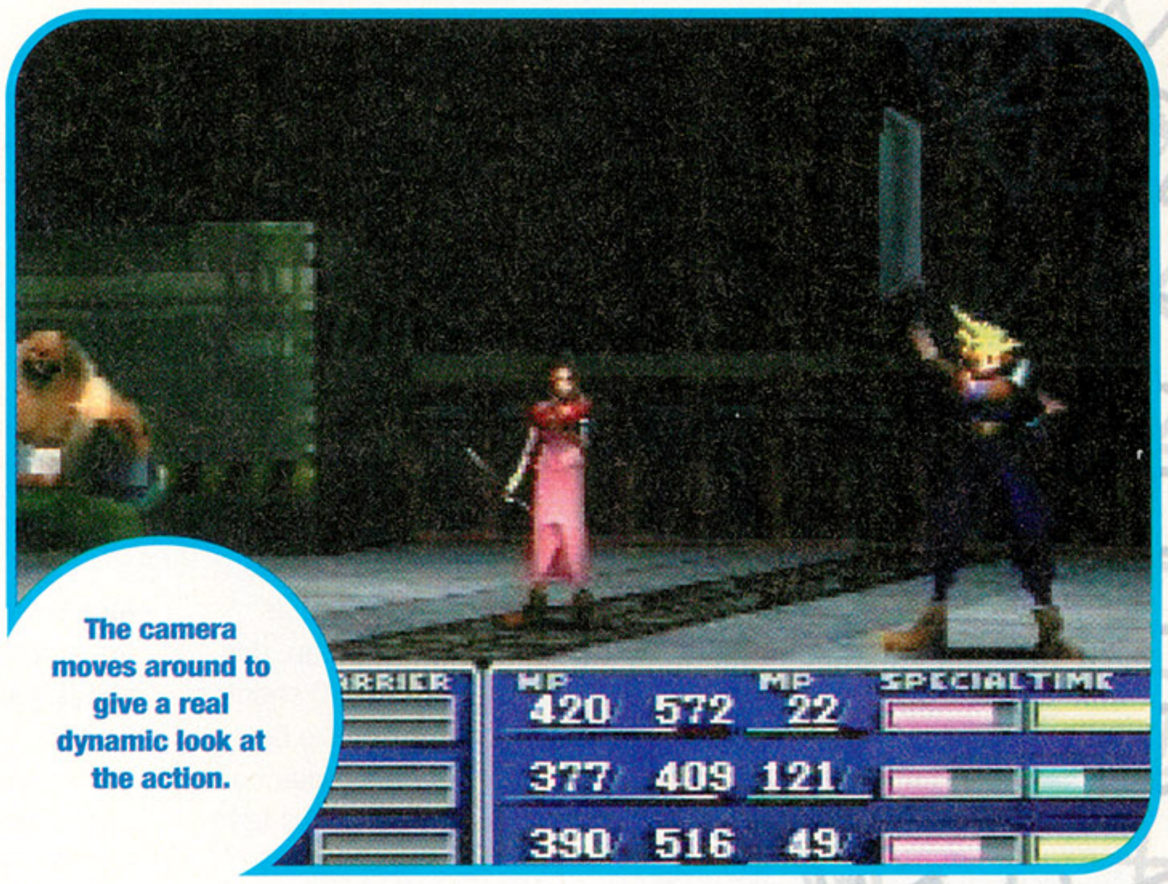
Rendered images like this one are usually reserved for the intro scenes, but in *Final Fantasy VII*, this is how good the characters look during gameplay.

What would an RPG be without a little bit of interaction? Hey, the text is totally readable!

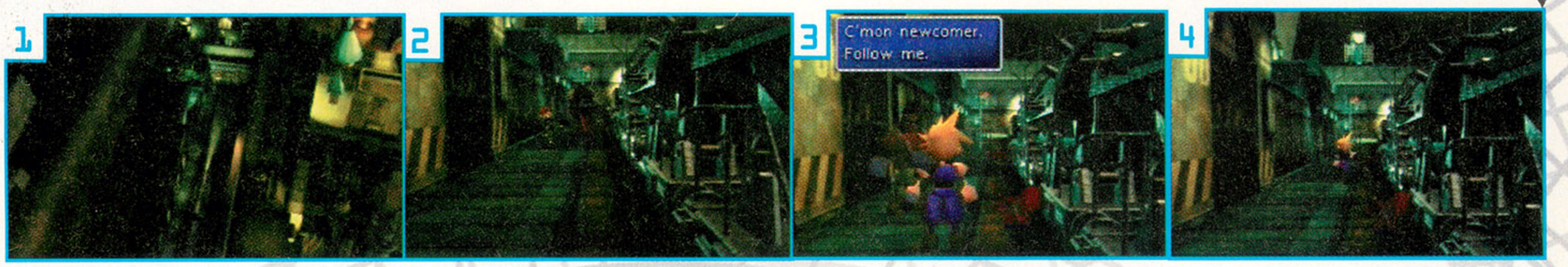
world more closely resembles some of Square's other titles, like *Front Mission* and *Bahumat Lagoon*. The team is comprised of three characters. Cloud, the leader, comes from *Final Fantasy VI,* where he was only a child. In *FF VII,* he's a young man with a big sword and spiky hair. Going along with Cloud is Aerith, a good witch armed with a pole and the best magic capabilities, and Barret, a big, tough man with gatling guns for arms. Only a tiny portion of the game is included in the demo, but even in this small portion, you encounter several types of enemies that require different battle strategies.

In most other aspects, the game is very true to its *Final Fantasy* roots. Combat is the same active time battle system as before, meaning players have a certain amount of time to attack before the enemy does. One new feature is the character's break limit bar, which when full will allow each character a special move. The bar gets filled up as the characters take damage — the more damage, the faster the limit bar fills.

The look of the game has been fastidiously rendered by over 100 artists working on SGI workstations. The end result is amazing to look at and a believable world as well. The goal of the programmers was to put the gamer right into a cinematic-type game that they can control. This is achieved best by the seamless transition from cut-scenes to real-time. When the demo begins, it takes a few seconds to realize that you are now in control. The story is sure to be deep and the graphics and sound are already breathtaking. The only problem with *FFVII* is that it won't be out until June. Get the demo to tide you over, then be prepared for the long tedious wait. If the story is as deep as in previous *Final Fantasy* games, and the whole world looks as good as this demo, then *Final Fantasy VII* is going to set a new watermark in console RPG titles.



The camera moves around to give a real dynamic look at the action.



1-4 The game starts out with a beautiful intro then, as the train pulls into the station, your characters jump out and you are seamlessly put into the game. It's the best transition from intro to game that we've ever seen.

Freak Boy

SYSTEM: NINTENDO 64
PUBLISHER: VIRGIN
DEVELOPER: VIRGIN
RELEASE DATE: JULY '97

PREVIEW 1997 · PREVIEW 1997 · PREVIEW 1997 · 97

Titles like *Freak Boy* will determine just how good the N64 can be. Everyone knows that Nintendo first-party titles are going to be unbelievable, but how will Nintendo's so-called Dream Team do? So far we've only seen *Turok* (Acclaim) and *Shadows Of The Empire* (Lucas Arts), and they both looked promising. But *Freak Boy* is such an odd title that it's difficult to decide whether we should be excited or scared.

The game is basically a third-person 3D action game that gives you control over a mutated alien, *Freak Boy*. Because you're an alien, you have the special ability to absorb weapons and uses them in your chest, head, and legs. Exactly how this is going to work we aren't sure, but the graphics in *Freak Boy* are definitely top-notch. As more on this title develops, we'll let you know exactly what to expect.

The weird characters in the game give you a good idea of what to expect during your journey.

1 The enemies are very strange, but the polygonal models are sharp.
2 The textures are simplistic, but crisp and solid.
3 There you are — Freak Boy, a mutated alien (and you thought your life was tough).
4 Can Freak Boy survive against these Fists of Fire?

Tunnel B1

SYSTEM: PLAYSTATION
PUBLISHER: ACCLAIM/OCEAN
DEVELOPER: NEON
RELEASE DATE: 1ST QTR '97

PREVIEW 1997 · PREVIEW 1997 · PREVIEW 1997 · 97

1 Definitely a second generation look for the PlayStation, *Tunnel B-1* is very impressive.
2 Finding your way through the maze of tunnels is half the challenge.
3 Equipped with a variety of weapons the taking out enemy forces is sure to be enjoyable.

Already released as *Finalist* in Japan, this fast-paced, 3D shooter is arguably one of the best looking PlayStation games to date. With its gorgeous lighting effects, elaborate 3D models, and dark and moody atmosphere, *Tunnel B1* has the ability to get you excited about the game just by watching it in action. Also adding to its overall visual appeal is an extremely high frame-rate, which keeps the action moving very smoothly. Each level of the game requires the player to complete primary mission objectives, as well as finding your way through the maze of tunnels and pathways while destroying the enemies that cross your path.

Racing through the tunnels at high speeds is made even more enjoyable by the silky smooth frame rate.

Though Acclaim is still looking at the game and considering what kind of tweaks it may require for the US market, at the very least, *Tunnel B1* is sure to be an exciting 3D shooter with some of the most stunning visual effects seen yet.

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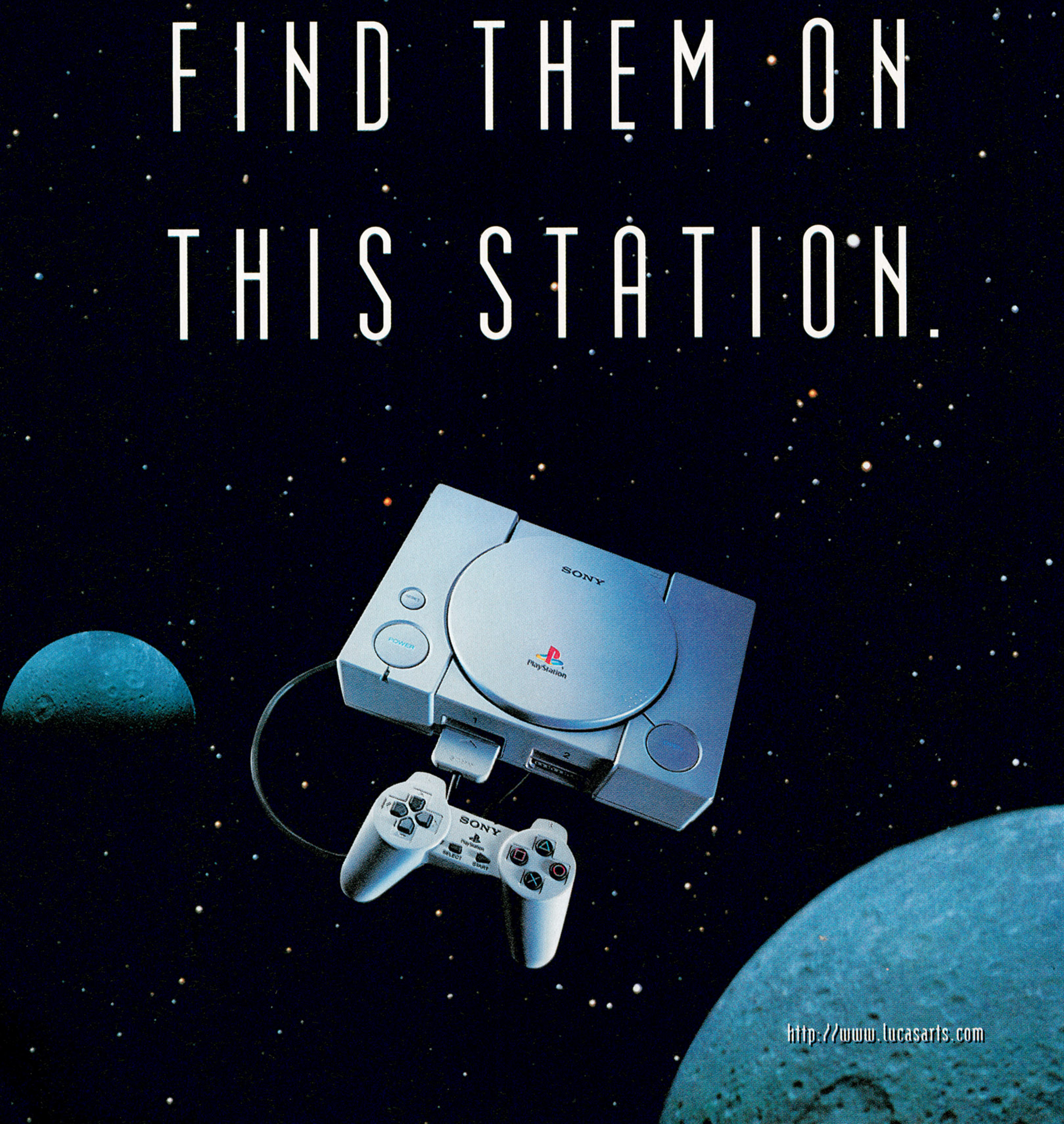

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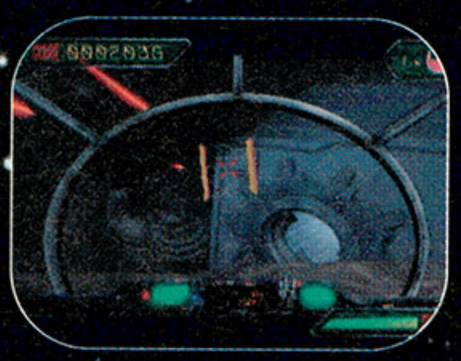

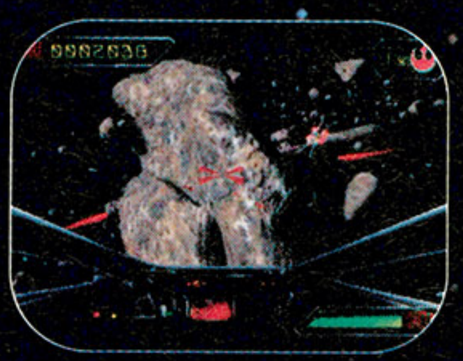

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Amok

PREVIEW 1997 · PREVIEW 1997 · PREVIEW 1997 · 97

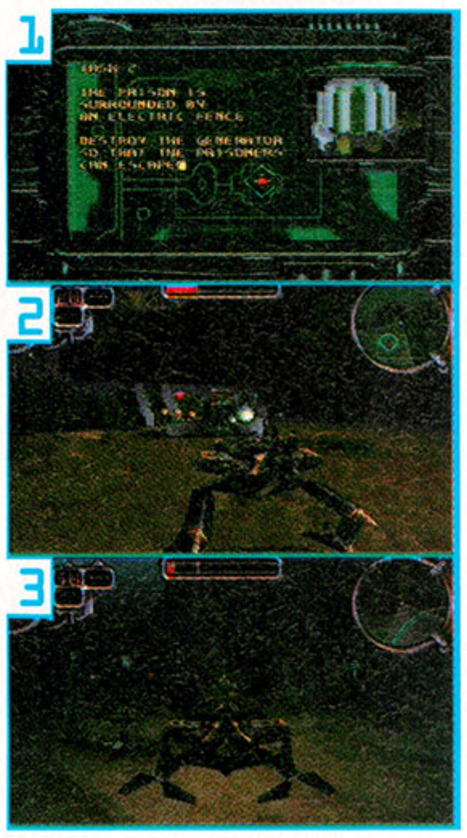
SYSTEM: SATURN
PUBLISHER: SCAVENGER
DEVELOPER: SCAVENGER (LEMON)
RELEASE DATE: DECEMBER

Finally, a third party star for the Saturn? Could be...

First revealed close to a year ago as part of a Sega effort to show exactly what the Saturn hardware could do, *Amok* is a 3D shooter with a very different look and feel. Set in a futuristic world, the action takes place both in and out of the water and the enemies vary accordingly. From frenzied 3D shark attacks to the quiet, but deadly, sniper fire, the world of *Amok* is dark and dangerous, to say the least. Eager to create an action game with something more than mindless shooting, the Scavenger team is working to create a game that offers increasingly complex missions in each level, while still capturing the essence of a fast-paced shooter.

Scavenger is one of the very few third party developers to have cracked the graphic barriers of the Saturn. In *Amok*, they demonstrate this rare talent in many ways. Beyond the detailed 3D mechs, enemies and structures, *Amok* displays some nice visual techniques, including anti-aliasing and convincing explosion effects. Combining its graphical prowess with a thoughtfully conceived and smooth playing gameplay engine, Scavenger could very well be on its way to creating an 'A' title for the Saturn — a feat not yet known to many third party developers. Sega is so impressed by the work Scavenger is doing with the Saturn, in fact, that they have offered to distribute its product.

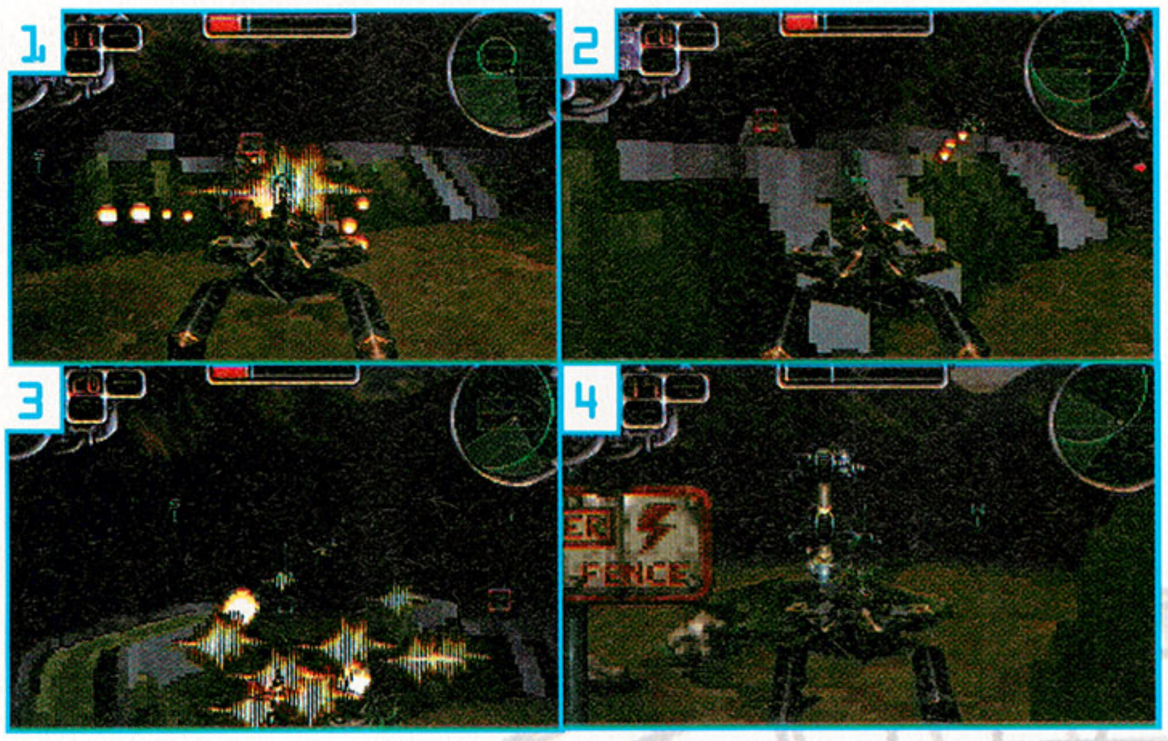
With several other equally impressive Saturn titles in the works, Scavenger could easily become one of Sega's favorite Saturn developers. Other titles coming from Scavenger are: *Into The Shadows*, a 3D fighting/adventure game with some of the most dramatic 3D sets seen to date; *Terminus*, an epic adventure game that redefines the graphic limits of the Saturn and *Scorcher*, a futuristic racing game with all the gloss of Scavenger's other titles with a fast-paced action tempo. From what we've seen of *Amok*, there is certainly reason to be excited over the upcoming Scavenger titles for any platform, but perhaps especially for the Saturn.



1 More than just simple shooting action, each level has some kind of mission objective.
2 The game's dark and moody setting creates a nice back drop for the action.
3 The deadly forces of *Amok* come in many different varieties adding to the general depth of play.

There are many dangers in the murky waters of *Amok*.

1 If the blood-frenzied sharks don't get you...
2 ...the deadly accurate snipers will blow your head off.



1 The visuals of *Amok* are already very impressive. 2 *Amok* uses a form of anti-aliasing to smooth out the underwater graphics. 3 Good looking explosion effects are an essential part of *Amok*'s success. 4 Detailed environments fill out the game.

Prison sentries on the prowl present a special challenge.

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GENESIS $69 SATURN $54 SNES $71

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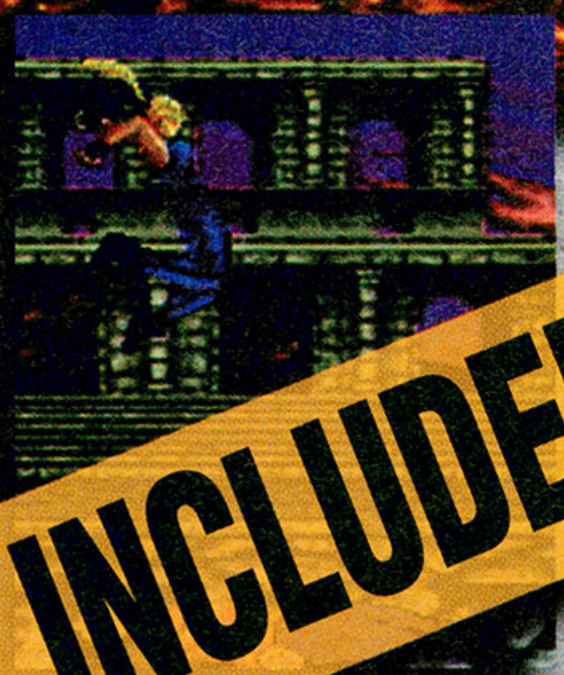

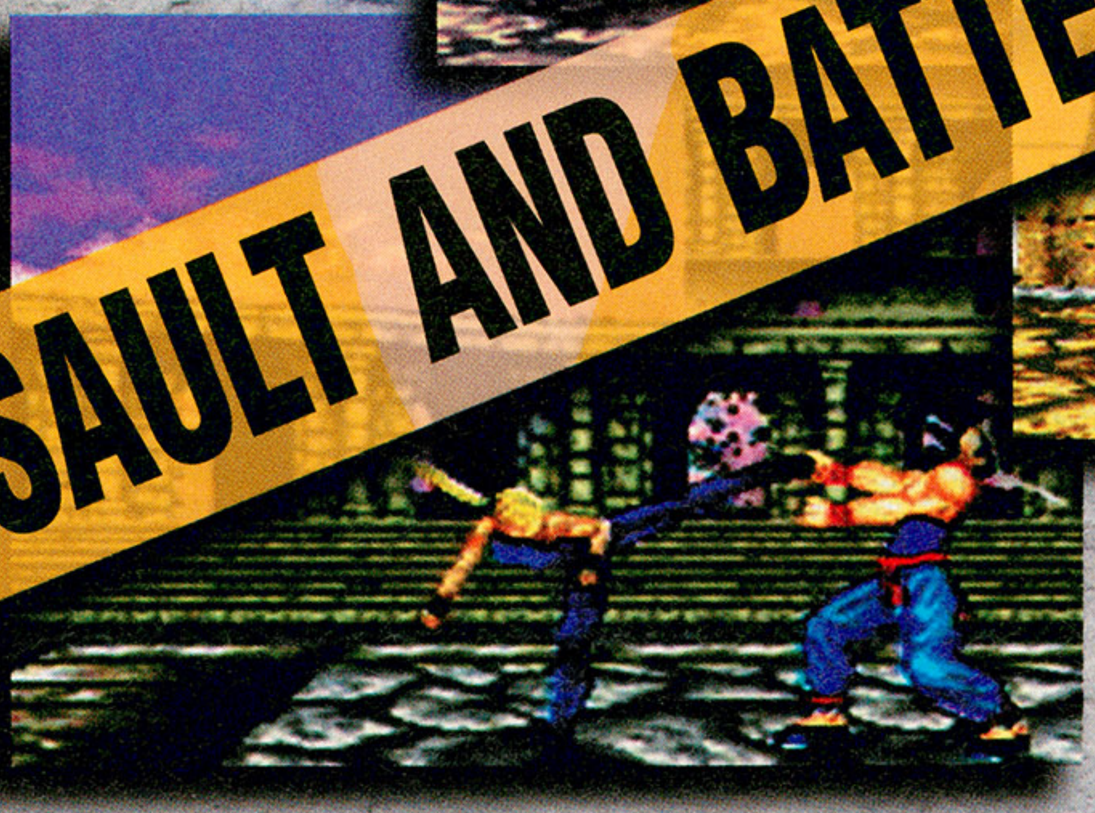

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Batman Forever

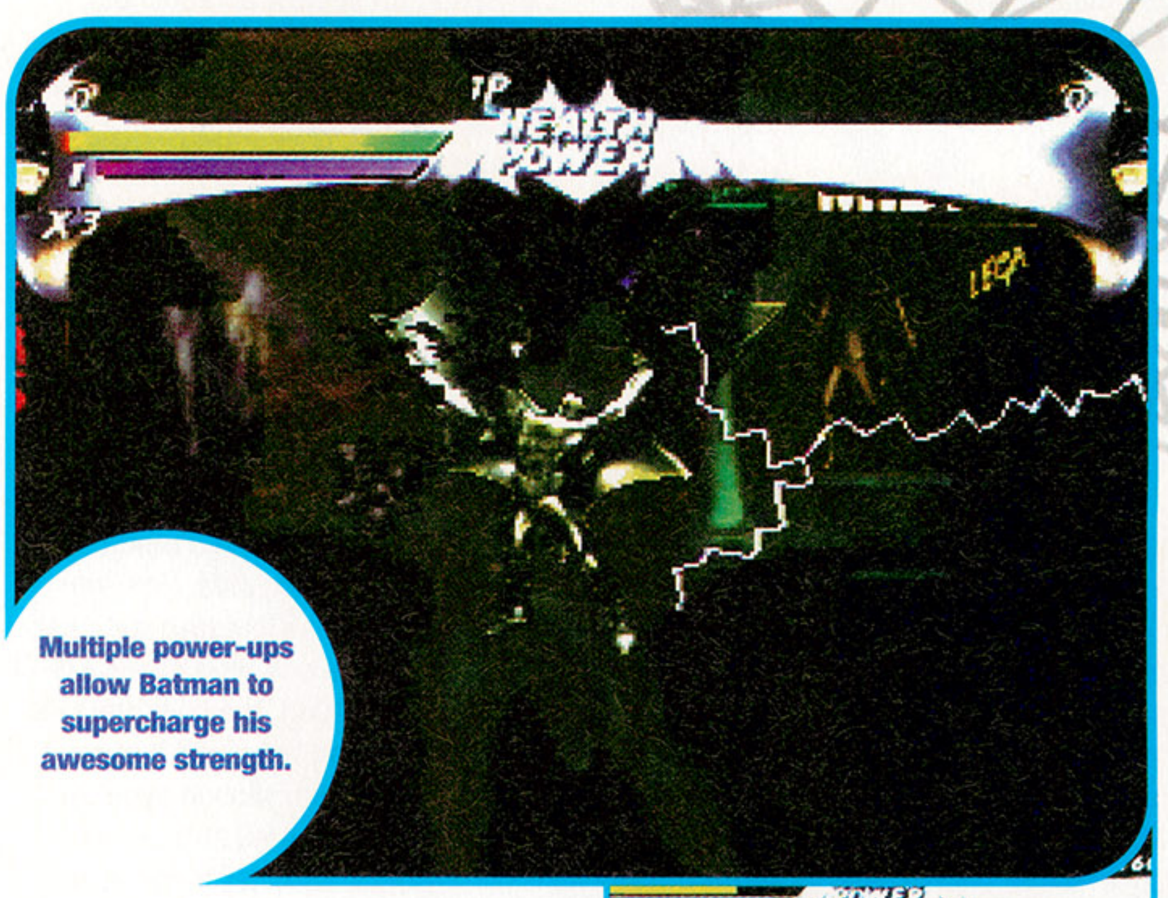
PREVIEW 1997 · PREVIEW 1997 · PREVIEW 97

SYSTEMS: SATURN, PLAYSTATION
PUBLISHER: ACCLAIM
DEVELOPER: IGUANA
RELEASE DATE: 1ST QTR '97

The Dark Knight is back and he's busier than ever

1 What good would a Batman game be without his crime fighting buddy, Robin?
2 A constant flow of bad guys keeps the game hopping.

Released in the arcades on Sega's ST-V board, *Batman Forever* is the latest installment in the *Batman* 'brawler' series. Offering more action than any of the previous *Batman* titles, the 32-bit platforms allow for a significant increase in enemies and special weapon attacks without any of that pesky slow down. Also added to the mix is a more complex combo system that allows the player to get deeper into the action than ever before. Combine this extra horsepower and new combo system with some good, old-fashioned beat 'em up action and *Batman Forever* could be the best 32-bit brawler since Sega's *Guardian Heroes.*



Multiple power-ups allow Batman to supercharge his awesome strength.

1-2 Adding an extra dimension to the game, enemies can attack from the foreground and the background.
3 Flashy signs and bonuses constantly litter the screen.
4 Special post round bonuses give the game extra replay value.

Though *Batman Forever* is far from the most innovative title we're likely to see this year, there are some new twists in the works. With a new power-up system, the game allows a player to actually enhance his already impressive Bat-Powers. The game is also filled with interactive backgrounds which allow for swinging, climbing and throwing action galore. In the end, though, *Batman Forever* is not meant to be ground-breaking, just fun. It may very well end up being just that. Very similar on both the Saturn and the PlayStation, the 32-bit *Batman Forever* is sure to remind gamers exactly where they came from. Plus, with all the enhancements, such as deluxe combos, weapons and extra processing power, *Batman Forever* is on its way to being a nice blend of the past with the present.

Super combo moves and special attacks give this game a freshness lacking in the last couple of *Batman* games.

1-2 Elaborate and colorful backgrounds give Gotham City a whole new look and feel.
3 Just try to deny the power that is 'Evil'.
4 Danger comes in many forms in *Batman Forever.* Most notably it comes from street thugs and master-minded criminals bent on sending Batman to that Bat Cave in the sky.

Resident Evil 2

SYSTEMS: PLAYSTATION, PC
PUBLISHER: CAPCOM
DEVELOPER: CAPCOM
RELEASE DATE: MARCH '97

PREVIEW 1997 · PREVIEW 1997 · PREVIEW 1997 · 97

More news from the house of pain!

Easily the most anticipated PlayStation title of 1997, *Resident Evil 2* is coming along nicely. We've now been able to see some screenshots of the new heroine, Elza, doing battle with a variety of zombified cops. Everything in the demo of the game takes place in the Raccoon City Police Station, but in one of the offices, there is a model of the entire city on a desk. Just imagine the possibilities of an entire city crawling with zombies. Let's hope that this becomes a reality.

Other than the location change, *RE2* offers some notable upgrades from the original, like the amount of zombies on-screen at one time and the unique clothing change for the main characters. As you can see in these new screenshots, there are as many as seven zombies on-screen at one time! In *Resident Evil*, it was rare to get three or four. And while the first video tape showed only zombies in police uniforms, these new shots show off some plain-clothes zombies. Because of the increased number of zombies in the game, Capcom has given the player much more ammo, meaning that *RE 2* will be weighted much more on the action side. However, the puzzle elements and strategy have not gone away. This time around, the backgrounds are going to be much more interactive, allowing you to close and shut shutters and doors. Whether these doors and shutters are open or closed can greatly effect what happens during play. That's just one example of the new interactive backgrounds, but Capcom is promising that there is going to be much more.

As for the costume change system in *RE 2*, the character's condition and fashion sense change along with the story. A great example of this is the bullet-proof jacket. When you pick up this item, the character actually puts on the jacket. Not only

Here's Elza, modeling the latest in Kevlar body armor. While some may think she isn't as stylish as Lara Croft, from *Tomb Raider*, you have to consider the adversaries. After all, flesh-eating zombies are a whole lot nastier than bats or wolves.

When you die in *Resident Evil 2*, you know it! It looks like a buffet line, but you're the main course.

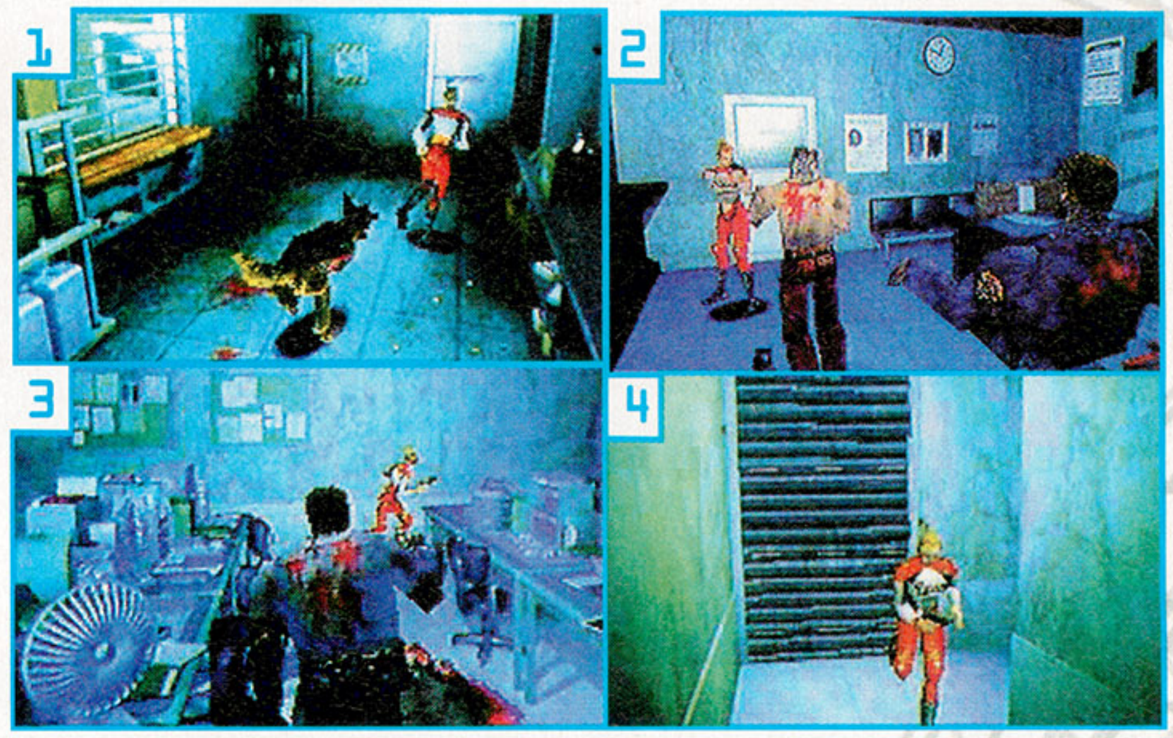
1-4 Whether you're Leon or Elza, there are many more zombies, which will make *RE 2* much more of an action game. You've got to wonder about the choice of locales for *RE 2*. Why put a bunch of zombies in a police station? Maybe the designers have gotten a few too many parking tickets.

1-3 Some different areas in the Police Station were revealed, like the chief's office, a visitor's room, and another office. Just check out the model of Raccoon City and dream about it being filled with zombies (cross your fingers). 4 'Hey baby, what's a fine living thing like you doing in a place like this (thud, zombies eye falls out as he tries to wink)?'. Elza has to beat the sleazy single zombies off with sticks (or shotguns, as it were).

1-3 It's the dance craze that's sweeping the nation, and now even the zombie-cops in *RE 2* are doing the Macarena! First, you put the right hand out, then the left hand out, and then the left arm falls off. Then you pick it up and start all over again! 'Hey, Macarena'.
4 The ammo supply will be much greater in the beginning of the game. Of course, that makes sense, since you start off in a police station.

Now try to remember that the policeman is your friend... He probably just wants to sell you a couple of tickets to the Policeman's Ball.

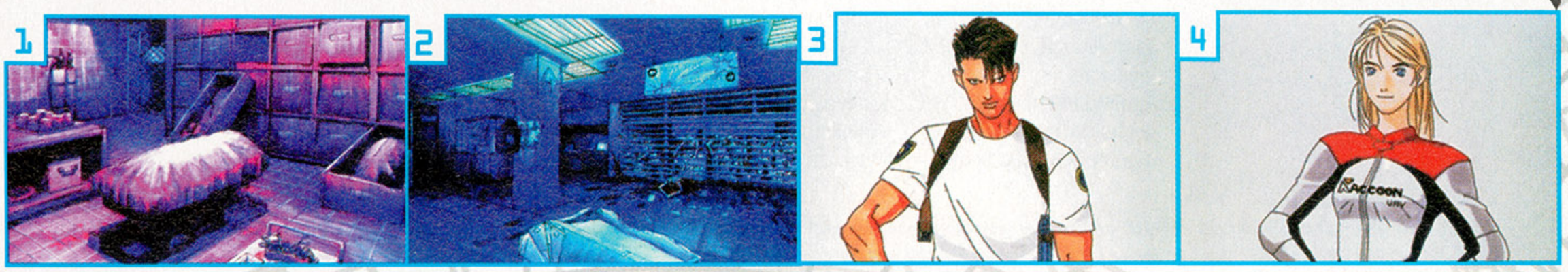
It may look like Leon is making out with the zombies, but the flow of blood is your first hint.



1-2 These new shots show off some new enemies, like the zombified police dogs and plain-clothes zombies. 3-4 One of the few problems with *Resident Evil* was the stiff control. Hopefully, *RE 2* has addressed that problem, so that you can flee from the zombie horror easily.

that, but it affects the play as well, since your defense level goes up and you're also able to carry more items because of the jacket's extra pockets. Now that's detail! The final effect of the clothing change system may have nothing to do with gameplay, but could easily be the best feature of all. As your character goes through the zombie-filled hallways, his/her clothes start to get tattered and bloody from battle. So, next time you're ready to pull out the shotgun and take off a zombie's head at close range, you'll have your clothes to think about (as of yet there is no word on a laundromat, but who knows).

In 1997, it looks like the PlayStation is once again going to be spearheaded by third-party titles, with the two biggest games being *Final Fantasy VII* and *RE 2*. However, there is talk of *RE 2* coming to both the Saturn and PC. One Sega official actually guaranteed that *RE 2* would be on the Saturn this year. There is no official word from Capcom, but according to our sources, they are definitely looking into making a Saturn version if the system can handle the nature of the game. One thing Capcom did say is that if it makes a Saturn *RE 2*, it will be different from the PlayStation, and it will play to the strengths and weaknesses of the Saturn. The PC version will also be different and is definitely on the way. So this time around, *Resident Evil* may not be Sony exclusive, but if you've got a PlayStation you still get to play this horrifying game. We'll keep passing on the info as we get it, because this is THE title of the spring.



1-2 With cheery new settings, like the morgue and the squad room, *Resident Evil 2* is sure to become the bright spot in everyone's gaming line-up! 3 We guess that the crew from the first *Resident Evil* needed a little break, since Leon is the newest zombie fighter on the scene. 4 And, of course, who can forget Elza?

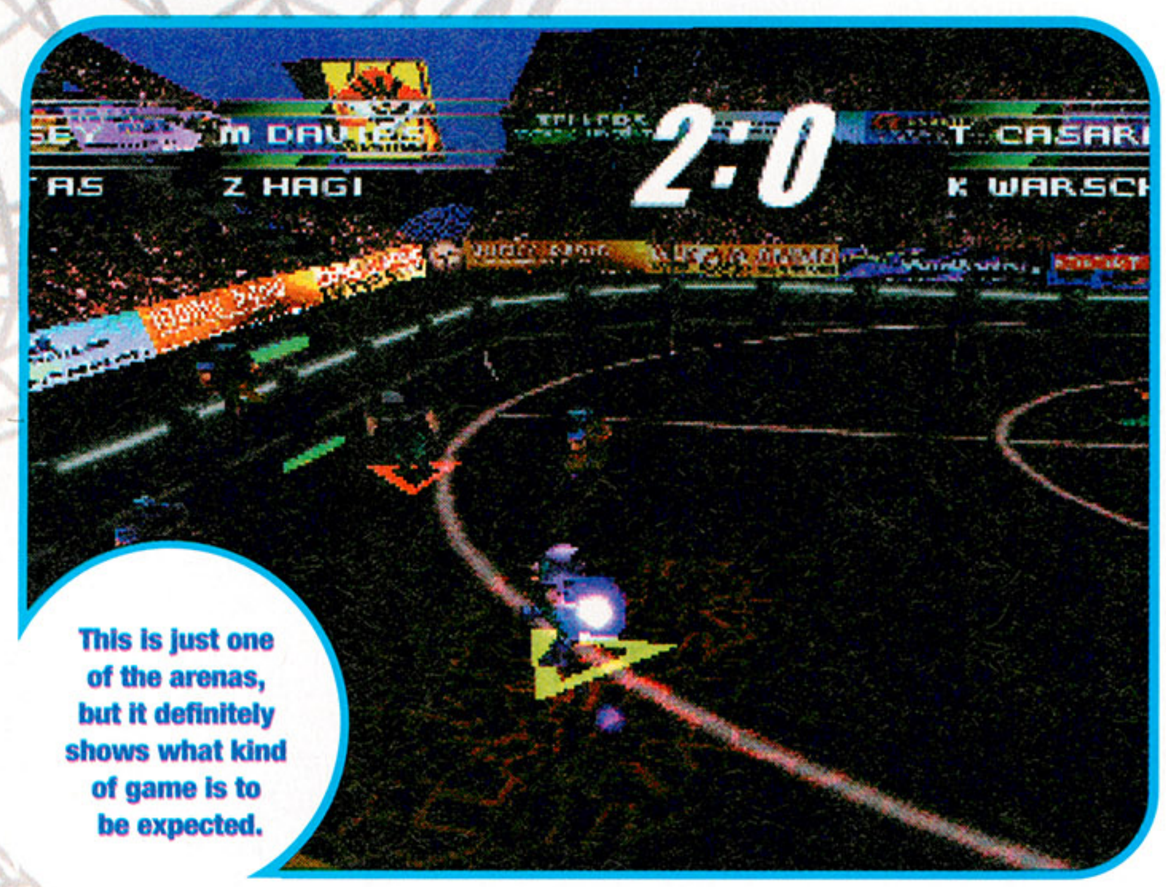
League Of Pain

SYSTEM: PLAYSTATION
PUBLISHER: PSYGNOSIS
DEVELOPER: PSYGNOSIS
RELEASE DATE: MARCH '97

PREVIEW 1997 · PREVIEW 1997 · PREVIEW 1997 · 97

Psygnosis has already captured the perfect futuristic racing game in *Wipeout XL*, now they are deep into development of a futuristic sports game. If they show the same kind of genius they have with all their other games *(Wipeout, Destruction Derby, Codename Tenka), League Of Pain* is going to be a game worth checking out.

The game is a four-on-four, futuristic sports game that features a floating hoop in the middle of the enclosed arena. The goal is to put the ball in the hoop, but it isn't that easy, because each team is equipped with a variety of violent hits and checks into the walls. The players are humans donning full body armor, which they are going to need. It's a bit like basketball the way Dennis Rodman would really like to play. The game is eight-player compatible and features all of the traditional sporting game options, like a season mode and stat-tracking. Definitely an interesting title that we are going to keep you up to date on.



This is just one of the arenas, but it definitely shows what kind of game is to be expected.

1 Multiple camera angles let you go up close to see the detail in the players.
2 The special effects are amazing, but that is to be expected from the FX masters, Psygnosis.
3 Getting eight players going in one game is definitely one of the highlights of *League Of Pain*.
4 The double-team is a very effective tactic, even far in the future!

Independence Day

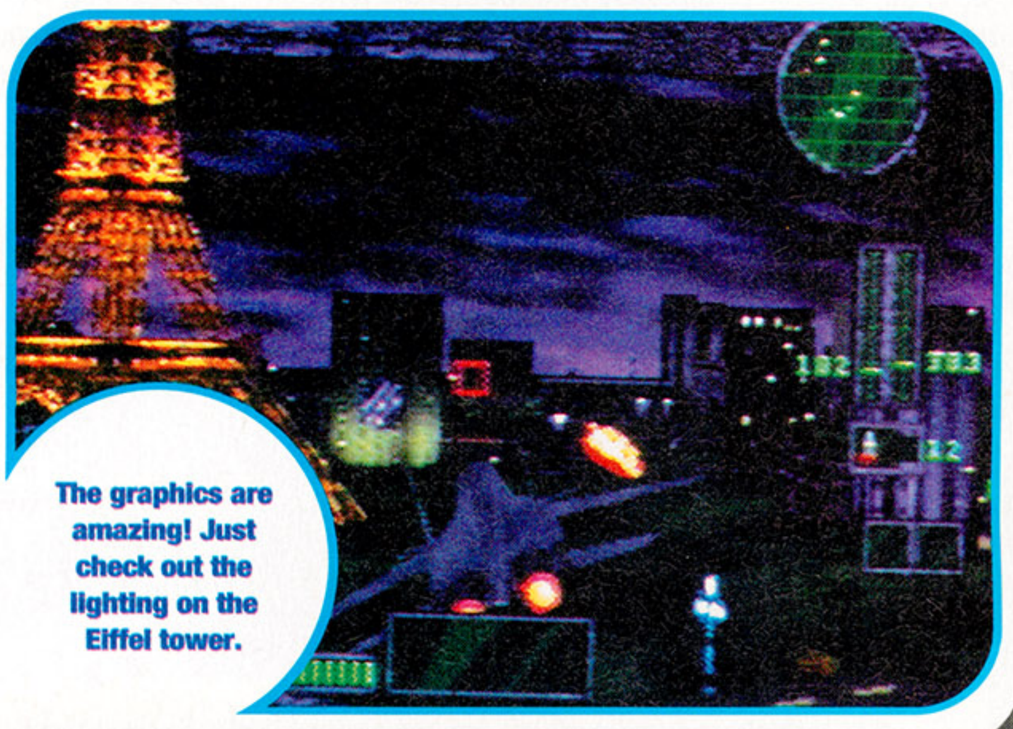
SYSTEM: PLAYSTATION, SATURN, PC
PUBLISHER: FOX INTERACTIVE
DEVELOPER: FOX INTERACTIVE
RELEASE DATE: 1ST QTR '97

PREVIEW 1997 · PREVIEW 1997 · PREVIEW 1997 · 97

Normally, news of another movie-to-game translation would be less than exciting, but considering the quality of *Die Hard Trilogy* (Fox Interactive's first game) and the fact that *ID4* is just dying to be a video game, this is definitely a game to keep an eye on.

The game is going to feature arcade-style flight missions with air and ground enemies. You get a choice of ten different fighter jets, with everything from FA-18 Hornets to A-10 Thunderbolts. Your missions include flights over massive 3D environments like New York, Las Vegas, London, Tokyo, Paris and Moscow. The greatest thing about flying over these cities is that you have freedom of movement and EVERYTHING blows up real nice. The developers have included a split screen, head-to-head dogfight mode that is also linkable.

The special effects in *Die Hard Trilogy* were unbelievable. If Fox can add depth to the gameplay, then *ID4* will make the same big-splash it did at the movies.



The graphics are amazing! Just check out the lighting on the Eiffel tower.

1 Of course, you could follow your mission orders and take out the aliens over a city at night. 2 Give her the rockets! You can make sure the Space Shuttle never takes off again...
3 ...or set your sights for Statue of Liberty and the rest of the Big Apple.

Welcome to the urban jungle

Crime is out of control, and the cops have been replaced by bounty hunters like you. No courts, no trials... just instant retribution. Fire up one of eight heavily-armed vehicles and buzz through eight zones of digitized devastation. Use guns, grenades, rocket launchers, tire treads...whatever it takes. After all, you don't get paid for being nice.

VEHICLE POLICE
MEKEO

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SEGA SATURN

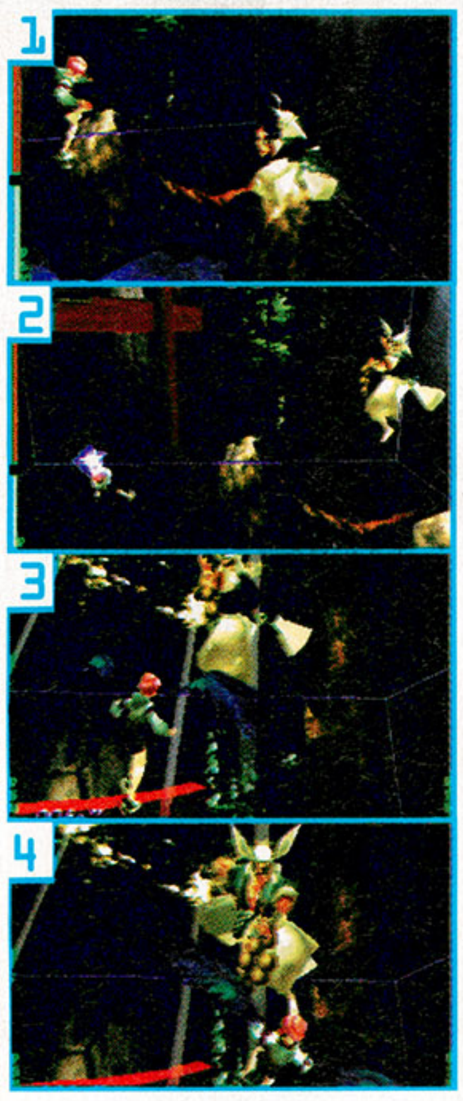
Psychic Force

PREVIEW 1997 · PREVIEW 1997 · 97

SYSTEM: PLAYSTATION
PUBLISHER: TAITO
DEVELOPER: TAITO
RELEASE DATE: 1ST QTR '97

What's next, a fighting game suspended in mid-air? D'oh! Too late...

Making its debut in the Japanese arcades, Taito's *Psychic Force* could only be described as a 3D fighting game with a twist. Played inside an invisible box, the fighters in *Psychic Force* all have the ability to hover in the air. The game, therefore, is actually played well above the ring.

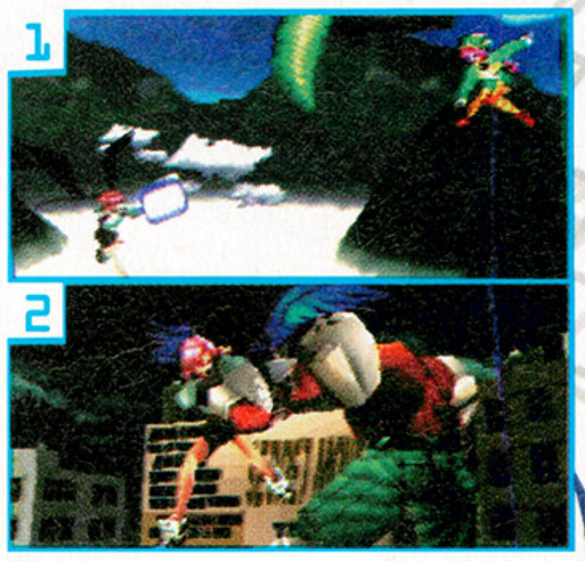


1-2 Once they have passed by each other, they return to the same 2D plane.
3-4 Fought on a 2D plane to avoid 'dimensional confusion' (consider that phrase coined), the only time the character can break free of the plane is when they are passing over each other.

Taking this approach results in some pretty unusual dynamics, making this game very different from anything you've ever played before. The most significant effect of this bizarre formula is that the players are often very far away from each other and are forced to use projectiles much more often than in a traditional 3D fighter. When the characters draw in closer, a more familiar gameplay emerges with punches and kicks, but it's not necessary to ever get close enough for this to happen.

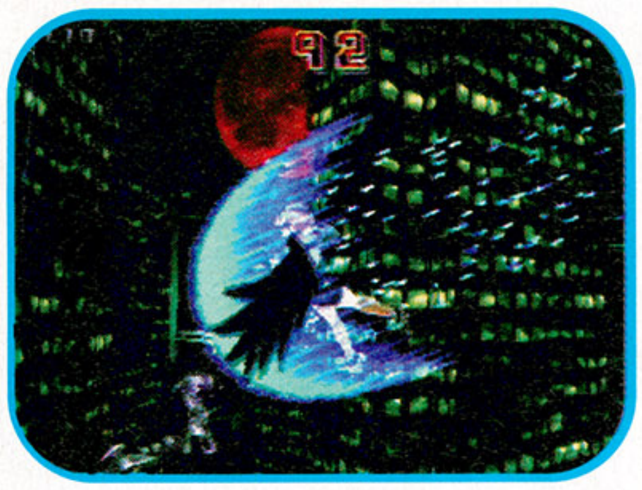
What *Psychic Force* does not offer as opposed to most 3D fighting games of late is very much freedom in the Z-axis (moving in and out of the screen). The game is played on a flat 2D plane broken only when the players try to pass over each other, at which point one character simply sidesteps around the other. This limited freedom to move in and out of the screen is, of course, compensated for by being able to move up and down at will, but it does require the player to think about the game in a new way. It is this kind of innovation that keeps Psychic Force out of the 'Me, too' pile. Certainly one to watch — this game could be interesting.

Fought well above the ground, *Psychic Force* offers a new kind of freedom.



1 Since most of the fighting is done from a distance, projectiles are the weapon of choice.
2 When the characters come close together, a more traditional fighting style takes over.

The character designs are totally criminal, with half the characters looking like Akuza gansters.



With dramatic backgrounds, such as the 'burning building' level, the graphics help to build the excitement level of the game.

1-2 It takes a bizarre cast of characters to sell the premise of *Psychic Force*...
3 ...and here they are, in all of their sky-floating, projectile-tossing glory!

WE DARE YOU TO ASK HER TO DANCE

We're sure Chun-Li would love to show you a few of her dance moves, but step lively. She's been known to step on a few toes. And heads. With Street Fighter Alpha 2 for your Super NES®, maybe you can teach her a thing or two. You can even bust out your favorite Super Move or Custom Combo, just like in the hit arcade game. But don't even think about trying that Macarena thing. We heard she hates that.

STREET FIGHTER ALPHA 2

TEEN T AGES 13+

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SUPER NINTENDO® ENTERTAINMENT SYSTEM

Christmas Nights

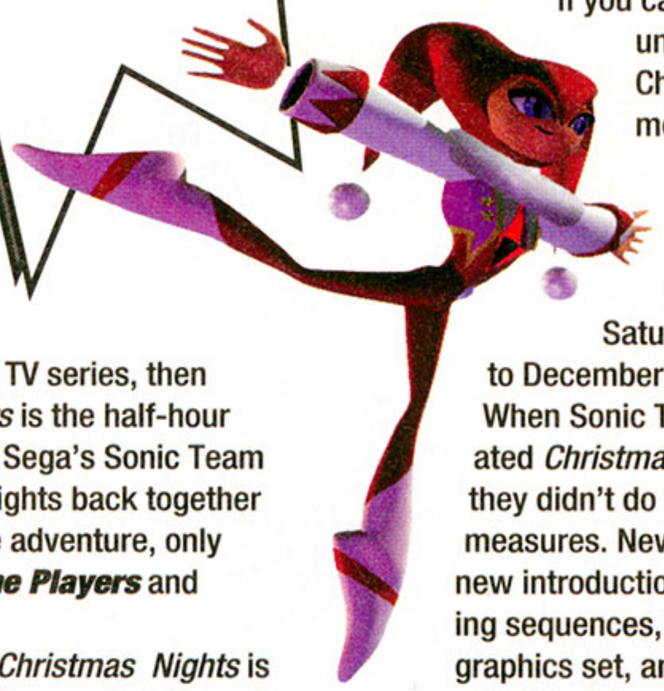
PREVIEW 1997 · PREVIEW 1997 · PREVIEW 1997 · 97

SYSTEMS: SATURN
PUBLISHER: SEGA
DEVELOPER: SONIC TEAM
RELEASE DATE: DECEMBER

Less than four months after the American debutcomes the sequel — sort of...

Not Available in stores:

Get Christmas Nights FREE In our next Issue!



Well, if *Nights* is a TV series, then *Christmas Nights* is the half-hour reunion special. Sega's Sonic Team brings Claris, Eliot, and Nights back together again for a grand yuletide adventure, only available from ***Ultra Game Players*** and Next Generation.

The beauty behind *Christmas Nights* is that it's time dependent. At any other time of the year, *Christmas Nights* is only *Nights*:Short Version - a one level, one boss demonstration version of Yuji Naka's dreamlike masterpiece. You play Claris' Spring Valley course and that's it. A great teaser, but nothing special for those who've already experienced the first version. But when winter rolls around...

Ah, winter. All of a sudden, Winter Nights, (with new music and splash screens) shows up, and Spring Valley transforms into a landscape of snow and gumdrops. They've given it a totally different look, with bells replacing stars, rings becoming wreaths, and Ideya Captures are now giant Christmas trees. At Christmastime, Nights becomes Christmas Nights, complete with his own Santa suit (By the way, if you can't wait until Christmas morning to open your presents, just set your Saturn's clock to December 24).

When Sonic Team created *Christmas Nights*, they didn't do it by half measures. New storylines, new introduction and ending sequences, a totally new graphics set, and a Chistmasy soundtrack all get added to this special version, making it more of a complete, self-contained game than a mere demo. 'Jingle Bells' and an a capella version of the *Nights* theme capture the strange Christmas ambiance Yuji Naka and company have thrown around *CN*.

While the basic graphics engine is still intact, with polygon popup and all, it's been tweaked enough that it feels like what the original *Nights* should have been. Environmental effects have been added, and snow will drift down through the playfield. Level objects are also more interactive now. The bumpers blow confetti and the Ideya Palace spins when you fly

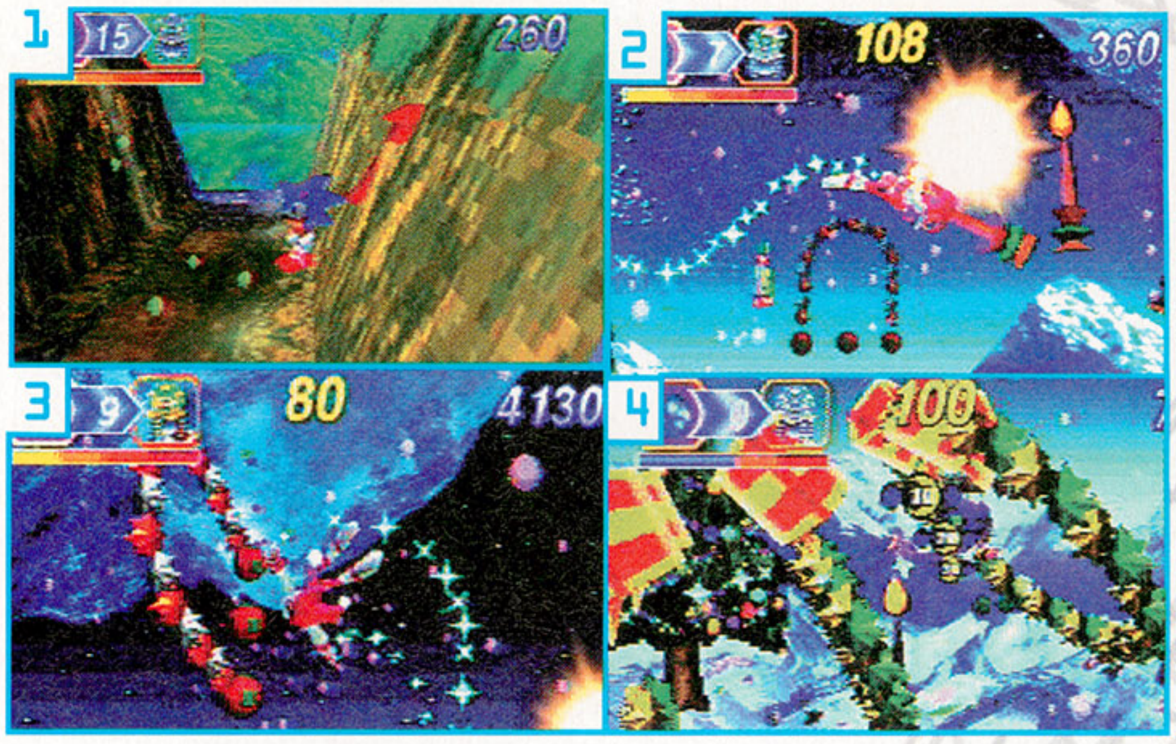
Christmas Nights **new animation sequences ditch the hard computer animation for a warmer, hand-drawn look.**

1 Red is in, definitely in. 2 New FMV shows they've been sharing more than dreams... 3 Sonic Team elected for a total Christmas makeover. 4 Another Christmas present, Link Attack mode lets you practice precision flight.

1 Some presents are totally new levels, like the Link Attack. Nights flying around in Claris' and Eliot's city is really pretty slick.
2 Another important day. Each seasonal *Nights* has its very own theme song, too.
3 Play peeping tom! This present lets you take a look at the Nightopians living in your game.
4 *Karaoke Nights* frees the camera to choose more cinematic angles. *Nights'* graphic engine really struts its stuff.

1 Everything's interactive. The carousel spins as Nights flies by.
2 Watch the party horn. It blows confetti when you hit it.
3 That's a lot of presents. Even with perfect matches, you'll play through at least five times before getting all of them.
4 Guess who?

The blue guy makes a cameo before he stars in the new *Sonic X-Treme.*

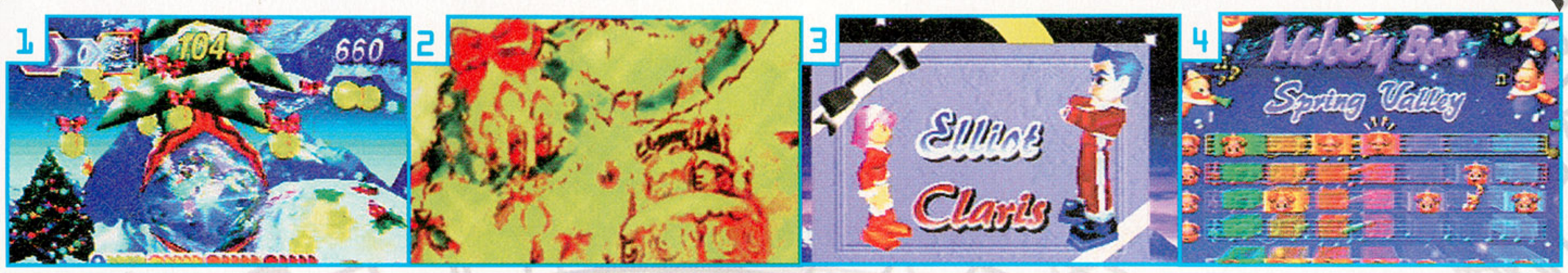


Christmas Nights comes with a sack full of presents for all good gamers.

by. At the same time, the background reacts to the time you play, with the sun in the sky during the day, and the moon at night. Granted, these are minor improvements, but the overall effect is greater than the sum of its parts, and *CN*'s state of completion makes one wonder where Sonic Team's headed next. Even a graphic makeover won't keep *Christmas Nights* novel enough for experienced *Nights* players. However, the game's only half the fun. Sega has including a whole mess of goodies in the form of presents. After finishing a level, you're treated to a little pair-matching game, where players get a chance to pick pairs of icons. When you match a pair, the resulting present unlocks certain features on the disk. You get great little gifts, like a gallery of high-resolution image art, a strange Nightopian melody maker, techno and Disney-esque music videos, four alternative methods to play (you can play as a certain blue rodent with an attitude...), and more. Since you can only pick a maximum of five at a time, it's a great way for Sega to get you playing the same level of the same game over and over again.

1 You can only get Sonic as a Christmas present, and Sega's packing in a few surprises for him... 2 The backgrounds keep track of your system clock. You'll only see the sun during real daylight hours. 3 Those aren't purple blobs. They're snowflakes, OK? 4 All you need is a fireplace, some mistletoe, and you're all set...

'Where can I get a free *Christmas Nights* disc?' you ask. Well, you won't find it in any store. In fact, the only place you'll be able to find it is right here, in the January issue of ***ULTRA Game Players!***



1 Ideya Captures are now giant Christmas trees. There's something perverse about blowing them up. 2 The new introduction sequences feature lush graphics that really capture the Christmas feel. 3 The character select screen looks like a big present! 4 this Melody Box is another cool Nights Christmas present.

PLAYERS INC

KIDS TO ADULTS
K-A
CONTENT RATED BY
ESRB

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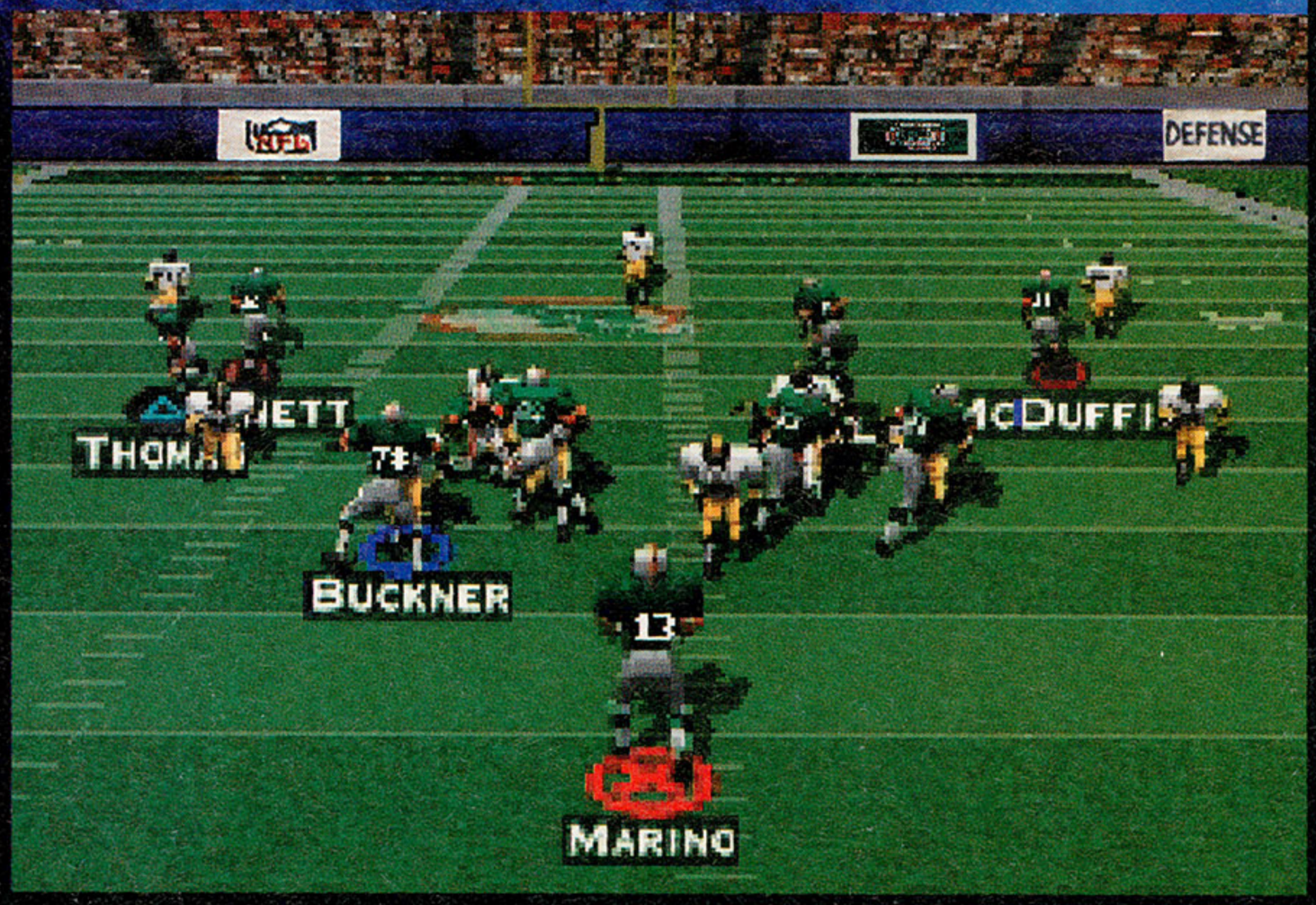
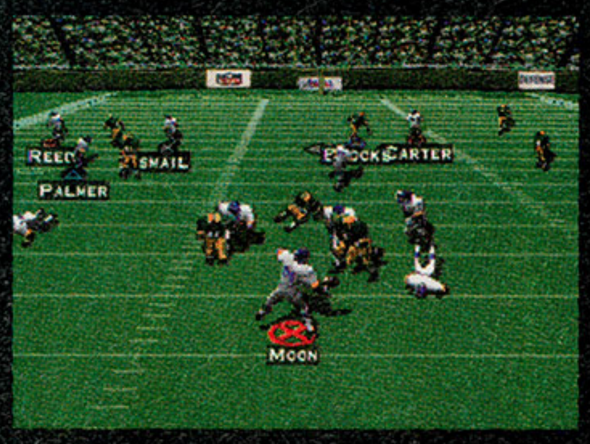
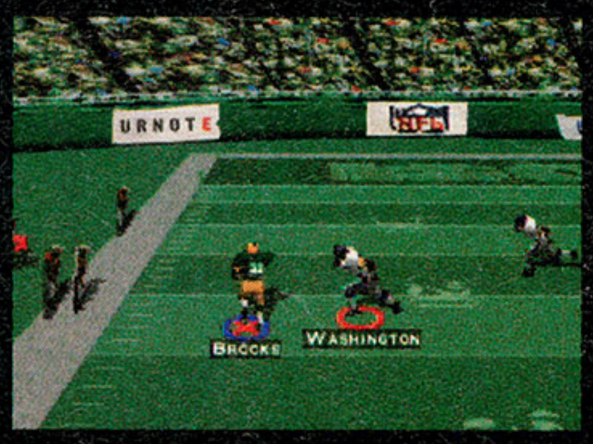
This isn't a game, it's a war. So be prepared for battle. Now, enough military analogies, let's talk football. This is NFL GameDay™ '97. It's better than any football game ever created. The artificial intelligence in this game is unmatched. Players on the field think, react and perform like they do in the NFL. Defenses and offenses learn your tendencies and key on them. In other words, there are no bread and butter plays to go to on third and long. You'll go head-on with real defensive coverages, including nickel and dime packages and Dallas' Cover 4. Defensive fronts attack your offensive line with stunts and swim techniques. And with new, larger players you'll see guards and tackles trapping and pulling. This game is loaded with features, too. This is real football, baby. So welcome to the NFL.

YOU AND WHAT ARMY?







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REVIEWS

Welcome to the most comprehensive reviews section anywhere.

You know, every month we get a whole bunch of new games sent to us by developers all over the world. We know, you're thinking 'I wish those developers would send me all those cool games!'. Well, we're here to tell ya, if they sent you all those cool games instead of us, you'd be stuck here in this office until midnight, cranking out these reviews and we'd be sitting at home, just taking it easy. So dig in to this Review Section and, while you're checking out all the latest stuff, just spare a moment to reflect on just how good you got it, OK? Meanwhile, we're gonna order in some pizza and try to stay awake...

110 Blast Chamber
106 Bubsy 3D
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Inside The Score Box

We pride ourselves on having the best, most comprehensive scoring system in the biz. Here's how the formula works:

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.

The ULTRA AWARD

When a game makes it through our grueling review system and still comes out with at least a 9.0, it earns our *ULTRA Award*. This is our guarantee that you'll love these games, so don't miss 'em!

ALTERNATIVES

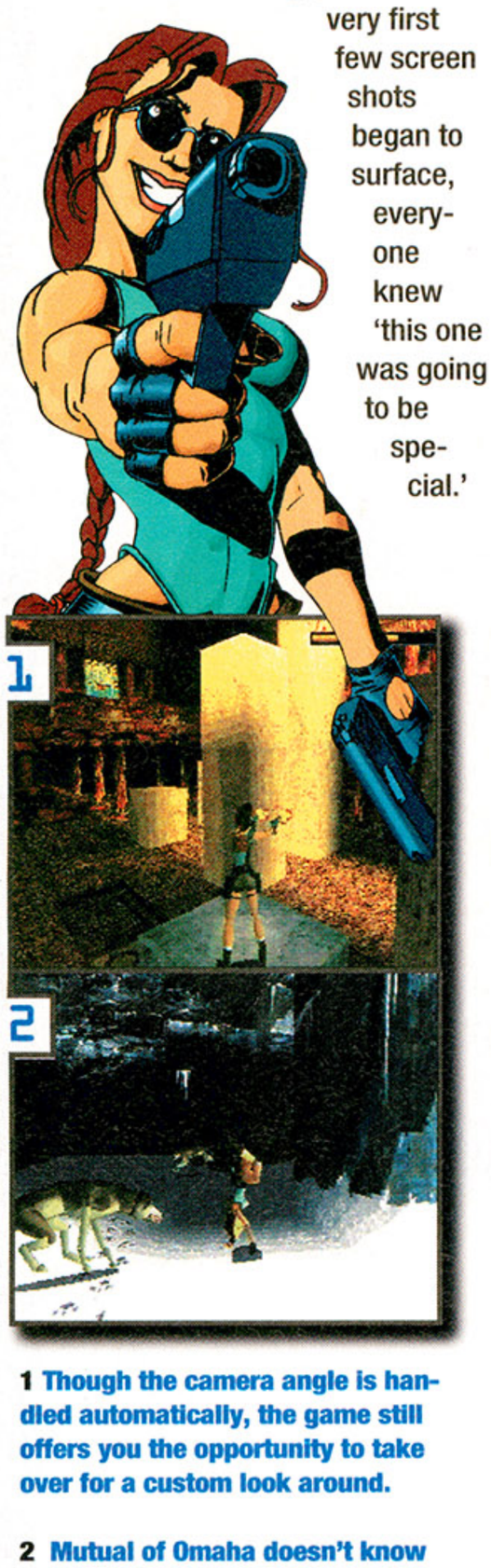
Shumi-Shumi Man ? 6.7
Super Kombat Fighter II 8.3
Jumping Flesh 4: Payback 9.8

If you like a game, chances are that you'll enjoy other similar games. That's why we now offer Alternatives. If you've read our review and you still aren't quite sure if the game is your type, just check out the alternatives to see if it's similar to any of your other faves.

TOMB RAIDER

If the game doesn't blow you away, she just might

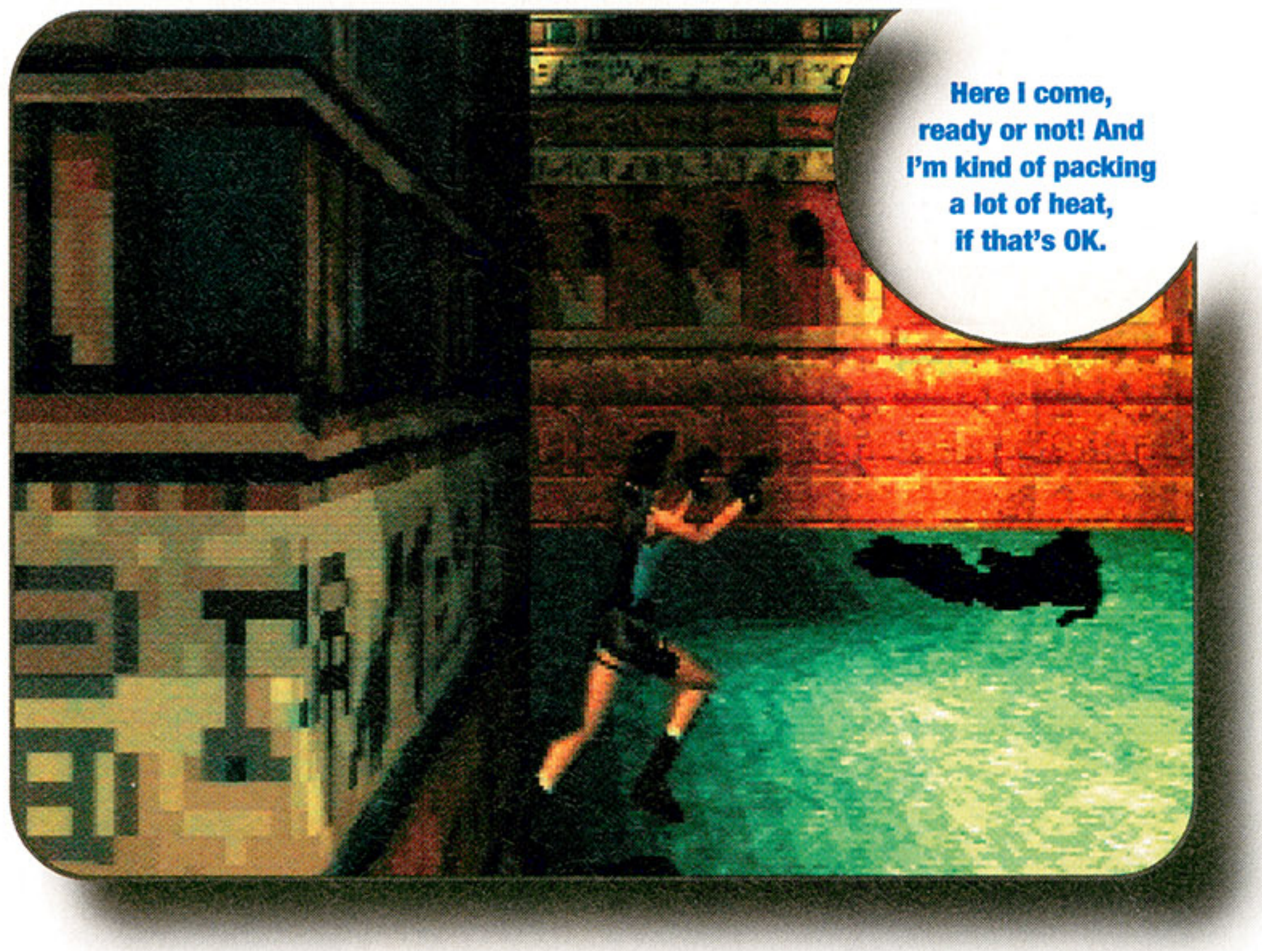
As with most great games, the cat was let out of the bag on *Tomb Raider* many months ago, and as the very first few screen shots began to surface, everyone knew 'this one was going to be special.'



1 Though the camera angle is handled automatically, the game still offers you the opportunity to take over for a custom look around.

2 Mutual of Omaha doesn't know the meaning of *Wild Kingdom* until they've played this game.

Several months later, we finally have a reviewable copy of the game that gives new meaning to the phrase 'walk softly and carry two fully loaded magnums, and a shotgun, strapped to your back' and things simply couldn't be better. What's most impressive about *Tomb Raider*, however, is the fact that the game engine was a sure hit from the start and a more 'fiscally cautious' publisher might have rushed the product in an effort to cash in on the novelty factor, but this was not the case. The developers at Core took what was a great game design (pistol-packing heroine charges through elaborate tombs, killing off wolves, bats and dinosaurs!) and went the extra mile. In creating a fantasy world for their deadly temptress of a main character, the development team for *Tomb Raider* dreamed big and often, resulting in one of the most fantastic 3D worlds ever in any game and some of the most challenging gameplay available.

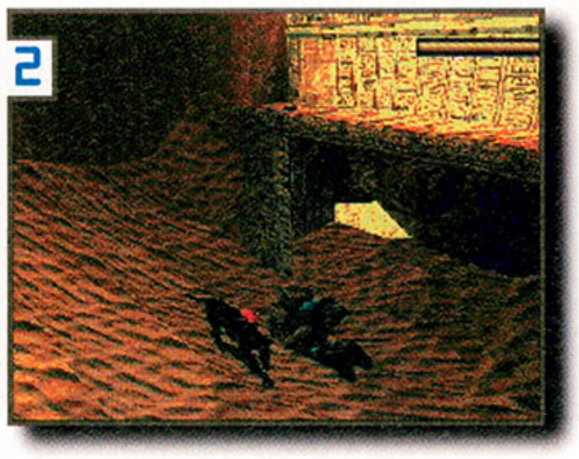


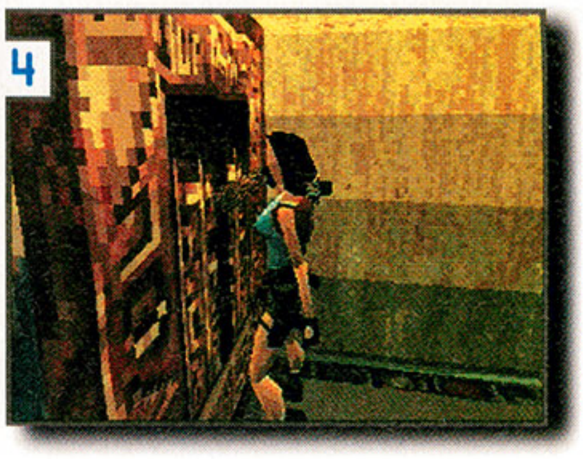
While Lara is evidently the star of *Tomb Raider*, just a few minutes with the game is all you'll need before you realize the real star is the environment in which Lara walks, runs, jumps, climbs and generally plays around. The term 'big adventure' is hopelessly linked to *Tomb Raider* and the idea of just picking up the controller to hop around and blast a few wolves is almost impossible to consider, once you know what the game is all about. After the first few secrets have been uncovered, in fact, hopping around and killing wild animals is one of the least interesting parts of the game. What then becomes the focus of the game is cracking the increasingly difficult puzzles and working your way deeper and deeper into the most immense and altogether impressive 3D structures you've ever seen. At that point, the action elements of the game are just enough to keep you constantly on edge as your brain works overtime to solve the devilish mysteries found in every one of the 15 enormous levels.

Solving puzzles in *Tomb Raider* is much the same as in any adventure game requiring one part experimentation, one part wit and one part good fortune. The satisfaction from decoding some of the tougher puzzles is even greater than that of dropping the giant Tyrannosaurus rex or exploding the bloodied mummy dogs of the later levels and the variety of challenges is just enough to keep you guessing the whole way. As a further reward for working your way through the game's mysteries the storyline continues to unravel throughout with important characters popping in and out of the action and revealing the game's sinister plot. In creating a game where the player actually has a part in developing the storyline, Eidos has given us something with a true cinematic feel without losing any of the control.

Though it would be untrue to suggest that *Tomb Raider* solves all the inherent problems in controlling a character in a true 3D environment,

1 Whether it's in her walk... 2 ...or maybe in that elegant little back-flip with two guns blazing that she's always doing... 3 ...*Tomb Raider* has some of the smoothest animation in any game of this generation. 4 Cracking the codes of ancient races is a big part of the challenge.



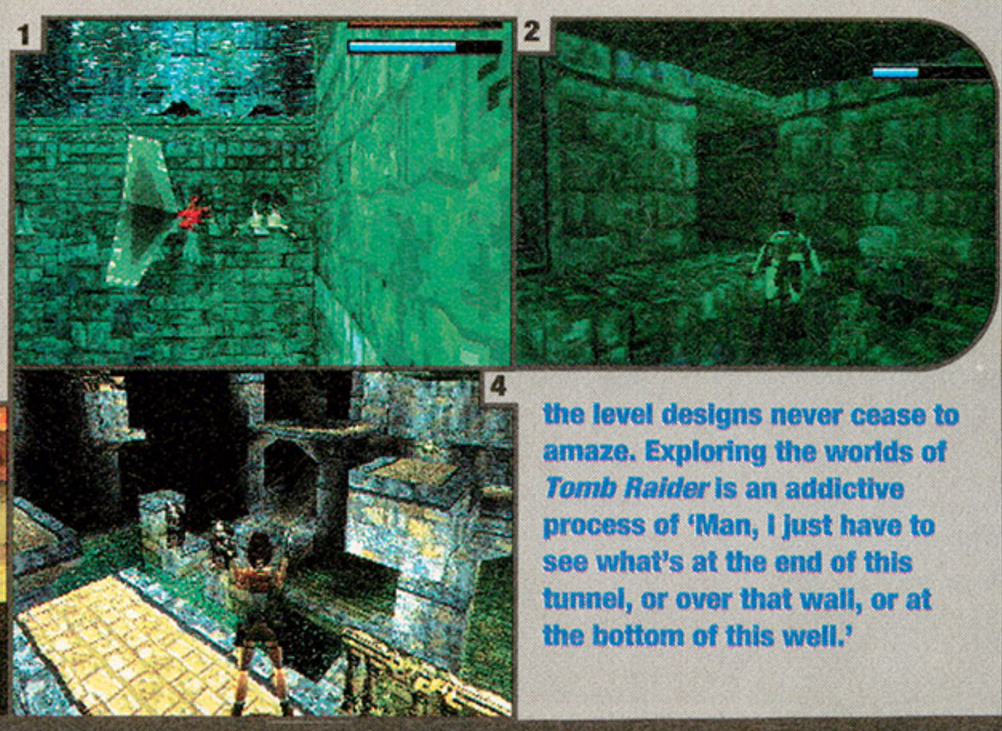


1 Take nothing for granted — this game is chock full of secrets.

2 With a wide variety of abilities, Lara can interact with the detailed 3D environment in many ways.

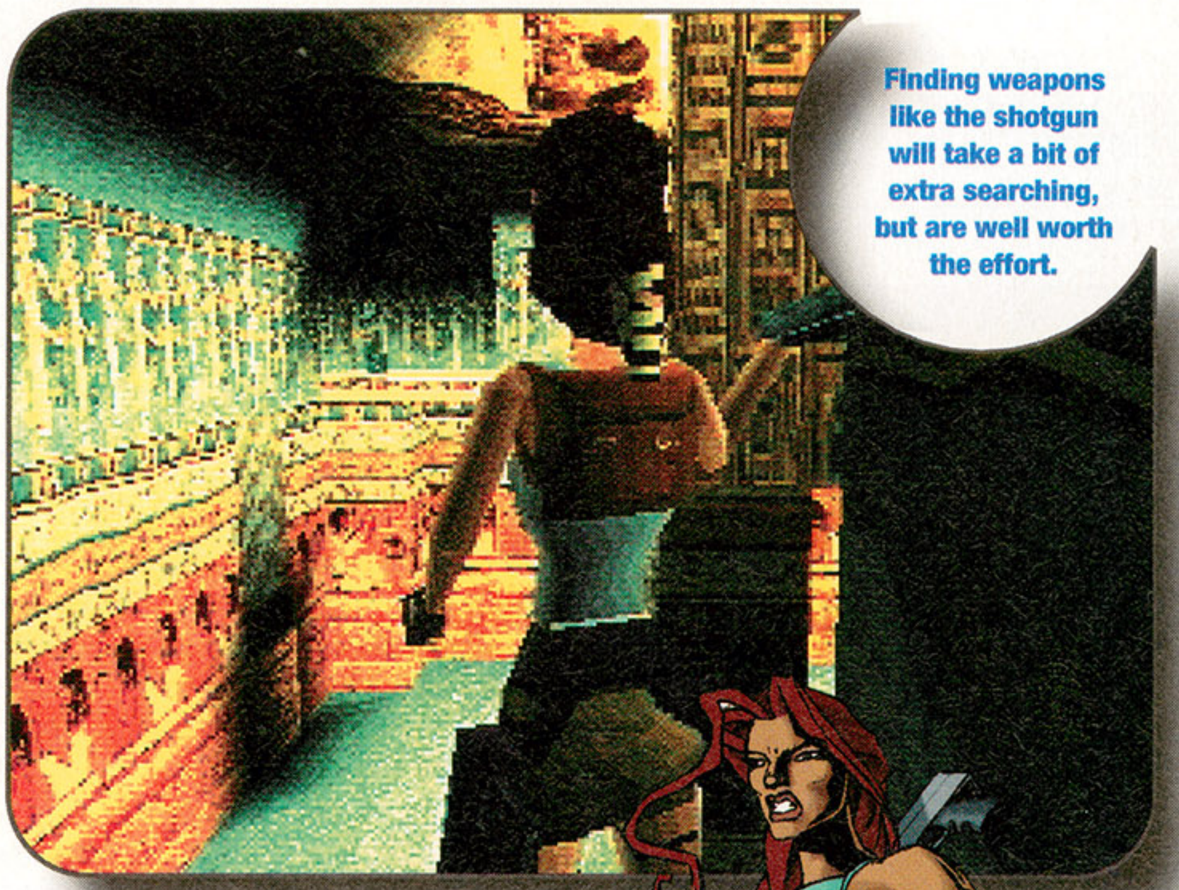
WORLDLY

1-4 The genius of *Tomb Raider* is in the elaborate environments and the methods with which you move through them. Whether searching for a tiny opening in the emerald green waters or holding on with your finger tips above a pit of lions, the level designs never cease to amaze. Exploring the worlds of *Tomb Raider* is an addictive process of 'Man, I just have to see what's at the end of this tunnel, or over that wall, or at the bottom of this well.'

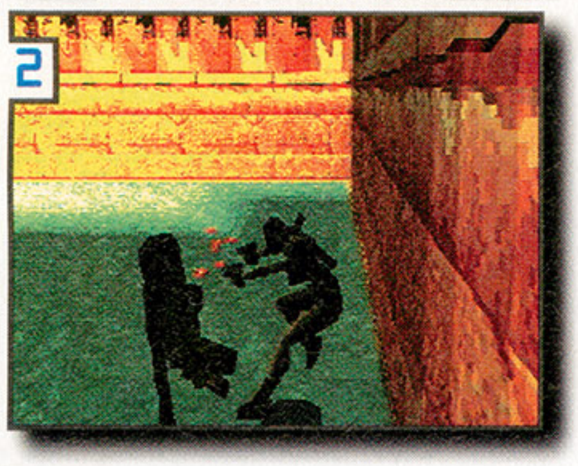


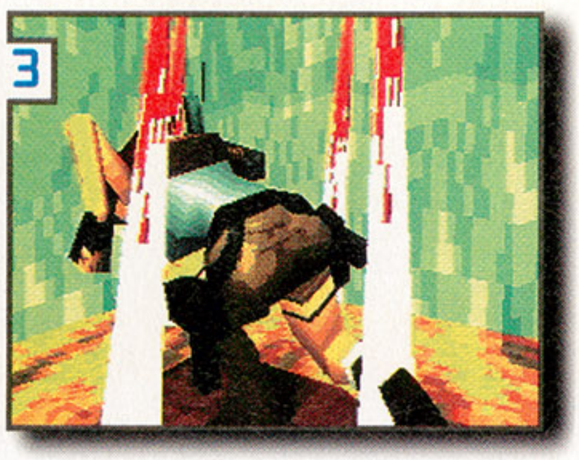
after just a few minutes you'll be interacting with the highly varied terrain in ways never before seen in a 3D action game. Whether scaling the side of a rocky mountain or swimming through claustrophobically tight passages on your way to a secret pool, there is practically nothing in the game which can not be climbed, pushed, pulled or hung from. It's exactly this kind of amazing attention to detail that creates an undeniable need to simply see what's next. And while progressing through the game can at times be frustratingly difficult, 'what's next' is always worth the effort. Without question, one of the very best games available for the PlayStation, Saturn and PC CD-ROM, *Tomb Raider* is a must-have for any system.

• PATRICK BAGGATTA



Finding weapons like the shotgun will take a bit of extra searching, but are well worth the effort.





1 Definitely not for the 'faint of heart', *Tomb Raider* tends to be a little vicious. 2 Not likely to be a big hit at the ASPCA, it's important to remember that all the animals in the game are bad. 3 Somewhere, the ghosts of the many animals you've slaughtered are having a good laugh at this scene. 4 Damn chemical bonds, I just wanted the oxygen.

ALTERNATIVES

Resident Evil	9.2
Super Mario 64	10
Time Commando	6.8

THE LINE

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	10	INTERACTION	9	EXTRAS	10
MUSIC	9	BALANCE	9	PRESENTATION	10
SOUND EFFECTS	10	DEPTH	10	INNOVATION	8

RATING

9.5

REVIEW

PC-CDROM

PC コンピューターゲーム

C&C RED ALERT

Can you top the genius of Command & Conquer? You bet!

Man! It's three in the morning and your base is under attack! That's the addictive nature of *Command & Conquer: Red Alert*: you'll play it all night, every night, and get up and play it some more. If you were hooked on the original, get ready to get hooked again. If you never played *Command & Conquer*, check out what you've been missing.

The *C&C* games, like the *WarCraft* games, are real-time strategy games. That means you start off with a handful of units, build a base, send guys out to gather resources, and meanwhile desperately fight off enemy attacks until you build up enough forces to knock the enemy off the map. There's no turns or waiting around, everything happens at once, and you can be fighting several battles all over the map. It's fast, it's furious and it's fun, and it's why the original *C&C* sold over a million copies.

Fast and furious, the battle never stops in *Red Alert*.

But *C&C: Red Alert* isn't just more of the same. The graphics are now SuperVGA, meaning they're just that more detailed. New units have been added for air and sea battles, meaning you not only have to watch the mountain passes, but the coasts as well.

Infantry attack with flamethrowers, rockets or grenades, while tanks, artillery and rocket trucks blast away at each other. Huge Tesla Coils and Flame Towers stand guard over the bases, incinerating enemy units at will, while overhead, helicopters and jet fighters rain death and destruction on the hapless bases. Even atomic bombs can be dropped on the foe, devastating his base and destroying his armies.

But you can't rely on brute force alone. Spies, thieves and commandos can sneak into a base and wreak havoc. Monstrous machines out of science fiction can hide your units, make them invulnerable, or teleport them across the map. This is a game where you have to think fast.

For extras, Westwood's setting up a free Internet server to let you play head-to-head with gamers across the country.

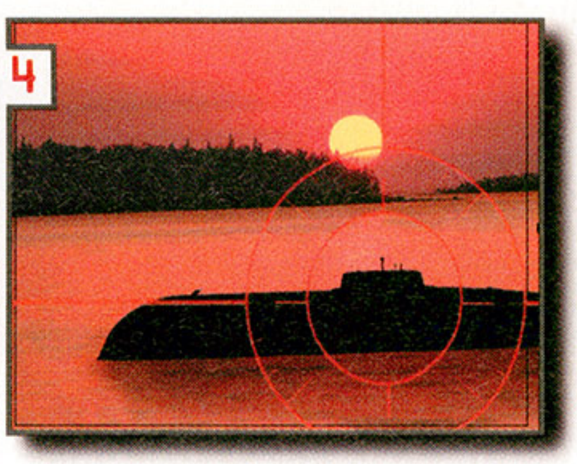
No question about it, this is a game you have to play.

• JASON BATES

REQUIREMENTS FOR DOS
- DBL-SPEED CD-ROM DRIVE
- 486DX/33
- 8 MB RAM

FOR WINDOWS '95
- DBL-SPEED CD-ROM DRIVE
- PENTIUM
- SVGA
- 8 MB RAM

ALTERNATIVES
WarCraft II 9.6
Command & Conquer 9.1
WarCraft 9.0



1 Choppers lash out a base guarded by a wicked Tesla Coil. 2 Cruisers can bomb the coastlines from far off at sea. 3 A flock of Soviet planes waste an Allied base. 4 You'll contend with whole schools of Soviet submarines. 5 The story begins in Trinity, New Mexico... 6 The mighty Gap Generator masks your armies from the foe.

THE LINE

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	9	INTERACTION	9	EXTRAS	8
MUSIC	10	BALANCE	9	PRESENTATION	8
SOUND EFFECTS	8	DEPTH	9	INNOVATION	7

RATING

8.8

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KIDS TO ADULTS
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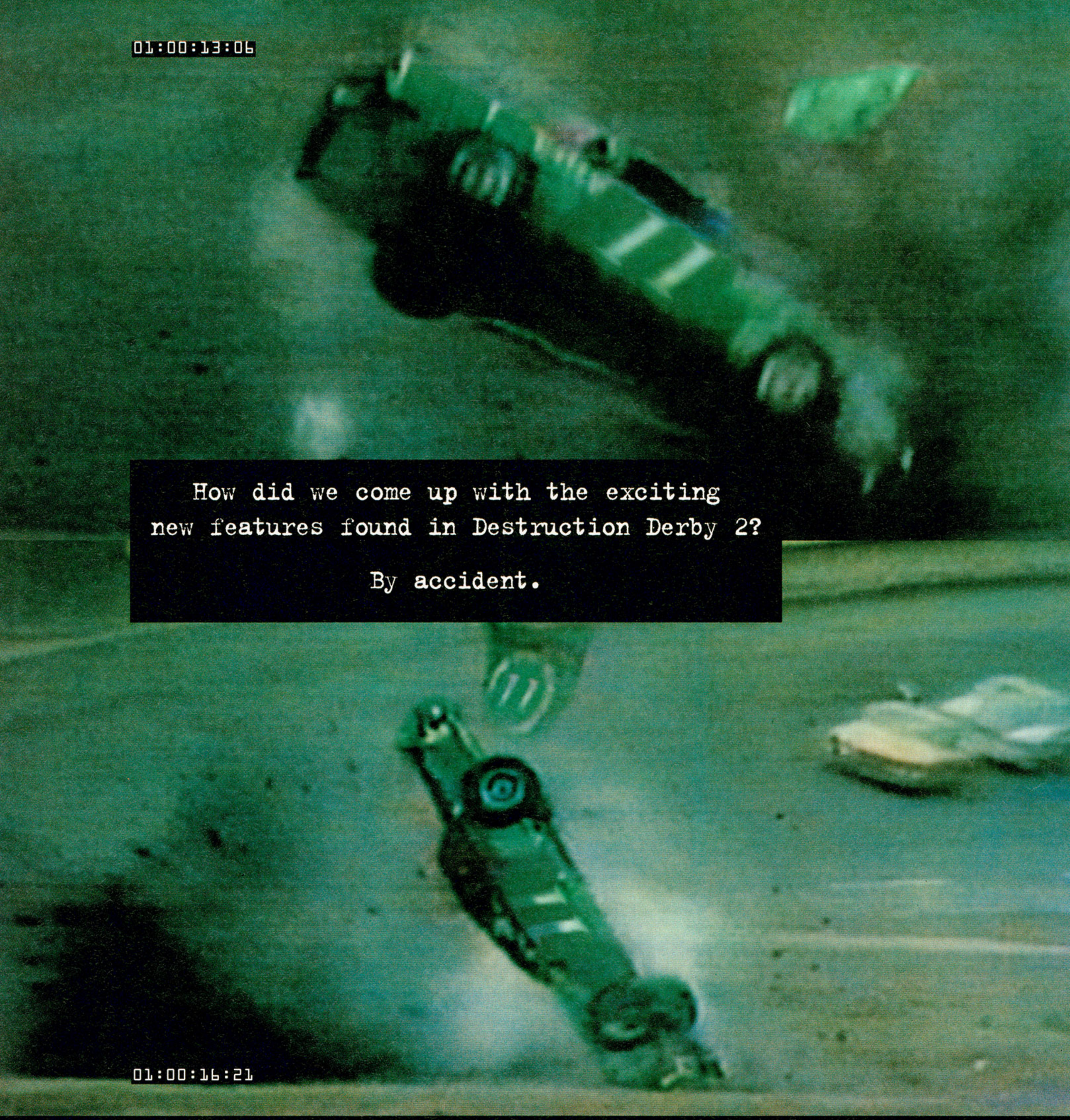

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PANDEMONIUM

A comfortable fit with nice, new packaging

For a while, it seemed as though the platform genre would die with the end of 16-bit. With games such as *Mario, Crash* and *ClockWork Knight*, however, it is clear that the genre has not died, but rather evolved. The latest example of next generation platformers is a mystical game called *Pandemonium* from Crystal Dynamics. Set in a 3D world, but played on a 2D track, *Pandemonium* takes the player through a colorful and mysterious world filled with humorous characters of all shapes and sizes. The camera angle is controlled automatically (although the player can zoom in on the action at any point) and dances around the character to provide the best angle for each scene. The player has a choice of two characters to play with — Fargus, the Court Jester and Nikki, his easily influenced playmate. Each character has slightly different abilities and is better suited for some levels. In the tradition of all the great platform games, there is plenty of hidden treasure to find and collect throughout the game.

Nicely realized 3D sets, shown from just the right camera angle, help to sell the mystical world of *Pandemonium*.

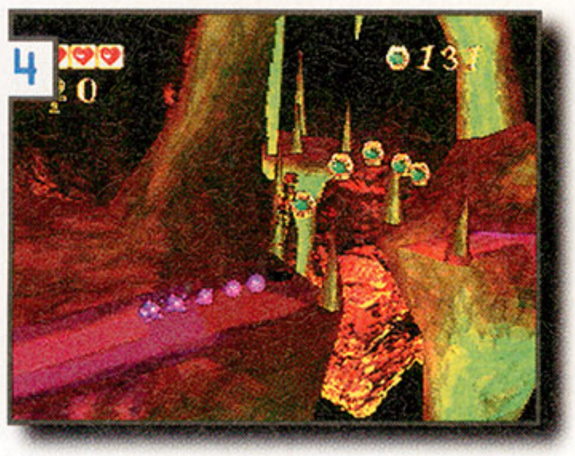
With the camera being automatically controlled, the game's designers have done a good job in not only providing the best view for playing, but also in providing the most dramatic angle of the 3D scenery. The scenery itself is extremely well done and the world, which is typically limited to a thin path and its surroundings, is convincing as a mystical medieval environment. There is also a good bit of graphic variety from the deep-wooded forest levels to the depths of the dark and spooky caves. Beyond the game's artwork, there is also nice use of the PlayStation's special effects capabilities. Great lighting effects and other visual treats are strewn through every level, adding to the game's overall visual appeal.

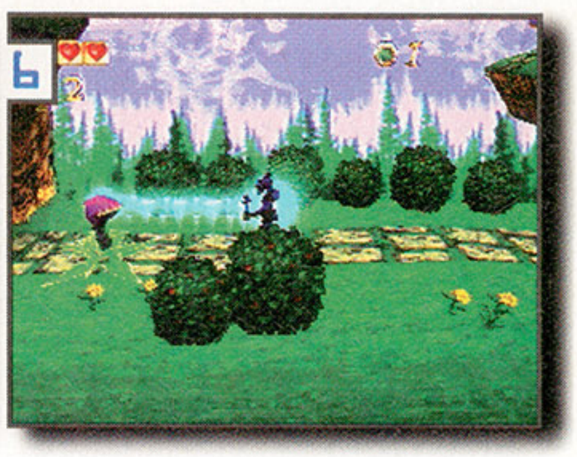
The gameplay is based on a very traditional model, but not without its own interpretation of the formula. Anyone who has played one of the 16-bit platform games will be able to pick up *Pandemonium* and know exactly what to do, even with the action meandering through the 3D space. It's this kind of familiarity that makes the game instantly likable, but it's also this reliance on past gameplay models that keeps this game from being more than it is. In the end, *Pandemonium* is a very enjoyable action/platform game with some interesting twists and very nice presentation, but it's more tried and true than it is innovative.

PATRICK BAGGATTA

ALTERNATIVES

Crash Bandicoot	8.8
Nights	9.3
Super Mario 64	10





1-2 You can play as Fargus, the wise-cracking Court Jester or Nikki, his easily lead friend. 3 There is plenty of secret treasure to collect throughout the game. 4 Dramatic and varied camera angles give the game a fresh feel. 5 Occasional route choices add to the game's replay value. 6 Nice visual effects like this add to the game's overall appeal.

THE LINE

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	9	INTERACTION	7	EXTRAS	9
MUSIC	8	BALANCE	8	PRESENTATION	10
SOUND EFFECTS	8	DEPTH	8	INNOVATION	7

RATING

8.1

REVIEW

NINTENDO 64

ニンテンドウ64

MORTAL KOMBAT TRILOGY

The first fighter on the N64 is nothing new — or is it?

Sooner or later, it was bound to happen. Midway has taken the next step in a trend that Capcom started. They made an upgrade instead of a sequel. And even though the *Mortal Kombat* games have appeared on the flourishing 32 bit platforms, fans still haven't seen a perfect arcade port. *Mortal Kombat Trilogy* for the Nintendo 64 may not be arcade perfect, but it is the closest version to date.

Williams has pulled out all the stops for this newest upgrade. Gone are the ridiculous loading times and annoying Shang Tsung morphs that plagued the 32 bit versions. Rounds load immediately and Shang Tsung can morph into any of the 28 characters without hesitation. All of the characters and stages from previous *MK* incarnations are selectable.

The gameplay consists of standard *Mortal Kombat* fare, with kick, punch and juggling combos included. The directional button or analog controller can be used for combat, but be warned, it's really tough playing in analog. A new feature to gameplay is the 'Aggressor' meter. This meter grows every time a player initiates an attack. Once the Aggressor meter is filled, the player's agility and attack damage is increased. This new feature looks cool, but it doesn't add much to the existing gameplay.

New fatalities and brutalities have been added in addition to the old animalities, friendships, and pit fatalities. Four characters have been hidden throughout the game. Three of them are familiar faces, while the fourth is a new character. Johnny Cage, who was absent for *MK3*, is back, with a new actor playing his role. And finally, all the bosses are here and selectable via code. There are a few things that do hurt this game. When squeezing this huge game onto a small cartridge, Midway had to cut out about 15% on the animation. While this doesn't hurt the eyes too much, it is noticeable.

Another thing is the sound. The N64 version sounds less ambient than earlier versions, almost to the point where the music kind of hurts.

It's hard to get excited about another *MK3* game, but this one does the trick. Maybe it's the bells and whistles, or maybe it's because all the nostalgia is in one place. If you're looking for a good fighter for your N64, this one works well. But if you're looking for something new, play *VF3*.

26 characters are now selectable in *Mortal Kombat Trilogy*, plus two hidden ones.

1 Transparencies in *Mortal Kombat Trilogy?* You Betcha!

2 'Get over here!'

• JASON MONTES

ALTERNATIVES

Street Fighter Alpha 8.1

UMK3 7.3

Tekken 2 9.1

1 The Aggressor Meter gives players enhanced agility. 2 Relive the action in Goro's Lair. 3 Those new Brutalities sure do hurt. 4 Johnny Cage is back, even though another actor is paying his Screen Actors Guild dues.

THE LINE

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	8	INTERACTION	8	EXTRAS	10
MUSIC	6	BALANCE	6	PRESENTATION	10
SOUND EFFECTS	9	DEPTH	8	INNOVATION	7

RATING

7.7

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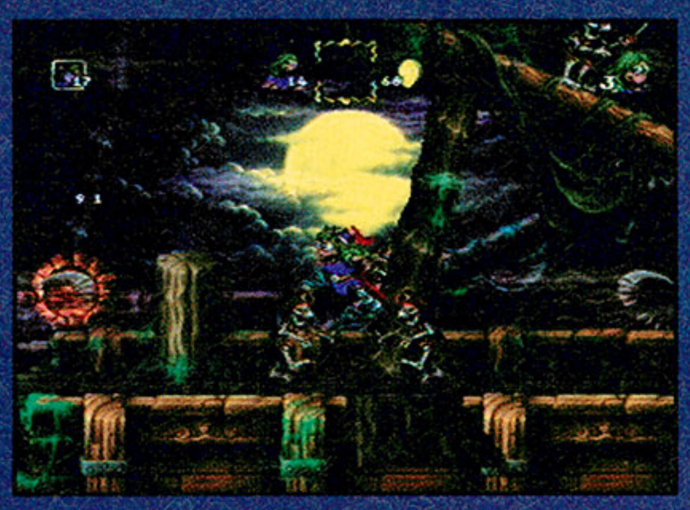

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REVIEW
SATURN

セガ サターン

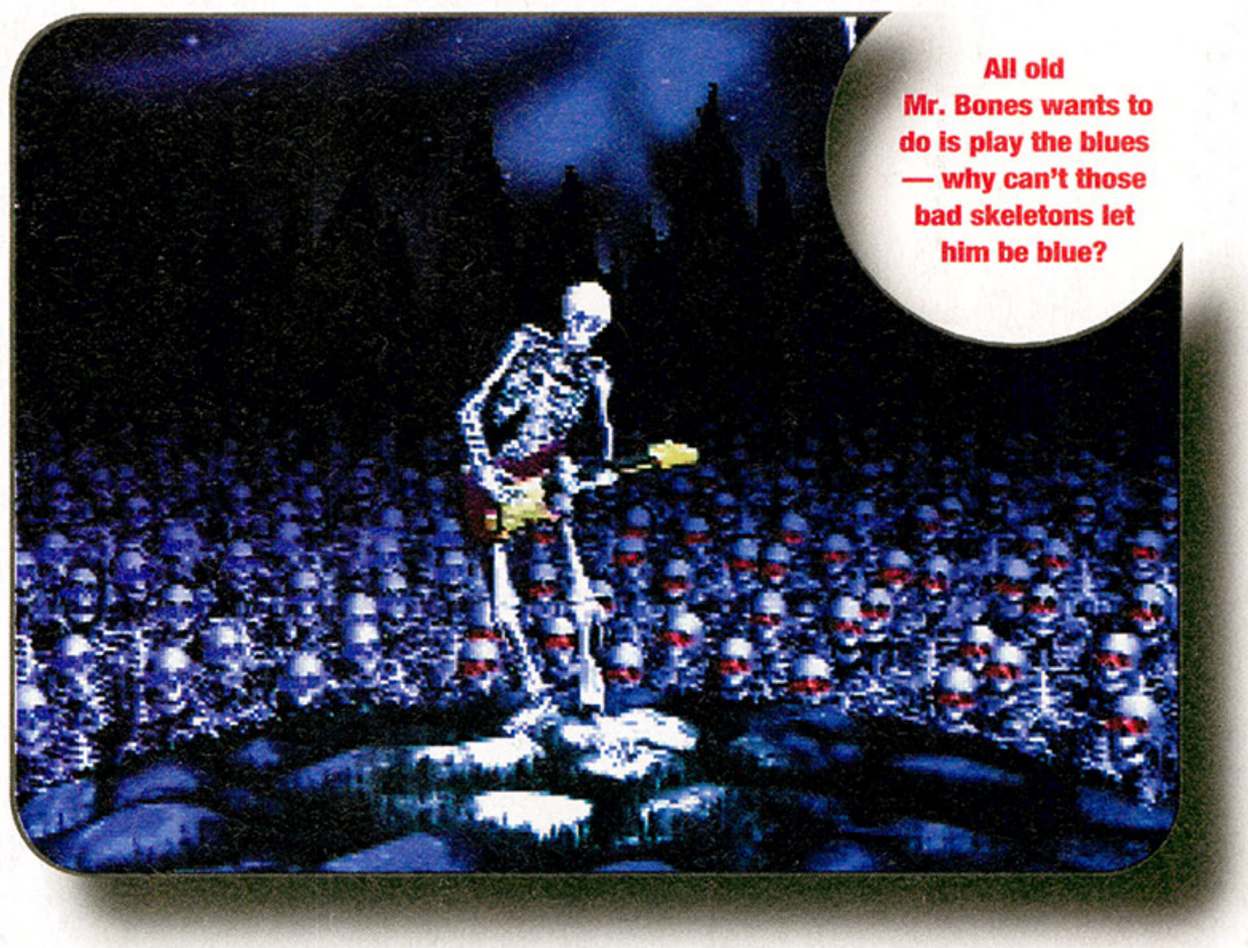
MR. BONES

It doesn't get much stranger than this

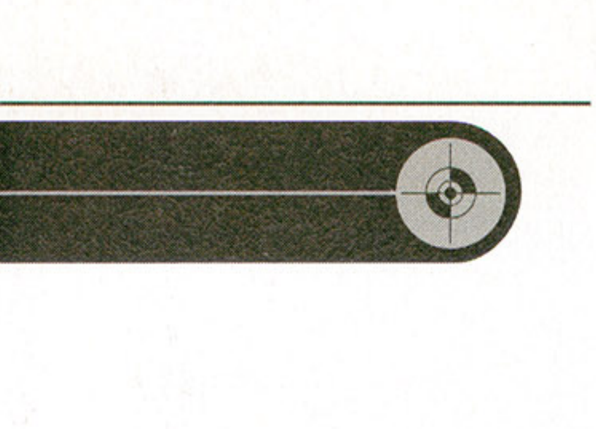
Easily one of the most bizarre games to come across this editor's desk in a long time, *Mr. Bones* is nothing short of weird. The premise of the game is based on controlling a skeleton named Mr. Bones whose main goal in 'death' is to be able to play blues guitar and keep the other 'bad' skeletons from stealing his bones. If that doesn't sound unusual, just wait until you see Mr. Bones hopping around on his backbone, looking for his legs, or until you see the freakish scene of an extra arm bone connected to the end of his leg, or until you see him electrocute another skeleton with some inexplicable magic power. It's in the game's ability to go right over the edge without looking back that a certain charm is born in *Mr. Bones.* It's not an easy charm to appreciate, but it's there just the same.

Once you've accepted the strangeness, it's pretty easy to see where the gameplay model comes from. Though there are some artfully designed 3D graphics, including Mr. Bones himself, the gameplay is mostly 2D with some 3D touches thrown in from time to time. Mostly side-scrolling action by nature, the game does manage to mix up the action from level to level by creating different objectives, such as collecting your lost bones or playing a guitar solo (which is easily one of the most creative and enjoyable parts of the game). Though each level offers a slightly different challenge and different style of play, the game's designers have done a nice job of creating a common feel throughout the game. The game also offers a variety of action without having to learn more than a few control techniques. While some levels are far more successful than others, there's always a spark that keeps the game interesting.

Though *Mr. Bones* is definitely a game worth remembering (and difficult to forget), it would be hard to suggest the game possesses any real genius. The gameplay is interesting, but has a tendency to be a little slow. The variety is nice, but most of the concepts are borrowed from past games. In the end, *Mr. Bones* is still more of a curiosity than anything else and has a very 'independent film' quality to it.



All old Mr. Bones wants to do is play the blues — why can't those bad skeletons let him be blue?

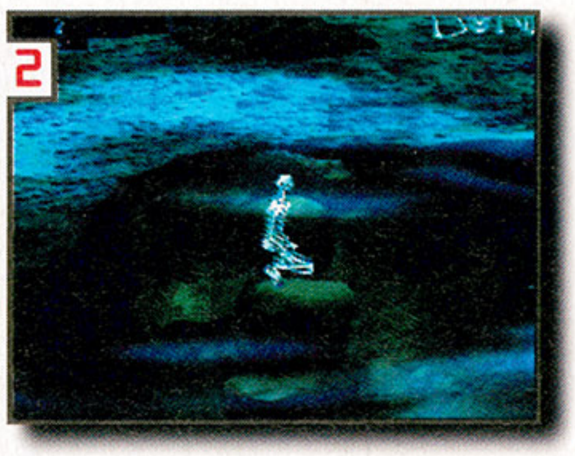


1 Most of the gameplay is traditional side-scrolling action.

2 When Mr. Bones loses his bones, it's up to you to help him get them back.

• PATRICK BAGGATTA

ALTERNATIVES
Earthworm Jim 2 8.1
Skeleton Warriors 7.9
ClockWork Knight 2 7.9



1 Offering a nice variety in gameplay, each level asks something new of the player. 2 Filled with secrets and bonuses, there's no telling what the skeleton will get into next. 3 Given as rewards for finishing levels, *Mr. Bones* is filled with some really funny FMV cut-scenes. 4 If you love freakish games — this just may be the one you're looking for.

THE LINE

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	7	INTERACTION	7	EXTRAS	8
MUSIC	9	BALANCE	6	PRESENTATION	10
SOUND EFFECTS	8	DEPTH	9	INNOVATION	6

RATING
7.6

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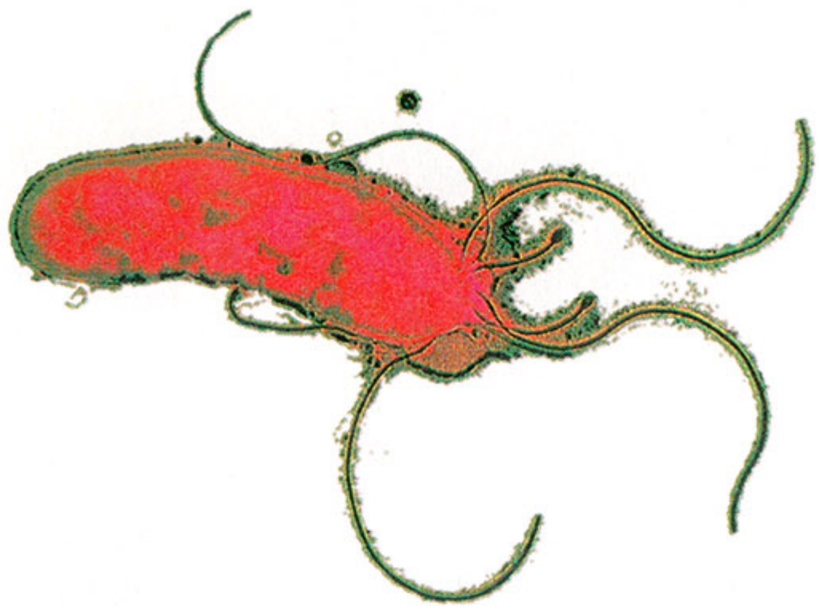

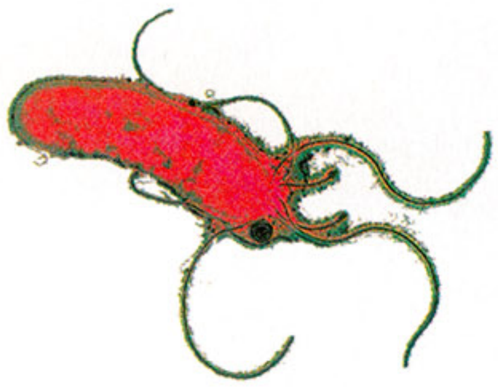

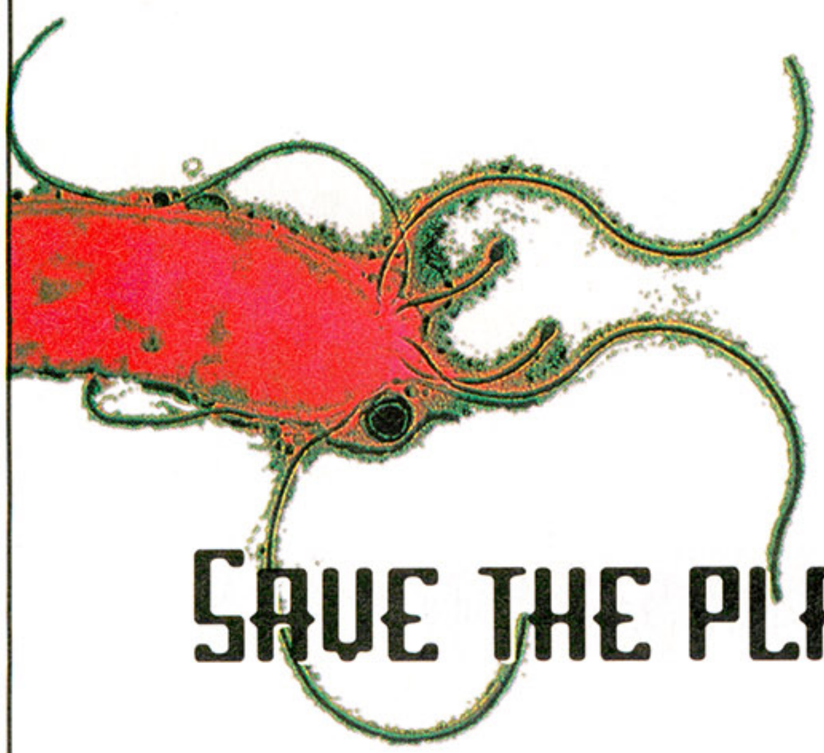

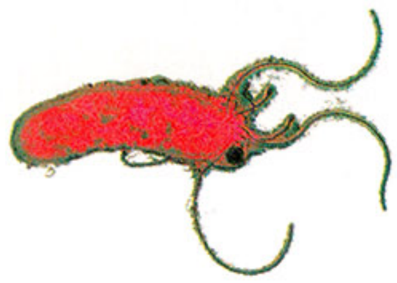

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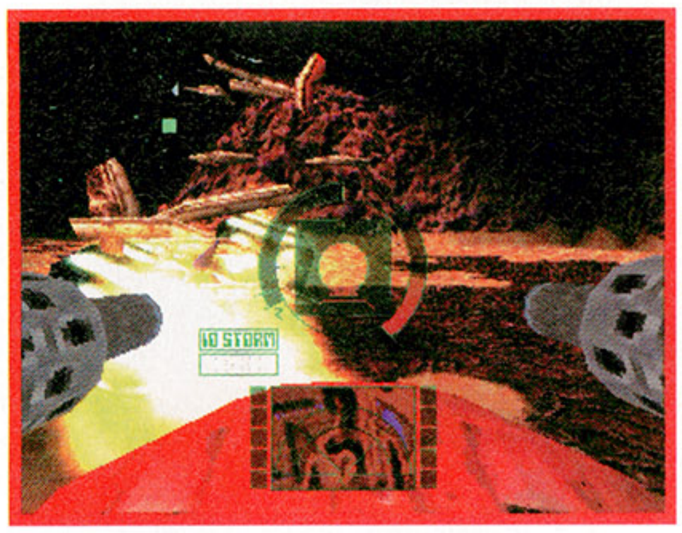

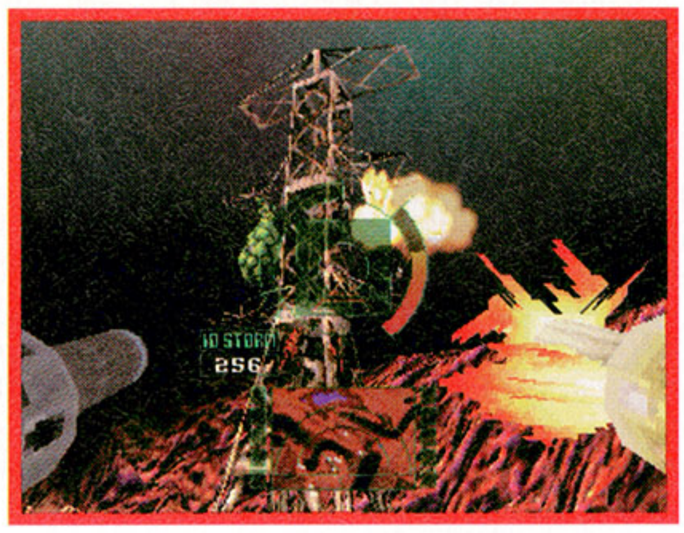

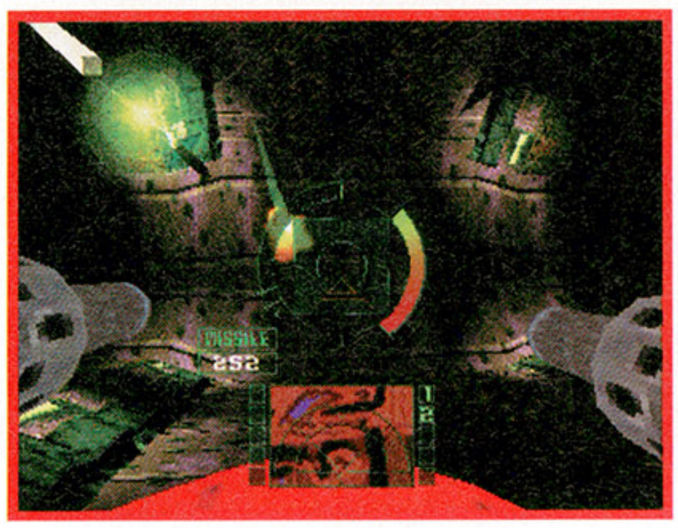

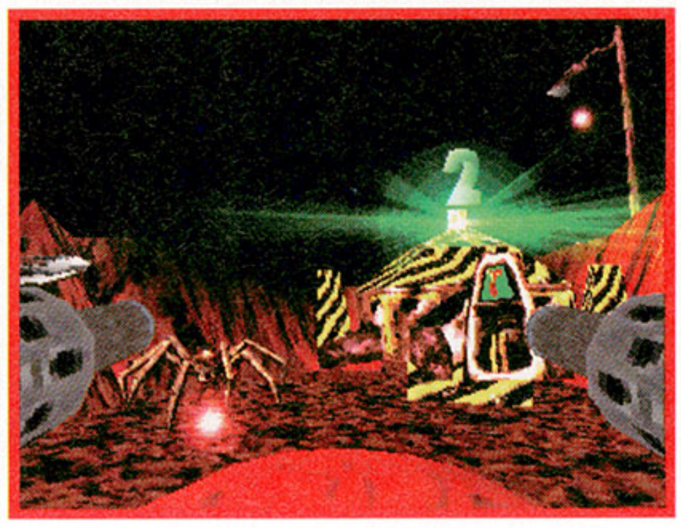

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REVIEW PLAYSTATION プレイステーション

PUZZLE FIGHTER

More proof that great games don't have to be technological wonders

There isn't a person out there who bought their 32-bit, polygon-pushing PlayStation for a better class of puzzle games, but just pop *Puzzle Fighter* into your PlayStation and watch all those technological wonders sit on the shelf and collect dust.

Anyone who has ever played *Tetris* knows just how addicting puzzle games can be, but *Puzzle Fighter* is much more than another 'poor man's' *Tetris*. The key difference between *Puzzle Fighter* and other puzzle games on the market is the fighting game approach that Capcom has used. In the one-player game, you choose from among the familiar *Street Fighter* characters and battle your way through the computer controlled characters. You maneuver colored blocks on the screen, setting up clusters which you can bust up with the flashing circles and, much like a game of *Street Fighter*, you can play with several different strategies. You can continually jab (clear the colors whenever you can) or you can set up massive chain combos that can send your opponent down in one fell swoop. And this is all displayed in the middle of the screen as the *Street Fighter* kids pound away on each other. This feature doesn't really help gameplay much, but it does add some interesting graphics to the usually plain-looking puzzle games.

Additionally, each character has a different counter move, meaning certain color clusters, when struck at the right time, do more damage (i.e. send more blocks to your opponent). Adding this individuality to each character really extends the life of *Puzzle Fighter.* Just like in a fighting game, people are going to have certain characters they are more proficient with, which adds dramatically to the two-player game as well.

***Puzzle Fighter* adds some flair to the puzzle game, with battling *SF* characters in the middle of the screen.**

As a one-player game, *Puzzle Fighter* can keep you playing for hours, but the real fun is definitely in the perfectly balanced two-player game. I actually spent more time playing *Puzzle Fighter* than I did playing the disappointing PlayStation version of *SFA 2.* The excitement comes when you're just about out of room, then you finally set off the massive four chain combo, which sends more blocks than your opponent can handle. It's amazing how well *Puzzle Fighter* captures the feeling of delivering the knockout blow. It's our puzzle game of the year and a game every PlayStation owner will enjoy.

• MIKE SALMON

ALTERNATIVES
Bust-A-Move 2 8.6
Baku Baku 8.5

1 Each character has their own counter move, which really adds to their individuality. 2 Leaving your opponent bloodied and out cold is a great payoff for the win. 3–4 Filling your screen up with layered clusters is dangerous, but when the right block comes up, it delivers a crushing blow that ensures victory.

THE LINE

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	8	INTERACTION	9	EXTRAS	9
MUSIC	9	BALANCE	10	PRESENTATION	9
SOUND EFFECTS	8	DEPTH	10	INNOVATION	8

RATING 9.0

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SUIKODEN

Konami gets back into RPGs in a big way

Since the beginning of the 32-bit age, Konami has strived to become the 'King of Sports.' Instead of giving players loads of new action games, Konami has made some promising sports games like *In The Zone 2*, but that's not what gave Konami its good name. With *Suikoden*, Konami has ventured back into the realm they once excelled at and has created the best 32-bit RPG to date.

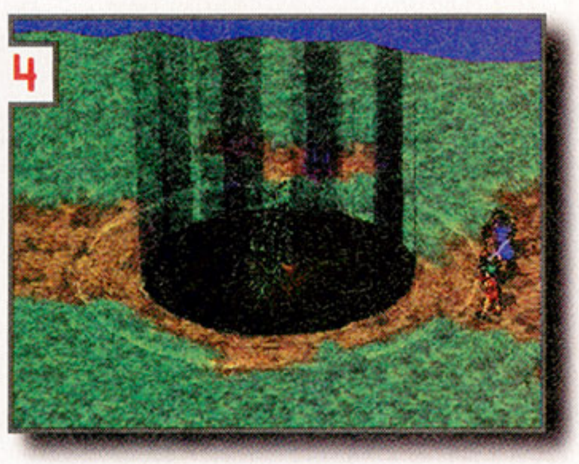
The story starts out with you being the son of the powerful General Teo. Your father leaves to fight a battle up north, leaving a few of his trusted allies to take care of you. Soon after, you come to realize that you and your father have been serving on the wrong side. Something has warped the Emperor's mind and his generals into evil, pillaging men. Knowing this, you join the Liberation Army. When their leader is assassinated, you are chosen as leader. It's up to you to recruit thousands of men for your legion and restore peace to the country.

Suikoden is chock full of beautiful backdrops, not to mention astounding effects for magic spells. The music is brilliant, rivaling some of Squaresoft's epic *Final Fantasy* games. Some of the sound effects used in spells are reminiscent of those taken off old *He-Man* episodes, which oddly enough sounds terrific.

Intricate plot twists and an inspiring storyline constantly push this game forward. In addition, there are points in the game where you strategically control your army (comprised of thousands of men) in a *Shining Force*-type mini-war. A big twist to this mini-war is that you can actually lose your main characters in the heat of the battle. And once they're dead, they're gone for good! If you manage to win this mini-war, it's a battle to the death with the enemy general. With this type of variety, *Suikoden* is able to stay fresh throughout the long period of time it takes to finish the game.

Suikoden is one of the finest RPGs made since *Chrono Trigger.* All the role playing elements that make games like the *Final Fantasy* series an epic are here. This isn't a short game, either. *Suikoden* is long and it doesn't get boring, not for a second. This is one of Konami's finest hours. You won't regret it.

***Suikoden* has some of the most detailed graphics ever seen in an RPG.**



1 **Your party is constantly on the run from the Empire.** 2 **Spells range from lighting bolts to earthquakes.** 3 **Prepare for war!** 4 **This is one of the game's most powerful spells.** 5 **Dragon bosses are abundant throughout the adventure.** 6 **It's a duel to the death. Can you survive?**

• JASON MONTES

ALTERNATIVES

Mario RPG	9.1
Beyond The Beyond	6.8
Blazing Heroes	8.1
Lufia 2	8.5

THE LINE

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	8	INTERACTION	8	EXTRAS	10
MUSIC	9	BALANCE	10	PRESENTATION	10
SOUND EFFECTS	10	DEPTH	10	INNOVATION	8

RATING

9.1

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PITBALL

Is it a ball or is it the pits — (ouch!)

Futuristic sports games have been around for ages. Often they are tons of fun and *Pitball* happens to be no exception.

Pitball is sort of a cross between hockey, basketball, football and *Toshinden*. Each of the teams has its own special strengths and weaknesses. Some are faster or stronger, or have better abilities than other teams under certain circumstances. On each team, each player has different abilities, so picking the right players against the right teams involves a lot of strategy.

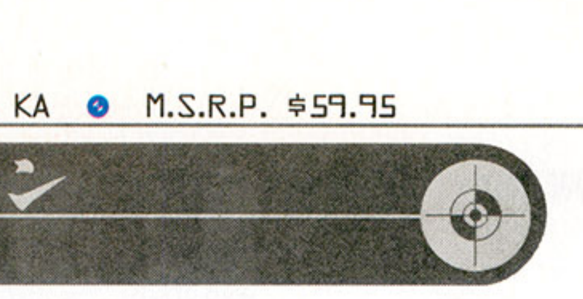
Gameplay consists of a two-on-two setup, where players participate in a pit containing goals on opposite sides. The referee robot drops the ball in the middle of the four players. You must pick up the ball, and put it in the opposing goal. Sound simple? Well, it's much harder than it sounds.

Each player has a weak attack, strong attack, jump, pass and block button. Players also have special attacks and defenses that vary from team to team. The difficult feat is just putting the ball in the goal. The goals themselves are quite small and requires some practice before you can do it consistently. Luckily, Accolade has thought to include a practice mode. You can bank shots off walls, or take them from angles, but the easiest shot to successfully make is from straight on. But if you shoot hard enough and you miss your shot, it will very likely rebound off and go into your own goal.

Once you've mastered putting it in the goal, you need to begin working on style. Unlike basketball, a dunk is worth more than a regular shot. Depending upon how 'cool' it is, a dunk can be worth two or even three points.

Pitball has several different play modes: one player, two player or four player and a one player season mode. In the non-season mode, you just grab some friends, pick a team and go to it. In the season mode, things get far more complicated. You can either manage the team, play the team or both. You can pick up free agents, sell your existing members, buy equipment, gamble on other games, and more. The season mode is excellent addition and it adds loads of replay value. Four player games are also outstanding fun, and are a great reason to pick up a multi-tap if you don't have one.

Some scuffling for the ball goes on in the middle of the screen.



1 Each team has its own home arena where it has a slightly better advantage.

2 The radar screen in the bottom middle of the screen lets you see where your opponents and your teammate are.

CHRISTIAN SVENSSON

ALTERNATIVES
Worldwide Soccer 2 9.3
NHL PowerPlay Hockey 9.2

1 There are three different camera angles to choose from. 2 Special attacks like this one can leave all of your opponents sitting on their butts. 3 Every player has his own scoring celebration. 4 The season mode lets you manage a team and offers all sorts of non-action aspects in addition to the regular game.

THE LINE

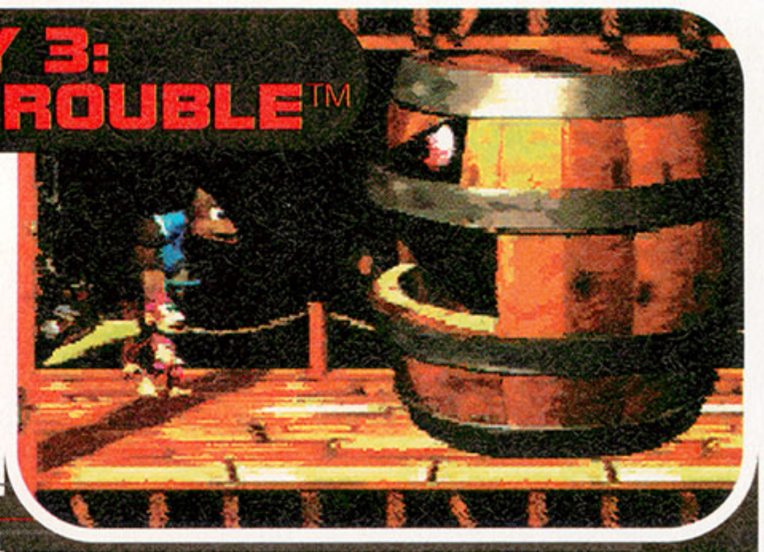
AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	8	INTERACTION	9	EXTRAS	8
MUSIC	8	BALANCE	8	PRESENTATION	8
SOUND EFFECTS	8	DEPTH	8	INNOVATION	8

RATING **8.2**

ULTRA Game Players PRESENTS

DONKEY KONG COUNTRY 3: DIXIE KONG'S DOUBLE TROUBLE™

MONKEY BUSINESS CONTEST



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To celebrate the release of this year's hottest 16-bit game, Donkey Kong Country 3: Dixie Kong's Double Trouble! , we've decided to have a contest! This contest is called MONKEY BUSINESS and, in order to win, you've got to tell us — on a postcard, of course — the answers to the following questions:

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2. ***Which of the original three Donkey Kong games did Mario NOT appear in?***
3. ***Whatever happened to Donkey Kong Junior®?***
4. ***In the first Donkey Kong Country™ game, what had been stolen from Donkey Kong?***
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Brisbane, CA 94005

Now, we realize that this contest is pretty serious, so we're giving away some serious prizes. Check this out:

2 Grand Prize Winners

will win a Super Nintendo Entertainment System® and a *Donkey Kong Country 3: Dixie Kong's Double Trouble* game pak, Nintendo's latest installment of the Donkey Kong saga!

48 Runners-Up

will win a *Donkey Kong Country 3: Dixie Kong's Double Trouble* game pak of their very own!

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No purchase necessary. Limit one valid entry per person/address. Contest open to residents of the United States and its territories and possessions and Canada (Residents of Quebec not eligible). Send your entry as shown above with your full printed name, address, and telephone number (including area code) to the P.O. Box address listed above. All valid entries will be entered into a drawing for a chance to win one of the prizes. All entries must be received no later than January 15, 1997. Neither Nintendo of America Inc. nor Imagine Publishing, Inc. is responsible for lost, late, illegible, incomplete, or mutilated entries. On or about January 31, 1997, grand and 1st place prize winning entries will be randomly drawn from among all valid entries and the winner(s) will be notified by phone or mail. Two winners will be awarded the grand prize(s). 48 winners will be awarded the first place prize(s).

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SCREAMERS 2

Yes, it's fast, and you won't need any insurance

Until now, the single most important detail lacking in most PC racing games, especially when compared to their console brethren, has been a decent framerate. *Screamer 2,* from Virgin, is the first PC game in a long time to give a decent impression of speed.

The game has several different play modes, however, players can not attempt the higher level courses until reaching high enough point totals in the beginner courses. Arcade mode allows you to play one of the three main tracks; however, the control of your car is considerably more forgiving and, as you would expect, has more of an 'arcade feel'. In this mode, *Screamer 2* will give *Sega Rally* a run for its money in terms of level of detail, speed and control.

There are four different car models, including a Porche 911, Acura NSX, Toyota Celica and Mazda Miata. The names of the cars have obviously been modified as Virgin has not purchased the rights to them, however the distinctive body styles and obvious elements (such as 4WD on the Acura) give them away.

Screamer 2 also allows you to modify your car. Modifications are available in each of the modes except for arcade mode, which has its own set parameters.

The music within the game is exceptionally well composed techno and fits very nicely within the context of the race. If you don't like the soundtrack, there's no problem, as Virgin has thought to include a 'CD Player' within the car that you can use to change the track on the disc.

There are a number of different tracks each with its own surfaces and weather conditions. Some of the tracks include races through the English countryside, the Egyptian desert and Finnish mountains. As with most racing games, there are multiple camera angles from which to view the action. After the race, a replay is also available, but the player controls which cars are being viewed and from what camera angle.

This is one of the most fun racing games to hit the PC in a while and is likely to satisfy many players.

•CHRISTIAN SVENSSON

REQUIREMENTS
- Double-speed CD-ROM drive
- 486DX2/66
- 8MB RAM

RECCOMENDED
- Supported Sound Card
- Pentium 120 or better
- 16MB RAM

Ripping though an Austrian village has never been more fun.

1 We're off to see the pharaohs.... oh, wait... that's not right, is it?

2 This is the San Francisco track, but where's all the fog?

ALTERNATIVES

Grand Prix 2	9.5
Whiplash	8.0
Manic Karts	6.0

1 We've heard Finland is nice this time of year. Maybe we'll get to race Santa and his eight tiny reindeer. 2 The Peruvian track has an Indian motif. 3 Just a quiet drive in the English countryside. 4 The in-car view should only be used by driving game aficiandos.

THE LINE

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	9	INTERACTION	8	EXTRAS	8
MUSIC	8	BALANCE	7	PRESENTATION	10
SOUND EFFECTS	7	DEPTH	7	INNOVATION	8

RATING **7.8**

NHL 97

Some guys have nightmares when they're awake. The lucky just get a bloodshot eyeful of severe puck abuse.

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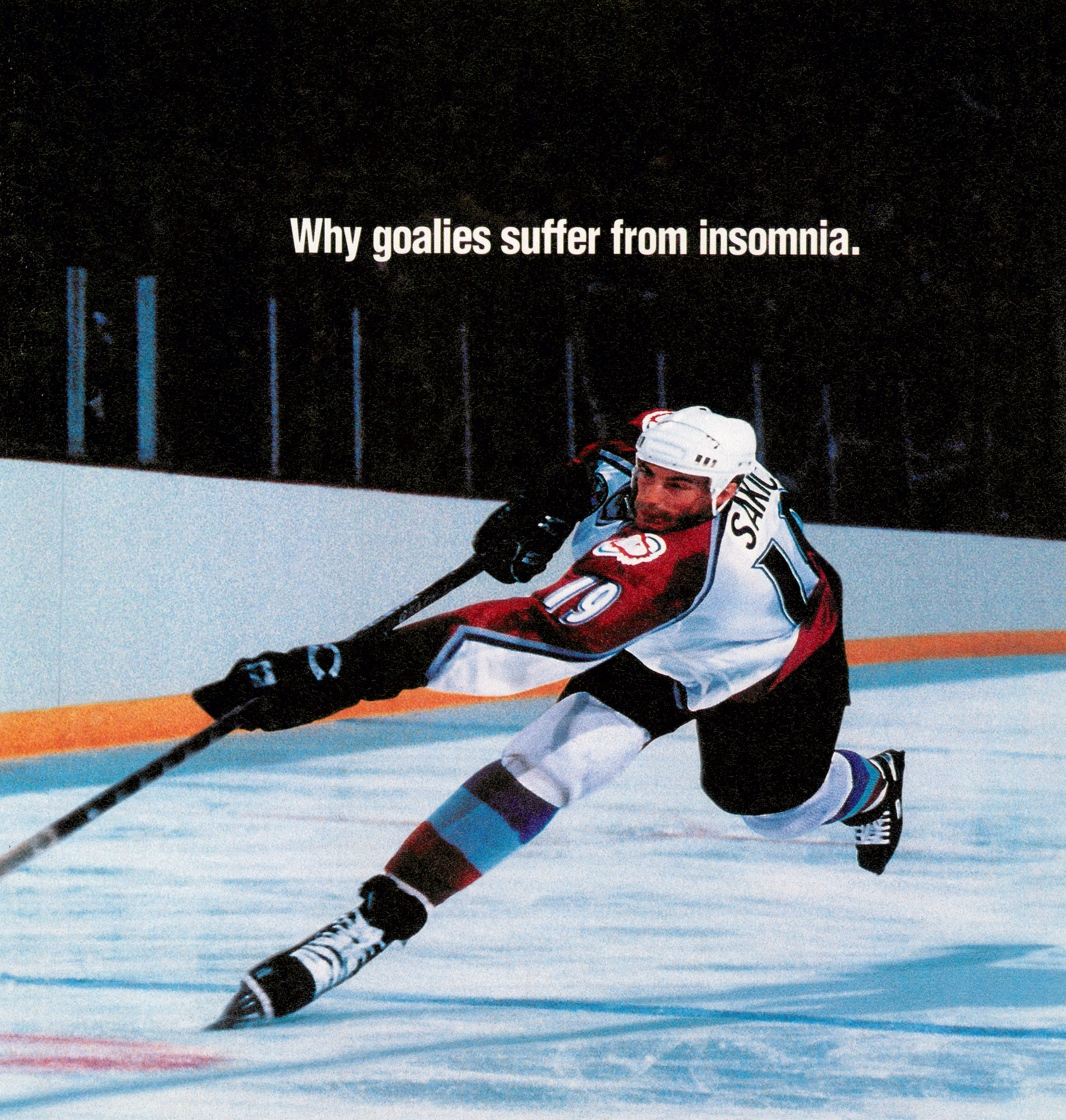

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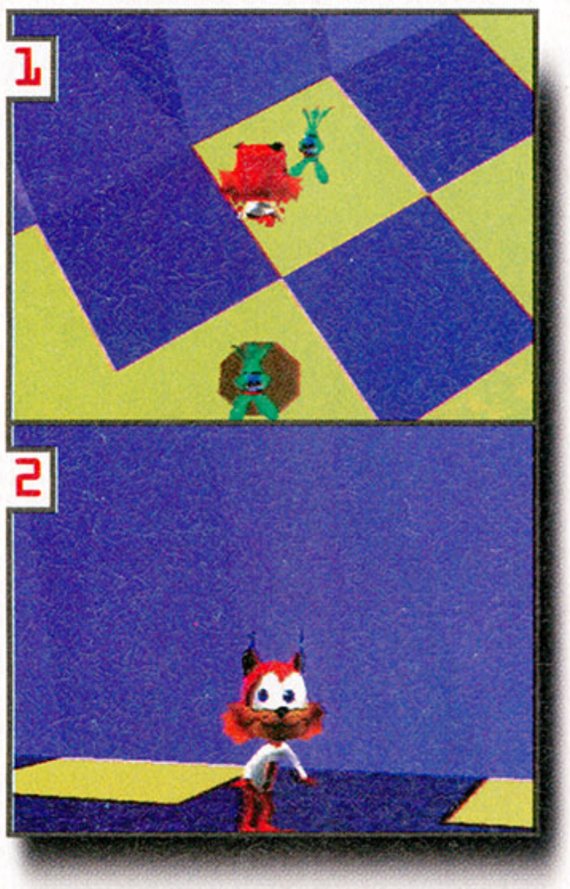
REVIEW
PLAYSTATION
プレイステーション

BUBSY 3D

Is Bubsy the cat's meow, or is this feline for the birds?

Back in the heyday of 16-bit systems, it seemed like every company had its own mascot and platform game, but the only third-party mascot to make the leap to 32-bit is Bubsy. So how does this cat compare to the big three of Mario, Crash, and Sonic? Well, much like the 16-bit games, Bubsy just can't compete with that company.

The makers of *Bubsy* consciously decided to go for a very barren Warner Bros. look, with simple, colored polygons and no detailed texture-maps. While this leaves the game very simple looking, it does allow Bubsy to run in high resolution mode, making for a much clearer picture. The only other game that runs in the PlayStation high res mode is Square's *Tobal No. 1*, and both these games show that simple isn't always bad. Some people in the office were not impressed with *Bubsy's* simple graphic look, but in my opinion, *Bubsy's* look is not the problem at all. In fact, there is only one problem with *Bubsy* and that is a crucial control problem. In order to navigate Bubsy through his real 3D worlds, you have to go through great pains to get him moving in the proper direction. The game controls very similar to *Resident Evil* — you turn Bubsy around until he's facing the right direction, then you press forward to make him move. In a slow-paced game, like *Resident Evil,* it's rarely a problem, but the precise control needed for a platform game isn't here. Every other problem in *Bubsy* stems from this one oversight.

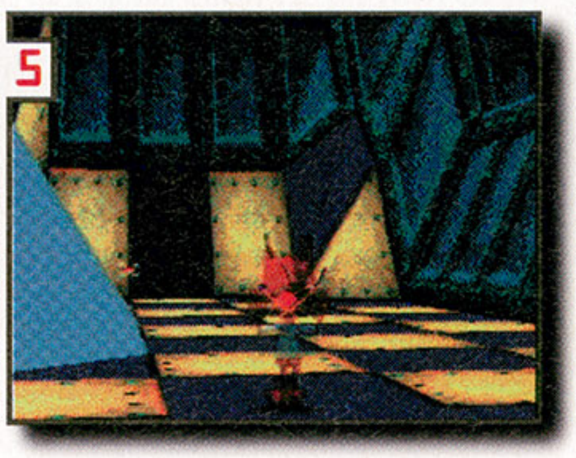


The only other true 3D platform game is *Mario 64*, and to compare *Bubsy 3D* to the greatest videogame ever made seems unfair, but the comparison must be made. The reason *Mario* works so well is due to the analog controller and the impeccable control the player has over Mario. If Mario controlled like Bubsy, then it too would be nothing more than an average game. In order to create a 3D platform game, you absolutely must have complete control over the character, something *Bubsy 3D* just doesn't do.

Once you get used to the control, *Bubsy* is a playable game, but almost every time I died, it was because of problems with the control or the camera. There is nothing more frustrating than dying purely because the character didn't do what you wanted. The two-player game is basically like a game of tag and is easily the most enjoyable part of the game. All-in-all, *Bubsy* has only one flaw. It's just a shame that this flaw ruins what was obviously a very well thought out game that took a great deal of hard work to put together.

• MIKE SALMON

ALTERNATIVES
Super Mario 64 10
Crash Bandicoot 8.8

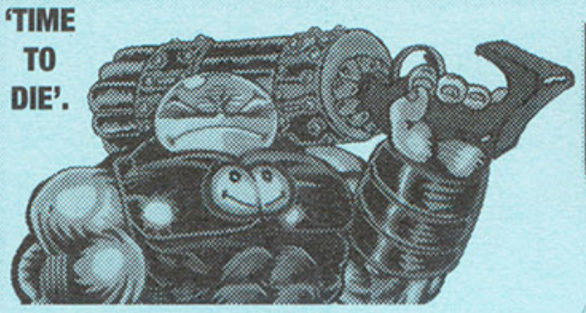


1 Some of the most enjoyable moments in *Bubsy* come in the form of his death animations. 2 The barren look of *Bubsy 3D* was a choice, and isn't a problem at all. 3 Trying to get this cat to do anything you want ain't easy. 4 Shooting atoms is an entertaining way of taking enemies out. 5 The two-player game has one player shooting at the other one who is controlling Bubsy. It's the best part of the game. 6 Lots of secret areas and plenty of levels make *Bubsy* plenty deep enough.

THE LINE

RATING 6.5

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	7	INTERACTION	4	EXTRAS	8
MUSIC	7	BALANCE	5	PRESENTATION	7
SOUND EFFECTS	7	DEPTH	7	INNOVATION	6



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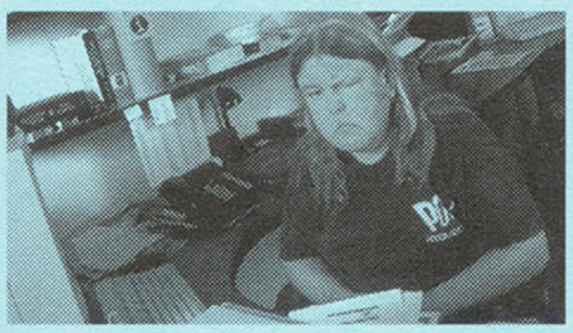
ULTRA GAME PLAYERS

EXCLUSIVE! Subscriber's newsletter

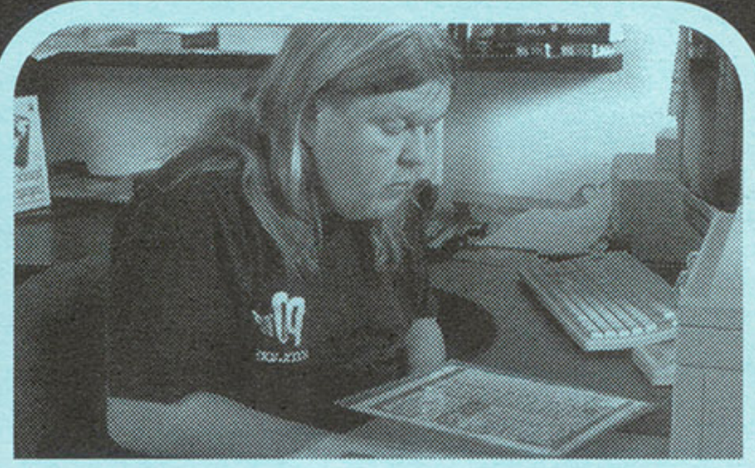
EMPLOYEE OF THE YEAR: 'CRAZY' BILL DONOHUE!



Bill may put on a rough act, but underneath it all is a heart of coal — um, *gold*. I meant *gold*.

VIVA LA BILL!

Bill even took time out to teach Patrick how to read this year.



When Bill's not up to his usual hijinx, he's usually proofing copy. It's non-stop thrills!

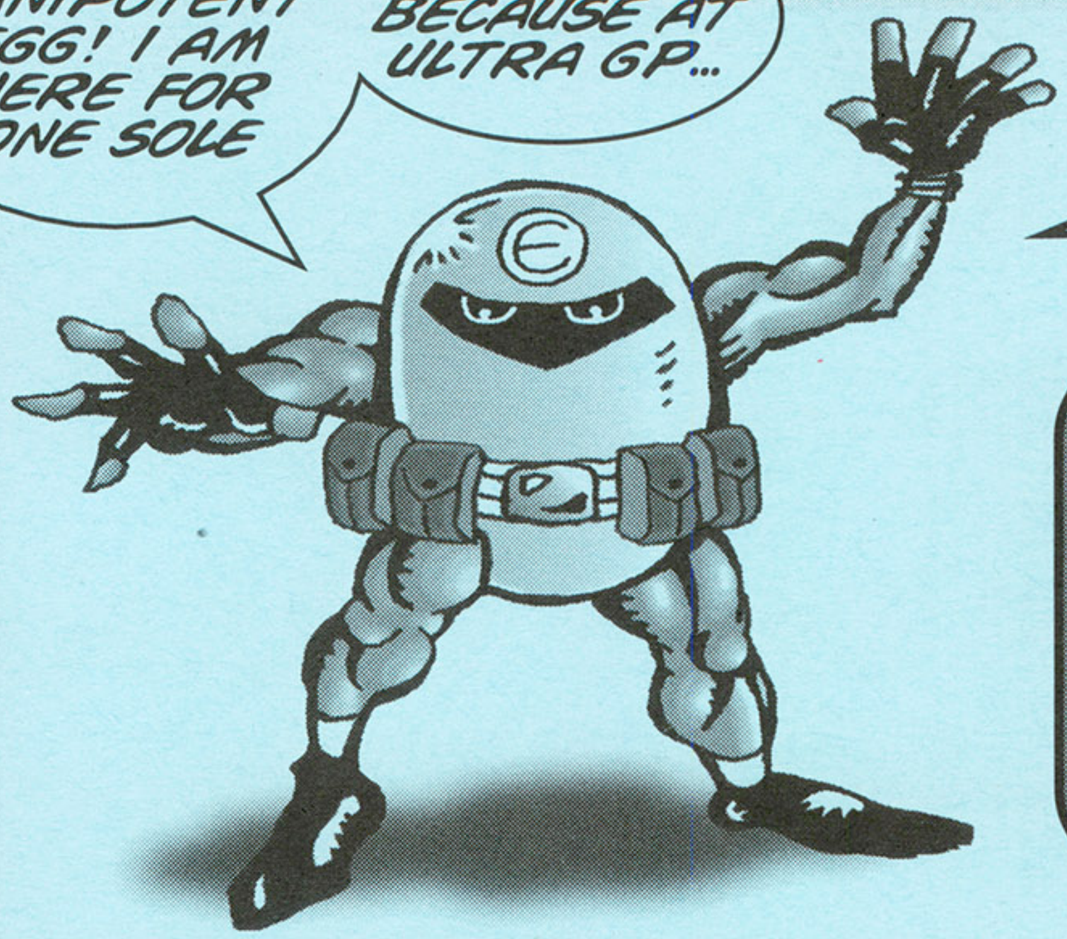
Chris checks Bill's pulse and finds him still alive — a highlight of any work day that they both enjoy.

Bill on deadline. It can get pretty rough, but you can always count on him to get things done.

Enthusiasm. Commitment. Integrity. These are the characteristics that we usually look for in our ***ULTRA Game Players*** Employee of the Year. But this time we came up with Bill Donohue.

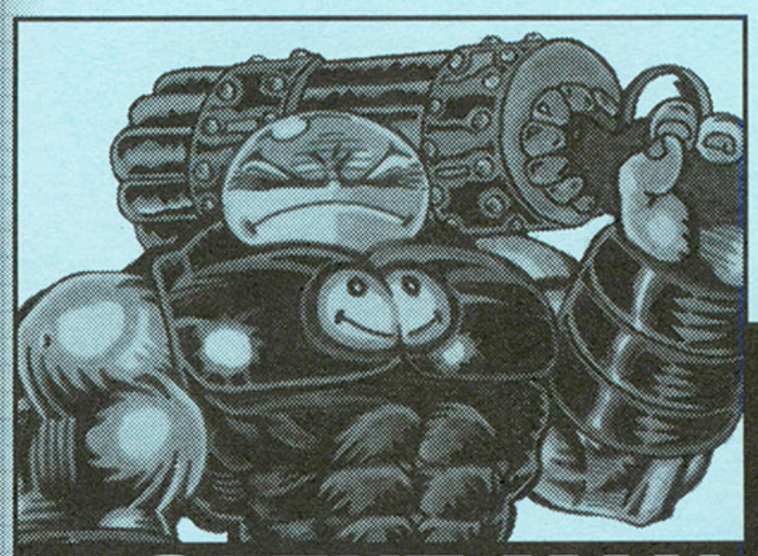
Bill has the unenviable job of cracking the whip around here, but despite his yelling at us all the time, his endless stream of death threats and his merciless beating on Roger, he's still the most liked guy around the office. That's because no matter how harsh things get, we know that there's good still left in him, somwhere. At least, we're pretty sure that there is...

In all seriousness, Bill does his job to perfection, gets along great with everyone here at the office, and he still finds time nearly every day to talk to fans on the Palace and answer e-mails. He's the first one here every morning, and if need be, the last one out at night. Congrats, Bill — you've earned it!



WE NEED A HERO!

I KNOW WHAT YOU ALL MUST BE WONDERING - 'OMNIPOTENT EGG, YOU LOOK MORE THAN QUALIFIED, WHY CAN'T YOU BE THE HERO?' IF ONLY IT WERE THAT EASY. YOU SEE, MY PLACE IN THE GALAXY IS ONLY TO OBSERVE, NEVER TO ACT. IT REALLY SUCKS SOMETIMES. ANYWAYS, LET'S LOOK AT THESE OTHER CONTENDERS...

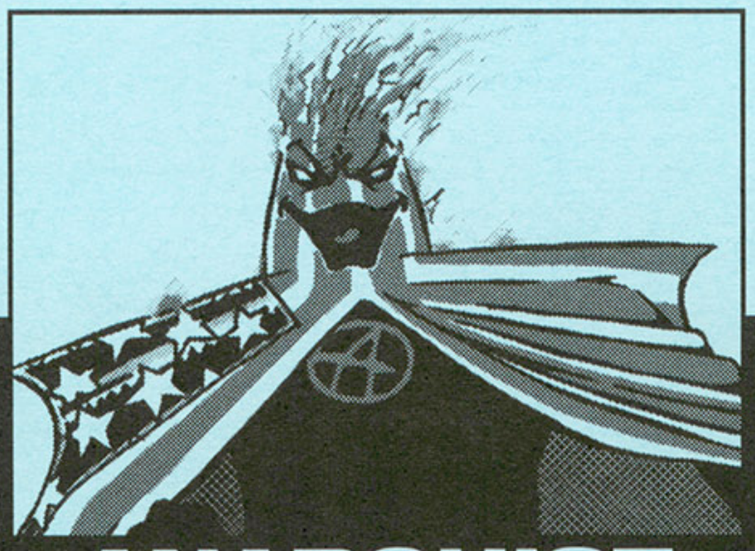


VIOLENT MAN

A muscle-bound, hyper-violent, frownie-faced goon who gets his kicks off of big explosions, blood, and bad puns.

PROS:
- Gamers love all of the above!
- Fits right in with Bill's evil plan to 'hire really big guy'.

CONS:
- Could cause a Senate hearing.
- A bit of a loose cannon — could destroy us.

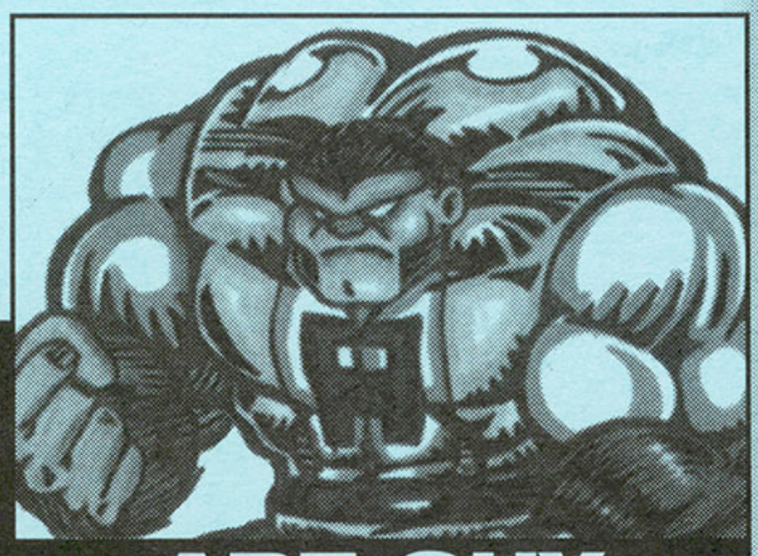


ANARCHIST

The exciting thing about the Anarchist is that he's totally unpredictable — he could do anything, at any time!

PROS:
- No boring 'Rock The Vote' speech.
- Still not the *most* evil person we've ever met.

CONS:
- 'Burning flag' motif could cause Senate hearing.
- Constant 'evil banter' annoying.



APE GUY

Ape Guy is just a big thug. He has a brain the size of a walnut, and says cool things like 'Ape Guy like smash stuff'.

PROS:
- We've always had this thing for apes.
- Yet another 'big guy' for Bill's evil 'big guy' plan.

CONS:
- Not potty trained.
- Goes into uncontrollable rage when Chris plays his 'Stompin' Tom' CDs.

BAGMAN

Bagman is basically your average crook with a gun, only he wears a bag over his head. A smooth operator, for sure...

PROS:
- Only eats vegetables, so he can be Patrick's pal.
- Could be recycled at review time.

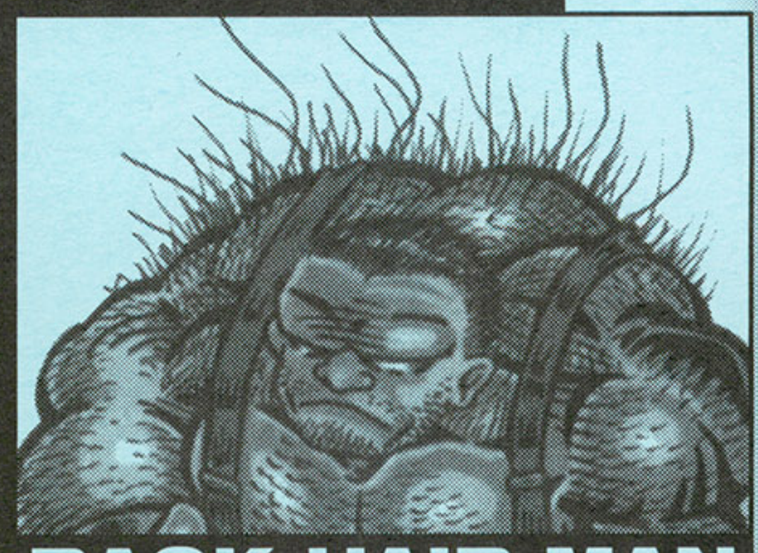
CONS:
- Put a bag on any of our heads and we'd be just as cool as this idiot.
- Only eats veggies.

S.T.W.L.A.M.

The 'Shark That Walks Like A Man' was once a lawyer, but now plies his trade by making high interest loans.

PROS:
- Good with numbers, and can smell blood from over three miles away.
- Snappy dresser.

CONS:
- Hangs out at the water cooler all day.
- Keeps humming annoying 'du-dum, du-dum' theme...



BACK-HAIR MAN

A former construction worker, Back-Hair Man gained control of his back hair during a 2-year 'workman's comp' hiatus.

PROS:
- Never needs to use mousse or gel.
- Good supply of hair-raising, spine-tingling stories.

CONS:
- Our combs keep disappearing.
- Office cats constatnly coughing up gnarly hairballs.

MACHINEHEAD

You won't walk for this Machinehead

First person shooters have become the mainstay of every console's software lineup. Every developer is trying to create the next *Doom* or *Quake*. However well Core scores in the graphics category, it still manages to miss the mark with *Machinehead* for the Saturn.

Machinehead places you in control of a female character who rides a vehicular bomb. Yes, your character actually rides a nuclear weapon. Then ask yourself, 'What nuclear weapon would be complete with out its own armament and propulsion system?' Why, none, of course, so the fellas at Core have allowed you to have twin mounted cannons in addition to a healthy allotment of regular and homing missiles.

The format of the game is fairly traditional in the sense that the puzzles take the form of finding 'unreality and reality keys'. By altering reality, it is possible to open up sections of the level that were previously inaccessible. Reality keys do the same thing but generally just open doors.

Graphically, the game is among the best-looking for the Saturn. For those critics of the Saturn's inability to pull off quality transparency effects, Core has a beautiful HUD. No dithering here. Plus, explosions and glare from shining lights also make use of the effect very nicely.

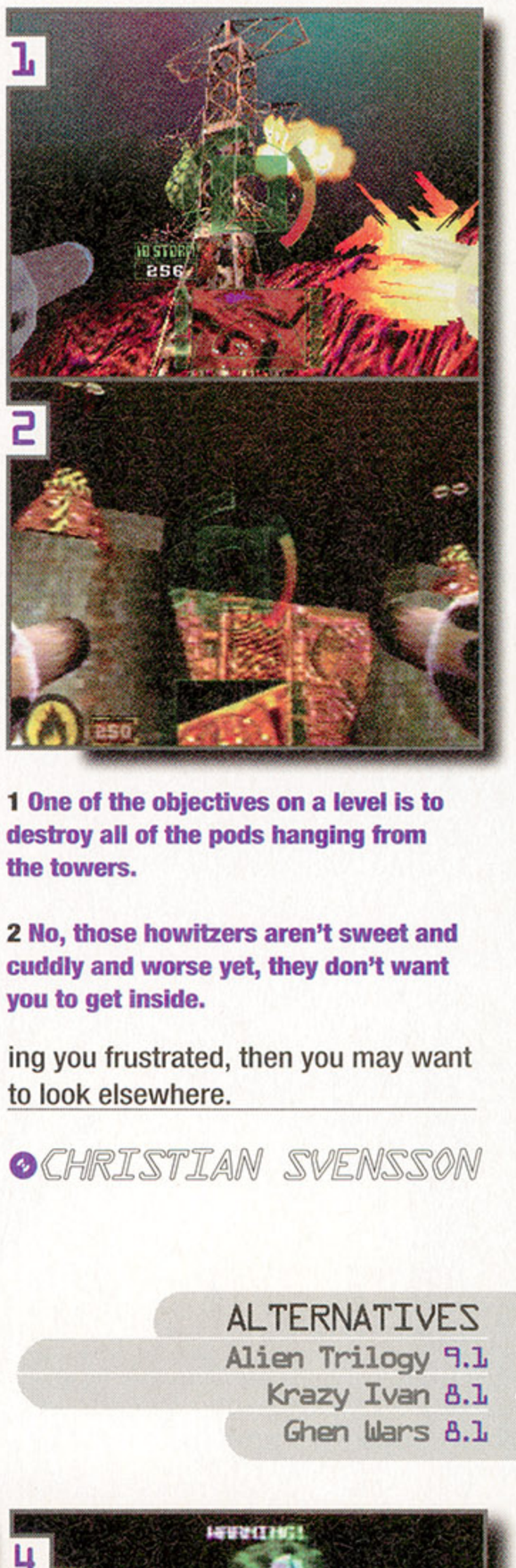
The soundtrack of the game is very well composed techno, with sound effects also being very well done. Missile launching samples and the resulting explosions are two of the excellent examples of the amazing sound effects in *Machinehead.*

Machinehead is broken into multiple missions, each with various objectives and prefaced by some prerendered FMV. The gameplay is very linear and lacks replay value.

Control is a bit mushy and the default controller setup takes serious adjustment before becoming proficient. Frustration level with hitting the wrong buttons can reach new heights, as you fire your last homing missile, when you really meant to just strafe to the right.

If you are looking for a title that shows that the Saturn can compete graphically with the PlayStation or Nintendo 64, then this is a game for you. If you are looking for a title that will hold your interest for more than ten hours without leaving you frustrated, then you may want to look elsewhere.

Yep, that's a bomb she's riding on — A risky proposition at best.



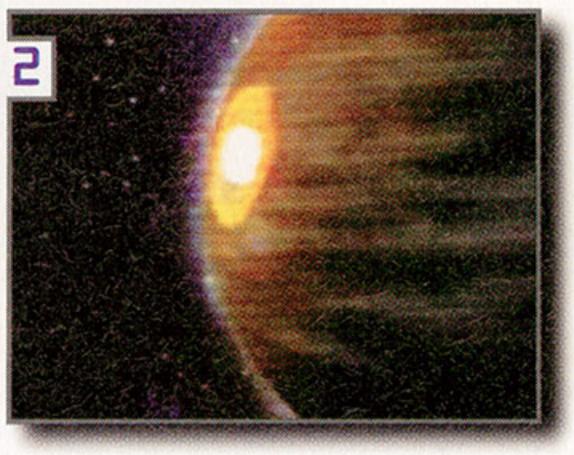
1 One of the objectives on a level is to destroy all of the pods hanging from the towers.

2 No, those howitzers aren't sweet and cuddly and worse yet, they don't want you to get inside.

CHRISTIAN SVENSSON

ALTERNATIVES

Alien Trilogy 9.1
Krazy Ivan 8.1
Ghen Wars 8.1



1 This shiny yellow thing is an unreality terminal. Use it to alter the landscapes. 2 A bomb's purpose is to explode. Here's the result of your vehicle's purpose. 3 Most enemies are constructed of polygons. These spiders are animated beautifully. 4 Gun turrets have the nasty habit of showing up where they are least wanted.

THE LINE

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	10	INTERACTION	6	EXTRAS	5
MUSIC	9	BALANCE	5	PRESENTATION	7
SOUND EFFECTS	9	DEPTH	5	INNOVATION	6

RATING

6.8

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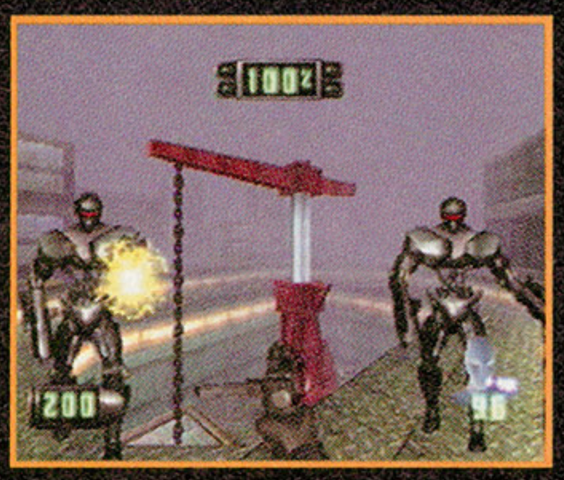

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REVIEW
PLAYSTATION
プレイステーション

BLAST CHAMBER

What has four players and goes 'Boom!'?

Just imagine locking yourself in a room with three of your friends, along with a healthy dose of explosives. Having fun? I didn't think so. Such is the premise of Activision's *Blast Chamber*.

Each player has a time bomb strapped to his chest. Players then fight to control a shiny ball which can serve one of two purposes. When placed into a home crystal of an opposing player's color (which are scattered about the room), it will reduce the amount of time on that player's bomb. When putting the ball into your own crystal, it temporarily freezes your clock while everyone else's continues to count down. As you may have surmised, the object is to be the last player to avoid getting blown to bits when your clock reaches zero.

Adding a twist to the plot is the ability of players to rotate the room so that wall can become floors and vice versa. There are stairs and different platforms within the rooms, allowing for some innovative level design. There are more than twenty different rooms of varying configurations and difficulties. Obstacles such as pits, walls, moving platforms and more allow for great variation, depending upon what position the room is rotated to. Players are able to spin the room by stepping onto the wall at rotation points. The dynamic of spinning the room when someone has just picked up the ball, forcing them to fall from great heights, is exceptionally fun. The fact that players generally form alliances against whichever player currently possesses the lead results is manic action.

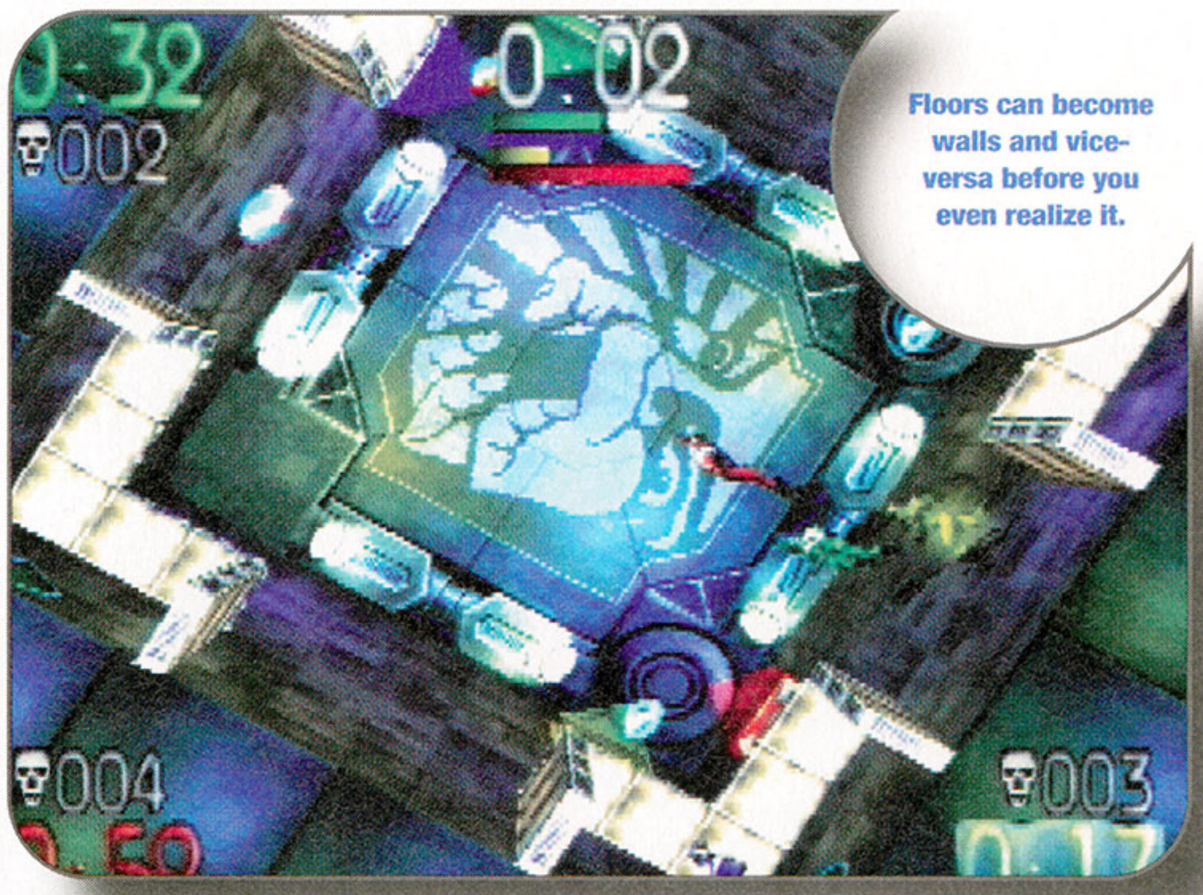
The game has a very stock PlayStation look to it. Most surfaces are texture-mapped, and light-sourcing is nicely done.

The multiplayer elements of this game make it a good party title. Unfortunately, the game falls flat in single player modes. In the stock one player mode, the game takes on an action puzzle aspect with very little replay value. Essentially, once you figure out a room, it is possible to pass it nearly every time.

All in all, *Blast Chamber* is a title that's worth looking at if you have a few friends who can appreciate the four player battle modes. If you are looking for something to play by yourself, maybe you should look somewhere else first.

1 Each player's home crystal is located in on one of the four surfaces of the room.

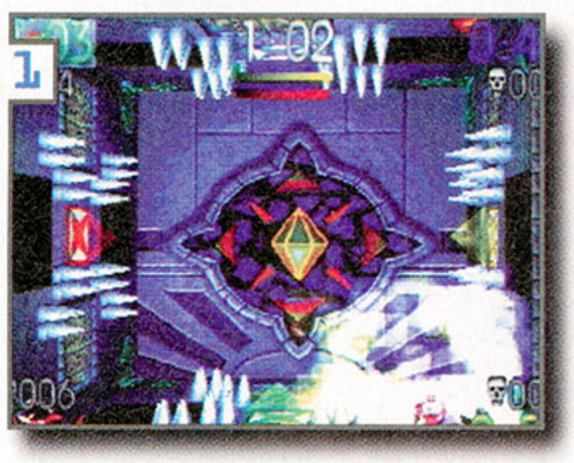
2 Just when you thought you had a minute to breathe, somebody rotates the room.

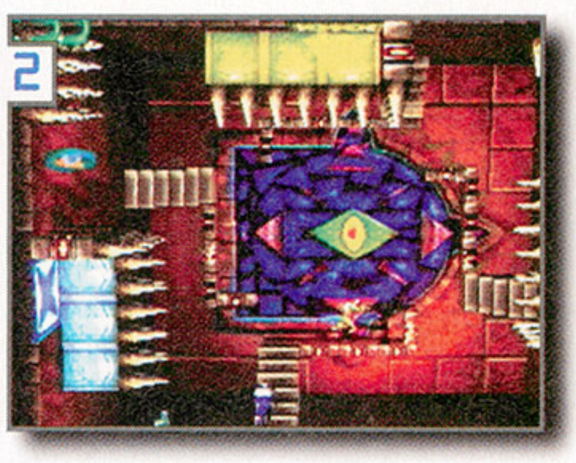


Floors can become walls and vice-versa before you even realize it.

•CHRISTIAN SVENSSON

ALTERNATIVES
Pitball 8.2
Bomberman SS 9.0
Super Bomberman 2 8.8





1 See those pretty plasma explosions? You won't think they're pretty when it's you who's exploding. 2 There are more than 20 different chambers, each with its own perils. 3 The blue player has frozen his clock by putting the shiny ball into his own crystal. 4 The winner gets to celebrate by stripping off his explosive vest just before it blows.

THE LINE

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	8	INTERACTION	6	EXTRAS	5
MUSIC	6	BALANCE	7	PRESENTATION	6
SOUND EFFECTS	8	DEPTH	6	INNOVATION	8

RATING
6.4

"Gawd bless Necrodome™ says Action Ab!

Action Ab, action game and weap ons enthusiast

Ah just love action games, 'specially the kind that makes me sweat like a pig in heat. Ah love action games even more than my favert food, dinner.

Lately, lotsa games seem ho-hum. But not NECRODOME. This new game composts two of my favert things: trucks 'n guns.

Ah had so much fun ah can't believe it. You gotta git all them scumbags with your cannons before they git you. But watch out 'cause every time ah thought ah had 'em, my truck blowed up!

You can even have a buddy shoot out of your back turret while you race. But if yur like me, you don't want nobody near yur turret — let alone in it. If NECRODOME ain't the biggest game o' the year, then ah don't know my hole from a head in the ground."

"Omigod! Dare Devil Derby 3D™ is way cool!

Lips Akimbo, major babe and sports enthusiast

I love racing games, okay? And unlike my choice of men, I've got real high standards. So when people said, 'Lips, you gotta play DARE DEVIL DERBY, the new 3D multi-player racing game from Mindscape' I said, 'Puh-lease!'

But then, whoa! I'm all, this game is totally awesome! I played it so much that all my fingernails broke off! My boyfriend Marty said my nails were fake, just like me. So I kept beating that ignorant puke at DDD!

Then six of Marty's friends showed up, so I plugged all eight of us into multi-taps and we raced against each other! It was way beyond amazing!

I played it like 14 hours straight and never ever thought about eating or going to the bathroom. Can you believe it? I know! I couldn't either!"

"Starwinder™ is so fast, it'll make you hurl!

Rocket Ronnie, action reviewer dude at large

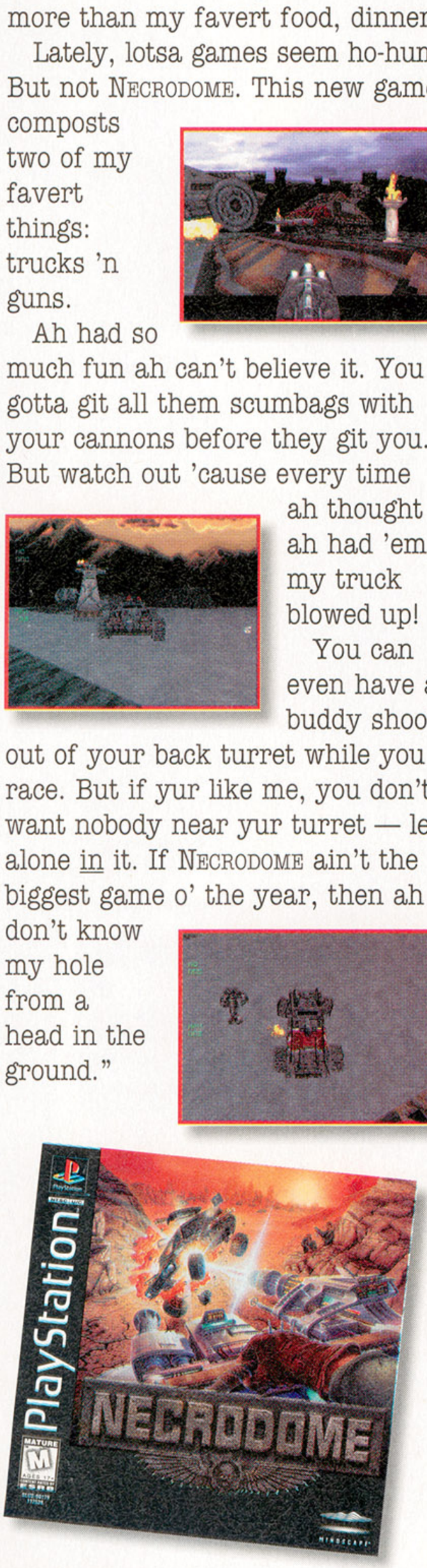
Just popped in a toastie version of the new PlayStation™ title STARWINDER: THE ULTIMATE SPACE RACE. Dudes and Dudettes, this game is kickin'!

Right off the hip, I noticed the amazing buzz from the free flight control. The Ronster was flying his ship in and out of the rails...for real.

If you're into speed, this is the treat for you. MAXIMUM SPEEDATUDE! My buddy Fred hurled just watching the game.

And there's lots more! Usually, I blow by the cut scenes, but all those clips of alien pilots were a major trip. I was laughing so hard, I almost blew lunch outta my nose!"

The Ronster says check it out!"



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PlayStation

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It all takes place right before your very eyes in Akira Toriyama's internationally acclaimed anime art.

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PlayStation

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TEEN
AGES 13+
CONTENT RATED BY ESRB

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The best sports videogame coverage anywhere, from gamers who actually play real sports

SPORTSLINE

We've come to the end of another year in sports gaming and this month, I sneak in some reviews of the most anticipated sports games of the year, as well as wrapping up the year with a complete analysis. Consider this a one-stop sports buying guide, with everything you need to know on which system and games will make your holidays merrier. Just consider me Santa Claus without the gut.

We start off with the usual in-depth reviews and previews and end it with a guide to each sports system. The Nintendo 64 is not included in this wrap-up because there simply aren't any sports games available or in the works to consider it as a system for sports games. Perhaps by next year, we will see what the mighty N64 can do in the field of sports. Until next year (it had to be said), refrain from spitting on the officials and don't be afraid to use your left hand (for dribbling, you sick demented people).

Mike Salmon
Mike_Salmon@qm.imagine-inc.com

PUBLISHER. KONAMI • DEVELOPER. KONAMI OF JAPAN • RELEASE DATE. DECEMBER

PREVIEW

PLAYSTATION プレイステション

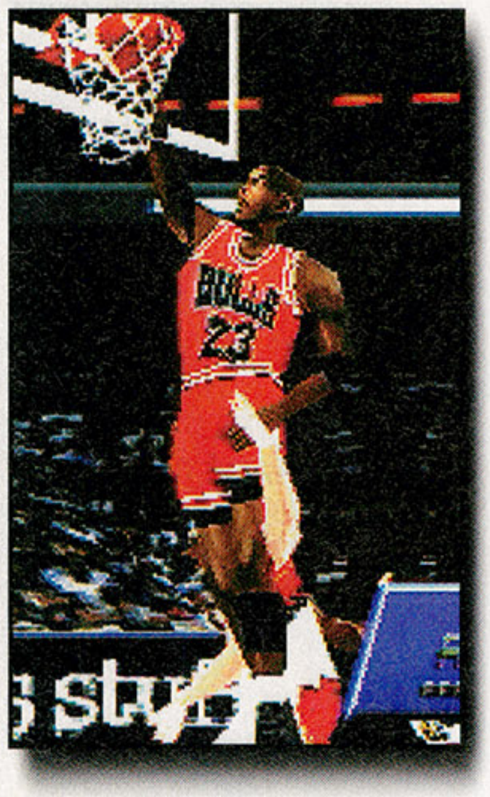
NBA IN THE ZONE 2

Just last year, Konami's *In The Zone* showed just how good polygonal players could look in a basketball game, this year the focus went into strengthening the gameplay and sim value of the title, not to mention making the players look even better.

Some huge improvements in the title make *In The Zone 2* the b-ball game to beat this year. The fast arcade-style gameplay is accompanied by complete rosters, stat-tracking, and a season mode, elements that were sorely missed in the first game. While the sim options have been improved, *In The Zone 2* is an arcade game first and doesn't have near the depth of an *NBA Live*. However, because the play is so fast and intuitive, *In The Zone 2* is just plain enjoyable to play. It still resembles a highlight reel, but creating those highlights is what it's all about.

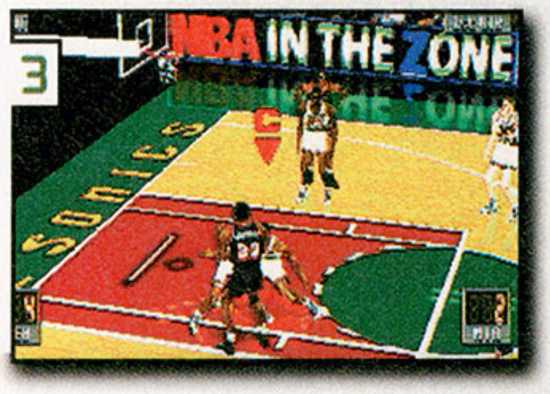
To talk about this game and not mention the eye-popping graphics would just be wrong. Everything from the uniforms to the player's faces is amazing (You can actually tell who the players are by their mugs). And the game looks even better when it's in motion, with some amazing fade-aways and powerful dunks. While it's far from perfect, I've already seen enough of this game to know it's the best PlayStation B-ball game available and, with some tweaking before the reviewable version, it could be even better.

While *In The Zone 2* is far from perfect, there never has been a basketball game that has captured the exciting action of the NBA better. Another bonus is the ability to edit numbers and names, which gives *ITZ2* the best Michael Jordan yet. I'll review this one next month.



Thanks to the handy 'edit a player' feature, you can get the glorious polygonal Jordan in uniform #23 — now that's basketball!

IN MOTION



1 Elements like planting your feet to take a charge really add to *In The Zone 2*. 2 Taking MJ inside then stopping and pulling off the patented fade-away is a thing of beauty. 3 Working the ball in the post is done better than in any game prior, you can catch, pivot, and fade. 4 Another key to a good basketball title is the feel of the shot, and *In The Zone 2* does this good as well.

NBA LIVE '97

Is EA's jump to polygons actually a step back?

Well, if you're a long-time reader of Sportsline, you know that I chose *NBA Live '96* as my basketball game of the year, despite it's poor, sprite-based graphics. This year, EA has added polygons in an effort to seal up the title again. Unfortunately, the gameplay has suffered quite a bit in the process, with some of the slowest gameplay in the series history (remember *NBA Showdown?*).

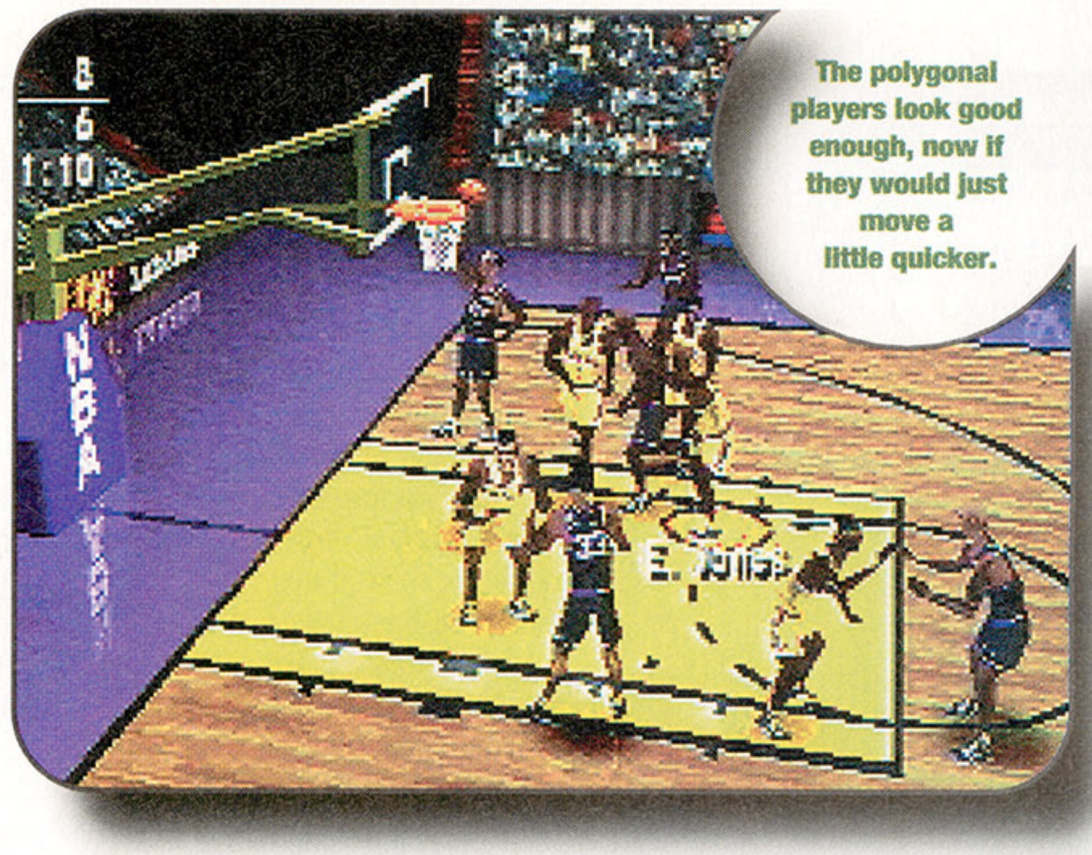
The polygonal players look incredible and the graphics are a huge improvement over last year, but b-ball fans know that a nice package doesn't always mean a great game (see *NBA Shoot Out).* All the usual options and stats are here, with an exhaustive playbook, complete rosters (even rookies), a near perfect stat engine, and the 'create a player' is back again. This all sounds great to fans of the series, but once I popped the CD in my PlayStation, I couldn't believe the slow and poorly controlled gameplay. After playing *In The Zone 2* for a couple of days, playing *NBA Live '97* was like playing basketball underwater. On top of the slow gameplay is the disturbing control, with sliding players of years past getting worse.

There's no doubt that the Mitch Ritchmond motion-capture looks incredible, but the inherent problem with motion-capture is the lack of control. Instead of you making the player move, you press a button and watch his motion-pattern — hardly interactive. *In The Zone 2* does a much better job of instantaneous control and, until EA can get that kind of response, they are better off using sprites for the players.

If you can get past the poor control and slow play, *NBA Live '97* is extremely deep and beautiful to watch. Unfortunately, it's just not fun like it used to be. I could easily give this game another 8.6, but I'm personally not satisfied with the state of basketball games on the market and my scores are going to show it. So if *NBA Action '97* comes up short, it'll get the same tough treatment. I applaud EA's attempt to bring the polygons and its standard gameplay together, but I think it's high time that the standard of gameplay is improved upon, instead of just the game's graphics.

The basic fact is that *NBA Live* has lost its playability. The two-player game can't even compare to *In The Zone 2* and the one-player game, while deep, is just too slow. I've personally been a long-time fan of the *NBA Live* series, because of their commitment to being a simulation, but this game needs to get back the fun it once had.

1 When there's a crowd in the paint, it's impossible to see what's going on. 2 The computer decides whether your player is going to dunk or shoot. 3 With the players' names on the screen, things really get jumbled.



1 The usual stats are all back — one of the few positives for *Live '97.* 2 Creating players is welcomed back, but once you take the players to the court, it's sloooow time. 3 The best parts of last year's game was the feel in the jump shot. This year, that feel has been removed. 4 Getting the ball in the hoop has never been captured better.

THE LINE

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	8	INTERACTION	4	EXTRAS	7
MUSIC	8	BALANCE	5	PRESENTATION	10
SOUND EFFECTS	8	DEPTH	7	INNOVATION	5

RATING **6.5**

PUBLISHER. SONY INTERACTIVE ENTERTAINMENT • DEVELOPER. KILLERGAMES • PRICE. $55.99

NHL FACE OFF '97

If it's fast gameplay you're looking for, look no further.

1 The crushing checks still aren't as good as *PowerPlay*'s big hits, but sending a player flipping onto the ice still has a bit of satisfaction.
2 Faking the shot and bringing the goalie to his pads is one way to score.
3 Check out those beautiful reflections on the ice! It's almost like being there.

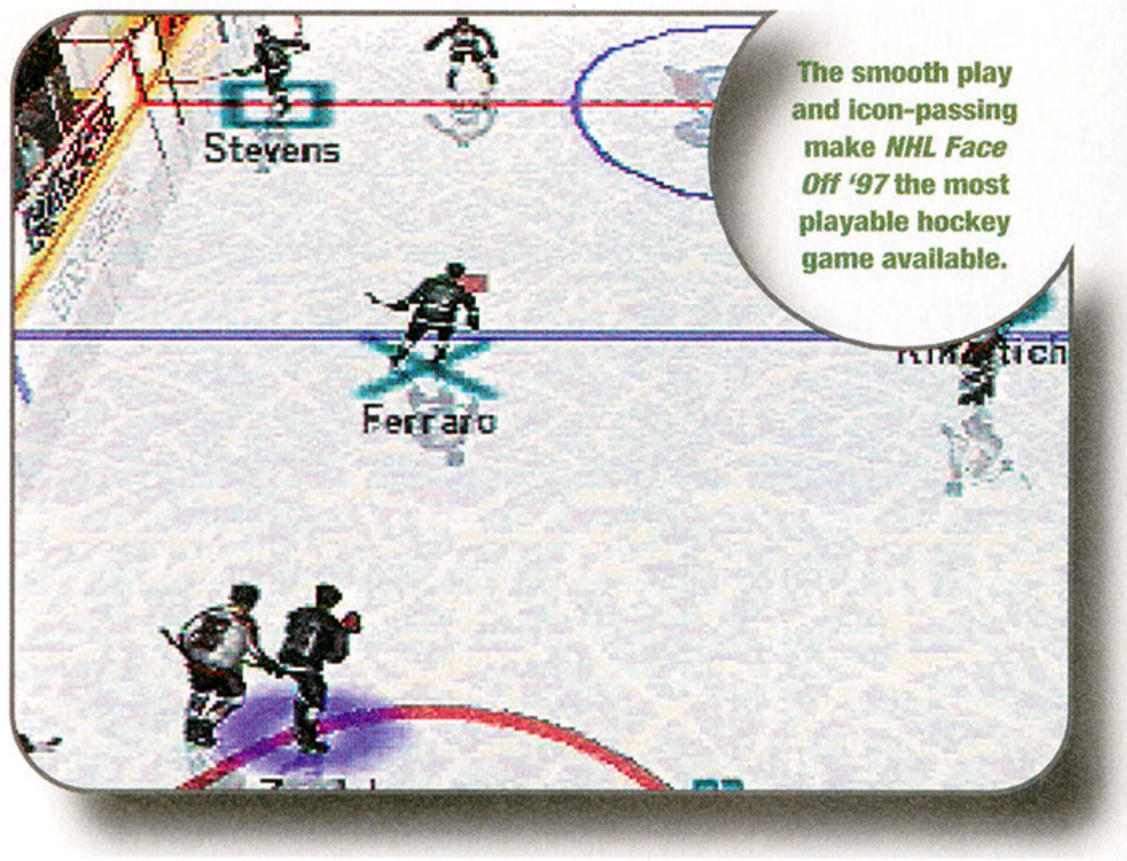
While the competition, like EA, was spending its time creating polygonal players, Sony was busy fine tuning the gameplay in *NHL Face-Off* to make the best possible playing experience. While it still isn't perfect, it is much better than last year's version and the best hockey game on the PlayStation.

The graphics, which were impressive last year, are actually the weak point of this year's title. The sprite-based players aren't up to the standards of *PowerPlay* and *NHL '97*, but once you take to the ice, *NHL Face-Off* is clearly the smoothest of the bunch. Perhaps the biggest improvement in the game is the lightning fast front end, which allows you to play through a season with speed that the 32-bit systems have sorely lacked. Remember the days when you would sit down with your Genesis for a couple hours and play through 20 games of *NHL '95?* Trying to do that with the CD-based systems required five or six hours and more patience than I have, however, in *NHL Face Off '97,* I found myself getting through a season in no time at all.

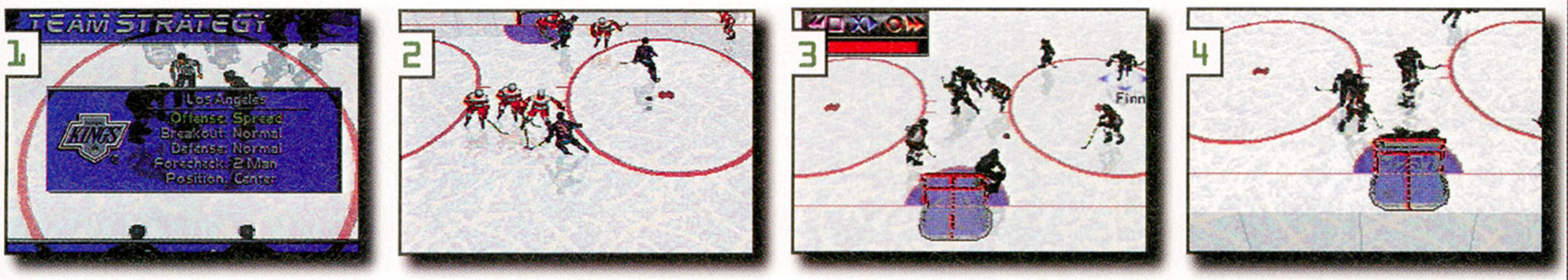
The biggest additions to the gameplay of *'97* are the icon-passing, improved AI, and new strategy settings. The icon-passing plays much like a football game — each player is designated by a button. When you press that button, the pass goes towards them. This allows for some high-speed passing and sets up some great plays. Unfortunately, this also leads to one of the flaws in *Face Off,* because once you get used to the icon-passing, it actually becomes too precise, making it extremely easy to score. However, the highest difficulty level is still a challenge. In the two-player game, your opponent can pick off your surgeon-like passes with relative ease. The new strategy settings and improved AI actually go hand-in-hand — with the strategy settings, you can set your offense into different styles, while the AI has the players going in the right places. Unlike *NHL '97,* a power play is an advantage.

Overall, *NHL Face Off '97* is a great effort. The quick, easy-to-get-into gameplay makes playing a season fun again. As a matter of fact, I think I'm going to start my second season right now.

It's too bad we can't mix games together, because the graphics and motion-capture of *NHL '97* coupled with the tight gameplay of *Face Off* would be the perfect hockey game. Until that happens, you have to choose one or the other.



The smooth play and icon-passing make *NHL Face Off '97* the most playable hockey game available.



1-3 Once you learn icon-passing, pulling off the one-timer becomes almost too easy. 4 Once the goalie goes down, it's time to jam it in for a score.

THE LINE

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	7	INTERACTION	10	EXTRAS	8
MUSIC	7	BALANCE	8	PRESENTATION	9
SOUND EFFECTS	8	DEPTH	9	INNOVATION	8

RATING **8.3**

PUBLISHER. ELECTRONIC ARTS ● DEVELOPER. HIGH SCORE PRODUCTIONS ● PRICE. $55.99

REVIEW PLAYSTATION プレイステーション

NHL '97

After a full season without a next-gen NHL game, gamers have become very hungry for EA's classic series. And to feed this hunger, EA has made the switch to polygon players and, for the most part, it is a huge success.

The players are large and detailed, with some real smooth motions, although they still can't compare to those in *NHL PowerPlay* or EA's own PC version of *NHL '97*. All the EA usuals are present, with stats, options, creating players, and the standard gameplay we've all come to love. However the only thing that keeps *NHL '97* from being more enjoyable than *Face Off* is some control problems that have never been present in the past. You're skating towards the corner and you spot the center for the one-timer, but the timing just isn't as crisp as on the Genesis. On it's own, *NHL '97* is a great looking and playing game, but the tight control of its Genesis predecessor is sorely missed.

Some may still prefer *NHL '97* over any other hockey game, but I found the speedy play of *Face Off* to be more to my liking. However, it was very close.

1 Zooming in for the face off shows off the smooth polygonal figures. 2 Crunching checks like this are really felt. 3 The standard way of scoring is intact in *NHL '97*, but with the control not being as smooth, it is harder to pull off.

THE LINE

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	9	INTERACTION	6	EXTRAS	9
MUSIC	9	BALANCE	8	PRESENTATION	9
SOUND EFFECTS	8	DEPTH	8	INNOVATION	8

RATING 8.0

PUBLISHER. SONY INTERACTIVE ENTERTAINMENT ● DEVELOPER. SONY INTERACTIVE STUDIOS ● PRICE. $55.99

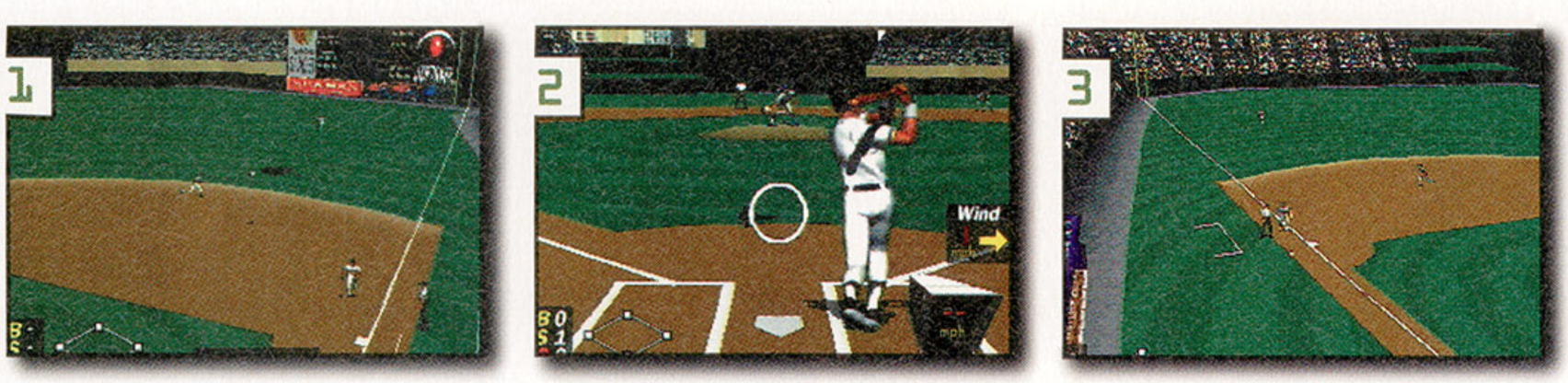
REVIEW PLAYSTATION プレイステーション

MLB PENNANT RACE

Sorry to say that, in the case of *MLB Pennant Race*, the game is ' too little, too late'. If this game had made it out for the beginning of the season, it would've been a viable alternative to *Triple Play '97*, but at this late date, only the baseball-starved should bother with this one.

If the game had blown away the competition like *WSB II*, then I wouldn't have cared when it came out, but *MLB Pennant Race* offers up a solid game that is deep, but unspectacular. The graphics don't match up with its competitors and the play is directly copied from *World Series '95* for the Genesis. It plays smooth and the batting cursor is done well, but the amount of time it takes to play a game is unforgivable — way too much loading time and not near enough playing time.

With all the stats and options, *MLB Pennant Race* is a solid effort, but the slow play makes getting through a season a very tiring process, so much so that you will probably want to consider *WSBII* as the serious contender for your gaming dollar.



1 The stadiums are all here, but they don't look near as nice as those in *Triple Play '97* or *WSB II*. 2 The batting cursor is well-done and does add even more depth to the game. 3 The stiff animation of the batters and fielders really takes away from the overall look of the game.

THE LINE

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	7	INTERACTION	7	EXTRAS	8
MUSIC	7	BALANCE	6	PRESENTATION	7
SOUND EFFECTS	7	DEPTH	8	INNOVATION	5

RATING 7.0

REVIEW

SATURN

セガ サターン

WORLD WIDE SOCCER '97

A soccer game as sports game of the year... have I gone mad?!?

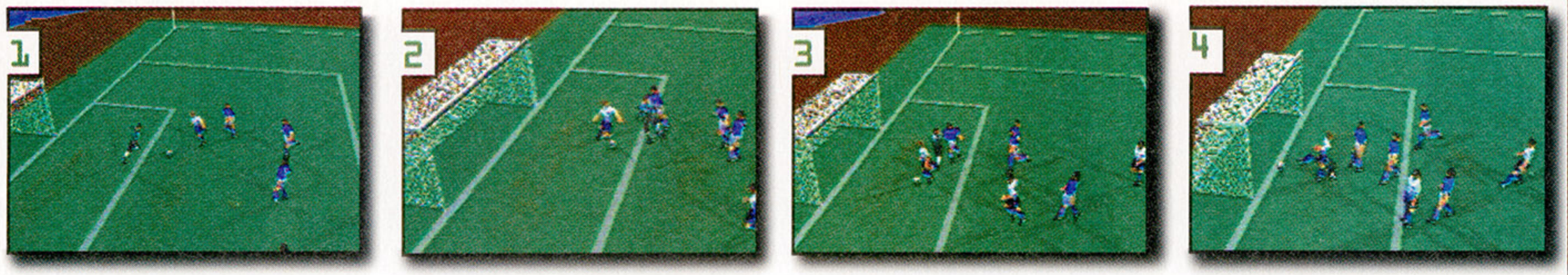
You know, it doesn't matter if you think the soccer highlights on ESPN are the perfect time to get a beer or if you often wonder why those crazy Europeans kick around that volleyball, *Worldwide Soccer '97* has to be recognized as one of the best sports games of all time.

Everything in the game, from the perfectly crafted players to the skillful handling of the ball, to the amazing highlights, is done to near perfection. If our office is any example of the addictive nature of *WWS '97,* then the rest of the working world is in trouble when this game gets released. Each preview version that came in backed up work for weeks, as we played to see who would own the pitch (of course, it was me, as if you had any doubts). Finally, the reviewable version came and to my amazement, it got even better. The only flaw in this game is the lack of any kind of player or league license — getting a chance to pound Manchester United in an English Premier League game would've been a real joy. However, since I'm not a soccer fanatic, I got a chance to look at this game purely from the point of how it plays, and that is where *WWS '97* rules. Every other sports game should stand up and take notice of the perfectly designed engine that allows for creativity in play, while holding you to soccer standard-type plays. No game has ever captured the one-on-one confrontation in a sports game better than *WWS '97.* It's the full arsenal of moves at your disposal, combined with the flawless control, that make this game so darn special.

The polygonal players not only look amazing, but they have the best motions and shadows of any sports game. Give me *Madden '98* with these characters in football pads and we're talking about football. Even a soccer novice can pick up some of the basic soccer strategies that are necessary for play. The cross, the header, the bicycle kick, the back heal, the long ball, and the dummy (if you don't know what these are, call somebody in England, they'll know) are all in here and you make them happen. It's possible to play a season, a world cup or a tournament, but no matter which mode you're playing, the key is the gameplay. If they had some kind of player's license this game could've gotten a perfect score, but as it is, *WWS '97* is the best recreation of any sport available and a game you must check out.

If you think I'm done telling you how incredible this game is, you are completely wrong. The control is done to perfection and the game plays more like soccer than any other game has. *FIFA* used to be king, but lookout, because there's a new king in the house and it is *Worldwide Soccer '97*. If you receive your copy of ***ULTRA Game Players*** a couple weeks late, that means we couldn't stop playing this game. Even with all the new N64 software, *WWS '97* is the game we've been playing the most and one you must own.

1-3 The shadows change whether you're playing under the stadium lights or in the sunlight. It's the great attention to detail that *World Wide Soccer '97* exhibits that sets it apart from the pack enough to be declared our 'Sports Game Of The Year!



1-4 Moving the ball down the pitch for the score is exhilarating, difficult, and extremely rewarding. Just check out the action as it develops in this sequence!

THE LINE

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	10	INTERACTION	10	EXTRAS	8
MUSIC	8	BALANCE	10	PRESENTATION	10
SOUND EFFECTS	10	DEPTH	9	INNOVATION	9

RATING

9.5

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JALECO

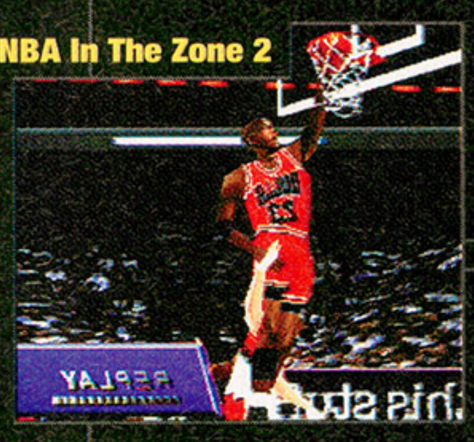
SONY PLAYSTATION

AWARD Winners

NFL Gameday '97

Even though the version I have isn't finished yet, *Gameday '97* is already the best football game ever made. The only other competition around is Sony's *Gamebreaker*.

NBA In The Zone 2



The PlayStation is host to the best basketball game on any platform, and it's not even reviewable yet. The super-slick engine makes this game the easy choice.

NHL Face Off '97

The lightning-fast gameplay just beats out EA's *NHL '97* for best PlayStation hockey game, but the Saturn version of *NHL Powerplay* is the best of all.

Triple Play '97

Fast, fun gameplay, combined with solid sim elements and some gorgeous graphics, make *Triple Play '97* my choice for best PlayStation baseball game.

FIFA '97

This EA series is still the tops on the PlayStation, but unless *'97* can show some major improvement, several games could unseat this game by next year.

VR Golf

If Interplay's other sports titles had the same amount of effort and thought put into them as *VR Golf*, then Interplay would be a much bigger player in the sports field.

Without a doubt, a fan of all sports is better off with a PlayStation, even though the Saturn has the best baseball, soccer, and hockey games — the reason being the overall general quality in all sports.

Whether it be football, basketball, baseball, hockey, soccer, or golf, the PlayStation has a variety of titles competing for each sport. Not only does this competition give us a choice, it also gives us an assurance that each year there will be a continued pressure to make better and better games. And let's not overestimate the ability to choose your type of sports game. If you're a *Madden* fan, the PlayStation has it, but if you're looking for a college game, there's *Gamebreaker* or if you're looking for a more arcade style game, you can get *Gameday*.

We've now seen at least the first-generation in every sport and, although the great graphics have been impressive, I'm still waiting for someone to really capture the game at a new level in play. Until then, there just isn't any place better to get your sports games than the PlayStation.

ON THE WAY

I've highlighted three titles that are coming by this Christmas, but well into next year you can expect all of Konami's, Interplay's, EA's, and Sony's sequels to be back for another run. That's exactly why the PlayStation is the place for sports games.

NBA In The Zone 2

I've already dubbed this best basketball title of the year, and once you see the smooth polygons in motion, you'll know exactly why. There are still many flaws in the play of the game, but by next year's end, *In The Zone 3* will surely correct at least some of those.

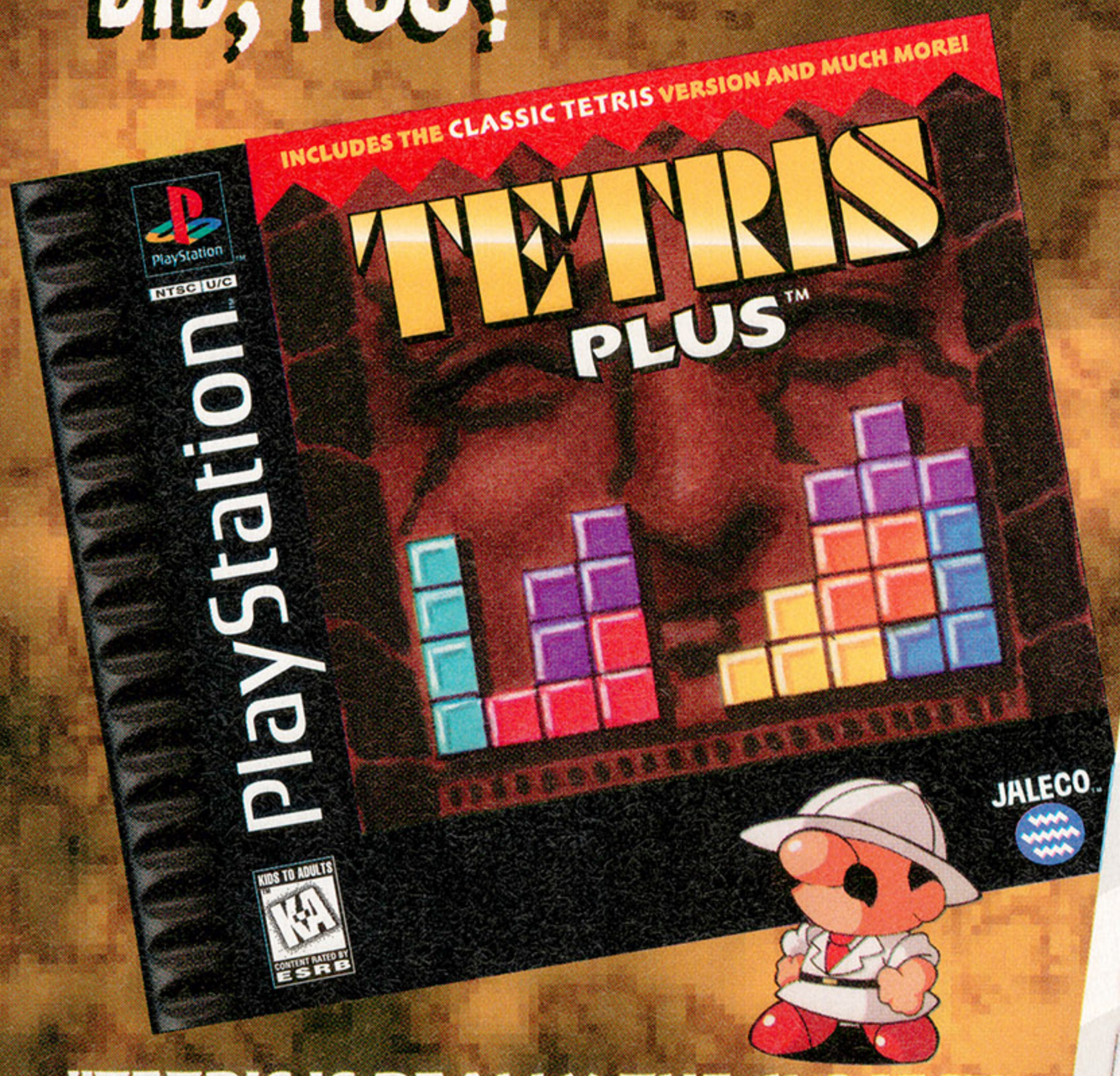
NBA Shoot Out '97

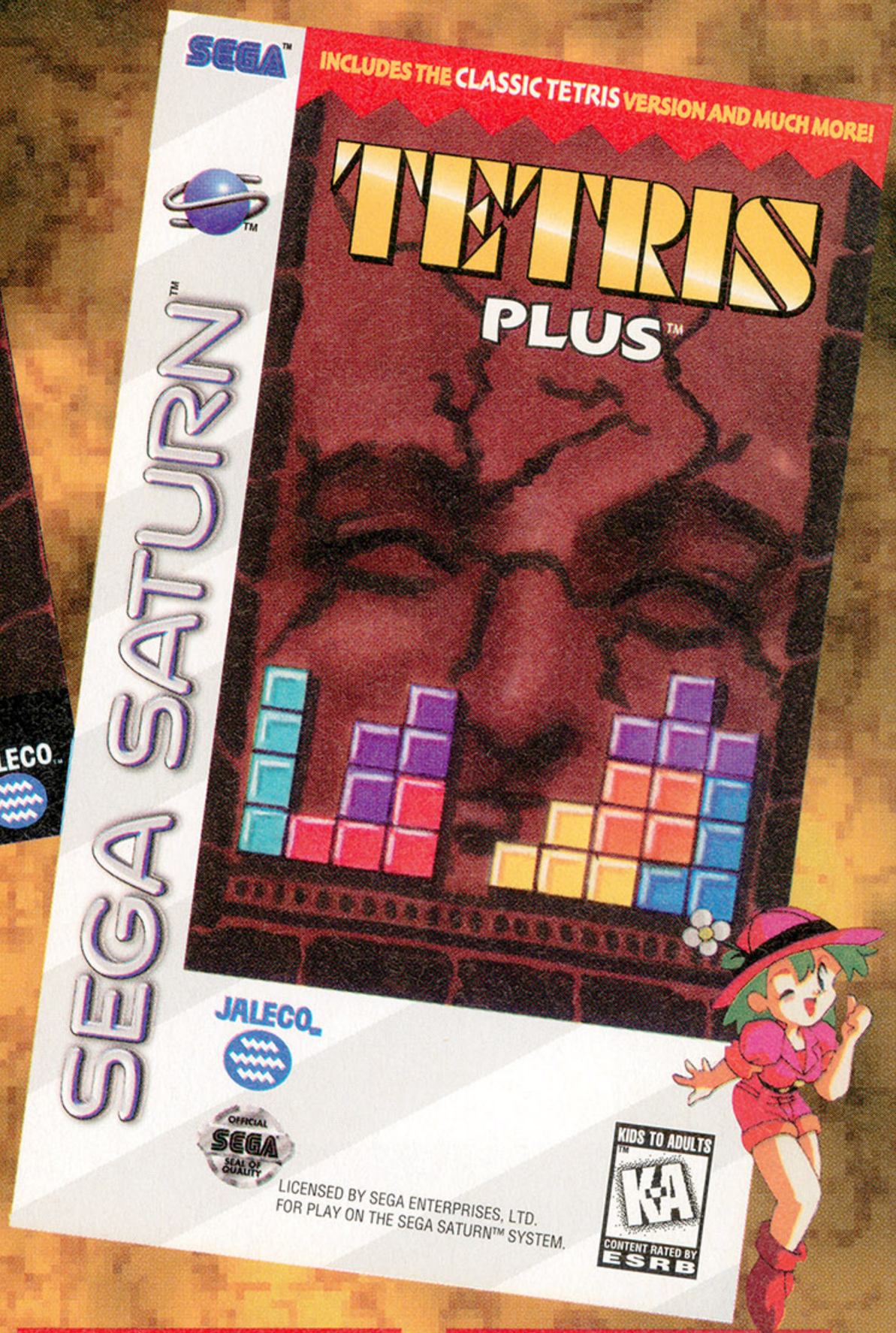
I haven't seen anything on this title yet, but the developers are being coached by the U.S. team to make sure some of the bugs are worked out. Now, if they can take some of the molasses out of the gameplay, it could very well unseat *In The Zone 2* as the best hoops game available. Keep your eye on this one.

NFL Gameday '97

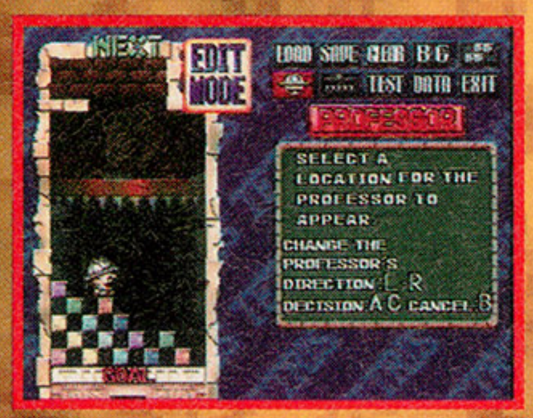
Unfortunately, this title wasn't finished enough by press time to give it any awards, but the new gameplay elements and even better graphics almost guarantee that it will be the best football game on the system. However, by the time we give these awards out again, it will be time for *Madden '98* and *QBC '98* to make their runs as well.

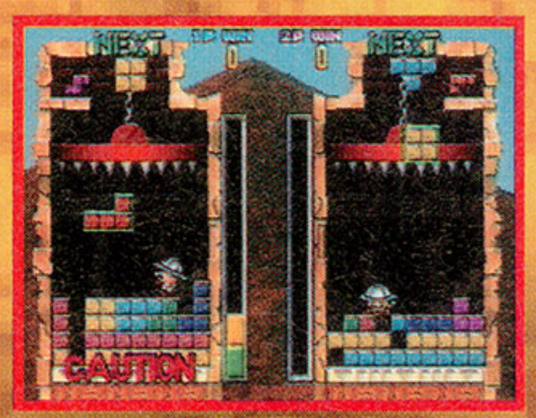
YOU'VE MOVED UP TO 32-BIT TECHNOLOGY... ISN'T IT ABOUT TIME YOUR FAVORITE GAME DID, TOO?





"TETRIS IS REALLY THE CLOSEST TO VIDEO GAMING PERFECTION THAT ANYONE HAS EVER COME."
NEXT GENERATION





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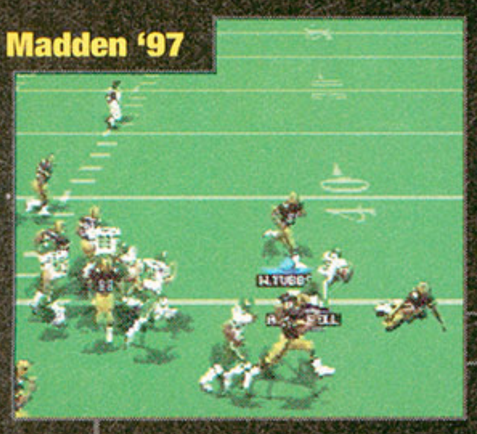
AWARD Winners

Madden '97



Surprisingly, the Saturn version of *Madden* is better than the PlayStation's, but some of the crucial AI flaws are in both. This is a genre Saturn needs some help with.

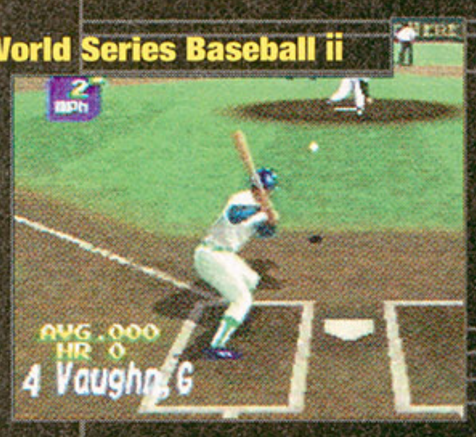
NBA Action

By default, this less-than-noteworthy B-ball title is the best the poor Saturn has to offer. Sega needs some serious help in this genre.

NHL PowerPlay

Even without stat-tracking, Virgin manages to make the best hockey game of the year, although many sim fans may want to go with *NHL Face Off* for the stats.

World Series Baseball ii



Easily the best baseball game on the market, *WSB II* provides the player with unequalled graphics, fast arcade play, and all the stats you need.

Worldwide Soccer '97

Once again, Sega's Japanese team comes through in a big way with what is the best soccer game and best sports game of the year.

Golf: None Worthy

I couldn't even name a game that deserves to be mentioned. *Pebble Beach Golf Links* launched with the Saturn, but it was miserable and is now two years old. Golf fans shouldn't even bother with a Saturn or, for that matter, anything but a PC. After all, PC's are easily the best place to get in your video golf.

The Saturn owners sports cry must be 'quality, not quantity'. After all, it is home to the best baseball, hockey, and soccer games available. The problem is that, after those three titles, the Saturn offers virtually nothing in the way of sports games. Compounding that problem is the fact that the future looks even bleaker. With almost no third-party support, Sega has to depend on first-party games to round out its sports line-up. Other than the amazing development team in Japan, there isn't much hope. The U.S. development has turned out *NBA Action* and *NHL All-Star Hockey*, neither of which were solid titles.

Things could be worse for Saturn owners, but the Saturn *is* host to the two absolute best sports games available: *WSB II* and *WWS '97* Unfortunately, if you want a football or b-ball game, you're better off going down to the park, 'cuz there ain't much here.

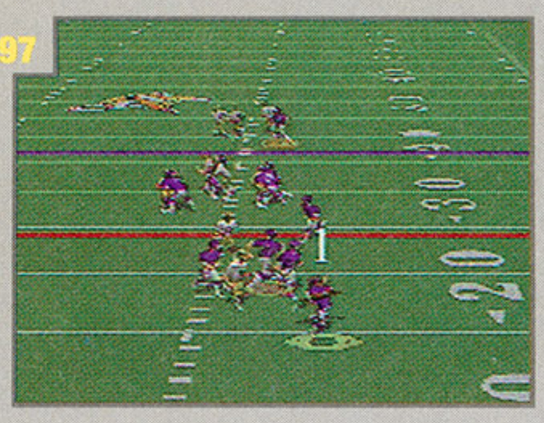
All hope isn't lost for Saturn owners, but I'd say a PlayStation is easily the wisest choice for sports games. Unless, of course, your two favorite sports are baseball and soccer.

ON THE WAY

The future doesn't look as bright for the Saturn as it does for the PlayStation, but EA is planning on making all of its games for both systems. Looking ahead to the future of the Saturn we can only hope that whoever made *WSB II* and *WWSII* gets a chance at more sports.

NFL '97

Sega is once again attempting to put out a football game for Saturn, but what we've seen on this title doesn't look good. The version I have is 90% done and not very playable. Perhaps, with some time, the developers can make this a title to compete with the big guns. However, my money isn't betting on it.



NBA Live '97

I've dug into the PlayStation version of EA's classic series, but perhaps the Saturn version will alleviate some of the slow gameplay problems, if it comes out. We haven't seen anything running on the Saturn yet, but it is on the release schedule. It would also give the Saturn another choice for B-ball fans.

NBA Action '97

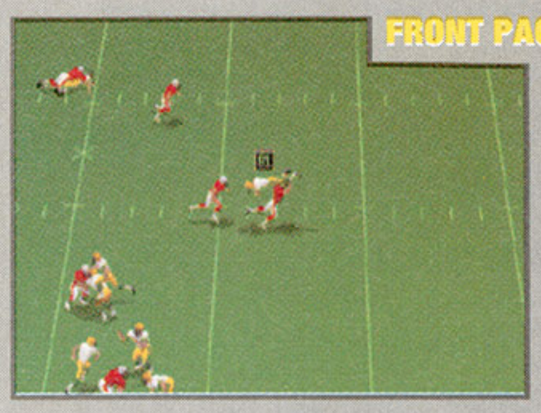
This somewhat disappointing title did do enough in its first release to give it some hope for the future. The fade-aways, leaners, and dunks were all done nicely. Cleaner graphics and tighter gameplay could easily make *NBA Action* an A title. The question is: can Sega do it?

PERSONAL COMPUTER

The PC has always been good at covering the serious side of the sports market with detailed stats, user leagues, and that kind of thing, but they've been rightfully criticized for bad graphics and tepid gameplay, at least compared to console titles. But the times, they are a-changing. Arcade action has gotten much better on the PC this year, particularly with the newest EA Sports titles — *Triple Play '97, NHL '97*, and *Madden NFL '97*. These games, and some others still in development, will give the console games some serious competition. This is also the year of EA Sports: they've managed to win every category except golf and synchronized swimming. This just goes to show how much PC players are craving that fast EA sports action. What the PC needs to do to is to get faster-playing, better-looking titles, and still include the deep simulation options that PC sports games are known for. The ideal marriage of simulation and arcade action is the ultimate sports game and the PC isn't any closer than the consoles to reaching that goal, but in the past year the PC has proven that it can handle fast-action sports games and that's a step forward.

ON THE WAY

Most of the big PC sports titles are hitting before Christmas, but next year the sequels to these much-improved games will be here. Hopefully, with another year to work on these titles, the developers can take even better advantage of the PC's RAM and processor upgrades to make sports games we will never forget.



FRONT PAGE SPORTS FOOTBALL

If it's stats, leagues and flexibility you're after, the *Front Page Sports: Football Pro* series is the way to go. It's got all that and decent arcade playability as well, and we're certainly looking forward to next year's incarnation.

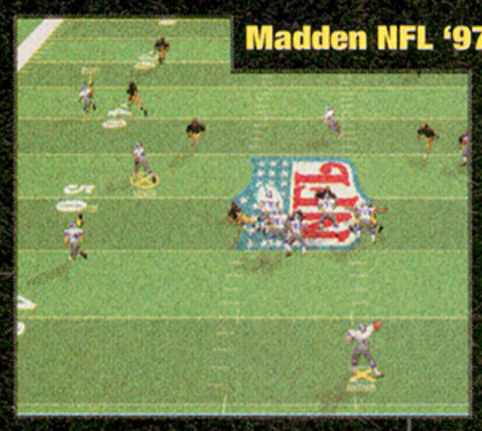
NBA Full Court Press

Too late for review, but looking quite strong, is *NBA Full Court Press*. 250 different motion-captured animations bring the players to life, and network support lets up to eight buddies take the court at once. With screen resolutions up to 1280 x 1024, it's got the looks and the moves to be a contender.

Solid Ice Hockey

Empire Interactive's *Solid Ice Hockey* is about the only competition for *NHL '97* this year. Besides the action on the ice, it promises to offer far more customizing of players and leagues than the EA game: you can even create your team's logo and uniforms. For next year, we're anticipating EA's *NHL '98*.

AWARD Winners



Madden NFL '97

The winner and still champion is *Madden NFL '97*, without a doubt. The game has motion-captured graphics, 3D rendered stadiums, and, of course, John Madden!

NBA Live '96

If you're looking for a seven figure contract and a chance to run the boards with the NBA stars on your PC, pick up a game with *NBA Live '96*. It's got it all, baby!

TriplePlay '97

This game looks even better than the PlayStation version, with the high-res graphics available on a PC monitor, and it plays just as well, too.

NHL '97

Even better than last year's version, *NHL '97* has super fast action, motion-captured players and simple, but effective, game controls.

FIFA '96

If a bit of computer soccer is what you're after, be sure to pick up *FIFA '96*. It's got smooth gameplay, and as many camera views as you can think of.

Links LS

Sixteen million colors dazzle the eye in *Links LS*, the brilliant Pentium-powered sequel to *Links 386*, the most popular PC sports game ever.

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

ALL ACCESS

Here we go again! We've got all kinds of codes, strategies, and cheats for all types of games. These wonderful 'aids' have been compiled and tested by none other than Roger Burchill, our beloved Code Guy! 'Is he qualified?', you ask. Let's put it this way. Roger is the guy who invented that whole trick of writing test answers on the bottom of his shoes! OK, we all know that doesn't work real good, but hey, he thought it up all by himself! If you come up with a good code, send it to Rog at this address: Roger_Burchill@qm.imagine-inc.com

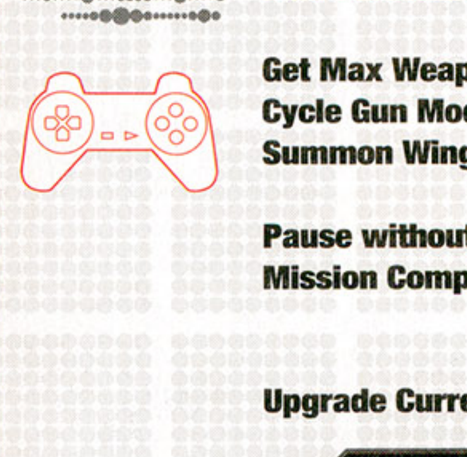
NCAA GAME BREAKERS

SONY CE • PLAYSTATION

More Passwords

1 To access the secret password screen, highlight Option on the main menu screen and press L1, R1, L2, R2. 2 When the Easter Egg screen comes up, enter the following passwords to enable special cheats. (Note: Passwords must utilize both upper and lowercase letters.)

1



2

Tackles	Better Tackling
Rock Em	Harder Hits
Interceptions	More Interceptions
Fumbles	More Fumbles
Big Arm	QB Throws Farther
Little Arm	QB Throws Shorter
Big Foot	Punter/Kicker Kicks Farther
Little Foot	Punter/Kicker Kicks Shorter
Cannon	QB Has Stronger Arm
Giants	Players Are Bigger
Midgets	Players Are Smaller
Healthy	Always Healthy
Blocking Up	Offensive Line Blocks Better
Blocking Down	Offensive Line Blocks Worse
Swim Up	Better Swim Power
Swim Down	Harder To Swim
Slow CPU	Computer Slower
Hands	Easier To Catch
Flash	Extra Turbo Power
Hurricane	Harder Rain
Blizzard	More Snow
Tornado	Harder Wind

All Star Teams:

ND All Stars
USC All Stars
EMU All Stars
Neb All Stars
Mich All Stars

BLACK DAWN

VIRGIN INTERACTIVE • PLAYSTATION

Cheat Codes

1-2 To initiate these cheat codes, pause the game and enter SELECT, L2, SELECT, R2. Then, enter one of the following cheat codes:

Max Fuel and Armor	Triangle, Triangle, Triangle, Circle
Get Max Weapons	L1, L2, R1, R2
Cycle Gun Modes	SELECT, SELECT, SELECT
Summon Wingman	Square, Square, Square, Circle
Pause without Menu	DOWN, R1, R2
Mission Complete	Triangle, Triangle, Triangle, Down, Down, Down
Upgrade Current Weapon	L1, L1, R1, R1

TIME COMMANDO

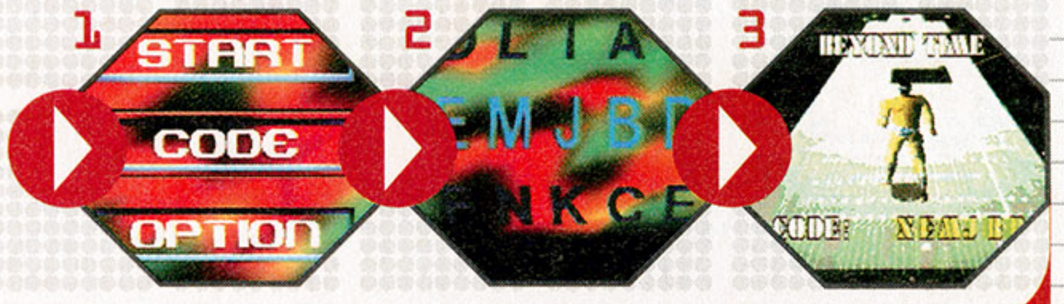
ACTIVISION • PLAYSTATION

Level Passwords

1-3 Type any of these passwords at the 'Code' menu of *Time Commando* to play the ages in Easy Mode.

Prehistoric	(Start the game)
Roman Empire	TUHOUEFY
Japanese	ADSAZGLY
European Middle Ages	ZJFKYGLZ
Conquistadors	EBELPWNF
Western	EVXGPWNN
Modern Wars	ENQOEQHJ
Future	NDWMHGEC
Beyond Time	XEMJBDFS

1 2 3

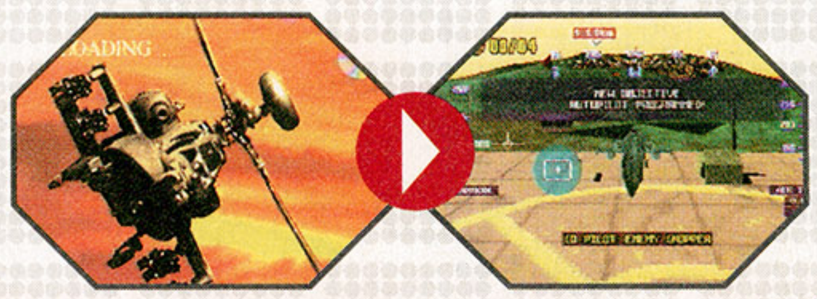


GUNSHIP

MICROPROSE • PLAYSTATION

Invulnerability Code

1-2 After receiving your mission orders, start the game and, at the loading screen, hold the L1+R1+L2+R2 buttons. When the mission starts, you will see 'Cheat' in the corner and your chopper will be invulnerable.



IRON STORM

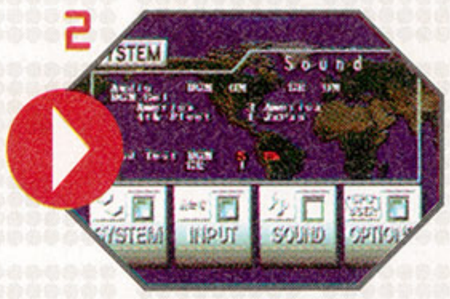
WORKING DESIGNS ● SATURN

Campaign Cheats

1 To take control of opposing forces or play a multi-player game in Campaign Mode, first start a Campaign Mode game. Then, press A twice to open the command window and go to the system files. 2 Enter the sound screen and set the BMG to 5 and play every sound effect (there's a lot) for a couple seconds each, using the D-pad and button C. 3 When finished, exit the sound screen and you will be able to access the previously inaccessible options menu.

1

2



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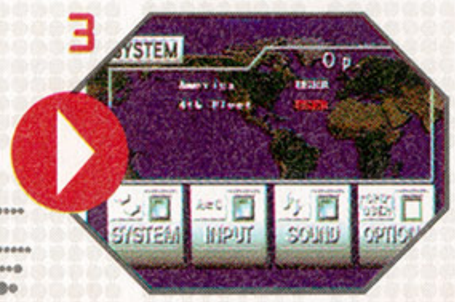


MADDEN '97

ELECTRONIC ARTS ● SATURN

View FMVs

To view all the FMVs, hold the Right Shift button while the game is booting. A video player will appear which you can use to view all the movie clips.

Hidden Teams

1-2 To access all the Hidden Teams, go to the User Records screen and enter 'Tiburon' as a user/player name. Go back to the teams select screen after doing this, where you will find the new teams (An All-Time Madden Team and Developer's Teams, to name a few).

1

2

PILOT WINGS

NINTENDO ● NINTENDO 64

More Birdman, Wario, and HQ **- The following are the locations of all the Birdman Stars in *PilotWings 64*. Note: It is best to use the jet pack when trying to get the Birdman stars.**

1-2 ***Holiday Island*** **- Under the natural bridge.**

3-5 ***Crescent Island*** **- Follow the shoreline around the island until you come to a cave in a seaside cliff. The star is in the back of the cave.**

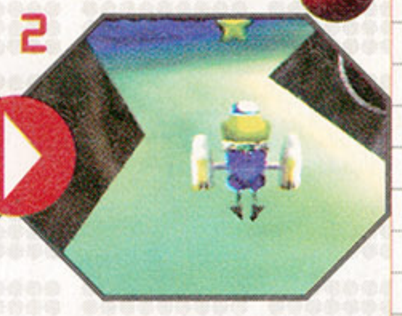
6-7 ***Little States*** **- In Central Park in New York. (Just fly over New York with the top down view and you should see it.)**

8-10 ***Ever-Frost Island*** **- There are 2 water falls in this level, one that goes straight down, and one with a bunch of different caves. The elaborate one with all the caves is the one you need to find. Fly into the second highest cave and go all the way to the back (this is the only cave you can go in since the others have boulders blocking the way). The star is in a hole in the floor at the back of the cave.**

11-13 Find Mt. Rushmore on Little States Island. Using the Gyrocopter, shoot Mario's face three times with your gun. On the third blast Mario's face will change to the face of Wario. Mario's face will remain that of Wario as long as the system is on. You can also get Wario by shooting Mario and hitting the stone Mario's nose during the Cannonball bonus rounds.

1

2



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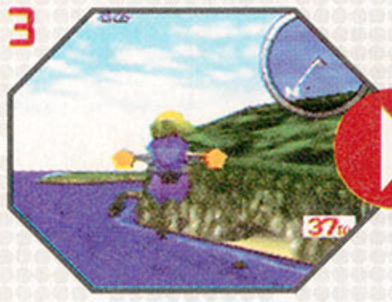

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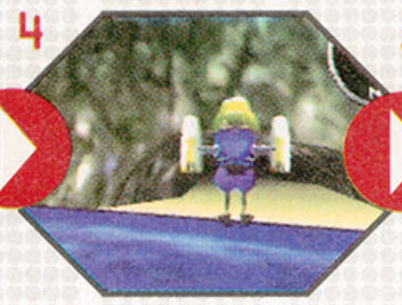

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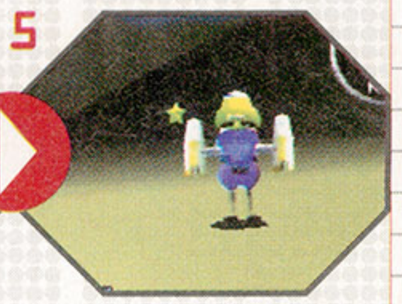

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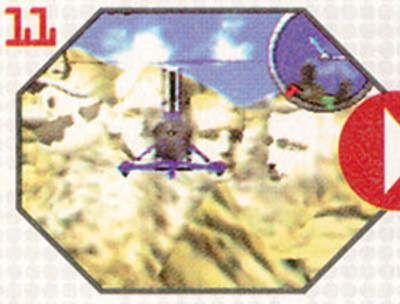
11



12

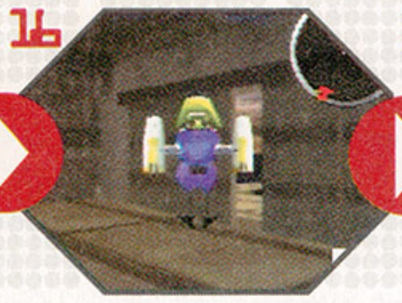
13

14-17 Fly to Seattle on Little States Island and fly to the northern most building. Approach the building from the north you can fly inside and it will teleport you to the Gulf of Mexico. Some people refer to the building as Nintendo HQ but it looks more like an airplane hangar. You'd think Nintendo could afford better.

14

15

16



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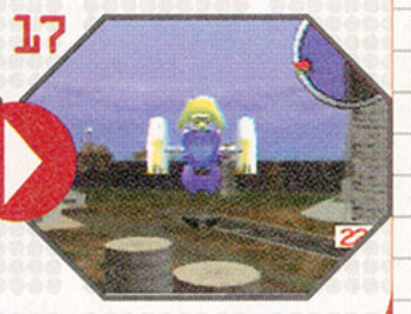


FIGHTING VIPERS

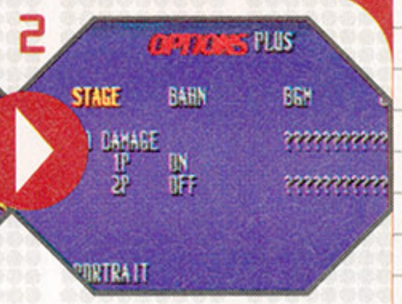
SEGA ● SATURN

Options Plus

1 Beat the game once, using any person in normal difficulty, to access an additional options screen. 2-5 The Options Plus screen will let you select stages, turn off damage, and let you access a slide show of the characters in the game (heh, heh). What are the question marks for? Stay tuned.

1

2



4

5

TOBAL NO.1 -Move List

SONY CE ● PLAYSTATION

Chuji Wu

Nifu Rasen . . . . . H, H, H
High Mid Low. . . . . H, M, L
Kokai. . . . . ➔+M
Back Hand . . . . . ➔+H
Spinning Back Hand . . . . . ➔+H or ➔+H
Foot Sweep . . . . . ➔+L, M
After Back Hand . . . . . H, H, H or M
After Failed Foot Sweep. . H, H, H or M or ➔+M
Break Dance Foot Sweep. ➔+L
Chuu Ten Kyaku . . . . . ➔+M
Forward Chuu Ten Kyaku ➔➔+M
Jumping Side Kick . . . . . ➔➔+M
Jumping Flip Kick. . . . . L+J or ➔+L+J or ➔+L+J

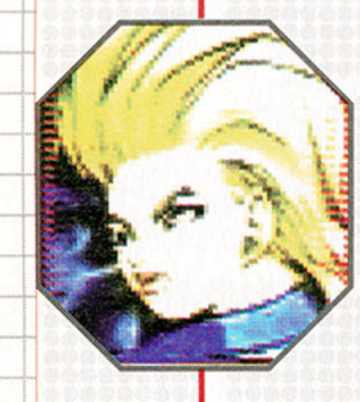
Epon

Triple High . . . . . H, H, H
High Mid Follow . . . . . H, H, M or H, H, M, M
High Mid Low. . . . . H, M, L
Aurora Rain . . . . . ➔➔+M
Aurora Salt. . . . . ➔+M or ➔+M or ➔+M
Foot Sweep . . . . . ➔➔+L
Jump Kick . . . . . ➔+H
Double Jump Kick. . . . . ➔➔+H
Rainbow Follow . . . . . ➔➔+L, H
Upper Cut . . . . . ➔➔+M
Round House . . . . . ➔+M
Knee Bash . . . . . ➔+H
Ankle Punch. . . . . ➔+L
Jumping Round House. . . ➔➔+H or ➔➔+H or ➔➔+H
Spinning Round House. . . ➔➔+M or ➔➔+M

Oliems

Double High . . . . . H, H
High Mid Round. . . . . H, M
High Mid Follow . . . . . H, H, M
Cutter Hook . . . . . ➔+H
Snipe Shoot . . . . . ➔➔+M
Tiger Thrust . . . . . ➔+M, M
Gazelle Upper . . . . . ➔+M, M or ➔+M, M, M, M
Machine Gun Knuckle . . . ➔+H, H, H, H, H, H
Wide Swing . . . . . ➔➔+M
Back Hand . . . . . ➔➔+H
Reverse Back Hand. . . . . ➔➔+H
Triple Back Hand. . . . . ➔➔+H, H, H
Back Hand Mid Attack . . . ➔➔+H, M, M
High Low Back Hand . . . . ➔➔+H, L
Hook Mid Low . . . . . ➔+H, M, L
Mid Body Thrust . . . . . ➔+M
Wind-up Mid . . . . . ➔➔+M or ➔➔+M
Fierce Follow. . . . . ➔+H, H, H, H, L

Marie Ivonskaya



High Mid Low. . . . . H, M, L
Drop Kick . . . . . ➔➔+H
Knuckle Bomb. . . . . ➔+M
Russian Lariat. . . . . ➔+M
Full Russian Lariat . . . . . ➔➔+M
Tornado Hammer . . . . . M while Running
Punch & Sweep. . . . . ➔+H, L
Triple Ankle Kick. . . . . ➔+L, L, L
Ankle & Rib . . . . . ➔+L, M, M
Ankle Rib Face. . . . . ➔+L, M, H
Double Back Hand. . . . . ➔+H, M
Leg Stomp . . . . . ➔➔+M

Basic Moves

H	High Attack
M	Middle Attack
L	Lower Attack
B	Block
J	Jump
➔➔	Dash Forward
➔➔	Dash Retreat
➔	Press Towards Opponent
➔	Press Away From Opponent

Hom

High Mid Low. . . . . H, M, L
Triple High . . . . . H, H, H
Double Mid. . . . . M, M
Mid High. . . . . M, H
Mid High Low. . . . . M, H, L
High Mid Follow . . . . . H, M, M
Double High Mid Follow. . H, H, M, M
Naniwa Kick . . . . . ➔+M, M
Something Else . . . . . ➔+M, M, H, M, H, M
Hi Ho Hi Ho. . . . . ➔+L, L
Closing Move. . . . . ➔+L, M
Spinning Round House. . . ➔➔+H
Fujiyama Kick . . . . . ➔+M
Fujiyama Kick Upper . . . . ➔+M, M
Fujiyama Kick Sweep. . . . ➔+M, L
Power Off. . . . . ➔+J+B
Low Kick Flip. . . . . L, L, L, M

Fei Pasu

Triple High . . . . . H, H, H
Double High Mid . . . . . H, H, M
High Mid Low. . . . . H, M, L
Hougeki . . . . . ➔+M
Double Kick . . . . . ➔➔+M, M or ➔➔+M, M, M or ➔➔+M, M, L
Tenshin Sou Kyaku. . . . . ➔+I, L
Foot Thrust. . . . . ➔➔+L, M
Light Foot Thrust. . . . . ➔➔+M
Round House . . . . . ➔➔+H
Hien. . . . . ➔➔+M or ➔➔+M, L, L
Jumping Round House. . . ➔+H or ➔+H, M
Side Kick . . . . . ➔+L, L or ➔+L, M
Fierce Hougeki . . . . . ➔+M, M, M, M
Flailing Arms. . . . . ➔+H, M, M

ILL

Wild Rush. . . . . H, H, H
One Two . . . . . H, M
Bad Form . . . . . H, M, H
Punch & Kick. . . . . H, M, L or ➔+M, L
Mad Dog. . . . . H, L, H or H, L, L, H or H, L, L, L, H
Mad Puppy. . . . . L, M, M, M
Mad Tester. . . . . ➔+L, M, M or ➔+M, L, M, M
Tester Still Mad. . . . . ➔+L, H, M or ➔+M, L, H, M
Triple Head Butt . . . . . ➔➔+H, H, H
Head Butt Kick. . . . . ➔➔+H, H, L or ➔➔+H, L
Spinning Tail Strike . . . . . ➔+H

Gren Kut

One Two Three. . . . . H, H, H
Three Hit. . . . . H, H, M
Strong Three Hit . . . . . H, M, M
Punch & Sweep. . . . . H, H, L
Double Punch & Kick . . . . H, H, H, M
Punch & Sweep Two. . . . . H, M, L
Foot Sweep . . . . . ➔+L or ➔➔+L
Light Bluster . . . . . ➔+M
Casual Kick . . . . . ➔+H
Royal Rolls. . . . . ➔➔+M or ➔➔+M, M or ➔➔+M, L, M
Round House . . . . . ➔➔+M
Gut Buster . . . . . ➔+M or ➔+M, M or ➔+M, L
Gut Smasher . . . . . ➔+M, ➔
Giant Gut Smasher . . . . . ➔+M, ➔
Goodbye Head . . . . . ➔➔+M, M or ➔➔+M, M

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PANDEMONIUM INCORPORATED

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

Computer Contest. Win a blazing fast computer with 200 Mhz Pentium, 16 meg. RAM, 2.3 Gig. HD, 8X CD-ROM, 17" monitor, Windows 95, modem and more!

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Sony Playstation; Sega Saturn; Virtual Boy; 3DO; and Nintendo 64! Get all five or trade the ones you don't want for CA$H! Bonus options include: 33 inch monitor, $1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 40 inch monitor, 130 watt receiver w/ Dolby Digital Surround Sound, and all components shown. Win DSS Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

We're talkin' GAMING HEAVEN!

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

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

Mystery Word Grid

	H				___
		E			___
P	I	N	C	H	W
	R				___
S					___

MYSTERY WORD

WORD LIST and LETTER CODE chart

PINCH .....W	PRESS .....K	BLAST .....A	WRECK .....D
BREAK .....Z	PUNCH .....S	SPRAY C	TURBO V
STOMP .....T	STAND .....R	PRESS .....E	DREAM .....O
CRUSH I	SCORE .....H	SLANT L	CHASE .....P

MYSTERY WORD CLUE:

WORLD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT

Yes!

ENTER ME TODAY, HERE'S MY ENTRY FEE:

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

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PC CODES

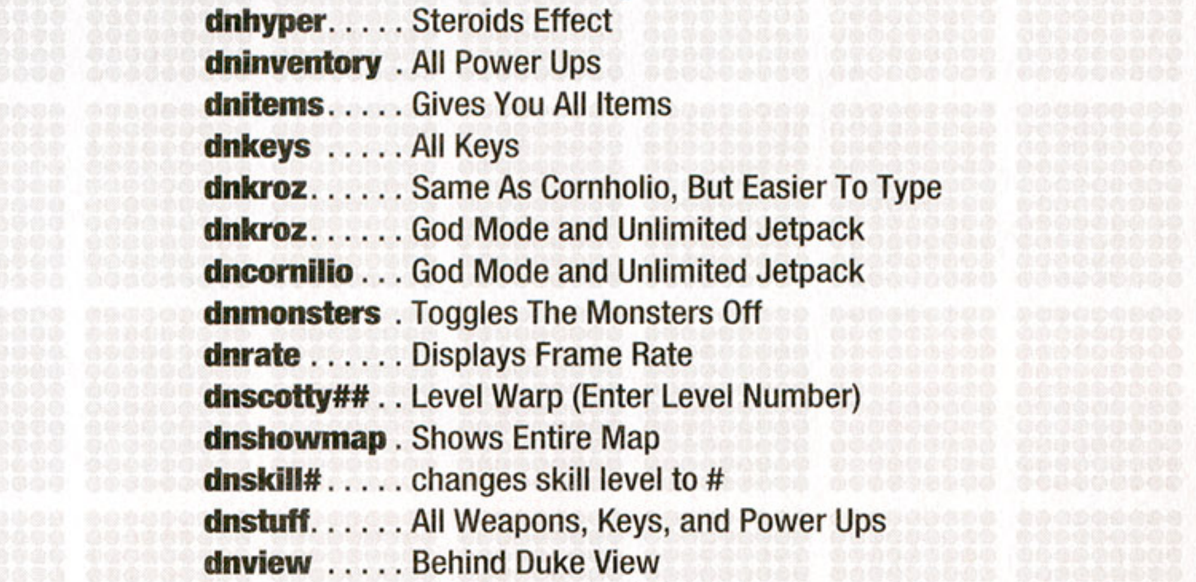
GT INTERACTIVE • PC

Duke Nukem 3D

Cheat Codes

Enter the following Passwords for some special effects.

dnalien . . . . . Gives You A Message
dnbeta . . . . . Yet Another Message
dncashman . . Throws Money When You Hit Use Key
dnclip . . . . . Walk Through Walls
dncoords . . . . Shows Your Coordinates
dncosmo . . . . Another Message
dnhyper . . . . . Steroids Effect
dninventory . All Power Ups
dnitems . . . . . Gives You All Items
dnkeys . . . . . All Keys
dnkroz . . . . . Same As Cornholio, But Easier To Type
dnkroz . . . . . God Mode and Unlimited Jetpack
dncornilio . . . God Mode and Unlimited Jetpack
dnmonsters . Toggles The Monsters Off
dnrate . . . . . Displays Frame Rate
dnscotty## . . Level Warp (Enter Level Number)
dnshowmap . Shows Entire Map
dnskill# . . . . . changes skill level to #
dnstuff . . . . . All Weapons, Keys, and Power Ups
dnview . . . . . Behind Duke View
dnweapons . . All Weapons and Full Ammo



EDITORIAL CORRECTION

Fighting Vipers

SEGA • SATURN

Last month's strategy on *Fighting Vipers* contained an error on Pg. 146 where a section of body text was repeated inadvertently. The correct text regarding Flipout Recovery Moves is reprinted below. ***ULTRA GP*** regrets this error and any inconvenience it may have caused.

Flipout Recovery Moves

An effective way to avoid serious damage and set up various attacks

Another altogether original feature in *Fighting Vipers* is the recovery option. After being hit, a player can recover in the air by simply pressing all three buttons simultaneously. This will not only soften your landing, but will land you in the ready position. Of course, this feature would be a little too perfect, if it didn't come with an enormous risk attached. While the recovery move allows you to avoid the impact of the ground, it also floats you high in the sky, where an aggressive opponent is sure to have his/her way with you.

The key to using this feature is to not overuse it. It is also particularly important to avoid overusing this feature near the wall, as the combination of 'Flipout' recovery moves and bouncing off the wall makes you a prime candidate for being smashed over and over again by even the most amateurish button-masher. This is not to say that the 'Flipout' recovery move is never useful. One of the most effective uses of this feature is to end with a drop kick. This is a great way to defend against charging opponents.

GAME SHARK CODES

Beyond the Beyond

SONY CE • PLAYSTATION

Infinite Cash . . . . . 80103884 FFFF
Quick Level Gain Player One . . . . . 801149F0 FFFF
Quick Level Gain Player Annie . . . . . 80114A78 FFFF
Quick Level Gain Player Percy . . . . . 80114B00 FFFF
Quick Level Gain Player Samson . . . . . 80114B88 FFFF
Quick Level Gain Player Edward . . . . . 80114C98 FFFF
Quick Level Gain Player Tont . . . . . 80114C98 FFFF

Casper

INTERPLAY • LAYSTATION

Infinite Health 8007F01C 0064
8007F02C 0064
Brass Key 8007EA28 0001
Iron Key 8007EA2C 0001

Final Doom

WILLIAMS • PLAYSTATION

Map 800AB34C 0001
Rapid Fire 800AB3F8 0001
Shotgun 800AB388 0001
Shotgun Shells 800AB3A8 03E7
Super Shotgun 800AB38C 0001
Rocket Launcher 800AB394 0001
Rockets 800AB3B0 03E7

King of Fighters '95

NEOGEO • PLAYSTATION

Infinite Health Player One 8008B454 00CF
800BCFA0 00CF
Infinite Health Player Two 8008B5B8 00CF
800BCFAZ 00CF

Project Overkill

KONAMI • PLAYSTATION

Infinite Health Player One 800997B6 0164
800997DA 0064
Infinite Health Player Two 800997DC 6464
800997DE 0064
Brass Key 8005BDA0 0001
Iron Key 8005BDA0 0001

Battle Monsters

SEGA • SATURN

MASTER CODE F6000914 C305
B6002800 0000
Infinite Health Player One 160377F0 0064
Infinite Health Player Two 160378F8 0064

Robopit

TH*Q • SATURN

MASTER CODE F6000914 C305
B6002800 0000
Infinite Health Player One 1609D698 0090
1609D6E8 0090
Infinite Health Player Two 160A09E4 0090
160AA7EA 0090
No Health Player Two 160A09E4 0000
160AA7EA 0000

Three Dirty Dwarves

SEGASOFT • SATURN

MASTER CODE F6000914 C305
B6002800 0000
Infinite Skills 1604B85E 0007
(On Normal Difficulty)

Proof That Demons Do Exist

In the near future, mankind has conquered dimensional travel but the door we have opened swings both ways. The peaceful city you have grown up in has become a haven for dark creatures from another world— Demons! Now it's up to you and your friends to harness the hidden power within you by entering the fantasy game known as Persona.

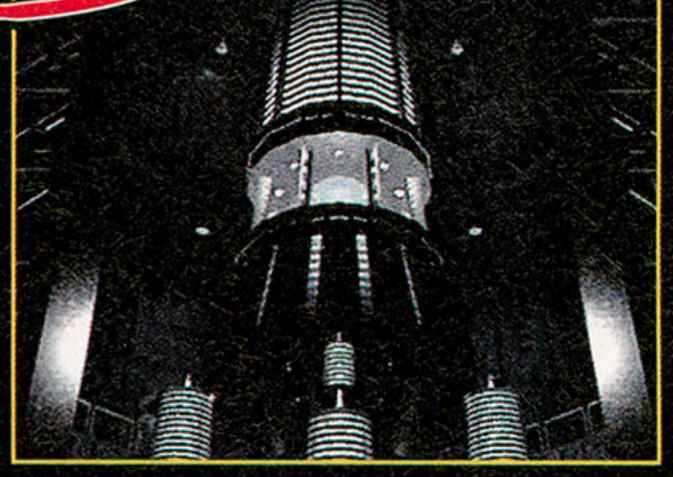
You awaken with incredible abilities that you will need to defeat the scores of Demon invaders and cleanse the land of their forces. Converse with them before doing battle to determine your best course of action. Fight them or enlist their aid in your mission. Either way, you are set for the fantasy adventure of a lifetime!

Special Features

- Based on the ultra-popular, mega-hit, Megami Tensei series: first time to hit US shores
- 100+ hours of pulse pounding gameplay
- Over 300 different monsters to do battle with
- Morph any member of your party into a more powerful source known as "Persona"
- Fight your way to one of many endings

Persona™

Use your "Persona"



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RPG

PlayStation™

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SUPER MARIO 64

NINTENDO ● NINTENDO 64

BEYOND 120 STARS

So, you've found all 120 stars, beaten Bowser, rescued the Princess, and are now going through *Mario* withdrawal. The game is just so damn addictive that you can't put the controller down, even though there's nothing left for you to do. That's where we come in. While most of the game's secrets are now classic videogame legend, we bet there's a few items that you still don't know about. Unfortunately, none of the following tricks will open up a whole new world to explore, or give you a 'second quest', but if you're as nuts about *Mario* as we are, then you'll want to complete all of the following tricks to call yourself a true '*Mario* Master'. Good luck!

Bowser's 120 Stars Ending Message

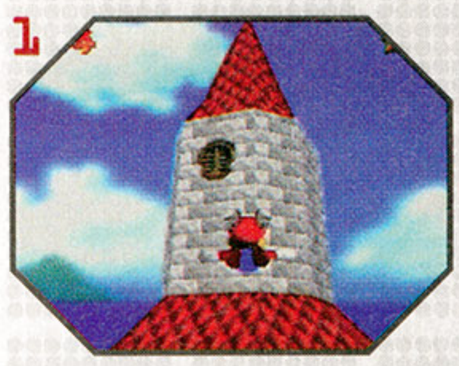
Let's start just after you've gotten all of the stars and beaten Bowser. Most people think that the ending doesn't change, but it does, just a little. Bowser notices your abundant number of stars and confesses that even he didn't know there were so many! It's a small thing, but this at least confirms that there are no more 'super-secret hidden stars' to be found. Also, during the credits, some of the level demos may have changed since you last beat the game, depending on certain stars that you found.

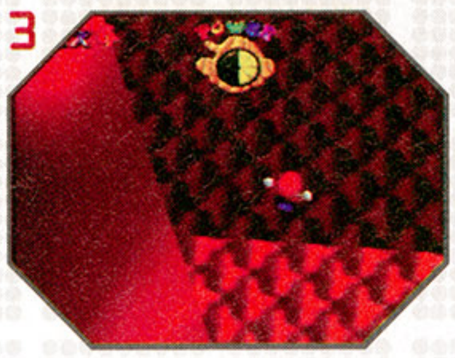
Yoshi!

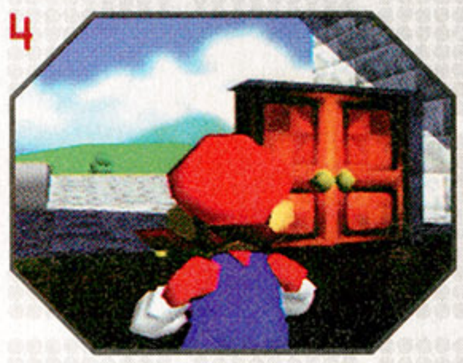
1-2 Perhaps the worst kept secret in the Mushroom Kingdom is that Mario gets to meet Yoshi after you've gotten all 120 stars. Just to recap, a cannon will open up next to the pond outside the castle. Hop in and blast yourself up on top of the castle, where you'll find a few handy 1-ups, a wing cap, and lovable ol' Yoshi. He has a message for you from the *Mario 64* development team, as well as 100 extra lives.

Castle Fun
Fall Through the Castle

1-5 Some of the more bizarre tricks in this game are focused on areas with bad collision detection. To see what we mean, grab the wing cap from the castle roof, then fly back down to the cannon. Line up with the middle tower in the center, and aim for the top of the cloud above. Use the analog stick to pull back and maintain your altitude so that you reach the small roof section near the middle of the tower. Then run around to the left side. Get up a good bit of speed, and you'll either run right up the wall (in which case you'll need to try again), or you'll pass right through the wall and fall through the middle of the castle, landing in a dark zone behind the front door. The weird thing is that when you try to walk through the door back to the outside area, you'll end up going in reverse, entering the inside of the castle — and you'll still be trapped behind the wall. You can go back and forth forever, but when you're ready to get out, just walk through the wall to the left of the inside door.

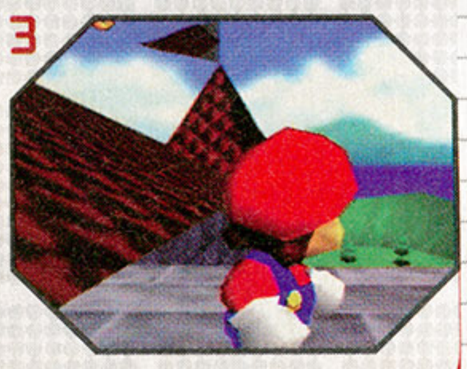




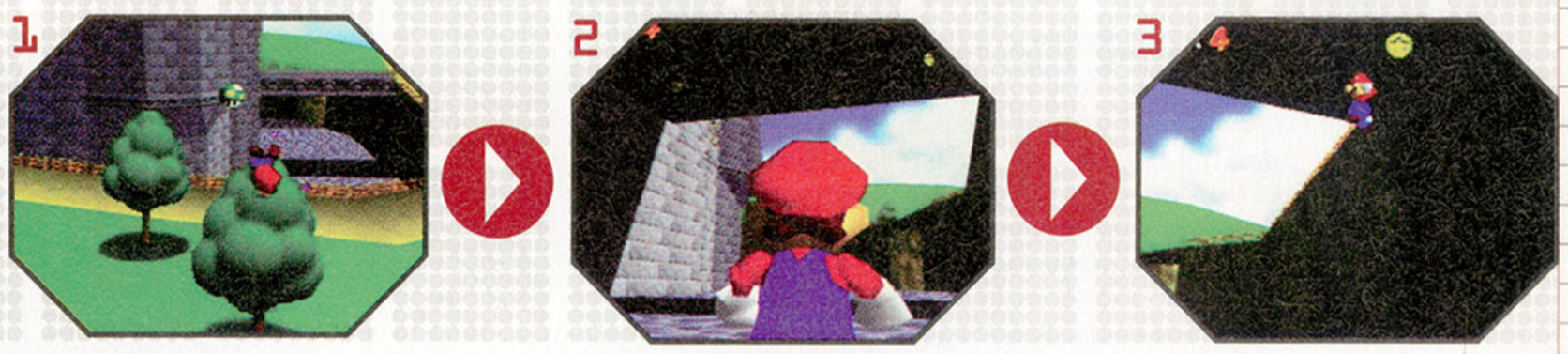


The 'Lookout' Towers

1-3 Speaking of bad collision detection, fire yourself back onto the roof of the castle and go to either of the two back towers. Now walk up to them — and through them! You can stand inside either of them and look around as if they weren't there. Useless, but the view is breathtaking.



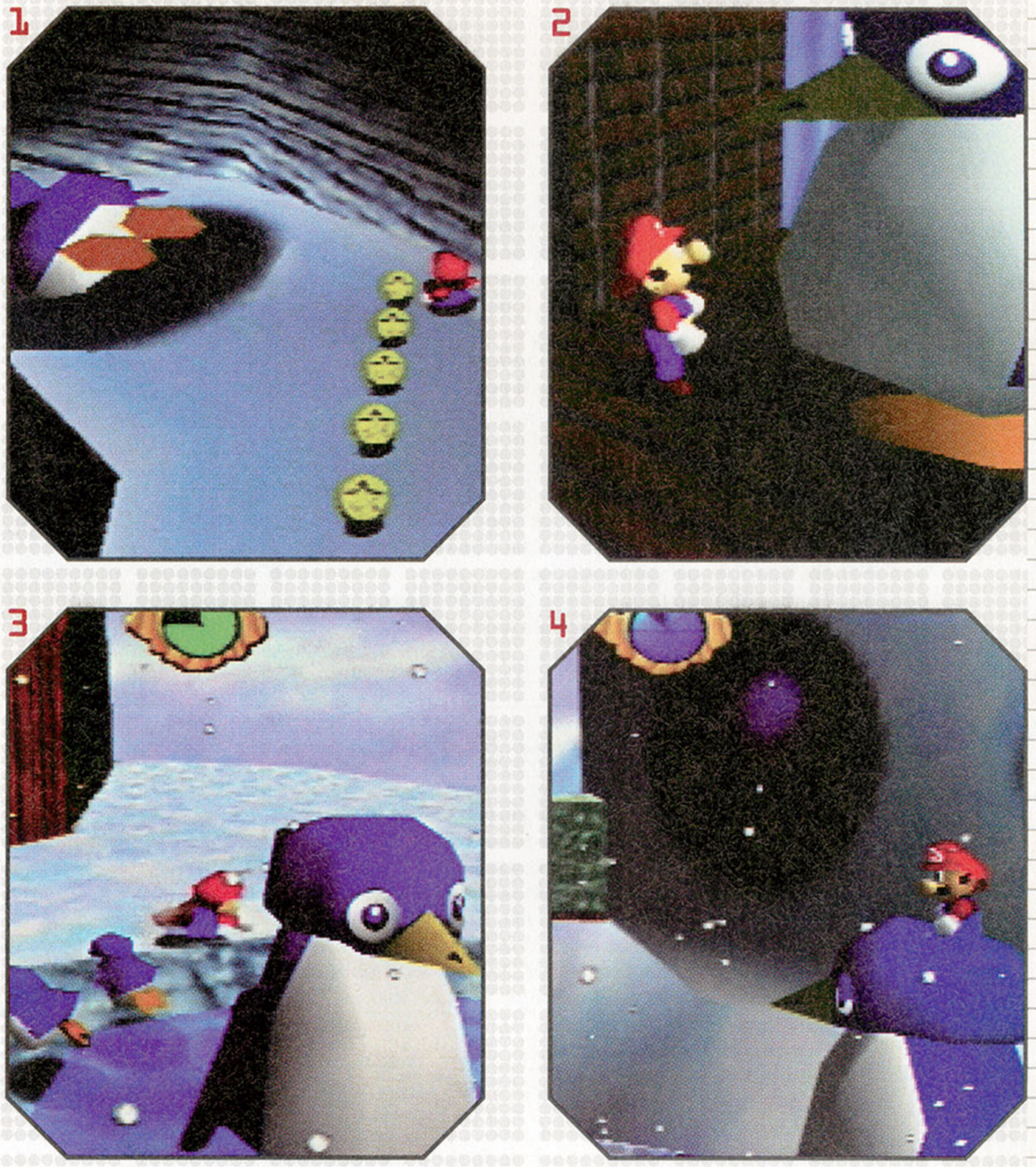
Endless 1-Ups on Castle Grounds



There are many ways to get extra lives in the area outside the castle, and the best part is that once you've gotten them, you can enter the castle, then exit again to make them all reappear. You can keep getting them over and over again, for as many lives as you want!

1 The first 1-Up is hidden in a tree outside of the castle, near the waterfall. Just do a hand-stand on top of it. 2-4 The next one you get for grabbing both of the coins underneath the bridge — use the wall jump to nab them. 5-6 Also, once you've entered the castle, you can play the Princess' Secret Slide over and over for even more extra lives. One 1-up you get while on the slide, one you get for sliding under the box with the star in it at the bottom, and you'll get at least one extra life for the coins you pick up.

Penguin Fun



1 *Slide Shortcut:* For those of you who still haven't figured this out, there is a secret shortcut in the penguin slide race. Just look for the line of coins that seem to point into the wall — follow its path to pass through the wall and into the shortcut. This is an easy way to get the slide's first star, but if you do this while racing the penguin, he won't give you the second star for cheating.

2 *Fat Penguin:* Go back and race the penguin again after you've found all 120 stars and you'll notice a little difference — the penguin has put on a few extra pounds! This doesn't really give you anything other than a good laugh, however, the race is harder, since the bigger penguin is harder to pass and avoid.

3 *Lil' Penguin Tricks:* First, bring both of the penguin babies to momma penguin, like normal. Now try this: get a running start, then do a belly slide near the babies — they'll mimic you! Now pick up Ma penguin's kid and start to run away — she gets super-peeved and comes running after you!

4 *Penguin Head Trip:* Here's a super-easy way to get across the snowman's windy ice bridge: instead of walking in front of the penguin, do a double jump up onto his head and ride across in style.

Jump up through stairs glitch

Okay, so this is a really lame trick as tricks go, but years from now this might just win you a *Mario 64* trivia contest. In the hallway behind the door at the top of the stairs from the first room, you can do a double jump next to the left wall to jump through the floor. Like we said, kind of useless, but still kind of cool.

Secret Coins

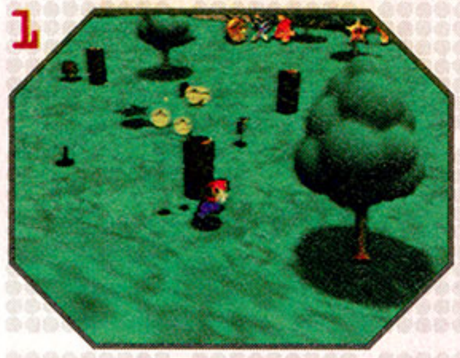
1 *Pole Coins:* **Instead of stomping down the poles, run around them in tight, fast circles — most of them will give you extra gold coins for this, which is a handy bonus when trying to get the elusive 100 coin Stars in each level.**

2 *Bowser's Puzzle:* **Stand at a safe spot nearby Bowser's slide puzzle in the lava stage, then rush in and stand at the middle the second the puzzle is completed — bonus coins will appear!**

3 *Goomba's Blue Coin:* **In the giant world, do a butt-stomp on the Goombas instead of a regular jump — you'll be rewarded with a valuable blue coin!**

4 *Extra Block Coins:* **Climb to where you encounter the block guys, and when they fall over, simply hop on their back instead of stomping on it — a coin will appear. You can do this a few times before he runs out of coins, then you can stomp on him like normal to get all those coins over again.**

1



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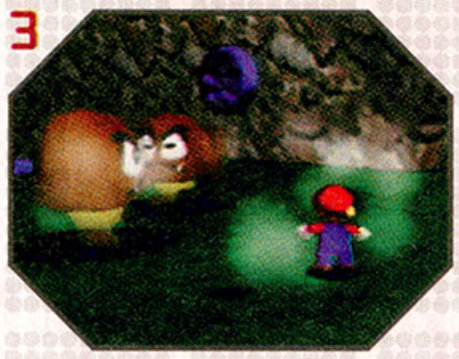

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Look Before You Leap

1 *Course 11:* **Depending on how high you leap into the picture, the water will start out at three different levels: low, medium, or high. The high actually fills the room, and makes getting to the underwater town a cinch!**

2 *Course 14:* **Before you jump into the clock, take a moment and notice what time the clock reads — depending on when you enter the course, it will work differently. For example, if the minute hand is on 12 when you enter, all of the moving and spinning gears and such inside the clock will be frozen, making things much easier. If you enter when the minute hand is on six, then the gears will stop and start randomly. If the minute hand is on three, the gears move, but are slow. If the minute hand is on nine, the gears move fast.**

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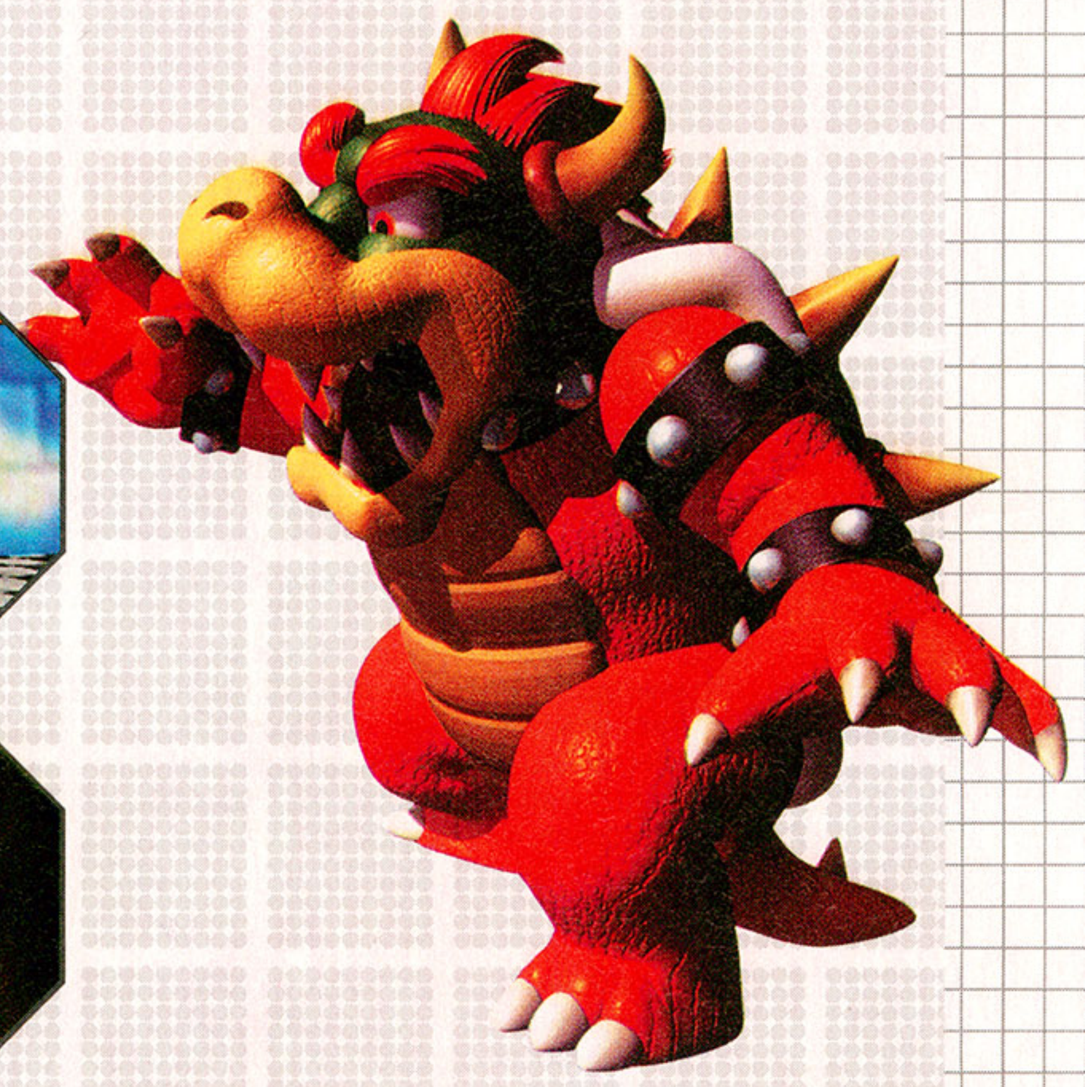
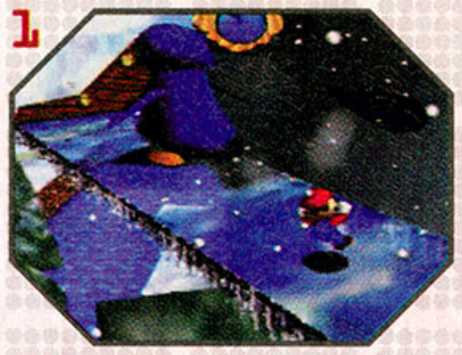


Really Weird Hat Trick

1-5 Go to the second snow course, climb up to the ice bridge and get your hat blown off and do not recover it. Now find one of the level's two warp trees (they're both at ground level) and stand in their shadow to warp from one to the other. Warp back and forth a few times — each time, a 'copy' of your hat is made and overlapped with the original. Do this many times and then go to where your hat first landed. Zoom in and look close — there are many hats stacked on top of each other. Walk towards them slowly, and stop as soon as Mario picks up a hat and puts it on. He's now wearing his hat again, but the rest of the stack is still there! Now walk up and touch the stack — it disappears, and Mario will take his hat off and carry it! You can walk up to a bad guy and give him a nasty 'hat slap'! This is definitely one of the weirdest tricks ever.

1



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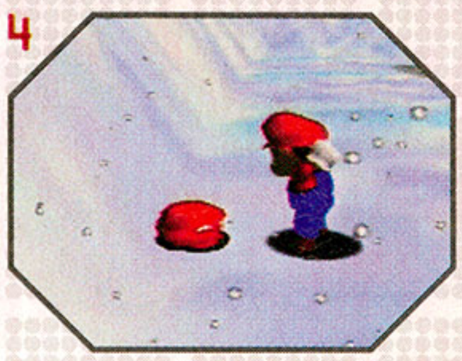

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WAVE RACE

NINTENDO ● NINTENDO 64

Well, last month, it was on our cover and this month, *WaveRace 64* won racing game of the year! Since we know you're already on your way to the store to buy this incredible game, we've packed together some crucial hints that should help in beating the hard mode. We're assuming that you were able to get through the easy and medium difficulties on your own, but if not, most of these tips work on all levels.

Ten may seem like a small number of tips, but once you learn how to handle the bike, this is all it takes to finish on top. Of course, that's assuming you don't make any mistakes.

Ten Keys To Keep Your Head Above Water

1 To get to max power on your start, wait until just after the announcer says 'One', then gun it.

2 On the first track, and on any track, missing buoys is not always a bad thing. In fact, the best way to gain some ground on competitors is to purposely skip buoys in order to save time (remember, miss five and the race is over, so choose wisely).

3 Another key to any track with jumps, especially this jump here on Track Two, is to turn your jet ski in the air to the right angle for the next buoy. It saves time and headaches.

4 Instead of messing with those pesky buoys, going out of the course and angling back in after the start line is a shortcut that makes Track Two an easy win.

5 The toughest part of Track Three is getting through these posts, but if you enter at this angle, you'll make every buoy and be able to go in a straight line without nailing any posts.

6 Track Four gives you another opportunity to go outside the course to save some time. Cut out here and you miss one buoy, several obstacles, and gain some valuable time on your befuddled opponents.

7 The key to Track Five is taking this tunnel. The best way to do it is to focus on keeping your jet ski in the middle of the tunnel and turning just before the oncoming turn.

8 Track Six starts right off with a short-cut! Go off the ramp, then push down on the controller to duck under the bridge. It's a beautiful thing and the only way to win on this track. This also works on Track Eight in the beginning.

9 The key to icy Track Seven is getting through this corner without wiping out. Once you hit the ice, it's over, so be careful to keep your jet ski on water at all times, then turn as usual.

10 The duck in the beginning of Track Eight is risky, but it can give you a good start. Another way to make up time is by skipping a buoy and going left here (this only works after the tide has gone out) to cut the corner.

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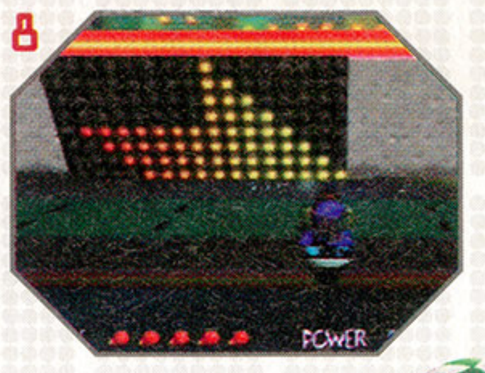


9

10

Z STRATEGY

VIRGIN INTERACTIVE • PC

PC

Overall Strategy Tips

1. Give orders to capture your half of the available territories as soon as possible so that your manufacturing speed matches the Computer.
2. Note the position of uncaptured hardware and send appropriate units to those territories.
3. When you capture territories containing factories, remember to specify what you want to build.
4. It is often better to build cheaper units initially and then change to building more powerful units after you have established yourself.
5. Watch what the Computer does with its resources and situate your forces to provide an adequate line of defense.
6. Do not move into contested territories too early.
7. Always have some back up units available and consider placing units in positions where they can move quickly to reinforce several areas of the map.
8. Give appropriate orders to units as soon as they are manufactured.

Common Strategy Errors

1. Rushing across the map to capture territories too early.
2. Sending units to attack without considering the units they are attacking.
3. Grouping units together. Sending more units than needed to complete a task is wasteful and leaves territories unprotected.

Advanced Techniques

1. If you are about to lose a territory containing a factory, change the unit being manufactured to the weakest possible to prevent the Computer from benefiting from the time you spent manufacturing.
2. Even if you cannot hold a territory, try capturing the flag just before a factory completes its manufacturing.
3. Remember that robots run towards flags and uncaptured hardware. This is important as a robot running to take a flag will not return fire.
4. Use a series of small movement orders to maneuver vehicles with precision.
5. Artillery units can often be placed in a position where they can bombard the enemy fort without being in range of the defending guns.
6. Tanks and guns can fire over buildings to take out robots with rifles or machine guns.
7. Units can be ambushed as they emerge from factories — target the entrance of the factory a second or two before the unit emerges.
8. Destroying a bridge while units are going across will take out the units as well.

STARTER LEVELS

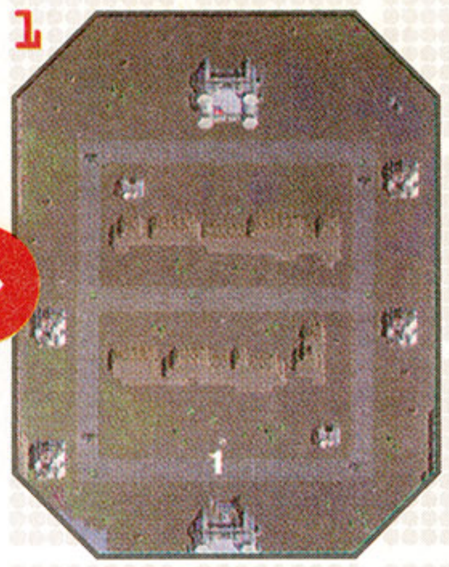
Level 1 - Virgin Soldiers

Capture jeeps and group units together to make assaults up both sides of the map. Do not allow jeeps to become separated from their accompanying robot units or the drivers may be shot and the jeeps taken.

Move the robot from the front of your fort straight up towards the central territory flag — they will pick up the grenades and blast their way through the wall automatically.

Outnumber Computer-controlled jeeps and shoot the drivers to capture them for yourself.

Position your group south of the road (Point 1) directly below the Computer's fort entrance. Rush the entrance with all your units, as the gatling gun will not be able to pick them all off. Or use two or more groups to take out the gatling gun with a pincer movement.



Level 2 - Psychos

Send a robot unit to capture the flag (Point 1) and they will pick up the grenades and get into the tank automatically. Note: Use single orders to save time.

Send a unit to get into the gatling gun behind the cliffs (Point 2) and they will collect the grenades and capture the jeep automatically.

Send a unit diagonally towards the gatling gun by the flag controlling the one-star tank factory (Point 3). Set up the factory to produce a light tank and then send the remainder of the robot unit on to the central territory (Point 4) where they can join forces with the jeep from the right to attack the computer forces defending the vehicle factory.

Level 3 - Death Valley

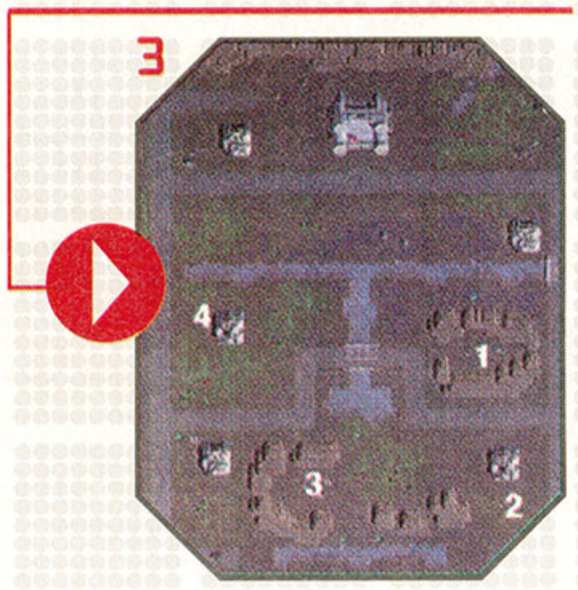
Provide plenty of protection for the flag controlling your left hand vehicle factory (Point 1).

Try to poach the computer's two-star robot factory just before the units are manufactured (Point 2).

Watch out for light tank raids down the right hand side of the map as the gatling gun defending the bottom right territory will offer little resistance.

Build psychos immediately in your two-star robot factory. Use these robots to take out the gatling gun defenses inside the rocks below the Computer's fort (Point 3).

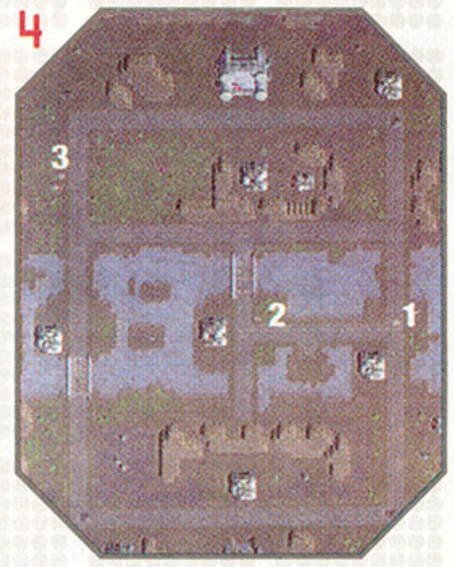
You can slow down the computer's production of vehicles in the factory (Point 4) by using grenades against it.



Effective Match-ups

Use	Against
Psychos	Jeeps
Tough Robots	Snipers, Psychos, and Troops in APCs
Jeeps	Tough Robots
Multiple Psychos, Snipers or Lasers	Tanks
Heavy Tank	Medium Tank
Missile Launcher	Heavy Tank
Snipers, Lasers	Static Guns (especially Light Guns and Gatling Guns)
Heavy Tanks	Static Guns, Pyros or Toughs in APCs
Tough Robots	Snipers
Pyros (in APCs)	Mobile Missile Launchers
Two or more Light Tanks	Howitzers

Level 4 - Desert Islands

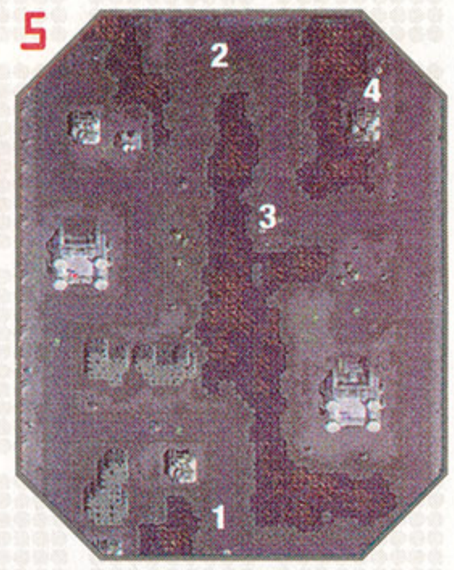


Capture the light tank on the left and move it up to take the flag controlling the tank factory and to defend the road junction (Point 1). From this location it can be easily moved to the center if required.

Try to take and hold the central territory (Point 2). Build some psychos to take the right hand central territory later.

Make sure you give the gatling gun on the right (Point 3) some support, rather than leaving it on its own to defend that side of the map. Note: The Computer often mounts its main attack on the right if you control the center.

Level 5 - Hot Nuts

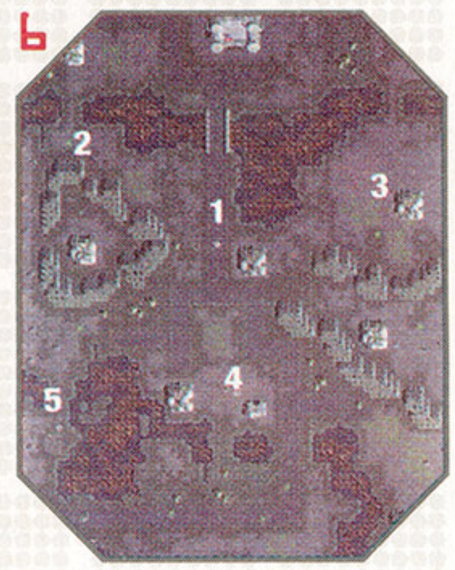


Capture the light tanks north and south of your fort. Get a light tank to defend the top center (Point 1). Send the other tank and a unit of robots to the bottom center (Point 2) as quickly as possible. Note: The robot factory at the bottom is very important, as it can make tough robots.

Poach the central territory (Point 3) if the Computer moves his defenses away. Even if this is only temporary, your buildings will work faster for that time.

The Computer often leaves the territory south of his fort (Point 4) poorly defended and this provides a good extra territory to grab.

Level 6 - Sooty Bolts

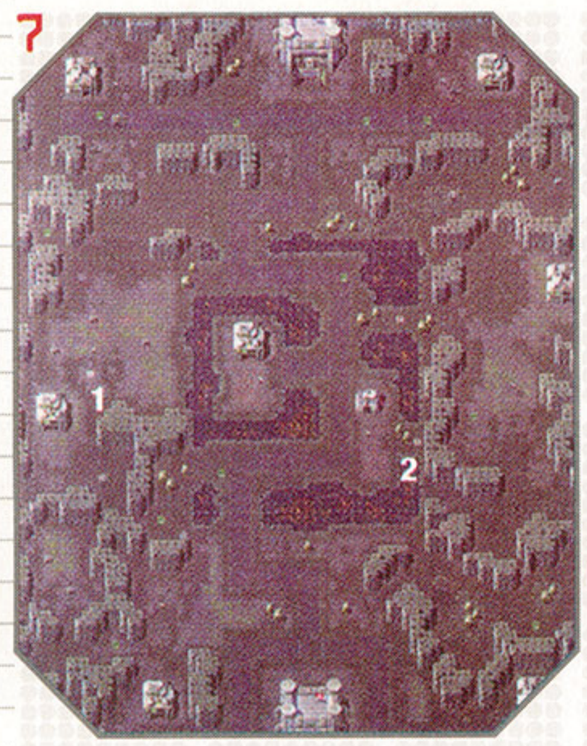


Move your light tank and tough robots straight up to take the territory above your fort (Point 1).

Blow your way through the rocks on the right (Point 2) using the grenades to get your tank factory working.

Capture the light tank on the left and then send it with the remaining robots up to the second row left hand territory (Point 3) and then hold it. Note: It is dangerous to try and capture the Computer's two-star tank factory too early.

Build sniper robots to take the territory in the center (Point 4) and to sneak around to take the center right territory which the computer often leaves undefended (Point 5).



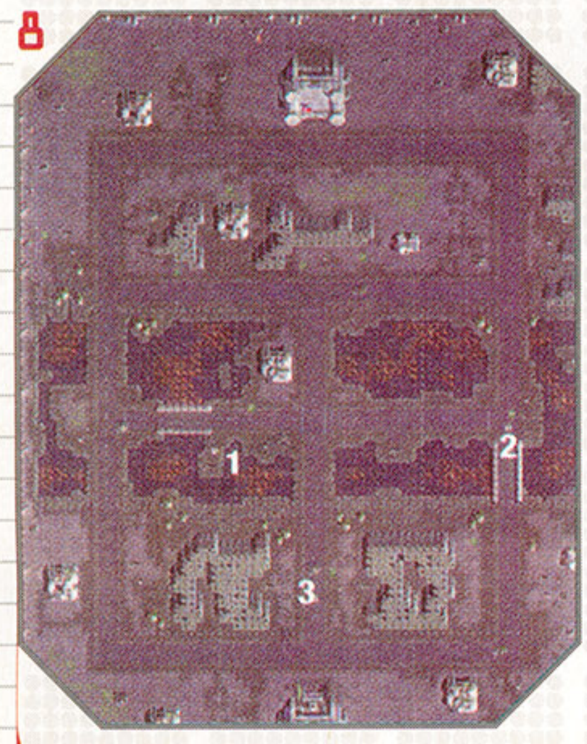
Level 7 - Pyro Technics

Blast your way through towards the flag in the center left territory (Point 1) and pick up the uncaptured light tank.

You can use your medium tank to effectively defend the road just below the central territory.

Take your tough robots through the rocks to the right and then use the land bridges (Point 2) from the right hand side into the center to capture the radar station territory.

Be careful not to spread your resources too thinly. Take either the left or right hand side of the map in addition to attacking up the central road.



Level 8 - Molten Kombat

Try to get the central territory first and capture the gun which can defend both the flag and the bridge below it (Point 1). This can be used to destroy the bridge if necessary to prevent the Computer from moving into the center.

Bring your medium tank up the left hand side (Point 2) and destroy the bridge as the Computer medium tank comes over it. You can try to leave the bridge intact, but by destroying it, you leave your medium tank free to reinforce the center of the map.

Build up a large force in the center and use snipers to get past the gun defenses south of the Computer's fort (Point 3) and the guns on the fort itself. Alternatively, bombard the Computer's fort with artillery and tough robots.

TOMB RAIDER -PART ONE

PLAYSTATION • SATURN • PC

Escaping with your Life

One of the most challenging games to hit the Saturn, PlayStation or PC in years, *Tomb Raider* offers the kind of replay value found only in a handful of titles. It's in discovering all the game's secrets and special techniques that the player can truly start to appreciate the magnitude of this game. Whether exploring the depths of the darkest hidden lake or deciphering the combination of a hopelessly locked door, cracking the secrets of this game is not always an easy affair. In this strategy, we tear apart the first two worlds of this massive adventure, offering level solving techniques to get you through the game.

The Caves

TECHNIQUES TO PRACTICE

In Level One, it's important to master all Lara's basic commands. Practice running, walking, climbing and jumping. Try to jump and climb on everything — it's important to understand how Lara interacts with her environment. There won't be many tests of her advanced abilities in this level; just work on getting a good feel for her basic control.

As you enter the cave, your first danger will be with the poison darts. Move quickly through this section and find your way to the room with the double bridges. Work your way around the perimeter of the room, crossing each of the bridges and then exiting to the right of the room. Find your way into the room with the canal and find the switch to open the big doors at the end of the ravine. Pull the switch and exit through the large doors to complete the level.

1 Move quickly and in a straight line to get past the darts. 2 Throw the first switch to open the door right beside you. 3 When you find the room with the bridges, follow the path out to the right. 4 Find the next switch to open the large doors at the ravine. 5 Exit through the large doors to finish the level.

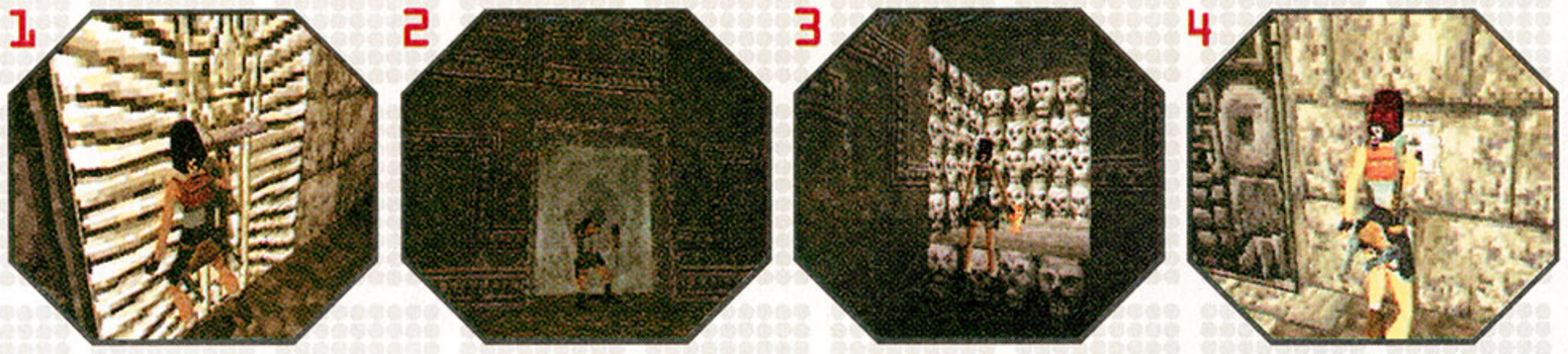
City of Vilcabama

TECHNIQUES TO PRACTICE

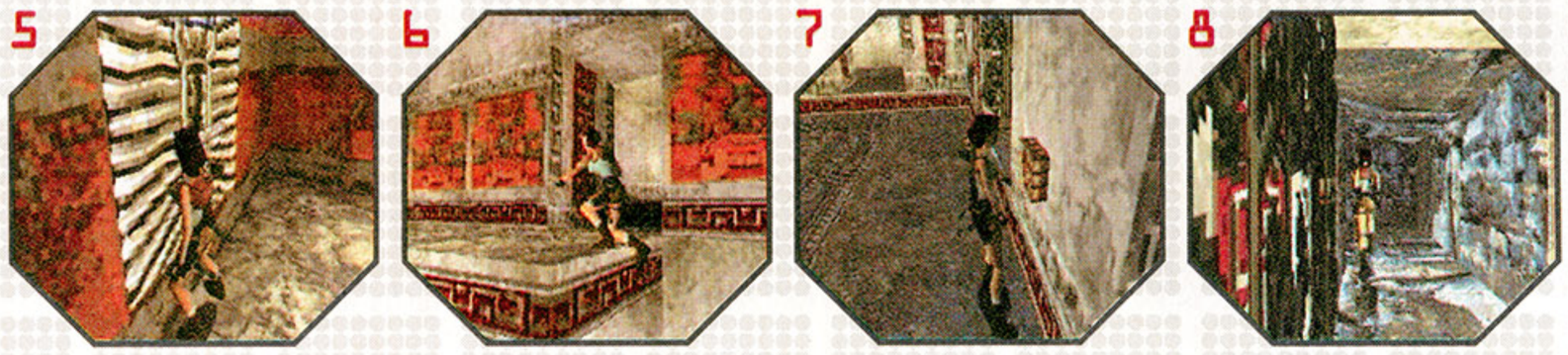
Though there were a few wild animals to deal with in the first level, the City of Vilcabamba is where the animals really start getting restless. From bats to bears, the second level is where you'll have to start developing advanced shooting skills. As you go through this level, work on moving around and doing flips (both back and side) while shooting. In improving your agility, you'll not only be able to take out tough enemies, but you'll take less damage while doing it.

At the beginning of the level go left into a large room and find the switch with a door just beside it. Once inside the room you'll need to move a large block to make your way back to a room that contains a hidden Gold Idol and a Silver Key. Back in the main room check out the pool and then use the key to open the door with the lock box beside it and go in. At the end of the hallway go into the door on the far left. Work your way over to the first main exit above the pool. At the top of the stairs pull the switch and jump down on top of the temple. Repeat this process to open the middle door. Go in through the middle door watching out for the swinging blades. At the end of the hall pull the switch and prepare to go swimming. Come out of the pool and pull the switch at the top of the stairs. Drop back to the pool level and insert the Gold Idol into the lock box then jump back into the pool and swim into the newly opened passageway. Climb out of the water and pull the switch to open the gated door. Then head back through the pool to the final exit.

1 Throw the switch in the main room to open the door. 2 Push the block out of your way. 3 Collect the Key and Gold Idol. 4 Use the Key to open the locked door. Go in through the door on the far left.



5 Work your way up the stairs to find a switch at top then drop down. 6 Repeat the process to open the third (middle) door. 7 Insert the Gold Idol into the lock box. 8 Go back through the pool and then pull the switch. Exit through the gated door.



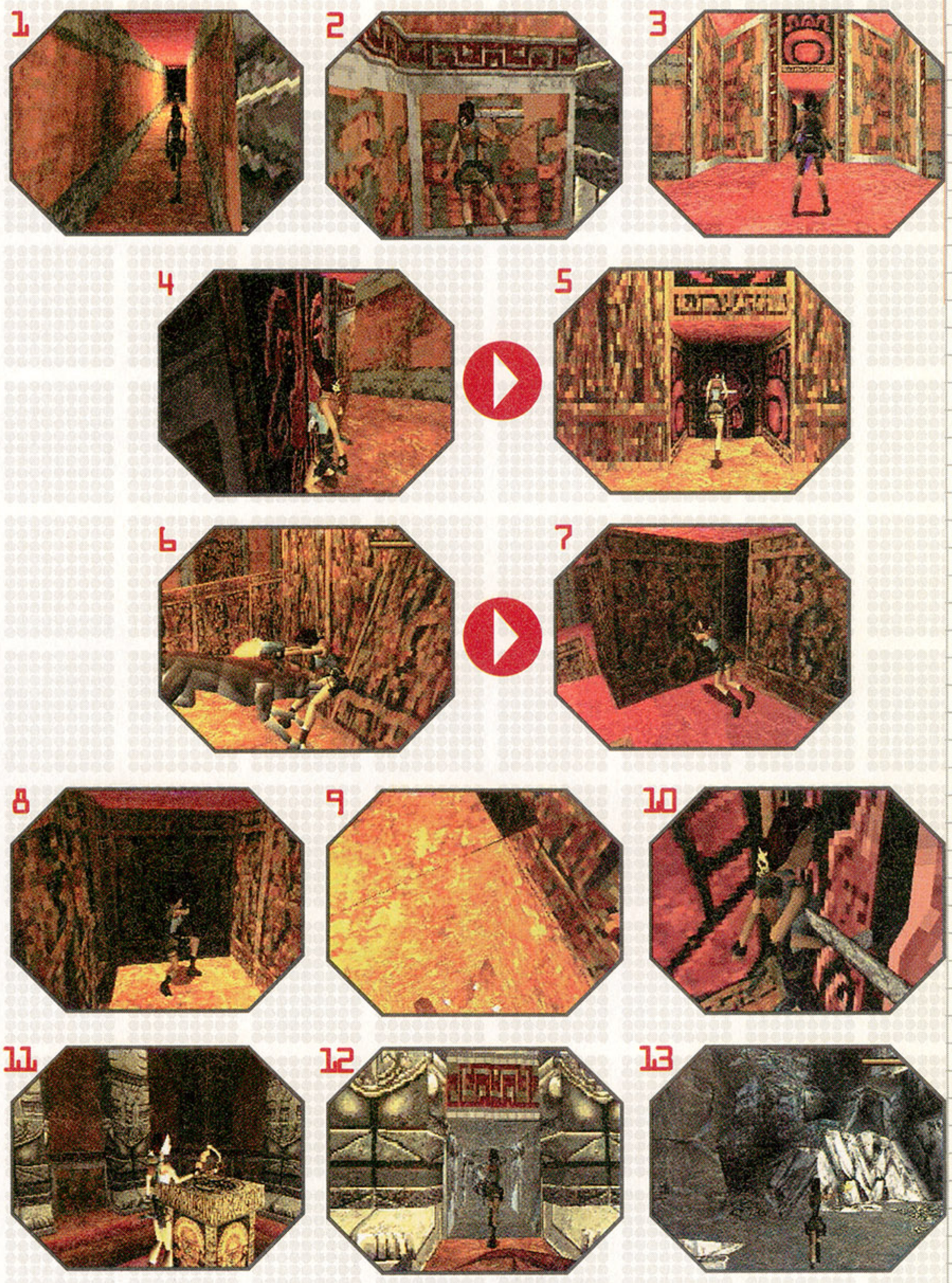
Tomb of Qualopec

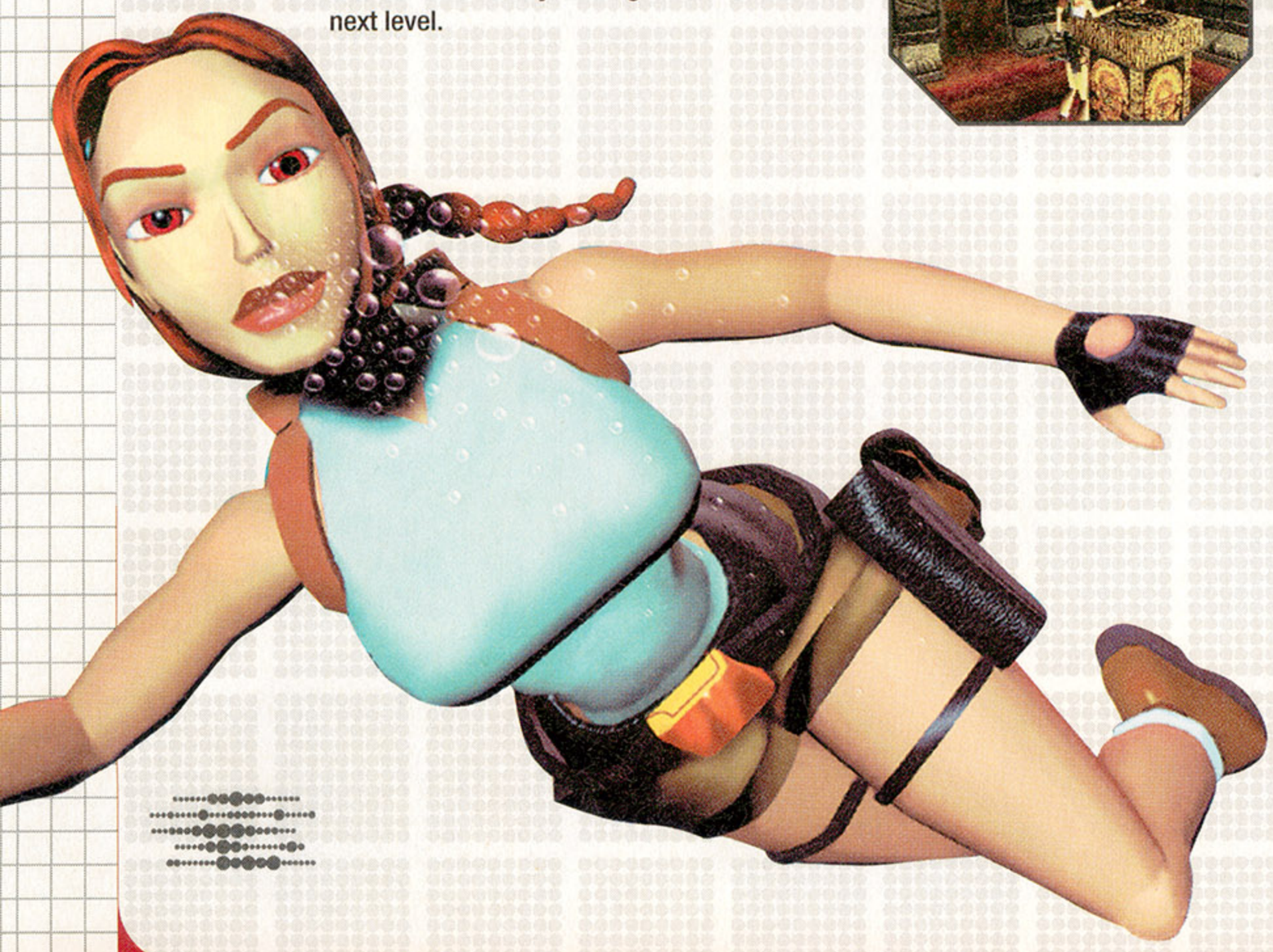
Techniques To Practice

Agility is once again an issue in this level. In the Tomb of Qualopec, you'll be using your light-footed ways to avoid boulders and deadly swinging blades. This is also one of the first levels to really push the puzzle aspect of the game, so you'll need to let your brain do a little more of the work to get through this level. This level does move at a slightly slower pace than some of the others, so take the opportunity to real perfect some control skills.

Start this level by tricking the boulder into rolling down the far ramp without crushing you. Once the boulder is out of the way, you will be able to see the Scion, but you won't be able to get to it just yet. Pull the switch in the main room to open the next door. You will then have three choices as to where to go. Each choice leads to a different puzzle which will eventually open three parts of the gate blocking the final pathway from the main room. The first puzzle requires only moving some blocks and hopping over a pit of spikes. The second puzzle will require moving two giant columns with key switches to put them in the right position to get to an elevated passageway. At the end of the passageway, there is a switch that opens the second part of the gate. The third puzzle merely requires that you move a block out of the way to throw a switch after falling down into a pit of wolves.

Once all three puzzles have been solved, you'll go through the newly opened passageway and collect your Scion. To exit the level, head back to the waterfall level where you will have a gunfight with another character named Larsen. Defeat him and you will be rewarded by moving on to the next level.





1 First, trick the boulder into rolling out of the way so you can see the Scion.
2 Pull the switch in the main room and enter the opened door.
3 Choose any of three directions to complete each part of this tri-fold puzzle.
4-5 The first puzzle will require working your way around a central room by pulling switches to move the columns into the appropriate spots.
6-7 The second puzzle simply requires fighting some wolves, then moving a block out of the way to get to the hidden switch.
8-10 The third puzzle requires moving two blocks out of the way, then carefully hopping over a pit of spikes to get to the final switch.
11 Once the gate is open, enter the final tunnel and collect the Scion.
12 Exit through the main cave door and jump into the pool.
13 Defeat Larsen in a gun fight and move on to the next world.

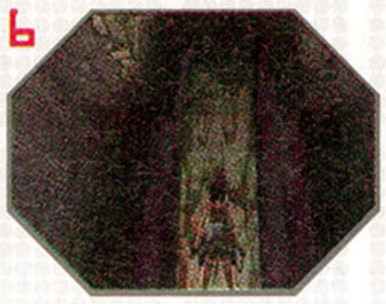
Lost Valley

TECHNIQUES TO PRACTICE

In the third level, you'll have to work on your climbing and precision jumping techniques. To get to some of the secret areas in this level, you'll have to make some tricky jumps that end in hanging by your fingertips and shimmying across some tough spots in this unforgiving underground level. You'll also have to hone your combat skills in order to fight the mighty Tyrannosaurus rex and other dinosaur foes.

Start the level by dropping into the river and going over the waterfall. Pull yourself out of the water and head over the far wall into the green valley area where you will face the dinosaurs. In this area, you will need to find three Cogs to rebuild a piece of machinery near the beginning of the level. Explore the caves and waterfalls, checking the base of each waterfall for a secret pool until you have each of the three Cogs. Then, head back up river to where you began the level. Work your way further upstream by jumping back and forth across the water until you find the machinery that needs the missing cogs. Insert the Cogs and pull the switch. This will flood a new area. Swim through the new tunnel and exit through the ceiling at the end of the cave. Then make your way back down to where the original waterfall was and exit the level through the secret door behind the point where the waterfall once met the pool.

At the beginning of the level, jump in the river and hang on for the ride.



1 Cross over the tall granite wall with your guns at the ready. 2 In the green valley, drop straight down the face of the waterfall into the hidden pool directly below. 3 Climb the wall right beside the pool and, at the top, you'll find your first of three cogs. 4 Climb up the well-lit tunnel and get to the end of the broken bridge. 5 At the other end of the bridge, you'll find the second of three cogs. 6 Inside of the building at the end of the cave, there is a waterfall. Find the last cog at the bottom of the secret pool beneath the waterfall. 7 Head back to the machine with the missing cogs and put them back in place. Then pull the lever. 8 Swim back to where the waterfall used to meet the water and climb into the hidden door to end the level.

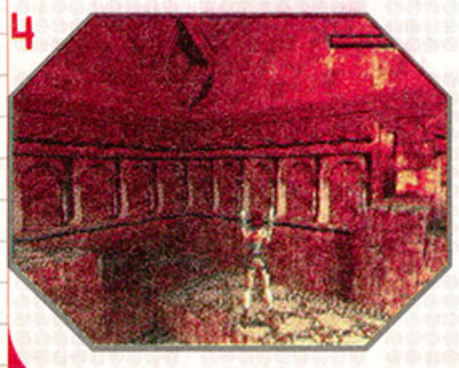
St. Francis' Folly

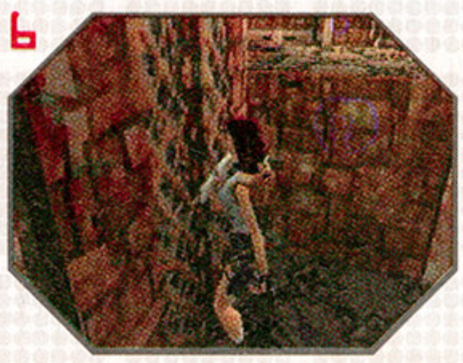
TECHNIQUES TO PRACTICE

Level Five is a fairly gentle doorway into the advanced levels, though this is the level where the game stops treating you like a beginner. At this point, you should already be pretty good at battling wild creatures, but in this level you'll need to combine your battle skills with the other two main gameplay aspects of *Tomb Raider:* puzzle solving and negotiating the increasingly complex 3D terrain.

Start the level by moving the block on the right side of the level over each of the

1 Move the block to cover each of the Omega squares. 2 Enter the door on the ground level and pull both switches. 3 Use the columns to go through the door above the archway. 4-7 Work your way to the bottom of the tall room, throwing four switches as you go.

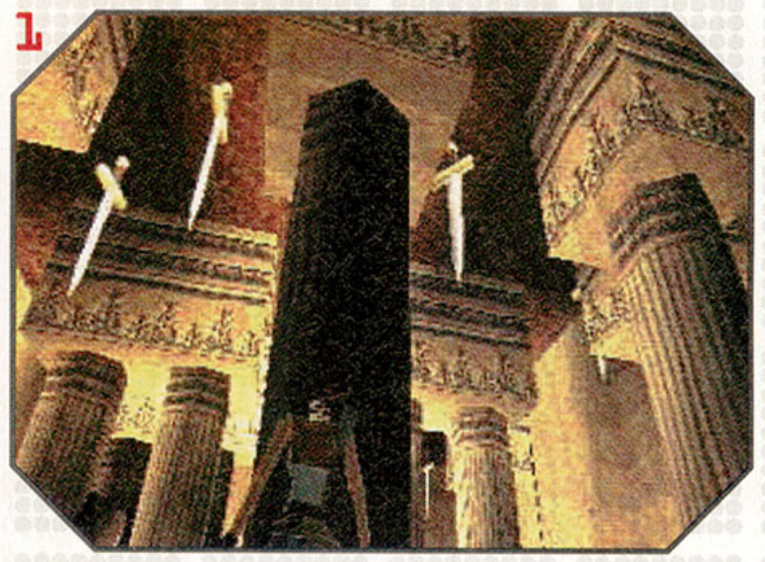




Room by room, work your way back up to the top.

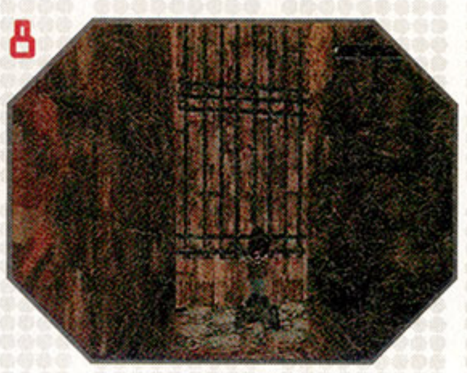
Omega signs to open the two doors in the room. Go through the door and pull both switches to open the door above the archway. Use the columns to get up above the archway and go through the doorway. You'll then find yourself at the top of a very tall room. Work your way down the platforms, pulling a total of four switches (including one on the ground level) to open four different doors positioned throughout the room. Each door leads to a different trial, at the end of which you will be rewarded with a key to use on the main door at the bottom of the level which will lead to the exit.

The first room (DAMOCLES) will force you to dodge giant swords as they fall from the ceiling. The second room (THOR), you will have to trip a giant hammer trap, then climb and jump to a very distant ledge to get the key inside a hidden room. The third room (ATLAS) will require dodging a boulder by hopping into a pit and letting it roll over you. And the final room (NEPTUNE) will require you to swim to the bottom of a very deep well, find a switch to pull and then collect a hidden key. Once all the keys have been collected, go to the bottom and exit through the main door.

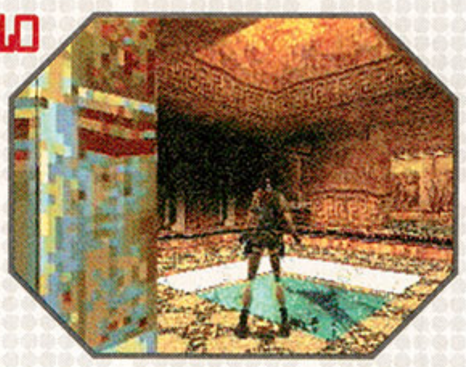


1-3 The Damocles room is easy going in, but on your way out you will have to avoid the giant falling swords. Try to trick them by moving in very short spurts, then standing still until each one falls.

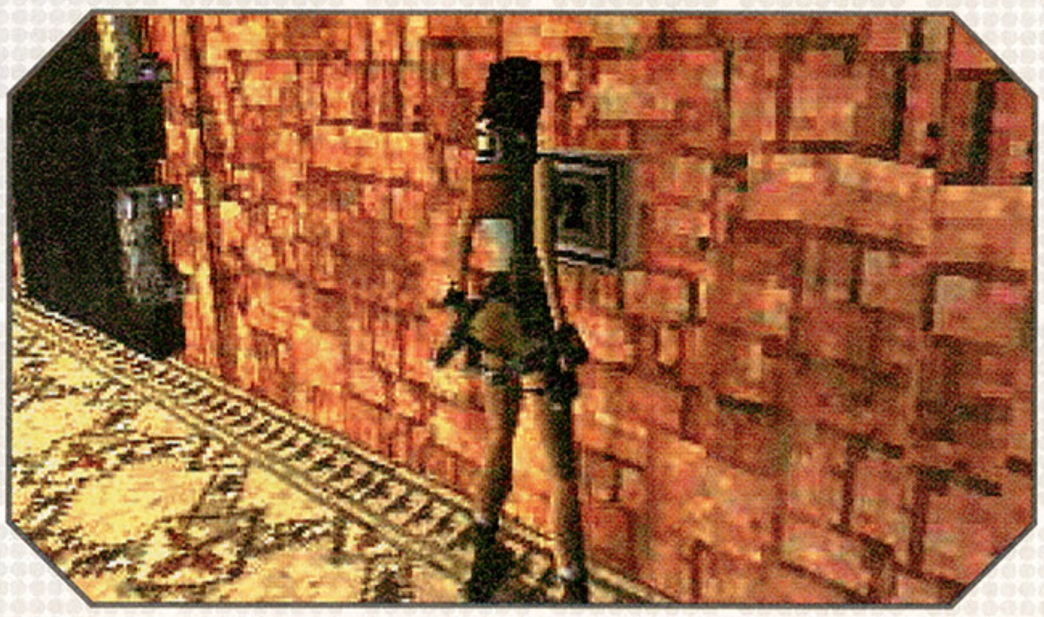
4-6 After making it through the lightning part of the Thor room, trick the hammer into falling, but get out of the way at the last second. Use the fallen block to get to the highest point in the room, then make a running jump to the far ledge to collect your key.

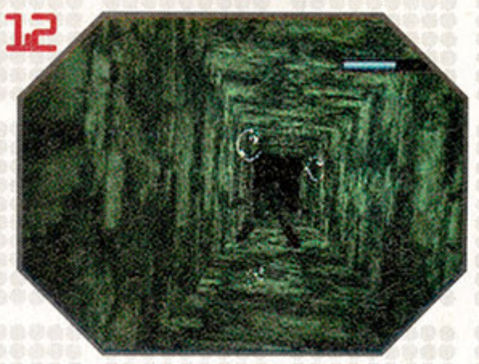


7-9 To dodge the boulder in the Atlas room, run a few steps up the ramp, then turn quickly and drop down into the pit with your back against the wall until it rolls over your head. Then collect the key from the loft to the left of the ramp.



10-12 In the Neptune room you will find a small well. Dive in and prepare to get sucked down to the bottom. At the bottom, search for a small opening that will lead to a lever. Pull the lever and then go to collect the key.

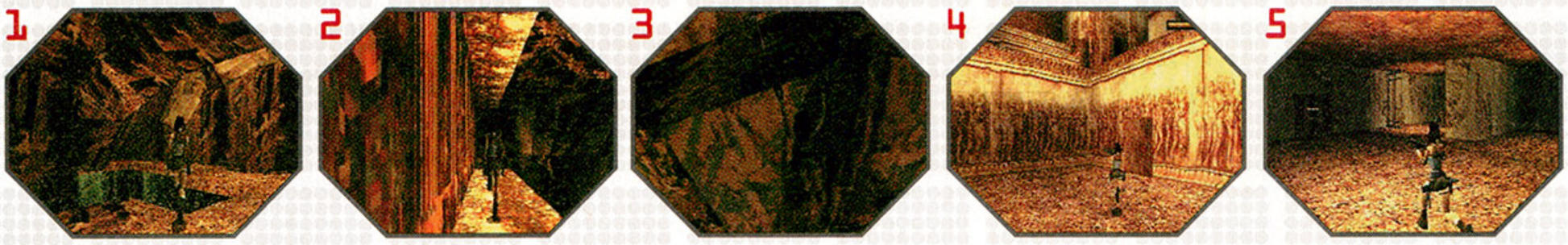




After collecting all the keys, go back to the ground floor and open the door to exit.

Colosseum

TECHNIQUES TO PRACTICE

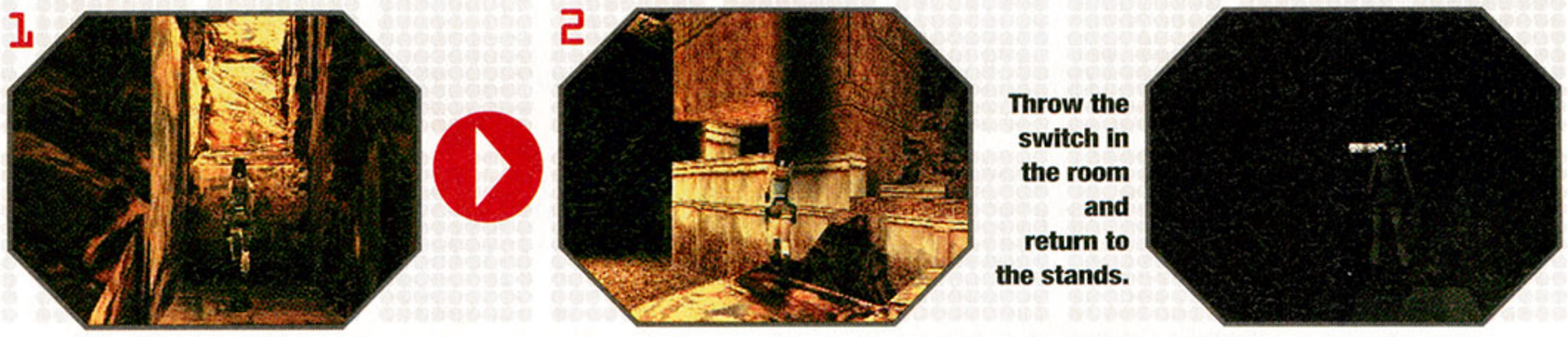


1 Start by jumping in the pool and coming out the other side. 2 Climb to the top of the building and find the secret door on the side of the cave. 3 Use your hanging technique to get across the pit. 4 Drop down into the main area of the Colosseum and enter through the door on the left. 5 Pull two switches and then head to the door on the right side.

The Colosseum level is a very wide open level, filled with dangers in the form of spiked pits and wild animals galore. To get through this level, you'll need to really master your running and jumping skills to crack some of the timing-based puzzles. This level will also require some precision jumping, so you'll need to practice your angles and maximum length techniques, such as jumping from the very end of a platform by first lining up with the edge and then backing up.

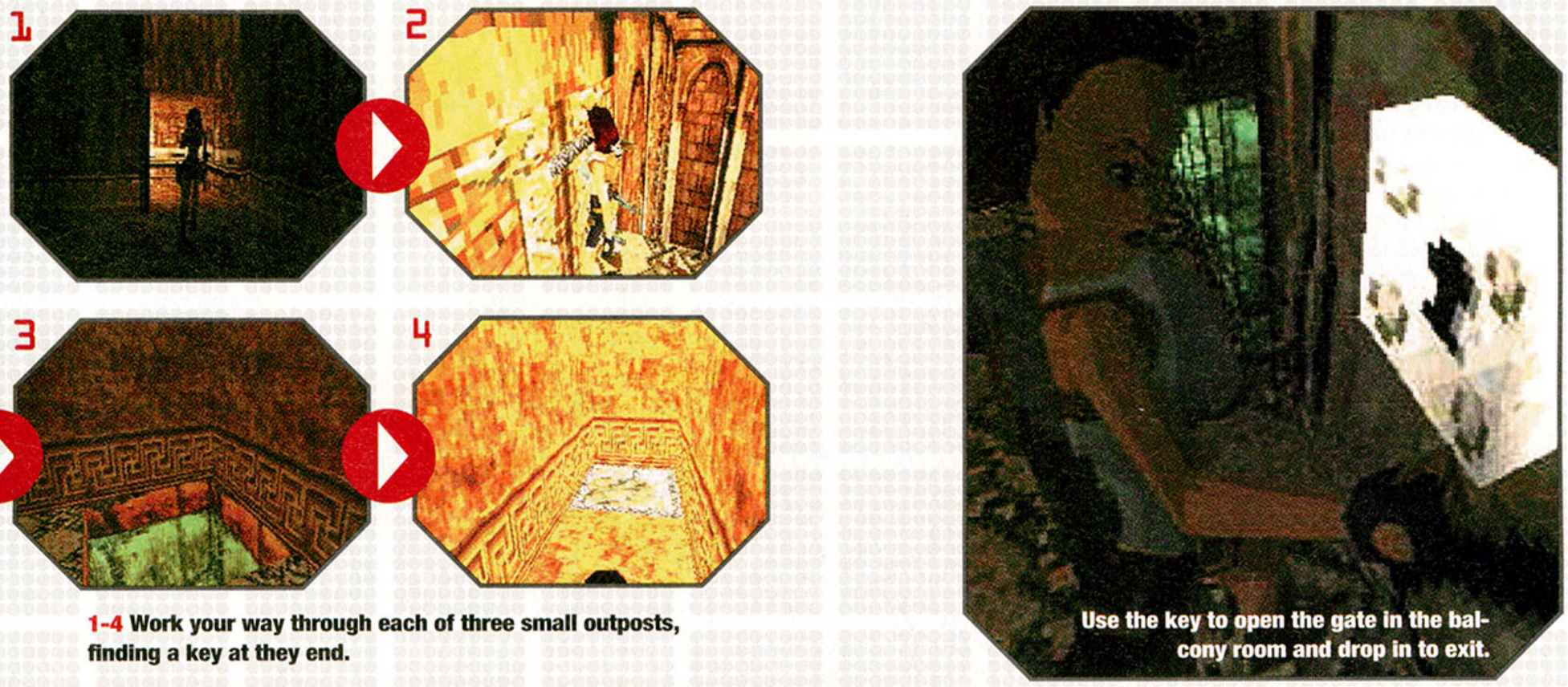
Start the level by going into the water, then climb out on the other side of the room. Climb up to the second level of the large building in front of you and enter the cavern to find the colosseum. The colosseum is so huge you will not be able to view it all at once, but it is possible to explore it all, so take your time. Drop down into the main area and go through the entrance on the left. Head down the slope and pull the two switches. Go back to the main area and go through the opened gate on the right side. In this area, you will need to be very quick and clever to get all the switches thrown, as there are some briskly timed doors and switches to deal with. When you solve the timed puzzle, go through the opened metal door and come up through the rocks. Then, make a long jump to the balcony of the colosseum structure. Find the hidden switch in this area and use it to open the three doors set back in the corner of the stands. Make your way through each of these rooms (each one opening the next) and finally collect a silver key. Use this key to return to the balcony room and then exit the level through the gated door and secret pool.

1-4 Solve the timing puzzle and exit through the metal door.



1-2 Climb to the top of the rocks and make a giant leap to the balcony.

Throw the switch in the room and return to the stands.



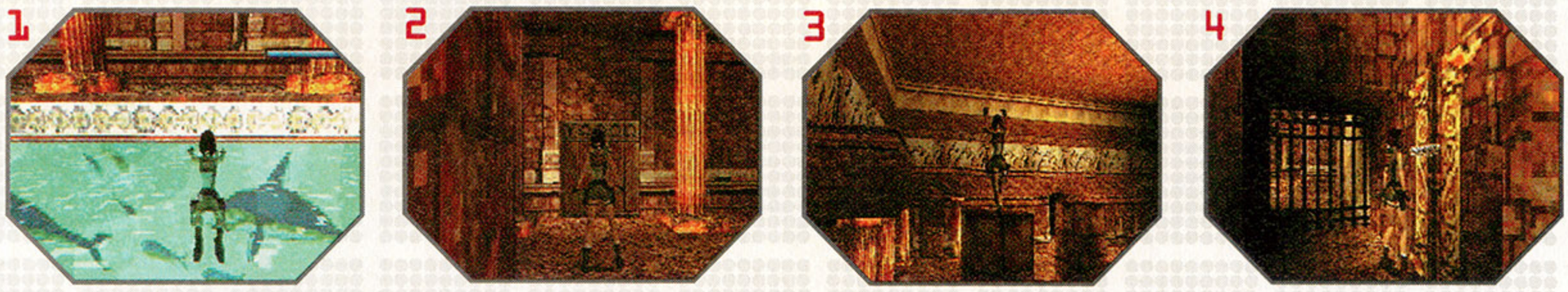
1-4 Work your way through each of three small outposts, finding a key at they end.

Use the key to open the gate in the balcony room and drop in to exit.

Palace Midas

TECHNIQUES TO PRACTICE

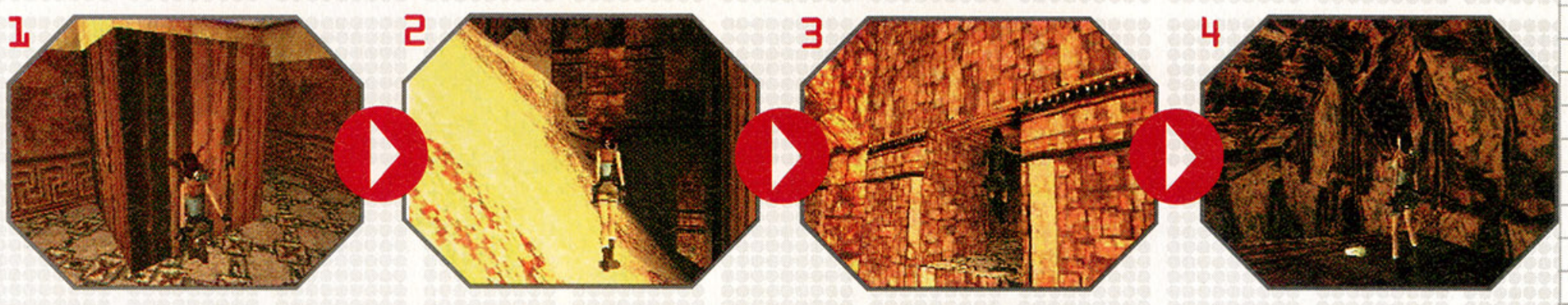
This level will take more brain power and knowledge of Greek Mythology than anything else. Finding the right pieces to the puzzle and knowing what to do with them are your two biggest challenges in this level. You'll also do well to start working on any navigational shortcuts you can master in this stage, as there is quite a bit of ground to cover and a little bit of going back and forth. This level begins in the water and so you'll start by climbing out of the water into a main hall. When you come out of the water at the far end, go around the back wall and to the right. Go up the stairs into a large room and use the columns to get on top of the main structure inside the room. Once you're on top, there is a set of five switches. The switches need to coincide with the combinations posted above each of the four doors within the room. Each room contains a pretty tough trial, at the end of which you will receive lead bars. There are a total of three lead bars and when you've collected them all, take them back through the main room and down the hallway that leads to the crumbled statue of Midas. Place the lead bars in the hand of Midas one at a time and they will each turn to gold. Once you have three gold bars, you will be able to use them at an altar in the fourth door of the room with the combination switches to open the exit.



1 Climb out of the water in the other part of the room. 2 Notice the combination above each of the four doors. 3 Use the columns to get on top of the main structure, then adjust the switches to open the doors one at a time. 4 After fixing the switches, go down the stairs and pull the switch at the bottom to open the door to the main structure.

1-3 (Up, Down, Down, Down, Down) The first trial will require you jump across a series of burning columns. As you approach the first column, the flames will die out, but only for a limited time. The only way to do this is to do a running jump for the first column and then keep your finger on the jump button as you almost 'steer' yourself through each of the columns.

1-4 The second room (Up, Up, Down, Down, Up) involves creating a sand avalanche and gaining access to a secret room.



1-4 The third room (Up, Up, Down, Up, Down) requires some careful navigation of deadly spikes.

1 Place your lead bars in the hand of Midas and carry them back as gold bars.
2 Place the gold bars in the altar and exit the level.

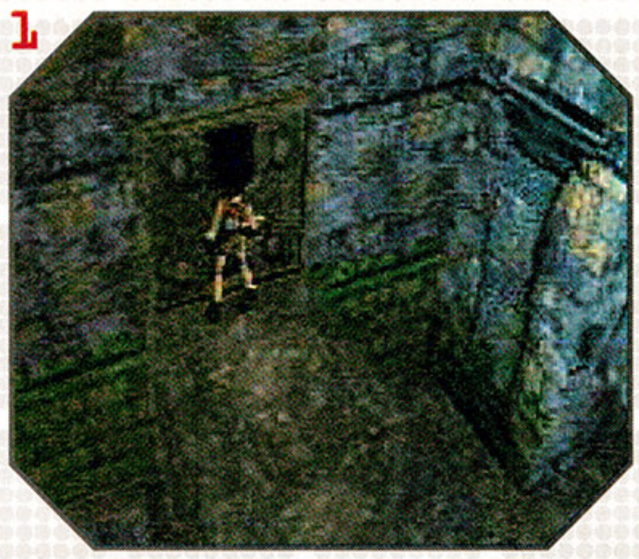
Cistern

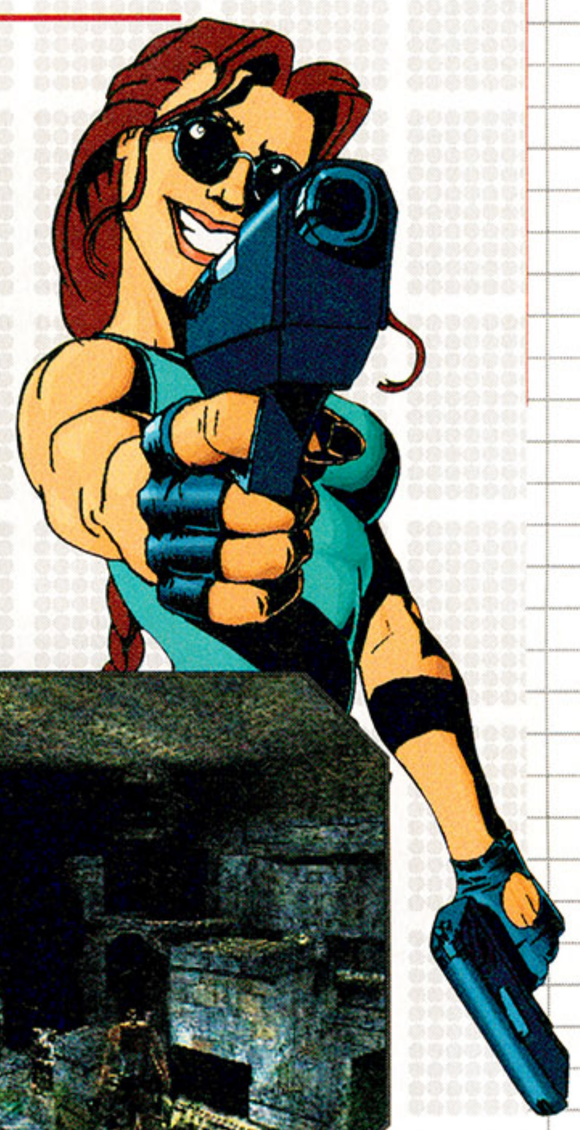
TECHNIQUES TO PRACTICE

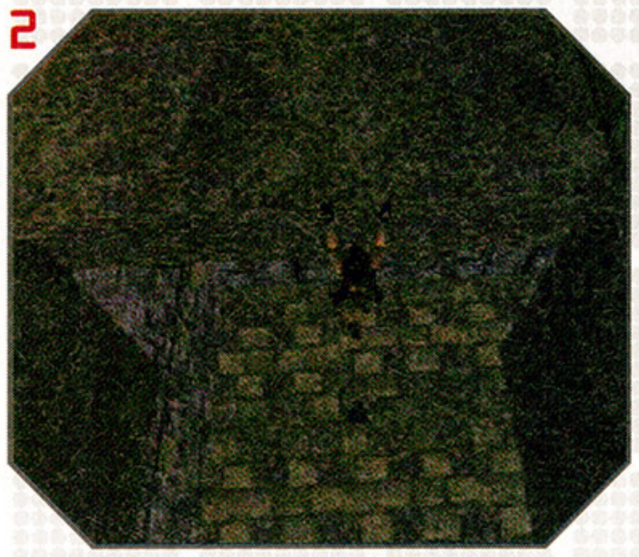
The Cistern level is a puzzling affair, to say the least. This level doesn't require much in the way of manual skills, except for some tight swimming requirements. Mostly, you'll just need to concentrate on solving the puzzles. There are also some challenging jumps to make throughout the level, but nothing that hasn't been tougher somewhere else. Once you've filled the room with water, you can just have fun swimming around.

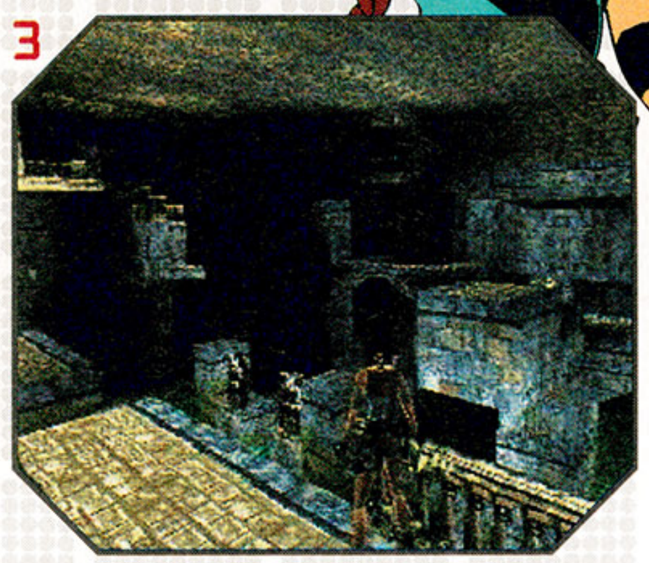
To get started in this level, you will first need to find a way to get to the switch high on the wall and then pull it to drop out a large section of the floor. Once this is done, you can drop down and enter a very large room filled with an elaborate catwalks and numerous doors, some locked and some unlocked. Your first mission will be to find two rusty keys to open the two doors on the far wall of the room. Either key is good for either door, but you'll need both to get them both open.

Once you've found the first key, open the left door first. Beyond that door, you'll find a silver key. Then find the room with the switch that floods the room and use the second rusty key to open the door on the right. Beyond that door, you will find a Gold Key. Collect a second Silver Key there and use both Silver Keys to open the two doors at the end of the level. The Gold Key can then be used to exit the level.



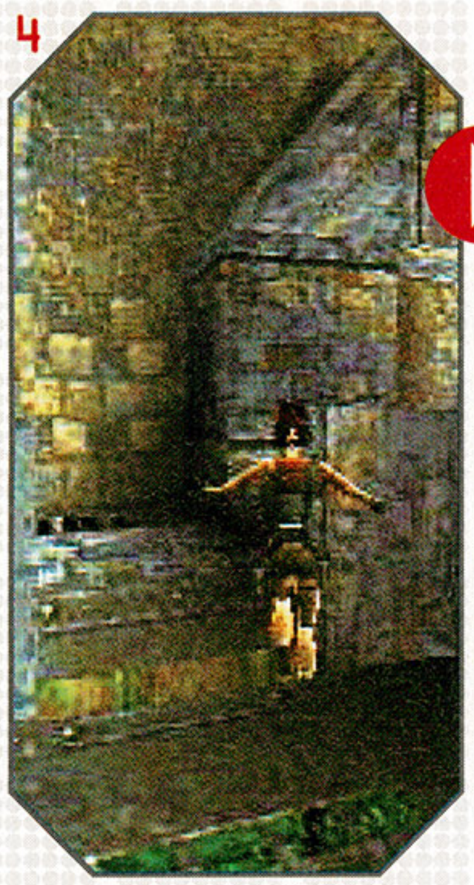


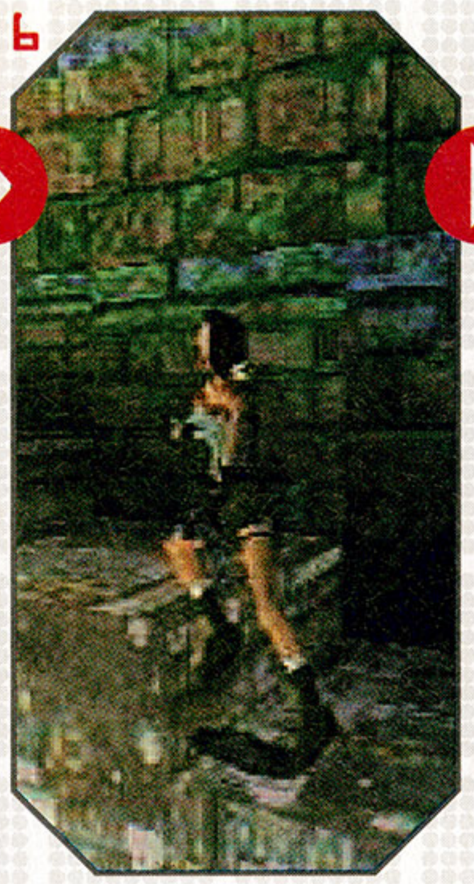




1 To get the level started, push the block over to the switch. 2 Pull the switch and drop through the floor. 3 Your first mission is to find two Rusty Keys for the doors on the far side of the room.

1-3 The first Rusty Key can be found on the catwalk above the hand crevice on the perimeter of the main room.





4-7 The second Rusty Key can be found by dropping into the water beneath the grated floor in the room with the switch that allows you to flood the level.

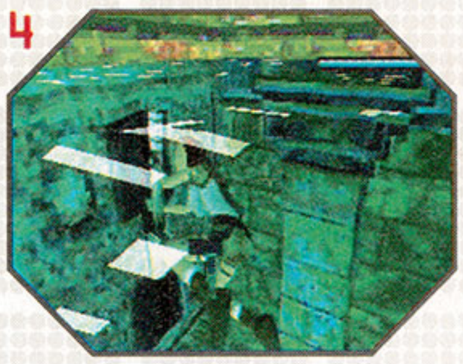
1-5 By using the two Rusty Keys, you will be able to gain access to both Silver Keys and the Gold Key.

1

2

3

4



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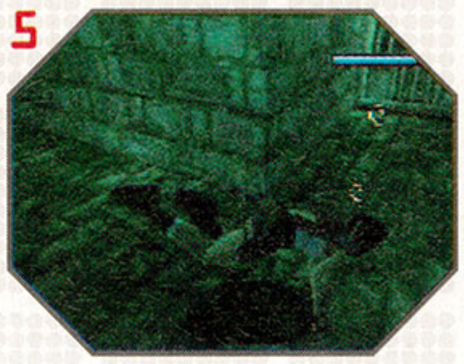

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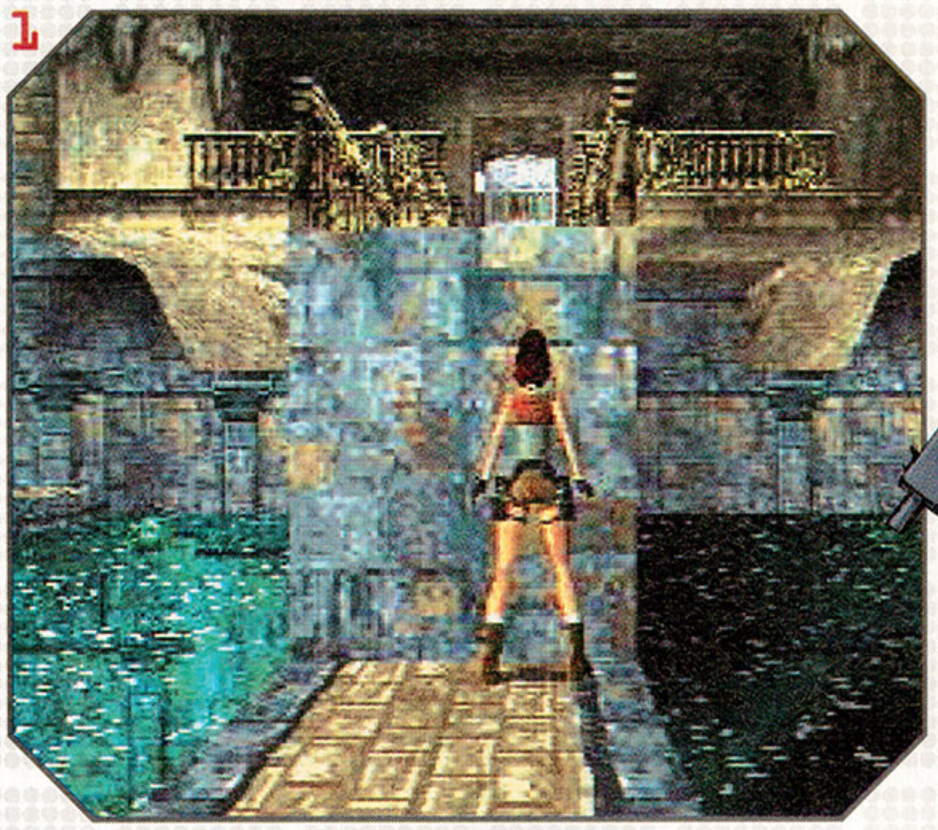


1-3 Once you have all three keys, use them to exit the level.

2

3

Tomb of Tihocan

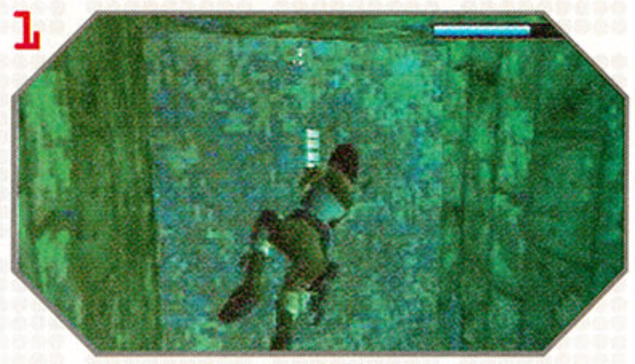
TECHNIQUES TO PRACTICE

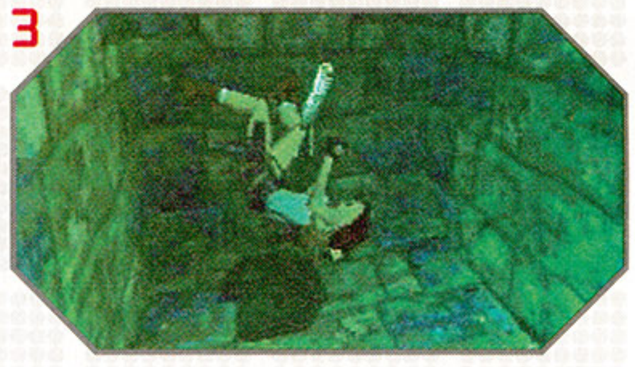
The Tomb of Tihocan is a mixed bag of challenges. In this level, you'll face everything from vicious sewer rats to giant bloodied dog creatures. A little more spread out and random than most levels, at this point you should and will need to be pretty good at everything. One skill that will have to be especially sharp is that of perceptive sight. In this level, more than any other, before you will be forced to find many secret areas.

Start the level by swimming to the bottom of the well and finding the lever (not the switch) to lower the water level. Get out of the water and go to the first big room. Since this is the final level of the second world, you will be dogged throughout the level by Pierre, another of NATLA's soldiers. This is the first room in which you will encounter him. Work your way through this area by climbing to the top of the room and pulling a switch. You will then find your way through another underwater area and through a very long underwater tunnel.

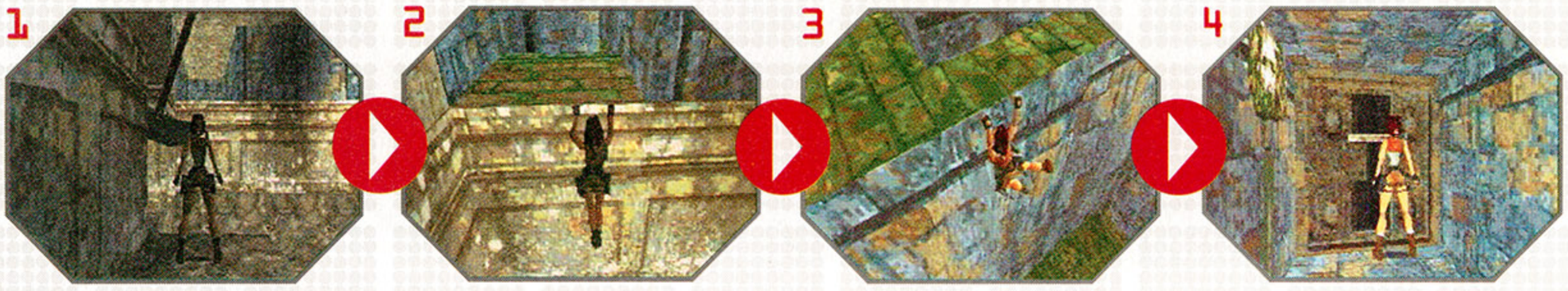
When you get to the top of the next room, jump past the blade, then swing by your hands past the concrete blockade to the next tunnel. After pulling the switch, the water level will rise again and you will get in the water again to find a secret ledge that will lead to yet another secret underwater tunnel. At the end of this tunnel you'll find a room with a loft. Find your way behind the main wall and pull the switch, then return to the main room. Kill the gorillas and go up to the loft. Then, jump up to the next room and collect a Gold Key. Take the Gold Key through the hallway in the back of the room and use it on the lock box to raise the platforms in the water. Cross the water and go into the next room, where you will have to move a block around on certain spots on the floor to open each door in the room.

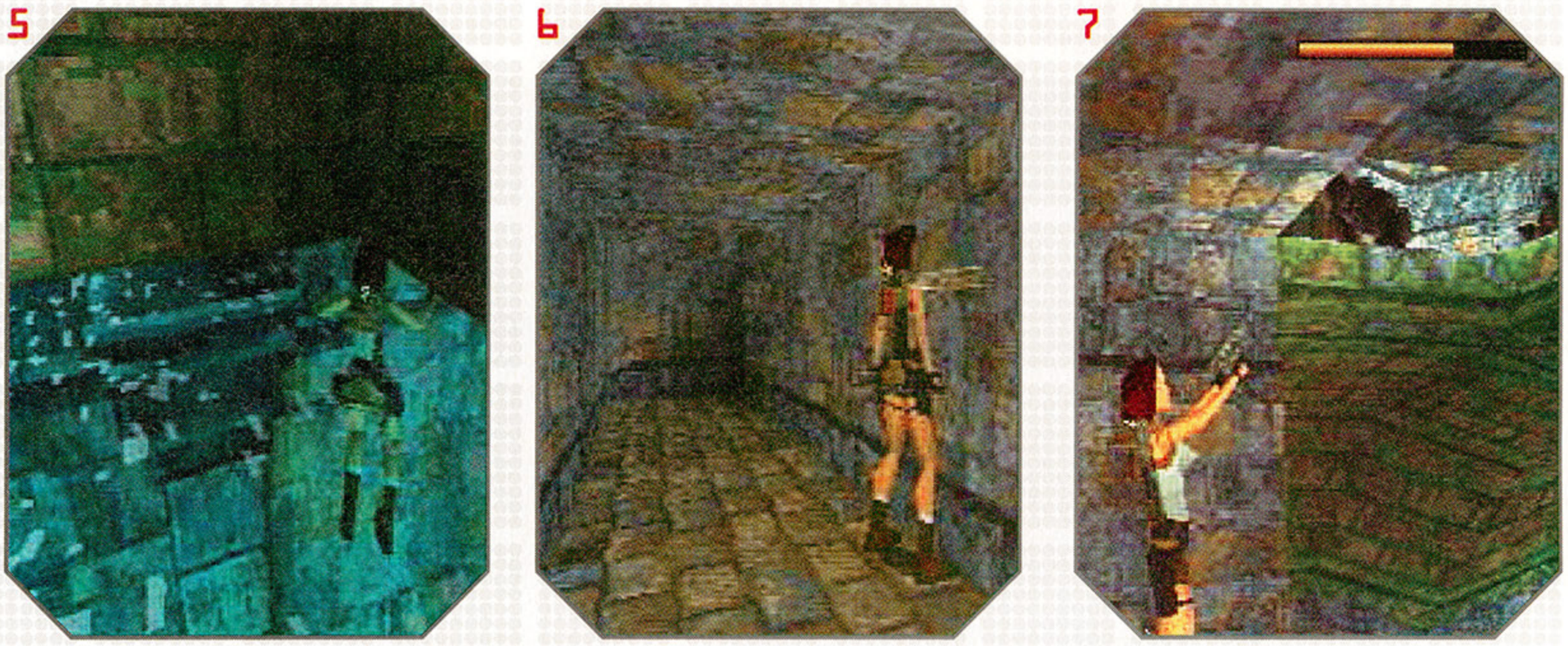
In the fourth room, you'll find a Rusty Key and then move a block under the door in the main room to collect your other Rusty Key. Then return to the main room and open the door with both keys. Slide down the ramp and into the pool. Climb out on the ledge and make your way to the switch at the other end. Pull it, then jump in the water and find your way to the Tomb. Find the hidden underwater tunnel that leads to a secret room with a switch to open the door in the Tomb. When you've got the door open, return to the Tomb, but beware of the statue on the left. In the Tomb you will have to defeat Pierre in a gun fight, then collect the Scion and a key from his dead body. Use the key to exit the level.





1 Start the level in the water to find the secret lever.
2 At the top of this room, you'll need to find a switch that raises the water level again. That will allow you to go through a new tunnel.
3 Pull the secret lever to get the current flowing and then allow yourself to be propelled down the very long tunnel into another big room.



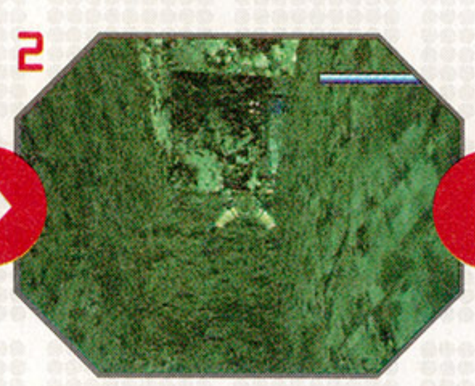


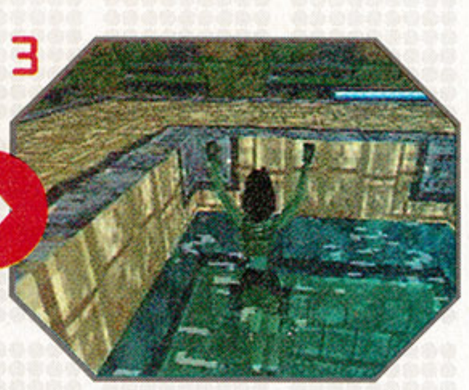
1-4 Jump past the blade at the top of the room, then swing by your hands past the concrete blockade to the next tunnel. Pull a switch to raise the water level again. **5** Drop off into the water below and find a secret ledge that will lead to yet another secret underwater tunnel. **6** At the end of the tunnel, find your way behind the main wall and pull the switch. Then return to the main room. **7** Kill the gorillas and collect the Gold Key.

1-2 Use the Gold Key to raise the platforms in the water and cross on top of them.

1 Push the block on top of each of the marked spots on the floor to open the doors. **2** The last door will offer a Rusty Key. **3** Collect the other Rusty Key by moving the block under the raised door in the main room. **4** Use the Keys to open the door and then slide down the ramp into the pool.

1-2 Swim to the ledge and throw the switch at the end of the pathway.





1-3 Get back in the water and find the hidden passageway under the water. Inside there is a switch to open the door of the Tomb.

Use the key to exit the level.

1-2 Go back to the Tomb and kill the dog statue before going in.
3-4 Kill Pierre in a gun fight and collect the Scion and a key from his dead body.

NETWORK

PLUG IN

CHRIS

MIKE

BILL

PATRICK

ROGER

WELCOME TO NETWORK

Hey, it's good to see that you made it this far back in the magazine. Now it's time for your letters. We get a lot of letters and those we don't hand over immediately to our lawyers have a pretty good chance of being printed here. Of course, once they're printed in here, there's a chance that they'll be answered by someone who works at *ULTRA Game Players*. Not a real big chance, but beggars can't be choosers, right? Let's get on with it! Keep those cards and letters coming!

ULTRA GAME PLAYERS
150 North Hill Drive
Brisbane, Ca 94005

Crash and burn

I just finished reading your review of *Crash Bandicoot* and I am stunned that you gave it an 8.8. Get a clue! To say that the only thing preventing it from getting an ULTRA Award is that it lacks originality is totally stupid. Has any other platform game ever taken classic 2D game play and made it 3D before? If that's not original then I don't know what is. As far as giving *Nights* a 9.3, that was ridiculous. I thought you guys were crazy when you gave *VF2* a 9.9 and gave *T2* a 9.1. But now I know you guys are crazy. *Crash* has over 30 stages. I don't care how many times you have to play a stage in *Nights* to master it. It puts me to sleep, while *Crash* had me wide awake and happy for hours and hours. You probably won't print this because I'm right and you're wrong, but I would really like you guys to comment on my letter, if you have the guts.

One more thing — tell Roger Burchill to hide before I spin-dash him.
Crash
Brooklyn, NY

Hey, we got a letter from Crash Bandicoot, who lives in... Brooklyn?

<<<ROGER>>> *Well, I knew this was coming, and I'll bet there's absolutely nothing I can say to convince you of my position. If it's any consolation to you, I agree that* Nights *was rated a little high, but I still think* Crash *got the score it deserved. The problem with* Crash *was that I kept getting this feeling of deja vu as I played through it. For a game to get an ULTRA rating from me, it has to have the 'Wow!' factor and* Crash *just came up short. As for Crash spin-dashing me, I hope he remembers to pay some royalty fees to Sonic.*

No MKT for PC?

When I first heard about the Nintendo 64 coming out, I was 13 and ready to buy one. After numerous delays, I read the final launch date was September 30, 1996. So, this summer I got a job and saved up $300 for the N64. Well, I came home one day and my Mom says, 'We're getting a new computer. You're not getting that damn Nintendo machine' We got the PC and now I'm not allowed to buy a N64. Williams made the first three *Mortal Kombats* for the PC, but since Williams is in cohoots with Nintendo for *MKT*, it may not happen this time. Please get back to me.
Hunter Morgan,
Whiteville, NC

If Hunter wants to play *MK Trilogy*, it looks like he'll have to leave home.

<<<CHRIS>>> *Sorry buddy, but it looks like you might be out of luck. The good news is that now you can play great PC games like* Quake, Daggerfall, *and* WarCraft, *but unfortunately most console games don't make it over to PC, especially N64 ones. My advice — leave home and get your own place, then get an N64.*

Yeah, I'm lucky...

Hey Bill (yawn), you're lucky. You aren't... tired like... (double yawn)... me.
Jonathan MacAllister
Satellite Beach, FL

<<<BILL>>> *Wow, Jonathan! Wake up and smell the bacon! (Or the processed pork product...) It's not often that I get a letter as lethargic and stuporous as yours. It's readers like you who are on the cutting edge of unconsciousness, pushing back the barriers of coma and rigor mortis that trouble us all in this sleepless world. Now, if you'll excuse me, I believe it's time for my nap. OK, who took my warm milk?*

The ULTRA GP team — Not exactly Santa's helpers...

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PATRICK: patrick_baggatta@qm.imagine-inc.com

BILL: bill_donohue@qm.imagine-inc.com

ROGER: roger_burchill@qm.imagine-inc.com

MIKE: mike_salmon@qm.imagine-inc.com

On the right track

During this past summer, my dad purchased me a PlayStation. I was ecstatic. I played it night and day; I love my PlayStation. I'm even playing the CD audio tracks from *Street Fighter Alpha* as I type this. Could you answer some questions for me?

1. On the audio tracks of *Street Fighter Alpha*, there are two tracks that I cannot identify: numbers 10 and 11. What part of the game are these tunes from?

2. Do you have any idea when *Resident Evil 2* is coming out?

3. What was the 'Box' thing anyway? I never figured it out.

I'd like to say that I love the way your magazine had changed. Love the new organized-futuristic-rendered-ish-every-page-is-numbered look of the magazine. A fine piece of literature, indeed.

Thai M. Tran
Kirkland, WA

<<<CHRIS>>> *Thanks for the kind words, Thai! As for your questions:*

1. *Sorry, but I'm not exactly sure what you're talking about... however, there are two hidden stages in the game — have you found them?*

2. *Capcom's saying March, but that could slip.*

3. *Neither did we, that's the scary part.*

RPGee!

I'd like to start out by saying that your coverage of the E^3 show was excellent. By answering these questions you can help me out a lot.

1. You say the PlayStation is going to be 'The RPG Machine,' so where are the games that are coming out?

2. In issue No. 89, you said that *Samurai Showdown* is coming out on PlayStation and Saturn. When is it coming out on the PlayStation?

3. Can you give me more details on *Final Fantasy VII*'s 2CD's and will it be much, much longer than the ones on cartridges? Also, will it have voices for the characters and monsters? And will there be more than four characters fighting on one screen?

4. Will there be any RPG's on the Nintendo 64 by this Christmas? If they are, can any of them compete with the graphics of *Final Fantasy?*

James 'RPG Man' Talley
Cleveland, OH

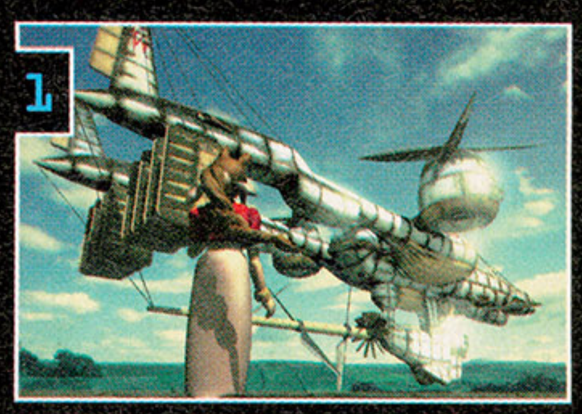
<<<PATRICK>>>
So you want to know about racing games, do you? OK, it's RPGs that've got you all antsy. Here's what I know:

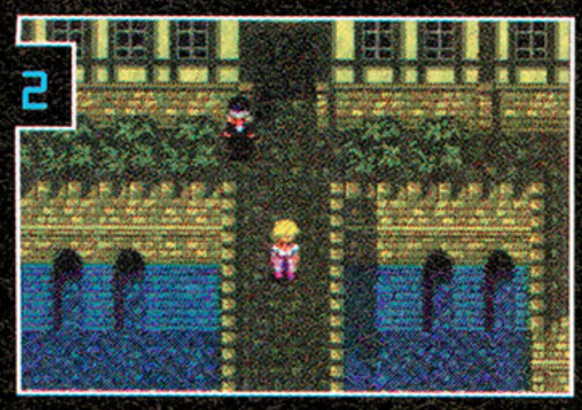
1. *The best looking RPGs coming out for the PlayStation are* Wild Arms, Vandal Hearts *and of course* FFVII.

2. Samurai Showdown *has been delayed but look for it early next year.*

3. *Look for* Final Fantasy VII *to be longer than the cartridge games, but it's impossible to say yet by exactly how much, and no, there won't be any voices — the game is still text based.*

4. *There are no RPGs planned for N64 by Christmas. Sorry.*





1-2 *Final Fantasy* and *Wild Arms* should keep James Talley happily occupied for at least a few hours.

I scream, you scream

I was just reading my October Issue of PC Gamer and, in the Letters section, James LeVaque accused Chris and Bill of kidnapping PC Gamer's mascot. He said that Bill told Chris he'd get ice cream if he helped. Is this true? Chris, I will give you ice cream if you tell me what happened.

Matt Adams
Willoughby Hills, OH

<<<BILL>>> *Well, Matt, Chris would have answered your letter, but I told him he could have a hot chocolate sundae if he let me answer it, so... here I am! Even though we don't usually do this kind of thing in the magazine anymore, it's real nice to know that it still works!*

Thai really rocks out while listening to the *Street Fighter Alpha* sound track!

Ask The Industry

I'm a proud Saturn owner, but I am becoming a bit concerned about its future. I've read rumors in ***ULTRA GP*** about Saturn 2 already being ready. Does this mean that the infant Saturn is already dead? And why can't third party developers make decent Saturn games? It seems like only Sega knows how to program its beloved machine. Why is this? Just look at the Psygnosis titles on Saturn and then PlayStation. There isn't any comparison. I still love my Saturn because the PlayStation doesn't get *Sega Rally, VF2*, or *World Series Baseball*, but I want some more big third-party titles. On top of that, I'm concerned that Sega isn't going to translate its latest arcade games *(VF3)* for the Saturn, but instead it will do it for Saturn 2. I don't have the money or patience with Sega to invest in another upgrade. I've already fallen for every Sega trick (Sega CD and 32X being my most embarassing moments in gaming). I just want some third-party developer to answer my questions, because there are a lot of Saturn owners like myself that want their games on our system.

Thanks for your time,

Shawn Werner
Police Officer and avid gamer
Pontiac, Michigan

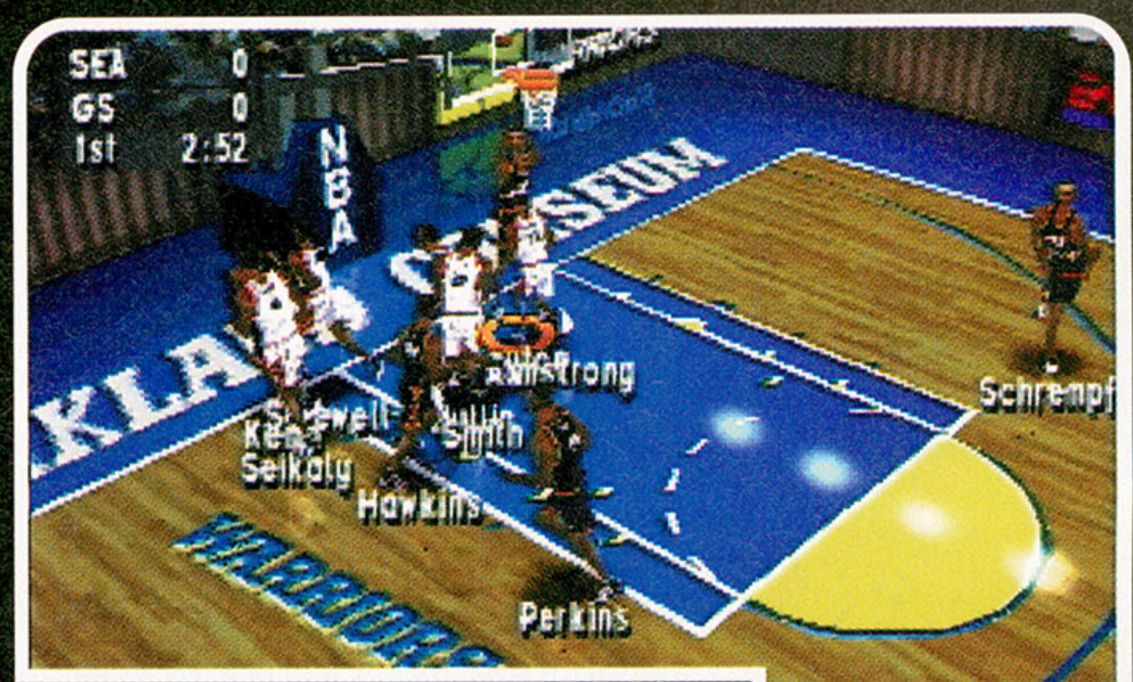
You ask the questions, the experts answer.

Shiny Entertainment's Response:

The Saturn is harder to program for. It takes a better class of programmer. It is by no means dead. The Sega teams keep proving this. Third party developers are only beginning to learn how to really push the hardware. Our new game,* Wild 9's, *has EVERY trick in the book, stuff Sega has not even got going yet. (But it's not easy!) If Sega just gives the third-parties the same tools, funding and advertising, then it's 'Gloves Off!'. Sega needs to give away ALL its information (which it is doing this month), then give the developers some time to use what they have been given. I guarantee that Sega games will just keep getting more and more impressive.

My dream has always been that I could play REAL arcade games at home. At this time, the Saturn is paving the way with continuous new arcade conversions that keep getting better and will be coming for the Saturn this year.

Dave Perry
President of Shiny Entertainment and avid gamer



NBA Live '97 **has given Tom Babcock a new lease on life, especially since it's coming to the Saturn, courtesy of Electronic Arts.**

Saturnalia

I am another very happy Saturn owner, especially since I learned EA is bringing *NBA live '97, NHL '97*, and *Madden '97* for Saturn. I have noticed that some games for PlayStation, like *Tekken 2,* only cost around $45 and some games can be found on sale for around $35.

1. Do you think that Sega might drop the price of the average Saturn game to even lower than $46?
2. Do you think that Saturn might lower it's price on Saturn hardware to $149?
3. Do you think that Psygnosis put more over *Wipeout XL* and *Destruction Derby 2* to Saturn? If they do, will Psygnosis put more time into porting over their titles, now they know that Saturn can handle transparencies and other effects which make cool looking games like *Nights.*
P.S. I really appreciate that you are not biased against Saturn like some magazines are.
Tom Babcock
Collinsville, CT

<<<MIKE>>> *It's always nice to hear from some loyal Saturn owners, but your optimism seems to be stemming from the wrong areas. First off, EA's games are all better on the PlayStation and are no longer the industry's best. Sega's very own sports titles, like* World Series Baseball II *and* Worldwide Soccer II, *are the cream of the Saturn sports crop. Now to answer the rest of your questions directly:*
1. *No, it's not likely that the regular price of Saturn games will go below $50, but because the CDs are inexpensive to manufacture, it is a possibility.*
2. *It's entirely likely that, in '97, the Saturn will be $149. I almost expect that to happen.*
3. *Since Psygnosis is fully owned by Sony, you can bet that its Saturn translations still won't be as timely or nearly as good as the original PlayStation games.*

Destruction Derby **might not look so pretty once it gets to the Saturn.**

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.

1-2 ***World Series Baseball*** **and** ***Sega Rally*** **are two reasons why the Pontiac Police Force really likes the Saturn.**

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The Jaded Gamer

Around the office here, all anyone can talk about is *Tomb Raider*. Frankly, I've got just one question. What's all the hoopla going on about this *Tomb Raider* game? As I understand it, you're this former woman Olympian who walks through this dark, underground maze and shoots at the usual assortment of wolves, bats and dinosaurs, right? Geez, what will these game wizards come up with next? The reason I'm just a little upset, fellow jaders, is that this game is damn near a perfect copy of a game we used to play as kids — a game we made up ourselves! No, not the game where we ran around blindfolded, holding the scissors out in front of us. This game was called *Spider* and it was cool. One guy would be the Spider and he would go hide somewhere in the house. Of course, all the lights were turned off. Next, all the other players form a search party and try to find the Spider's Web without being captured by the Spider. If you got caught, the Spider would hide you in his Web and the other players tried to find and rescue you. Simple, right? It was also a very scary game, if everyone got into it. It worked especially good on nights when there were thunderstorms. Let me tell you about such a night... Heh, heh, heh...

Malicious ramblings from the man who's played it all

It was a dark and stormy night (oops, sorry...) and it was my turn to be the Spider. Being really clever and somewhat skinnier than I am now (the famous Beergut hadn't been established yet), I managed to hide in the tiny closet that held the air conditioning unit. My nephews, Nick and Ben, were leading the search party through the darkened house. Just as they got next to the closet door, a huge bolt of lightening split the night sky, followed by an immense thunderclap. I lunged out of the closet and grabbed Nick around the neck. 'I am the Spider!' I roared! Nick responded by fainting out cold and dropping to the floor. Ben jumped straight up about three feet, turned in mid-air while screaming, and ran for the front room. I didn't find out how badly Ben had been scared until the next day, when my sister called and asked what the hell we'd been doing, since Ben had, uh... a skidmark in his shorts the size of a grapefruit. Now, let me ask you, does *Tomb Raider* have the kind of spooky action that's gonna make you faint dead away after leaving terror-induced skidmarks in your shorts? I don't think so!

So now you all understand why *Tomb Raider* ain't all that special, right? By the way, this story is true! It really happened! If you don't believe me, just ask my nephew, Nick. He hangs out in the ***ULTRA GP*** Palace site all the time. His user name is Nick Giles and now, he'll never talk to me again. Right, Nick? Nick?

As the Jaded Gamer continues his campaign against the hypocrisies of the videogame industry, his other family members can rest assured that they, too, could be embarrassed in a future column.

Brian thinks he's found the secret to *Mario 64*'s Secret Slide, but we think he's full of crap!!!

He's a Mario fiend

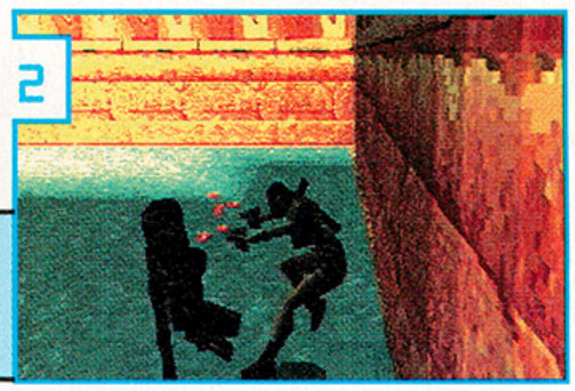
Could you do a little research for me? Could you list every *Mario*-related game ever made and put what system its for, including *Mario 64?* Are you planning on having a complete 'Star Guide' in a future issue of ***ULTRA GP?*** I also agree completely with Chris when he gave *Mario 64* a perfect 10. When *MK Trilogy* comes out for N64 next month, will you print a complete move list for all the characters? Keep up the good work on your magazine. P.S. I have a little challenge for you! On *Mario 64*, can you make it down Princess Toadstools' Secret Slide (found by jumping in the right picture in the room on the second floor in the main hall.) in under ten flat?
Brian Miller
Fredericksburg, VA

<<<CHRIS>>> *The Secret Slide in under ten seconds? Impossible. Even if you jump off the track and fall down to the exit it takes longer than that. Either you have some kind of Mario Magic Trick you're not telling me about, or you're full of crap. Anyway,* Mario Bros. *and* Super Mario Bros. 1, 2 *and* 3 *came out on the 8-bit NES, while* Super Mario World 1 *and* 2 *came out on Super NES. Mario has also guest-starred in a ton of games, too many to mention here.* <<<BIBI>>> *Look, Brian, if you're gonna lie, at least try to make it believable, OK? Trust me, it'll work better.*

Simple questions

I have some questions to ask you guys:
1. I'm a *Resident Evil* fan. Do you anything about a pass code for a door in the mansion? All I know is the pass code needs four numbers.
2. When will you have reviews for *Residential Evil 2?*
3. Do you know anything about *Time Commando?*
Renne Guerrero
Compton, CA

<<<PATRICK>>>
1. *There is no code — you'll have to do the work. Finish the game in under three hours and the door will go berzerk (or open, if you prefer).*
2. *Reviews for* Resident Evil 2 *will have to wait until those pesky developers finish the game. You can't rush perfection.*
3. *I know Mike liked* Time Cammando *pretty well — check the review in the December issue.*



1 Yow, scary... dogs? Think I'll, uh... faint or something. 2 Uh-oh... here comes real terror now. Hope I don't embarass myself...

Well, Renne, we'll have reviews for *Resident Evil 2* just as soon as the game comes out, OK?

You had your chance

I have been reading your magazine for a while now, but I am very mad. I live up here in this little place called Canada. When you gave out the release date for the N64, did it include Canada? And what's the price for us Canadians to get it? Also when you show the Previews, does this also include Canada?
Rob Wright,
Calgary, Alberta

<<<BILL>>> *Sorry, guys, but you had your chance. We asked you if you wanted to be the 50th state and you said 'We'll get back to you on that one.' Well, we waited and waited, and you never wrote back, so we had to pick Hawaii, instead. They don't have any problems with* their *N64 dates and previews. Noooo. So don't get all mad at us. Just remember, we asked you guys first.*

Living in the past

I am writing about some of the stupid stuff Sega has pulled. First, they discontinued the 32X after only about a year out and not many games on it. Now the Sega CD is discontinued. We have spent lots of money on these systems. Now they expect us to buy a $200 system with a bunch of crappy games. Some Sega fans can't afford that.
Mark Lykins,
Richmond, IN

<<<ROGER>>> *Strange that you should happen to mention this, Mark. The guys here at* ***ULTRA GP*** *were just talking about how many more people would have been able to buy a Saturn if they hadn't blown a $150 bucks on a 32X six months before the release of the Saturn. Oh well, maybe you can join a support group for owners of Sega CD, 32X, Virtual Boy, Jaguar, etc. I like to go and sit in the back and listen to their tales of woe. It's cheaper than going to a comedy club! To be fair, Saturn does have a number of excellent games available for it now. Just remember, you've got to pay to play.*

Desperate

Hey Game Players! Could you please mail me anything, I mean *anything*, about the Nintendo 64?
Trevor Patterson,
London, Ontario, Canada

<<<BILL>>> *Uh... no.*

Fan Site of the month

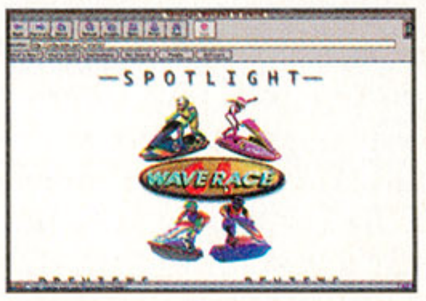
Orbital
http://echo.echo.com/~orbital

Created by Michael Johanson and Michael Johnson, Orbital is one fan site that gets down to business. The bandwidth is low enough so that a 9600 modem would have no problem loading Orbital's graphics. The Oribtal logo convinces many visitors that this is a professional site.

The editors strive to get their news first. Every month, the editors of Orbital create a new feature for their 'Spotlight Section.' This section focuses on one genre or game and exposes it to its fullest. Of course, what is a fan site without previews, reviews, and an editorial section? Orbital has all these sections streamlined so it won't hurt your eyes. The final section is the 'Sky Twister Press' section. This section contains all sorts of specials, from editorials to interviews with Tommy Talerico. So, go check Orbital out. Its professional attitude and in-depth news rank it as one of the top websites on the web and ***ULTRA GP***'s Site of the Month.

Orbital's logo is arguably one of the best in recent memory.

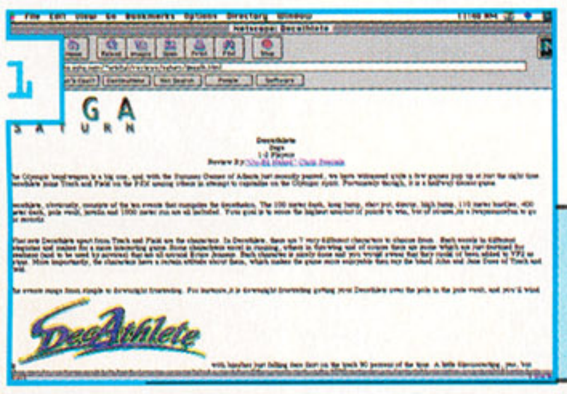
The day's hottest news can be found here.



The Editorial staff's talents really shine in the Spotlight section.

Editorials are updated every week on Friday.

Reviews cover the Saturn, PSX, and N64 Platforms.



1 Each review is packed with explicitly detailed rants and raves. 2 The staff page offers readers a way to communicate directly with the editors.

SURFED ANY GOOD WEB SITES LATELY?

Drop us an e-mail with the URL and let us check it out for ourselves. if we feel that its creator has gone above and beyond the call of duty, we'll feature the page in a future issue!

PLAYSTATION

Title:	New/Used
Playstation Core	$210/150
Playstation w/Toshinden	$240/Call
Analog Joystick	$64/Call
Game Gun	Call
Game Pad 8 By STD	$23/Call
Game Shark	$59/Call
Link Cable	$25/Call
Mad Catz Arcade Steering Wheel	$62/Call
Memory Card	$28/Call
Memory Card Plus	$45/Call
PSX Controller	$26/Call
RFU Unit By Sony	$34/Call
Travel Master Hard Case	$35/-
Travel Master Soft Case	$30/-
2-Xtreme	$51/40
AD&D Iron & Blood	$52/42
Alien Striker	$52/40
Alien Trilogy	$51/41
Allied General	$52/40
Alone In The Dark	$52/35
Alphastorm	$51/40
Andretti Racing	$51/40
Area 51	$52/40
Ballblazer Champions	Call
Battle Arena Toshinden 2	$48/38
Battlesport	$45/35
Beyond The Beyond	$51/40
Big Bass World Championship	$53/40
Black Dawn	$52/42
Blades Of Rage	Call
Blast Chamber	$50/35
Blazing Dragons	$52/42
Burning Road	$48/35
Cheesy	$48/35
Chronicles Of The Sword	$51/41
City Of Lost Children	$51/40
Crash Bandicoot	$51/40
Deadly Skies	$52/40
Death Crusader	Call
Death Race	Call
Demon Driver	$48/35
Deception	$54/40
Destruction Derby 2	$51/40
Die Hard Trilogy	$51/40
Disruptor	$52/40
Dragonheart	$45/35
Dream 18 Golf	$48/35
Dreamteam Basketball	$52/42
Family Feud	$47/37
Formula 1	$51/41
GT Sports Football	$51/40
GT Sports Basketball	$51/40
Golf: The Final Round	$45/35
Grand Slam '97	$52/40
Grand Theft Auto	$51/40
High Velocity	$52/40
Hive 2	$47/37
Impact Racing	$45/41
Jajamaru	$51/40
John Madden '97	$54/40
Jumping Flash 2	$51/40
K-1 Super Kick Boxer	$52/40
King Of Fighters '95	$51/40
King's Field 2	$51/40
Legacy Of Kain	$52/42
MLB Pennant Race	$51/40
MVP College Football '96	$52/40
Machine Head	$51/40
Mass Destruction	$51/40
Monster Truck Rally	$51/40
Mortal Kombat Trilogy	$52/41
Motor Toon Grand Prix	$51/40
Myst	$51/41
NBA Live '97	Call
NCAA Football Gamebreaker	$51/40
NFL Full Contact Football	$45/35
NFL Gameday '97	$51/40
NFL Quarterback Club '97	$52/41
NHL '97	$51/40
NHL Face Off '97	$51/40
NHL Powerplay '96	$52/40
Near Death	$52/40
Need For Speed	$53/43
Offensive	Call
PGA Tour '97	$50/40
Peak Performance	$52/40
Project: Overkill	$45/35
Qad	$48/35
Razorwing	$51/40
Resident Evil	$52/42
Revelations	$52/40
Ridge Racer Revolution	$47/37
Road Warrior	$47/37
S.T.O.R.M.	$51/40
Samurai Showdown	$51/40
Space Hulk Vengeance	$52/42
Speed King: Road Rage	$45/35
Spider	$51/40
Star Trek Generations	$52/40
Star Wars: Dark Forces	Call
Star Wars: Rebel Assault 2	Call

PLAYSTATION

Title:	New/Used
Steel Harbinger	$48/38
Street Fighter Alpha 2	$52/42
Supersonic Racers	$45/35
Syndicate Wars	$53/43
Tecmo Superbowl	$54/40
Tekken 2	$47/37
Thunder Truck Rally	$51/40
Top Gun:Fire At Will	$52/40
Triple Play '97	$53/40
Twisted Metal 2	$51/40
VR Golf	$52/40
VR Pro Pinball	$52/40
Virtuoso	$48/38
Williams Arcade's	$47/37
Wipeout XL	$51/40
World Circuit Racing	$46/35
X-Com	$35/25
X-Men: C.O.T.A.	$52/40

SNES

Title:	New/Used
SNES Core Unit	$99/60
SNES System W/Ken Griffey Jr	$130/Call
Act-Raiser 2	$26/14
Addams Family	$35/23
Adventures Of Batman & Robin	$34/32
Art Of Fighting	$-/10
Batman Returns	$30/18
Breath Of Fire 2	$56/36
Brutal: Paws Of Fury	$56/14
Bubsy 2	$-/42
Bulls Vs Blazers	$45/7
Chrono Trigger	$68/52
College Slam	$62/42
Demon's Crest	$25/15
Donkey Kong Country	$62/28
Donkey Kong Country 2	$61/48
Donkey Kong Country 3	$62/50
Doom	$66/38
Earthworm Jim	$58/40
FIFA Soccer '97 Gold Edition	$56/45
Fatal Fury 2	$30/14
Frankenstein	$52/14
Gearheads	$48/35
Gradius 3	$24/7
Illusion Of Gaia	$39/20
Incantation	$51/38
Indiana Jones: Greatest Adventures	$54/24
John Madden NFL '93	$36/7
John Madden NFL '94	$39/11
John Madden NFL '97	$56/45
Judge Dredd	$59/18
Jurassic Park	$35/19
Jurassic Park 2	$56/32
Justice League	$62/24
Ken Griffey Jr Baseball	$47/28
28344 Ken Griffey Jr: Winning Run	$61/34
Killer Instinct	$66/35
King Arthur's World	$24/17
Kirby Superstar	$62/50
Legend	$-/12
Legend Of Zelda: Link To The Past	$42/17
Lobo	$56/38
Lufia 2	$65/55
Mario Paint W/Mouse	$54/24
Marvel Super Heroes	$53/34
Math Blaster	$46/19
Maximum Carnage	$61/14
Micro Machines	$56/24
Mortal Kombat	$34/11
Mortal Kombat 2	$37/16
Mortal Kombat 3	$66/35
Mr. Do!	$45/36
NBA Hangtime	$66/50
NBA Jam	$34/15
NBA Jam T.E.	$57/28
NBA Live'95	$31/19
NBA Live '96	$56/42
NBA Live '97	$56/45
NCAA Basketball	$19/10
NHL '97	$58/48
NHL Stanley Cup	$29/10
NHLPA Hockey '93	$33/7
PGA European Tour	$61/48
Populous	$-/6
Power Rangers Zeo	$57/45
Primal Rage	$62/28
Prince Of Persia 2	$52/30
Rise Of The Phoenix	$-/42
Robotrek	$31/25
Samurai Showdown	$52/23
Secret Of Evermore	$60/45
Sim City	$35/25
Sim City 2000	$58/45
Star Fox	$29/12
Stargate	$62/24

SNES

Title:	New/Used
Street Fighter Alpha 2	$62/50
Super Bases Loaded	$50/9
Super Battle tank	$29/10
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Super Mario RPG	$66/52
Super Mario World	$24/6
Super Metroid	$24/13
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Super Star Wars	$35/14
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Controller - Goldstar	$32/Call
Controller - Panasonic	$38/Call
Game Guru	$35/Call
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Battlesport	$53/14
Burning Soldier	$51/7
Cannon Fodder	$35/14
Casper	$48/19
Corpse Killer	$49/12
Crash 'n Burn	$35/7
D	$58/28
Doom	$54/22
FIFA Soccer	$52/4
Flying Nightmares	$53/12
Guardian War	$51/12
Hell: Cyberpunk Thriller	$45/12
Immercenary	$52/9
Killing Time	$51/28
Kingdom...Far Reaches	$46/12
Lucienne's Quest	$43/20
Need For Speed	$48/24
PO'ed	$53/14
Pebble Beach Golf Links	$51/4
Primal Rage	$49/22
Quarantine	$37/10
Real Pinball	$51/9
Rebel Assault	$48/11
Road Rash	$58/24
Shanghai Triple Threat	$48/5
Shockwave	$58/4
Slam 'n Jam '95	$49/18
Space Hulk: Vengeance	$48/19
Starblade	$48/9
Theme Park	$52/15
Twisted	$53/5
Wing Commander 3	$52/18

SATURN

Title:	New/Used
Saturn Core Unit	$210/140
Saturn W/Virtua Fighter	$230/Call
Saturn w/Sega Rally	$240/Call
3D Control Pad	$30/Call
Arcade Racer	$65/Call
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Memory Card Plus	$40/Call
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3D Baseball '95	$52/40
AD&D Iron & Blood	$52/40
Aerial Striker	$52/40
Alien Trilogy	$52/38
Area 51	$52/40
Armed	$51/40
Battle Arena Toshinden	$52/35
Black Dawn	$52/36
Blast Chamber	$50/35
Blazing Heroes (Mystaria)	$59/45
Braindead 13	$51/24
Burn: Cycle	$48/35
Casper	$47/24
Command & Conquer	$52/36
Crime Patrol	$45/35
Cybersled	$52/38
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Darknet	$51/40
Dawn Of Darkness	$48/38
Demon Driver	$48/38
Die Hard Trilogy	$51/40
Dragon's Lair 2	$51/34
Dragonheart	$45/35
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F-1 Challenge	$48/38
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Legacy Of Kain	$52/40
Loaded	$52/42
MLBPA: Bottom Of The Ninth	$47/28
Machine Head	$51/36
Mass Destruction	$52/40
Maximum Surge	$52/38
Mortal Kombat 1 & 2 Duo	$34/20
NFL Full Contact	$47/37
NFL Quarterback Club '97	$52/40
NHL Powerplay '96	$52/40
Nights w/3D Control Pad	$61/50
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Space Hulk Vengeance	$50/36
Spider	$51/40
Starfighter	$45/35
Street Fighter Alpha 2	$52/42
Supreme Warrior	$47/30
Tanktics	$51/40
Tecmo Superbowl	Call
Tetris Plus	$15/35
Three Dirty Dwarves	$47/34
Triple Play '96	Call
Tunnel B-1	$48/35
Ultimate Mortal Kombat 3	$54/44
VR Pro Pinball	$52/38
Waterworld	$48/38
World Series Baseball 2	$52/40
World Wide Soccer '97	$47/35
X-Men:C.O.T.A.	$51/40

GENESIS

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Doc's Cleaning Kit	$7/Call
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Air Diver	$-/12
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Battletoads	$36/23
Beyond Oasis	$65/48
Buster Douglas Boxing	$27/7
Capt America & The Avengers	$46/14
College Football USA '96	$55/20
College Football USA '97	$56/40
College Slam	$57/38
Comix Zone	$54/38
Dashin' Desperados	$21/9
Double Dragon	$-/13
Double Dragon 5	$53/25
Earthworm Jim 2	$59/46
Ecco The Dolphin	$-/18

GENESIS

Title:	New/Used
Eternal Champions	$38/14
FIFA Soccer '97 Gold Edition	$56/42
Fatal Fury	$35/14
Garfield:Caught In The Act	$58/28
Golden Axe	$22/11
Incredible Hulk	$34/18
Joe Montana 2	$31/5
John Madden NFL '95	$31/9
John Madden NFL '97	$56/42
Judge Dredd	$-/18
Jurassic Park	$41/14
Kid Chameleon	$41/14
Lightening Force	$28/9
Lion King	$47/22
MLBPA Baseball	$36/9
Maximum Carnage	$32/16
Mig-29 Fighter Pilot	$44/22
Mortal Kombat	$44/12
Mortal Kombat 2	$32/20
Mortal Kombat 3	$66/40
Mutant League Hockey	$45/34
NBA Action '94	$51/4
NBA Action '95	$54/18
NBA Hangtime	$66/55
NBA Jam	$34/15
NBA Live '95	$33/20
NBA Live '97	$56/42
NFL 95	$54/12
NFL Quarterback Club '96	$62/18
NHL '97	$56/42
NHL 94	$31/12
NHLPA Hockey 93	$31/7
Phantasy Star 4	$77/44
Primal Rage	$59/28
Prime Time NFL	$58/14
Prince Of Persia 2	$48/38
Ristar	$45/32
Road Rash 2	$39/29
Samurai Showdown	$50/28
Shaq-Fu	$23/10
Sonic & Knuckles	$54/28
Sonic 3D Blast	$52/40
Sonic The Hedgehog 2	$42/8
Sonic The Hedgehog 3	$58/38
Sub-Terrania	$28/6
Super Street Fighter 2	$-/18
TMNT Tournament Fight	$55/18
Talespin	$34/18
Tecmo Super Hockey	$56/16
Thunder Force 2	$37/6
Toe Jam & Earl	$-/38
Tony Larussa Baseball	$32/6
Toy Story	$61/42
Triple Play 96	$59/42
Ultimate Mortal Kombat 3	$66/52
Unnecessary Roughness	$50/9
WWF Raw	$59/28
WWF Royal Rumble	$24/14
Williams Arcade's G.H.	$41/20
World Series Baseball	$51/17
World Series Baseball '95	$65/32
World Series Baseball '96	$52/42
X-Men 2: Clone Wars	$51/26

Nintendo 64 Core	$214
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Controller - Black	$34
Controller - Blue	$34
Controller - Grey	$34
Controller - Green	$34
Controller - Red	$34
Controller - Yellow	$34
Extension Cable	$15
Flight Force Pro 64 Controller	$58
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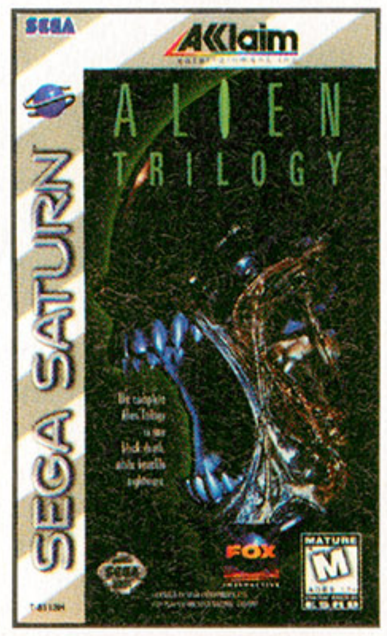
RFU Adapter	$34
Sharkpad Pro Controller	$34
Crusin' USA	$64
Gretzky 64	Call
M.K. Trilogy	Call
NBA Hangtime	Call
Pilotwings 64	$64
Robotech Academy	Call
Super Mario 64	$63
Wave Race 64	$64

Tekken 2 Playstation $47



Alien Trilogy SATURN $52

Crash Bandicoot PLAYSTATION $51

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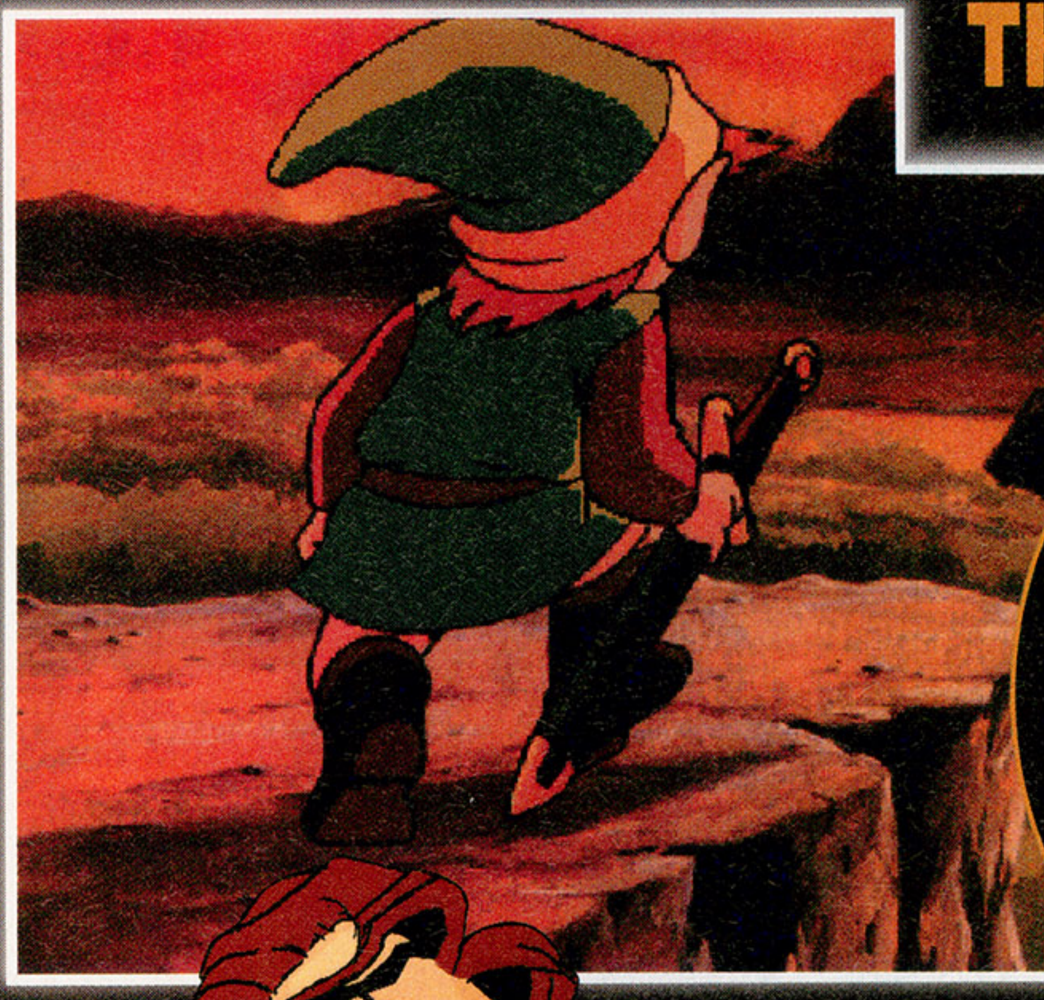
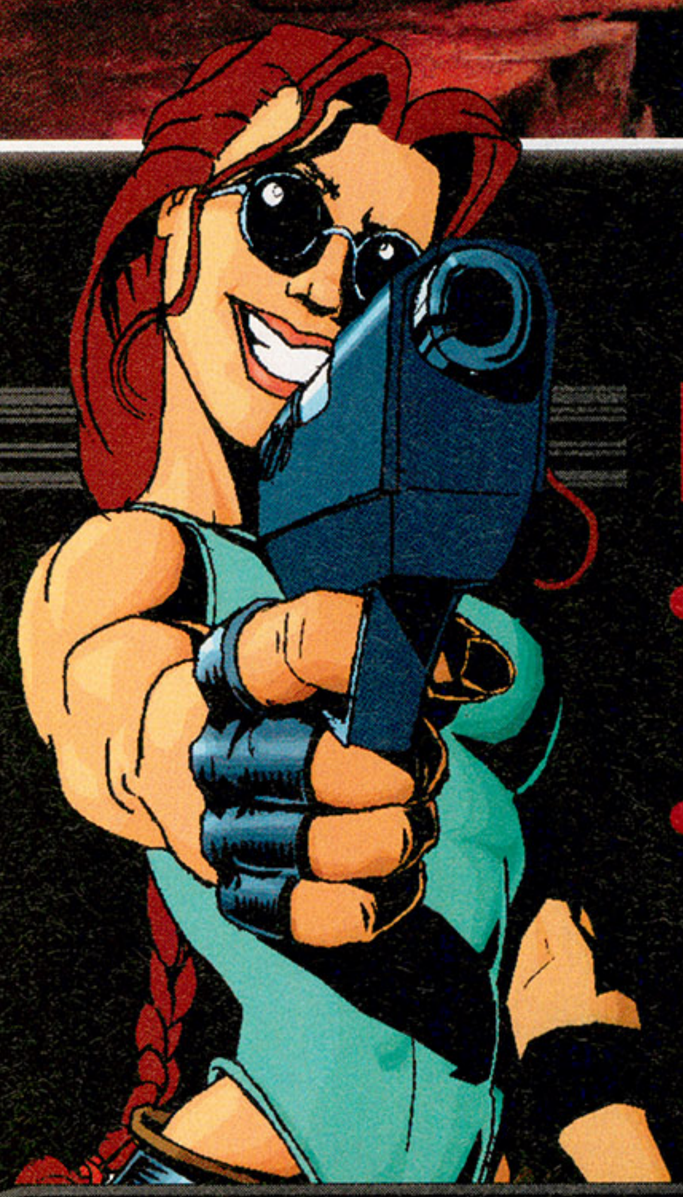
NEXT MONTH

NINTENDO 64: THE NEXT WAVE



Nintendo is having its annual press event in Tokyo, and you're all invited! Loads of new N64 games are scheduled to make an appearance, plus the mysterious 64DD and a little game called *Zelda 64*...



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- **1997 is going to be a hot year for videogame fans and you can bet that *ULTRA Game Players* will be with you every step of the way. Be sure to be here next month when we start things off with a bang!**

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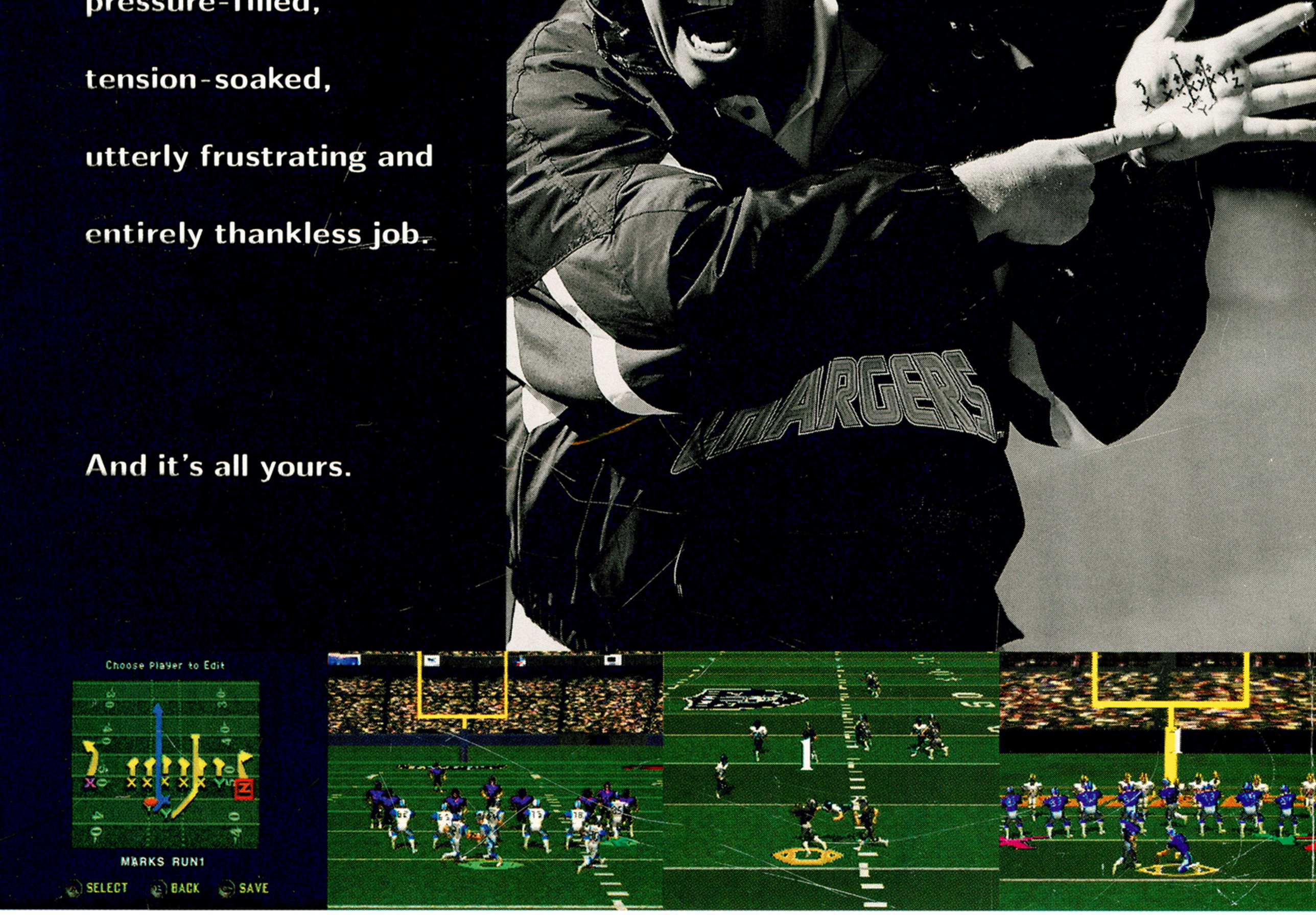

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