

The future can be a dangerous place – Ultimate Future Games is your guide

Issue six – May 1995 – £2.50

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Ultimate

Games

Saturn Exclusive!
Panzer Dragoon

Arcade
Street Fighter Zero

Saturn
Daytona USA



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TEKKEN hits the PlayStation

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PlayStation



CD-i



Mega 32X



Jaguar



3DO



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PC

鉄拳

At the end of the 20th Century, a challenge was issued. Its call spanned the depths of the lower earth to the distant outlands, and the promise of power and riches escaped no worthy ear. Many mortals died, and now only eight remain. Yoshimitsu himself is prepared for death, as are the other seven in the mighty battle to become Tekken, Lord of the Rave War.





This is Fritz

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FREE YOUR POTENTIAL



Official! The PlayStation and Saturn are here! Well, not quite, but Sega and Sony have finally shown off their Euro Next Gen killer consoles. The Saturn is definitely hotting up and with Panzer, Daytona and Virtua as their line-up, they'll take some beating!

It's early days yet, we know, but we can't keep still for one minute. Just look at all the games that are coming in over the next two months.

Yes! The Next Generation has arrived.

David
Roberts,
Editor



Panzer Dagoon

70 Is this the best looking game yet to reach the Next Generation consoles, or what? It is now time for you to find out in our exclusive review - oh, and you could win our copy of the game.

Awesome Competition!
Win £2,000
of Next Generation kit
Part 3
page 34

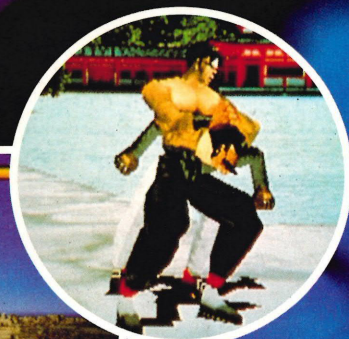
Fight! Bones-a-crunchin'!

Cover feature

Tekken hits the PlayStation

10 The PSX's second beat-em-up is only a few weeks away from completion. If you've played the coin-op, there's no doubt that now, you want to see how the PlayStation version compares.

True to form we bring you the Ultimate preview.



◀ Turn to page 10 now for the best pictures of this top wrestle-em-up.

ALSO FREE! 16-page PC games supplement!

Ultimate

Future Games



Street Fighter Zero

16 It's a prequel and not a sequel! This is not

only a first, but we've got the exclusive preview of the soon-to-be-a-hit arcade game.



Daytona update

19 Next month we'll be giving *Daytona* the full review treatment. But right now, we've got some of the hottest news to keep you busy.



3DO goes 64-bit!

58 Can you imagine a machine ten times more powerful than the PlayStation? Well, according to 3DO, their upgrade for the existing player is just that. We have all the details.

Win! A top job on your favourite magazine

Do you have a keen interest in videogames? Is your writing bursting with energy and enthusiasm? Can you spot spelling mistakes? If so, send us a 150-word review of your fave game to JOB!, UFG, 30 Monmouth Street, Bath BA1 2BW. We need you!

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"His new video games

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*are a
godsend.*

COMPUTER GAMES.

They've stopped him

BUT I'M SURE

*moping around
the house*

MUM THINKS

THEY'RE DESTROYING MY BRAIN."

bored, I'm bored,

bored."

223

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ULTIMATE FUTURE GAMES 06

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Ultimate
Future Games

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Up-front

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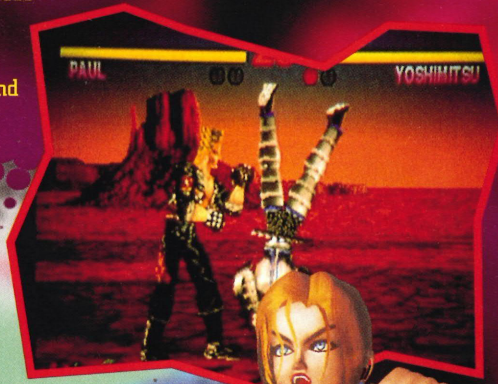
A game with character

The eight characters in *Tekken* follow the usual pattern of Japanese martial arts experts; an American street fighter, towering Russki powerhouse, agile Brit girlie and powerful Chinese-American. The only new additions to this predictable bunch are a native American bird and, surprisingly, a masked Mexican...

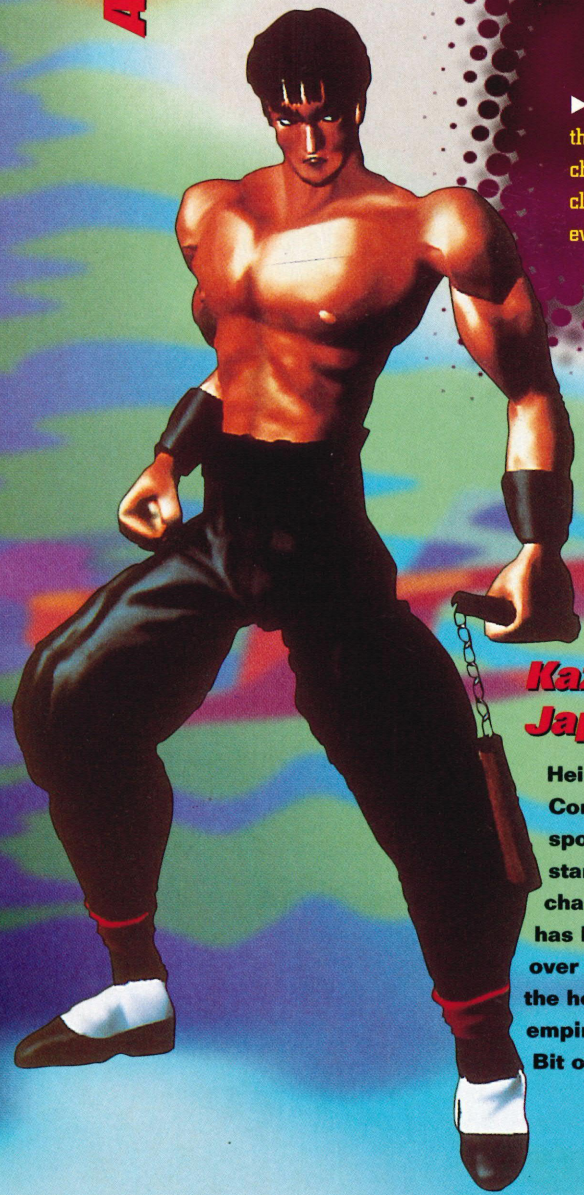
Tekken

Iron fist in

► When both choose the same character, their clothes change, and even their logos.

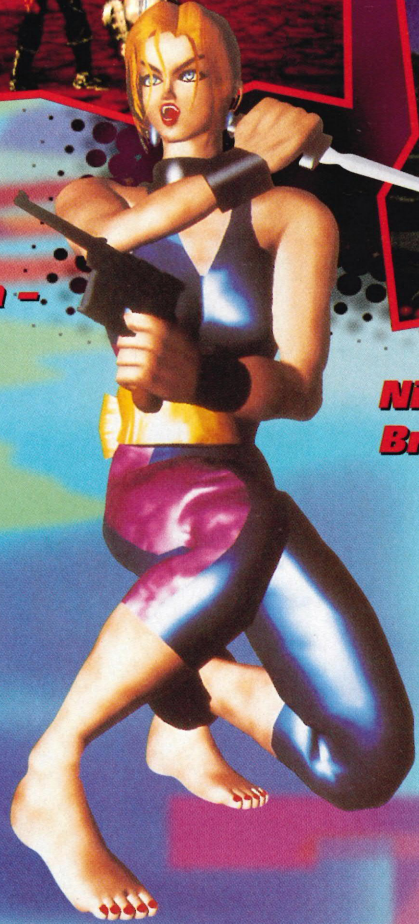


▼ The layout of the buttons makes it an ideal beat-em-up for the beginner.



Kazuya Mishima - Japanese

Heir to the vast Mishima Corporation which is sponsoring the event (so he stands a bloody good chance of winning). Kazuya has his sights set on taking over his father's position at the head of the Mishima empire after the tournament. Bit of a Ryu-a-like is our Kaz.



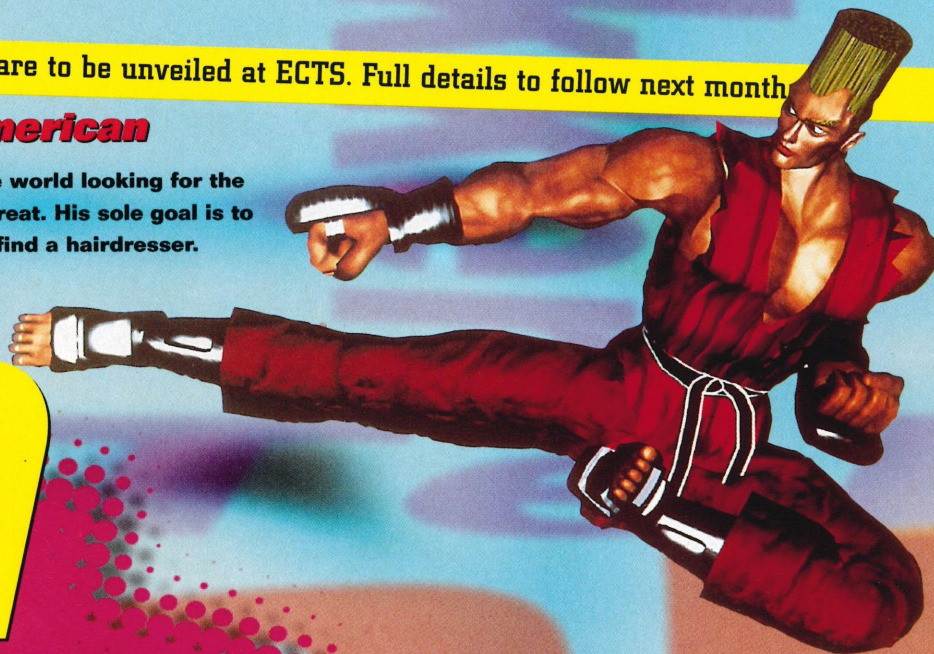
Nina Williams - British

Taught Akido by her parents Nina is currently the top martial arts expert in the UK. She has been sent to the tournament in order to assassinate the promoter, Kazuya's dad, Mr Mishima. The only bad thing about this Brit fighter is her crap name. I mean... Nina Williams? What sort of killer name is that?

0 megabytes of raw data storage. Titles for the game are to be unveiled at ECTS. Full details to follow next month.

Paul Phoenix - American

The nomadic Phoenix travels the world looking for the 'perfect opponent' to duff up a treat. His sole goal is to be the incomparable best. And, find a hairdresser.



King - Mexican

Something of an oddity this one. King is a priest by vocation, caring for kiddies in an orphanage, and to raise money he dons his leopard mask and battles vicious opponents in street fights the world over. What a top geezer. And that record he had a few years ago wasn't bad either.

ken

TEKKEN 'EM ALL ON

a velvet glove?

As soon as Sony showed off their PlayStation technology, Namco signed a deal allowing them to use Sony's chipsets in their arcade machines. This means that their machines are cheaper to make, cost punters less to play, and porting games over to

the PlayStation is just a piece of p... pudding.

The first hardware to use the the PlayStation's 3D Geometry Engine is Namco's System II - a sort of PlayStation with knobs - and the first game to use System II is Tekken - aka Iron Fist (although it did appear as Rave War in the US).

This is Namco's first beat-em-up, and it ain't bad. Obviously it borrows heavily from previous beat-em-ups, and looks like Virtua Fighter 2 with its lush (if slightly over done) Gouraud-shaded polygons and detailed backgrounds. But the main difference is the four-button control system which lets you handle all four of your fighter's four limbs - so if you want to heft someone in the gonads with your left leg instead of your



▲ The coin-op has no music to speak of, merely the shouts and impact sounds during the bouts. Let's hope the finished PSX version remedies this.



▲ The zooming effect is impressive, and superior to that in Virtua Fighter.



▲ The layout of the PSX pad is ideal for getting to grips with this.





Michelle Kang - British

Blimey, this one's got a tangled history: her father once worked as an agent in the Hong Kong branch of the Mishima financial empire. Sent to a Native American reservation, he fell in love with a girl and was, of course, immediately killed as a betrayer (serious lot these Mishima chaps). So now Michelle roams the world in search of her father's killer. And no mention of 'red indian' or 'squaw' may be made.

right, you can.

As you'd expect, *Tekken* has the usual array of **special moves** and also has a whole bunch of **secret manoeuvres**, including throws, arm-locks and **spine-compressing** pile-drivers. There are eight characters to choose from, and **they all boast** different clothes and logos in same-fighter bouts.

As far as we can tell, the only **real difference** between the coin-op and the PlayStation game is that the coin-op comes with a **whopping** 28-inch

▼ The animation, unsurprisingly, is as smooth as an eel through butter.



▲ The finished version was on show at the ECTS in London at the tail-end of March – full review next month.

screen, costs over two grand and is **over two metres high**. You can expect the CD to be considerably **smaller** and of course **a tad cheaper**.

Machine....PlayStation

Publisher...Namco

Developer..Namco

StyleBeat-em-up

Release.....March/April '95

Status98% Complete

▲ There's no limit to the combat area. The fighters simply decrease in size.

▼ Good to see Namco sticking to the tried and tested terminology, then.



Marshall Law - Chinese-American

Described as "the legitimate transmitter of Jeetekunedo" it's not actually very clear whether Mr Law is a top martial artist or host to a particularly virulent disease. Either way, he's worth avoiding. Marsh works as a cook in San Francisco's China town and dreams of one day owning his own dojo. Sad git.



Yoshimitsu - Japanese

Now this bloke really is a baddie. The leader of international gang of thieves called Swastika (bit risky, that) Yoshimitsu is only participating in the contest to act as a decoy while his band of crooks make off with the prize money. Yoshi also wears rock hard battle armour during combat, which seems a bit unfair. A cad and no small error.

◀ The System II board sees Sony finally entering the coin-op market. Think about the future...

Jack - Russian

This android killing machine is a product of Russia's state-of-the-art technology (so he's probably made out of old ZX81s and will break down every half an hour).

▲ Although it appears stylised (especially with the strange proportions of Jack and King), there's some highly realistic effects such as saliva flying out of mouths when you're hit.

▼ Mexican priests aren't known for their dress sense. Just look at those strides...



▼ If you're on the floor there are three ways of getting up: straight up, rolling backwards and forwards.



▲ There's a genuine sense of control over the characters thanks to the fluid control method.

◀ There are two viewpoints selectable while in-game...

▶ ... the side-on, or the isometric-flavoured top-view.



▶ Projectiles are impressive – Nina's for example, are incredibly fast and quick to pull off.

TOP CHEATS

Earthworm Jim, SNES. To access the programmers' debug screen, pause the game and hold Left and A. Now let them go and press B, X, A, B, X, A. If the cheat's worked, you should see a notice piece of the programming team. From here, you can press any button twice to reveal the debug screen and its level select.

Think You're Hard Enough?

Tekken has something of a **battle on** its hands – not only on the PlayStation but in the arcades as well: the Tekken coin-op is **fighting for** coinage against *Virtua Fighter 1* and *2*.

Then there's the **likes of** *Mortal Kombat 2* (MK3 was **unveiled in Reno**, USA on March 23) and *Super Street Fighter 2*

Turbo – 2D they might be, but **big crowd pullers** they certainly are. And then we have the **luscious** *Killer Instinct* from Nintendo as well as, erm, *Rise Of The Robots* from Bell Fruit Manufacturing. **Oh yes.** What a corker.

On the home front, Tekken has to **fend off attacks** from a very playable *Virtua Fighter* on Saturn, the PlayStation's **glorious**

(if flawed) *Toh Shin Den* and, of course, the **quite remarkable** 3DO version of *Super Street Fighter 2 Turbo*. And that's **without considering** all the other beat-em-ups still doing the rounds on SNES and Mega Drive. Oh, and *Kasumi Ninja* which is on the **good old** Jaguar.

So how does Tekken fare? Well, Namco's game has the

playability and speed to compete in the home, and in the arcades at least, it's **better value** pence-per-punch than its bigger rivals. It plays well, and **tedious** hard-core fighting fans have plenty of **complex moves** to get their anorak-clad heads into. But whether it **looks as good** as *Toh Shin Den* or *Virtua Fighter* is a matter of some debate.

Coin-op tech-spec

CPU - 32-bit RISC chip rated @ 30MIPS

3D Geometry Engine - 1.5 m flat-shaded polygons/sec

Graphics - 2D and 3D CG system: realtime texture mapping, Gouraud shading and sprite/background drawing

Screen res. - 640 x 480 pixels, 16.7m colours

Sound - Stereo, 32 channel sound sources, 44.1KHz sampling rate

▼ The story in the game features a challenge that has been issued at the tail end of the 20th Century...

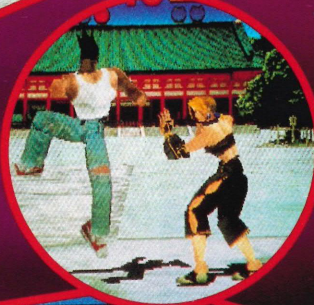
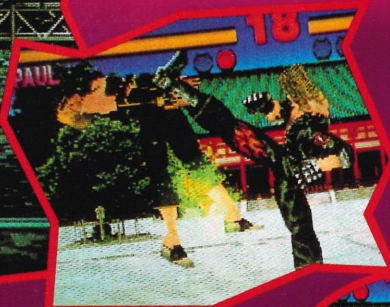


▼ No one knew where it came from, but everyone entered the ferocious competition.



▼ The mortal street fights that occurred were mere previews of the battle that was to ensue.

► Only eight mighty fighters remain, and all want the title of "Tekken".



► There's a lot of room for grappling in Tekken. Which is something there should be more of in the home.



Ultimate UPDATE

The Korean electronics

giants Goldstar are not only going for the 3DO market (see page 33), but they seem set on also producing a CD-i machine by the end of the summer. Their plan is to launch two machines: a games-based one at £299.99 and, wait for it, a portable version with a five and a half inch LCD screen at a mere £1,400!!! This might not mean the CD-i is the next big thing, but at least the platform will have more shelf space in the shops.

Nintendo have

just signed up two new companies for the much awaited Ultra 64. Gametek (software publisher) and Angel Studios (creative developers) are the latest recruits of a list adding up to 14 companies. Gametek's very first game for the Ultra 64 will be an exclusive title called *Robotech* which is based on an American cartoon series. Angel (better known for the effects in *The Lawnmower Man* film) are working on a dead secret title with the man behind *Donkey Kong* and *Super Mario Bros.*

Cheap, cheaper

cheapest... Toys R Us reckon they will become the cheapest games retailers in the UK. The American toy giant is planning to become one of the biggest players in the videogames market by selling all major titles at a much cheaper price. Konami's chart-busting *International Superstar Soccer* is a perfect example of the chain's price-cutting policy - it's £34.99 in Toys R Us, and £39.99 in Dixons and Future Zone. This also means the shops will be giving loads more space to video and computer games and you can bet they've got an interest in Next Generation gear.

The world's first

ever music single has been released on CD-ROM just a few months before the launch of the full album. So what the hell is a CD-ROM single? Being the first means that there really is no set definition for this kind of thing, but basically it's a piece of music linked with on-screen graphics. You point and click on certain graphical objects, and there are audio samples linked to them. According to the programmers, the single will never play the same tune, ever. The single is called *freQuency* and comes from an album entitled *Beyond* which will be available in the autumn on PC, CD-i, 3DO, PlayStation and Power Player (Apple/Bandai Pippin console).

...TRUE LINES... The Panasonic version of the 3DO has finally reached the magic 500,000 sales worldwide. It's also steadily climbing up

► Nash appears to be the new Guile... or the old one...er, help?



It's been pumping iron big-time *Street Fighter Zero* is back to take on the big boys

▼ We're back at the Great Wall for Chunners. And no chickens in sight.



The biggest surprise to surface at the recent Japan AOU arcade show (see page 36 for further details) is the announcement of the latest in the *Street Fighter* dynasty. And *Street Fighter Zero* looks such an improvement over the

original, that much-hyped *Mortal Kombat 3* has got to be a touch worried.

The rather unusual title gives away the fact that this is intended as a prequel to the original *Street Fighter* game (released during 1987). This explains why the characters all appear ferociously muscular and fitter than before... or after... err. Anyway, even the mighty Sagat hasn't picked up his mysterious chest scar yet.

There are currently seven characters, with two emerging from *Street Fighter 1* - Birdie and Adon. There's also a guy named Nash, who is rather similar to Guile (with a similar style of Street

Fighting). Even more characters are promised in the finished version, which can't be bad.

The most obvious difference to other games in the series has to be the visual upheaval. There's a much more cartoon feel to the graphics, with it now having the detail and character as found in Capcom's own *Darkstalkers* and *X-Men: Children of the Apocalypse*. The inclusion of the widely accepted

Rage Bars at the bottom of the playing area is no surprise, but quite what their purpose is and how they'll affect the traditional *Street Fighter* gameplay is open to question.

Machine....Arcade

Publisher...Capcom

Developer..Capcom

StylePunch-em-up

Release.....TBA

Status70% Complete

▼ This garage background resembles Joe's stage from *Street Fighter 1*.



▲ The two characters from the original *Street Fighter* game, Birdie and Adon.

**TOP
CHEATS**

Boom Jaguar: this tip would see you run riot in the dark world of *Street Fighter Zero*. To get all the keys, hold 'a' and all weapons fully loaded. Press Pause, hold # and press Pause. And if you want to be invincible as well, hold 'a' before doing the rest of the cheat. With that little lot you can do more or less exactly what you want. Ha Ha!

the important Japanese most wanted console charts, and a lot of software is beginning to emerge from the mighty Japan itself...

Enter the Sega-dome

Tired of Japanese friends boasting about their state-of-the-art computerised theme parks? Well, no, actually. Even the potential frustration of such a taunt will be a thing of the past, with next year's opening of Sega World in London's Trocadero.

This sort of thing (as illustrated by the famous Joyplis in Yokohama) is as far removed from a normal arcade as a Formula 1 car is from a lawn mower. The planning application details a massive 100,000 square foot area

extending from the Trocadero's 2nd floor upwards with six exclusive, dedicated, interactive rides as its centrepiece. The rides are being designed at the moment and as yet sources are still tight-lipped about their contents. However, it's reasonable to expect that they'll at least blow away anything yet seen in this

country. Possibly anywhere else. Sega and the Troc's owners are pumping £45 million into this, trying to create what they call a truly '21st century theme park'. As well as the rides, there will also be a sports zone, shop area, games zone and themed restaurants. No problems with the planning application are anticipated and if all goes to plan, opening is scheduled for Summer or Autumn 1996. More details as they emerge.



Ultimate UPDATE

London's Virgin

Megastore in Oxford Street is set to be re-opened and launched as the world's biggest entertainment store. With 60,000 square feet of retail space (that's the size of one and a third football pitches!) The unique features of the store, include a permanent stage and PA system for big and small bands.

Another piece of

games store gossip. Beatties in London (High Holborn) have teamed up with Virtuality (top VR people) and installed the latest Virtuality Series 2000 in the store. All you need to do is spend over £20 in the store and you get a free virtual trip. The actual game itself is *Dactyl Nightmare 2 'Race for the Eggs'*. If you want to give it a go, pop in to Beatties, 202 High Holborn in London.

Demolish 'em Derby



▲ In *Demolition Derby*, the emphasis isn't really on getting around the course the fastest but on smashing up your competitors' cars.

► There are no rules and no set laps. All the other vehicles have to be turned into trackside wreckage for you to be crowned winner.



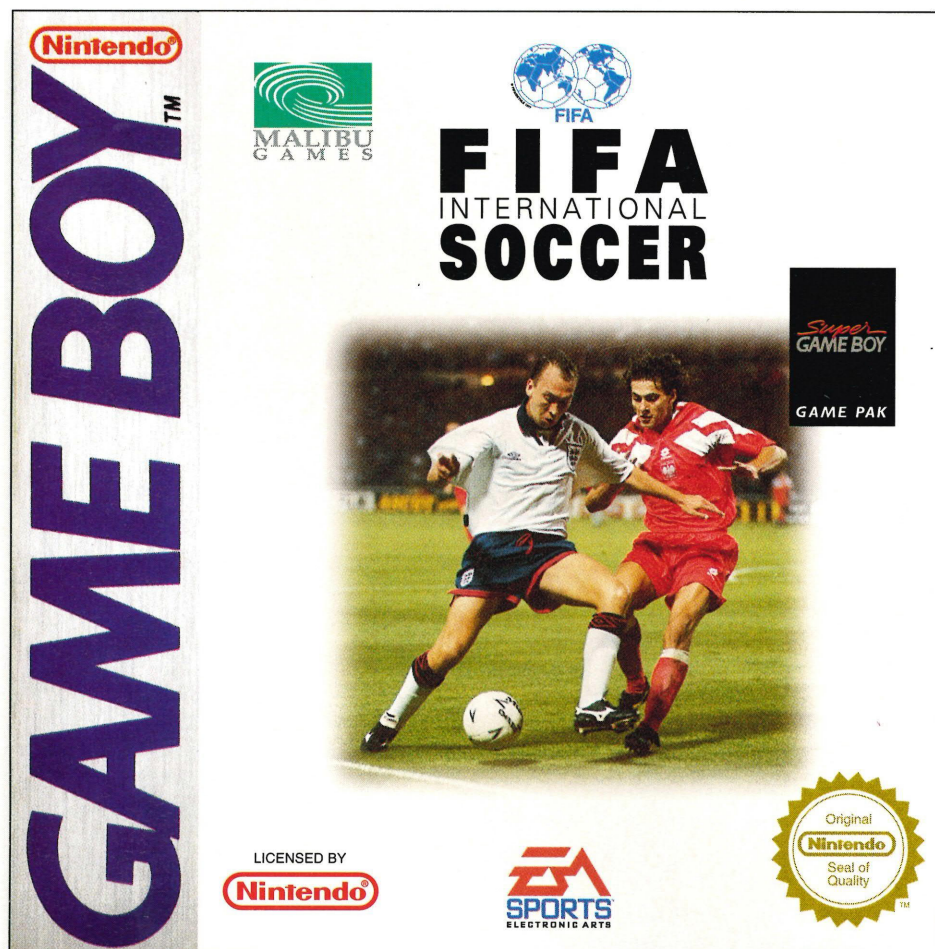
Japan's not the only place where hot PlayStation titles are being developed. Psygnosis in the UK have already begun working on several 32-bit titles.

Batman Forever Judge Dredd
Doctor Who Star Trek: Voyager
The Avengers Terry Pratchett
Waterworld Babylon 5 Red
warf Aliens Blade Runner X-
files The Prisoner Blake's 7 S
r Wars Village of the Damned
Tank Girl Thunderbirds Deep
space Nine Clive Barker The
chhiker's Guide to the Galaxy
Johnny Mnemonic Godzilla A
ra Spiderman Mission Impos
ible Stargate Space:1999 Pla
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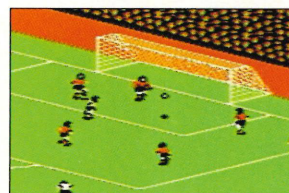
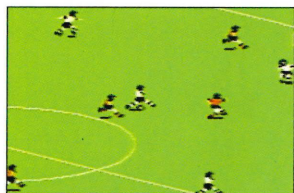
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...TRUE LINES... Angel Studios, the people responsible for *The Lawnmower Man*, have joined up with Nintendo to produce Ultra 64 games.



▲ Will a bonnet make it more exhilarating than *Ridge Racer*?



▼ Will this be the turning point for Sega?



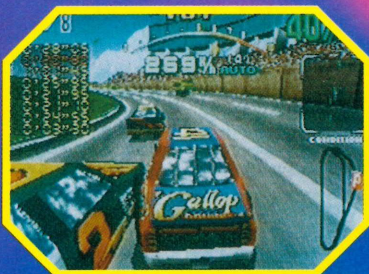
▲ This is the steering wheel that Sega are releasing with *Daytona* for that total arcade feel.

Daytona Update

At last a release date has been set by Sega of Japan. April 1st sees the long-awaited home – and UK import – debut of Sega's flagship drive-and-bash-em-up.

This is what Saturn owners

▼ This could sell Saturns by the bucketload. Look at those reflections!



▼ Yes, it's still peg it and steer left a lot, but it's ruddy exhilarating stuff.

have been waiting for, and, looking at it in these final stages, we don't think they'll be too upset. It's certainly been much improved, since we previewed it in issue four, as these latest shots show. Be sure to check your local newsagents' shelves on May 2nd. That's when the next issue of *Ultimate* arrives, boasting the only review you'll need to read. As always, it'll have the best pictures and the most balanced review. You really don't want to miss it, you know.



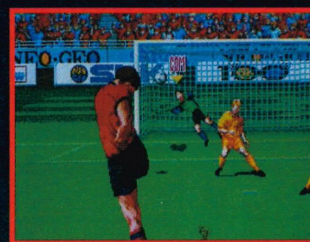
▲ Issue 7 will carry a full, in-depth review. The only one you'll need.

▼ The in-car viewpoint is still likely to be the easiest to drive in.



Ultimate UPDATE

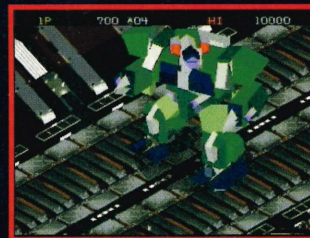
Super Sidekicks 3



▲ The same arcadey gameplay is retained in *Sidekicks 3*.

On the brink of coin-op release in Japan is the latest in SNK's arcade-feel football sims. *Super Sidekicks 3* will hit the Neo Geo cartridge system on April 5th, with a conversion for the much friendlier priced CD system following some time in June. From what we've seen, the updated version includes new cutaway scenes for fouls and the like, as well as more types of pitches to play on.

Motherbase



▲ *Motherbase* features some lovely polygonal bosses.

Blasting its way onto the 32X at the beginning of June is *Motherbase*, a space shoot-em-up from the mighty bowels of Sega, with a hint of *Zaxxon* isometric flavouring. It's looking lovely, with loads of polygon-built ships and enemies, and some margarine-smooth animation. Oodles of power-ups (with extra ships coming on to the screen to collect you), and whopping great bosses, make this a blast fest to watch out for.



▲ A head with tendonless limbs. Blast it with your special gun.

Gadgets

TO: **Olympus Binoculars** 'Connor

Given up on playing *Voyeur* on the CD-i, and fancy a bit of the real thing? What you need is a good light-weight pair of binoculars, for perving at your neighbours. A bit like these, really.

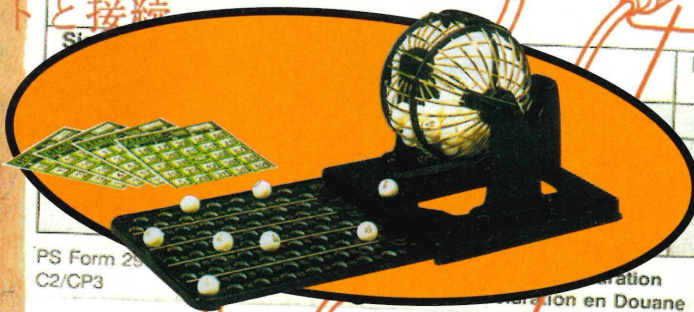
TOTAL!, Future Pu
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W. Noel King



Breaking the boundaries of future gaming doesn't stop with videogames. What about all those gadgets pushing conventional gaming and technology into the Next Generation? Here's a collection of techno-wizardry that even Q would have been proud of. (That's Q, the old inventor bloke in James Bond films, not the music magazine.)

Al Bond,

we've been exp

**Personal Lottery Drum**

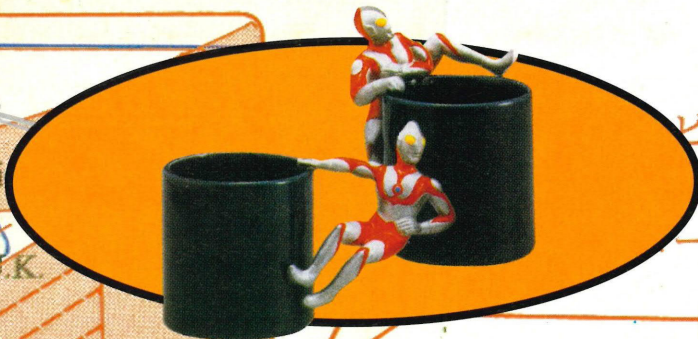
Not sure how to choose your lottery numbers? Clinically insane and with far too much cash for your own good? Why not buy one of the many lottery drums out these days?

Here's one of them.

Cost: ¥ 2980 (£20).



モニタスタンド背面のオーディオポート
:対応するコンピュータ本体の



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データ本体の適合
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Ultraman Mugs

Not strictly a toy or a gadget, we know, but such a great mug to own.
Cost: ¥ 280 (£1.85).



Voice it

It's the size of a credit card, but it's not a credit card. It's a voice recorder memo gizmo. If your life depends on remembering things and your memory sucks, just press Record, speak into the card and play the message back whenever you need it. Easy.

Hot Shoot Basketball

Basketball has never been re-created to any breath-taking extent on the consoles (okay, *NBA Jam* is an exception), but look at this little stress-reliever. All you need to do is flick the ball into the basket. Top little desk toy. Cost: ¥ 1280 (£8.50).



Video Sunglasses

You wanna spy on your mates? Okay, so you have to live with wearing these NHS-type glasses, but they're the ultimate in spying equipment with a built-in microphone and video camera! All you have to do to tape somebody is look at them. Cost? Close to £4,000.

TV Phone (Casio)

We've been waiting for proper video phone equipment for a while, and in Japan, Casio have released the kind of kit which could take telecommunications into the next century. You place the TV phone on top of your TV and it'll send your picture down the phone lines to whoever you're talking to. The conference facility means you can talk to and see up to four other people at the same time.
Cost: ¥ 98500 (£645).

ecting you...

Ultimate UPDATE

PC by Amstrad is not your average home computer. Oh no. It's basically an all in one PC with a built-in digital tuner for television, with an optional teletext receiver. Not that there's anything basic about it. There's also your external infra red remote as well as on-screen controls. This top machine is available in both 66MHz 486 DX2 or 100MHz DX4, or even (if you really want the best) in 75MHz Pentium. The PC comes with 16-bit stereo sound and stereo speakers, together with optional

► **Collect power-ups to be able to hurl fireballs**

You're a new breed of hero in

Gex

And just look at the
length of your tongue...

OP
ATS

Donkey Kong Country 3
than you can imagine, complete the first level a

fax/modem/answerphone capabilities. It is being billed as an all in one home communications kit. And it is. Review of the hardware to follow.

Videogame Oscars

Now there's an idea. Wouldn't it be great if the games industry was so huge that we could have our own award ceremony. But, hang on! We do. And here's a few of the nominees.

- Live & Kicking Award: *FIFA Soccer 95, Donkey Kong Country, Mortal Kombat 2, Tie Fighter, Magic Carpet, Sensible World of Soccer, Cannon Fodder, The Lion King, Sonic & Knuckles and Micro Machines.*
 - Developer of the Year: Rare, Bullfrog, ID Software, Origin, Sensible Software.
 - Software Publisher of the Year: Nintendo, Virgin, Electronic Arts, Microprose.
 - Videogame of the Year: *Earthworm Jim, Donkey Kong Country, FIFA 95, Need for Speed, Mortal Kombat 2.*
 - Hardware Award: Super Nintendo, 3DO, Mega Drive, PlayStation, PC CD-ROM.
 - Most original new title: *Magic Carpet, Commander Blood, Settlers, Theme Park, Donkey Kong Country, Burn/Cycle, Klik 'n play.*
- I mean we could go on. Put on your dinner jackets or best frocks, prepare your speeches and then find out just exactly who the winners are in the very next issue of Ultimate.

In the last issue

of Ultimate, we told you the 3DO was being priced at £300 (instead of £400), but sadly this is not the case.

TOP CHEATS

Donkey Kong Country. SNES. For more lives than you can imagine, complete the first level and then exit. Go back to the first level and die. Flick past Game Over and, when you see Cranky Kong, press Down, Y, Down, Down and Y. You'll now enter a cave where you can practise bonus stages and collect up to 99 lives.

promises, the predicted release dates have **never been met** (everything from November '94 to February '95). It's now **tantalisingly close**, and Crystal's continued exploration of this hardware platform (second only to EA) assure that it's likely to look **damn special**.

The use of a **fully paid-up** member of the animal kingdom as

the central character is **nothing new**, but Gex's reptilian traits certainly affect the gameplay. His **sucker** feet enable him to scale vertical surfaces and ceilings, his tail and tongue make distinctly **different weapons**, and if you lose a major body part – as you do – it simply **grows back**.

The bizarre nature of the world you're lost in (the Media Dimension) provides many a **graphic twist** and, unsurprisingly, room for top power-ups. No more will you have to **pocket rings**, but instead tongue-up bluebottles and dragonflies instead. The

powers these provide include
sprouting wings, **hurling fireballs**
and leaping buildings in one step.

We'll **definitely** have a full review of *Gex* next issue. As BMG Interactive tell us it'll be released **some time** in April.

Machine....3DO

Publisher...BMG

Developer..Crystal Dynamics

StylePlatform romp

Release.....April '95

Status99% Complete

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RACE DRIVING
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PANZA DRAGON
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RAYMAN
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VIEWPOINT
SAMURAI SHOWDOWN II
KING OF FIGHTERS 94
SUPER SIDE KICKS II



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Wipeout

Psygnosis' PSX racing game, *Wipeout*, features the stupidly fast vehicles of the F3600 racing league. Dynamic Play Adjustment is being incorporated, and there'll be a head-to-head two-player game set across all of the 10 tracks.



G-Police

Again being developed by Psygnosis, this is a state-of-the-art 3D simulation for the PlayStation. You must complete a tour of duty as a member of the G-Police in a post-cyberpunk off world colony, and find out how your sister, also a member, disappeared.



Krazy Ivan...

Once again you're at the helm of a fifty ton power mechanised power suit in this PSX title. Set in an arena full of enemy suits, hazards weapons, and power-ups, it's a battle to the death. Psygnosis are going to be busy chaps come September. We'll be following their progress.

Go to jail, go di

Well, not quite. But the Monopolies Commission report into Sega and Nintendo's game prices could mean trouble for the two companies.

After 14 months of research, the report has concluded that game prices in the UK are 'substantially higher' than in other countries. Hmm, thanks for the info. However, it also goes on to slam the two for some other naughty stuff they've been up too.

Basically the report

highlights restrictive practices (in other words unfair competition) that the companies have been indulging in. These include having an artificially low hardware price and a vastly inflated software one (which prevents other

companies from entering into the market due to the enormously high costs of hardware development); the incredibly limiting licensing



► Imagine if *Sonic* had been at a lower price in the first place... would it have been a bigger hit?

First time for Virgin

Atari might have just saved the day for the Jaguar, by getting Virgin's 35-strong Megastore chain to stock the '64-bit' machine. Virgin have agreed to take the Jag, and the CD add-on, as well as all the games that go along with it. After Rumbelows' collapse, rumours had it

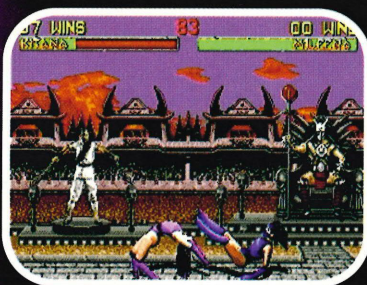


that the Jag had lost its retail base, and would just die off. But no, along with HMV and Game, Virgin have

joined the small list of Jaguar stockists.

On top of all this, Atari are believed to be reducing the price of their Jaguar to a mere £149. Having sold approximately 30,000 units in the UK so far, this price drop might yet boost the sales just before the arrival of Sony's PlayStation and Sega's Saturn.

Jaguar to gobble up MK3



Top games are finally making their way to Atari's '64-bit' Jaguar after the American firm signed a deal with coin-op gods Williams.

Mortal Kombat 3, *Dactyl Joust* and *Defender 2000* are all to make their way to the

newly-priced format still begging for quality games. *Mortal Kombat 3* is without doubt one of the most eagerly-awaited games in the 16-bit stakes, but you can rest assured that the full previews will be in Ultimate any issue now!

rectly to jail....

agreements with third party developers; and their rental policies.

All this is deemed 'against the public interest' and if after a three month consultation period the two haven't cleaned up their act, "some form of price control may have to be considered".

Marvellous, huh?

- Sonic and Mario get told off by the MMC – what does that actually mean. Are we looking at cheaper games all round?



Ultimate UPDATE

A video CD

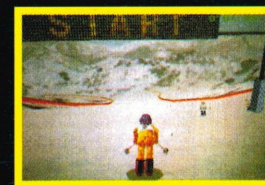
decoder for the Saturn will arrive in Japan at the beginning of April. Costing ¥19800 (about £132), it comes from the giant Victor corporation (VVC), but will fit neatly into any of the available models (apart from the HiSaturn, obviously – see main page).



▲ More hardware for the Next Gen. We like it.

Namco...

A couple of the intriguing PlayStation titles Namco are currently working on, are two of the very ones they've recently been promoting at Japan's premiere arcade show. *Alpine Racer*, a skiing-sim and *Air Combat 22*, a beautifully presented shoot-em-up form part of Namco's 20 title-strong development programme for the PlayStation. But they won't be hitting any of Sony's machines until around January '96. We can't wait for *Air Combat 22*, but quite how the physically-interactive *Alpine Racer* coin-op will transfer to the home is what we're intrigued by.



▲ The skiing season is over. Then again...

Pippin update!

The Apple console went on show for the first time in the UK! As revealed exclusively in the very first issue of *Ultimate*, Apple have signed a deal with Bandai to produce the CD-based machine to retail at \$500. The Pippin will be called the Power Player and will be launched in Japan in September, then a couple of months later in the States. Reach for *Ultimate* for the very best review of the hardware in the summer.

And it's a big Hi from Hitachi

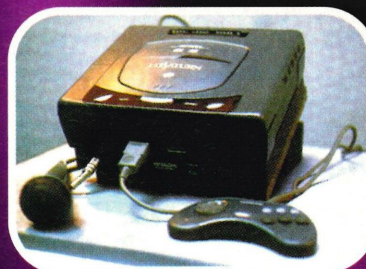
The latest addition to the Saturn range has been officially unveiled to the waiting Japanese videogame press. The 'HiSaturn' is Hitachi's spanking new black model, looking every inch like the Sega version destined for these very European shores.

The price would initially seem distressingly high for Japan (¥64800 – approx £430) who tend to be markedly cheaper, particularly on a launch. And physically, it's identical to all the both the Sega and Victor versions (no streamlining of the pad etc. as the UK machine promises).

Open it up, however, (no please, that's not a good idea) and you'll see that it already has a Video CD decoder built into the hardware (hence the trouser-soiling cost). This is only available separately for the other models (see side

panel). It was demonstrated using Hitachi's own wide-screen television, so Sony may not be the only manufacturers at the head of the home entertainment revolution.

The company's track record in the consumer hi-tech entertainment industry is phenomenal and they're pushing it in Japan with their latest karaoke machine, which just happens to stash away neatly underneath. That won't be happening over here, luckily. Let's just see how much it costs when it finally gets launched over here (the UK invariably ends up with initially over-inflated prices. Damn!



▲ ▼ The HiSaturn – can you actually get any higher? That, obviously, is the question.



Virtua Racing

**TOP
CHEATS**

Demolition Man, 300 versions. Create a city of blood domes, which is very important in this day and age, and more importantly for your survival in this game. Simply wait for the title screen to appear, then press the R button and rotate the pad anti-clockwise until you see the four globules of blood on-screen.

▲ The graphics look better than the coin-op version already.

► It really does look close to completeness.

Still in its **very early** stages, *Virtua Racing* for the Saturn is **looking a treat**. "Gimme a go of those **impressive polygons!**" I hear

you **cry**, but alas, Time Warner don't foresee it being available until **late Autumn**. Will the **enthusiasm** for Sega's formula racer still be **up there** with the *Ridge Racers* and *Daytonas* around? One thing's **certain** though, it'll be the **definitive** version.



...TRUE LINES... *Darkstalkers* is to be made into a cartoon series in America, to coincide with its release on the Next Gen consoles.

King's Field 2

June's **shaping up** to be a hell of a month for our beloved PlayStation releases, and one **sure to titillate** the Japanese

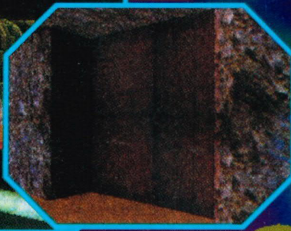
hack'n'slash-em-up crowd, is the sequel to sprawling RPG *King's Field*. And, predictably *King's Field 2* is **looking rather special** at the moment. It's adopted the same 3D game engine with **top texture-mapping working overtime**, and, **fortunately**, there doesn't seem to be **too much** of the **heavy-going, gloomy atmosphere** of the original.

► Work began on this before the original was a success.

▲ Blimey, what a bright and breezy shot we have here.

▲ "Mai oui, a two-headed snail! Peepi, fetch ze peppar..."

► Window. Bars. Dark. I don't like it, it scares me!



You can be Akuma in X-Men: Children of the Atom!!!



1 Player

- 1) On the character select screen, place the cursor on Spiral for a second.
- 2) Then move the cursor through the following characters in order:
Silver Samurai-Psylocke-Collossus-Iceman-Colossus-Cyclops-Wolverine-Omega Red.
- 3) Place the cursor on Silver Samurai for a second.
- 4) Push Fierce Punch, Light Kick and Fierce Kick buttons all at once.

2 Player

- 1) On the character select screen, place the cursor on Storm for a second.
- 2) Then move the cursor through the following characters in order:
Cyclops-Colossus-Iceman-Sentinel-Omega Red-Wolverine-Psylocke-Silver Samurai.
- 3) Place the cursor on Spiral for a second.
- 4) Push Fierce Punch, Light Kick and Fierce Kick buttons all at once.



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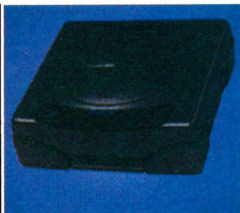
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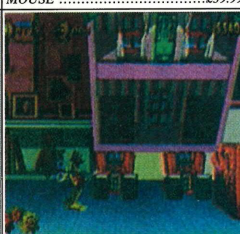
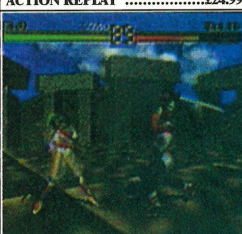
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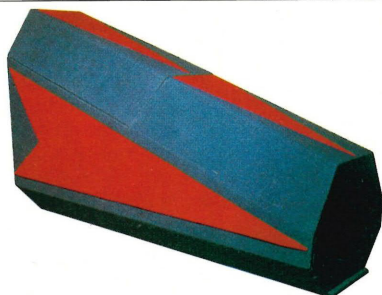
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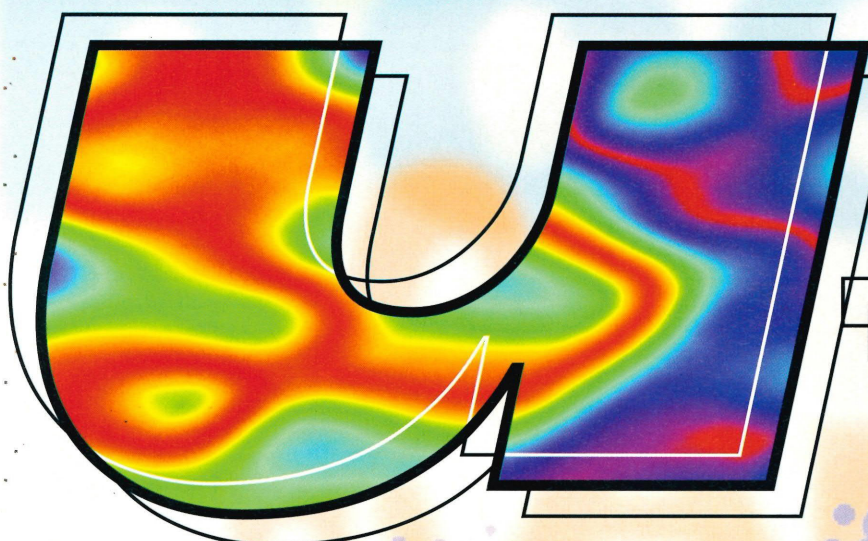
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Perfect My Arse

The 3DO version of *SSF2X* is a bit of a let down. Sure it's very good, but it's certainly not "absolutely arcade perfect" as described by your reviewer in issue 2. There is more background animation on the SNES. Where has the background parallax scrolling gone? Backgrounds such as Hong Kong and Thailand are ruined by a lack of parallax. The music is terrible, sure it's in Q-Sound, but tunes such as T Hawk's stage are crap. Why are there no SUPER

characters in (the arcade cheat that lets you use any character from *Super SF2*)? Don't get me wrong, with a decent pad it plays well, but this is just

another example of processing power the 3DO is lacking. If it can't handle *SF2*, then it doesn't stand a chance

"When the 32X was made they said that *Virtuara Fighters* (sic) was (not) able to run on the 32X."

Mr Carl Carter, Shard End, Birmingham



▲ How can you say that this is a "bit of a let down", it's gorgeous.

I ♥ 3DO

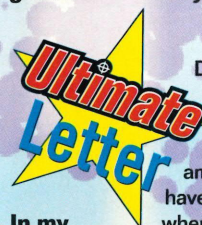
Why is it that your magazine seems to delight in building up a new console only to try and shoot it down in flames a few months later when something better comes along, even if that something hasn't actually arrived officially in this country?

I mean 3DO, yes it got off to a shaky start in the US, so consequently it's had a bad press since (it's a good job the Mega Drive didn't get the same treatment when *Altered Beast* was the only game with it). In my opinion the 3DO is going to succeed in its goal to become a standard. It's here now, it's inexpensive compared to the Saturn, PlayStation and 16-bit Neo Geo and has the backing of the world's most successful leisure software publisher/developer (Electronic Arts).

Unlike Sega and Nintendo, 3DO does not have a problem with import games, although for technical reasons one or two titles don't work on UK machines.

3DO is like a PC in that it's upgradeable and consequently virtually future proof. Of course, I own a 3DO and I'm slightly biased, but I think you'll find it difficult to argue with these points.

Geoff Wiltshire, Colwyn Bay, Clwyd



Dear Geoff: You wanna bet? Ultimate has never dissed the 3DO.

We've given it a huge amount of coverage and haven't kicked sand in its face when something new has come along. It was a formidable presence in issue 4's genre-guide to the consoles, and yes it does have the backing of EA. But what about Sega's connection with the Saturn? One of the PC complaints we regularly hear is that, because of constant expansion, models become obsolete as soon as they hit the shelves. The 3DO isn't quite as upgradeable, and the Saturn, PlayStation and even the Jag are becoming just as flexible in their enhancement capacity. And, the former two's prices will be favourable on official release. U

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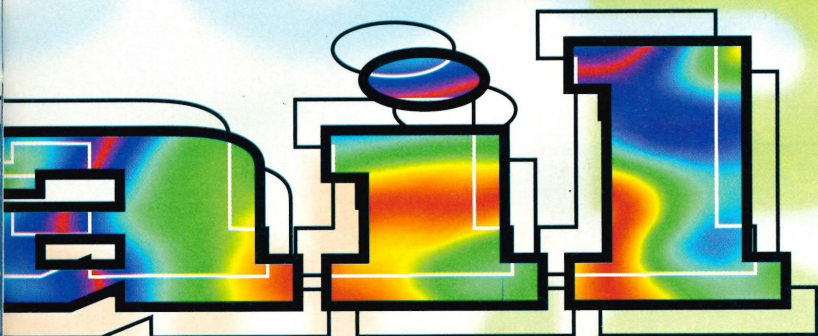
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with *Darkstalkers*. Let's hope that Capcom get it right on the PlayStation. Incidentally, have you any news of either *SSF2* or *Darkstalkers* on the PlayStation yet?

Andrew Davies, Notton, Wakefield

Dear Andrew: Woo there, woo. Currently, *SSF2X* on the 3DO is the closest you'll get to the coin-op in your home. Yes, beautiful backgrounds are an important part of the rewarding gaming experience, but they're not such an essential element for a beat-em-up. As you pointed out: "with a decent

other white noise



pad it plays well". Surely that's more important. We got a bit confused with your SUPER point, and don't feel the game is at all ruined without parallax or a philharmonic orchestra soundtrack. Oh, and Capcom are revealing some of their PSX titles at the E3 show in May. **U**

Cool Kent Killer

First of all I would like to say how cool your mag is!

Now we've got all that bit done, could you please tell me when the Ultra 64 will be released in the UK? How much will it be? Does it come with *Killer Instinct* (the best game ever!), or *Cruis'n USA*? Who's your best character in *Killer Instinct*, my one's Jago?

Finally, do you think I should get an Ultra 64 or a Sony PlayStation?
Dean Holdway,
Tenterden, Kent

Dear Dean: The Ultra 64 will be hitting the UK high street some time during the Spring of '96. It will reach Japan and the States, however, before the close of the year (exactly the same is happening

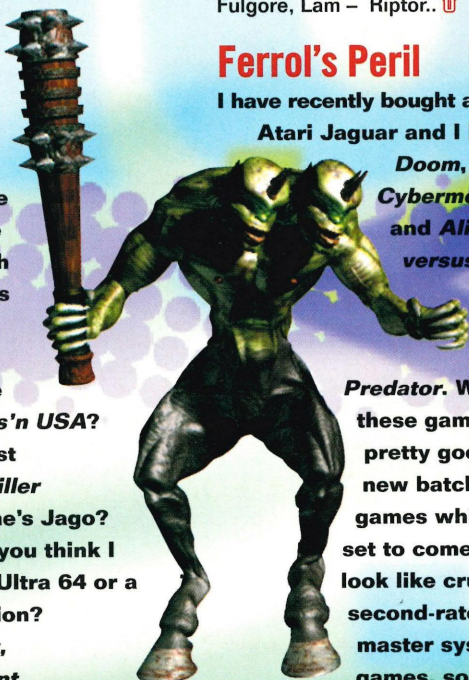
to the Virtual Boy). Nintendo are still confident of the \$250 price tag, but we reckon it'll be a stand-alone unit (although the big N are just as likely to package it with the highly popular *Killer Instinct*. Our best character? Marcus – Sabrewulf, Dave – Cinder, Rob – Jago, Brad – Fulgore, Lam – Riptor.. **U**

Ferrol's Peril

I have recently bought an Atari Jaguar and I have *Doom*, *Cybermorph* and *Alien versus*

Predator. While these games are pretty good, the new batch of Jag games which are set to come out look like cruddy, second-rate master system games, so I'm

thinking of getting a Neo Geo CD. However, I'm worried about the accessing time of the CD on games such as *Samurai Shodown* etc (breaks of about 10-15 seconds in between the rounds).



"Do you think the PSX and Saturn will be able to stand up to the Ultra 64, or will they be just 'thrown down the market'?"
Ben Bennett,
Croyden,
Surrey

E-Mail things

Apart from *Toh Shin Den* and possibly *MK3*, what other beat-em-ups are lined up for the PlayStation? If so, does the Saturn have any to compare with them?
Sam Robinson,
Newcastle

Try *Darkstalkers*, *Street Fighter 2* compilation, *Twin Goddesses*, *Tekken* and *X-Men*. The Saturn's also getting *X-Men*, *Virtua Fighter 2* and a *Street Fighter* disc. Not bad eh?

How much influence, in your view, do you think the net and E-mail will have in shaping the future?
Stuart,
Bournemouth

E-mails are already buzzing their way into our office, and the net's proving an entertaining web of cross-continent computer tongue. In fact, we've banned talking altogether, so it's certainly shaped the future of *Ultimate*.

Will the PlayStation have modem, keyboard and PC CD ROM add-ons?
Matt

The Saturn's getting a keyboard and the PlayStation's likely to follow suit. A modem is highly likely, but the one promised for the Jaguar still isn't here.

Is this true, and if so which game(s) are the worst culprits, and does it affect the gameplay in any way?

Anthony Ferrol,
New Basford,
Nottingham



Dear Anthony: It's true. The bane of the Neo Geo CD has to be the loading times, something sure to put off potential buyers (although some have said it heightens their anticipation for the ensuing battle).

Samurai Shodown 2 probably has the most irritating delays so far (although simpler games like *Flying Power Disc* don't fall foul of this quite as much). It doesn't actually affect the gameplay as such, but it's certainly frustrating when you're playing by your ownsome. **U**

Listen Up, Greg!

First of all, I'd just like to say that it certainly makes a change to read such a fresh and well-informed magazine. I

hope your mag continues to focus on the all-important future of games technology.

Secondly, why do people such as smart arse Greg Brown (issue 4) feel it their duty to write in and dazzle us with their mathematical talents? I mean, who cares? Greg and those like you, why not get a life?

Matt McGovern,
Ecclesall,
Sheffield

Dear Matt: Our mission as a magazine is to give you all the information about the leaps in gaming technology, within and beyond the impending wave of 32-bit home

entertainment (hence the name). But we also want to make you laugh at the same time. Make you think about the world of

videogames as it moves towards the next century and most importantly

give you exactly what you want.

Bear in mind that this magazine is *your* magazine, and we want everyone to be as vocal as they can. So begin shaping it. Respond to someone else's views, and keep the controversy flowing.

Whether you agree or disagree with something that either the *Ultimate* team has written or one of our readers, let your views be known. We're waiting... **U**

"Is it true that Mortal Kombat Tree will only be on the SNES?"
Duncan McEwan,
Germiston, Glasgow

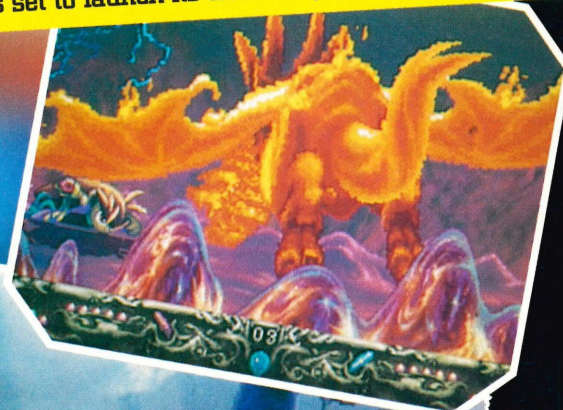
We like to give you what you want, when you want it. So, instead of giving hardware verdicts which are only true for one moment in time, we're giving you a visual summary which bends and buckles month by month. Let's take a glance then, at the 'Console Cuddle'...



...TRUE LINES... American based VictorMaxx Technologies is set to launch its affordably-priced CyberMaxx Virtual Reality headsets at ECTS.



► This flaming dragon shifts around and scales super smoothly.



▲► *Astal* is certain to draw a lot of people to the Saturn, and no bleeding wonder.



► The dreamy visuals make a great change from the usual videogame graphics.



TOP CHEATS

Wolfenstein 3D, PC: Okay, this game is pretty good already - but just imagine how much better it'd be with the superb Jürgen Klinsman in the uniform! Simply type LM1 at the start of a level to get all the keys for that level, as well as gaining 100% health and ammunition. That should do nicely.

Oi, take a glance at *Astal*

and get your Next Gen juices flowing

After looking at the screenshots **oozing** their way onto the surrounding page, you could be **forgiven** for thinking you're looking at yet another **dreamily animated** introduction, or a carefully **crafted cutaway** sequence. But you'd be wrong.

This really is *Astal* the game. A platformer, yes, but **hey**, the Next Gen doesn't only mean 3D into-the-screen **spleen-splattering chaos**. There has to be balance. And, for once, real care seems to

have been **lavished** on the game's design, with some of the best **cartoon-esque** visuals to have graced the system.

It really is an oily retinal **massage**, from the pastel shades of the ice landscapes to the **smooth scaling** of the enemies. Walt Disney is indeed alive and kicking - pressed into each and every *Astal* CD.

Sega's **initial foray** into 32-bit platformdom with *Clockwork Knight* was a **hellish** disappointment (although a

beautifully animated one), and their **pedigree** of 2D titles speaks for itself. All of us hope *Astal* has that bit more to offer beneath its **glorious sheen**.

Machine....Saturn

Publisher...Sega

Developer..Sega

StylePlatform

Release.....TBA

Status80% Complete

Ultimate UPDATE

Vids on release

this month, include the disappointing Spielberg venture *The Flintstones*, Alec Baldwin as mysterious crimefighter *The Shadow*, plus two cracking films: *The Mask* and *Speed*. In *Speed*, Keanu is the all-action hero who has to save a coach-load of passengers from being blown to bits by the evil Dennis Hopper. Superb stunts, amazing chases and Sandra Bullock make this a must see action film. *The Mask* is just as fast paced, but with Jim Carrey in top form, this is hilarious comic book stuff. Possibly one of the funniest films of the year. Stanley Ipkiss (Carrey) is the bank clerk who finds a mask and rather than becoming a superhero, has fun instead. And who can blame him with the gorgeous Cameron Diaz on the scene. Well worth a gander.

After the success

of *Star Trek: Generations* and *Timecop*, *Tank Girl*, UIP are keen to cement their position at the forefront of futuristic films. *Hackers* is a fast-paced cyberpunk thriller, which tells the story of teenage computer whizzkids. UIP hope the jewel in their crown, however, will be the multi-million dollar *Waterworld* starring Kevin Costner. A spectacular action-adventure set in the future where polar ice caps have melted and the world is very wet! Kevin saves the world from marauding pirates and UIP do very well out of it.

Japanese Top Ten Games

- 1) *Super Donkey Kong* (SNES) Nintendo
- 2) *Cyberled* (PSX) Namco
- 3) *Kileak the Blood* (PSX) Sony
- 4) *Toh Shin Den* (PSX) Takara
- 5) *Raiden* (PSX) Seibu Kaihatsu
- 6) *Ridge Racer* (PSX) Namco
- 7) *Derby Stallion 3* (SNES) Asuki
- 8) *Virtua Fighter* (SS) Sega
- 9) *Victory Goal* (SS) Sega
- 10) *Legend of Kamaitachi* (SNES) Chun Soft

Gossip

PlayStation too childish?

Ultimate has heard that Sony are thinking of renaming the PlayStation in the States, because they are afraid that it sounds a little too kiddie. The words 'Play' and 'Station' seem to conjure up images of Fisher Price toys. We think they'll try to think of a name with -man at the end of it. Like Game-man, or Sit-man, or better still, The-best-of-the-next-generation-consoles-man. Then again...

The biggest magazine

site on the internet is in our back garden. Yes, it looks like Futurennet (which carries Ultimate pages - just type in www.futurennet.co.uk) is growing so fast that it has already become the biggest magazine site in Europe and is taking on some of the biggest North American sites. Not bad.

Rumour has it

that Saturn will initially outsell PlayStation when launched in Europe. This is based mostly on the games that are lined up for the launch (PSX - *Toh shin den*, *Ridge Racer*; versus Saturn - *Virtua Fighter*, *Daytona USA*) and so far many people in the industry agree. Based on review scores so far, the PSX line-up is well down on Saturn's. So deduce your own findings from that my friends.

New 3DO on the block

Goldstar have finally launched their very own 3DO player, and it will have the added benefit of being packaged with *FIFA International Soccer* when it hits the streets in late April.

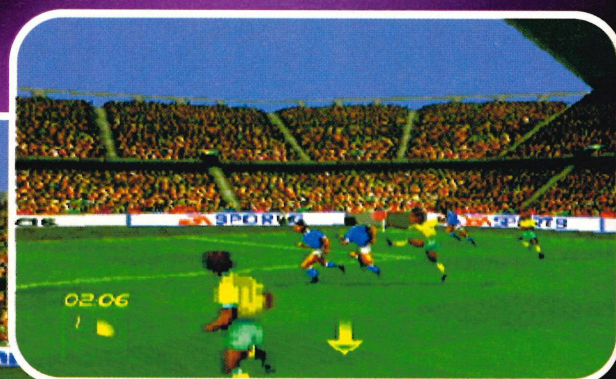
Retailing at £399, Goldstar are hoping to kick start the market and establish the 3DO format as the most

successful Next Generation console - a wise move before the launch of the PlayStation and the Saturn.

With the announcement and development of the M2 upgrade, however (see our top M2 feature on page 58), we could be witnessing an increase

in 3DO sales. So far, Panasonic estimate their UK sales at around 20,000, but with the introduction of a new player, backed by aggressive packaging, sales could double within months.

Future Zone and Game are



◀▲ The *FIFA* bundle is being launched in late April and is sure to give a massive boost to 3DO sales. It was a huge success in the US where the same package was launched.

Ultimate is utter



Sadly there's not enough room, however, to cover loads of PC games in it. But we know a mag that does... If you want to find out the full story about all the latest and best PC games, look out for the latest magazine from the makers of Ultimate, called *PC Attack*.

It's 100% devoted to PC games and promises

◀ *PC Attack* the magazine which is 100% devoted to PC games. Not bad!

to induce almost illegal levels of blood-boiling excitement in anyone whose life has been irreversibly changed by, say, *Doom*. Or *Doom 2*. Or *Magic Carpet*. Or... oh, you get the picture, don't you?

PC Attack will bring you the most in-depth coverage of the biggest games, cover-mounted CDs with even more games, and promises to include what could well be the most exciting competitions in the history of the world. Ever.

Take a look at the free 16-page sampler sneakily hidden

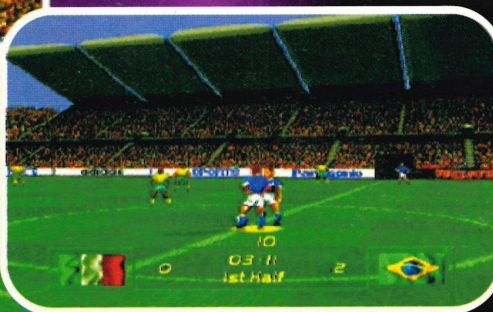
lock

► Here it is Goldstar's little baby, in all its glory.

keen to stock the alternative player and distribution networks are being set up for the independent shops.



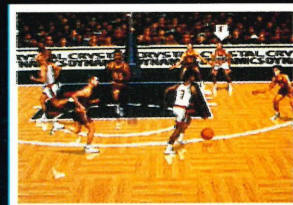
◀◀◀ But when will the popular FIFA 95 hit the Next Generation?



Ultimate UPDATE

Slam 'n' Jam '95...

Available for the 3DO sometime during late May/early June for £45 comes Crystal Dynamics' *Slam 'n' Jam*, the 3DO's first genuine attempt at a full-court, five-on-five basketball sim. It's brimming with the usual sport sim requirements – statistics on every player, team and season, multiple camera angled repeats – plus a match commentary from CNN's Van Earl Wright.



▲ "Just reach up and put it in the basket chief..."

BUG!...

In the month when we get a first look at *Astal*, along come Sega with another, admittedly not as sumptuously drawn but still spilling over with personality, platform game. It seems that size really isn't important, especially after *Clockwork Knight* and the other insect hero Tempo on the 32X. The title really gives away the star of this piece, and not unlike *Gex* on the 3DO, you get to use the creature's abilities to get through the myriad of levels. There's certainly an effective feeling of depth to the graphics, thanks to a combination of the slick backgrounds and the three-dimensional characters, and it's certainly got a wicked sense of humour. No confirmed release date as yet.

Conan...

Atari are aiming to release this 2D scrolling beat-em-up between July and September. *Conan* is its working title, and it's shaping up rapidly – some impressive parallax scrolling already. It looks pretty similar to arcade hit *Golden Axe*, and there's a two-player fighting option, which really is a necessity these days.

erly brilliant!!

PC ATTACK

within the hallowed pages of this very issue of Ultimate and prepare yourself for the shockingly good launch of *PC Attack* which hits the streets on April 13th. It'll be the perfect compliment to UFG.

► The first PC mag that looks like it's enjoying itself. No boring white pages, just loads of colour.



Competition

The third part

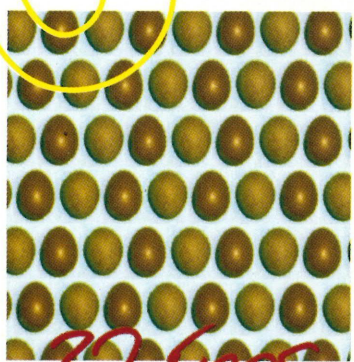
Part 3

Here it is, the final part of our amazing competition. Your last chance to clear us out.

Win your entire

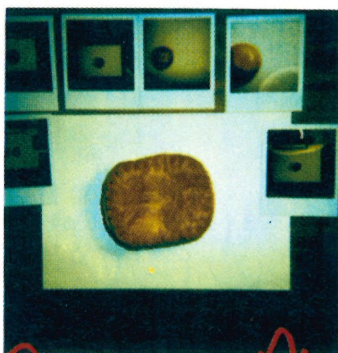
Yes it's the final part of our amazing competition. Spread over three issues of Ultimate Future Games we have given you the chance to win £2,000 worth of the latest video gaming hardware. There can only be one winner. And this is your last chance.

Just answer the three questions which have appeared over issues 4, 5 and 6 of UFG and send the three coupons that spell out U-F-G! to **Blow My Mind! Ultimate Future Games, 30 Monmouth Street, Bath BA1 2BW.**



32 Eggs

(32x)



Cheesy Pie

(CD-i)



3 Mango

(3DO)

console shopping list!

May

Third question

Which company have recently launched their own version of the 3DO?

answer:

3

Back Issues department

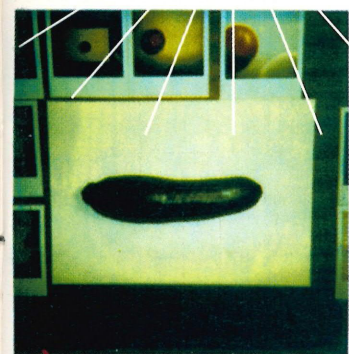
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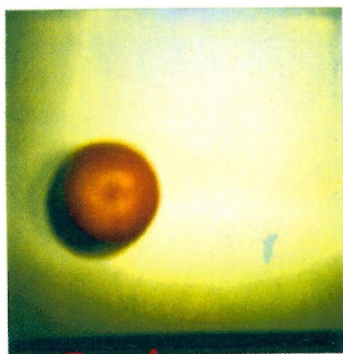
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RULES Must be obeyed at all times

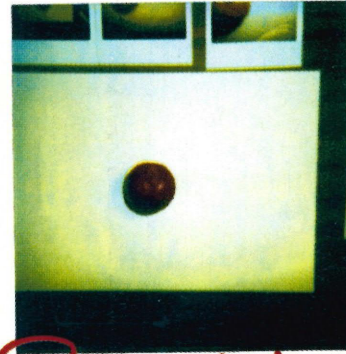
1. All three coupons need to be cut out of the magazine (that means no photocopies, thanks).
2. Multiple entries are fine, since you'll have to buy more copies of the magazine to enter them.
3. Employees of Future Publishing are not allowed to enter.
4. Get all your entries in by Friday 28 April, 1995



Neo Marrow
(Neo Geo)



Satsuma
(Saturn)



Plum Station
(PlayStation)



Wank
(Jaguar)

▼ The ST-V board will allow many games to quickly hit the Saturn.



Japan's **premiere** arcade show (the AOU) at the end of February **threw up** some rather **exciting** titles for the year to come, with all the **big**

names (Namco, Capcom, Sega, SNK) presenting some **major new titles** (the majority of which are **already beginning** their journey to the Saturn and PlayStation).

Sega, ever the formidable



◀ **Galaxy Fight** will be working its way onto the SNK CD system during late April.

Vampire Hunter

Ultimate
Future Games
Preview

▼ Can *Vampire Hunter* improve on the original?



▲ Eat some undead electric pie, Sonny!

The most exciting launch at this year's AOU show has to be Capcom's sequel to their cartoonish **chiller**, *Darkstalkers*. Coming hard on the mutant heels of their recent *X-Men: Children of the Atom* **smasher**, *Vampire Hunter* promises to be **superb**.



There's a couple of new characters, some **wildly entertaining** special moves (to rival the *X-Men*'s), a refining of the backgrounds, and, like **every coin-op** worth their change these days, comes echoing with lovingly **loud Q-Sound**.

It'll be a few months before the UK gets a **glimpse**, though.

Arcade (dictionary definition): a row of arches, open or closed, on columns or pilasters; a covered passageway lined with shops.

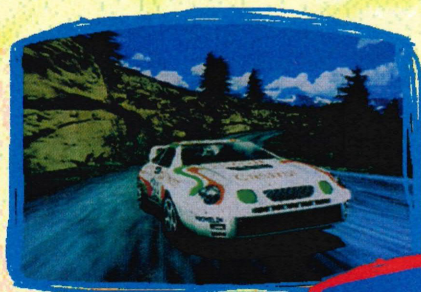
Arcade (Ultimate definition): Bloody exciting testing ground for the cutting edge of video-game technology. Stick with us, eh?

DU



presence, relied on their **gorgeous-looking** AM3 team-programmed *International Rally*, **backed up** with *Rail Chase 2*, the ST-V **board-based** *Golden Axe: The Duel* and the

3D polygonal soccer of *World Striker* (a Saturn cert). Namco, in **full-on** PlayStation mode, led the way with *Cyber Commando*, **platform bizarreness** in *The Outfoxies* and



◀ *Sega Rally* fever has well and truly hit the videogaming world. Skidmark frenzy.

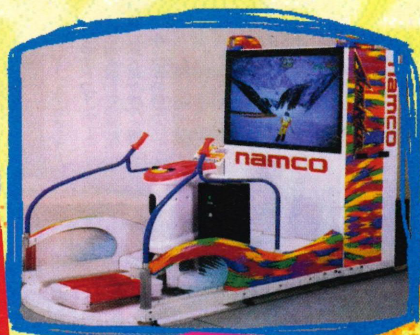
▼ Namco's *flitty-simmy-shooty* thing is heading for the PlayStation. Top stuff.



◀ Can we take yet more *Fatal Fury*? The Neo Geo CD will have to on April 28th. Should be good.

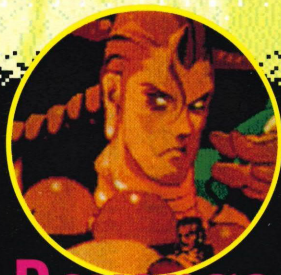
new skiing and flight sims (both of which are **already being converted** to the PSX).

Other names to **watch for** include *Fatal Fury 3* (SNK), *Galaxy Fight* (SNK/Sunsoft), both **heading** for the Neo Geo cartridge system during the next two months, *Speed King* (Konami's **long-awaited** hover racer) and *Red Zone* (a *Cruis'n USA/Need for Speed*-inspired driving sim). Not bad!



▲ A vertical *Ultraman* shoot-em-up which looks surprisingly good...

ter stalkers' Revenge



▶ ▼ All the original characters are in there, plus two lovely newbies.



▶ Don't be fooled by the lass with the lobes. She's really a nasty piece.



◀ As usual, there's oodles of power-ups, so shoot the portly buggers!



◀ Gals with laser pulsing from their eyes... Only in Japan, eh?



▲ Konami's coin-op is a certain hit in Japan.



▲ The backdrops are really very special. But the explosions are even better. Nice one Konami.

Look At What's New in March!

NEO GEO CD's Magnificent Soft Line-Up!

The Super Battle of the Beasties!



Slam-Down, Hit-the-Canvas Action!



A Flying Festival of Shooting Thrills!



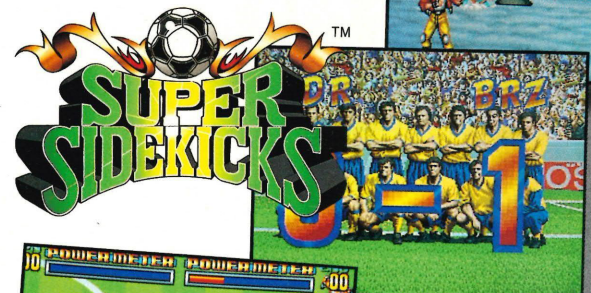
Defeat the Dreaded Dark Shogun!



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But wait, there's even more! Look for our thrilling April releases too!
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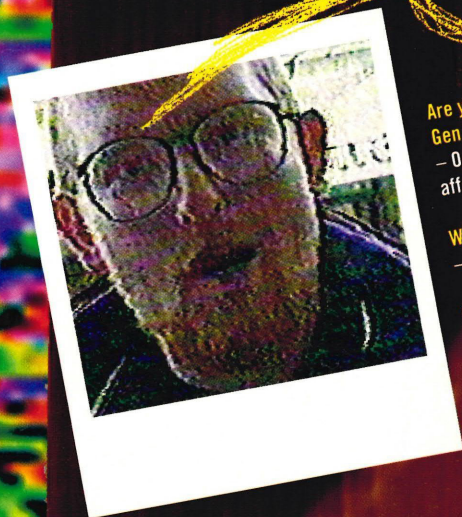
Specials

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Ultimate Section 2

- 40** **Talkin' 'bout Next Generation**
We hit the streets looking for you. Our pursuit of opinions on the Next Gen was relentless. Find out what people said.
- 43** **On-line Gaming**
Getting to grips with videogaming on the Internet. We show the way forward.
- 47** **Poster Frenzy**
This month we go for *Tekken* overload, with some superb images to back up our preview.
- 55** **Bluffer's Guide**
...To Atari. All you need to know about the people behind the Jag.
- 56** **How Do They Do That?**
How does tricky Johnny programmer do his thing? We put on Des Lynam wigs and show you how.
- 61** **Interactive TV**
The Ultimate guide to television in the future, and how you can play a part.
- 64** **Big In Japan**
A look at the weird and wonderful world of videogames in Japan. They're bonkers you know.

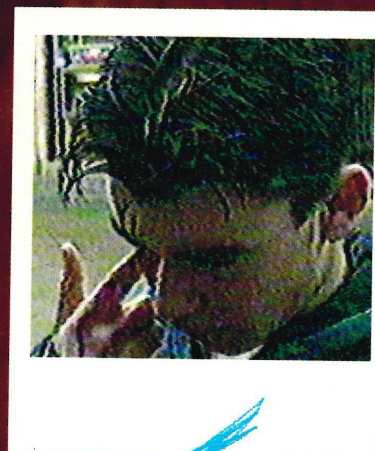
Dave from Frome



Are you tempted to buy one of the Next Gen consoles when they come out?
 - Ooh, not at the moment I can't really afford it.

What if they go down in price?
 - Ooh, yeah.

Do you know which one you'd go for?
 - It depends.



Steve from Bath

The Next Gen consoles will be coming out this year, do you think you'll buy one?

- If I've got the money.

So is it just price or is it games as well?

- Probably games.

Have you seen anything of the Jaguar or 3DO?

- I've seen a few games for the Jaguar.

What did you think of them?

- Crap.

Have you seen any software for the 3DO?

- I've only really seen *Road Rash*. It looks pretty good.

What about the 32X, do you think it'll last?

- I doubt it.

So, which machine do you think you'll end up getting?

- Either the PlayStation or Saturn. I'll have to see the games before I make my mind up.

Talkin' 'bout Next Generation

What consoles do you own?

- A SNES.

Are you tempted to buy any of the 32-bit machines already out, or the others arriving this Summer?

- Yeah, I would if I had the money.

They're probably going to be around £300.

- Yeah, it's a lot, so it depends.

The PlayStation and Saturn are the new stars, so do you think that the 32X for instance will survive?

- Yeah, I do. We've had the SNES and stuff for such a long time, people want to move on to more advanced things, and if they've got the money they'll buy it.

The 32X obviously isn't as powerful as the new machines.

- Yeah, I think it'll take time for people to get onto the more sophisticated machines, but they'll become popular.

Do you think it all depends on price?

- Yeah, I think so.

Do you think the UK gets an unfair deal getting more expensive stuff last?

- Definitely.



Craig from Bath

Ultimate hit the streets of home-town Bath this month, forcing a camera and a big light into the stunned faces of those frequenting the local popular gaming establishments. Our pursuit of opinions on the Next Gen was relentless. Here's what you bloomin' well said...

So, do you fancy fusing with the Next Generation then, John?
 - I would, but I'm going to University this year, so I probably won't be able to afford it.

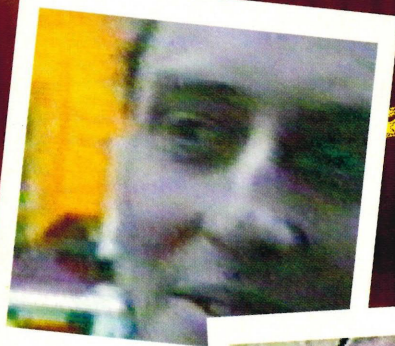
So, once again it boils down to price?
 - Yep.

Have you seen anything of the new machines?
 - Only in magazines and on the GamesMaster programme.

What do you think of them?
 - They look great. I'll probably end up buying one once I've saved enough.



John from Bath



**Michael
from
Swindon**

How interested are you in the wave of 32-bit machines?

– Bloody interested, mate. I'm trying to sell my SNES and Mega Drive now to get some money.

So, are the 16-bit machines dead?

– Not yet, mate, but I reckon they will by the end of the year, 'specially if all the software people are stopping doing stuff for 'em.

Do you think the 3DO and Jaguar will be up there with them?

– My mate's got a Jaguar and that *Doom*'s cool, and the 3DO looks pretty smart, especially *FIFA*. If the prices drop I might be tempted.

What do you know of the Saturn and PlayStation?

– Not much, only what I've read. I'm waiting until they come out over here.

What do you own at the moment?

– I bought my son a Mega Drive a couple of years ago.

So are you more tempted to buy Sega's 32-bit machine, then?

– I dunno. I want to see the games moving first.



**Julian
from
Bath**



**Kevin
from
Bath**

Who do you reckon is going to win this war then?

– Eh?

The Next Gen war between Sega and Sony?

– Sega.

Why's that then, matey?

– Sega are always first with new ideas, like the Mega CD and stuff.

So you own a Mega Drive then?

– Yeah, and Mega CD.

The PlayStation is likely to be £100 cheaper. That's going to make a huge difference, surely?

– Maybe, but Sega have the best games, and all my mates are getting a Saturn, so we can swap games.

**Becky from
Bristol**

Did you know you're the first girl we've had today?

– Oh (Snigger).

Of the stuff you've seen in magazines, which machine will you go for?

– The Sony PlayStation.

Why?

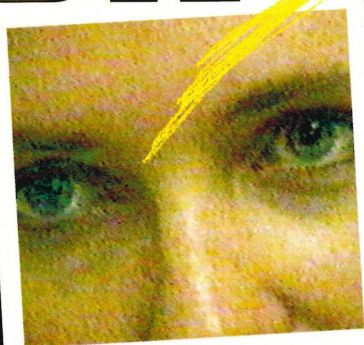
– They made my Walkman (snigger).

But what about Sega? They've a phenomenal track record.

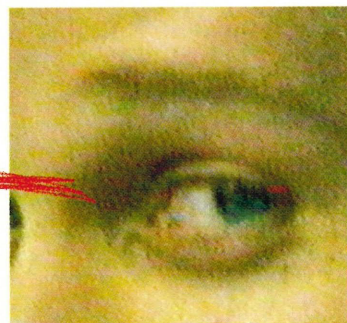
– I've always had a SNES which is a much better machine.

Which game are you most looking forward to then?

– Ooh, that *Ridge Racer* (snigger).



**Sue
from
Frome**



Do you know much about the Next Generation of consoles?

– A bit. Only 'cos my boyfriend's into videogames.

Are you going to buy one of the 32-bit machines this year?

– Well, I bought my boyfriend one of those 32-bit things for his Sega at Christmas.

A 32X?

– Yeah, and that's really good.

What are his favourite games on it?

– He tends to play a lot of sports games, football and ice hockey, that sort of thing.

Do you think you'll buy Sega's new machine, the Saturn, then?

– Well, I'm not paying for it!

Ultra 64

comes out fighting



Edge has the first concrete details of the **64bit machine** that could slaughter Nintendo's opposition



Issue **twenty** on sale 23 March
at selected newsagents

On-line gaming

Standard buy-'em-off-the-shelf games are fun. They are fast, loud, easy to use and take advantage of whatever system you're using. So why in the name of OJ Simpson would you want to switch to a game that has basic graphics for none at all, precious little sound, slower gameplay, and for which you pay every time you play?

The sort of thing we're talking

here is the on-line game, an increasingly popular form of interactive gaming – and ~~100~~ that word 'interactive' which makes all the difference. You know the problem: once the initial excitement of the latest state-of-the-art title wears off, once you've learnt the levels or completed stage three or whatever, that's it. Sure, it might get harder, and there may be some new graphics, but it never really *changes*. It's

So What's On-line?

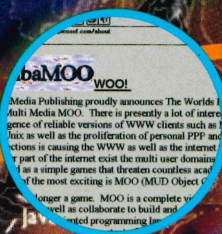
Probably the most famous on-line game is *Air Warrior* from Online Entertainment, a multi-player flight simulation. It features 27 different aircraft from both World Wars and probably the best graphics of any on-line game. It's just like a standard flight sim, except all your enemies are the other players - and not necessarily enemies; you can always form teams and go on



bombing runs against other groups, or even drive a tank instead. *Air Warrior* is immensely popular and good for a laugh, though you have to pay to play.

Multi-User Dungeons (MUDs) have always been a common form of on-line game. These are quite similar to those creaky old text adventures from years ago, but much more flexible. There's usually an ultimate goal, but how you get to it is up to you - there's no set route. For instance, if you get stuck with a puzzle, you can ask another player to help you out. *MUDs* are great for developing highly personal vendettas against other players and making their virtual lives a misery. Most of them are set in the traditional *D&D* style RPG mould, though there are a few futuristic and/or weird ones floating about.

Not surprisingly, traditional board games are well-served in on-line format too. While the thought of playing Chess or Backgammon might not exactly thrill you, it does make a difference when your opponent is on the other side of the world. There's even Bridge if you can stand the excitement.



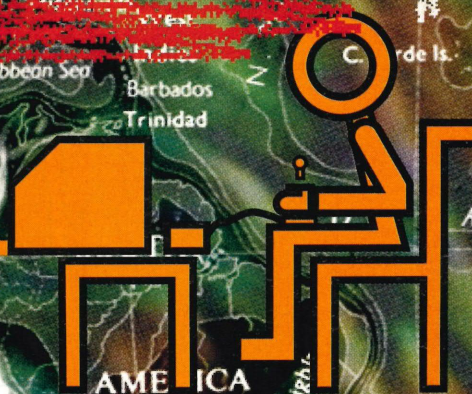
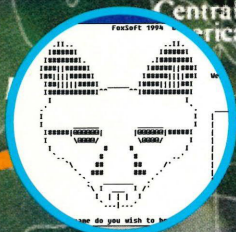
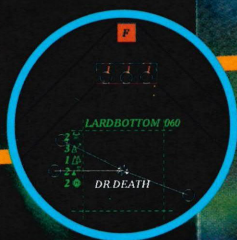
stupid, in other words. On-line games, however, are the opposite - they never stay the same, for the simple reason that you're not really playing against a computer, but other people. Real people, all over the world, each one competing against you. It's the human element of chance which makes you forget the useless graphics and dismal sound. There you are, sat at home in Stockport or Northampton, ganging up on someone in Australia with a couple of people you've just met from

Poland and America, and not one of you has the faintest idea of how things will turn out. That's *real* gaming.

On-line games are played using a PC or Amiga and a modem. Once you've joined a game, you play against whoever else happens to be on-line in real time. You can have conversations, make alliances, make enemies, help out other people - basically, if you want to do it, you can, because it's the people rather than the programming which really control an on-line game. Which is a good thing, we think.

You're talking rubbish

As you may have guessed, getting into on-line gaming isn't quite as easy as plugging in a card or clicking an icon. If you haven't the foggiest what the Internet is, let alone how to use it, best stick to the easy stuff for now. As on-line games become more popular and more numerous, they'll also become easier to use. Good job, too, because until you've played an on-line game you haven't played at all.



How do they do that?

To play any sort of on-line game, at the very least you're going to need a computer and a modem. Now we're not going to bang on about just how to connect the two up, because a) it would be very dull and b) it would take about 20 pages to cover everything, but here are the basics.

There are plenty of on-line games around for both the PC and the Amiga, and you shouldn't need a particularly powerful version of either. Basically, if you can run the latest titles on your machine,

you're laughing.

Modem-wise, you'll want the fastest you can afford, at least a 14,400bps model. The Sportster range from US Robotics (01753 811180) is reliable, popular and fairly cheap, weighing in at around £150 (if you shop around).

For most on-line games, you don't need any software as such (Air Warrior is an exception) – all that is kept on the computer you connect to. Depending on the sort of game you want to play, you might also

need an Internet connection or an account with some other on-line service such as CIX or CompuServe. Be careful, though: with these latter two there are usually extra charges to be incurred for the on-line gaming. For more info or just to get hooked up, phone CIX on 0181 390 8446 and CompuServe on 0800 289458.



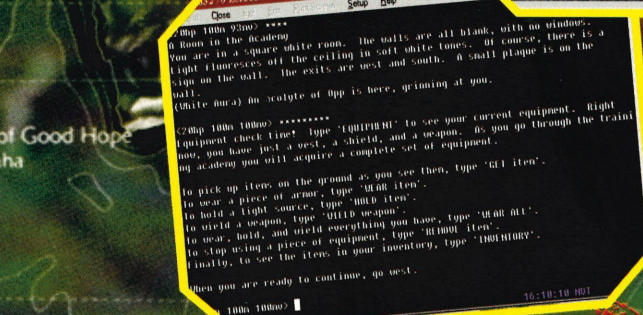
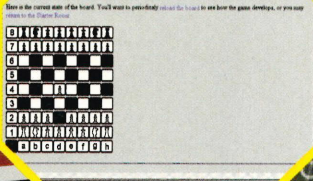


◀ Some of the games are very basic at the moment. Such as this.



◀ The potential for the future of videogames, however, is very exciting indeed.

▶ Chess just seems so much more exciting when you're playing games against people all over the world.



◀ Doesn't exactly look Next Gen does it? But, it's the principle of it!

The top six online games (and where to find them)

1. AirWarrior

Superb multi-player flight sim with a big following. PC and Amiga.
Online Entertainment 0181 539 6763

2. Island of Kesmai

Text-only D&D-style RPG. For the traditionalist.
CompuServe, GO ISLAND

3. MegaWars 3

Futuristic strategy-laden combat stuff.
CompuServe, GO MEGA3

4. Chess

Well, it had to be in here somewhere...
Internet, <http://www.willamette.edu/~tjones/chess/main.htm>

5. Psycho Mud

Weird but funny MUD (Multi-User Dungeon).
Internet, telnet://chaos.bsu.edu 4355.

6. Air Traffic Controller

No, no, no, no, no, no, no...
CompuServe, GO ATCONTROL

The bad news

There is of course one downer to any on-line game, and as ever it's that filthy word that causes us all sleepless nights: money.

As well as paying any extra charge for just the privilege of playing in the first place, you've still got to pay for the phone call. That's not too bad if it's a local call, but when you get engrossed it's easy to forget you're continually

cracking up the bill for every minute of play.

The best idea is to limit yourself to, say, an hour a week, or whatever you can afford. (Actually the best idea is to get someone else to pay the bill, but that's more difficult.)

The bottom line is that you simply need to be aware of the charges that can be incurred and not spend dosh you haven't got.

Ultimate Tekken

Future Games

8-page Poster
Special



Yoshimitsu

Japanese

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TEKKEN

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A detailed 3D-style illustration of Nina Williams from the Tekken series. She has long, flowing blonde hair with a side braid, blue eyes, and red lips. She is wearing a blue sleeveless top and a black choker. The background is a light, abstract design with some geometric shapes.

Nina Williams

British

鉄拳
TEKKEN

Ultimate
Future Games

© Namco

Bluffer's Guide To... Atari

A bit new to the advanced gaming scene? Think Next Generation machines are what the cast of *Star Trek* wash their clothes in? Prepare to win friends and influence people with these essential Atari facts...

Atari – are they still around? They're yesterday's news, surely?

Well many had given them up for dead a few years ago, but after the relative success of the Lynx and last year's high-profile Jaguar launch they're back in the games market big time.

Ah yes, the Lynx – bit rubbish, isn't it?

No, that's a popular misconception. The Lynx is technically the best hand-held games machine ever released. The marketing was wrong and it's now a dying format, but the price has dropped to a bargain £25. Not bad, eh?

The Jaguar – Is it any good, and aren't they going to run out of big cat names soon?

The Jaguar is a great, if slightly ugly looking, console with loads of potential and one of the fastest processing chips around. As far as the big cat names go, how much do you want to bet that their next major launch will be something called the Panther? Or perhaps even the Tabby? Maybe not.

What about games?

We're not massively impressed so far, but *Doom* and *Sensible Soccer* are both available for the Jaguar and let's face it, what else in life do you need apart from those two? Okay, if you're not quite satisfied, there's always *Iron Soldier*, *Alien Versus Predator* and *Checkered Flag*. Add to this the 180 titles in production and things should be looking up.

So where did Atari spring up from then?

Atari was founded in 1968 by an engineering graduate called Nolan Bushnell. Their first game was *Computer War* for the arcades, which people avoided like

the plague. In 1972 they released the primitive tennis sim *Pong*. It was a huge hit and gave the company the revenue needed to develop and, in 1976, launch the world's first console, the Atari VCS 2600. After those heady days the company was sold, and it has since changed hands as frequently as a hot muffin being held by an octopus.

Has Atari got a Mario or Sonic type figurehead?

Not yet, but our money is on their figurehead being a single letter E, made of tar. Honest.

Do Atari really stand a chance in the face of Sony, Sega, Nintendo and 3DO?

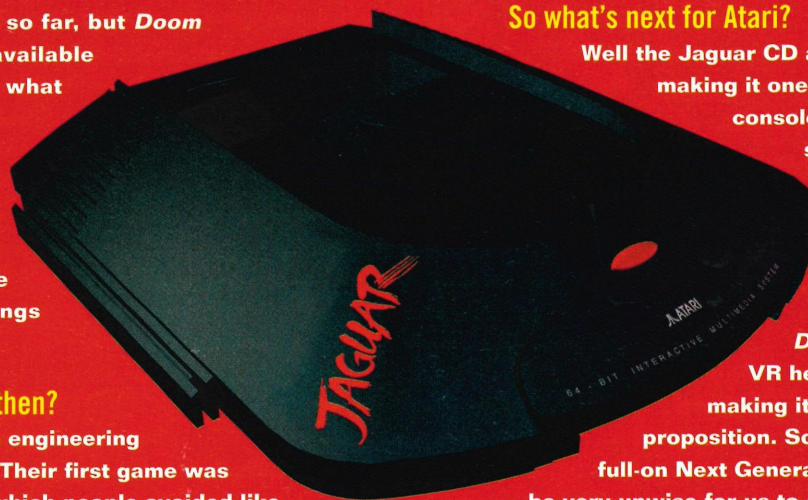
In retrospect the management have made some pretty unfortunate decisions in the past, and one wonders whether with the imminent Saturn and PSX launches they might pay for them.

But didn't they bury a ton of *E.T.* games in the desert?

Er, yes. Some time in the early 80s they made more *E.T.* and *Outlaw* cartridges than there were Atari VCS', so they hid millions of them. In the Nevada desert. You can try finding them if you can be arsed.

So what's next for Atari?

Well the Jaguar CD add-on will soon be released, making it one of the most powerful consoles, at least for a while. In the summer an add-on called the Catbox is scheduled. This will allow multi-player games to be played on separate television screens and will be compatible with *Doom*. And during early '95 a VR headset will become available, making it an even more attractive proposition. So, Atari seem to be getting into full-on Next Generation mode at last. And it would be very unwise for us to count them out yet.





How Do They

Welcome to the first in a new series, in which we shamelessly mimic a TV show in order to take a look at the wild and wacky world of programming, and ask that all important question "How do they do that?".

We're all familiar with games in which 'scaling' takes place. You know, when our little on-screen character, or even the whole screen, gets

bigger all of a sudden. And of course sometimes they get smaller again. Scaling is something we all take for granted and yet we know little about. So, how exactly do they do that?

We asked RARE

programmer Martin Hollis, part creator of the brilliant *Killer Instinct* coin-op, how he achieved this scaling effect.

Ultimate – Well, Martin, I suppose you're going to tell us it's all done with computers aren't you?

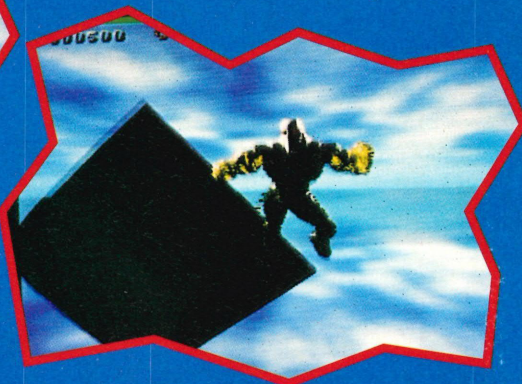
Martin – Uh, well yes.

Ultimate – Heh, heh, of course. BUT HOW?

Martin – The sprites in *Killer Instinct* are scaled according to their distance from the



▲ Each of the grabs show the pixelated screen in various sizes, depending on the game's action.



▲ And to change the size of characters, it uses the lines of pixels which make up the picture.

Do That?

Moving onto our next exploration into the unknown, I'd like to ask you, the readers, a question.

Have you ever had a particularly pleasant drive to work and thought "Hey, I'd like to see some edited highlights of that, complete with camera pans, clever splicing and a jaunty little rave soundtrack playing in the background"? It's something that players of Namco's *Ridge Racer* are all too familiar with. But the question remains "How do they do that?"

The 'playback' is not only the preserve of the Next Generation console though, so we asked Mev Dinc, the man behind *Street Racer*, how this digital déjà vu is achieved.

Ultimate – So, Mev. Is there really a little guy with a camera inside each and every cartridge?

Mev – No. The trick is to make sure the CPU (Central Processing Unit) can mimic everything exactly, but in a game the only unrepeatable part, is what the player does. Therefore, during a game, all the player's joystick movements are recorded then compressed so that the information doesn't take up too much memory. To play back the game, this joystick info is used again. The program has to be perfect so that it does not go out of sync, which isn't easy.

Ultimate – No little camera man?

Mev – No.

◀ By duplicating the pixel lines, the effect of scaling is achieved.

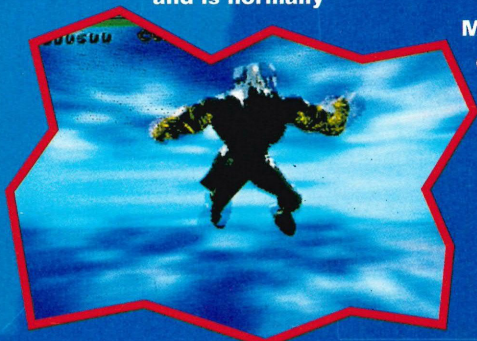


camera. The scaling is achieved by omitting horizontal and vertical lines of pixels – every second line would be omitted. To enlarge, pixel lines are duplicated. This operation is a special case of texture mapping and is normally

referred to as point sampling.

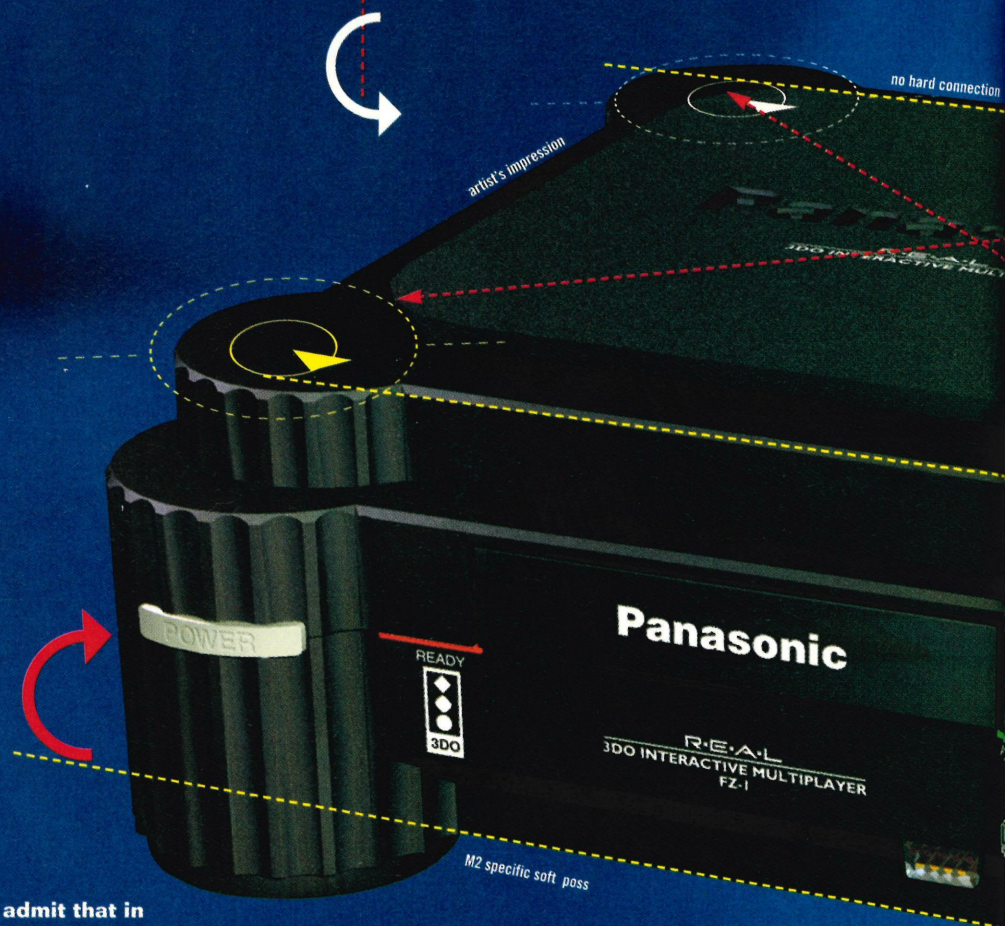
Ultimate – Hmm... So is it sort of like whittling bits of wood from a stick and then gluing them all back on again.

Martin – You haven't got a clue have you?



▲ Let's just see that brilliant race one more time. Roll cameras...

3DO, M2 and a



Since its origin in 1990, Trip Hawkins' dream of creating the VHS format of the gaming world has met with mixed success, but the relentless hype at 3DO Central really has turned the 3DO's fortunes over the past year.

Eighteen months on, the plastic lass-magnets, Saturn and PlayStation, have pilfered the limelight somewhat, even before they stake their claim on UK beaches like some mad Norsemen. The 3DO company

would undoubtedly admit that in some ways those two are better than their baby, but in some ways perhaps they're worse.

The real attraction of the system, has to be the options for upgrading it allows. It was initially designed around their own chips, so it was more expensive to produce. Now, however, there's the option of reducing the cost because of the combined chipset known as Anvil, which incorporates much of the current architecture.

"The customer won't notice any difference, but for the manufacturer what seemed painfully expensive will now be an interesting proposition," says John Edelson, 3DO Europe's Marketing Director.

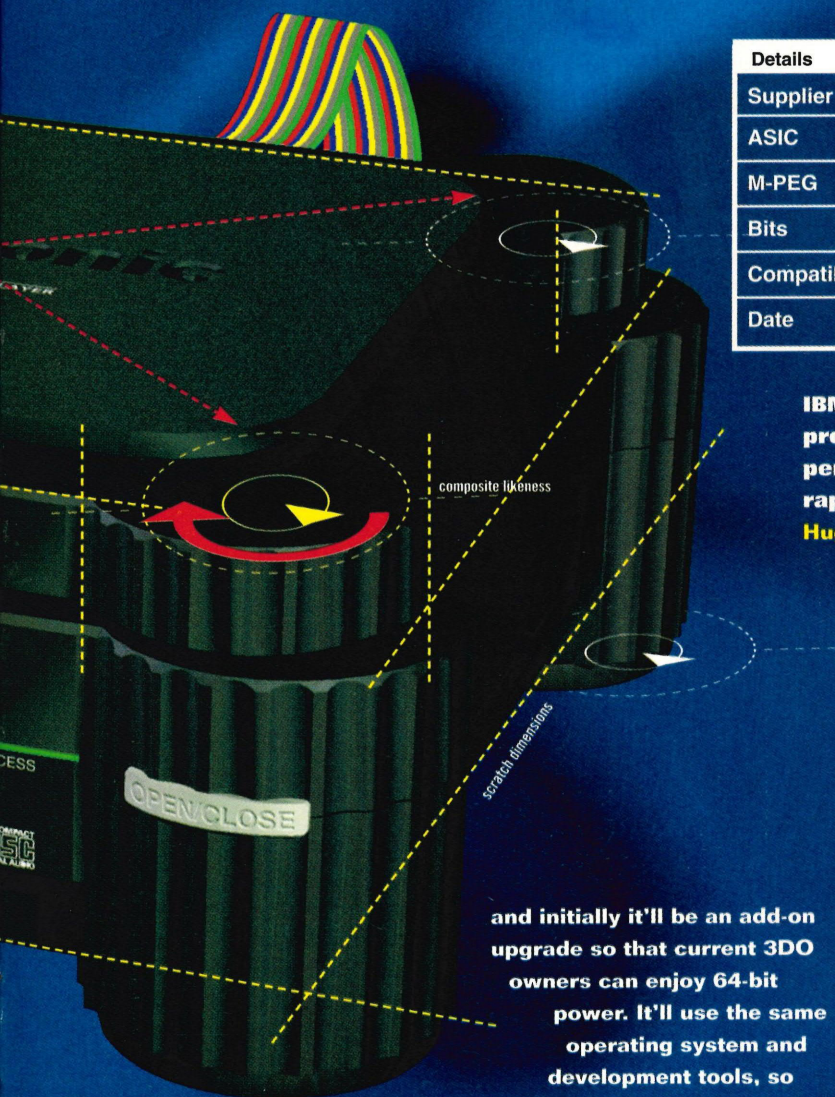
Ultimately, there may be price wars between the various 3DO manufacturers, but this'll probably only take effect for the bundle sets, and with the marketing support for retailers. Goldstar is a world class

manufacturer, so they can afford to undercut, even though Panasonic is now a recognised brand. But Goldstar's machine bundled with *FIFA* (but not *Shockwave* as it was in the States) is sure to sell big time.

The most awaited development in the 3DO's history, however, is the M2. After announcing their plans to produce an 'M2 Accelerator' on September 4th 1994, the finished version will finally

Anvil...

chip named



Details	
Supplier	3DO+3
ASIC	66MHz
M-PEG	Possible
Bits	64bit
Compatibility	full
Date	Q3 '95

With the Power PC microprocessor and the strong backing of Matsushita,

IBM and Motorola and their major customers, we have a processor family that offers truly Next Generation performance with production volume commitments that will rapidly drive down the cost for consumers."

Hugh Martin, 3DO's chief operating officer

emerge at the tail end of this year, with a chip that handles the graphics, sound and video running at 66MHz. The licensing arrangement is currently being finalised (it has become a reality thanks to working with Matsushita, IBM and Motorola),

and initially it'll be an add-on upgrade so that current 3DO owners can enjoy 64-bit power. It'll use the same operating system and development tools, so compatibility shouldn't be a problem. Perhaps the most interesting rumour has emerged after 3DO showed the development system to some programmer types, who informed them that the initial claim that it's five times as powerful as the PlayStation

was far out (and that it could be anything up to ten times as powerful). We'll reserve our judgement until we've physically seen the blighter.

Although the 3DO company are going ahead full steam with the existing system (because it's reality versus hype in Europe and the States at present), it's obvious that M2 means a huge breakthrough. "We can now go out with an aggressively priced product, and something

that's much bigger than the initial 3DO," adds John Edelson. There's one downside though. The promised MPEG upgrade has fallen even further behind schedule, but 3DO quite rightly point out that they want to concentrate on making it a top notch games system first. Which is damn chipper for all of us. The Autumn and Winter this year are shaping up to be very special indeed for videogames.

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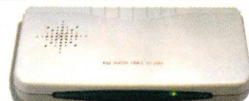
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Interactive TV is almost upon us. If you live in Kesgrave, near Ipswich you're one of the lucky ones already enjoying a trial taste

of the future, but what are the implications of intelligent tellys? Ultimate goes channel hopping wildly into the future. Flick this...

TV Guide to the Future



Telecom TV

So who's going to be in control of this massive network of information? Well, the hot favourite at the moment is British Telecom. The trial system already in place is run by BT with the help of Apple computers and, if it proves to be a hit, there's no reason why they shouldn't use their existing fibre optic network to hook up the whole country.

HITACHI

Games On Tap

Interactive TV is going to have a massive impact on the way we think of, get our hands on, and play games. Multi-player games will rule, allowing players from all over the country to play each other at say *Doom* in real time. A box on the telly will send data through fibre optic cable and you could play every friend you have. You will also be able to down-load any game of your choice for a small fee.

HITACHI

SAT 1 4-38-93

The year is 2004 and after a hard days work you slouch into the sofa for a veg in front of the telly. The Olympics have just kicked off and you want to tune in live. The TV knows which country you support, which events you enjoy and hands over control of the cameras to you. You may want a close-up of the pole

vault, a sweeping shot of the 100 metre hurdles or an aerial shot of the stadium. The choice is yours.

You soon tire of watching your country getting trounced by Eastern Europeans and, after ordering a pizza on screen, you scroll through the latest games index on one half of the screen whilst playing back the days video phone

messages on the other. You settle for a session of *Doom 8* with twelve of your friends. The odds are against you and after dying a horrible bloody death you down-load one of the latest movie releases for later in the evening.

Your pizza arrives and you want to read while you munch. You ask the TV for a printout of your magazines. It knows

What about now?

The trials taking place in Ipswich involve 2500 households and will allow opportunities to try Home shopping and banking, as well as TV, Movies, Magazines and Education on demand. Companies involved include: Thomas Cook, WH Smith, BBC, BSkyB, Sony Music, and Nat West Banks. Games on demand are also to be introduced during the trial, so if you can move to Ipswich within the next few months, you can get a head start on the rest of the UK.

HITACHI

Read Ultimate On The Telly

The magazine industry may well be revolutionised in the next ten years. No longer will you remain loyal to specific titles. Subjects and products that interest you will dictate what you read. Your TV will be able to print out all the good bits from your favourite magazines and only the advertisements that interest you.

HITACHI

which games systems you own, the kind of music you like and all your general interests. It searches for all relevant articles in its database and prints you out your own personalised amalgam of mags including Ultimate, and selects advertisements that will particularly interest you.

It's time for bed but there's no need to set your alarm as

the TV knows what time you need to get up, and adjusts this throughout the night according to weather and traffic conditions.

No we're not just talking about a few extra channels here. The possibilities for this new medium are almost limitless. Of course, old folk won't like it but then they're generally opposed to fun

anyway. Anyone with any sense can see the amazing opportunities that a development like this offers.

Like it or not, television is set to become a participation sport. The days of simply staring passively at a flickering screen are coming to an end. Prepare to wave goodbye to that morning-after ritual of discussing last night's telly.

With the advent of interactive TV you will schedule your own entertainment to your own requirements, whether it be games playing, shopping-on-demand, home banking, education, magazines, movies or the television service of old.

Common ground with relative strangers may be lost but, let's face it, you won't be leaving the house anyway.



Above all in Japan it is the excitement which videogames generate that is the biggest difference to our culture.

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Ultimate looks east this month to the land of the rising game, and examines why when it comes to videogames, Japan is in a world of its own.

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Read all about it

Japan shifts more paper in the pursuit of publishing than any other country in the world. There is one particular comic in Japan that sells 8 million copies a week, which is more than *The Guardian* or *The Independent* newspapers sell over the same period here. *Famicom Tsushin* which is their premier games magazine sells 500,000 copies a week.

That works out at 2 million a month. Which is about 30 times more than *GamesMaster* magazine.

There are also more magazines to choose from and interestingly the copy is very jolly and childlike as opposed to the harshness you'd expect. Another difference to our magazines, is that rather than simply doing a preview, then reviewing a game, they have a massive build up. Characters are constantly being introduced, and by the time the game's launched the public love the characters and know everything about them already.

There's nowt so queer as folk.

And, when it comes to videogames, everyone is totally mad apart from us here at Ultimate... and we're not sure about Marcus. Yep, it's official, the rest of the world are all bonkers. And especially the Japanese.

In Britain, games have become accepted as an important form of entertainment. They're now part and parcel of everyday life here and throughout the rest of Europe. In America attitudes are largely the same, but obviously everything happens on a bigger scale. It is nothing, however, to

the part games play in Japanese life. In Japan videogames have been around for much longer and they are now far more ingrained in society. Videogames are treated in the same way that television is in this country. Everybody plays them and every new game launch is a major event, which includes a massive media build up - not just in the videogames press but in the mainstream media as well.

Long before you actually get to play the game, you are made aware of the characters in it and you know all about their history. Kids have their own favourites and it is these characters,

not interest us, can often be massive in Japan - *Dragon's Lair* for example.

With this in mind, the RPG has a massive following in Japan, which ties in with the long tradition of storytelling that is very much part of Japanese culture. Legends are taught very early at school and continued in theatre and films.

RPG's also tie in with Japanese psyche. They can often be an insular nation, very quiet and thoughtful, which suits the introverted nature of an RPG. In America the preference is very much for the opposite. Predictably they go for multi-player aggressive and loud sports games full of action and noise.

Here in the UK, the diversity of our culture means that we have a mixture of both, but with a slight leaning towards the American tastes.

Above all in Japan it is the excitement which videogames generate that is the biggest difference to our culture. Yes, of course, we love games here, but in Japan, people queue for days for the latest games, which sell

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out amazingly quickly. And absolutely everyone gets involved with videogames whatever their age, which is very much contrary to the position in the UK and US. Businessmen have been known to take a few days holiday from work when a launch of their favourite RPG occurs. They happily embrace the technology and their is no stigma to playing videogames, no matter how old you are.

Rather than being a small part of society, they are a way of life and actually reflect the country's culture. A culture which is already much more visual than our own.

With this acceptance on a massive scale, the Japanese are less anxious to future gaze. They are happy with their consoles and less desperate to look to the Next Generation. This is probably because rather than the glimpses that the UK public can only get from Ultimate Future Games and Edge of the Next Generation, the vast leaps made in technology occur in their country, and they are therefore constantly made aware of the changes taking place. Rather than needing to look to Japan in desperation for new events, they

treat improvements in technology as inevitable and are much more at ease with the technological developments. The US also makes strides as do the UK in the production of games, but it is on a much smaller scale, with only a few very prominent software houses in this country making any in-roads into the foreign markets.

In essence, although the US have far more games units and consequently a bigger interest overall, they are no

longer that far ahead of the UK in their attitudes. And, like us, they gaze expectantly to the East waiting for the concentrated Japanese culture to throw up the next stage in the Next Generation revolution.

Whether it be in terms of their production of videogames, or just their attitude towards them, Japan is very much in a world of its own.

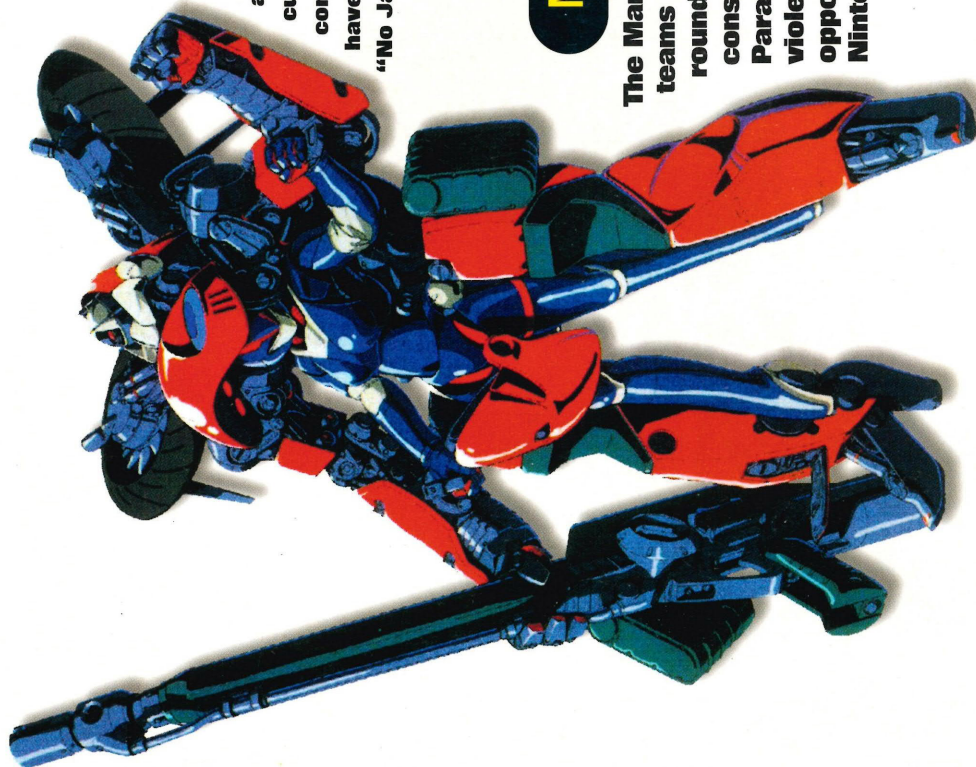
games. Families flock to them, and girls visit as frequently as the boys do. They are just as much part of life as say restaurants and cinemas are here.

The Japanese are less anxious to future gaze. They are happy with their consoles and less desperate to look to the Next Generation.

Arcade Life

Arcades are also a whole different proposition in the Far East. In America they are much as in the UK, there are some large entertainment centres, but the majority are scummy, smoky,

intimidating low-life joints. In Japan, however, there is much less of a taboo to them and they are real family entertainment centres which make lots of money and have all the very latest arcade



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Now that sunshine, is bonkers

There's odd and there's *odd*, okay? Occasionally, when it comes to certain aspects of videogames culture and the spin-offs connected, however, you have to stand up and say: "No Japan, NO! I respect

your country as the premier producer of games technology, but when it comes to totally bonkers games' related spin-offs, NO!" Here's some of the lunatic fringe...

Music CDs: Stacks and stacks and stacks of music from games. Not only numerous straight game soundtracks, but also orchestral versions.

The London Philharmonic play the soundtrack to *Gradius*. Yes, really.

M a n g a

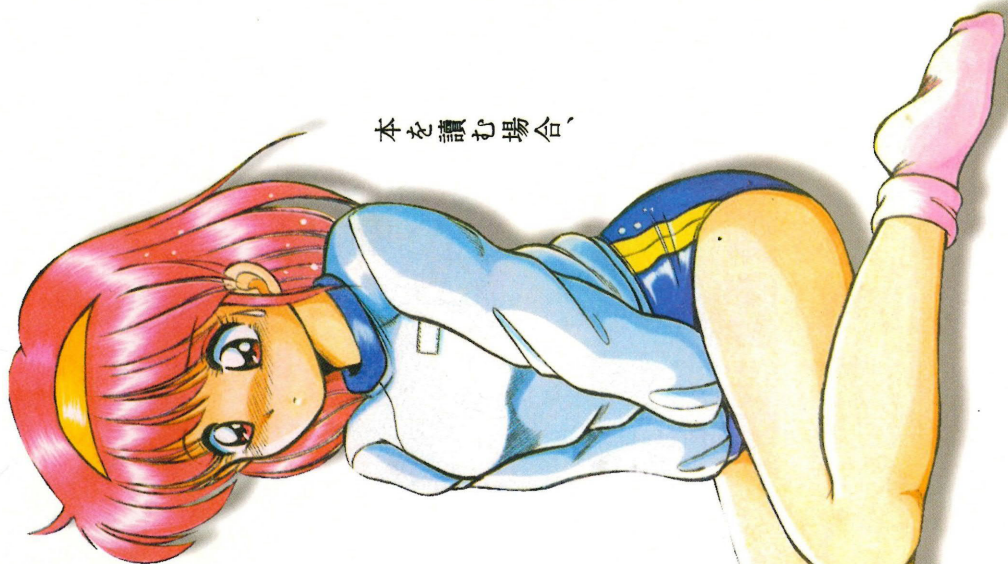
The Manga obsession is huge, with teams of writers and artists working round-the-clock shifts to supply the constant demands of the public. Paradoxically, much of it is overtly violent and sexual, which is totally opposed to the very twee nature of Nintendo, Japan's largest supplier.

Other orchestral versions include the *RPG suites*, including *Zelda in C minor* and the full *Dragon's Quest* symphonies. You can even get Gameboy soundtracks! Watch out *Blur* and *Oasis*.

Books: Tips books in Japan are not like the manageable pamphlets available with magazines in this country, we're talking huge volumes like the Bible with every tip known to man. Not only that, but novels and glossy coffee table art books of the games can be bought at vastly inflated prices.

Schoolgirls: Nude cartoon schoolgirls all over the place. What's that all about then? Indeed, what is the fascination the Japanese have with schoolgirls in general. Now that is very very strange indeed.

Gambling: There are loads of gambling games available, including a horse racing and horse training sim. It is not likely to be released here in the UK.



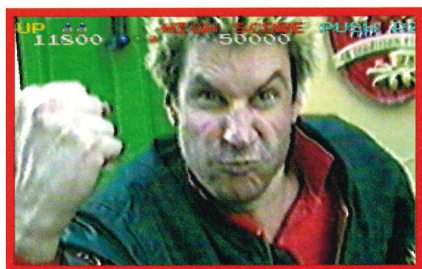
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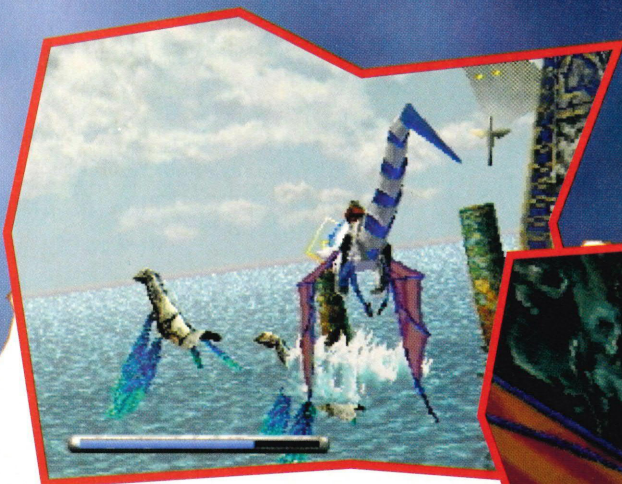
Reviews

2020 Super Baseball	NeoGeo CD	87
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Ultimate Section 3

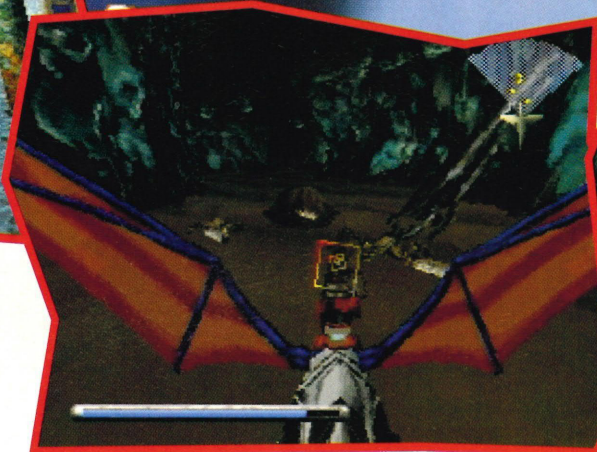
The Ultimate Marking System

0-10	Appalling
11-20	Awful
21-30	Very poor
31-40	Bad
41-50	Average
51-60	Fair
61-70	Good
71-80	Very good
81-90	Excellent
91-100	Exceptional



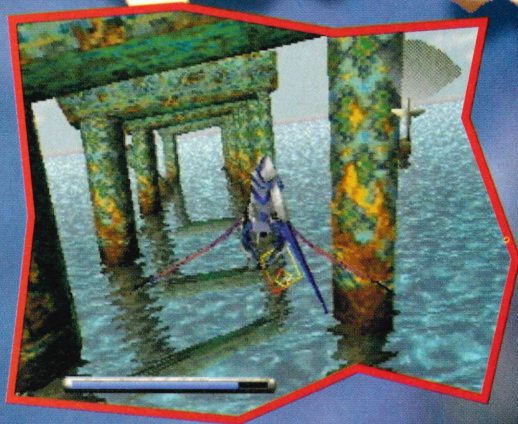
◀ The movement of our matey dragon's tail here is the smoothest ever.

▼ The strange funnel thing in the top corner shows you what angle you're at.



▼ There are a number of tunnel-like parts to the levels. Here, you go flying under bridges.

**Like some
crazy flying Trojan**



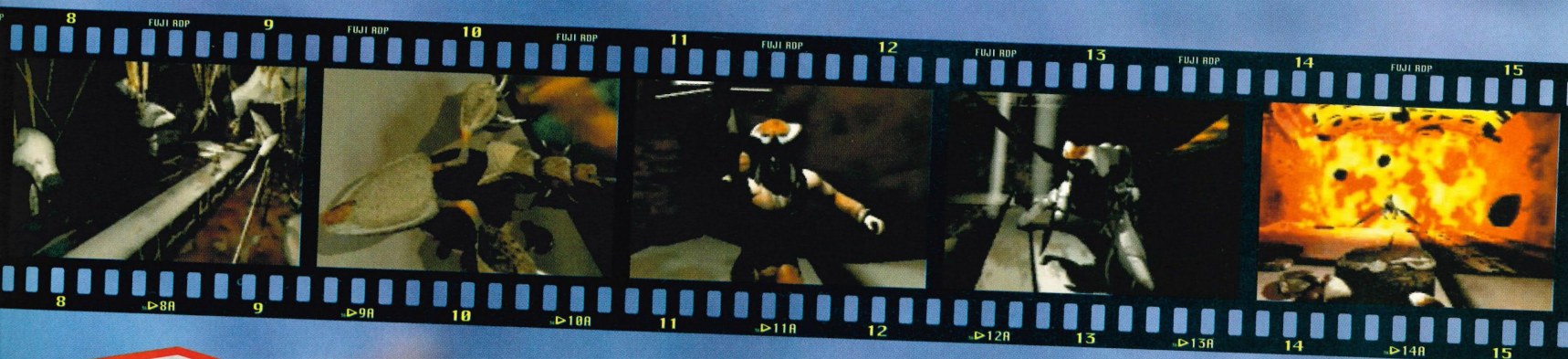
▲ Fly, Panzer, fly like the wind... In and out of these bridge-type things, shooting everything in your sights.

Panzer

WHAT THE
HELL IS A
DRAGON?

flaps

▲ The blue bar shows you how much energy you have left.



◀ A big balloon-like dragon with wings – this one takes a few shots.

Saturn owners (like me) have been **gagging** for a decent game since *Virtua Fighter* came out. And, I'm **happy to say**, this is bloody well IT.

Panzer Dragoon is simply fantastic. **Unbelievable**. Without doubt the most **astounding looking game** I've played for a long, long time. And it's not just that the actual graphics are **pure eye-sex**, it's more than that. Everything hangs together so well, from the box artwork, to the rendered intro, to the game itself. *Panzer Dragoon* has had **real designers** work on it –

among them, French artist Jean 'Moebius' Giraud – and it really shows. The **alien creatures** and ships are just **brilliant**, and the **scenery is gorgeous** – level six is one of the most gorgeous levels I've seen in any game, ever.

And **everything** moves so well. There's this big – and I do mean **BIG** – boss at the end of level five, which is destroyed in a most **bizarre** way. Once you've blown its weapons away, it sort of falls apart and **tumbles** to the forest below, at which point your dragon **swoops** in real close.

Absolutely **awesome**.

But let's not get carried away by graphics: the gameplay may not be to everyone's **taste**. It's basically *Starfox* with extra

▲ The sea, the clouds and the scenery are gorgeous – this is true Next Gen.

Dragoon

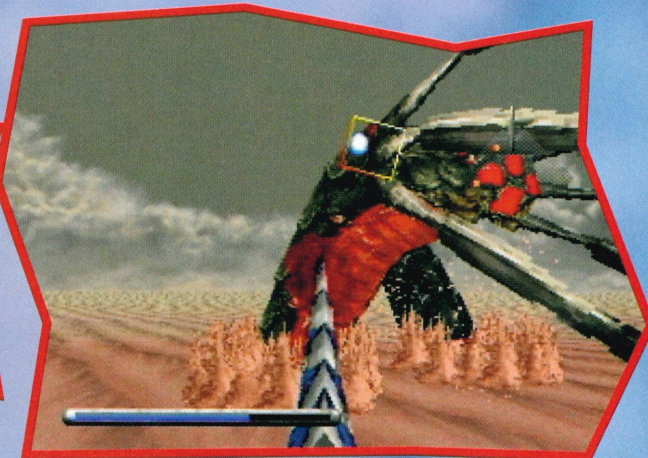
Saturn • Sega • £60 (Import)

its wings



▲ There is no doubt that the nasties in *Panzer* look very unusual. They're not your average baddies.

▼ And yes, this is the red worm boss that jumps all over the place.



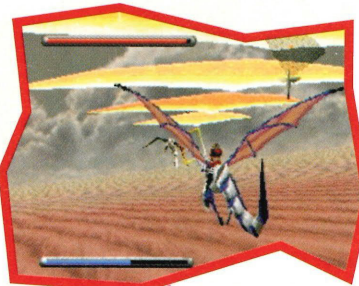
▲ Big worm-type boss. When you shoot it, it falls to pieces.

viewpoints (you have to look and fire left and right and behind you). And **all you do is shoot...** by 'eck do you have to shoot a lot. I even took to **hammering** all three fire buttons with three fingers in order to keep my **fire rate** as high as possible!

It won't actually take very long to complete *Panzer Dragoon* on the **Normal** setting, once you learn the level layouts. No doubt – you would think – the **Hard** setting will extend its lifespan. It doesn't. It is possible to finish the whole thing **reasonably**

quickly if you dedicate a **small part** of your life to the thing.

Still, this is one game you really won't mind going back to, just for the **adrenaline rush** and to let the amazing visuals



▲ Those bright yellow sheet are bad, avoid them if you can.

swirl around your brain. These really are some of the **most amazing graphics** ever to grace a console.

Top marks to Sega for setting a new standard in game design (but minus a **good few points** for sticking to that old level-boss, level-boss routine. Yet again).

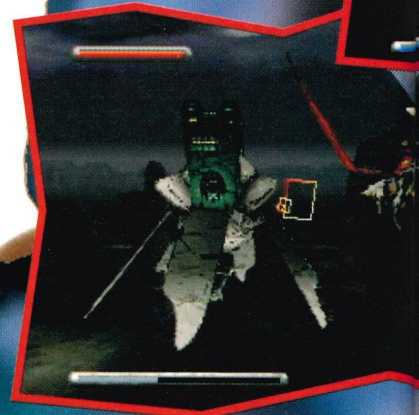
Ultimately

Beautiful

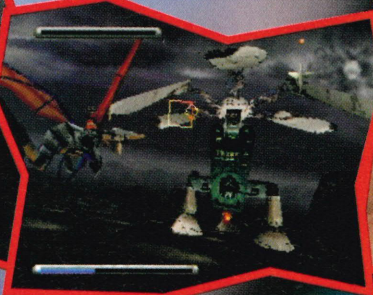
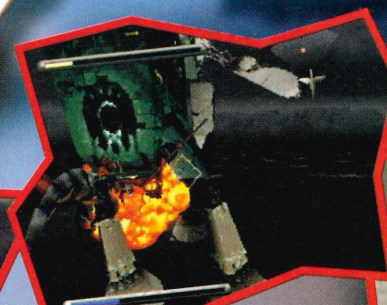
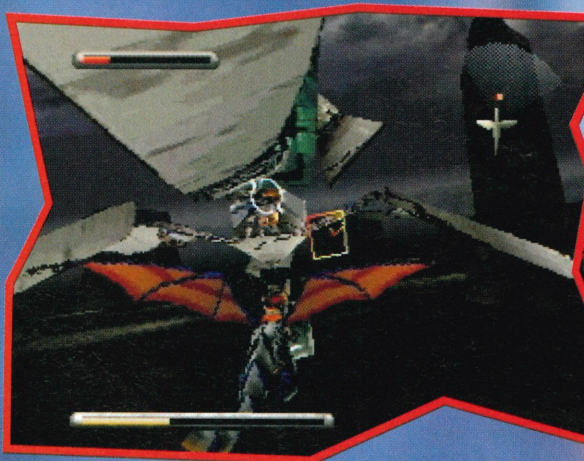
85%

- ⊕ A truly amazing experience
- ⊖ Top gamers will soon tame it

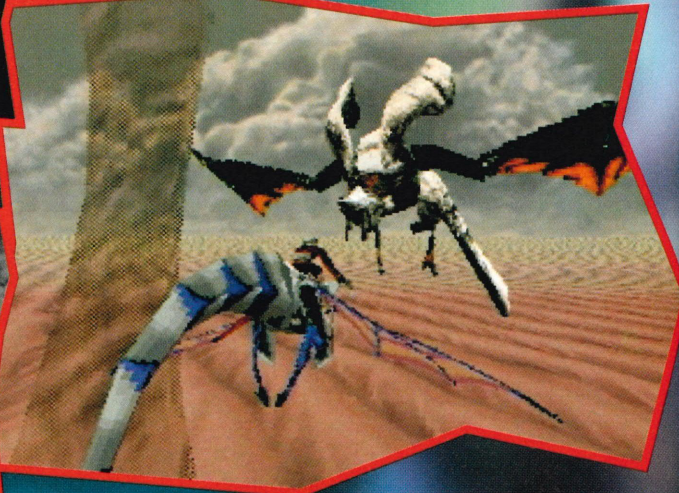
▶ The night sequences are probably the hardest. You can't always see what's what.



▼ With some of the bosses, you've got to aim at particular parts of their body.

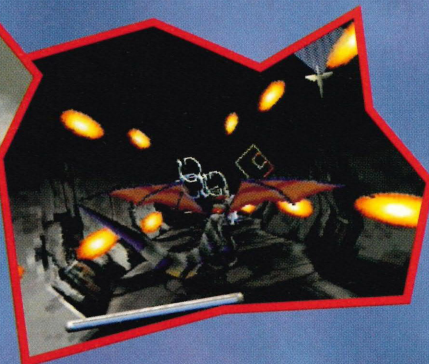


▼ Nasty dragon with big ears. See that grey whirlwind-type thing? You've got to avoid that.





▲ The big blue death – just mark several targets and press shoot. You got 'em all.



▲ Power-up gun blastin' time. Kill, kill, kill, shoot, shoot. Calm down...

▼ Have you ever seen such detail? Hmm. Please, all you developers, look at what the Saturn can do!



◀ You see the squares, well obviously that's your crosshairs equivalent. You can use them to mark targets.

Win me (sort of)

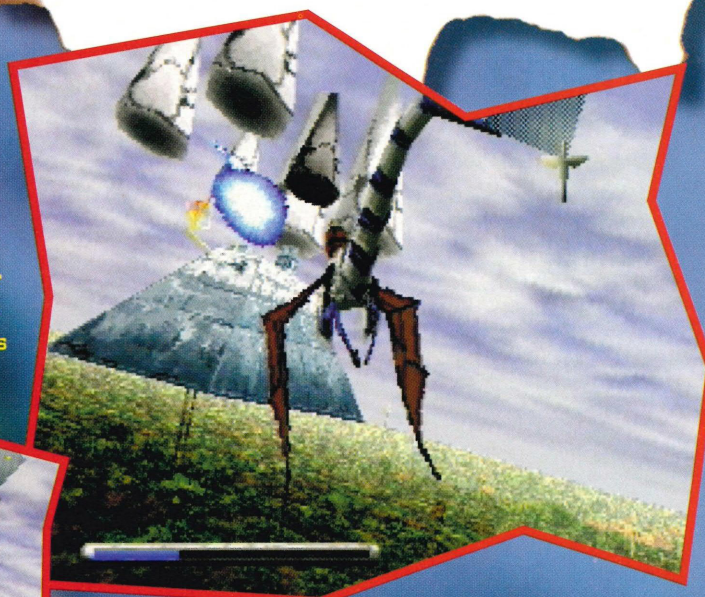
Experience the visual delights and stunning shoot-em-up action for yourself, by winning our copy of *Panzer Dragoon*. Are we too good to you or what? Just tell us what panzer means and the game is yours. Answers please to Panzer plus, Ultimate Future Games, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW



▼ The night stage – this is the one Sega were trying to hide from us last month, but hey, we got it anyway.



▼ There are a number of different dragons to shoot down. Only yours is friendly.



▲ Even though the graphics are gorgeous, we couldn't help feeling the game was just a little easy.

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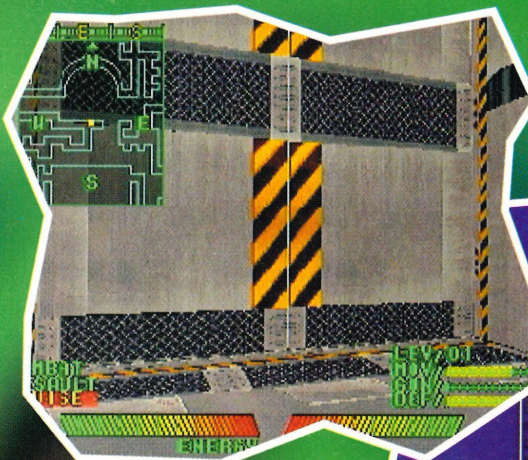




Dirt Racer FX
Super Turrican 2
Mr Nutz 2
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MASSIVE TIPS
and Hints
Bonanza!

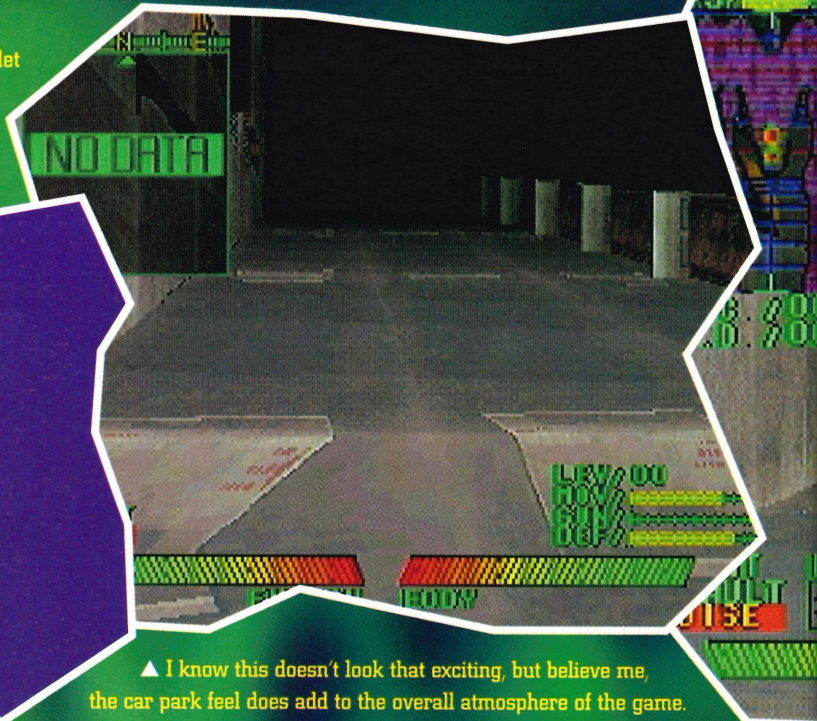
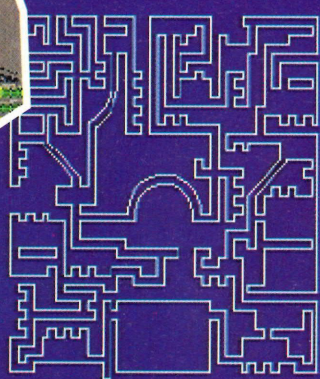
WITH a GIANT
round-up.
PC round the
Is this the
super console?
of the future?

ON SALE 13 APRIL



◀ There are hidden, and not so hidden, doors throughout Hamlet (the car park-thing) and you'll need various passes to get them to open.

▶ As you go about shooting aliens, you'll pick up crucial pieces of information – like this map. Other times, your buddies will transmit data which'll prove useful later on in the game.



▲ I know this doesn't look that exciting, but believe me, the car park feel does add to the overall atmosphere of the game.

Wandering round a disused Space Griffon

▼ The very first scene of the intro section... Landing on some kind of planet, where you know not what to expect. What shape are the beasts living on this planet?



PlayStation • Panther Software • £50

All those *Doom*-like Next Generation games are starting to reach the PlayStation thick and fast. The PSX's ability for smooth texture-mapping is becoming very obvious and is used to full effect in *Space Griffon VF-9*.

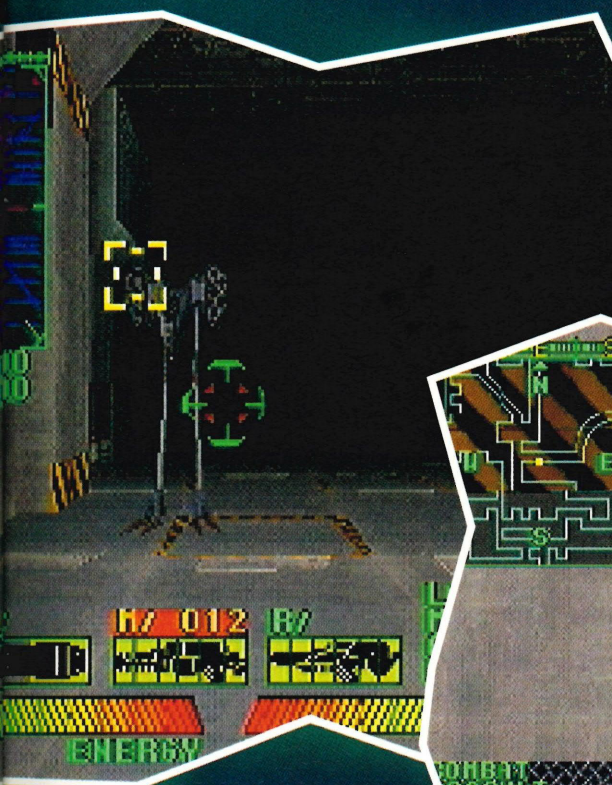
You've taken control of one of those transformer-type machines (once again), and you're stuck in what looks like a disused car park. Of course it's not one, but actually a multi-level futuristic space station called Hamlet (the name by which this game was previously known).

There are power-ups, secret doors, plenty of slimy aliens to

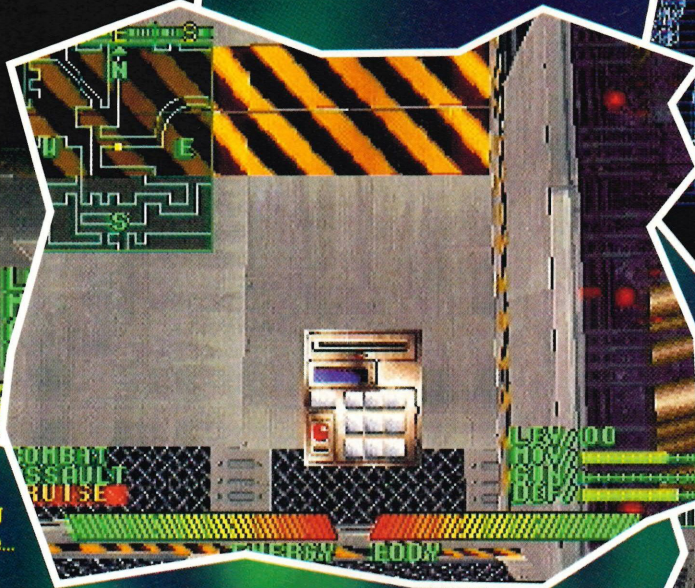
blast away at, and various tricky puzzles to solve.

Even though it's much more of a puzzle-solving RPG than a shooter, the machine itself has enough weaponry to keep the bloodthirsty interested. It works in three modes: Assault, Combat and Cruise. Combat is obviously the position your machine takes when ready to go in for the kill, Assault gives you more protection but allows access to your weapons, and the Cruise mode is simply for wandering around the various levels looking for trouble.

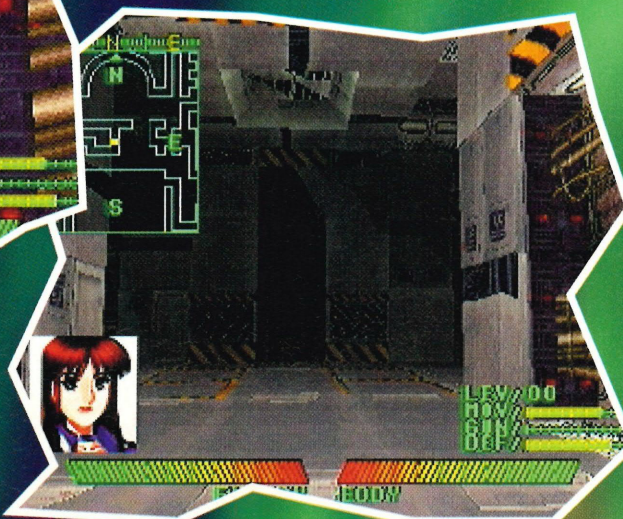
The environment looks great, even though it's all very



▶▶ Left, see what kind of alien you're up against in this action-shooty-adventure. Right, find out all the information you need about your buddies travelling in other Griffon-like transformers. This guy's called Konrad with a 'K', obviously.



▶ Door codes are obviously a thing of the future...



car park in a on VF-9 for kicks

Transformer

No plastic models here, oh no.

dark, and you can't see very far. This allows the smoothness of the mapping to be increased, but doesn't help the fact that the scenery ends up being far too samey.

Last month, we reviewed Killeak The Blood, and Space Griffon VF-9 is very much in the same mould. Luckily, there's more excitement, greater depth, and the game is very difficult to complete – never a bad thing.

Ultimately

Challenging

80%

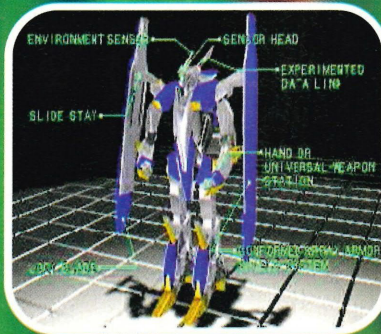
Plenty of depth
Grey and boring scenery



COMBAT MODE: Here you have full control of all your weapons, but are also protecting the Griffon from any possible damage.



CRUISE MODE: You want to choose this mode to get from A to B very quickly. You can only trigger one weapon, but at least you can run away quickly!



ASSAULT MODE: This is your slowest mode in terms of movement, but your strongest for use of weapons. You can also use your wing shields.

◀▶ You initially come equipped with three types of super weapon: fire attack, heatseekers and a nuclear bomb.

▶ The second, water-based level is an optical mind-funk of epic proportions.

▶ Some of the bosses and even smaller characters in *View point* are absolutely gorgeous.

Take a gander at *View point*

Neo-Geo CD • Sammy • £50

Giving



◀▶ There's always a slight pause in the action (thanks to the Neo Geo's bane of sluggish disc accessing) before you meet a boss, but it doesn't get in the way of gameplay.



▲▲ Sterile screenshots don't do justice to the glorious animation in *Viewpoint*. Thank God the scrolling isn't too fast – you get to enjoy the scenery.

If you put *Zaxxon* and *R-Type* into a Kenwood Chefette, you just might get a **runny mess** resembling *View point*. Okay, it may not exactly be **brand new** (it first appeared late 1993), but when it came out on Neo-Geo cart it was a **limited edition**, cost over £200 and sold about three copies in the UK – which is a **shame** 'cos *Viewpoint* is **bloody good**.

Before we go any further, *View point* is NOT another Neo-Geo **beat-em-up**. You can't 'be' anybody, and there aren't any

special combos. Got that? This is a **heavy-duty** balls-out blaster, pure and simple.

As blasters go, *View point* isn't that different, but the graphics and animation are **absolutely gorgeous**.

View point is also ruddy hard. The (scarily) **big bosses** are sods to destroy, and the restart points are miles back, so you end up playing through the same bits **over and over again**. You'll loathe its difficulty level; you'll hate its **merciless attack** patterns; you'll

despise it's **impressive** but apparently **invincible** bosses. And you'll just keep on coming back until you've **got it beaten**.

If you have a Neo-Geo CD, you need *View point*.

Ultimately

Luscious

82%

Best looking Neo-Geo game yet
Frustrating toughness

Viewpoint

the Neo-Geo a different outlook



▲▲ Stunning though it is, *Viewpoint* pales in comparison to a Cornish pasty. But hell, you probably get more pleasure per shiny inch of the *Viewpoint* disc than you would a portion of Ginster's.

Ultimate

79

Ahtside, you schlag!!!

The so-called "Aggressors" are a bunch of loves really...



Kisarah

A simple and innocent tomboy, with a smashing hip bazooka move.



Fuma

Don't be fooled by the red hair and string vest – he's a toughie.



Go

A gutsy guy from Osaka, he's one of the deadliest fighters.



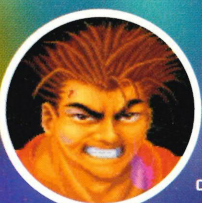
Leonhalt

A raging black bull. Apparently. A top chopper with his fists.



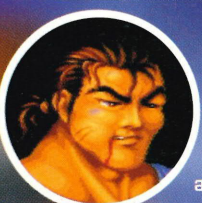
Sheen

Has a Super Dangerous Frankensteiner crazy death blow.



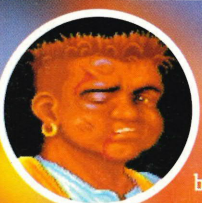
Jo

The Red Panther from Honmoku's a bit of a mincer really.



Lee

Flashing White Fang is at one with nature, but accepts any fight.



Bobby

The Brown Bullet is the token American basketball kid.

Aggressors of Dark Alliance

Just another two-bit sweat-soiled gra



▲ Get in close and press A and B together to grab the opponent, then you can throw them or rotate around them to do a special throw. Go has some particularly effective ones, and can also fly headlong across the screen at you, the git.

▲▶ Energy bars seem to last forever, even when you're getting stuffed. They cycle through a myriad of colours before you die.

► With plenty of room for throwing in *Aggressors*, there's loads of titillating screenshots.



Neo Geo CD • SNK • £55

Wow, what a name. That's the kind of name that **chews the cheeks** of small children and retired people. A title that

conjures up images of Gothic spires, **muscles exploding** like popcorn beneath the skin, and **impregnable torsos**.

But if you're expecting any of the above, you'd **better look elsewhere**. *Aggressors of Dark Kombat* is nothing more **offensive** than a bunch of typically weightless Neo Geo characters – plus token **girlie** – yoking together for a run-of-the-mill Neo Geo **street brawl**. And there's nothing really special about it. At all.

The whole thing **reeks** of hastiness. Look at the **appalling** intro screen where it's a real arse trying to read the options. Listen to the music which sounds so **much** like incidental tunes from *Dr*

Snuggles. Read the manual, which is so hideously translated it's **embarrassing** – "Anything goes to beat up your enemies!" "Molotov Cocktail: **it hurts** if you get it and you get burnt if you **touch the flames**." You what?

Yes, the characters are big, but their animation is **sparse**. There's a real emphasis on violence (breaking bones, **spilling blood** etc.), and you can interact with the scenery to pick up weapons, but there's no class to it. There's **no room** for pulling off a special move, and although there's reasonable provision for **stringing combos together**, it's a case of getting stuck in with flailing limbs.

It's nothing we haven't already seen before, and seen with **more finesse** at that.

Ultimately

Torture

59%

- Good variety of moves
- Seems so dated

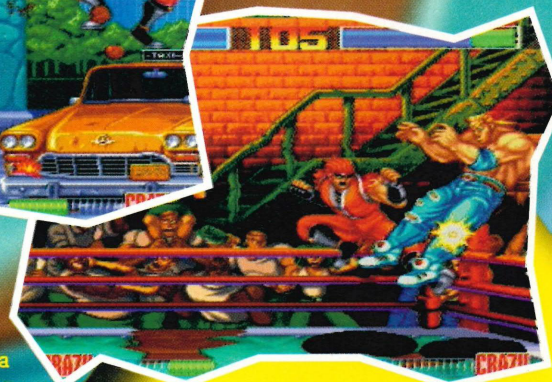
Aggressors of Dark Kombat

ple peep show from Osaka?

◀ Chuck a Molotov Cocktail at your opponent for some slapstick pubis-melting japey. *DKFlamer* anyone?

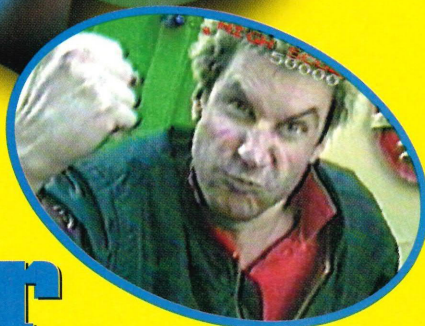


► The reactions from the fighters while they're getting pummelled are some of the funniest we've seen. Just take a look at Sheen being twatted in his own location. How embarrassing.



C'mon then, it's Pub Fighter

► Come and have a go if you think you're hard enough.



3DO • Jest • £50

Jest are the great British hope as far as the 3DO is concerned and **this is** their very first release.

Based on *Mad Dog McCree* and *Double Switch*, *PF* is an FMV interactive film with a **very** British bias. Five **very** aggressive drunks roam around the games' main venues (Fun Pub, Nightclub etc) looking for a **big** scrap. You have to flick around the various screens and then finally **wind up** stopping them, with **just** a joypad

which can direct **massively** concentrated coffee pellets, at your disposal. All a bit **stupid**, and in our opinion the whole game is a bit of a **joke**, really.

Ultimately

Proof

38%

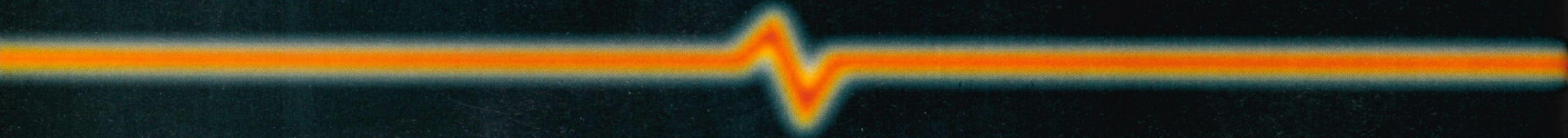
- Original concept
- A bit of a joke really

Make mine a large one



◀▲ Some of the fight scenes are a complete joke.

Other PC Games mags



Ours...



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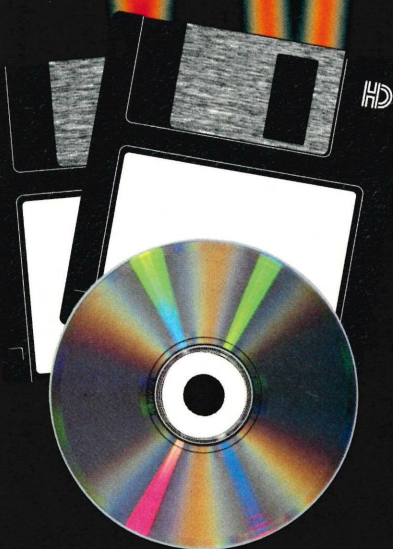
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The unstoppable PC games magazine

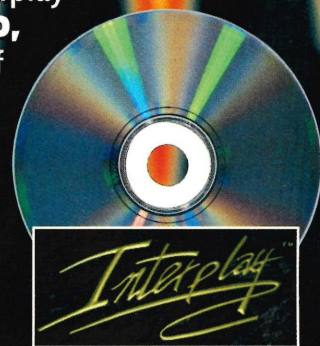


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Mental Launch Frenzy!

And as a special bonus for the first issue, we've teamed up with premier games firm Interplay to create a **SECOND CD**, heaving with all sorts of exclusive treats. Make sure you don't miss out.



Issue One - £3.99

Thursday 13th April



100% PC Games // 100% Action // 100% Excitement

**TOP
CHEATS**

Golf game

in overly-long-name shocker

Pebble Beach Golf Links

The Craig Stadler Challenge

Saturn • Sega • £50

The main **problem** with **PBGL:TCSC** game is the name. Because it has 'Pebble

Beach' in the title, you just know that you're **only going to get one** course to play on. Sure, Pebble Beach is a **fine** golf

course with the **requisite amount** of uppy bits, downy bits and sandy bits. But once you've bashed a few balls around the **suspiciously green** and pleasant 18 holes, the **novelty does wear off**.

In real life this a tortuous course that has reduced **grown men** to clawing their own eyeballs out. But in this game, once you've **mastered the controls**, it doesn't take long before you're **beetling round** in several under par.

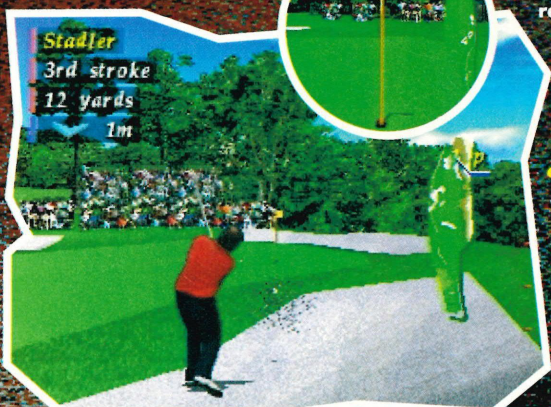
Japanese coders T&E Soft have been **peddling** their golf sims for

years. This same game appeared on the SNES and Mega Drive and

► Some of the touches such as this really appeal to people who play golf for real. You can watch your sprites swing and correct any weaknesses. Which is great if you like that sort of thing.

3DO. With the advent of high-spec machines like the Saturn, however, the game actually runs at a **decent speed**. The 3D course graphics are handled well (it a bit blocky at times), and the Saturn ably **cope**s with the 'ball cam', like *PGA Tour Golf*. **Only better**

Pebble Beach Golf Links is loaded with options (all in eye-numbing Japanese), so you can (eventually) choose any number of players, types of game and **styles of play** - even down to toggling borders around the



▲ Despite its overly long name, this really is a smart-looking Golf sim.

▲ There's only one course, which can be limiting, but it's a bloody great course.

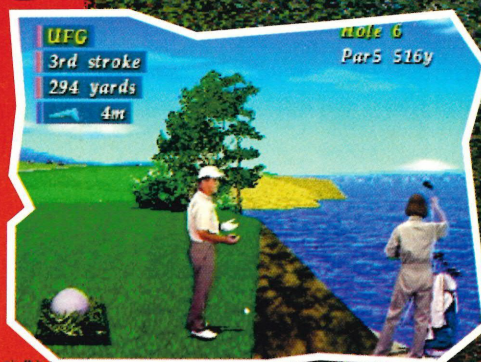
video sequences.

As golf games go, this is **slick and good looking** - unlike Craig himself. Saturn-owning golf **freaks** sign up here.

Win this game!

You can have a copy of this top Saturn golf sim and experience the silky smooth greenplay of *Pebble Beach* for yourself, by simply answering our far too easy golf type question: What nationality is Craig Stadler? And, as the well-worn expression goes, it

really is as simple as that. Answers please to Fat American Golfer Game Compo, Ultimate Future Games, Future Publishing, 30 Monmouth Street, Bath BA1 2BW



Ultimately

Very Green

◊ A fine game of golf
● the same fine game...

77%

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CHAOS CONTROL

CD-ROM MAGAZINE
"4.5 OUT OF 5"

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CD-ROM

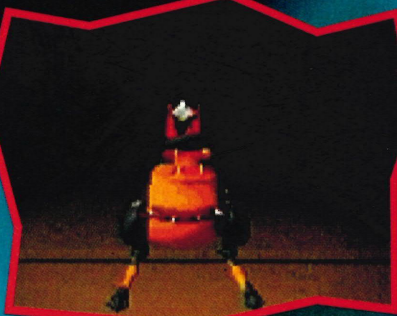
CD-i



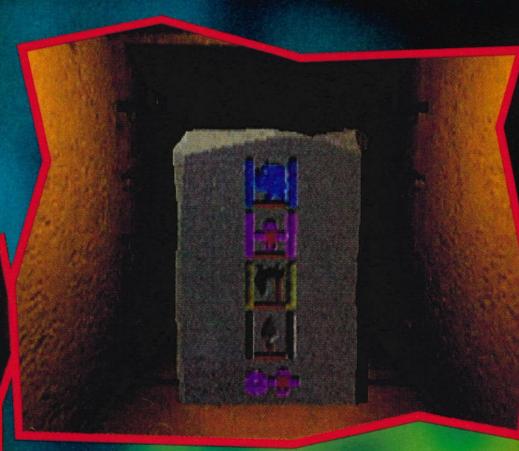
PHILIPS



◀ Strange metallic ant-like monsters – kill 'em.



▼ You get attacked by very nasty dogs – kill 'em too.



▲ Throughout the adventure you have to pick up hieroglyphs – they're like a secret code.

Aquatic mammal *fun in* **Seal of the Pharaoh** but we might be wrong...

3DO • Panasonic • £TBA

Pramids, eh? Now they're pretty damn spooky. And that's exactly what *Seal of the Pharaoh* was trying to be. And to a certain extent, it is.

The game is a *Doom*-style first person adventure game, but sadly it is no where near as

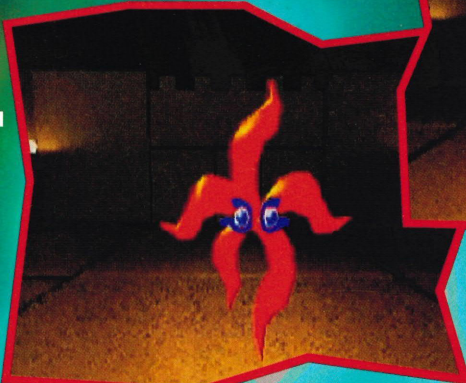
smooth as the blood-fest we know so well. Rather than continuous scrolling when you walk, you take a few steps, and then stop, and a few more steps, and stop again. Very frustrating.

The aim of this graphic adventure is to solve a load of puzzles with the help of hieroglyphics, friendly

spirits and easily-bribed scorpions.

While your doing this you'll come across a varied bunch of slimy globules, crickets, wasps, subuteo-style men, nasty dogs and other such nasties that lunge at you and can really get IN YOUR FACE!!

The inside of the pyramid is pretty dull. The



▲ These two floating things are your top buddies, they'll give you top info...

colour of sand has only ever inspired me on holiday, but deep down in the depths of mummy-land, it's not the best...

There is no writing or script at all in this game, every bit of information is spoken and acted out by some spooky spirit. This is a good thing, and



▲ ...and help you open certain doors and find different exits, and solve all those Egyptian riddles.

adds to the realism of the whole experience.

Overall, the sound is probably the most atmospheric we've yet heard on the 3DO. Pity the scrolling didn't follow suit.

**TOP
CHEATS**

Alien vs Predator. Jaguar: Start the game as usual, then hold down Pause and press and hold Option. Keep them held down, and press the 1 and 3 keys simultaneously, followed by 2, 5, 7 and 9. Now when you are playing press the following buttons while holding Option: Weapon Select 1, 2, 3 or 4.



▲ A very nice landscape thank you very much.

Ultimately

Mummified

• Bestest sounds so far
• Slow moving

65%

Flight sim-tastic action in

VR Stalker

3DO • BMG Interactive • £40

At first you would be forgiven for thinking, 'this is cack', because the graphics aren't exactly ground breaking. But the gameplay of this 'end of the world unless you do something drastic' shooty-flighty is very addictive.

You have the choice of three

planes – A-10, F-14 and F-16 – each with a choice of three weapons to complete a load of missions. Each mission is equivalent to gaining control of one of the States of the US, and you have to re-capture all the States to win the game. It really is that simple.

The biggest downer in *VR Stalker* is the scenery detail, or lack of it as the case may be. You can never tell how close you are to the ground (unless you look at

▼ The plane doesn't actually move from left to right, the landscape does.

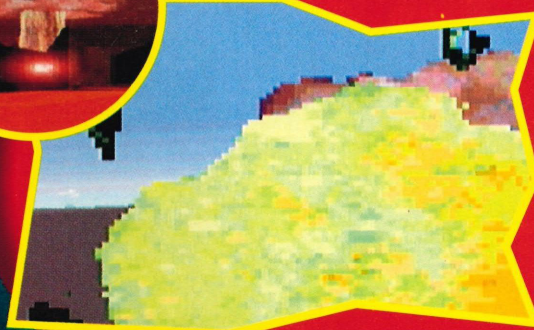
▲ Definitely not our favourite flying machine, but stocked with great artillery.

▼ Next generation type intro again, disguising the game.



your altitude meter thing, of course) 'cos there are no shadows, no shades, just a load of sand. Pah!

You have three lives, because you have three planes. When one gets shot down, you can climb in to the next cuckoo and continue where you left off.



▲ What the hell is that? Oh yes, it's your plane hitting the ground.

Ultimately

Unoriginal

61%

- Addictive gameplay
- It's been done before

Load your bases for

2020 Super Baseball

Neo Geo • SNK • £50

▼ The officials can place mines on the pitch.

For all its sci-fi trimmings, *2020* is basically a typical baseball game, which is very accessible and lacks too many of the tactics that more anal types require. Which is no bad thing for baseball virgins: you throw the ball, you hit the ball, you catch the ball. Simple. There are nuances of speed and swerve, but they're fairly

rudimentary.

After a while you'll indulge yourself in the various substitutions that can take place, set up basic strategies, enter leagues and even learn little traps, but in the long term it isn't enough to keep the real baseball fan interested. A fun little game that makes a change from beat-em-ups. But nothing more than that.



▲ There are some super power-ups for both the batter and pitcher.

Ultimately

Amusing

68%

- Easy and fun to play
- Limited extras





▲ The intro shows Earth as it is today, with old alien ships being used in mental roles.

► There's no improvement in the sound effects for lasers.

► Now I don't think you want this to happen again, do you?



► Don't hang around here, because these TIE Fighter-types soon lock on to you.



Shock Wave

— Operation Jumpgate

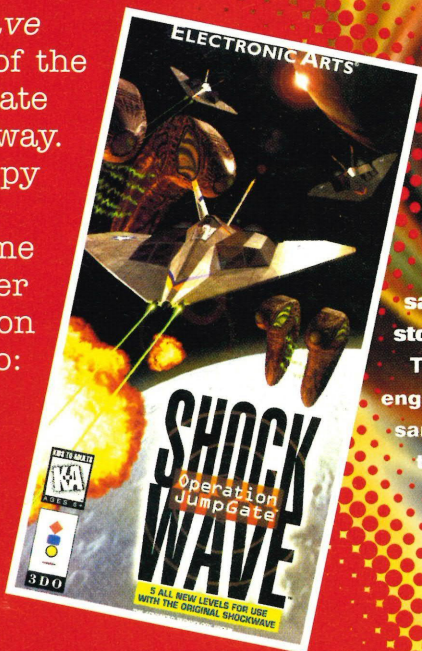
Time to get all sweaty with

Commander Alaina Stewart

Eat
game pie!

Got the original *Shock Wave* and fancy a pop at more of the same? Well, here at Ultimate we're just giving games away. Literally. If you want a copy of *Operation Jumpgate: 2026*, then tell us the name of your commanding officer in the game. All answers on sleazy postcards please, to:

Outer space, out of mind,
Ultimate Future Games,
Future Publishing, 30
Monmouth Street, Bath,
Avon BA1 2BW. Cheers.



3DO • Electronic Arts • £45 (US import)

EA's follow-up to their fine looking **shoot-em-up**, is a bit of a first as far as the 3DO's concerned, being an additional **mission disc** rather than a sequel. You need the **original game** to be able to use this (rather like *X-Wing* for the PC), but it doesn't **need** to be **loaded up in advance** of playing – it relies on saved pilot data that's stored in the 3DO.

This is the **same** game engine as before, with the same **zippy** depth-cued texture-mapping and gameplay. The only **real difference** is the situation. No longer will you be **prizing**

aliens from the dunes of Egypt, as **hordes of the buggers** are now attacking our solar system.

Clearly aimed at those who were **well into the original**, the difficulty level has been raised, and the levels do still tend to be **too long**. Also, like the original, it's still ultimately repetitive and frustrating, as well as retaining the **inferior sound**. For *Shock Wave* fanatics, there's enough to get your **teeth into**, but there's not enough to warrant novices buying the original.

Ultimately

Tolerable

60%

⊕ Classy intro; sub missions
⊖ Levels too similar

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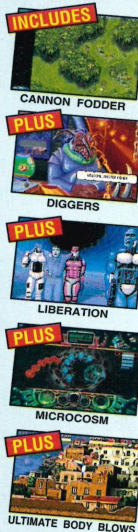
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Heretic

PC Raven £40

◀ Foaming-at-the-mouth demons come ten-a-penny in *Heretic*.

▲ It's certainly a lot gloomier than *Doom*.

◀ We just can't wait for *Heretic 2* to arrive.

We all **love** *Doom*, right? But do we all love **fantasy** nerds? Well, no, not exactly. How about a game which brings them **both** together then? The adrenaline-encrusted, gore-fest **thrash** of *Doom*, combined with a world of swords, **sorcery** and **sadness**. This is that game, and it gets a big thumbs-up from the **Ultimate** crew. Rivetting gameplay, terrifying atmosphere and the chance to **turn friends into chickens**. A top treat, if ever there was one!

Ultimately

Fantastic

92%

⊕ Slaughter and sorcery galore
⊖ Not quite *Doom* or *Descent*

Super Karts

PC Manic Media £50

Go-carts come to the PC in this **new racing game**. Not soap boxes, but low-lying 'lawnmowers' built for **speed... and aggressive driving**. This ain't no *Mario-Kart* clone though. It's **dead authentic**, the way the cars move make it feel more like a simulation. Oh, **veeerrry PC**. Still, it's got great graphics, a good multi-player game and **fun**, poppy music, spoilt only by the odd **cheesy choon**.

▲ The map is a welcome inclusion.

▶ Lovely graphics, shame about the terrible music. It's not often we say that.

Ultimately

Fun

82%

⊕ Fast and aggressive driving
⊖ Hints at *Mario Kart*

TOP CHEATS

Doom, Jaguar: Level skip. To skip to your desired level and enjoy *Doom* at the level you prefer to blast away in, simply hold down the relevant number and press Pause. If you press A and Pause you'll skip to level 10. If you press B and Pause you'll go to level 20, and if you hold B and 1 you'll arrive on level 21. Then let action commence...

▶ It's one of the brightest PC racing sims in years.

Blasting stomping robot madness

Earthsiege

PC Sierra £45

Stomping robots can not only **damage** flower beds and privet hedges, they can also **rip each other to shreds**. That's what *Earthsiege* is all about. A **devastating** game featuring seat of the pants action, drop dead **gorgeous graphics** and coolly animated, stomping Hercs, across **space-age battle grounds**. A sniff of the board game *Battletech*, but wins hands down on **blasting**.



It's going to be long hard fight to win back our planet from the Cybrids.

▲ Of course, the usual FMV-style storytelling gives the game character.



▲ It seems the PC is heading the Next Gen console way with all these battlesuits and robots.

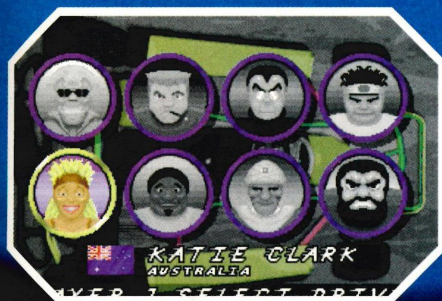
Ultimately

Stomping

89%

- Gorgeous battle action
- A sniff of old war games

▶ The widescreen cropping accentuates the absorbing cinematic feel of *Earthsiege*.

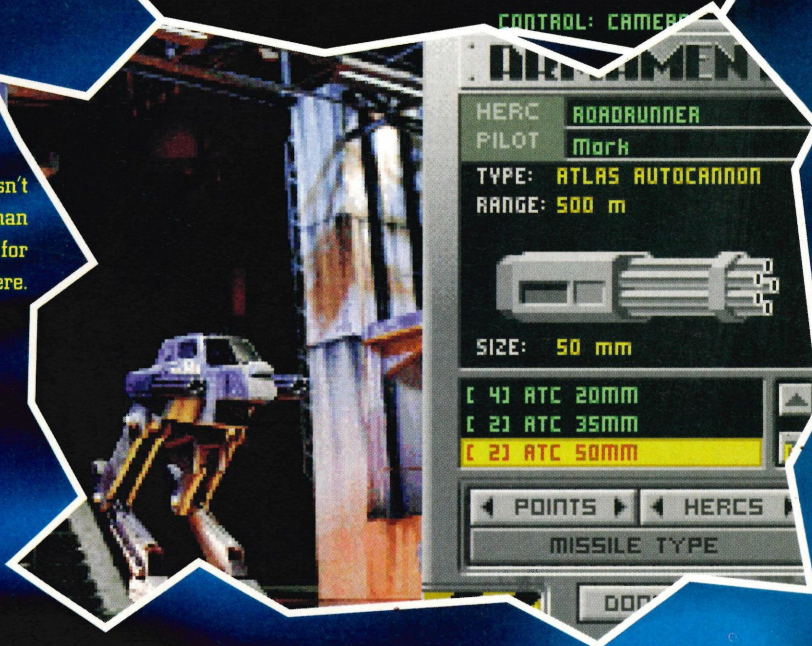


▲ Choose your favourite thug. It's just like *Micro Machines*.

▶ Blimey, you really can 'burn rubber, baby' in *Super Karts*. It really is seriously fast.

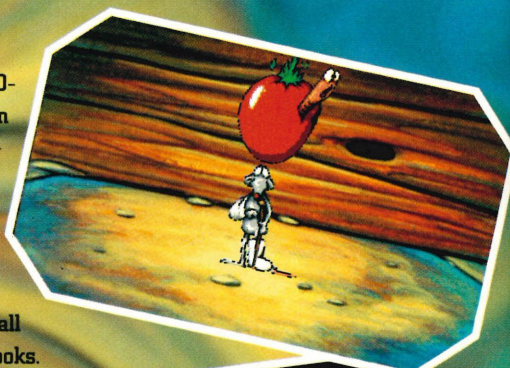


▶ Artillery doesn't come heavier than the stuff up for equipping here.





◀▶ Only the CD-ROM version boasts the life-giving character voice-overs.



▼ It captures the flavour of all the brilliant books.



◀ Terry Pratchett oversaw the entire creative process himself.

▲▶ The cartoon graphics really set the ambience for the game.



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Ultimately

Worthy

89%

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◉ A bit odd at times

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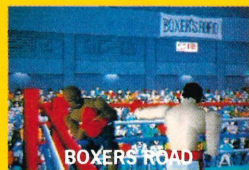
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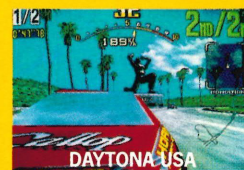
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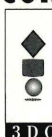
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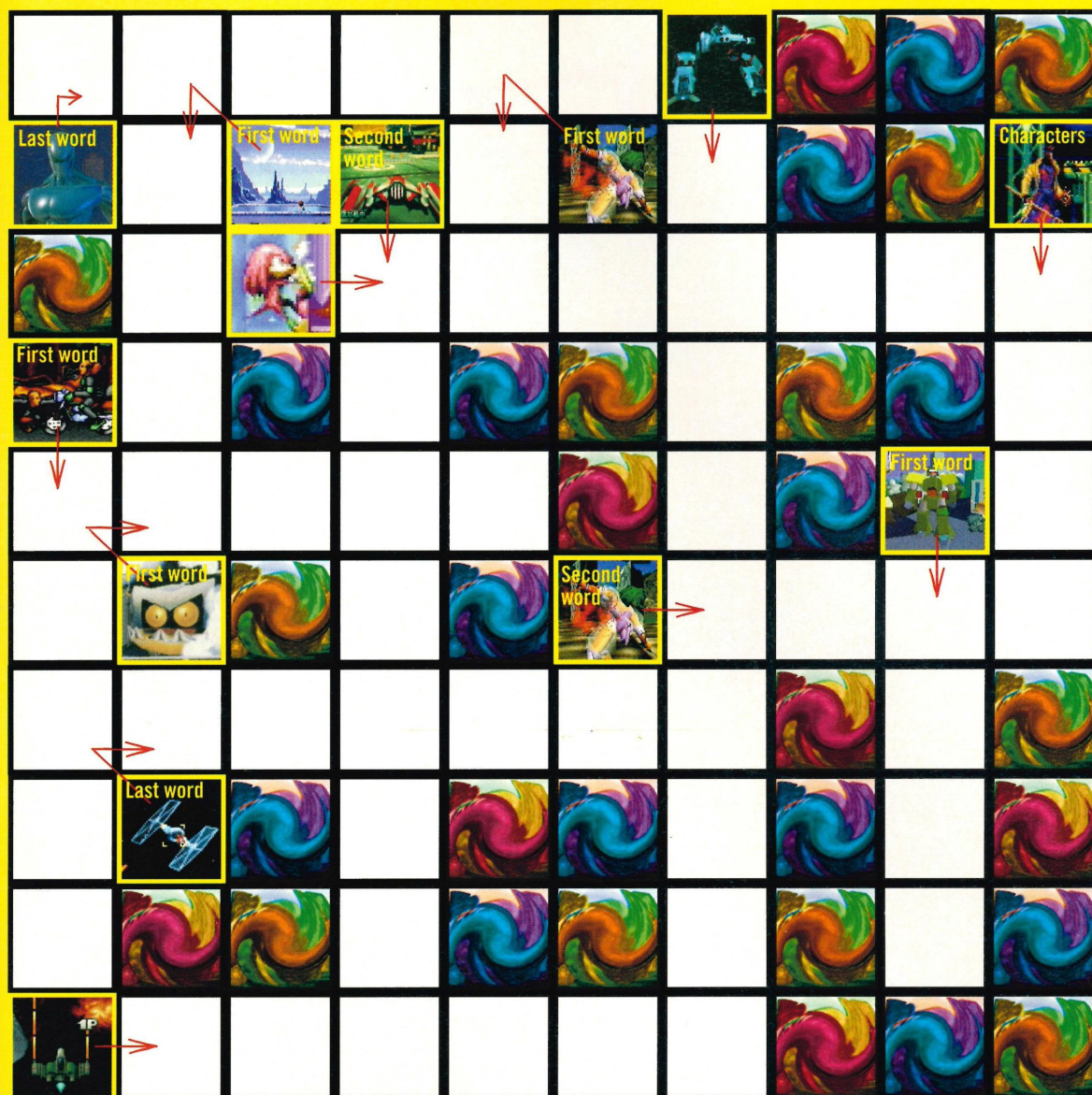
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Andy Stout • Laura McGregor •
Andy Dyer • Ed Ricketts •
James Binns • Steve Jarratt

Computer Graphics Illustrator
Gregory Shar
Thanks to
Ollie, Zy and Kirrane

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