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Future
Saturn Daytona USA
THE TOP 100
GAMES OF THE FUTURE
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3DO
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Jaguar
SNES
Mega 32X
Neo Geo CD
PC

Since the **Sega Saturn** finally hit Japan's high streets, the arrival of only one game was **truly awaited**. For months we have eagerly **lapped up** the tantalising screenshots and sought out any news on its laboured development. **The hype** surrounding **AM2's** conversion of their seminal arcade recently hit **fever pitch** in the Japanese press. But now it's finished – and we have it. Turn to **page 68** for the essential view on **Daytona USA...**

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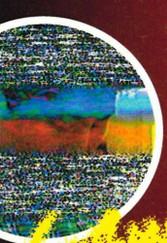
FREE! The Ultimate Blood & Guts Special — 16-

You want to know what games are planned for the future? Look no further. This month we've put together the top 100 games of the future, and god, are they looking sexy! If you're not satisfied with that, the gossip, news and previews we're talking about will make your hair stand on end with sheer delight. Are you not convinced about the Next Generation, yet? Come on, you know it makes sense.

David, Editor.



88 After months of teasing you with screenshots and news, we finally bring you the Ultimate review of Sega's arcade conversion.

Brilliant Competition!
Win a Jaguar & Four games
page 39

Top 100 games of the future

Cover feature

Time to leave 16-bit central

10 It's a difficult one, but someone's got to tell you what's what. Do you know what your top 10 games of the future would be?

Which games would you die for? Can you take the responsibility of deciding if *Tekken* is better than *Virtua Fighter*, *Ridge* better than *Daytona USA*?

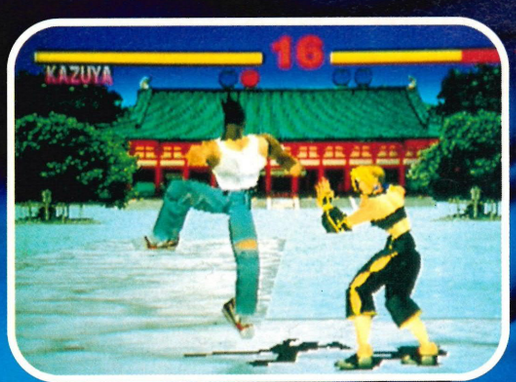
We've seen hundreds of games over the last six months, and we've put together a list of the best for you to gawp at. It's time to wake up and smell the future!

pages of the bloodiest, bone-crunchin' games

Ultimate Future Games

Gunners Heaven

24 2D platform shoot-em-ups are a good thing, and this one's heading straight for the Sony PlayStation. Don't worry about the graphics too much, these games are all about gameplay. The Next Gen isn't just about gorgeous polygons!



Tekken

76 *Virtua Fighter* might well have met its match in Namco's brand new beat-em-up. Last month, we whet your appetite with our unmatched preview – this month find out how it scores.

Arcadia

62 Where do you play your arcade games? Where can you be sure of seeing the test machines in full action? We know. And we let out the information in the Ultimate guide to Arcades and the best games you'll find there.

Section 1

Up-front
Full Index 9
Take a deep breath of Next Gen air and smile.

Section 2

Specials
Full Index 41
Special needs, special brew, special pants...

Section 3

Reviews
Full Index 67
We only review the best here – no crap.

Compos

Win a Jaguar & 4 games 39
£50 Pic Word 97

Regulars

Arcade 36
U-Mail 38
How Do They Do That? 56
Clued Up 55
Subscribe! 96
Back Issues . . 65
Next month . . . 98
Barometer . . . 30

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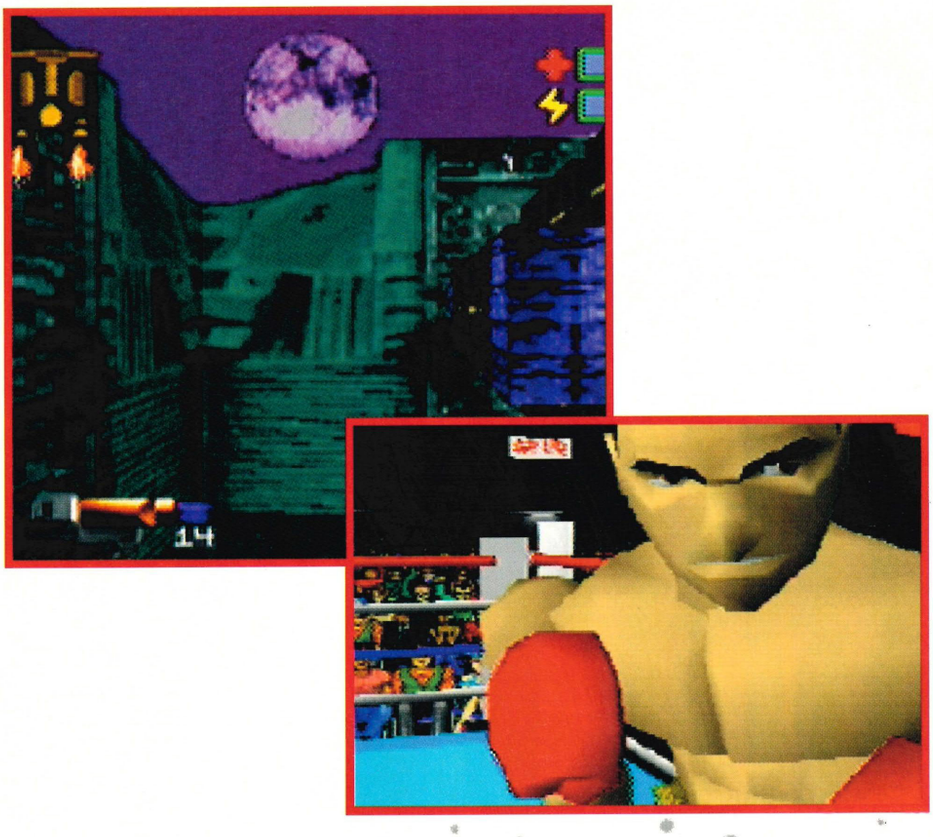


Up-front

Previews

Arc The Lad . . . . . PlayStation.....25
Battle Monsters. . . . . PlayStation.....22
Boxer's Road . . . . . PlayStation.....26
Cyberbots . . . . . Arcade.....36
Dactyl Joust. . . . . Jag.....32
Dangerous Curves. . . Arcade.....37
Defender 2000. . . . . Jag.....32
Elevator Action . . . . . Arcade.....37
F1. . . . . Jag.....28
Fever Pitch Soccer . . SNES.....22
Gunners Heaven . . . . PlayStation.....24
PO'ed. . . . . 3DO.....25
Super Kart . . . . . Jag.....32
Virtua Striker. . . . . Arcade.....37
White Men Can't Jump. Jag.....28

News specials

Action Replay for the PSX 22
Channel 5 Interference. 23
Console Barometer 30
Gadgets & Toys 34
NBA Jam on the Jag 22
Ultimate T-shirt Frenzy 32
VR Headset. 32

Ultimate Section 1

Top 100

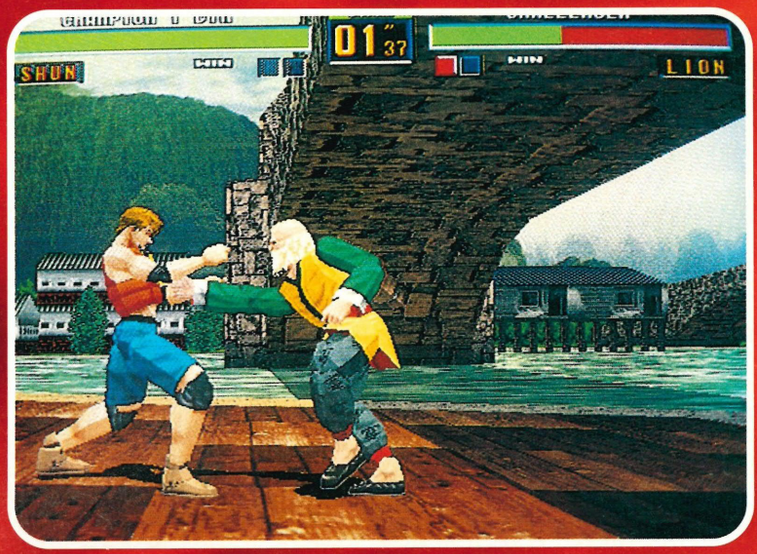
The top 100 games of the future

Here are 100 reasons to be excited about the future. In less than four months most of the Next Gen games we have seen will be in UK shops, top PC games will hit the super consoles and there's plenty of amazing stuff in production. The ranking of every game featured is based entirely on first impressions.

Ridge Racer 2

PlayStation • Namco • Driving

1 This will just have to be *the* game to be seen playing in 1995/96. Imagine the original *Ridge Racer* but with a multi-player link-up, a rear-view mirror, more tracks and just dozens of new features and refinements. We believe Japan will be seeing this gem just before Christmas, and Europe will follow six months later. Can you wait that long? We can't.



Virtua Fighter 2

Saturn • Sega • Beaty

2 *Virtua Fighter* on the Saturn has lifted the machine off right from the start, and we expect *VF2*'s arrival on Sega's Next Generation console to make even more noise. Japan is sure to see it before Christmas, with the UK following some time during early '96. Roll on *VF3* in the arcades.

Ultra Doom

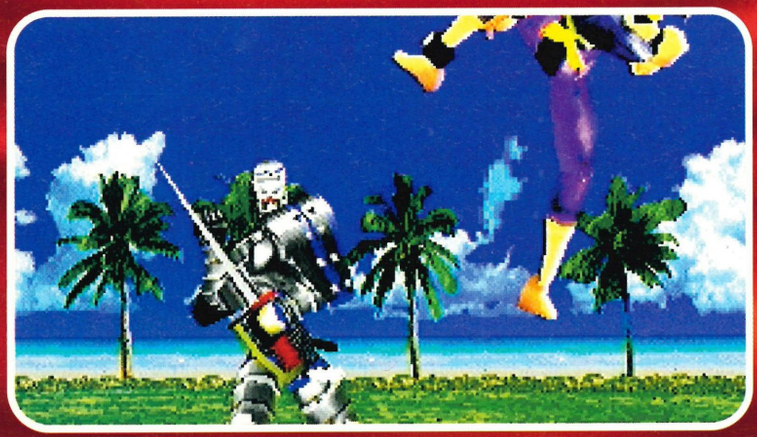
U64 • id • Shoot-em-up

3 *Doom* on the Ultra 64. It's bound to be bigger with many more specific levels exclusive to Nintendo's long-awaited machine. There's no doubt that it's going to look so damn good, the blood will be pumping at a faster and smoother rate than ever before. Gulp!

Street Fighter Zero

Arcade • Capcom • Beat-em-up

4 If you hate sequels, well, this one's for you. *Zero* is the prequel to the original *Street Fighter*, and the characters are looking ten years younger and fitter.



Tekken

PSX • Namco • Beat-em-up

5 See the full review in this issue for all the gory details. It's a fist-fest with bizarrely proportioned but beautifully texture-mapped characters. The kind of game that instantly creates 'love it' and 'hate it' clans. And we adore it. It just pips the original *Virtua Fighter*, and clearly shows how amazingly well the PlayStation can shift around polygons.

Top 100

Virtua Fighter

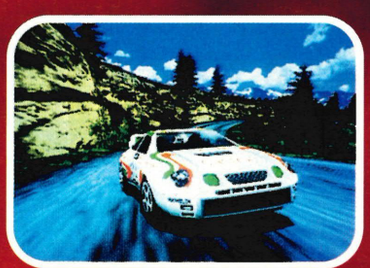
Saturn • Sega • Beaty

6 The game that launched the Saturn into orbit at Christmas in Japan. If you buy the machine in September, this is the game that you should have to show off its power.

Ridge Racer

PSX • Namco • Driving

7 'Next corner's tough – watch yourself!' The next generation was confirmed when we saw *Ridge Racer*. It's awesome. And you can get a lovely twisty-turny controller. Superb.



Sega Rally

Saturn • Sega • Driving

8 It's on the same board as *Daytona* and looks very much like it. It's very much a rally-like game, with power slides and handbrake turns in full effect.

Daytona USA

Saturn • Sega • Driving

9 The first ever review of this polygon-filled racer is in this very issue. It's got more tracks than *Ridge Racer* and the gameplay is superior to most. Will we see the sequel to this some time this year? Quite possibly, but only in the arcades.

Darkstalkers

PSX • Capcom • Beaty

10 Plays the same as *SF2*, but the moves, characters and comic backdrops are unique. The humour and classic playability in *Darkstalkers* is bound to make it a hit on both the Saturn and PlayStation.

Doom 2

PC • Virgin • Shoot-em-up

11 *Doom 2* is due for release on most of the Next Generation.

Toh Shin Den

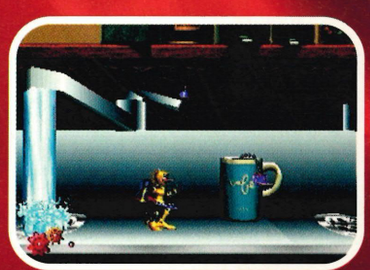
PSX • Takara • Fist frenzy

12 Not quite *VF* in gameplay, but this baby sure is a good looker. 90,000 polygons per second – wahey! This'll prove that the power lurking in the PlayStation is frightening.

Descent

PC • Interplay • Blast fest

13 All the blasting thrills of *Doom* and more. Rescue the humans in an alien hell with the help of power-ups and the hindrance of massive levels.



Clockwork Knight 2

Saturn • Sega • Platform

14 Twice the size of the original (that's not difficult), we're hoping *CK2* can avoid any of its disappointing shortfalls.

Killer Instinct

U64 • Nintendo • Beaty

15 One of the first games to come out when the Ultra 64 hits the streets of Japan later this year, *Killer Instinct* is kickin'! Play the game in the arcade, and you'll know what we mean. The best looking 2D beat-em-up yet? Rage have come up trumps again.

Primal Rage

All formats • TWI • Beaty

16 The little Plasticine Jurrasers leap, crawl and scream their way from the arcades to the home. Top gore-soaked moves.

Suikoken

Arcade • Sega • 2D Beaty

17 The second beat-em-up to use the ST-V board, means a Saturn port-over will be quick – hopefully by the end of May.

Panzer Dragoon

Saturn • Sega • Shooter

18 Nothing to do with tanks, this has graphics and animation like we've never seen before. But it's too damn easy.

Cruis'n USA

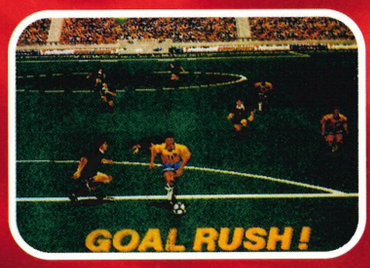
U64 • Williams • Driving

19 The first Ultra 64 racing game, Williams' classic is fast, furious and set in the streets of America. Choose a Ferrari and spend time exploring the hidden tracks.

Wipeout

PSX • Psygnosis • Racer

20 You take the role of one of the brave pilots in the F3600 racing league, where a mistake can be fatal. Head-to-head two-player racing joy ahoy!



Virtua Striker

Saturn • Sega • Footy

21 It hasn't even hit the arcades over here yet, but the AM2 coin-op wing of Sega is sure to be working a Saturn version.

Cyber Commando

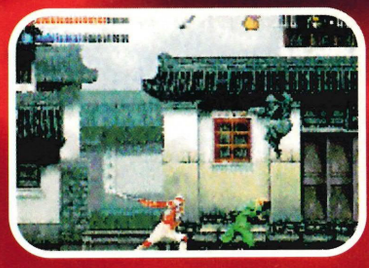
Arcade • Namco • Blaster

22 Not to be released in European arcades, the superb sequel to *Cybersled* is still on the cards for the PSX. Should be a better conversion than the original.

Alone in the Dark 3

PC • Infogrames • Action

23 The first episode is now appearing on the 3DO, and the much superior third could be moving 32-bit-wards very soon.



Shinobi X

Saturn • Sega • Platform

24 The Oriental classic jumps bunny-like into the Next Gen, with glorious visuals and promised slick, sword-slashing gameplay.

Ace Driver – Racing Evolution

PSX • Namco • Racing

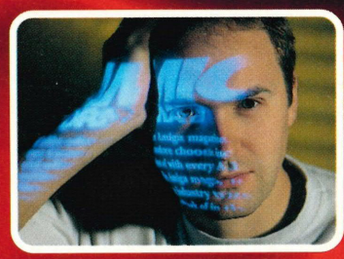
25 The idea of Formula One has been done before. In fact, many, many times before. But they've never quite looked as dreamy as this – gouraud shading has never moved so fast.

Air Combat 22

PSX • Namco • Shooter

26 Currently wowing the Japanese arcade go-ers, this is one of a heady batch of games Namco are bringing to the home.

Steve Jarratt



Steve Jarratt is the editorial guru behind Ultimate Future Games and Edge magazine, so he got his own boxout. Steve, over to you...

1 I certainly wouldn't mind if *PilotWings*, *F-Zero* and *Super Mario World* (all SNES) appeared as souped-up U64 versions!

2 *Ridge Racer* is fantastic, but *RR2* needs more courses and a link-up mode if it's to keep the PlayStation out in front.

3 I really like *Virtua Fighter* on the Saturn as well, so I'd love to see a good version of *VF2* – we should be seeing the conversion this year.

4 I adored *Bubble Bobble*, and you could do a REALLY arcade perfect version on the Next Gen.

5 Anything that's more playable than bloody *Kileak The Boring* on the PlayStation.

6 There's a lot of things that would benefit by having 32-bits shoved up 'em – look at PSX *Raiden*.

7 A super-texture-mapped version of *Mercenary* on the PlayStation would be the coolest thing.

8 PSX/Saturn versions of *Rescue On Fractalus* or *Ballblazer* on Atari 800/C64.

9 Someone should pick up the licence for LucasArts' old game *Koronis Rift* for the Next Gen consoles.

10 Aah, I forgot good old *Zelda* on the Ultra 64. A 3D into-the-screen arcade-style RPG. Fantastic.

Top 100

Jason Brookes

Jason Brookes is the editor of sister mag Edge and knows all about his future gaming needs. This is what he wants to see...

1. A really smart update of *Golden Axe* for the Saturn – not just another bloody *Street Fighter 2* clone like the one they have in the pipeline.

2. That *Labyrinth* game from SCE for the PlayStation – I played an early version over a year ago, and it'll show off the machine's 3D ability.

3. A new version of *Out Run* for the Saturn, featuring polygon-based graphics like those in *Ridge Racer* and dozens of new levels.

4. A fully-interactive version of *VR Sentinel*. What could be more nerve-wracking than this?

5. A texture-mapped *Stunt Car Racer* using a link-up feature for multiple players on different TVs.

6. A PlayStation version of Geoff Crammond's *F1 GP* with eight-player link-up. Great stuff.

7. *Ikari Warriors III* for the Neo Geo CD. Brilliant, as long as they didn't ruin it with infinite continues.

8. Square Soft games for the Saturn and PlayStation using the full storage capacity of CD ROM.

9. A new version of *Castlevania* for the Saturn or PlayStation using lots of rotation and clever stuff.

10. And just think – *Pilotwings 2* for the Ultra 64. Do I really need to say more...?

Virtual Hydlide

Saturn • Sega • RPG

27 On going to press, the 3D heaven of *Hydlide* has just been exposed in Japan. A full-on into-the-screen RPG with a stocky chap, swampy landscapes, crazy mazes and giant wasps ahoy!

FIFA Soccer

3DO • EA • Soccer Sim

28 What future does *FIFA* have? Well, *FIFA '95* could be making an appearance on 3DO, and if not, you can sing your favourite footy song in delight when 3DO's M2 upgrade invites a faster, slicker version.

A Train

PSX • Artdink • God Sim

29 One of the best anorak god-sims yet, but not quite what you'd espect to see on a super console when it hits the UK.

Clockwork Knight

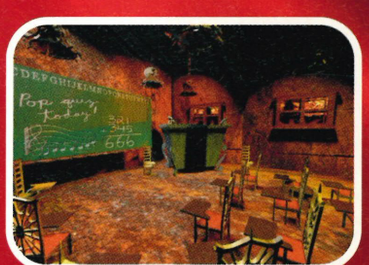
Saturn • Sega • Platform

30 Great intro, but the game is a little too slim, really. Platform games on CD need to be huge. This one isn't. But it looks bloody gorgeous.

Cyberia

PC • Interplay • Blaster

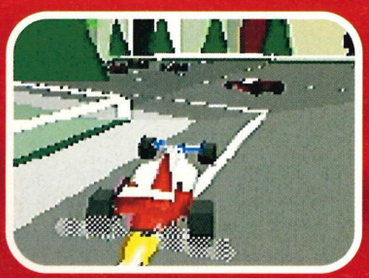
31 Interplay are beginning to pick up a solid reputation for top interactive games, and *Cyberia*'s high speed action was made for the mighty PSX.



Hell

3DO • Gametek • Action

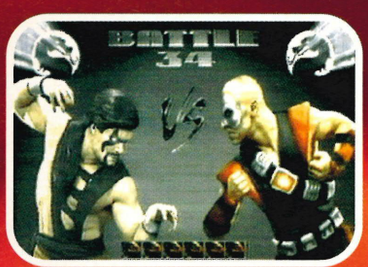
32 The aim of the game is to win a fight with the Prince of Darkness himself. It's a cyberpunk thriller, and looks gorgeously dark and hell-like.



Virtua Racing

Saturn • TWI • Driving

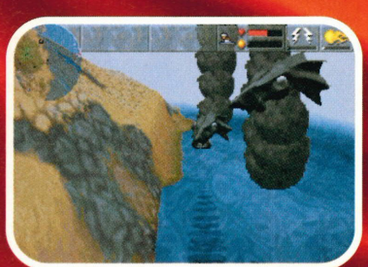
33 It's been out on the 32X, but we want the Saturn version. The bits we've seen so far look wonderful, but you'll have to wait until the Autumn.



Mortal Kombat 3

PSX • Acclaim • Punch-up

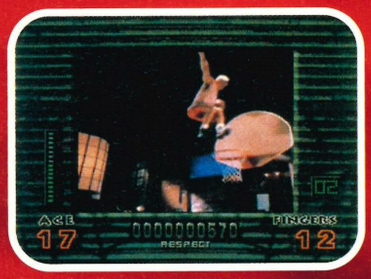
34 The third in this oh-so-hyped series of brutal beat-em-ups is looming. Probably the most talked about game ever – just look on the internet, choked with rumours of its pumposity.



Magic Carpet

3DO • EA • Adventure

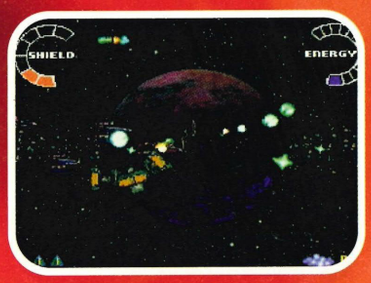
35 Bullfrog's top PC blasting romp, with gameplay that feels like it's taking place in a pre-rendered intro sequence.



Slam City

3DO • Digital Pics • Sport

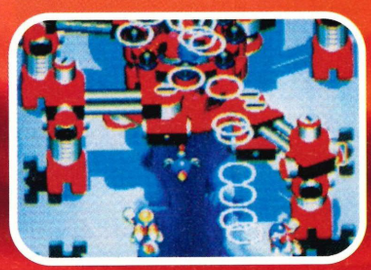
36 Scottie Pippen's very own basketball sim. This is a one-on-one slam-dunk game which you play against a number of challengers. Yet to be convinced about this one.



Soulstar X

32X • Core • Shoot-em-up

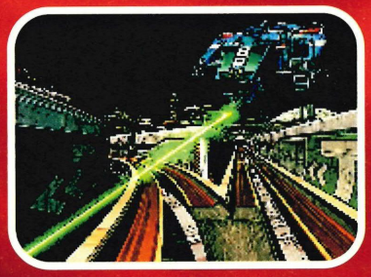
37 We're looking forward to this Silicon graphic designed spacecraft and the fractal-generated 3D terrains... It's been on the Mega-CD but the 32X version should help the platform's cause.



Pop & Twinbee

PSX • Konami • Blaster

38 What an addictive blast frenzy. It's dangerous. We've seen grown bearded men reduced to sleepless nights.



Loadstar

PC • BMG • Shoot-em-up

39 Trains in space! Cybertrucks and other sci-fi objects. You basically have to escape from 'things' shooting at you from all over the place in your very special and incredibly fast train. It's peppered with atmosphere and soaked in FMV. You can expect Next Gen versions to appear very soon.

X Men – Children of the Atom

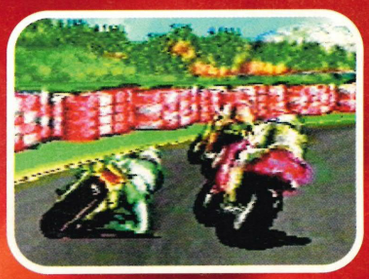
PSX/Saturn • Capcom • Fist frenzy

40 Having been recently announced that it will be hitting the home systems late '95, this already displays the Capcom seal of quality. Loads of special powers, oodles of attacks and the chance to play Akuma against all your favourite Saturday morning superheroes and supervillains. Top stuff indeed and one of our most awaited games.

Legion of the Undead

Jag • Atari • 3D RPG

41 *Doom*, *Doom*, and more *Doom*... but in a fantasy style. *Legion* is going to be very 'different', but does that translate as 'crap'?



Burn Out

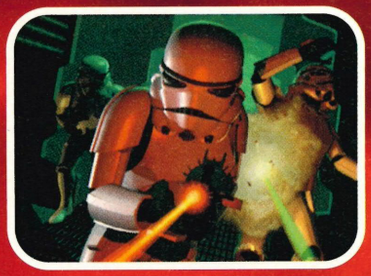
Jag CD • Atari • Biking

42 A *Road Rash* wannabe which is distressingly fast.

Wing Commander 3

3DO • Electronic Arts • Flying missile-em-up

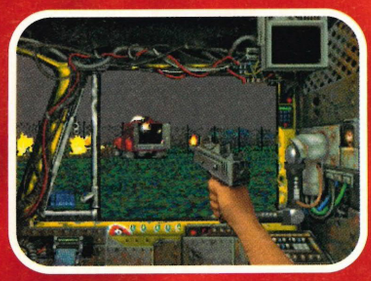
43 PC mags rave on and on about *WC3*, but it's nothing to dribble about uncontrollably. You like flying and shooting? You'll like *WC3*. Lovely intro, though.



Dark Forces

PC • Virgin • 3D action

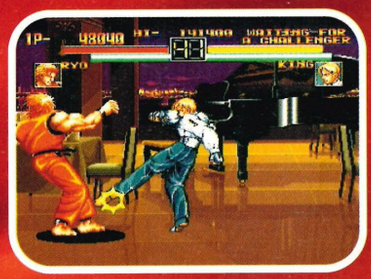
44 A *Star Wars* and *Doom* sandwich. The game style is essentially *Doom* with a drop more strategy. And you get to blast away members of the Imperial Army.



Quarantine

PC • GameTek • Shooter

45 It's *Doom* again, but on wheels. Drive a cab around a futuristic city and run over or shoot any bugger that gets between you and a fare.



Art of Fighting

NGCD • SNK • Fisticuffs

46 Not strictly a game of the future, but certainly a game that is giving a well-needed boost to the Neo Geo's future. Maybe a bit bland and dated compared to other arcade conversions,

Top 100

Alone in the Dark

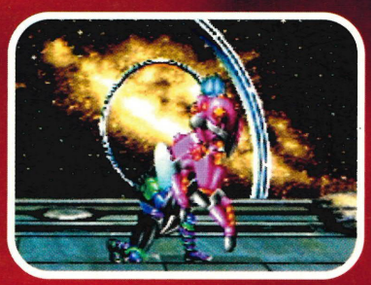
3DO • Interplay • Adventure romp

47 **Ported over from the PC original, this excellent adventure game is a welcome addition to the 3DO's collection.**

Corpse Killer

3DO • Digital Pictures • Shoot-em-up

48 **All FMV'd up, this game is. Your only chance to be part of a five-man Navy SEAL team.**

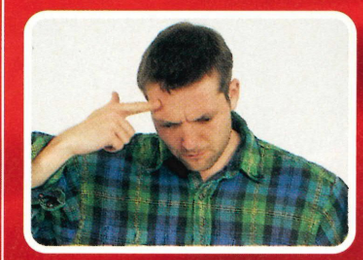


Cosmic Carnage

32X • Sega • Beat-em-up

49 **Choose from eight frightening chaps fit to bursting with stacks of special moves.**

Simon Kirrane



Simon Kirrane is the editor of GamesMaster magazine, and has very specific ideas of the games we can look forward to. Read on and enjoy.

1. *Assassin/Vigilante*
It's about time that the *Doom* games hit the streets. Shoot bad people and not shoot good people. Top stuff.

2. *Micro Cannon Fire*
This'll incorporate all the action in *Micro Machines 2*, *Cannon Fodder* and *Return Fire*. With tiny, tiny blokes.

3. *SF2* vs *MK2*
It HAS to happen. If it doesn't there is something very wrong with the world. It'll win the Nobel Peace Prize.

4. *Interactive Movie*
Drive the bus in *Speed*, kick the villain's face in *Timecop*... superb stuff.

5. *Universal Game*
There has to be a game that is common currency world wide.

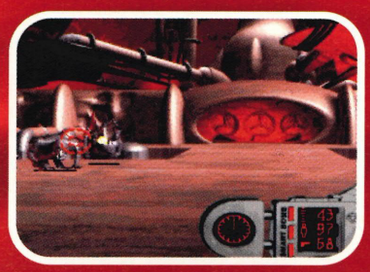
6. *Four-Player Virtua Fighter*
A net version against three geezers from aroundf the globe.

7. *Need For Speed (Le Mans)*
Imagine getting this networked up to, say, 100 other people. Heaven.

8. *3D Virtual Reality Grand Tour*
This will be limited only by our imagination. So that's a good thing.

9. *Interactive Book*
I want to BE that bloke from out of being in my favourite book.

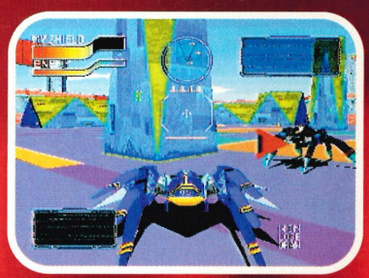
10. *Mario Killer*
In this game you get to chase the little chap over an expansive desert.



Creature Shock

PC • Virgin • Adventure

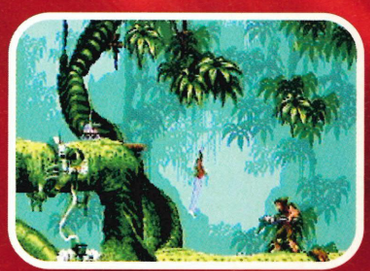
50 **'You' are this incredibly hard space commando geezer, whose job is to deal with the usual space scum who hang around Saturn – the planet, mind you.**



Cybersled

PSX • Namco • Blaster

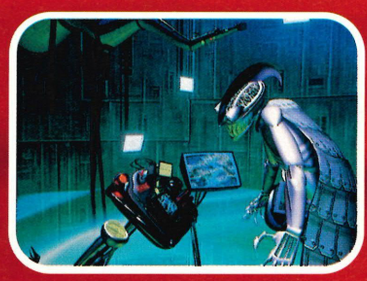
51 **It was the most addictive blast-em-up in the arcades, but lets down the lovely PlayStation with a thunderous metallic thud. Poor two-player mode.**



Flashback

3DO • US Gold • Platform

52 **This game has nothing to do with the future. It's old! Get it out... But there are some really cool rendered 'cinemas'.**



Gex

3DO • BMG • Platformer

53 **The 3DO's very first platform game, and god has it been delayed. Over 450 frames of animation for the character, more levels than most sane people can handle and power-ups galore. We want it now!**

Fight for Life

Jag • Atari • Beat-em-up

54 **Polygon punch-fest not a million miles away from *Virtua Fighter*. There's even a kickboxing starlet!**

Space Griffon VF-9

PSX • Panther • Action

55 **More of those metallic car park antics with stinking great stomping robots. Not that much fun at all really.**

Hover Strike

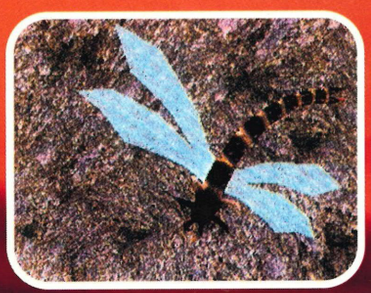
Jag • Atari • Shoot-em-up

56 Hovercraft-based shoot-em-up in a polygon valley.

Kileak The Blood

PSX • Sony • Shoot-em-up

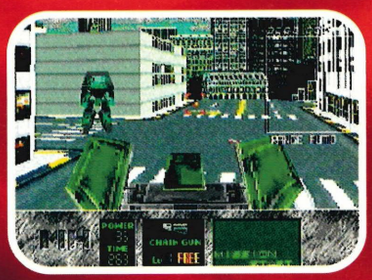
57 *Doom*-like adventure (can we really say that again?) with endless corridors and not very scary monsters. At all. Very smooth texture-mapping, mind.



King's Field 2

PSX • Sony • RPG

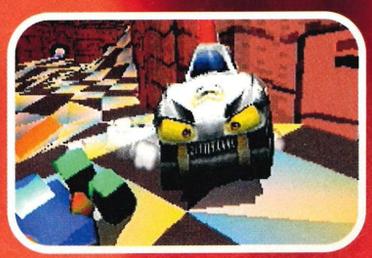
58 Brilliant 3D and impressive texture-mapping in this *Dungeons & Dragons* type game. Save the world from the master of evil, and the only way to find him is through the twists and turns of the King's Field.



Metal Jacket

PSX • Pony Canyon • Shooter

59 More big metallic robots (you have a choice of eight) wander around a gorgeous environment laying bombs for each other.



Motor Toon GP

PSX • SCE • Driving

60 Cute, smooth and, at first, you'd be excused for thinking this game is the best thing ever. After a few tracks though, you'll probably get a tad bored of the whole thing.

Victory Goal

Saturn • Sega • Footy

61 This could end up being called *Saturn Soccer*, or something completely different when it gets an official UK release during October. Admittedly, a bit disappointing.

King of Fighters '94

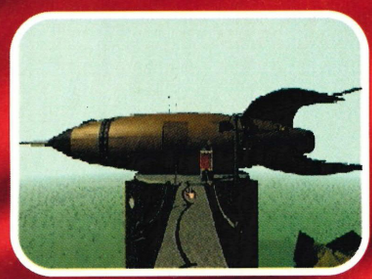
NGCD • SNK • 2D Beaty

62 Next time round, we could be looking at *King of Fighters '95*! The Neo Geo CD console is made for beat-em-up fans, and games like this only serve to highlight this fact.

Striker

3DO • Rage • Sport sim

63 It's still very doubtful that this'll ever get released in Europe.



Myst

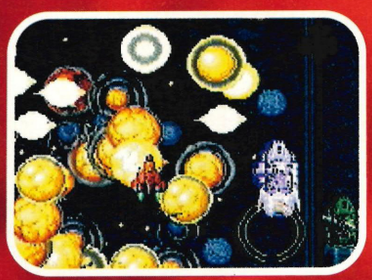
PSX • SunSoft • Graphic Adventure

64 The PC classic adventure game makes it onto the PlayStation (and 3DO), and it looks lovely. The game itself is packed with puzzles and gorgeous scenery.

Powerful Family

PSX • Sony • Beat-em-up

65 Why is this scroller called *Powerful Family*, oh why?



Raiden Project

PSX • Seibu Kaihatsu • Shoot-em-up

66 The classic arcade shooter is perfectly ported over to Sony's 32-bit wonder. You can even turn the telly on its side to get the full-on vertically scrolling game. But it does knacker your box after a while.

Astal

Saturn • Sega • Platform

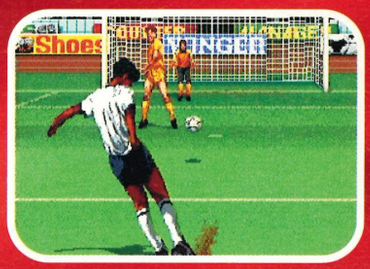
67 *Clockwork Knight* looked lovely, but was a bit shallow. *Astal* looks bloody brilliant and promises to be quite deep (in that special depth kind of way).

Top 100

Samurai Shodown 2

NGCD • SNK • Beaty

68 According to Marcus, this 2D Oriental marvel is 'All right'. So there we go.



Super Sidekick 3

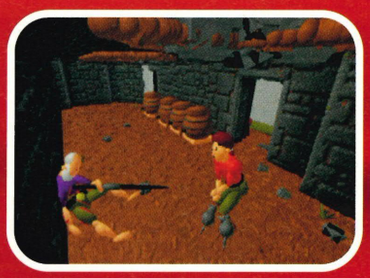
NeoGeo CD • SNK • Footy

71 Arcade soccer by Japanese programmer types. Identical to previous efforts.

G-Police

PSX • Psygnosis • Arcade Simulation

74 Complete a tour of duty in the G-Police, investigating the mysterious disappearance of your sister. Cyber-stuff.



Ecstatica

PC • Psygnosis • Adventure

77 Join the new wave of RPGs. *Ecstatica* is one of the first games to properly use the powers of CD ROM, but sadly it's 18-rated. Bugger, eh?

Scottish Open

Saturn • Core • Golf Sim

69 If you like the hills and roughness of the Scottish countryside, fine whiskey and a touch of the old golf, this one's one to watch out for. Also on PC and 32X.

Discworld

PC • Psygnosis • Graphic Adventure

72 Who wants to see this on the Next Gen consoles? Anyone? Anyone? It'll be on CD-i first.

Ultimate Parodius

PSX • Konami • Shooter

75 Arcade perfect with better sounds than the coin-op, but still suffering from slowdown. Good cutesy 2D scrolling action.

Demolish 'em Derby

PSX • Psygnosis • Driving

78 Speed is not the name of the game, but smashing up all your opponents' cars. No rules, and no set number of laps.

Return Fire

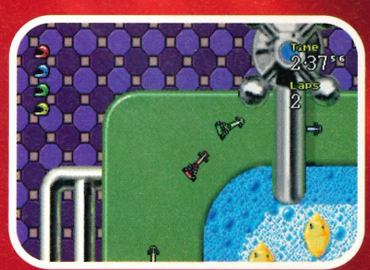
3DO • Prolific • Battle

70 This one is already out there, but we truly believe *Return Fire* will make the future very shiny indeed for the 3DO. Games like this make you smile, games like this make you think. Aah, everything's cool.

Supreme Warrior

3DO • Digital Pictures • Beat-em-up

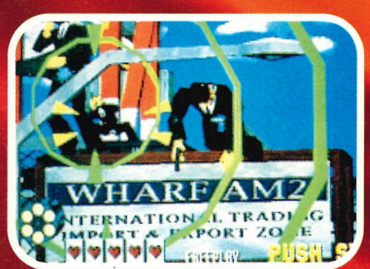
73 This is the closest you'll get to an interactive martial arts movie. Plenty of FMV and spitting noises. Charming.



Micro Machines 2

PC • Codes • Racer

76 This is heading for the CD-i and is likely to turn up on the 32-bit beasts. It doesn't look much, but it's damn addictive.



Virtua Cop

Saturn • Sega • Blaster

79 A blend of *Reservoir Dogs* and *T J Hooker*, this arcade hit will unveil its trigger-slick action on the Saturn this year. Masses of on-screen confusion,

Jumping Flash

PSX • SCE • Puzzle-em-up

80 After the disappointing *Motor Toon GP* comes this curious creation, featuring the genetic masterpiece, Robit – half rabbit, half robot.

Philosoma

PSX • Sony • Shoot-em-up

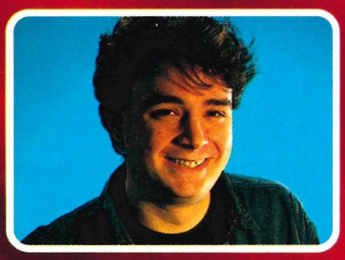
81 Three shoot-em-ups on one CD! There's a horizontal scroller, a vertical scroller and a 3D blaster. The difference between this and the classic *Raiden* conversion is that this switches between all three as you play.

Ultra Vortex

Jag • Atari • Beat-em-up

82 You'll be able to smell the *Mortal Kombat* aroma in Atari's digitised real people beat-em-up. But it certainly looks better than *Kasumi...*

Jon Smith



Jon Smith is the editor of spanking new PC games magazine PC Attack, so we're not surprised to see *Doom 2* as his number one.

1 *Doom 2* (PC)
So far, there's been nothing to match it in my opinion. What'll the Next Gen produce to beat it?

2 *Micro Machines 2* (Mega Drive)
This is the all-time multi-player driving game in my book. Can't wait for a 3D texture-mapped *MM3*.

3 *X-Wing* (PC)
Forget *Wing Commander* – pumping around the starry skies in a TIE-Fighter's where it's at.

4 *Elite* (BBC)
Get the dusters out! But it would be unforgivable to miss this out.

5 *Crystal Caliburn* (Mac)
Bit of a surprise choice, I hear you say, but I love it.

6 *Mean Bean Machine* (MDrive)
The most addictive puzzle game ever? Without a doubt.

7 *Syndicate* (Amiga)
Yeah, this is available on the Next Gen, but I first met it on the Amiga.

8 *Street Fighter 2 Turbo* (SNES)
Forget *Mortal Kombat*, when it comes to playability, this rules. Man.

9 *John Madden Football* (3DO)
This really is the sexiest version of the fatmeister's footy treat.

10 *Sabre Wulf* (Spectrum)
Killer Instinct brought all those glorious memories flooding back.

Boxer's Road

PSX • New • Sporty

83 Ooh, a scary amount of fleshy polygons thumping your face. It's the stuff of nightmares. A superb training mode (down to a full-fibre diet) and selectable viewpoints. Blimey it's real.

Golden Axe – The Duel

Saturn • Sega • 2D Beaty

84 Arriving in the arcades on Sega's ST-V board, this will quickly be able to transfer to the Sega's home machine.

PO'ed

3DO • TBA • 3D role playing shoot-em-up

85 This takes the prize for the funniest of the gaggle of *Doom* clones. Run around a futuristic cityscape chasing bums. Yarse.

Fatal Fury 3

NGCD • SNK • Beat-em-

86 The latest in a long, long line of fisting orgies from the house of SNK, this is sure to sell by the bucketloads purely by name alone. The *Fatal Fury* series is adored in Japan, and this is sure to please.

Motherbase

32X • Sega • Shooter

87 Space shoot-em-up with isometric view. Polygon ships and robots, and baby-bottom-smooth animation. And a Saturn version is sure to turn up somewhere down the line.

Rayman

PSX • UBI Soft • Platform

88 Yet to see a final version, we need to be convinced about the quality of this strange platformer. Cartoon-like characters rule here.

Top 100

Deadalus

Saturn • Sega • 3D blast

89 It's faster than *Kileak the Blood* on the PlayStation because the whole environment is chillingly dark (therefore less data needs to be shunted about as you move), but it's still a big robot shooty affair.

Immercenary

3DO • Electronic Arts • Role playing shooter

90 After an FMV-soaked intro, you're launched into a virtual reality world, where the locals are tetchy and the bullets don't have smart.

Sim City 2000

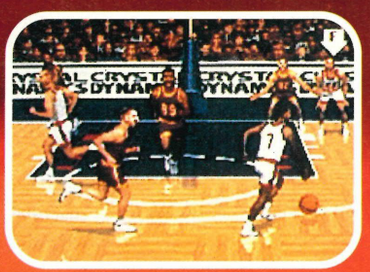
Saturn • Maxis • Strategy

91 The PC classic will look the cat's whiskers on Sega's machine. There's never been a better way to waste your life.

Gunners Heaven

PSX • SCE • 2D shooter

92 It looks like a SNES game but it plays like a dream. A dream with big guns, even bigger explosions and green hair.



Slam 'n' Jam

3DO • BMG • Sport Sim

93 Five-on-five basketball sim brimming with all the usual sport sim stuff. Multiple camera angles and a CNN match commentary.

Twin Goddesses

PSX • Polygram • Pouter

94 Cartoon and digitised characters getting it together. There's plenty of kicking, pouting and thrusting fun.

Earthworm Jim

SNES • Virgin • Platform

95 Platform games of the Next Gen are expected to start appearing thick and fast, and a spruced up version of *Jimmer* on the PSX or Saturn, would be a Good Thing.

Fever Pitch Soccer

SNES • US Gold • Footy

96 Imagine *MK2* and *FIFA* in one game. Eight special guys with their own moves. And the character called Jurgen dives every time you hit the A button.

Chaotix

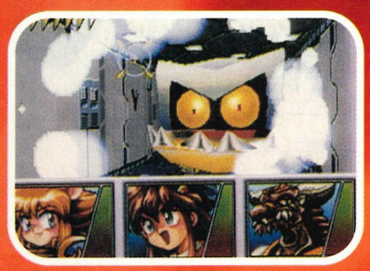
32X • Sega • Platformer

97 Two characters linked by elastic... romping around Sonic-like lands. Bigger, better and faster than all the rest.

Thunder in Paradise

CD-i • Philips • Interactive shoot-em-up

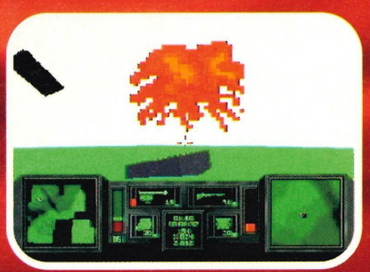
98 You're a kid, and along with Hulk Hogan you must destroy missiles heading for Earth. It's based on a US series that's taking over from *Baywatch*, because of the brill nudey bird count.



Crime Crackers

PSX • Sony • Action RPG

99 There are good RPGs and then there are so-so RPGs.



Aircars

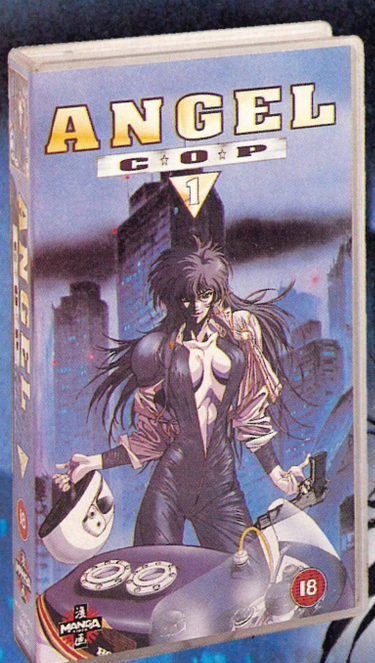
Jag • Telegames • Shooter

100 This ain't what the future is about. Blimey, it's pap.

ANGEL

COP

Heaven can't wait for this Angel!



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Official! Pippin launc

▼ Pippin: best console ever? Probably. Most expensive console ever? Blimey, yes. But look at it...

After breaking the news to the world about Apple and Bandai teaming up to produce a brand new multimedia console, we've actually seen a machine in action!

The slick black casing hides a Power PC 603 chip which means it's cheaper to make than previous Power PC chips and is dead fast. Not only that, but the CD drive is a quad speed rather than the usual double speed drives used by Sony and Sega in their super consoles – disc accessing will never have been faster.

The very first of these Apple consoles will be Bandai's Power Player which leads us to believe that the machine will be targeted at gamesplayers. It'll be released this summer in Japan and the US with Europe following a few months later. Apple are keen to highlight the fact that the Pippin is a lot more than just a games console. They are attempting to place it between the cheap Sega and Nintendo 16-bits and the full

Don't mess with the frequency

This one's scary. Apparently, Channel 5 – the new terrestrial TV channel due to hit the air in 1996 – has been given the same frequencies as those currently used by certain games machines and VCRs. Channel 5 has been granted channel 37 with games machines using channel 36. This undoubtedly means that ghosting from the Channel 5 signal could well occur. As nobody knows for sure how serious the interference will be, nobody's prepared to say what's going to be done about it.

Since the Channel 5 licence has yet to be taken up, nobody is yet responsible for it. Potential licencees, however, have been warned that they will have to fit the bill for re-tuning all games machines or VCRs that are affected.

▶ Rest assured, this will not be how Channel 5 affects your videos (it'll be ghosting).

It's unbelievable, those complete geniuses behind the hugely successful Action Replay cart have finally cracked the PlayStation! The Action Replay card will fit in the PSX Memory card slot and will cost you around £25. The plan is that the card will be updated every three to six months, to keep up with the sheer volume of games currently in production.

If these boys can crack the PlayStation for Action Replay codes, then someone is bound to find a way of playing European games on imported

machine and/or imported games on European machines. We'll let you know as soon as we get wind of any developments.

But they'll have an easier time altogether trying to hack into the Saturn's game codes thanks to its rather handy cartridge port.

Action Replay cracks the PlayStation

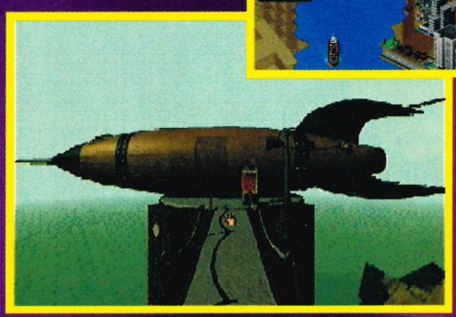
hes this summer

blown multimedia machines worth well over £1,000.

What does all this mean when it comes down to the games and software? We've seen Pippin playing a QuickTime pop video of Australian group *GF4* called Sooner or Later and the drive was proving too fast for multimedia programs like *The View From Earth* – the talky bit was cut off mid flow as the disc loaded the next sequence!

All this is promising. Games designers have a new toy to program for, and we can't wait to see the first batch of games.

▶ *Sim City 2000* will end up constructing its funky stuff on your Pippin. Think of all that storage space. Imagine the slick accessing time. We ❤ Power PC.



◀ The console-wide *Myst* is another highly popular Mac game sure to spring onto the Pippin. But will its software range include any stonking original titles?

Acclaim join Atari for a bit of a Jag 'n' Jam

Atari's bid to get a better portfolio of games together for the £149 Jaguar has just been boosted by signing up the rapidly-expanding might of Acclaim Entertainment in a three title deal. This includes *NBA Jam Tournament Edition* and *Frank Thomas 'Big Hurt' Baseball*. The third title is yet to be announced, but we have a sneaking suspicion it'll be the licence of the Summer Blockbuster film *Batman Forever*. The Jag needs a quality beat-em-up, and this rendered beauty could be just the thing...

▲ This is what Atari needs – quality third party titles – to push the Jaguar ahead.

▲ Bit of a shame that *White Men Can't Jump* is going to be released prior to this though, eh?

◀ For further details about Atari's Jaguar releases planned for the autumn, turn to pages 28 and 32.

Short cuts

Fever Pitch Soccer

The footy season will be over soon, but do not fret – *Fever Pitch Soccer* will be released on the SNES/Mega Drive in June. And it's a footy sim with a difference – it's stuffed with blood, guts and aggression.

Each team has special characters with some mad moves – these include Ernie 'Le Striker' Container (banana shots) and Jürgen (dives every time you press A).

Top footy game, or gimmick? We'll let you know next month with a full review.

Battle Monsters

Remember a game called *Van Battle* on the Saturn? It's been renamed *Battle Monsters*. More of a classic beat-em-up (no 3D polygons), the characters have been digitised with 16.7 million colours.

It will consist of 12 characters who fight to rule the whole damn world – Medusa with her snakes and Kiba the skeleton with its bones. Review coming soon.

PlayStation/3DO

▶ We'll be bringing you the Ultimate review next month.

▲▶ 2D shoot-em-ups are a good thing as long as the gameplay varies between levels. And *GH* looks great.

At last a 2D scrolling shoot-em-up for the PlayStation, and it's looking pretty damn special. Maybe proof that gameplay is all important even in the world of Next Gen super graphics.

The game is set in a jungle which is ridden with futuristic robots. Choose between two characters – the knuckle dusting Alex Sonic or the tantalising Ruka Hetfield – to get you through the jungle. You're bursting with fire power and can pick up more on the way. Your enemies – ranging from robotic flies to little miniature aliens – come in fast from all over the place, keeping the game dead pacey. The area bosses at the end of each stage are awesome looking creatures and a real nightmare to destroy – you think you've got them, and then they just re-appear.

GH looks a hell of a lot like a myriad of SNES titles.

Machine.....PlayStation
Publisher....SCE
Developer...In-house
Style.....Shoot-em-up
Release.....May '95
Status.....99% Complete

If you like it fast and furious then

Gunners Heaven

is gonna be it

.TRUE LINES... When the Sega Saturn is launched on 2 September in the US, it'll be able to play Kodak's video CDs. You can even create

Dump your 16-bit

Stuff with the help of Ultimate.

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Ultimate UPDATE

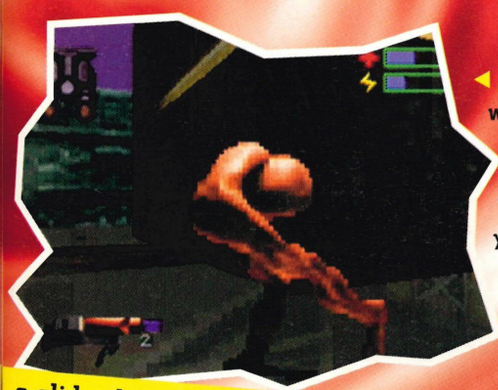
▲ ▶ The moon – or some kind of planet! And a weird woman lying dead with her legs wide open! Blimey.

Get ready to be PO'ed

We love arcade conversions, but machine-specific projects – if good – should be praised. And *PO'ed* looks damn fun. We've seen a very early version of this game from Any Channel. Your main task is to clean up the whole area, ridding it of aliens (women with big guns, legs and bottoms with no bodies). But unlike games like *Doom*, *PO'ed* doesn't follow the corridor-like structure. Instead, the areas you have are huge expanses.

On completion, *PO'ed* will have 40 areas, 15 types of monsters, 10 power-ups, and plenty of samples. We love the fart one, of course.

Machine.....3DO
Publisher....TBA
Developer...Any Channel
Style.....Doom with wings
Release.....Early summer
Status.....40% Complete



◀ ▶ Bums on legs, that's what you're up against in this completely bonkers game. The enemies you have to face fart at you, and scream in a very amusing way. Oh yes.

a slide show for your mates. "This one's hilarious – it was when we got stuck in this cab in Madrid, and..." You know the kind of thing..

It's Arc The Lad not Noah, ok?

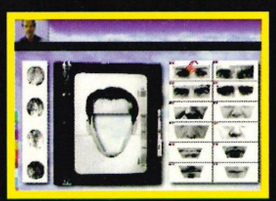
This is an RPG with a subtle difference for Sony's PlayStation – the game comes in two parts (two CDs) which are released eight months apart (the first this Spring).

Arc is the brave hero who has to save the world from evil forces. The only way he can do this is by gathering his friends, from around the world, and searching for the magical Saint Chest.

The second part features Arc and friends taking on the evil force. With the help of the PSX's back-up you can save data from one disk to another.

Machine.....PlayStation
Publisher....SCE
Developer...In-house
Style.....RPG
Release.....June '95
Status.....90% Complete

▲ Let's hope the price will be lower if they're launching it on two CDs.



Peter Gabriel's

been on PC CD-ROM, and his *Xplora* CD has finally made its way to the CD-i. Now, unlike the *2 Unlimited* CD (featured below), this one is truly an interactive music and graphic experience. And no mistake.

Doom 2 and

Magic Carpet swept away with the 1995 ECTS (European Computer Trade Show) Awards, picking up seven mentions between them. *Magic Carpet* was awarded the honour of Most Original New Title as well as Computer Software Game of the Year. Trip Hawkins was laughin' when 3DO won the Hardware Award and *DKC* reached the top, with the prestigious Videogame of the Year Award.

No, no, no, no

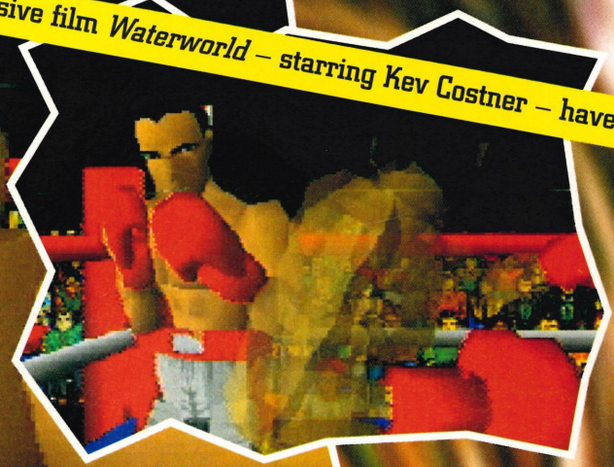
no, no, there's no lyrics... *2 Unlimited* aren't happy with choking the music charts with their particular brand of dance music, they're now into getting onto your CD-i! *Beyond Limits* is an interactive music and video CD that allows you, the fan, to access their latest videoclips. There are loads of pictures from Anita (hurrah!) and good old fist-pumpin' Ray's (boo!) photo album, some stuff about *2 Unlimited* gear and audio tracks (which, incidentally can be played on any normal audio CD player). A completely necessary buy for *2 Unlimited* fans, then... and if you're not one of those, here's to hoping your favourite band will soon go all interactive and accessible.

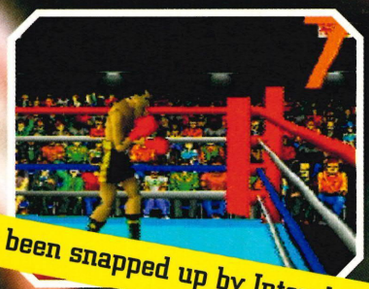
Way-hey! Remember

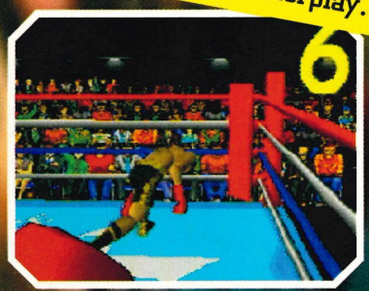
back in December we brought you an exclusive review of crazy futuristic *Starblade*-esque shoot-em-up *Chaos Control* on the dependable CD-i? After many a slippage, the gorgeous-looking blaster has finally made it out there into the cut throat hustle and bustle of the high street. Just to slap your memory a bit, we gave it a cool but faintly warming 65%.

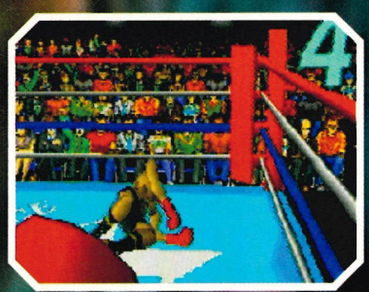
TRUE LINES... The CD ROM rights to hugely expensive film *Waterworld* – starring Kev Costner – have been snapped up by Interplay...

◀ The right cross is the hardest punch. Land a few of these and watch him reel.

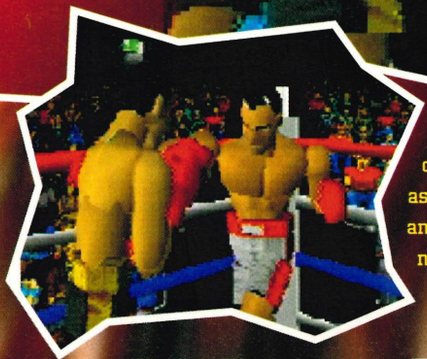








▲ The see-through reverse view is useful to study your opponent's tactics.



◀ This view circles the fight as you press left and right. It's not the easiest to master, but it looks great.

▲ There's real atmosphere generated by these polygons – you can almost smell Jim Rosenthal's aftershave.

◀ This nutty viewpoint is workable when you're separated, but up close it's a bit of a player's nightmare.

TOP CHEATS

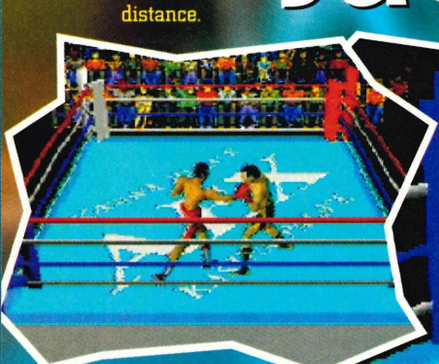
Pitfall. SNES: To play the Atari version of this jungle platformer, wait until you see the Titlo screen, then press Select, A, A, A, A, A and then Select again. Now you can admire the chunky old graphics of yester-year.

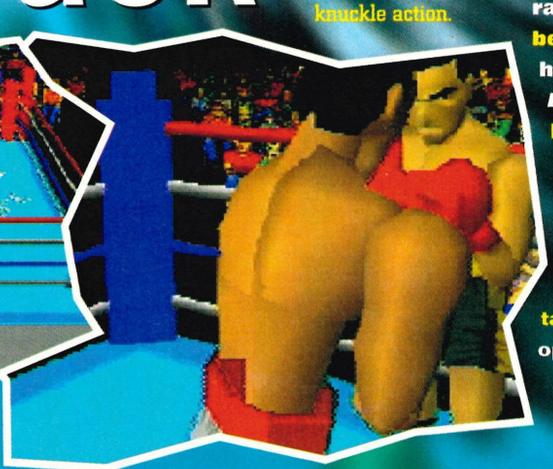
Hit the Boxer's Road

Jack

▼ Too far away for serious fighting, but handy for seeing a KO from a distance.

▼ The back view of your man ends up obscuring most of the close-in knuckle action.





The Sony PlayStation really stretches its muscles with this 20-view 3D boxing game. Lightning action, a big range of punches and the best graphics a boxing game has yet displayed make *Boxer's Road* a serious heavyweight contender with massive punch.

You can change views at any stage of the game, and rather than just flail away at the enemy, you are forced into tactical play, because your opponents boast some neat artificial intelligence and duck, bob and weave to gain the upper hand.

A full review of *Boxer's Road* is jabbing its way towards Ultimate as we speak.

Machine.....PlayStation
Publisher....New
Developer...In-house
Style.....Face-whacking
Release.....Late May
Status.....80% Complete

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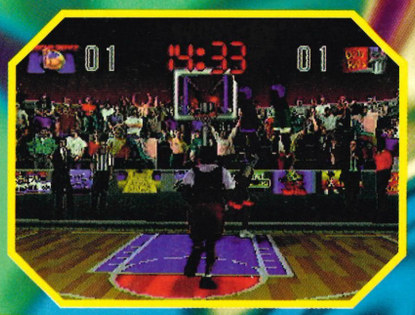
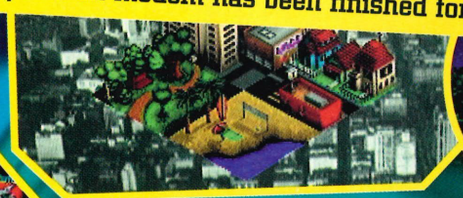
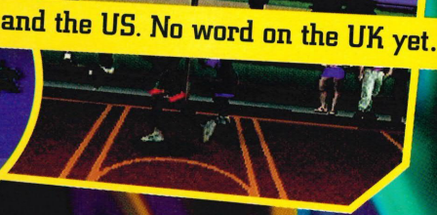
White Men Can't Jump...

but boy can they burn in the sun



▲ *WMCJ* is the darkest, moodiest hoops game yet.





TRUE LINES... Rumours abound that a PlayStation modem has been finished for release in Japan and the US. No word on the UK yet...

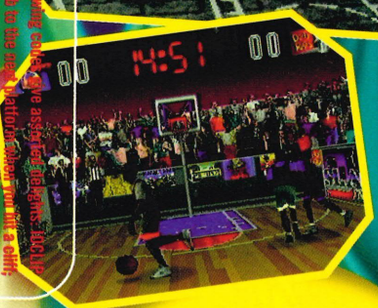
▼ The control method is currently very simple to get to grips with.

TOP CHEATS

Doom 2 PC The following codes give access to the next level of action from the start. Walk through walls and climb to the next level by jumping off a cliff.

IDDQD – Invincibility; IDDEKLD – Power up; Central Office; Kills last

Been entered, press the following: A – Map; S – Berserker Potion; L –



▲ The four locations to have a quick dunk in.

Basketball's about to slam its sweaty, sinewy stuff onto a Jag near you later this year, with the release of the most blaspheming licence yet.

Still at a very foetus-like stage in its development it's already causing a stir, thanks to a smattering of language – and not the kind of language a novice nun would spout.

The game itself isn't a fully-fledged basketball-sim, rather it comes from the same mould as *Jammit* on the 3DO – a single hoop and only two players in each team. A 3D engine has been used, and the players have freedom of movement around the half-court, and scale as they move backwards and forwards.

There are four locations to choose from, and a surprising amount of hip young street urchins from which to select your team. When we saw it we were distraught by the lack of the Wesley and Woody element (because that'd certainly bump the licence cost up several zeros). Oh, and there's also the option to forget the match itself and just give the opposition a damn good spanking. Don't know if it'll be enough to really worry the likes of *NBA Jam*, though...

▲ In the extremely early version we played, it was terribly easy to score.

Machine.....Jaguar
Publisher....Atari
Developer...In-house
Style .....Sport
Release.....May
Status .....70% Complete

F1...

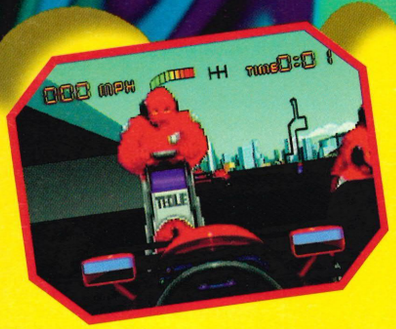
Will this be the Jag racer to beat?

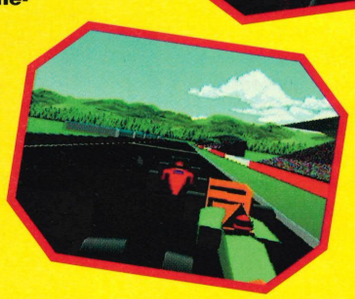
▲ Will the inclusion of more trackside scenery lead to slowdown?

This looks to be everything *Checkered Flag* could and should have been. You'll find your attention doesn't waver quite so quickly.

One – it's fast, two – the cars handle much better, and thrice – the graphics aren't quite as rudimentary. There's an emphasis on arcade feel, with crashes not halting the pace.

The two-player mode doesn't appear to slow down and the drones in one-player mode don't tend to disappear into the distance all the bloody time. It won't be hitting the Jaguar CD until some time in October, though.





▲ There's a bright but slim colour palette.

◀ The crazy rear view last seen in *Motor Toon GP*.

Competition

Let the Jaguar tear your soul apart...

Well, gouge me eyes out with a spoon if it's not another top competition...

Win!

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Doom

Alien vs Predator

Kasumi Ninja

Cybermorph

And also!

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Telephone _____

The Console Barometer

Once you open the pages of Ultimate, be prepared to leave the retirement home-like safety of the 16-bit world far behind. We can't decide in which machine you should pledge your faith. Buttake a dive with the console Klinsmann for this month's big picture...

It unveiled a bevvy of titles for the Christmas period, but none, apart from a stonking version of Argonaut's *Creature Shock*, quite have the sensual selling opportunity that PSX and Saturn software has. The total Jag plus CD arrangement will retail under £300, and plans are afoot to release an MPEG cartridge.

Conclusion: Like an 8 year-old on a wet Sunday afternoon, Jürgen is left pathetically flapping in the mud. He needs help.

Yep, our champion this month. The very strong rumour of the official price being a snip (and a hell of a lot cheaper than the Saturn), shovel points in its direction. And the software we've seen has been bloody marvellous (*Tekken*, and Psygnosis' PSX package). Sony also announce that game prices should stay within the £35-40 bracket.

Conclusion: Lovely, text book stuff. A 2 metre leap and down he goes like a dying swan.

After striding out in front last month, Sega's beauty slips up immediately with the slightly shabby *Daytona*. But the continued talk of the UK pads being 'ergonomically terrific' gives it a healthy splashing of points. Sega's constant denials of official release dates gives it a wallop in the chops, mind.

Conclusion: Hmm, quite a convincing dive, but it sure ain't going to fool the ref.

Oh dear. Bolting on fancy intros and smearing more colours than ever before across older Mega Drive titles is wearing a bit thin. BC *Racers*? *Soulstar*? *MK2*? Plus, most of the interesting stuff has been delayed, so its *Sonic* clone *Chaotix* which we've got to look forward to in June.

Conclusion: The canny Deutschlander goes down like a sack of sh... Blimey, this is for real – stretcher!

The 3DO, once again, comes a close second. It's clear that the industry has faith in the console seeing as it won the hardware award at the ECTS. But again, it's the software that counts, and both *Gex* and *Immercenary* (reviewed this issue) were a bit pump.

Conclusion: Once again, Spurs' finest cries wolf. A quick dab with the magic sponge and he'll be up fighting.

Thanks go to the German Cockney for his gristle-like thighs and vivacious wit. Nice one.

It could be you...

It really could, but only if you could be arsed to spend a bit of time scrawling down the right answers. So step up and simmer in the national spotlight Lee Church of Dogsthorpe, but hey – you won't be on your own...

Pic-word

Pounds – you just can't beat them, especially when they fall in groups of fifty straight through your letterbox. The nifty picker of issue 4's gibbon (£50) was:
Lee Church, Dogsthorpe, Peterborough

And the mysterious
Mr I Layland, Cannock, Staffordshire
was plucked from the hat for issue 5's.

Return Fire & Gridders

Thanks to the hard-working people at 3DO headquarters, we gave you the chance to win a copy each of *Return Fire* and *Gridders* within the pages of issue 5. The ten lucky funsters and their answers to the question 'War – was it good for?' follow:
'Giving to the in-laws on a Sunday afternoon and also for knitting jumpers, allegedly.'
Francis Burraston, Peasedown St John, Bath

'You get to play soldiers and drive tanks in the woods just like the adverts with my mate Frank.'
Ian Hainsworth, Bradford

'War is good for... Anagrams! You can make RAW, ARW, WRA, erm... AWR, which funnily enough is my neighbour's initials, though he hasn't been in any wars. I think.'
Marcus Charter, Aylesbury, Bucks

'Making scrap metal out of perfectly good tanks.'
Mr Brian Wardropper, Windemere, Cumbria

'Killing off any idiot stupid enough to either join the army or get in the way!'
Ian Price, Bletchley, Milton Keynes

'War is good for reducing the population overflow.'
Stephen Miller, Nuyton, Liverpool

'War is good for playing on my 3DO, okay?'
Mr D C Haynes, Bewdley, Worcs

'Competitions like this one. Just think, if we didn't have war, we wouldn't have this competition.'
Stoo Pittaway, Sutton Coalfield, West Midlands

'The sale of life insurance.'
Paul J Millward, Redditch, Worcs

'It's one of the few things we can beat the Germans at!'
Philip Dawson, Stoke-on-Trent, Staffs

Clockwork Knight

Way back in the midst of March's issue, we gave one of you the chance to nab our very own copy of *Clockwork Knight*. And the guy that'd measure time using rotting fruit with lines representing days painted on them is:
Simon Adams, Bristol, Avon

Anime

The grabber of a skinful of Anime videos and gear by telling us the spot-on meaning of anime ('animation') was, and still is:
Tim Waters, Caversham, Reading

The ten top runners up are:
Tommy Wan, Slough, Berkshire
Martin Norman, Maidenhead, Berkshire
Miss Fern Parsons, West Bromwich, West Midlands
Jai Patel, Dagenham, Essex
Matthew Gibson, Innsworth, Gloucester
Abdul Ahad, Torrington Place, London
James Pilkington, Amersham, Bucks
Mr C W Stallard, St Leonards, East Sussex
Nicholas Ludin, Chelsea, London
Paul Chapman, Epsom, Surrey

Twisty-Turny things

The *Star Trek Next Generation* figures we had up for grabs during issue five are now currently beaming down all over the UK at these infamous locations:
Neil Hirst, Bramley, Leeds
Peter Butchers, North Lynn, Kings Lynn
Jamie Matthews, Hull, North Humberside
Philip Dawson, Stoke-on-Trent, Staffordshire
Gavin Hunter, Prestwick, Ayrshire
Matthew Beatson, Wath-upon-Dearne, South Yorkshire
James Crowhurst, Exminster, Devon
Amin Khairallah, Putney, London
David Schlick, Waterlooville, Hampshire
Derek Martin, Castlemilk, Glasgow
Paul Guave, Weston-super-Mare, Avon
Paul Woodley, Waddington, Lincoln

Look at me and my futuristic VR headset

After years of plans and promises, we have finally seen a proper VR headset that doesn't cost thousands of pounds. Launched by Chicago based VictorMaxx Technologies, the CyberMaxx will cost around £599 and will reach these shores in June.

CyberMaxx gives you control of a 360 degree virtual environment and the optical adjustments for each eye makes focusing easier. The headset only weighs 14oz and has a head tracking device which makes exploring the games from different angles much easier.

At the moment, this headset only works with PCs, but the American firm is planning to adapt it to the super consoles over the next 6 to 12 months. Playing games like *Doom* will never be the same again.

▶ Maybe not a fashion accessory, the VR headset will change the way you look at games. Fact.

Ultimate in T-shirt frenzy

No more sitting on the fence, it's time to nail our colours to the mast. And this year, our colour is black. What are we talking about? The Ultimate T-shirt, that's what.

£7.50 (inc P & P) is what we're asking you to pay for one of these ultra black Ultimate Future Games T-shirts. State your claim by sending in the form below (with a cheque or Credit Card number – and don't forget your signature) and send it in to I want Nothing More Than The Ultimate T-shirt, Ultimate Future Games, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.

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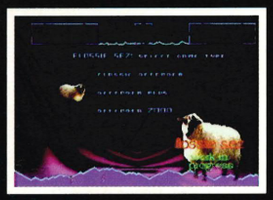
Ultimate UPDATE

Dactyl Joust...

Hitting Atari's system in October is *Dactyl Joust*, a curious name but one which accurately sums up its content. It's a 3D first-person perspective jaunt, where you sit astride a whopping great flying steed (the dactyl) and chase after the similarly decked-out competition with your big lance. Obviously. The whole point is to climb higher than your opponent in the dimly-lit cityscape, run them through good and proper, then collect their eggs before they hatch.



Defender 2000...

Jeff Minter's widely imitated classic gets a Next Gen buffing by the man himself. It's like a trip for your Jaguar, man. A two dimensional cannon chuffing assault on your senses, with added sheep. Yes, one of those flocking field pillows has crept into the work-in-progress version, proudly appearing on the intro screen and meandering into the action itself. And it's sure to squeeze its rural presence into the final game.

Super Kart...

Not that much to add to the screenshot here, other than it'll be out on the Jag some time between September and October. It's no relation to Virgin's recent PC release *Super Karts*, and goes for a more cartoon-esque feel to the graphics. The backgrounds especially, are impressive, and the sprite drivers themselves skid around the track with unnerving speed. Watch this space for more news.

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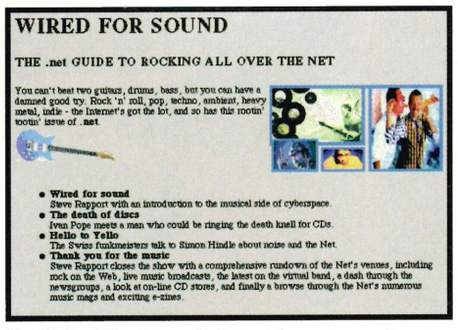

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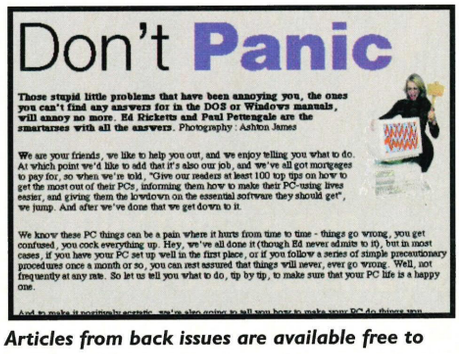

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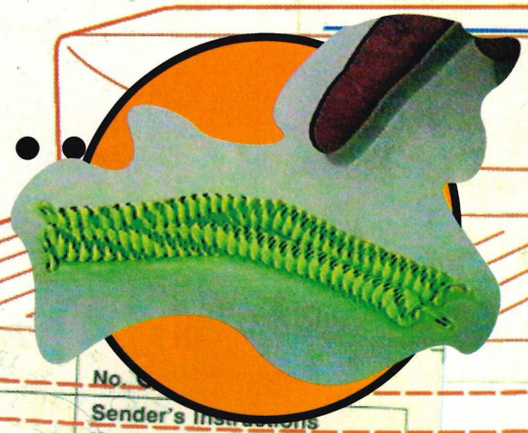
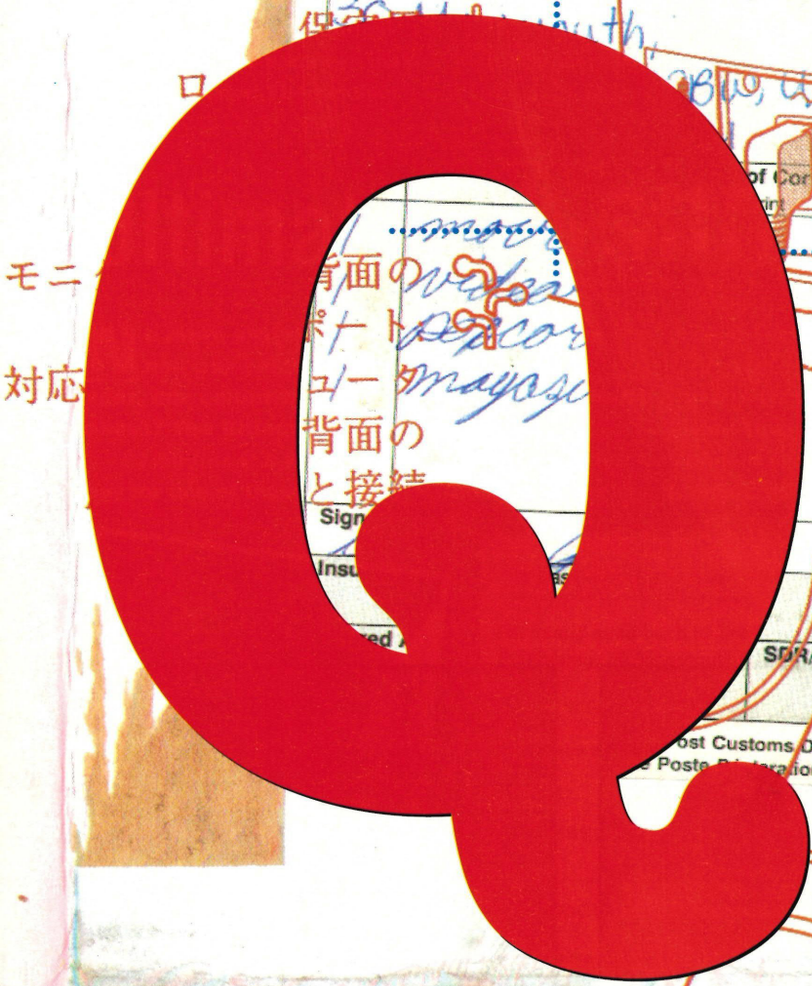
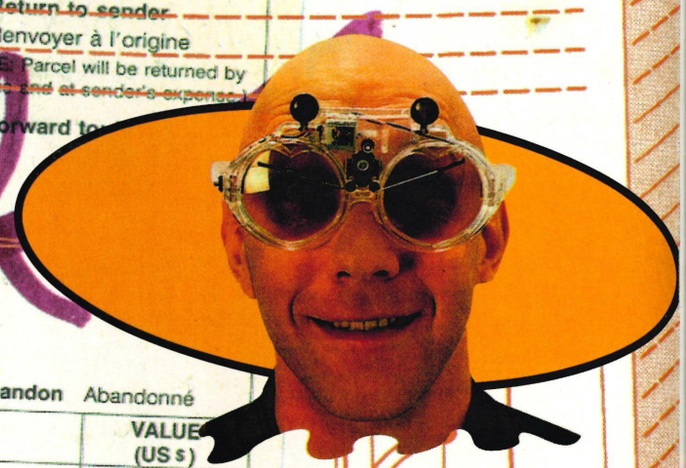


Yes, we always do have to have a completely ridiculous 'toy', and this month it is the Self-Tying Shoelaces from Visilace. No more tripping over loose laces or tying perfect bows, just lace your shoes as normal, pull to desired tension and go. Visilace will grip firmly for sports, yet allow you to slip your shoe on and off quickly. Not a particularly good thing if you like wearing shoes two sizes bigger than your feet though. Available for £2.99 down your local high street (in a cheap/strange shop somewhere).

Gadgets, toys and technology. We love 'em. And who better to learn from, than 'Q', all-round techno-slapper and OOs chum.



Night Spy



Restless nights? Can't sleep? Bit of a pervy voyeur? Well, Night Spy must be your ideal tool. The light weight camera-lense-thing lets you see in the dark thanks to an image intensifier which amplifies available light by almost 1,200 times. Available from South Kensington Museums mail order catalogue for £495.00.

3D Magic

Give yourself a headache and squint with the world's first direct view, throw away, 3D camera. You can photograph the woman of your dreams then bring her back to life. Well, almost. 3D Magic gives you 16 stereoscopic prints and a hot shoe for the use of a flash in those dark alleys.
3D Magic (£12.95) is available at The Widescreen Centre, London.

Loony Lenses

We're sure these are useful for something, but we're not quite sure what yet. These wacky and amazing glasses have battery-operated windscreen wipers and orange headlights, for when it's raining and when it's dark. *Mmm.*
The delightful Loony Lenses are available now for £7.95 from the Natural History Museum mail order catalogue.

Routefinder

No more traffic-bonkers syndrome thanks to Philips' Routefinder, the electronic route planner. If you're stuck in a traffic jam, just ask the Routefinder to give you an alternative route and you'll be out of it in seconds.
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n Bridger Jerry Cornelius Number
Luke Skywalker Fox "Spooky" Mul
James Bond Commander Benjamin
ko Avon John Connor Ripley Ed Str
r Pink Ranger Paul Atreides Roboc
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tin Blake Tank Girl Rimmer Mean M
ine Angel Buck Rogers Commander
liam Riker Daredevil Troy Tempest
Spock Frodo Mad Max Conan Pinh
Nova Darth Vader Jake Cardigan S
hire Johnny Mnemonic Major Kira
ddie Kreuger Captain Black Alex Ta
Yar The Shadow Sarah Jane Smith
ott Tracy Barbarella Godzilla Com
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rk Dana Scully Captain Kathryn Ja
ay Wedge Connor McCloud Guile...

You meet the most interesting people in

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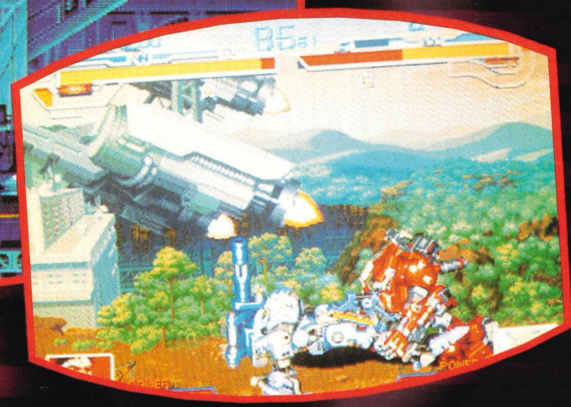
Cyberb

Fullme

▼ The new Power Boost special attack allows for some extremely effective forward and reverse dashing by your VA.

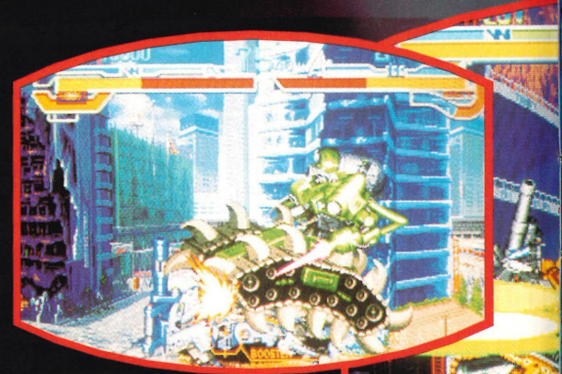


▲ VAs are classified as being either a Guldin type (high output) or Fordy type (high mobility).

If you were catapulted like a small furry mammal into the 21st Century, you'd notice that half the Earth's population has settled in colonies and continues to develop separate civilizations. You'd also see the Alliance of the Colonies building up its forces, ready for battle.

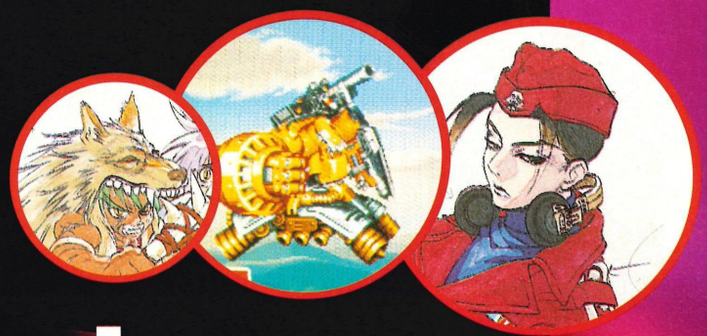
So here we have Capcom's true one-on-one beat-em-silly sequel to the scrolling robot action of *Powered Gear*. The characters under your stick-

▲ Capcom are more likely to be promoting *Darkstalker's Revenge* than *Cyberbots*.

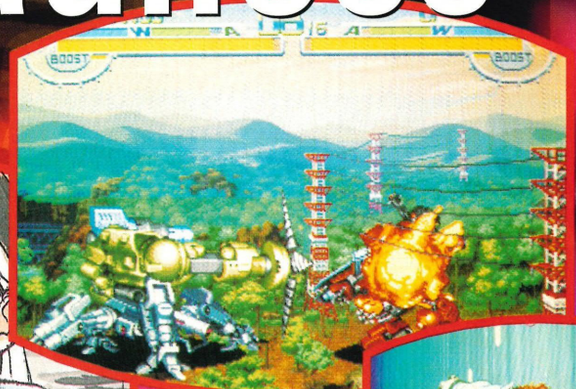


▲ There's plenty of opportunity for some impressive hit combos.

ots
etal Madness



▼ Unsurprisingly, the character screens were all meticulously planned out before.



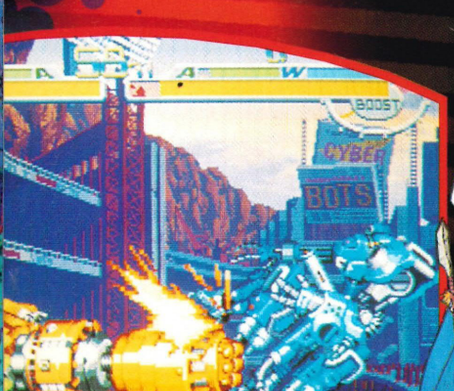
▲ Just another *Street Fighter* clone? Hmm, let's hope not.

waggling control are, again, robots with Variant Armours (VA), armed to the nuts with extravagant hardware.

There are 12 of these to choose from – four basic bodies (including limbs and weapons, obviously) which each have three variations. After settling upon your preffered VA you need to choose your pilot. All six have similar abilities, but when challenging the CPU each story is different. In two-player mode you can fight with the same choice of VA but not the same pilots.

It's likely to turn up in UK arcades during the next four months.

▲▼ This shows the depth of pre-production that went into *Cyberbots*.

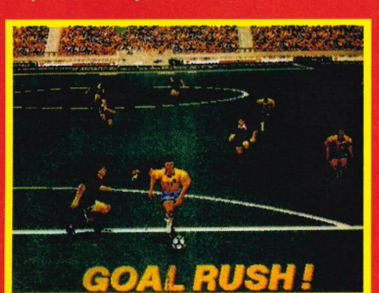


Virtua Striker...

Can AM2 possibly ever write a duff code? Not if their amazing coin-op pedigree is anything to go by, and *Striker* is carrying that damn fine texture mapped polygonal *Virtua* series into new stadium-based territories.

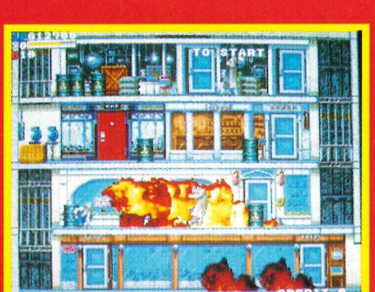
It's based around Japan's pitch (ho-ho) for the 2002 World Cup and certainly provides the most realistic 3D football environment yet seen, with finely detailed players that glide around the turf with exceptional smoothness. This undoubtedly led to the criticism that playability wasn't as fast as it could have been when Sega first revealed it.

Gameplay wise, it's not that different to standard footy sims, with a three-button formula, plus there's an idealy-placed on-screen map and, yes, repeat facility. Due to the *Virtua* series' high profile, it's likely to arrive here soon.



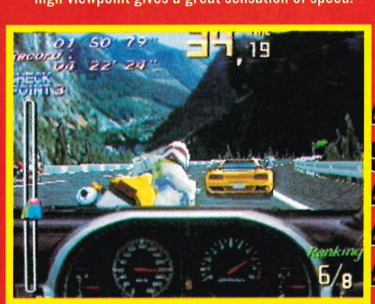
Elevator Action Returns...

You play a law enforcement officer out to stop a terrorist group in Taito's 2D platform action game which takes place in sprawling locations such as a submarine and airport.



Dangerous Curves...

Taito's 3D racer features car against bike, with the cabinet itself divided into two sections. The high viewpoint gives a great sensation of speed.



U-mail

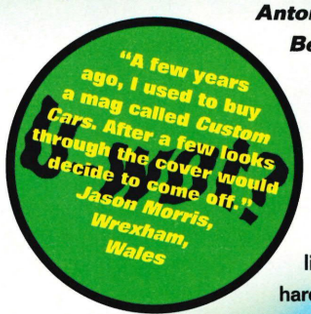
Feedback and

Tense, nervous or just seething with gaming rage? Speak your brains and spill your stuff over these very special pages. Remember – we're your umbilical to the belly of the games industry, feel free to feed off our knowledge.

Now that's a name...

I have enough money to buy a PlayStation, and was about to acquire one of Sony's little gems when several things made me stop. I need some answers if a PlayStation is to enter my home. Could you explain to me the difference between the Japanese imported PlayStation and the machines coming out in September? Will games from one machine work on the other? Why not? If not, will this affect the price I will have to pay for games and their availability? Would you, all things considered, buy a PlayStation now, despite the extra 50-100 quid?

Anton Slaughter, Benson, Oxon



It's the highest of unlikelies that any Japanese piece of software will run with a UK PSX. Sony, like every 'sensible' hardware company before them, will want to ensure that things remain in their respective territories up to a point (US, Japan and Europe) – so that prices can be maintained, games marketed effectively etc. If you plump for a juicy import now, you're going to have to be prepared to go through an importer for your games (so although you'll get the games way before anyone else, you're likely to be at the whim of their pricing policies). There are pros and cons to each choice, and going at current exchange rates (and the recent rise in the Yen), it's likely to cost you a lot more than an extra £50-100 for an import machine. Harsh, eh? U

Abuse me gently

Just thought I would abuse your almost perfect magazine with my opinions. Firstly, you, along with many other magazines, have pitched the PSX above the Saturn and other Next Generation

Give 'em a chance, Guv

I would like to tell John Bennet who gave the Jaguar a slagging off in the April issue that he's a stupid t*at. The outdated SNES is destined to fade into insignificance whilst I am sure that the Jaguar is going to thrive. Atari doesn't operate like Sega or Nintendo, you need to give them a chance before you can appreciate what they can do. The first batch of games were a bit crap (except for *Tempest 2000*), but I decided to hang on to my Jaguar and give Atari a chance, and now we have some excellent titles, including *Wolfenstein*, *Alien versus Predator*, *Iron Soldier*, and the best version ever of *Doom*. The games are getting better all the time, eg. *Fight for Life* is looking excellent. Atari were once the kings of videogames, and that's a title they're clearly going to regain in the near future. All my machines have been made by Atari, and they have all served me well.

Michael Robbins, Whipton, Devon

An image of dozens of eggs and a single basket springs like a soaped-up gazelle to mind. It's all very well retaliating to one person's viewpoint, but there's really no use in trying to defend the lack of current substantial Jaguar software with "Atari doesn't operate like Sega or Nintendo". Three of the quality titles you quote are suspiciously similar, and we don't reckon the SNES will ever entirely fade away. Atari have serious ground to cover if they're ever to regain the title you're admirably hoping for. The last line gives you away as prime example of a die-hard Atari fan. U

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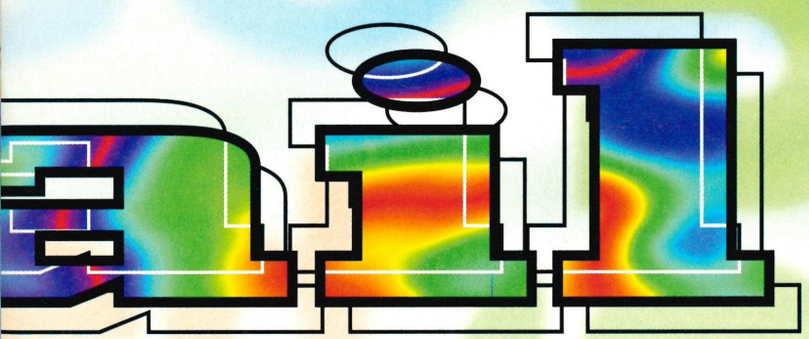
other white noise



machines. Is that not irresponsible when the PSX and Saturn have only been around for a few months and there is at least half a year before they get in 'full swing'.

The PSX games haven't been A1 so far, and in my opinion, with games like *Sega Rally*, *Virtua Fighter 2*, *Sim City 2000* and *Virtua Racing*, not to mention *Panzer Dragoon*, the Saturn at the moment looks the best bet, at the moment, I think, just now, in my opinion.

The 3DO is better than the Jaguar, the SNES is better than the Mega Drive and at the moment the Saturn looks better (in my opinion) than the PSX.

Mark Fothergill, Colne

Recall, at the moment, right now, if you will, that in the glorious issue that graced the shelves a mere month ago, the Saturn came top in our month-by-month console barometer. This barometer was set up in order to show which machine has the most going for it at the moment. It's steeped in fact and every detail is taken into account – from top game releases to drops in hardware prices. Check out this month's to see if it's still at the top. U

You schlags!

Don't you think it's about time people stopped slagging off the 32X and accepted it for what it is – a powerful machine in its own right?

Fair enough, the Saturn and PlayStation are superior to the 32X in many respects, and the future of gaming is currently in their hands.

But why brush off the old 16-bit Mega Drive when games such as *Light Crusader*, *Theme Park*, *Skeleton Krew* and a host of others are still being released to a standard which would have been unthinkable two years ago? Add to these the scope of games for the 32X such as *Scavenger*, *Virtua Fighter* and *Doom*, and you can see there is still a future for the Mega Drive.

I would like to add that my comments are not aimed at your magazine, which I think is of a very high standard, but I would be interested to hear your response.

Paul Kite, Gillingham, Kent

"Do you think I should stick to shotguns or move over to a full-bore pistol?" *Ben Reeve, Newport Pagnell, Bucks*

Nutter.

I don't think we could be lumped in with the 32X hate mob. We admire it for what it is – a cheaper way to jack in to the Next Gen. Kind of. But the majority of software at the moment is a bit shabby. Merely shifting older Mega Drive and Mega CD games to the 32X, albeit with graphical frills, seems a tad pointless. There is hope for it (especially with *Virtua Fighter*) but the ball's in the Saturn's court. Yes, the Mega Drive is still churning out quality stuff, but we have to increasingly look to the future. U

Gaaaaah indeed

Gaaaaah, people get me so mad! In particular, saddos like Nathan Morris and K. A. Hensman from issue five, asking which machine will be best. I mean, how can anyone tell? "Will *Cruis'n USA* be better on the Ultra 64?" Oh, let's consult our crystal ball shall we? How the bloody hell will ANYONE know? So, in future, all you pondering new machine searchers, just chill out and wait. Then the letters page can stop being filled with "It's really too early to tell". Well, I'm right, aren't I?

The artist formerly known as Chris, Wherever

"Can you rate all the following games from 1 to 10 – Mario All Stars, Super Street Fighter 2 and Mortal Kombat 2" *A Boring old fart.*

No.

Hey, Chris, like... chill. It's true that no one will truly know which is better until stuff like *Cruis'n USA* actually comes out, but it's obvious that there's a lot of fevered interest out there. Yes, it would help if we did stop getting letters along the lines of 'Which should I buy?' 'Is the Ultra 64 better than the PlayStation?'. U

Oooooh! Last again

When will videogame manufacturers ever learn about the European market? Producing a mag such as this, you know how it works:
Jan issue (Top Mag) – "We preview *Street Cleaner 2*!"
Feb – "*SC2* Review – 95%!"
Mar – "All the bosses in *SC2*!"
Apr – "Forget *SC2*, *Toilet Cleaner 4* is the future of gaming! Exclusive preview!"
May – "*SC2* released in UK."

Videogaming is the fastest moving industry in the world. The limits are being pushed back almost daily, so how can the Japanese hope to make money in this market by selling out-dated and obsolete products?

Jim Tuffnail, Rushden, Northants

The Next Gen is set to change all this, with the US and European releases of the PlayStation and Saturn occurring at the same time. We as journalists get to see games at very early work-in-progress stages, and we feel it's our duty to give you as much information as we can. U

E-Mail things

Would I be better off waiting to see if a CD ROM will enter the market for my SNES or should I start saving for the Sony PlayStation?
Russell B, Australia

A SNES CD ROM is so far off, and it's likely to never leave the shores of Japan, that you're going to have to look towards the Next Generation. You could always save anyway. Saving's good. Allegedly.

I have heard a lot about compatibility problems with certain TVs, but thought that my rented Philips widescreen would be alright. Alas no. Why is it my US SNES can play through it and not the Sony?
Rob Mchattie

It's likely that your SNES was adapted to run with the UK system (as ours has), that's why it works on normal TVs. Yet the PlayStation will only work with NTSC compatible TVs. It's probably as simple as that.

In the race to the
next generation,
one magazine is
light years
ahead
Edge: defining
the future
Magazine
of the year
IN⌀IN
Industry awards
Issue twenty-one onsale
27 April at selected newsagents

Specials

42 **Blast Off!**
Everything you need to know about the European launch of PlayStation and Saturn.

44 **Importorium**
Where do you get your Japanese consoles and games from? Here's the Ultimate guide to Importers.

47 **SF The Movie Posters**
Eight pages of Street Fighter The Movie posters.

55 **Bluffer's Guide**
SNK and the Neo Geo are under the spotlight this month.

56 **How Do They Do That?**
Texture-mapping... how the hell do they do that, then?

58 **PC Does it... Or Does It?**
Is the PC the games machine of the future?

62 **Arcadia**
The Top Ten Arcades in Britain and the games you can expect to play in them.

Ultimate Section 2

Euroloco

They're here! We've been waiting and waiting, and they're really here. Sony and Sega have officially launched their European super consoles to the press... and here's what you can expect from the Next Gen during September!

This is a small step for Man

10 9 8 7 6

Sony's presence at the European Computer Trade Show was massive, with 100 screaming screens showing the nine games to be launched with the system in September. Sony are planning to get the PSX into over 1,000 shops which include the major high street chains as well as independent stores.

Only one uncertainty remains – its final price. We do know that they're pricing it at a lower level than the 3DO (currently £399). Sony's bosses do not believe that a games machine can become a mass product at such a high price. That's good news for PlayStation fans, 'cos it looks like it'll stay between £249-£349 – probably £50-£100 cheaper than Sega's offering.

The kings of the European 16-bit market (Sega, that is), didn't have such a huge presence at the show, but transformed their UK HQ into a darkened exclusive club for the launch of the Saturn. Dry ice, seeping from every pore of the building, marked the first look at the black Euro casing.

The Saturn's Video CD capabilities are well up on its competitors'. Its digital TV-esque nature – a picture within a picture, zooming in etc. – even made their demo of Sting – live! almost quite fun.

Take a look at the games that will be available for the UK and US retail launch of the PSX and Saturn in September:

Fighting

Virtua Fighter (Saturn) -VS- Tekken/Toshinden (PSX)

Virtua Fighter's gameplay has yet to be bettered, even though *Toshinden* and *Tekken* look dreamy.

Saturn 1 PSX 0

Driving

Daytona USA (Saturn) -VS- Ridge Racer (PSX)

We were expecting a lot from *Daytona*, and even though it's dead fast, it's just not as exhilerating to play as *Ridge Racer*.

Saturn 1 PSX 1

Football

Victory Goal (Saturn) -VS- International Superstar Soccer (PSX)

A difficult one to call, since we have yet to see Konami's PSX version of *ISS*. The SNES version played better than *Victory Goal*, so as long as they port the gameplay and make it look as lovely as *Victory*, the PSX should walk it.

Saturn 1 PSX 2

Shooters

Panzer Dragoon (Saturn) -VS- Starblade (PSX)

No competition. *Panzer* wins hands down in the shoot-em-up department. Its smoothness and sheer beauty makes you happily overlook the fact that it's a tad easy.

Saturn 2 PSX 2

Platformers

We reckon that Sega will initially be better here. *Clockwork Knight* is a real 3D beauty, although admittedly a tad shallow. The PSX just hasn't anything of great merit to show yet (*Rayman* continues to be months away).

Saturn 3 PSX 2

Puzzlers

Third party puzzlers will appear on both formats, but the PlayStation has tons more weird Japanese stuff coming – and so it wins. Just.

Saturn 3 PSX 3

And that, ladies and gents, is that. Once again, the two front runners share the points at Ground Zero Europe. This won't be the case for much longer as the hundreds of games in development become reality. We've seen some stunning stuff from Psygnosis (*Demolish 'em Derby* and *Wipeout*) and promising titles from Sega (*Virtual Hydlide* and *BUG!*). Roll on Christmas, eh?

5 4 3 2 1 0

The Eagle has landed

still!

As far as pricing and distribution goes, you can bet your bottom that the Saturn will be pitched around £399 for the first few months and will be available in the usual chains. It looks like Sega are keen to promote the 32X this Christmas (possibly with *Virtua Fighter*!), so they don't want the Saturn to infringe on that market.

The race is really on, and the winner still isn't clear.

Imports

Skill Academy (0956) 423482 – PO Box 5913, Ealing, Londo

Video Game Centre (01202) 527314 – 888 Wimbourne R

Gagging for a Saturn or PlayStation, and you can't really wait until September for the European releases? Already own a Japanese Next Gen machine and need to shop around for games? Yes? Then you clearly need the Ultimate Guide to importers...

Loaded Consoles (01622) 871544 – 14 Medway Meadows, East Peckham, Tonbri

Dream Machines 2 (01429) 869459 – Bovis House, Victoria Road, Hartlepool, Cleveland TS26

Mode Seven (0113) 2449994 – Rutland House, 4

n W13 9ZX

Machines ... ... Y/N
Games ... ... Y
Accessories ... ...Y/N
Availability ... ... Y
Helpfulness 8/10
Prices:
PlayStation ... ... £500 plus free game
Saturn ... ... £500 plus free game
Games ... ... £50-65 Saturn
... ... £50-65 PlayStation
Comments:
All machines SCART converted and ready to run. £10 extra for PlayStation power supply. Don't stock Neo Geo CD hardware or software (because of its limited appeal). Premium games might be £5-£10 more.

oad, Bournemouth, Dorset BH9 2DR

Machines ... ... Y
Games ... ... Y
Accessories ... ...Y/N
Availability ... ... Y/N
Helpfulness 8/10
Prices:
PlayStation ... ... £499, £550 with game
Saturn ... ... £499, £550 with game
Neo Geo CD ... ... £399 with 2 pads and free game
Games ... ... £59-69 Saturn
... ... £69-79 PlayStation
Comments:
No adaptions unfortunately. Plug in leads for Saturn (£10 each) and soon available for the PlayStation. No Saturns in stock for 4 days at time of phoning.

dge, Kent TN12 5HJ

Machines ... ...Y
Games ... ...Y
Accessories ... ...Y
Availability ... ...Y/N
Helpfulness 7/10
Prices:
PlayStation ... ...£545 with game
Saturn ... ...£525 with game
Neo Geo CD ... ...£390 with 2 pads and free game
Games ... ...£65 Saturn
... ...£40-80 PlayStation
Comments:
All machines converted and ready to run (with the necessary power supply thrown in). Were out of stock for two days on PlayStation at time of phoning.

8DB

Machines ... ... Y
Games ... ... Y
Accessories ... ... Y/N
Availability ... ... Y
Helpfulness 9/10
Prices:
PlayStation ... ... £550 with game
Saturn ... ... £595 with games (see below)
Neo Geo CD £380.00
Games ... ... £55-65 Saturn
... ... £75-80 PlayStation
Comments:
Machines converted and ready to run. Current Saturn package comes with *Virtua Fighter* plus *Clockwork Knight* or *Victory Goal* and £20-off voucher for *Daytona*.

2 Call Lane, Leeds LS1 6DT

Machines ... ...Y
Games ... ...Y
Accessories ... ...Y/N
Availability ... ...Y
Helpfulness 9/10
Prices:
PlayStation ... ...£550 with game
Saturn ... ...£550 with game
Neo Geo CD ... ...£395 with game
Games ... ...£75-80 Saturn
... ... £75-80 PlayStation
Comments:
Ready to run though SCART adaption £15 extra. Saturn price might be dropping next couple of days after time of phoning. Predicts game prices wil fall soon.

Free Games

Depending what's hot and what's a pile of toss, what free games you'll get will vary. At the time of writing it's typically *Ridge Racer* for the PlayStation and *Virtua Fighter* for the Saturn. Expect this to change soon though because of the arrival of *Daytona USA*.

Global Economics

Unless you're the sort of person who can loose £700 million in a couple of days on the derivatives market, you're a slave to exchange rates. The Yen is normally very strong but both the Kobe earthquake and the Barings scandal screwed things around. Prices can change very quickly. Watch it.

Territorial coding

It's a beautiful thing. When the machines are launched in the UK, their software is not going to play on your machine. Someone will probably flog a converter of some kind to sort it out, but otherwise you'll still be left buying imported games from Japan and possibly America.

Things to do

Contact the importer first (before sending payment). Check up on refund policies, delivery dates and any hidden costs (postage, VAT etc). Use a credit card if you can as you're more likely to be insured in case it all goes horribly wrong. Check with the credit card company. Avoid companies that don't give addresses or permanently have an answerphone message. Keep a note of all correspondence. Like we said, shop around.

The Ultimate Future Games importer phone around was done between 20 and 24 March 1995. Prices quoted are obviously subject to change.

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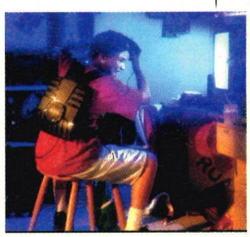

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the game and the
movie of the game...
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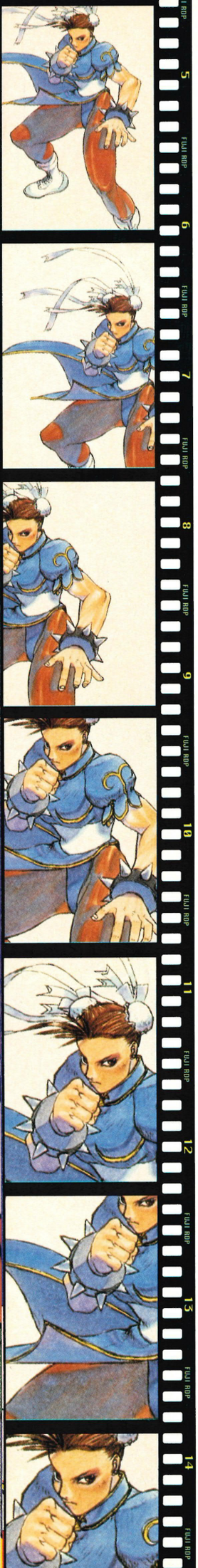

Chun-Li

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STREET FIGHTER

Vega

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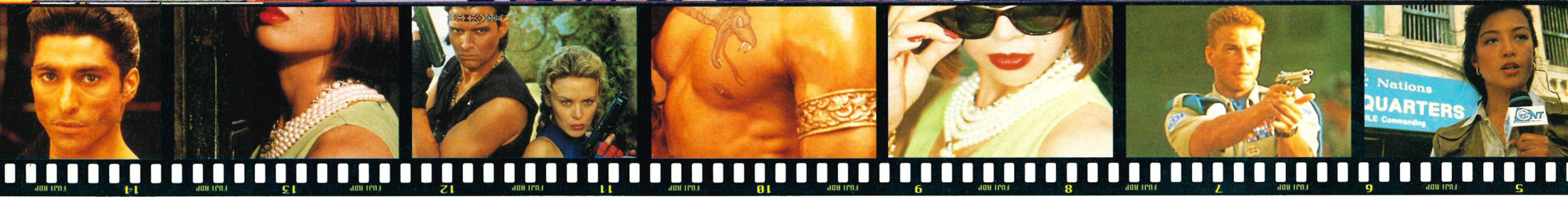
STREET FIGHTER



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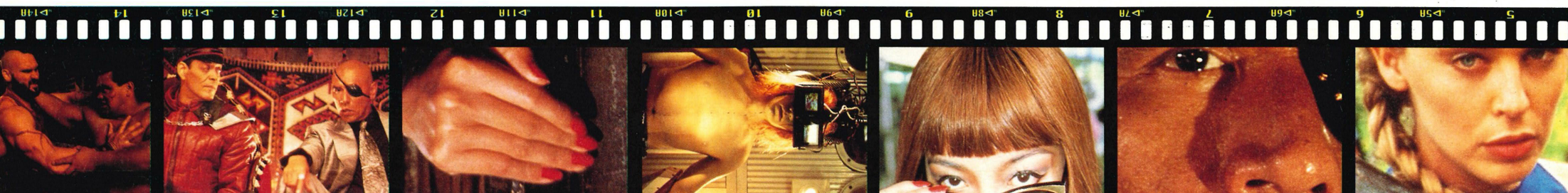

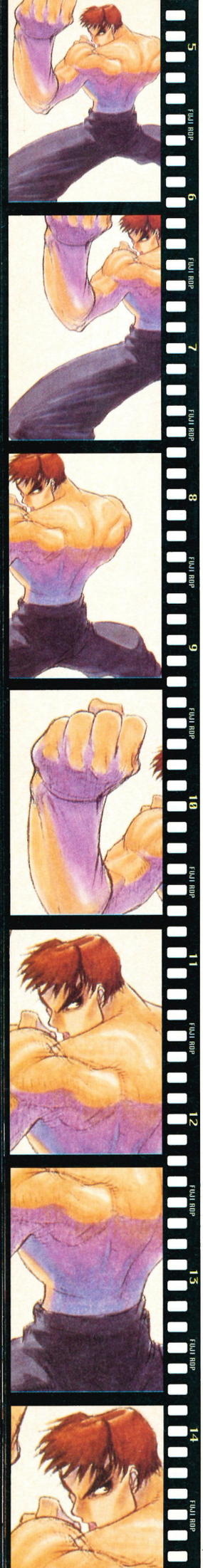

Fei-Long

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Ken

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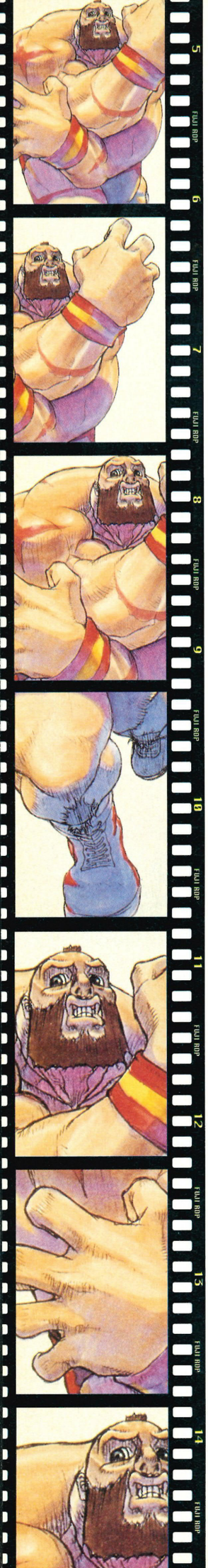

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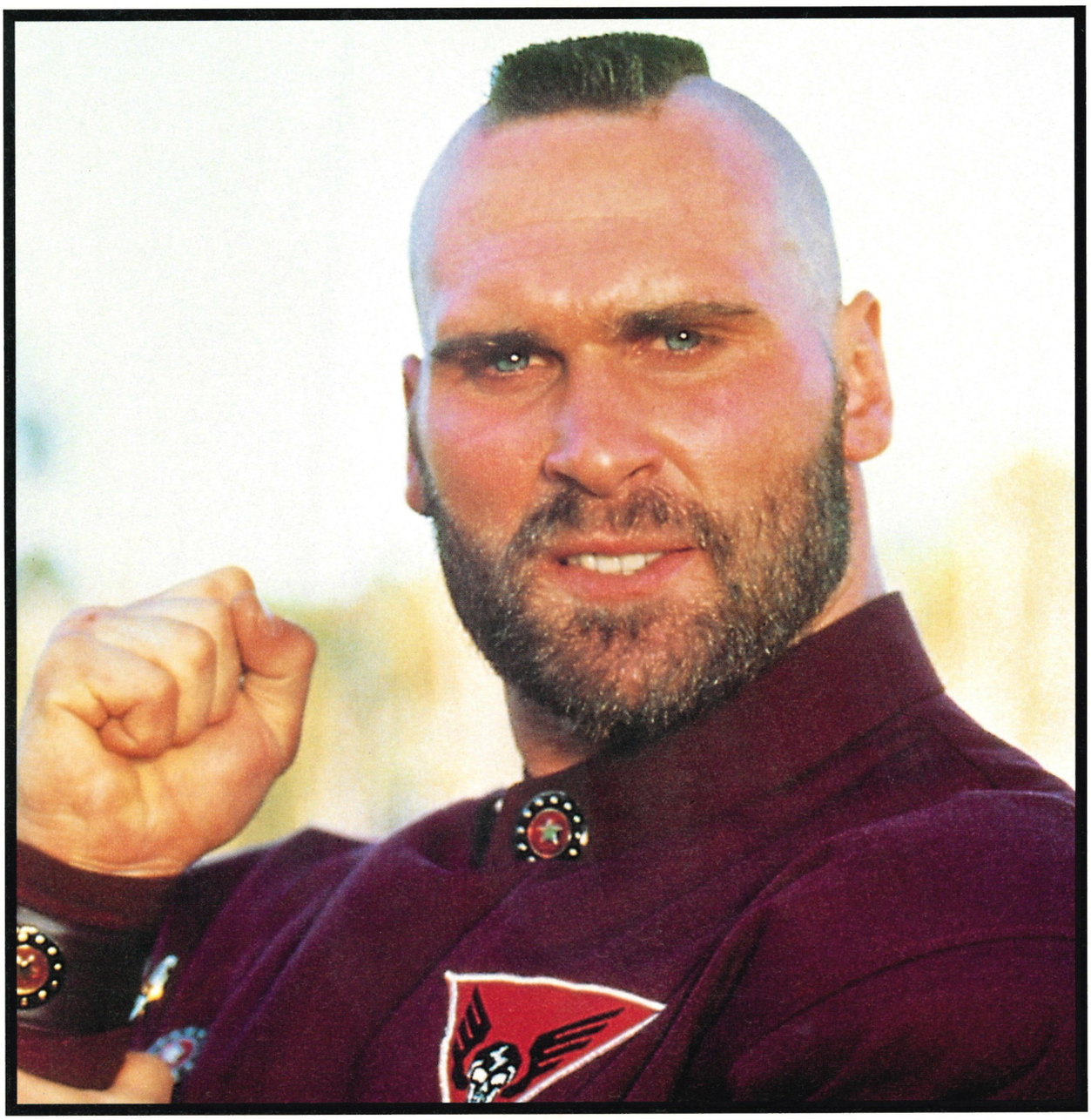


Ultimate Future Games

Street Fighter

Bluffer's Guide To...

SNK

A bit new to the advanced gaming scene? Think Next Generation games have something to do with Bruce Forsyth? Well fear not! Prepare to win friends and influence people with these essential NEO GEO facts...

NEO GEO? SNK? – Which is it and why don't they give themselves a decent name?

SNK is the name of the Japanese company responsible for the NEO GEO. They came to the public's attention in the early eighties when they released a couple of decidedly average coin-op titles, *Psycho Soldier* and *Athena*, which were only remarkable because the main characters were girls. It was only with the release of *Akari Warriors*, a two-player *Commando* clone, that they hit the big time in the late eighties. This prompted the release of their home system in 1990 and the rest, as they say, is history.

Ah yes, the NEO GEO's that ridiculously expensive chunky black console, isn't it?

Well yes, but it also happens to be the world's most powerful cartridge-based games system. The hardware is identical to that found in the arcade units so it's not bad value really. Apart from that the carts are absolutely massive – *Fatal Fury 3* clocks in at an astonishing 260 Megs – so it's no wonder really. Still, that problem will undoubtedly be addressed with the release of the NEO GEO CD.

NEO GEO CD? Any good or what?

Super, smashing, lovely, great. The graphics are arcade perfect and you won't find another system with a greater choice of beat-em-ups. Our main criticism is that the loading time is frustratingly slow.

Will it be as slow as other CD-based systems?

Even slower I'm afraid. The problem is that to keep hardware costs to a minimum, SNK decided to stick with a traditional single-speed CD drive whereas the likes of Sony, Sega and 3DO use double-speed drives.

What about games?

As pointed out before, if you're partial to a sweaty bit of grapple action, the NEO GEO CD's ideal. *Samurai Shodown 1* and *2* are well respected 2D beat-em-ups, as is the *Fatal Fury* series (part 3 having now hit the arcades), plus the fast selling *King of Fighters '94* and *Art of Fighting 2*. But it also has a smattering of sport titles, such as the *Super Sidekicks* footy games, and some highly addictive shoot-em-ups, including *Ghost Pilots*, *Aerofighters 2* and *Viewpoint*. You're a bit stuck if you're into other genres though.

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

Definitely. The NEO GEO appeals to die hard games players who aren't short of a few quid. There will always be a good size market for a cult gaming system but it does seem unlikely that it'll ever threaten the mainstream consoles.

So what's next for SNK?

Well the launch of the CD system won't come into full swing for a couple of months so that's next really. Apart from that, rumour has it that the NEO GEO 2 is in development and should be released in Japan sometime next year. Phwooar!

Have they got a Mario or Sonic type figurehead?

Erm, no!

▼ *Victory Goal* – a Next Gen footy treat which relies on tried and tested player placement theory. Apparently.

▲ Isn't it a bit sad that Artificial Intelligence doesn't really come into play with footy games.

How Do They

Hello and welcome to another exploration of the everyday things in the world of videogames that we take for granted. We'll be taking a look at two of the more complex aspects of games this month and approaching the developers involved with one simple question "How do they do that?"

▼ There still isn't a footy sim which captures the true human touch.

No doubt all of us have been to a football match at some time or another. But how many times have we looked at the players and thought "How do they move around and get into position like that, it's almost like they're alive?" Well of course you've never thought that because the players are alive, very much alive. The same cannot be said of the players in *Sensible Soccer* and other such games, however. How are the players made to act and react like the real thing, and how come they never blow their stack and hoof some abusive fan's chest in? We spoke to some geezer called Chipper at Sensible Software to ask them... How the heck do they do that?

"The computer teams in *Sensible Soccer* use the same basic control system as actual human teams – this means that the computer controls his 'current' player just like a human. So, computer and human players that are off the ball run around following the ball – this puts them in generally good positions for both attacking and defending.

If the opposing team has the ball, then the nearest computer player (usually) will track the player in possession and attempt to tackle (or hack) him when close. When in possession the computer player will generally head for the opposing goal but when an opponent is close he will attempt to pass the ball to a team mate or if no-one else is close or he is near goal he may take a shot.

If all the above fails to give the computer a better team then throw in a boost of speed here and there and boost his goalkeeper slightly, etc. This was even easier with Sensi World Of Soccer as there are many player skills to adjust.

It's not really Artificial Intelligence is it? More like subtle cheating."

Oh well. On that rather disappointing note we have to finish for this month, but make sure you come back next issue when we'll be taking another look at more programming paraphernalia and asking the all important question... oh look, it's the same bloody question we always ask. See you next time.

Do That?

The world of 3D programming is a mind-numbingly complicated one, and more specifically, the technique that's used to death in Next Generation games, known deceptively simply as texture-mapping, is totally baffling to the average man on the street. Long gone are the days when in-game objects looked as if they'd been made up of children's building blocks. No, now they look like they've been upholstered in the finest Laura Ashley fabric. We asked Glen Corpes, Head of Research and Development at Bullfrog (the people who created *Theme Park* and the astonishingly good *Magic Carpet*)... So how exactly do they do that then, eh?

"Texture-mapping is actually quite a simple mathematical problem. Basically, you draw a triangle and as you're processing each pixel, work out exactly which pixel from the source texture should be used. This is actually quite a simple bit of trigonometry but is rather a lot of work for a program to do for every single pixel on the screen. This sort of approach is only really used in rendering programs to produce introduction seaquakes, or games with un-interactive backgrounds. There are various clever ways of speeding the maths up, but these are still time consuming, which is why you need a fast 486 or hi-tech custom chips for most 3D games with texture-mapping. A much faster alternative is just to stretch it, like a sheet of rubber, to the size you want. This has the disadvantage that it looks a bit weird when you get close to it but it has the advantage that it's twice as fast so you can display much more complex objects, like the landscape in *Magic Carpet*, for instance."

◀ Aaah, so *Magic Carpet*'s gaming environment is constructed of rubber sheets then?

▲ Texture-mapping technology is advancing, and we'll eventually have pixel-sampling at a phenomenal rate.

Would it not be easier just to digitize an old patchwork quilt? "Probably not."

So there you have it readers, it really is as simple as plotting every single pixel according to the source pixel carrying the texture that's required.

At last it's all completely clear. Nice one.

▼ *Ridge Racer* – the fastest example of texture-mapping yet? Quite possibly.

▼ It doesn't feature Anti-aliasing unlike the Ultra 64...

Point and click

PC dos

"Each machine is a separate entity in development terms, but working on *Street Racer* for the PC, we've found the huge memory makes the whole procedure very flexible – you can virtually do what you want. The networking options add a whole new element."

Steven Pearce, Programmer, Vivid Image

Is future gaming exclusive to consoles, or has the PC caught up, and in some cases, overtaken the Next Generation?

Does it all do it all ...or does it?

You can't beat the Next Generation consoles. They're powerful, they're brand new and they've got some serious developers working on games for them. There's nothing that can touch them... or is there?

Well, how about the PC? CD ROM drives, Pentium processors and dozens of megs of memory can handle a lot. So how does the PC compare to the PlayStation, Saturn, 3DO and friends, then?

Take my mother-in-law... erm, I mean *Doom*. On the Jaguar it's fast, mad and boasts jaw-dropping graphics. On the PC it's all the same, but the quality of the monitors lends a pixelated look which the Jaguar just doesn't have. Seeing as apart from that one point, the games are almost identical, the Jaguar version has to have the edge.

And *Ridge Racer* on the PlayStation? The PC version comes very close, but suffers from slow-down (not much, admittedly) and there's a certain lag with the controls. The Sony machine has none of this. It's clearly a better version.

Sensible Soccer on the Jaguar isn't as clear cut. A simple game which doesn't really tax either the power of the Jaguar or that of a 486DX2 PC, it's almost the same to play. Again, there's the computery pixelation of the graphics on the PC which might put you off. But more so is probably the control system.

And this is the key. A keyboard is no way to play anything other than a crap text adventure. Cursor keys to control your man/craft/weapon?

CPUnique?

But can you tell the difference, eh?

Both consoles and PCs are evolving at a scary rate, and consequently games are becoming increasingly close to their arcade parents...

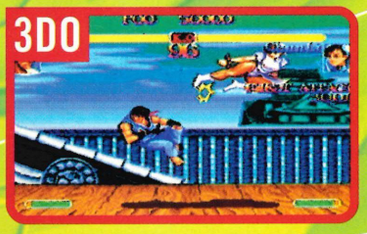
Mortal Kombat 2

▲ The best way to avoid Shang Tsung's morph is to let the blood fly. It's *Mortal Kombat 2* on the PC.

▲ And, indeed, on the 32X. It looks almost as lovely on a static screen, but doesn't move quite so quick.

Super Street Fighter 2X

▲ The PC's greatest beat-em-up, *SSF2 Turbo* is the best looking, fastest version outside of the arcades.



▲ But play the 3DO version and you get all the slick, exciting moves without resorting to unfriendly keys.

▲ The PC's forthcoming *DefCon 5* uses loads of lovely SVGA. Juicy!

▲ We've seen a sneak preview of the PC's *Micro Machines 2* – the game's fun is in its speed, and it can run just as quickly on any Next Generaion machine.

▲ Splash out on a Pentium 90, and if anyone laughs, you know what to do!

Rubbish. Even if they work well, they still don't feel right. And a mouse is no better. The only game which is better on the PC than the 3DO is *Cannon Fodder*, because it was specifically written with a mouse in mind. Which brings us onto joysticks and joypads. These are both useful on the PC (Gametek's PC version of *Super Street Fighter 2 Turbo* is being bundled with a six-button joypad), but nothing comes close to the quality of the PlayStation's controller, the 3DO's pad or even the Jaguar's weird palm-aching device.

The PC beats all the Next Gen consoles hands down when it comes to games like *Sim City 2000*, *F-14 Tomcat – Fleet Defender*, *Sam 'n' Max Hit the Road* or anything involving point and click or button-pushing complexity. Games like *Doom* are a lovely diversion for people used to spending all day on spreadsheets and the Internet, but the super consoles are really where it's at as far as arcade games are concerned.

Sensible Software's Creative Manager Stuart Campbell sums it up: "PC games are great. There are lots of quality products around, and some lovely versions of console games have been produced, like *Mortal Kombat 2*. But the cutting edge of games lies with the consoles."

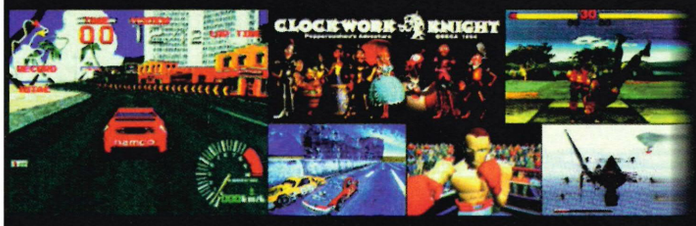
Trenton Webb, Design Manager at Binary Asylum (writers of the best-selling computer game, *Zeewolf*) counters with, "Nobody should write off the PC. The new Pentium 120 offers power and speed far beyond that of any super console and has vast untapped potential. The most impressive games come out for already-established machines, because people know how they can program for them best."

The conclusion? PC and the consoles are aimed at different markets and are both untapped in their games potential.

Look out for *Slipstream 5000*, *DefCon 5*, *Lemmings 3D*, *Project Morph* and *Warriors* on the PC just to show how good it is. And if you're still not satisfied, buy a PlayStation.

Let's face facts.

if you want to play stuff like This



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JOHN CADONA'S PLEASURE FAIRS, ABERDEEN

We're off to Scotland for our next selection. John Cadona's arcade wins by a nose, again thanks to its cunning mix of so-new-you-can-smell-the-solder machines and old favourites. The Cadona Family Centre is also close by, with tenpin bowling, children's adventure centre, bar and restaurants – just in case you ever get sick of playing coin-ops. Heaven forbid. Although the Family Centre has seasonal opening times, the arcade is ready for action all year round.

SEGA WORLD, WOLVERHAMPTON

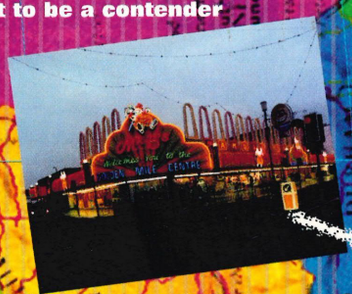
There's actually another impressive Sega World just a few miles down the road in the Heart of England – Birmingham. But we chose this one because it's neatly tucked inside a Pleasure Bowl – making it an ideal place to spend a lazy Saturday afternoon knocking down pins and slotting in coins to your heart's delight. You never know – you might just bump into one of us.

FUNLAND, SKEGNESS

Over to the North East of England, and the Skeggy area, which is a real tourist magnet. Naturally, it's also a great place to find the raddest new machines on the block. Funland is probably the best one to check out, but make sure you're well loaded with cash!

MR B's, BLACKPOOL

There are so many to choose from in Blackpool, but this branch of Mr B's has got to be a contender for the best. Spacious and open every day of the year, you can find it at the entrance to the Golden Mile.



JOYLAND, BLACKPOOL

Blackpool has to have more coin-ops per square foot than any other town or city, so we thought it worthwhile to mention another jewel in its crown. Joyland's collection includes the latest releases from the biggies like Namco, plus a fair number of familiar favourites for you to pour your 10 pees into.

Arcad

HAMLEY'S, LONDON

Not the largest of Sega's 'family centres' but Hamley's (on Regent Street) is an essential pitstop for any die-hard arcader, thanks to its use as a test site for new Sega coin-ops. ***Sega International Rally*** has just been on test there, and ***Virtua Fighter 2*** was on play there as far back as last October. The message is simple – if you want to get your hands on the Sonic-people's stuff before it's officially released, trot on down to Hamley's.

TROCADERO, LONDON

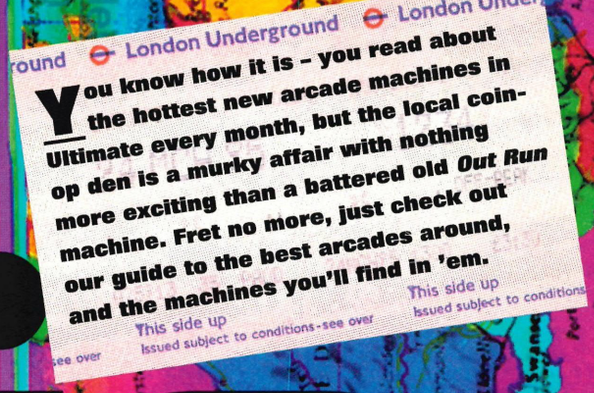
Anybody who claims to have more than a passing interest in arcade games has to be familiar with the Trocadero, home to thousands of arcades, and other high-tech games. It's coin-op heaven. Just make sure you make it out without having sold all your worldly possessions to play the games.

SEGA WORLD, BOURNEMOUTH

Bournemouth's light and spacious Sega World might be a little limited when it comes to manufacturers (ie. if it ain't Sega, it ain't there), but there is a bowling alley and burger bar. Plus! Pop down there on a Thursday evening and after paying a fiver at the door, you can play all the games (for a finite amount of time) for free. Not bad!

ALEXANDRA GARDENS, WEYMOUTH

Yet another seaside location – maybe coin-op machines migrate to the seaside – the Alexandra is a thoroughly modern affair. This makes it an ideal family arcade, and home to a pretty good selection of shiny new machines too. Check it out.



MR B'S, WESTON-S-MARE

Another Mr B's, and another place to get that coin-op fix. A favourite of the Ultimate crew, this is an ideal place to get your paws on the latest from Sega, Namco and the big coin-op manufacturers.

Pump your 'P's into these

VIRTUA FIGHTER 2 - Sega

Sega's fully textured-mapped bloodfest just has to be experienced to be believed. A real beauty with deadly gameplay to boot.

KILLER INSTINCT - Williams

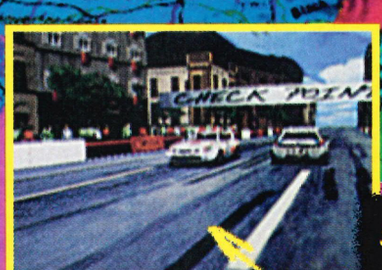
Gore blimey! The beat-em-up moves into the Silicon Graphics age, with the jaw-dropping visuals of Williams' latest assualt on the arcades.

TEKKEN - Namco

Another beat-em-up in a *Virtua Fighter 2* polygonal sort of way, this one's dead playable and pretty damn cheap in most locations too. Go for it!

ACE DRIVER SUPER DELUXE - Namco

A driving game that's ace. And super. It's pretty deluxe too! Erm...

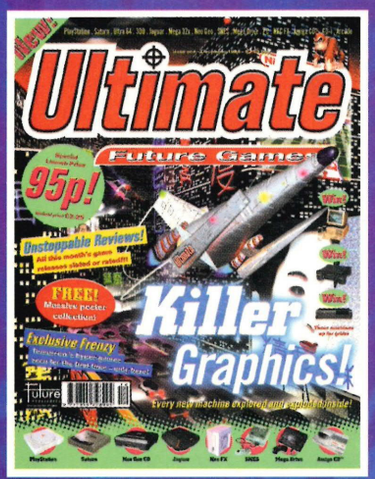


SEGA RALLY

Sega's latest may not really look the business in stills, but one play will have you instantly immersed in one of the wildest rides yet.

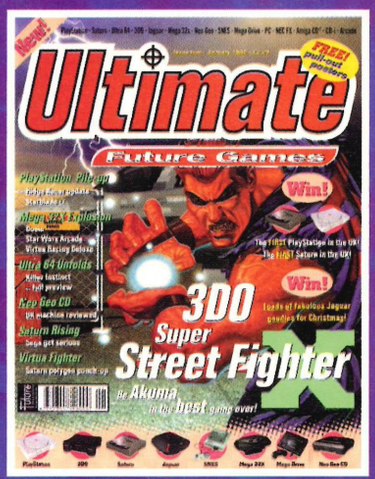
SEGA'S WILD RIDES!

In addition to the Trocadero's coin-op littered Funland, plans are also afoot to open up the Sega Theme Park. This 100,000 foot area will be on a far larger scale than any of the other Sega World centres, featuring six huge interactive rides in addition to the more familiar Sega machines. The Theme Park isn't due to open until Autumn '96 – stay tuned to Ultimate for instant updates.



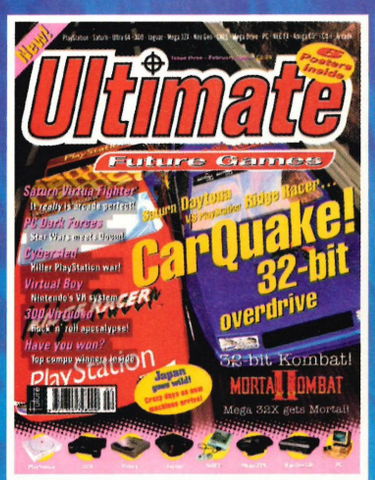
1 Ultimate's launch issue... A collector's item! The best introduction you can get to all the Next Generation super consoles and games, and what to expect from them in the future.

You know Ultimate Future Games brings you only the hottest Next Generation news and games. You know each issue comes out on the first day of every month, before any other magazine. But, somehow, you might have missed the odd issue. Just the one? Well, this is your chance to fill that gap in your collection. Just choose the issue you want and fill in the form below.



2 *Super Street Fighter X* on the 3DO – what a little stunner! We had the very first review. Also everything you need to know about the Neo Geo CD, PlayStation and Saturn, and a sneak preview of *Killer Instinct.*

Back issues



3 The first review of *Ridge Racer* – and it's damn fast! – sandwiched between reviews of *Virtua Fighter* on the Saturn and 32X *Mortal Kombat 2.* Plus full details on Nintendo's 3D Virtual Boy.

4 Blow your mind with every single Next Gen console rated in all known game genres. We review *Motor Toon GP* and the gorgeous-looking *Toshinden* on Sony's PlayStation. Things are hotting up.

5 Sega throw a heavy punch in the face of the competition with their first shoot-em-up, *Panzer Dragoon.* We also review 3DO *Return Fire* – possibly *the* best two-player war sim in existence today.

6 More punch-ups on the PSX with Namco's *Tekken.* The characters are incredible, and it's very close to beating *Virtua Fighter* to a pulp. Also get the first glimpse of *Street Fighter Zero* – the prequel.

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Reviews

BioForge	PC	92
Daytona USA	Saturn	68
Deadalus	Saturn	80
Fatal Fury 3	NeoGeo CD	82
Flashback	3DO	87
Flight of the Amazon Queen	PC	90
Gex	3DO	85
Illusion of Time	SNES	86
Immercenary	3DO	84
Myst	3DO	81
Rise of the Triads	PC	90
Stardust Super Edition	PC	91
Tekken	PlayStation	76
Theme Park	Jaguar	87

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 bottom-right of this shot shows some glitching, but that doesn't ruin the game.

Dayto

Sniff my

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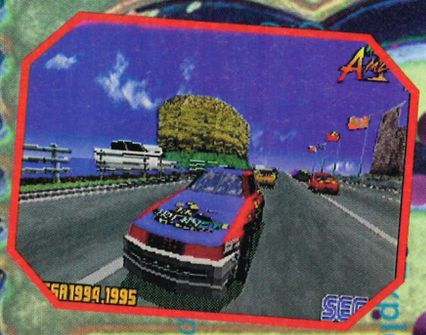


▲ The bonnet or 'hood' judders all over the shop, especially when you're damaged.

▼ This viewpoint is the default setting. The internal view is still the most exhilarating.

▲ The higher view – great for cornering.

▼ During the demo mode you're given a brief glimpse of each track from some increasingly nutty angles.

▲ Wait until you hear the 'Rolling Start' song. It's bloody wonderful.

▲ Sonic corner is one area that you're going to crash a hell of a lot.

la USA fumes

Was it worth the wait, then? The tense months of carefully selected work-in-progress screen shots being released by Sega Japan, the interminable promises of arcade perfection in a simple shiny disc? There's no denying Sega's boundless enthusiasm for the game which we now have spinning madly like a hubcap from a Fiesta XR2 in our Saturn, but hey, *Daytona* needs no promoting does it – AM2's coding reputation speaks volumes, surely?

But the instant we pressed our way blindly through the logo screen, our hopes, like our jaws, sagged. The first thing that slammed home is how ropy the graphics were. They're of a much lower resolution than *Ridge Racer*'s. Every pixel used to form a shadow beneath a car for example, can clearly be seen (as in *Virtua Racing Deluxe*), making it look far too light. When you pump it through the tunnels, with their shaded and lit areas, your car stays

Performance

The Hornet High-Class Gallop that slicks around *Daytona*'s three courses reaches a max speed of 325km/h on the straights – in manual gear – compared to the mid-200s of *Ridge Racer*, but it doesn't have the satisfying acceleration of the demon car or Yellow Solvalou from Namco's racer.

Although the Hornet has a higher top speed, it doesn't feel quite as fast as *Ridge*, due to the latter's claustrophobic track design. Once the car receives damage, handling does become a problem (pit stops are a must – especially on the 80-lap race).

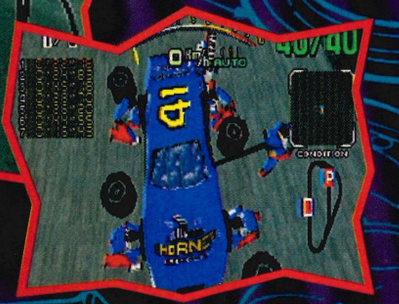
The handling of the Hornet also requires more familiarisation than any of *Ridge Racer*'s vehicles, which makes *Daytona* initially not as accessible, but ultimately perhaps more satisfying. Slides are more realistic, but don't quite give the feeling of 'slinging' the car around corners as in *Ridge*. But the car's handling does change on the different surfaces.

▲ Did you know that there's a cheat to play one of the very horses you'll find in this very field?

▲ This is the only congratulations you'll receive. What a shame, eh?

▲ Oops, there we go then. But a bit of scraping never hurt anyone.

▼ *Daytona* is the pits! No, it's not. That's a joke.



Wrong Trousers. The initial horrific reaction to *Ridge*'s occasional slack update has been surpassed by *Daytona*. Mountains and bridges flicker irritatingly into place in front of you, and, as made clear in the advanced track where a valley appears from nowhere, it can occasionally get in the way of the gameplay (and certainly the enjoyment). There's a strange incomplete quality to the whole thing.

There's also far too much on-screen dashboard-esque jazz than is needed. The map, lap times table, condition gauge etc. dribbling like burst neon flies across the top and sides of the screen, combined with the flashing mid-screen messages do frequently spoil your vision. And *that* music – a humour transfusion is needed in the aural office of AM2.

The playability? Well, the tracks give a lot of room for manoeuvring, but the cars don't stick to them as well as they do in *Ridge*. The *Daytona* cars aren't quite as responsive to your D-pad tickling, and are a lot more tricky to master – perhaps ultimately providing a more realistic driving sensation. Spin on the grass, and you'll soon become aware of the wonders of opposite lock.

It does have many redeeming features though. Three tracks, each with a reverse version and time trials, a gobful of options (including an 80-lap endurance race, by Christ), and four viewpoint selections (though once you've found the most comfortable one, you're unlikely to return to the others).

If the gorgeous *Ridge* wasn't around at the

Technical

Both games offer a choice of manual or automatic transmission, although Ridge's sleek cars have six gears, whereas the Hornet only has four. Changing gear is also unusual for a full-on racer, with each button relating to a particular gear, rather than the traditional shift up/shift down method. It changes up automatically if you don't touch the controls.

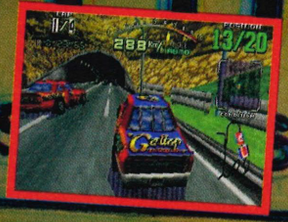
Its engine purrs gently between 6,000rpm and 6,200rpm, but the rumbling sounds resonating from the bonnets of all *Ridge*'s cars really do add to the overall sexual driving experience.

Neither Sega's wheel or Namco's own NegCon pad allow perfect control in their respective games, but Sega's add-on is a wheel for God's sake, is better constructed, and although not as sensitive, it's a lot of fun.

Comfort

With four selectable views (two in-car, two external), *Daytona* is a model for all tastes. It doesn't have the selection of speedsters to choose from, but three tracks.

Ridge Racer has better stereos in its cars (more your Blaupunkt than your Dixons own) – full of the zappiest, sassiest dance tracks ever to grace a game (plus you can play your own CDs). There are karaoke versions of the sounds in the Hornet's battered stereo, but they're terrible – mid-80s perm-ballads more suited to a two-bit sleazy Hong Kong house of 'pleasure'.



▲ 'Rolling *Start*!' We want the soundtrack CD! We want it now!

moment, this would be constantly pulsing its stuff around our battery of Cathode Rays – no mistake, but as in its current state it lacks the polish and sensory overload of the PlayStation's premiere racer it, quite simply, won't be.

Ultimately Unfinished?

84%

- Optioned right up
- Not quite as good as...

Styling

The *Ridge* plops all over it in this department. That game really is a lass magnet, and reeks of quality. *Daytona* whiffs a bit of fish – and a fish that has been rushed to death. Much seems to have been sacrificed to get it out on time (for instance, the bonnet obscuring he map during internal view).

It's clear that *Ridge* is a hell of a lot smoother and brings out the competitive element when you're with a group of people, due to the short burst/few laps nature to the track. But *Daytona* is brimming with options and has enough depth to come out looking more of an all-round 'game'.

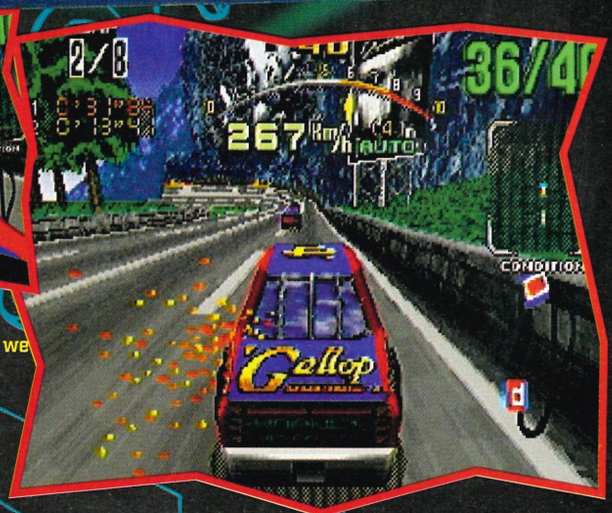
◀ In *Daytona* there are pages of front end to wade through.

▶ Not as option-packed, but you can dive into the game quickly.

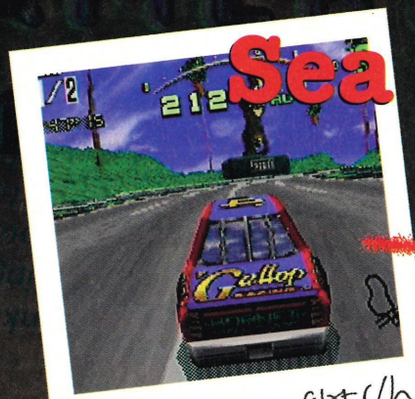
▼ A good start isn't quite as important as in *Ridge Racer*.

▲ 'Da da da *Sky High*!' Oh yes, we love the handy karaoke mode.

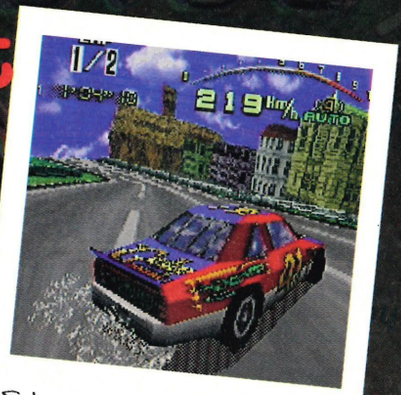
▶ The special 'Newly wed' mode – with confetti turbos.



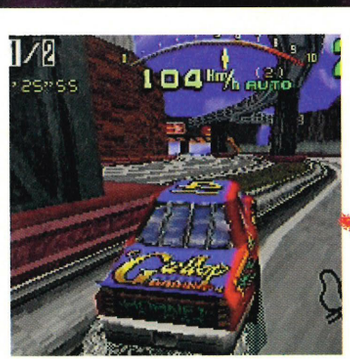
Sea Galaxy Side Street



Jeffry's statue - flat r/h 160. Brake. 220 out.

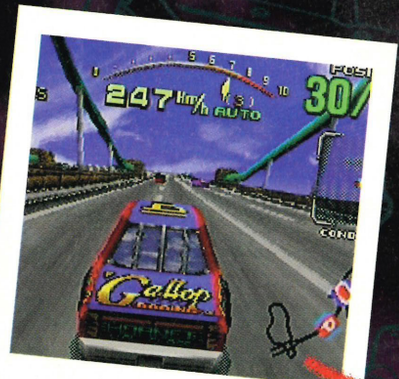


Steep r/h. 220. grad l/h. 260. 300 out.

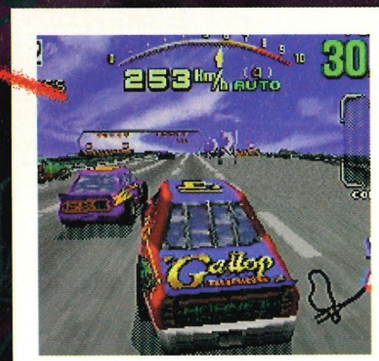


R/h lane. Full throttle sharp r/h. 240 out.

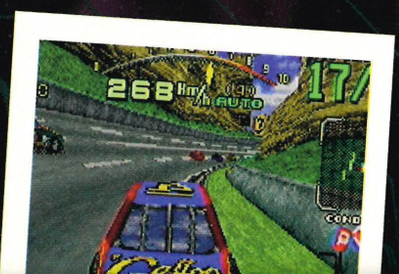
Teardrop of Moon. R/h slope. Brake hard. 150.



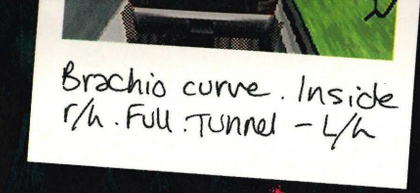
Check point. Starlight Bridge. Full throttle



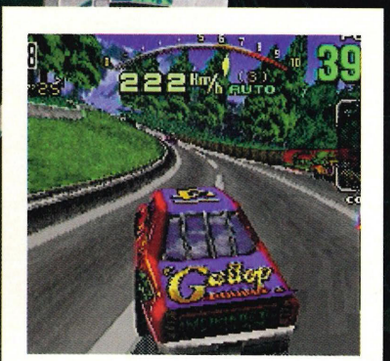
Southern Cross Road - l/h lane. 330. Brake.



Short Oval 777

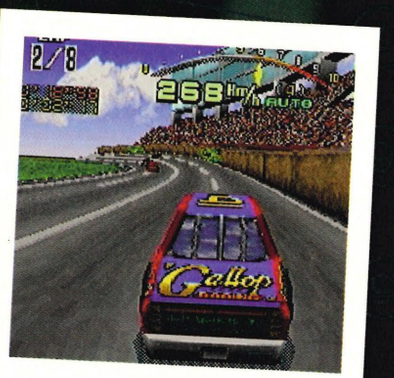


Brachio curve. Inside r/h. Full Tunnel - L/h



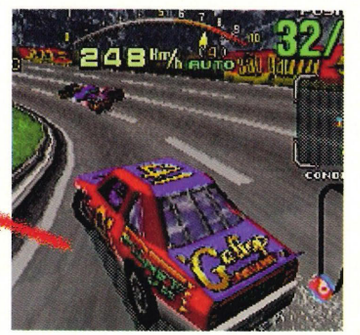
Roulette curve. Inside 300+. Straight - max.

Tyranno tunnel. Floor it. r/h kink (320 max).



Main stand. Floor it - r/h inside. Wave to crowd.

Tricera Road. Powerslide 250 out. Checkpoint.



Sonic wall. L/h steep. Inside - brake - 200. out

Dinosaur Canyon

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TOP CHEATS

Super Return of the Jedi, SNES: Level codes to the later levels. Millenium Falcon Battle - CPMRZY; Attack on Power Generator - CDWLTY; Inside the Death Star - BPFFZQ; Millenium Falcon Attack - RMNVLC; Tower - RVRFKG; Darth Vader - VQXDQJ; Emperor's Chamber - HLQMVL; Death Star Reactor - VQUGWF

Time for the old Tek 'em all on

◀ Throwing is a highly effective attack in *Tekken*, knocking off a lot of energy points.

▶ Yoshimitsu has a diving sword attack, but you have to get in really close.

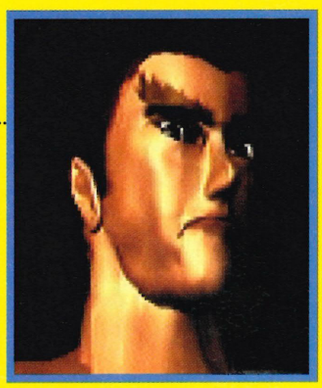
▲ The snow in this landscape falls like icy feathers and stings like rusty jackhammer.

Fight! Kill! Crunch those bones till your opponent squeals!

If you haven't decided on your Next Gen console yet, then *Tekken* should be a major swayer. The arcade version never really took off in the UK (although its similarity to Sega's flagship beaty assured it massive recognition in Japan), and the only question we have to ask is, why the hell not? Looking like *VF* with its Gouraud-shaded polygons and detailed backgrounds, the playablity embedded within this game makes *Tho Shin Den* quiver in its shadow.

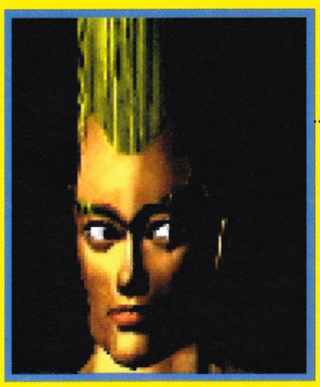
There's a choice of eight fighters – some who are a bit partial to dressing up and wearing animal masks – who all have their special moves. These are quite basic D-pad and button combinations, in a similar vein to *VF*'s (again, there's no *SF2* pad rotations here). The four control buttons actually control individual

Kazuya Mishima



Japanese martial arts expert – watch out for his double kick. Serious eyebrows. Would suit the quiet, hill-walking type. Fights with knee exposed.

Paul Phoenix

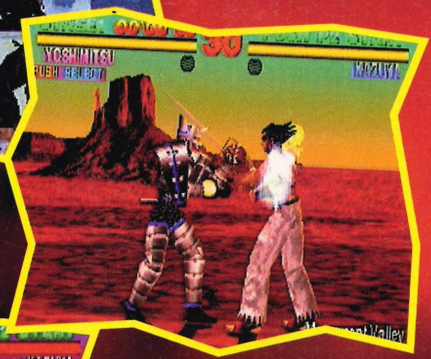


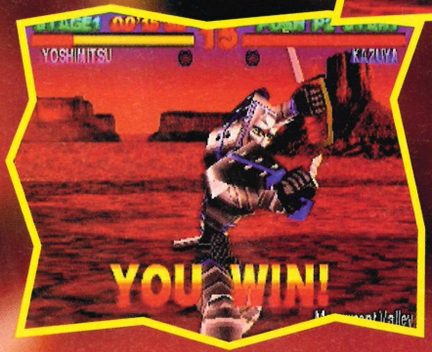
An American, with a radical haircut, looking for a bloody good scrap. Rides a motorbike in his spare time. Would like to work with kittens and kids.

PlayStation • Namco • £60

Ken joke again

◀ The final boss is a bit of a slapper, but don't be fooled by his tiger-faced tracksuit. He's harder than hard can be. Is he.



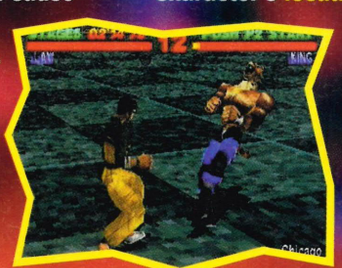


▲ The music here is a dream – like a tune from *The Omen*.

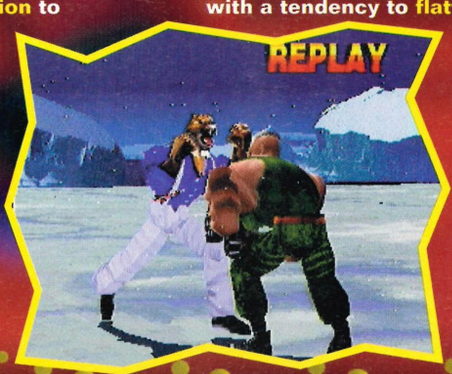
◀ Watch them do their special 'movement' when they win.

limbs. If you wanna jab with the left arm then smack 'em up sharp with your right, you can. Nina Williams – a martial arts babe from Britain – has some amazing hand locks and throws which when mastered cause serious dislocating grief to the opponent. Marshall Law – a Chinese American martial artist – legs it up his opponent's body like an Oriental Buster Keaton, and performs a well mastered somersault kick. There are so many spectacular moves to discover.

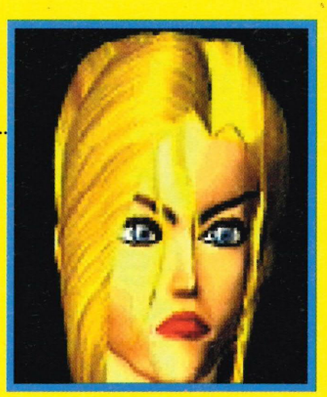
In one-player mode you – unsurprisingly – have to fight your way through each character's location to eventually come up against a boss. Each time you play, the boss will be randomly selected, ranging from a sumo wrestler with a tendency to flatten you, to a pensioner whose rather special with his feet. If you've the stamina to get past them, you're up against Neihachi, the boss of all bosses, armed with the best



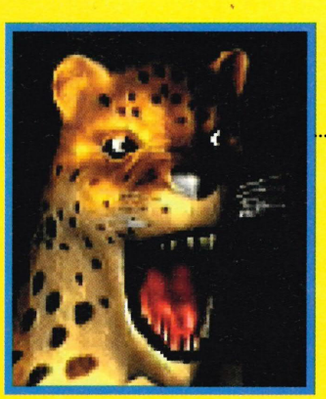
▲ Watch King win and growl like an exhaust-less Escort.



Nina Williams



British Aikdo champion, a bit of a hard chick with some amazing throws and arm locks. And her figure's not bad either. Sorry. Very poor joke in bad taste.



King

Mexican priest who in his spare time dresses up and goes brawling. But it's all for the orphans in his care – there's not the slightest bit of kinkiness in his brain at all.

▼ It's not really that 'hard' to snuff a candle with leather-bound fists. Neither is it hard to pilfer a pensioner's small change. Okay?

▼ This is the Nina shoe stealing incident, lovingly rendered in true 3D.

moves from all the characters (a fleshy version of Dural from *VF*, if you will).

So that you don't get bored of kicking ten bails out of each other or the CPU, you have a range of difficulty levels and the option to master a different fighter after each fight. Not bad, eh? Not bloody bad.

The sumptuous experience of *Tekken* has been enhanced by some ingenious touches. The coloured clouds that appear when you slam home a punch or kick into your opponent confused us at first, for example. But the effect of these clouds really increases the feeling of impact (blue for block, red and green for direct hit). No blood, not guts, no gore, just the odd cartilage-crunching sound...

▲ Wahey, I smell the burning of a special move in the cool breeze.

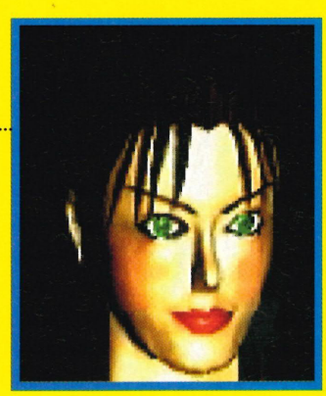
As you play the game against the CPU (and definitely not in two-player mode), you can change the viewing angle with the highest one being almost directly on top of the fighters. These views are not to be confused with the scaling – as the

▼ No wonder Jack has amazing strength – he's an android/cyborg.

▲ Tip: when selecting your view be sure to choose when blokes and babes are close. It's almost fun.

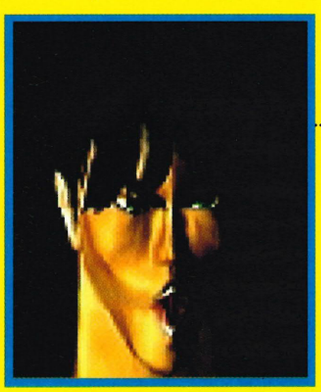
▲ The Replay rotates between normal speed and a gorgeous slowed-down version. It's bloody great..

Michelle Chang



Another British chick with some badass moves. Good with her legs, so we hear. But I'm afraid our heart is lost to Nina Williams. She's not as 'loose' with her dress.

Marshall Law



Chinese American, who has an impressive special move, involving him running up the opponent's body, followed up with a full-on body slam. Very effective.

▲ Yes, there's a chance to 'be' all the bosses. Uh-huh.

▼ *Tekken* really is the best thing we've seen on the PSX to date.

fighters walk away from each other, the 'camera' zooms out to give them a little more room on-screen. And running looks so fluid thanks to the scaling and texture-mapping.

The sound effects and music are just perfect (just wait for the canyon location) and there's a phenomenal rendered cinematic intro featuring the fighters' preparations. There's a Terminator-style shot of Paul Phoenix riding a motorbike along an American highway, Yoshimitsu slashing up a field of bamboo, and an astoundingly depth-filled sequence featuring Law. At the end of the game, once successful, there's a short, bizarre and flipping intriguing clip about your character – just wait for the Nina stealing a shoe incident. Quite mad.

Tekken combines all the characteristics of the best beat-em-ups around. No more will *Virtua Fighter* be the bully of the beat-em-up fraternity. It looks better, and more importantly, there's a real sensation of taking serious punishment. But *VF2* on the Saturn could steal the glory for Sega.

▲ Each character performs some special sequence on finish the game.

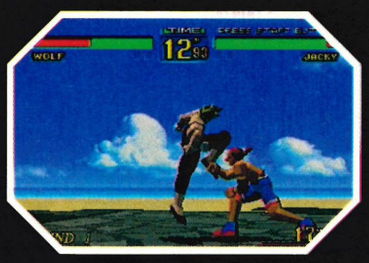
Ultimately Crunching

96%

- Texture-mapped joy
- Erm. No, nothing here.

Look at me...

Virtua Fighter - Saturn - 96%



Has similar Gouraud-shaded polygons and the fighting is almost as good as *Tekken*. No texture-mapping though. Can be slightly slower, but remember *Virtua Fighter 2* is being converted as we type.

Tho Shin Den - PlayStation - 89%

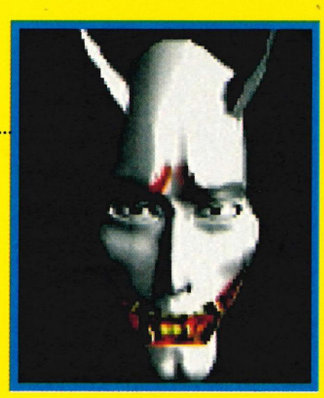
Difficult to compare, because it is a very different style of beat-em-up. Great showcase for the PlayStation, but doesn't really have the depth or offer the wrestle-esque close combat that *Tekken* does.

Super Street Fighter 2 X - 3DO - 95%

The king of all kings is brilliant, yes we know, and you have more characters, the down side is we've all played it before and know that joypad rotations give you blisters. Still a classic.

Yoshimitsu

Japanese Edward Scissorhands who jigs around when he wins. Is a bit partial to spinning attacks, but if he does too many he reels around like a drunkard.



Jack

Russian android who likes to crush you with his weight, then do Tarzan impressions. His favourite move is the quick cheek slap followed by a head smash.

Dead again?

or just plain Deadal

Mmm, n

Saturn • Sega • £60

Giant car park *Doom*-like futuristic games are the trend on the Next Gen at the moment, but *Deadalus* is the first of this kind to hit Saturn.

Over the last two months we've seen *Space Griffon* and *Kileak The Blood* on the PlayStation and both were pretty non-eventful. In fact, they were boring.

Deadalus looks exactly the same – huge space station, metallic robot things and lots of floating nasties to shoot – but it's miles better than the PSX offerings. The intro sets the scene, and is the first Japanese intro actually acted out in American English. Hurrah! You can almost understand the story, and everything.

But the story is essentially irrelevant. You find out that *Deadalus* is the futuristic version of the LA PD but on an inter-galactic scale, and some aliens don't like you. You have to protect the spaceship.

There's plenty of power-ups (shields, weapons, energy) and you have to find the key to the gate for access to the next level. You're armed with a punching arm, a laser gun and a Volton gun. You can also energise your shields and use a jet engine to move a lot faster.

The music adds to the atmosphere, and there's a lot more happening than in the PSX games. But as *Doom*-like games go, it's not enough fun. Maybe it's the lack of gore...

Ultimately

NCP

81%

- ⊕ Atmospheric music
- ⊖ Boring scenery

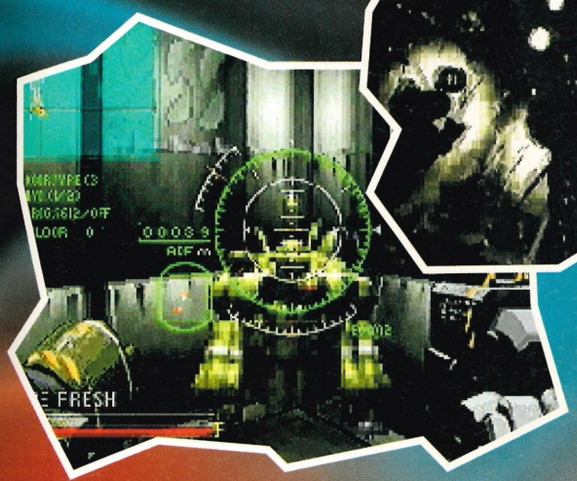
◄▲ Okay, it does look like a bloomin' car park, we know, but believe us, this is a lot more exciting than what the PlayStation has to offer with *Space Griffon VF-9* and *Kileak The Blood*. Stupid names, anyway.

▶ The monsters and nasties you need to shoot down really aren't much to write home about. Obviously this one is no longer a monster – it is just a blob of blood.

...us

...t sure

▼ As you enter the space station, lots of asteroids and space dust comes towards you at a very high speed indeed. Blimey.



▲ NCPs are more exciting than this, I am sure. Especially that one in Sheffield, near the station. There are so many more monsters around there than in this game.

▼ This is the space ship you're supposed to get moving. This is your task, and it is what you have to do. Okay?

▲ Along the winding road to this strange kind of mill thing – up there. On the hill.

Walking through the Myst

feeling my way...

3DO • Sunsoft • £50

3DO owners, get your walking boots out and thinking caps on, it's time for a Next Generation adventure... The PC and PSX graphic adventure *Myst* is here!

The rules are simple. Solve the puzzles, pick up the clues and get yourself through to the next part of the game. Sounds easy? Well, it's not – but it is highly addictive. Smooth graphics and attention to detail make this a better game to watch than to play. Find the secret doors and walk down the winding staircases, with starting up a rusting spaceship firmly in your mind.

▲ A pretty well in a very pretty garden with very pretty...

The stupendous graphics are rather marred by the links between scenes and the game is rather slow moving. You do have a save option but you'll need a few late nights to finish it – it ain't a, 'Have a go before goin to the pictures' game.

◀ On the right you've got a choice of laser and Volton guns, and on the left you have your punchin' arm. Great stuff.

Ultimately

Riveting

75%

⊕ Great to look at
⊖ Tiring to play

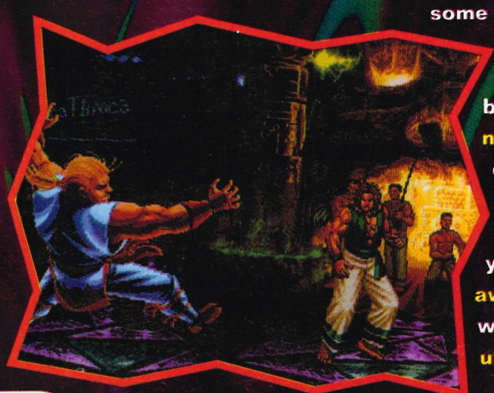
▼ The time between the Neo Geo cartridge and CD releases is dropping like a fully-laden fridge.

▲ The Japanese are currently going *Fatal Fury* bonkers, with regular updates every month in the specialist gaming press.

▼ Blimey, there's no need for that. As you can see, this certainly ain't your average SNK beat-em-up.

There is mayhem and violent behaviour in the Ultimate office and that can only mean one thing – *Fatal Fury 3 – Road to the Final Victory* has arrived on the Neo Geo CD.

With new characters and some amazing special moves, there may be a slim chance that Neo Geo beat-em-up fans may never feel the warmth of daylight again. The story and gameplay stays the same – fight your way through some awesome characters while searching for the ultimate prize.



A handy move when you're getting your butt kicked is the ability to leg it from your opponent, by moving to the front and back of the screen. There is an amazing zooming in on the action effect when a fighter is on his last legs and getting seriously slapped.

With ten characters, eight difficulty levels, yer colour-crazy graphics and great sound effects this one's hard to put down. You even have the chance to be a Buddhist priest who uses some bonkers magic.

Other characters include Bob Wilson (the cafe owner), Blue Mary (the American mercenary), Mai Shiranui (the dancer) and of course, the lovely Joe Higashi.

An awesome beat-em-up which is fast and furious – another SNK special.

Ultimately

Bruising

79%

⊕ New Characters and moves
⊖ Played it before

Kicking butt time with Fatal Fury 3

and it's fatally addictive

Neo Geo CD • SNK • £50

▼ Bob Wilson gets everywhere these days. He's a bit special with his hands, mind you.

▼ This guy is about to go through serious grief.

▼ It's about time he changed his clothes.

▼ Blue Mary. The lass without a blue hair in sight. She's a great character to play.

TOP CHEATS

Samurai Shodown 2. Neo Geo CD: To add a bit of variety and spice to this classic, why not try playing as Kuroko, the mysterious referee. During the character select screen in two-player mode, simply move ▲▼◀▲▶▼ with the D-pad and press A. Try finding out his devastating fireball moves. They're bloody great.

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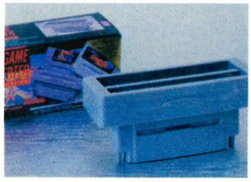

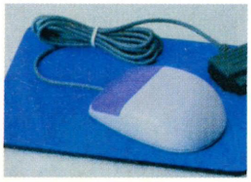

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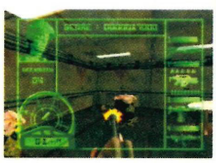
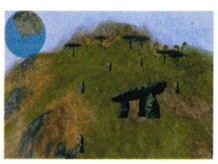
KINGDOM FAR REACHES
GEX



SENSIBLE SOCCER
DOOM
CANNON FODDER
RAYMAN
THEME PARK

VIEWPOINT
SAMURAI SHOWDOWN II
KING OF FIGHTERS 94
SUPER SIDE KICKS II

INTERNATIONAL SUPERSTAR SOCCER
LOONY TUNES B–BALL
ADDAMS FAMILY VALUES
SPIDERMAN
TOP GEAR 3000



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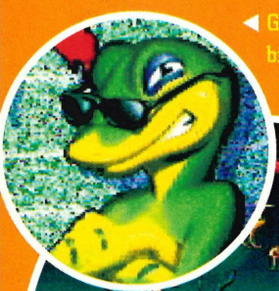
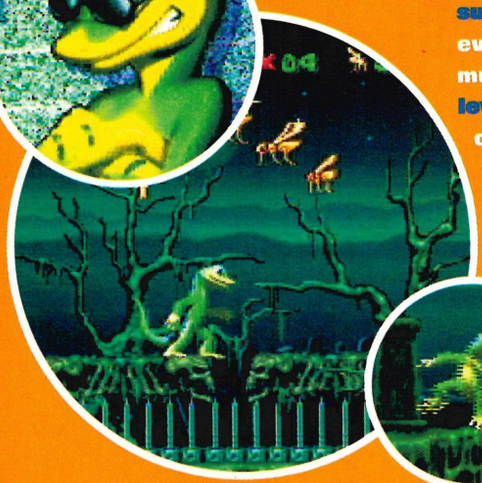
Get cold-blooded with Gex while walking upside down

3DO • BMG Interactive • £45



◀ Geckos kill for a bit of UV action, you know.



▲ Gex is well separated from the scenery, but seems like he's not part of the same game at times.

While watching TV, you – a harmless gecko – are sucked into the screen by an evil demon. To escape you must travel through six levels, collecting magic TV controllers from each.

You face zombies, maniacs, bombs and other standard platform game fare, and can counter them all with your whippy tail, item-gathering tongue and your speed with the joypad.

Fun? Yes. Gex moves well and the difficulty level is about right. Easy to start, then bleedin' annoying after the first level. Different? Nah. The settings are familiar and there are few real surprises. Being a lizard is a short-lived novelty, and the only thing truly smart is the intro. Pish and tish.

▶ Tongues are the best weapon.

Ultimately

Unoriginal

70%

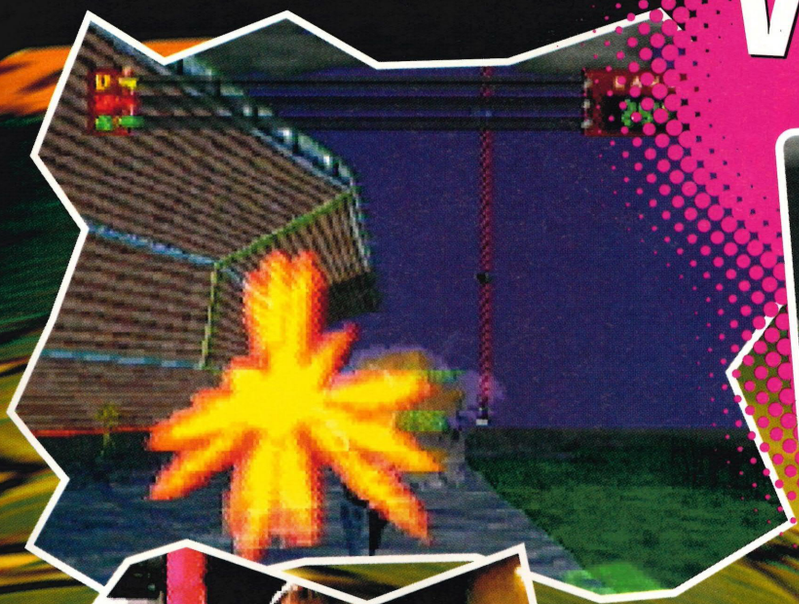
- ⊕ Slickly done
- ⊖ Just a platform game

▼ It might be a lush view, but don't get caught with your pants flapping round your ankles.

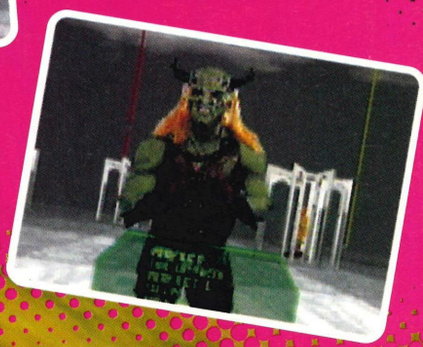
◀▲ Indiscriminate blasting is a never-ending pleasure.

Immer Cyberspace is nothing

Virtual time out



◀ This haven is where you can get your health back whilst remaining safe from enemies. But they do mass around the edges, waiting for you to come out. So, pop out, blast their faces in and nip back in for more health.



▶ The weirdos here give you info, answer questions and behave properly (despite looking like they want to rip your head off and pour bile soup down your neck).

▲ Killing the electron foe is easier at a distance. Never get this close up (unless you're curious about them).

▶ Legit to the different coloured spires to replenish your attributes. You're still open to attack though, even if you're at a defence one.

3DO • Electronic Arts • £45

Can't talk now. Something wrong in cyberspace. No choice. You've got to go in and shoot oodles of virtual people. We'll be right behind you all the way.

So say the three dudes sending you in to a bizarre city of weaponry, rapidly-draining power-levels, wandering baddies and mystery. Once in, it's electronic hell breaking loose. And you'll be fighting and running too fast to notice the neat graphics, the ethereal atmosphere and the distressing size of the map.

***Immercenary* is like *Doom* – shooting, finding power-ups and shooting some more. It's quick, fun and has great style, but ultimately it's a bit limited. Once the mystery's gone and the bosses wowed at, it's a 3D blaster with *Lawnmower Man* overtones. Good, solid and worthy, but not truly great.**

Ultimately

Stylish

74%

- ⊕ Jacking in with polish
- ⊖ Lacks total depth

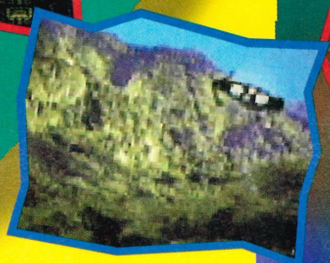
cenary like High Wycombe

Are we getting old, or is it all an Illusion Of Ti

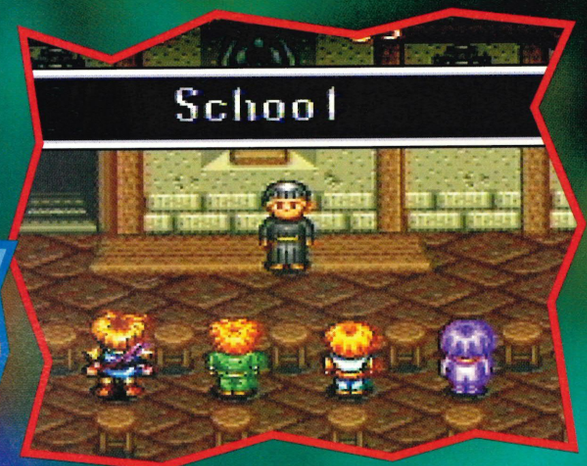
SNES • £50 • Nintendo

▲ Press your pad twice to the left or right and Will runs down the flight of steps.

▲ You come across some serious cavemen with attitude.



▲ A cinematic feel and CD sound – wahey it's an intro.



▲ The game starts of at Will's school and he is given some sound advice from his fellow pupils.

TOP CHEATS

Earthworm Jim, SNES: Level skip. Pause the game and press A, B, X, A, A and X, B and X, B and X, A and X. Phew. You need to do this fairly quickly, but once you get the hang of it, it's the fastest way to skip through the levels. But surely every single one of you must have finished the game properly? We're just waiting for Saturn *Jimmies*...

Flashback

3DO • £45 • US Gold

In its day, it was one of the best things ever. But not any more. This now is an old adventure game (16-bit) and sticking it onto a Next Gen console doesn't make it really now, or anything.

You are Conrad, a heroic sort of chap, who is shot down and lands on the planet Titan with no memory. At least you've got a gun, and you need to know how to use it.

If you haven't actually played this on any of the platforms it has been on, then making your way through the seven levels may sound easy, but you have the added extra of hostile mutants, Death Tower (a death-defying game show), finding out why the blue buggery you're there and saving the planet Earth from a terrifying alien conspiracy.

Look out for secret passages on Earth and if you're stuck on a problem, try to do the obvious – the answer may lie beneath your very eyes.

CD quality sound and a cinematic feel gives the game a new lease of life and an amazing intro. New from the 16-bit versions are the cut-aways – they're all rendered and there's a voice telling you what to do. Nothing much else has changed, and it's all looking very familiar.

Ultimately

Dated

60%

+ Great graphics and sound
− A flashed-up 16-bit

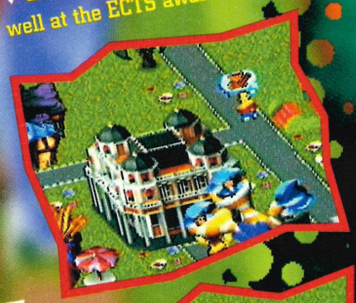
Theme Park

Jaguar • £45 • Ocean

Yes, it's a great game. It worked wonders on the PC. We've seen it on the 3DO, and it's now on the Jaguar. At least the great-big-fat Jaguar joypad comes into its own with games designed for use-with-mouse on console without-a-mouse. All those buttons serve a purpose. The graphics are slightly toned down from the PC version, and it's not as easy to scroll around the park. Apart from that, your objectives are the same – build rides, toilets and paths, employ staff and manage the business. Don't be doing a EuroDisney, will you?

Ultimately
shrill-filled
85%
+ Brilliant gameplay
− 3DO graphics better

▲ So when's *Theme Park 2* going to hit the PSX?



▼ Bullfrog did surprisingly well at the ECTS awards...

▼ Look out for secret paths and doors – there's more to this game than you'd think...

me?

◀ 'Hi, Mum. What's for tea?' It's no surprise you have to chat to everyone.

Quintet and Enix, developers of *Soulblazer*, bring us another adventure RPG for the SNES. *Illusion of Time* may not be up there with the likes of *Secret of Mana*, but for an unassuming 16-bit game, it's very rewarding and eminently playable.

If you want to make the game more challenging, try bunging the manual in the bin. For some bonkers reason, the game doesn't leave much to the imagination, which seems a bit daft for an RPG.

Will is your main man and his quest is filled with riddles and twists. Obviously, you get your evil nasties on different levels, which leads to some great arcade-style combat.

Even if you burn the manual don't expect the whole experience to last too long. Players who have a serious head for the *Zelda* and *Mana* type of role player will find this game a little too easy, with the storyline not developing in quite such an entertaining manner.

Ultimately
Rewarding
78%
+ Great adventure
− It doesn't last forever

▲ Will's faithful flute has many talents – from playing magic melodies (obviously) to being used as a shield.

▲ The ancient buildings and attention to detail means the game is just a pleasure to look at as well as to play.

▼ Aah, it's just another day for Will flying off to another adventure...

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Biofor

PC • Electronic Arts • £50

not that

◀ Cyborg beat-em-up that looks pretty damn lush, if you ask us. The guy in the beard looks like one of our old teachers...

◀ Obviously, there's a lot of space station type areas and graphics.

▶ This is the kind of stuff which makes up lovely rendered intros.

Bioforge **is a head-kicking, skull-splitting redefinition of the interactive movie. Boasting a tightly scripted plot (you play a geezer waking from a strange dream and finding out that you've turned into a homicidal cyborg) and fighting moves to rival a few Next Generation beat-em-ups we could but won't name,**

Asteroids are back in

Stardust Super Edition

PC • Daze • £26

This smart little *Asteroids* clone has taken absolutely ages to come over from the Amiga, but it really was worth the long, long wait.

Instantly playable and stuffed to the rocks with power-ups and enemy ships, expect a frantic blast-fest, plus some pretty whooshing 3D screens too. It's all very well having your PC to Next Gen conversions of full on blast fests like *Descent*, but this is classic arcade stuff. Good gameplay never goes out of style.

▼ A very strange kind of map... Doesn't really add to the game, but hey, it's pretty.

◀ Look at these floating pillars. Mmm. What do they remind you of?

Ultimately

Amiga-esque

76%

- ✪ Shiny, happy graphics
- ⊖ It's not exactly cutting edge

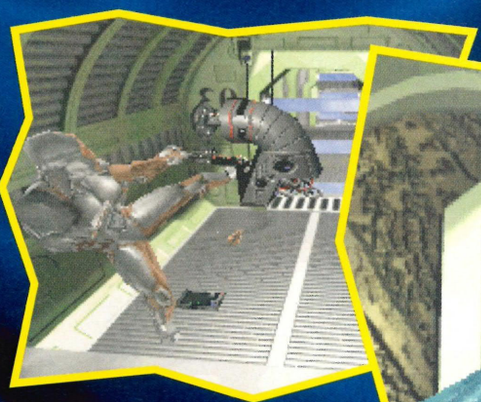
TOP CHEATS

Pitfall, Mega Drive: Get to the Title Screen and press one of the following combinations for very special things. Right, A, Down, B, Right, A, B, Up, Down - 9 lives; A, B, Up, C, A, C, A - 99 of every weapon; Down, A (26 times) and Down - Atari version; C, Right, Down, C, Right, Down, C, Right and Down - Credits.

yoghurt, or is

ge

good for you?



▲ Okay, so these guys might not be as pretty as those...

▶ ... in *Tekken*, and they don't move as well

there's even a strong and challenging puzzle side.

Origin have been telling the world about this game for ages and when you see your android slugging it out and exploring in all his realtime rendered glory you'll know why. The entire atmosphere and sounds make the whole gaming experience absolutely brilliant!

It may sound like some disturbingly healthy brand of German yoghurt, but this is more likely to be very bad for your health indeed.

Ultimately

Ultraviolent

88%

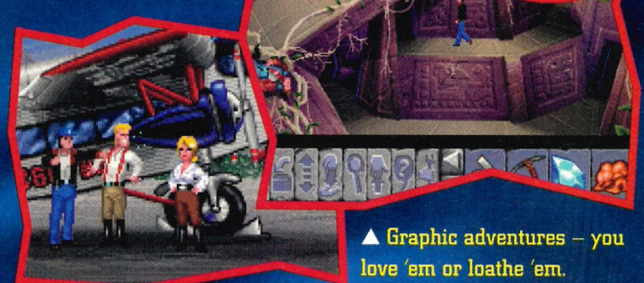
⊕ Great battle scenes
⊖ Moon walking on the sprite

▲ Reminds me of the Enterprise, eh?

◀ The backgrounds clearly weren't rushed.

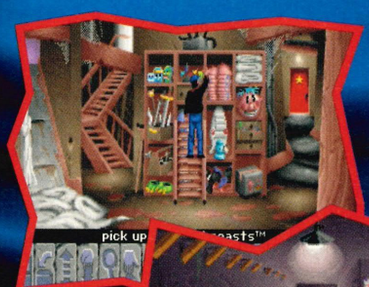
Flight of The Amazon Queen

Nothing to do with naked women



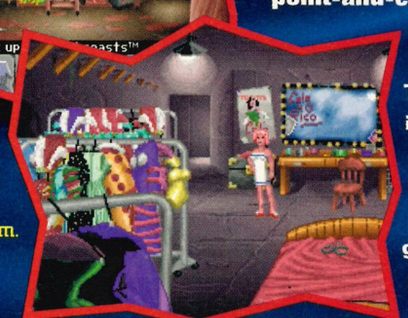
▲ Graphic adventures – you love 'em or loathe 'em.

▼ The on-screen menu bar is dead useful and speeds up the gameplay.



PC • Warner Int • £TBA

Joe King is a bad joke, but hey, it's also your character in this quaint little point-and-click graphic adventure, direct from Australia. The Amazon Queen is your ill-fated aeroplane, hence the 'Flight' reference in the game's title, but the plane doesn't stay up for long, chucking you into the depths of a jungle. You're then facing the usual adventure thang. The puzzles are slick and the characterisation pretty damn precise. But like with all good things, it fades as you play further... all the best stuff is at the beginning. Nevertheless, this is almost certainly the best graphic adventure to hit the PC since the hilarious *Sam and Max Hit The Road*.



▶ Very nice. This is this singer's dressing room. Get out now! Go on, out!

Ultimately

Jaded

80%

⊕ Nice backgrounds
⊖ Repetitive and a bit shallow

▲ See this? It's your gun. Shoot everything you see! DIe! Die!

▲ He needs to be killed as well. Die! Die! Die!

▲ Not enough fire power? Grab your second gun.

▲ We're not quite sure this game should have got away with a 12-rating...

Gore galore in Rise of The Triad

PC • US Gold • £TBA

Rise of the *Doom* clone more like. *(What, again? – Ed).* The lads at Apogee have taken the winning *Doom* formula and added stacks of inscrutable orientals, loads of new weapons (there's a flamin' flame-thrower for Chrissake) and the added ability to look up and down too!

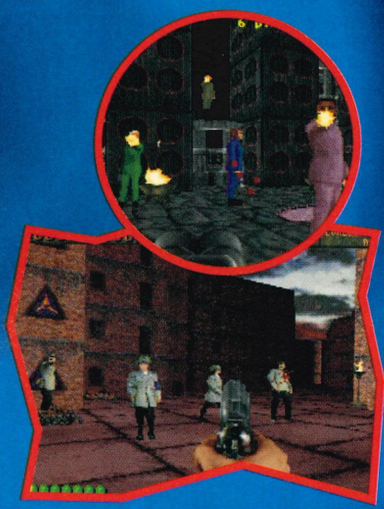
The gameplay is well-tuned and hardly anything has been left out, and fiddly walking bits actually force you to look down at your feet. Oh, and don't forget! The game claims to be the most gory game ever. Erm, except it only got a 12 Rating. Ha ha. How many more *Doom*-like games are we going to see before a new genre is created? Lots, by a glance at the future.

Ultimately

Doom-like

80%

⊕ Top weapon selection
⊖ Unoriginal

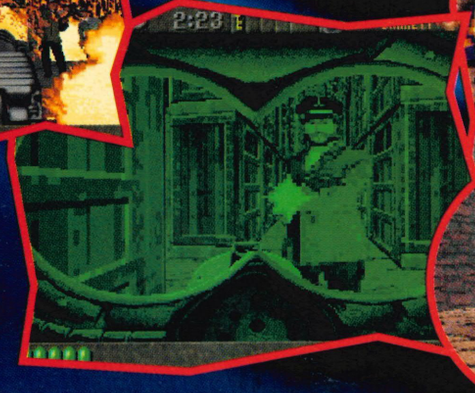


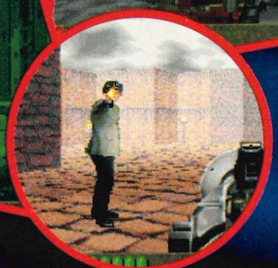
▲ At least the areas are slightly less claustrophobic than those in *Doom*.

▶ There's fire everywhere, but you're not worried.

▲ Two guns with six bullets against six people. Easy!

▼ Masks on! This protects you, we're told, but we can't quite see how.





◀ Now, what you're carrying here is not your common garden weapon.

▲ Take that! Hopefully, you are starting to get a better idea of what the game is about.

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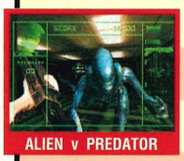
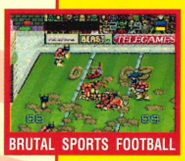
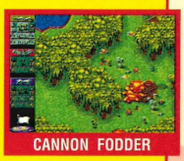
AWESOME SOFTWARE


ALIEN v PREDATOR

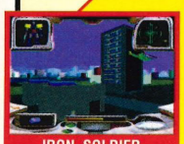

BRUTAL SPORTS FOOTBALL

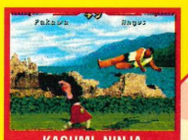

CANNON FODDER

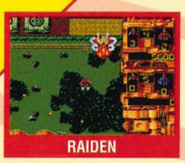
CHECKERED FLAG

DOOM

DRAGON


IRON SOLDIER


KASUMI NINJA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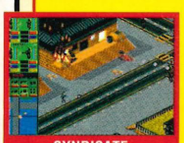
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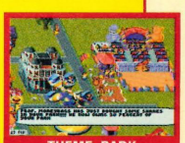
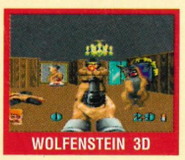

THEME PARK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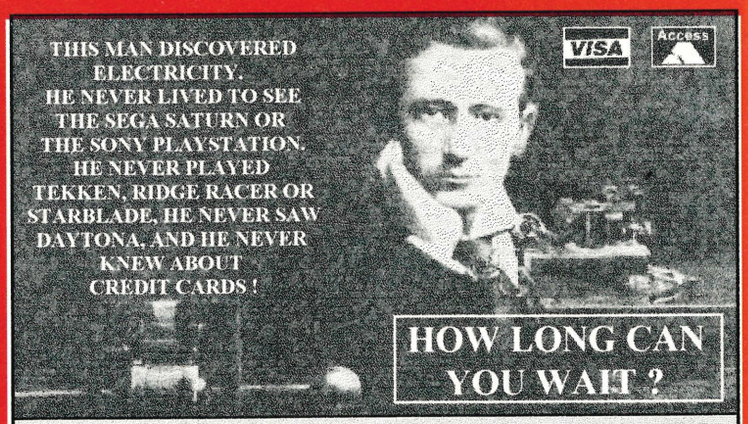

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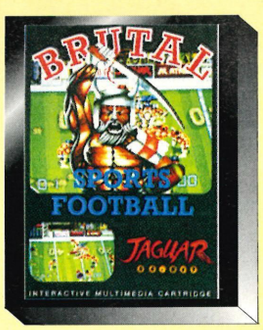

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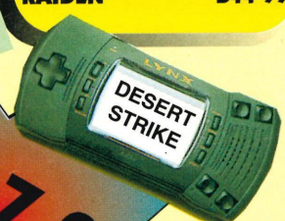

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16-Page collectable guide to the new machines

Next Month

6 St Barny's Post Thursday June 5 1995

Births, Marriages & Deaths

Deaths

Blowcraft, Peggy – Passed away very peacefully after a long battle for life aged 67, on Monday 10 April 1995. Will be sadly missed by her many friends and her close family. The funeral service will be held at St Barny's Church in Highbridge, on Monday 24 April 1995 at 3pm. Family flowers only.

Smith, Sammy – Died peacefully in her sleep at St Barny's hospital aged 89, ...

missed by her friends and family. Service at St Banry's Church on 25 April 1995 at 2pm. Donations if desired for charities.

16-bit, Consoles – Passed away after a bit of a struggle, aged only 4. Will be sadly missed by over 2 million friends and followers. Great with kids. Died after being knocked over by a high speed racing car sponsored by a company better known for its personal stereos.

after a short but nasty illness, on 4 April 1995. Will be greatly missed by all his family and a number of friends. Service at the crematorium on 28 April at 5pm.

Births

Judith and Paul Jones would like to announce the arrival of Jonathan Bruce, born on 15 April 1995. The family are overjoyed – no, really.

... Lucy Smith ...

Susie Selaphina, born on 2 April 1995. She's beautiful.

Ultimate Future Games would like to announce the arrival of the Next Generation, born only a few weeks ago and already growing to become a rather sexy looking thing.

Marriages

Sarah and Val Poojong would like to announce the joining of lives of their ...

Wiltshire, on a Saturday sometime in June. If they turn up, that is.

Josse ... and Josse Palaecam have the pleasure of announcing that their daughter, Malerie, will be getting married to N T Surridge-Charles, on Saturday 21 July 1995 in St Barny's Registry office at 2pm.

Gloria and ... Formaldehyde are re...

Prepare to bid farewell to the old generation of videogames.

There's no turning back, as the PlayStation and Saturn make their final approach. Next month, we look at the chasm between the 16-bitters and the Next Generation in both technical and creative areas. Find out what makes the super consoles so special, and what it will take to become part of the 'next' Next Generation.

- Reviews of the Saturn's enormous RPG *Virtual Hydlide*, the PlayStation's shooter *Gunners Heaven* and bonkers bunny romp *Jumpin' Flash*.
- First in-depth look at Sega's 3D 32-bit platformer *BUG!*
- "And your specialised subject is... The Future Of Videogaming" - enter the Ultimate Quiz.

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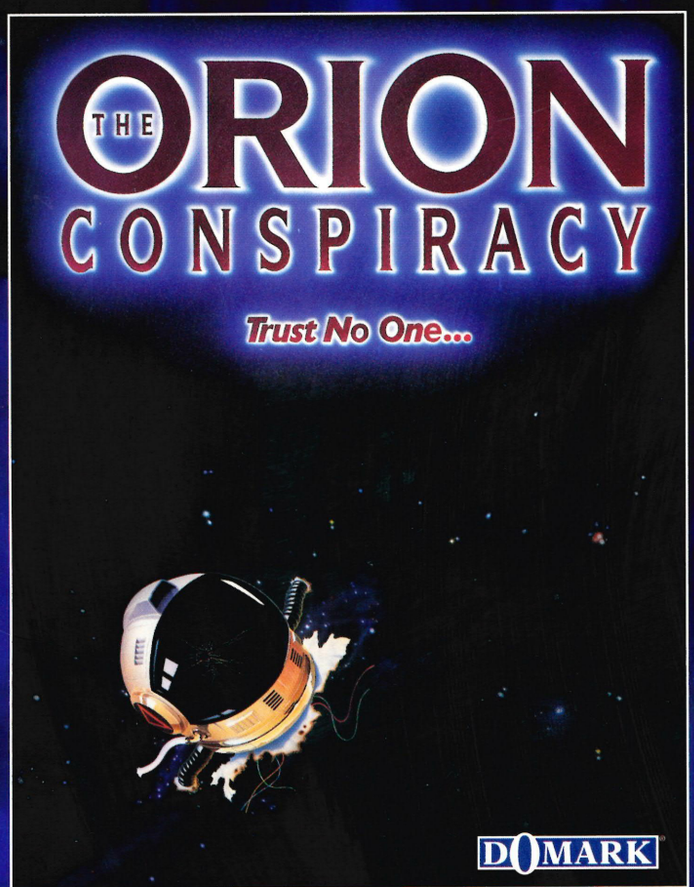

THE CERBERUS DEEP SPACE RESEARCH COMPLEX, TENTATIVELY STATIONED BY A BLACK-HOLE HAS BEEN WITNESS TO A CHILLING 'ACCIDENT'.

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NOW THE ADVENTURE BEGINS AS YOU PLAY DEVLIN McCORMACK, DISCOVERING THE TRUTH ABOUT HIS SON'S DEATH AND STUMBLING INTO AN INTRICATE PLOT OF INTRIGUE, DEATH AND DECEIT.

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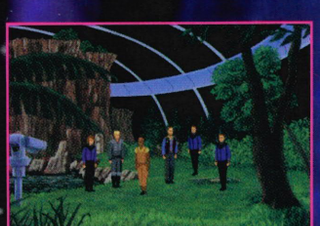

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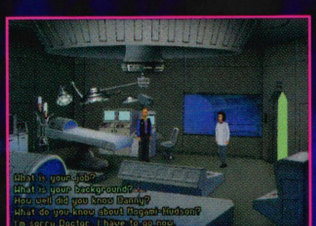

ARE YOU BEING TOLD THE TRUTH? FULL CD SPEECH THROUGHOUT GIVES YOU AN ADDED INSIGHT INTO EACH CHARACTER'S PERSONALITY AND MOTIVATION.

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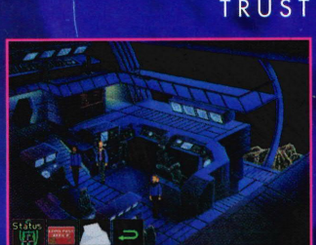
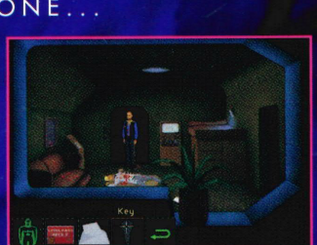
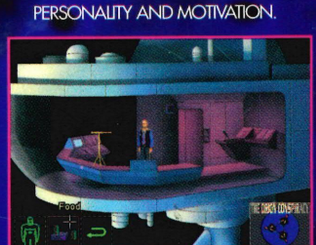


BEAUTIFULLY HAND PAINTED BACKGROUNDS.



HIGHLY INVOLVED ADULT STORYLINE.



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AWESOME POWER

PLAY WITH THE FUTURE NOW

Voted game system of the year by many international magazines, the Jaguar is 100 times more powerful than 16-bit consoles, supports spectacular 3D photorealistic graphics and a superior stereo sound system.

- **360° PLAYING AREA**
  Change play perspective. View gaming areas from above, left, right, behind or in front. For instance, if you are in a racing car, you can look at the track from above, behind, in front of and to each side of your car.
- **ZOOM IN FOR CLOSE UP ACTION**
  Don't miss any of the fine details in a game. Jaguar allows you to zoom in on any part of a game's play area.
- **SAVE STATE OF PLAY**
  Store those high score tables and game positions in special random access memory on the cartridge.

EXPECTED DURING '95

- **MULTI-PLAYER GAMES**
  Optional Jaguar Link Cable (JGA 5001, £14.99) to link up a string of Jaguar consoles ready to exploit the features of multi-player games such as the Jaguar version of Doom.
- **LINK UP WITH 'CATBOX'**
  The optional extra Catbox plugs into the back of the Jaguar, enabling you to connect a wide variety of add-ons simultaneously. Its facilities are expected to include the ability to link upto 32 Jaguar consoles together for multiplayer gaming.
- **FILMS ON CD-ROM**
  Tap into the power and speed of CD with Atari's CD-ROM add-on (see page 4). Play bigger 3D games, standard audio CDs and films (with optional extra FMV module - see "Jaguar Home Cinema" on page 3).
- **VIRTUAL REALITY IS COMING**
  Watch spaceships whirl around your head, laser bolts slice past you, and hear sounds of destruction as you become part of the game. Jaguar's virtual reality helmet is expected before Christmas 1995 (see page 3).
- **CONNECT WITH A WORLD-WIDE NETWORK**
  In the world of Jaguar, distance means nothing. Use the Jaguar modem (see page 3) to play against Jaguar owners in France, the USA or even Australia. Plug in your optional virtual reality helmet, and do battle in cyberspace with players from around the world.

SPECIFICATIONS

- 64-BIT Data Bus
- 5 Processors
- 2Mb 32-BIT RAM
- Spectacular 32-BIT Graphics
- Unique 360° Gameplay
- 3D Game Worlds with No Restrictions
- 16.8 Million Colours
- CD Quality Stereo Sound

CONSOLE COMPARISON

	JAGUAR	3DO	SNES	MEGADRIVE
System Architecture	64-BIT	32-BIT	16-BIT	16-BIT
Bus Bandwidth (Megabytes/sec)	106.4	50	=1	=1
Rendering Speed (Millions of pixels /sec)	>850	64	1	1
Number of Colours	16.8 Million	16.8 Million	256	64
Processors	Five GPU DSP OBJECT BLITTER MC68000	Four ARM60 DSP GRAPHIC (2)	Two 65C816 DSP	Two MC68000 Z80
Object Processor	YES	NO	NO	NO
16-BIT CD Quality Sound	YES	YES	NO	NO
S-Video	YES	YES	YES	NO
RGB	YES	NO	YES	YES

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CYBERMORPH GAME CARTRIDGE
3D flight simulation based shoot-em-up with ultra-smooth 360° scrolling & digital sound

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JAGUAR CONSOLE + CONTROLLER & CYBERMORPH - RRP £199 INC VAT

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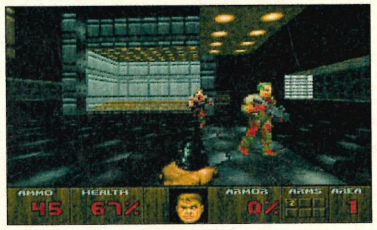
VIRTUAL REALITY IN YOUR HOME

Real life could be a thing of the past when Atari launches its ground breaking virtual reality headset (expected to retail at around £199) for the Jaguar in 1995. The company has joined forces with Virtuality Group plc, the leader in VR arcade games, to create the world's first immersive virtual reality games for the home consoles markets.

The VR headset fits over the eyes and can interact with the Jaguar Modem. Just plug in both units, dial up your opponent and share a thrilling cyberspace environment. Everything they see you will see, everything you see they will see. A special voice patch allows you to swop comments to your opponents over a game's effects or music soundtrack. Alternatively, you could dial up your local Internet service provider and play virtual reality games with more than one opponent. The Jaguar is ideally suited to the requirements of virtual reality. Atari expects to be able to bring your favourite virtual reality games into your home before Christmas 1995.

MODEM RINGS THE CHANGES



Playing Jaguar games with opponents over a single telephone line is expected to be a reality in September 1995. As modem pricing tumbles, the idea of communication between computers has become attractive to the computer and console market. The modem allows the interaction of several opponents in one digital cyberspace environment. New communication technology, developed by Phylon Communications, Inc., makers of advanced systems with fax/modem/voice facilities, permits two users to play Atari Jaguar video games against each other. They may speak to each other on the same phone line as they play. The gaming experience is truly shared by the two - or more - gamers although they may be miles apart from each other. Jaguar's new modem also will also make it the first console which is capable of supporting the rapidly expanding information superhighway - in particular the increasingly popular Internet. Jaguar's technology is ground-breaking and owners of the console will be the first to truly experience new realms of synthetic reality.

JAGUAR HOME CINEMA

Forget those fuzzy images produced by your video tape player. You will soon be able to watch a full range of movies and rock videos from the Jaguar. The very latest Cinepak advanced video compression technology built into the Jaguar CD-ROM Drive (page 4) will allow it to play up to one hour of full motion video footage within CD-based games. An MPEG video card is expected to be available in May at approximately £99 for use in conjunction with the CD-ROM drive. It can be plugged directly into the CD-ROM drive's cartridge slot and will allow you to play full length movies on CD! You could soon be seeing the likes of Take That! and Arnold Schwarzenneger on a Jaguar.

MULTI-PLAYER CONNECTIONS

Connect your Jaguar to a wide variety of add-ons with the Catbox, expected late '95. The unit fits onto the expansion port at the back of the Jaguar and allows the connection of, among other peripherals, a monitor as well as the soon-to-be-released modem and Virtual Reality helmet. Given optional cabling, it can also be used to link upto 32 players together in multi-player games. Alternatively, the Jaguar Link Cable Set (JGS 5001, £14.99) links two consoles together for head to head.

JAGUAR ACCESSORIES

Jag. Controller	£19.99	INC VAT	Ref: JGA 2000
Jag. Link Cable	£14.99	INC VAT	Ref: JGA 5001
AC Power Supply	£15.00	INC VAT	Ref: JGA 4000
SCART Cable	£9.99	INC VAT	Ref: JGA 4200
Monitor Cable	£15.00	INC VAT	Ref: JGA 4327
Composite Adaptor	£6.99	INC VAT	Ref: JGA 4350
RF Switch Box	£15.00	INC VAT	Ref: JGA 4871

JAGUAR CD-ROM DRIVE

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BLUE LIGHTNING* CD

See Opposite Page

How can you possibly make the 64-bit Jaguar more powerful? Attach an Atari double speed CD player and watch the standard Jaguar specification explode!

EXPECTED MAY 1995

790Mb CAPACITY
Just piggyback this 790Mb monster on to your Jaguar and watch your screen come alive with insane true colour, movie-like images and full CD-quality stereo sound.

FULL MOTION VIDEO
Expected in the UK in May '95, the powerful double speed Jaguar CD-ROM player provides 790Mb of raw data storage to allow for the incorporation of many complex digitised images, full motion video sequences and CD quality audio soundtracks into the Jaguar's spectacular arcade games.

MORE CHALLENGING GAMES
Its massive data capacity provides better graphical detail, expanded plot lines and more characters.

PLAYS AUDIO CDs
The drive plugs into the top of the Jaguar to make it a truly interactive multimedia system which plays CD-based Jaguar video games and standard audio compact discs.

BUILT IN VIRTUAL LIGHT MACHINE
The player comes with a stunning software package called Virtual Light Machine, a 'Sound to Light' display for your Jaguar screen. Get ready for a revolution!

FREE! BLUE LIGHTNING* CD
The stunning Blue Lightning CD is included free with the Jaguar CD-ROM Drive.

SPECIFICATIONS

- *Attaches To Any Jaguar Console*
- *Double Speed CD-ROM Mechanism*
- *352K/Sec Sustained Data Transfer Rate*
- *Inline Catridge Slot For Simultaneous Access To Cartridge Media*
- *Top Quality CD Quality Stereo Sound*
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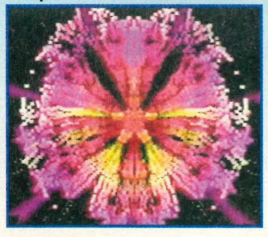

BUILT IN!
VIRTUAL LIGHT MACHINE
Produces light patterns on a video screen in response to audio signals

CD-ROM DRIVE AND BLUE LIGHTNING* CD

£149

INC VAT - JAG 1164

*A different title may be supplied in place of Blue Lightning - please check before placing your order.

BATTLEMORPH

One of the most realistic 3D shooter/explorer games to date, Battlemorph picks up where Cybermorph (supplied free with the Jaguar) left off. This sequel will have more unique worlds, more elaborate missions, and both underwater and underground tunnels to explore. You can use the various formations of the War Griffon to battle into enemy territory, using fighter, tank and amphibious forms to gain an edge.

EXPECTED SEPT '95

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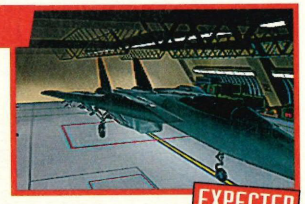
BLUE LIGHTNING



Select a super plane from a squadron of United Nations' operatives as they fight to stop General Drako, the UN member who has turned to terrorism. Design sophisticated flight plans to avoid the megalomaniac turncoat and develop quick manoeuvring skills to destroy key enemy locations and weapons bases. You will also need to protect cargo planes and other UN craft transporting important international government officials.

EXPECTED MAY '95

£49
INC VAT - JCD 1531

CREATURE SHOCH

Get ready for the fright of your life. There's something out there. Something very large, very alien and evidently very unfriendly. Find out what fate befell the crew of the UNS Amazon in a vast alien environment inhabited by hundreds of the most disturbing life-forms ever seen. Immerse yourself in over 1Gb of exploration and extermination, stunning rendered imagery, and exceptional cinematography. An indelible experience not to be missed!

EXPECTED SEPT '95

£49
INC VAT - JCD 2341

DEMOLITION MAN

Based on the blockbusting futuristic science fiction film starring Sly Stallone and Wesley Snipes. Stallone stars as a tough cop waking in the future to take up the trail of a 20th Century mega-criminal, played by Snipes who makes the best of the sadistic weaponry that the 21st Century can offer. The smooth flowing 3D perspective game contains fast moving full screen movie sequences specially filmed by Stallone and Snipes.

EXPECTED JUNE '95

£49
INC VAT - JCD 2462

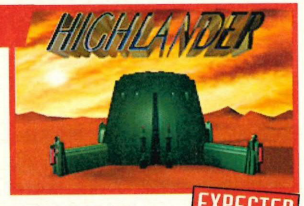
DRAGON'S LAIR

This full arcade version of the game is packed with spectacular animation and sound from the original laser disc, bringing Dragon's Lair to life like never before. You control the actions of Dirk the Daring, a valiant knight on a quest to rescue the fair princess from the clutches of an evil dragon. Fight your way through the dank castle of the dark wizard who has enchanted it with treacherous monsters and odd obstacles.

EXPECTED MAY '95

£49
INC VAT - JCD 2492

HIGHLANDER

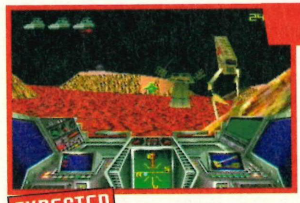


Based on the futuristic science fantasy films and television series. Conner McLeod is immortal, a visitor from another planet who has witnessed many of the great events of history. According to legend, there can be only one immortal on this planet and, unfortunately for Conner, the battle to be the only one is vicious and continual. Help Conner survive the onslaught, destroy the opposition and claim his birthright, to be The Only One.

EXPECTED MAY '95

£49
INC VAT - JCD 3651

HOVERSTRIKE



First of the classic Jaguar 2000 coin-op rewrites. Incredible CD quality sound. The mission: To lead the rebels in an attempt to vanquish the formidable Space Pirates from the planet. The weapon: A high speed hover tank armed with rapid fire cannons, powerful missiles, onboard radar and protective shields. The game uses the Jaguar's spectacular 64-bit graphics technology to deliver a fully texture mapped, first person 3D perspective battle.

EXPECTED SEPT '95

£49
INC VAT - JCD 1851

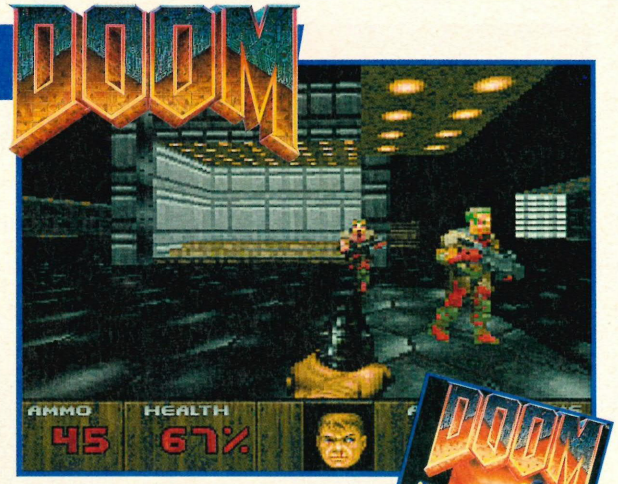
ROBINSON'S REQUIEM

Imprisoned on an alien planet, you'll either escape or die. You'll cover three miles of 3D desert terrain as you fight off the cravings of starvation, the incessant prowling of predators and constant threat of insanity. Move around the landscape using a simple point and click interface at the bottom of the screen, collect armour, medical supplies, weapons and food. Life threatening puzzles loom like mirages in one of the most realistic Jaguar 3D games.

EXPECTED MAY '95

£49
INC VAT - JCD 7981

SPECIAL EDITION



"Doom on the Jaguar is the best Doom on any platform"
John Romero - id Software (Authors)

"You are guaranteed to get stuff in this version that you won't find anywhere else"
Console Video Game Magazine - November 1994

The Best Game In The Galaxy

Welcome to DOOM, a stunningly fast virtual reality adventure played from a first person viewpoint, where you're the toughest space trooper ever to suck vacuum. Your mission is to shoot your way through a monster infested hell and live to tell the tale. Doom is displayed in 16-bit true colour graphics and has a memory save feature to store state of play and high scores.

Human Guinea Pigs

Mars and the gateways between its two moons, Phobos and Demos, has been the site of inter-dimensional space travel testing. Experiments using human guinea pigs have met with tragic results and everyone is agreed that something evil has come through the gateway. As the only combat-ready troops within 50 million miles of Earth you're ordered to Phobos. From outside the base you hear guns firing, men screaming, bones cracking ... then silence. Suddenly you're the last galactic marine alive!

Multi-Player Mayhem

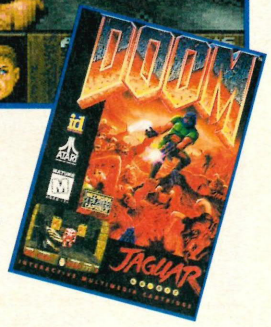
Uniquely, the Jaguar Special Edition of Doom has three playing modes. The Single mode - pitches one player into a nightmare of monsters and green slime.

The other modes are for two players connected using the optional Jaguar Link Cable or optional Jaguar "Multi Player Connection" (Catbox - see page 3). Co-operative mode lets you team up with a buddy and blast Former Human Sergeants, Imps, hungry Lost Souls, horn-decked Cacodemons and other monstrous creations in to the sulphurous stratosphere. In this mode, players must co-operate to kill, but with the second two-player option - the diabolical DeathMatch mode - they are on their own again. DeathMatch mode lets two players fight against each other in the ultimate battle. No Demons, Imps, or Cacodemons, just you and a "friend". The one who is killed by his opponent the most, loses.

Each time a player dies he will be restarted in a totally random location in the area. When a weapon, power-up, or ammo is picked up and removed from the game, it will reappear later so that the level never runs dry of deadly toys.

Tools Of Destruction

- Start with your fists and a fiery Pistol
- Pick up shotguns with heavy forward punch
- Chain guns, rocket launchers, plasma rifles and BFG 9000



Dangerous Environments

- Acidic environment is as hostile as even the gentlest of monsters
- Exploding barrels, hit by your gunfire, will wipe out the monsters who are close enough
- Stepping in green slime, from barrels or lakes depletes your energy status

Two-Player DeathMatch

- Connect 2 Jaguars using the optional Jaguar Link cable (see page 3)
- Co-operate with a friend or fight head to head in the deadly DeathMatch mode
- More levels, monsters and background detail than the PC version - and its faster!

DOOM - SPECIAL EDITION
MORE POWER AND LEVELS THAN ANY OTHER VERSION!
£59
INC VAT - JGS 2282

CHECKERED FLAG

"Can handle speedy polygon shifting with ease"
Gamesmaster Magazine

"Reminiscent of Sega's classic Virtua Racing...impressive graphical scenes"
C&VG - November 1994

Hair Raising Realism

If it's hair raising realism you want on the race track, get ready to burn rubber with the greatest 64-bit racing simulation around! Race for the Checkered Flag behind the wheel of a turbo-powered speedway racer in real-time, 3D-rendered action. Choose from 10 high-performance tracks and see the speedway from 6 distinct views. Alter features and attributes on your racer to improve your times or even change the weather conditions. The action is so intense and realistic you'll think you feel the wind in your hair as your tyres screech around the curves. Keep your sweaty palms tightly on the controller. A momentary lapse of concentration could mean crashing .

Turbo Charged Thrills!

Your Checkered Flag car has been designed for peak performance and contains all the features you would expect of a fully fledged racer. But, it can also be altered in line with changing weather conditions which might make the track slippery or dry, and in the interest of aerodynamics. The game's programmers have taken realism to the limits, giving the car wheel memory which retains your vehicle's wheel position at the beginning of a curve and steering velocity which follows a 'shallow bell' form and can be anticipated for successful turns. These features all add real unpredictability, showing just how difficult it is to control a real car.

Practice Or Tournament

Hone your racing skills in the Practice mode. Choose the number of laps and the track you want to practice on. In Practice it is just you and your machine against the clock, but in Tournament mode it is the ultimate race for the Checkered Flag. Take on 5 competitors in a full racing season on all 10 treacherous tracks of the international circuit.

Remember Past Glories

The Memory Save feature keeps the SFX volume settings, best lap times per track, car colour, transmission type and top five tournament results in the cartridge. Keep a record of your racetrack improvement as you go for top of the table high scores.

Sit In The Driver's Seat

- 3D first person perspective
- Alter car to improve the on track performance
- Free practice feature allows you to choose track and number of laps
- Ultimate race in tournament mode
- Select your racer's weather, airfoil, tyres and gearing
- Race against 1-5 drone competitors
- Save state of play on cartridge

Ten Top Tracks

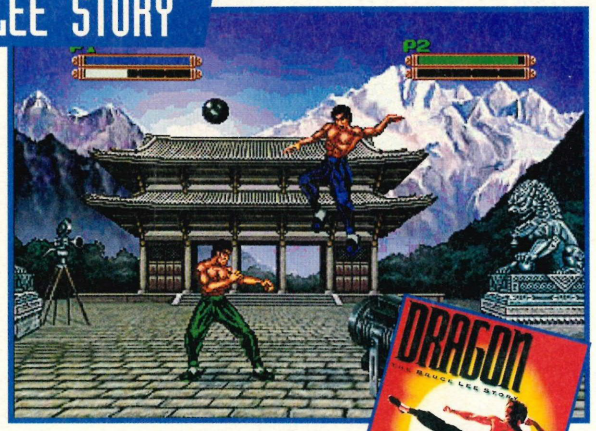
- The Hole
- River Mouth
- Deep Wood
- The Gorge
- Sunset Strip
- Green Valley
- Desert Pass
- Island Hop
- Concrete Canyon
- Arctic Run

Consider The Options

- Weather Conditions - sun, rain, fog
- Tyre Types - dry or wet weather
- Gearing - Automatic 5, Manual 6
- Airfoil - set to low or high

CHECKERED FLAG
CHALLENGING
THRILLING
TURBO CHARGED
£59
INC VAT - JGS 1761

DRAGON - THE BRUCE LEE STORY



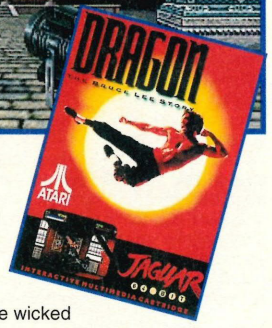
"Superior to the others...a sharper feel" - Electronic Gaming

- Incredible range of close, short, medium, and long range attacks
- 10 stages set in highly detailed backgrounds from the film
- 1 or 2 players can play against each other or the Jaguar
- Two player mode pits two Bruce Lee characters against each other
- Fast attack mode makes full use of colourful high speed 64-bit graphics
- Scores and game options stored on the game's cartridge

The spirit of martial arts master Bruce Lee lives on in Dragon - The Bruce Lee Story, a dangerously life-like combat simulation based on his biographical film. Apply discipline and a devasting array of age-old fighting techniques to subdue opponents more cunning than the real Bruce Lee ever faced. Unite both your spiritual and physical strength to confront The Phantom, the mythical, masterly, samurai who has plagued your thoughts and dreams, in a Jeet Kune Do duel to the death - that's a blood feud for the so far uninitiated. Play against the Jaguar or choose a friend with whom you can do battle. Alternatively, you and a friend could take on the martial might of the 64-bit Jaguar. That's no mean feat, especially when the Phantom Samuri is around.

Fighting Modes

- Massive collection of close, short, medium and long range attacks
- Defensive moves include the crouch, the flip, the high block and the wicked counter throw
- Special Mantis fighting mode - with sophisticated combination of fast ultra punch, somersault and combination kicks



£49
INC VAT - JGS 2272

BRUTAL SPORTS FOOTBALL

"Fast, loaded with action and very, very bloody" - Computer & Video Games - Sept 1994

- Futuristic football with no rules
- Outscore the competition or...
  - Slaughter six or seven of their major league players
  - Play and management
  - 1 or 2 player games
  - 11 different teams
  - Head to head all out combat
  - Knockabouts or major unfriendlies
  - Futuristic football with absolutely no rules
  - Blood and laughs

Welcome to an all action, no holds barred game of mutant football where heads will roll and injury time means just that! While the game bears some resemblance to American Football, playing strategies involve magic and positional plays involve weapons.

£54
INC VAT - JGS 1532

ALIEN VERSUS PREDATOR

"One of the most addictive games ever" The Sunday Mirror

"Compelling and addictive" Gamesmaster Magazine - 95%

"Stunning ... a completely engrossing experience" Movie, Games and Video Magazine

"Cutting edge graphics and innovative game play" Game Informer Magazine

Combining the action of two blockbusters, AVP is the ultimate adventure game. Choose your weapons and brawl with the most notorious enemies of the big screen. Commission the Colonial Marine and then use your wits to destroy the base. Be an Alien and protect your Queen, or play the Predator, hunting with its grisly arsenal of weapons and deadly body.

- Re-experience shocks from the film
- Three incredible modes of play
- Unique interactive, photo-realistic animation
- Unparalleled 64-bit playing speed

Three Ways To Play

COLONIAL MARINE - Your buddies have all been mutilated. Patrol the base, searching for Aliens & the cunning Predator. Beware Face Huggers!

ALIEN - Rescue your Queen from the Predator and collect the remaining humans on the base for impregnation by waves of evil alien Face Huggers.

PREDATOR - Hunt anything that moves. Your futuristic weapons are truly amazing. The Trial of Honour has begun.

£59
INC VAT - JGS 1761

CLUB DRIVE

"A smasher when you play the two player challenges" - Gamesworld

"We love it" - Sunday Mirror

Blaze up and down the streets of San Francisco in a souped up hot rod, just like in those all action movies. Scramble across the living room floor playing tag in a miniature racing car with your buddy. Plough through an old wild west ghost town in your futuristic speed machine. Here is the ultimate in 64-bit convertible speed. You will never need another road racing game, and will never find one better.

- Exciting futuristic theme park
- Steer through 4 fantastic 3D polygon mapped fantasy worlds of fun
- Save play state & high scores
- 1 or 2 players - challenge a friend

The 3D Worlds of Club Drive

- Velocity skateboard park, ramps & tunnels
- San Francisco, skyscrapers & the coast
- Old wild west ghost town
- Miniaturised car racing

£49
INC VAT - JGS 1794

IRON SOLDIER

"Drop dead gorgeous graphics and explosions to die for" - ST Format

- Giant robots fight for supremacy across towering cityscapes
- Amazing 64-bit 3D polygon and bitmapped graphics
- Exclusively available for the Jaguar
- 16 devastating missions to complete
- Massive destruction with cruise missiles, grenades, chain cutters and bombs
- Search for weapons dropped by enemy robots across the landscape
- Enemies include helicopters, fixed wing attack planes, heavy tank, rocket launcher and gun turret

With a heart of steel and an acquaintance with death, the giant fills the skylines of modern 3D cityscapes, destroying enemy tanks and helicopters with deadly missiles and mortar guns. Technically outstanding, this game pitches you into 16 adrenaline-surging unique battle scenarios. Your armoury of super-sophisticated weapons includes the Cassy Assault Rifle, Parker Chain Cutter, Badger Hand Grenades, Rachels Gatling Gun and the Wolfpack Rocket Launcher which is equipped with 12 warheads that create unbelievable amounts of high-rise destruction if aimed in and fired in the wrong direction. Each weapon should be selected to deal with a particular foe. Tanks are susceptible to missiles while helicopters can be downed with a Gatling Gun. Designed to take full advantage of the Jaguar's advanced 64-bit architecture, this milestone game would not work on any lesser console.

Ballistic Weapons

- Standard Manipulator - Used to grip weapons in the hands of the robots
- Chain Cutter - Quickly destroys buildings
- Hand Grenades - Wide field of destruction.
- Gatling Gun - Rapid firing, barrel, short range weapon.
- Rocket Launcher - 12 rockets fired over long distances

£49
INC VAT - JGS 4011

TEMPEST 2000

"The most hectic and addictive 100 levels I've seen for yonks" - C&VG, June 94
"Game of the decade" - Gamesmaster

4 Action Packed Arcade Games In 1

Traditional - The original arcade classic. Shoot at enemies spiralling along the vortex
Tempest 2000 - Total 64-bit rewrite with faster graphics
Tempest Plus - Combines the features of the traditional version and new Tempest 2000 in one mega game
Tempest Dual - 2 Players with Jaguar's link cable (see page 3)

£49
INC VAT - JGS 7472

RAIDEN

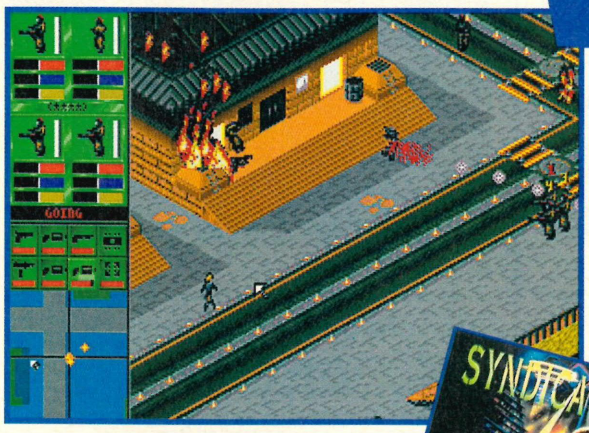
"Perfectly captures the graphics of Fabtek's arcade original." - Electronic Games, June 94

Earth has fallen to deranged aliens. Now, as pilot of the Raiden Supersonic Attack Fighter, you must rip through enemy lines and mount a daring counterattack. Raiden enhances the vertical-shooter excitement of an all time favourite with brilliant sounds and exceptional speed and motion.

- 8 levels of proven arcade action
- Complex parallax scrolling
- Searing CD-quality soundtrack
- Arcade-fast & arcade-vivid graphics
- Hundreds of enemies to blow into the stratosphere

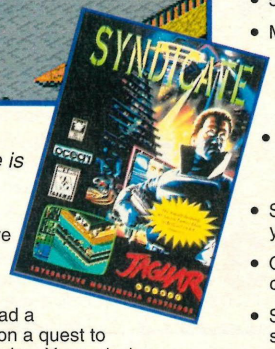
£34
INC VAT - JGS 6722

SYNDICATE



". . . excellent gameplay . . . Syndicate is a great game." - Nick Walkland, Games World

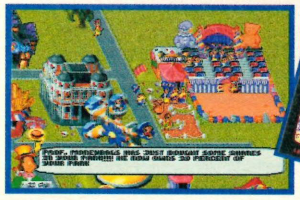
The award winning PC smash hit comes alive boosted by the Jaguars' 64-bit super power and enhanced graphics and sound processors. You are a young and ambitious executive in the Syndicate, handpicked to lead a team of CHIP-induced Cyborg mercenaries on a quest to capture and control all of the opposing territories. Your mission: Assassinate, pillage, destroy, do whatever it takes to erradicate other syndicates' agents. It will take all of your skills to take full control.



- Construct up to eight deadly Cyberpunk cyborgs and send them off to do murder, kidnapping and espionage
- Choose from a range of hi-tech weapons
- Invest in research and development to create new cyborg technology
- Play amongst stunning 3D city 'scapes
- Battleground territories range from California to Outer Mongolia
- 50 cities in which to compete
- More than 50 completely new missions
- Specially recorded digital sound effects and music set up a sinister atmosphere that sets the perfect mood for such a game
- This Jaguar version of Syndicate is undoubtedly the best version of Syndicate on any console or major computer format!
- Swift point and click interface immediately puts you in command
- Gain control street by street, city by city and country by country
- State of play, weapons, status of agents in current team and money earned can all be stored on the Jaguar cartridge

£49
INC VAT - JGS 7301

THEME PARK

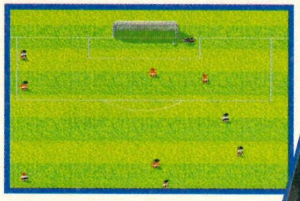


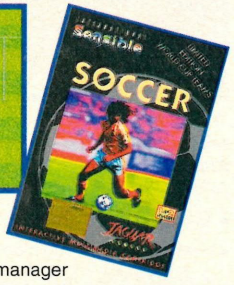
"Sim-style game lets your imagination run wild." - Ken Williams, EGM

- The ultimate fun simulation
- Create a successful leisure park industry
- Choose your locations from around the world to expand your empire
- Decide on rides such as Carousel and Haunted House
- Make money from well placed food stands such as hamburger stalls, popcorn and ice cream stands
- Entice customers with new rides
- Hire entertainers such as giggling clowns and animals
- Purchase new features such as bushes, trees and toilets

£49
INC VAT - JGS 7501

INTNTL. SENSIBLE SOCCER

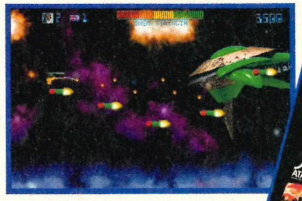




- Accurate simulation, with season data on national and international sides
- Player, manager and player-manager options
- Pre-defined and user-defined tactical selections
- Mid-match substitutions and tactics change
- Crowd samples from around the world
- International transfer market
- Design your own league, cup or tournament
- Probably the most extensive store of football information available in any game

£54
INC VAT - JGS 7011

CRESCENT GALAXY

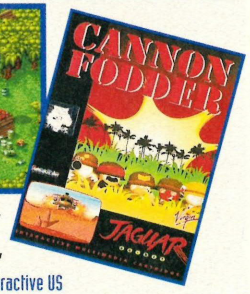


"Graphics amazing...and this is just the start"
- Gamesmaster

- A 64-bit experience like no other
- Exciting intergalactic space battles
- Face the meanest foes in the universe
- Liberate the four moons of Cosmolite and face Odd-It
- A powerful arsenal of beams, tracers and bolts
- Unrivalled texture mapping
- Spectacular 3D rendered graphics
- Atmospheric sound track
- Call in Cutter, your helpful comrade in space, when you need fast assistance or advice

£39
INC VAT - JGS 1852

CANNON FODDER

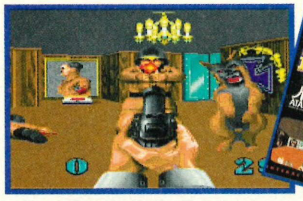


"The Jaguar version is by far the best version available on any console"
- Hen Love - Virgin Interactive US

- War has never been such fun
- Turn shivering convicts into dedicated fighters
- Missions include jungle, desert, arctic wastes, moorlands and The Underground Base
- Vehicles include Jeeps, Tanx, Choppas, and Skidooz
- Deadly Enemies include grunts, snipers, engineers, airforce and artillery
- Obstacles include bridges, cacti, snowmen, ice and quicksand
- Your troops become more dedicated and well trained as you are victorious in more campaigns

£44
INC VAT - JGS 1704

WOLFENSTEIN 3D



"Runs full screen...four times the graphic detail and three times the sound rate of the PC version - The Edge

- Graphic 64-bit carnage, Jaguar style
- Realistic bullets and blood
- From the creators of Doom: The Special Edition
- 6 missions, 30 levels of bullet ridden mayhem
- Mission locations include Dresden, Castle Erlangen, Mountain Fortress and Castle Wolfenstein
- Find and use flame throwers, vicious chain guns & rocket launchers
- Load up on ammo packs, keys, booty and a truly incredible arsenal

£49
INC VAT - JGS 8932

KASUMI NINJA

- The most thrilling fighting game on the Jaguar
- Incredible 64-bit graphics
- Variety of exotic fight locations including Indian Reservation, (see above)
- 8 digitised opponents including a Kickboxer, Comanche Chief, Amazon Queen, Scottish Brawler, and the mysterious master Lord Gyaku
- Coded parental lock code can be set in place to stop youngsters gaining access to the most violent scenes in the game
- 2 player mode can be activated when more than one Jaguar is connected together with the aid of the optional Jaguar Link Cable (see page 3)
- **FREE!** *Kasumi Ninja* headband supplied in box

£59
INC VAT - JGS 4502

BUBSY BOBCAT

"All new graphics and sounds" - EGM

- Help Bubsy the Bobcat save his precious yarnballs from the thieving woolies
- 5 fantasy worlds, 3 levels on each
- Travel through fairytaleland, attend a twisted tea party and dive 20,000 leagues beneath the sea
- Intricate puzzles to solve on all levels and some of the craziest enemies ever invented!
- Magic collectibles include invincible T-shirt, surprise crates, Bubsy balls, coloured Bubsy points balls, mid-level markers, big ball of fun which gives a random number of points and the incredible more lives tee-shirt
- 1 or 2 player game using the Jaguar Link cable or Jaguar "Multi Player Connector" (Catbox see page 3)

£39
INC VAT - JGS 1581

EVOLUTION DINO DUDES

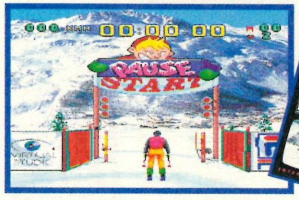
"A tricky puzzler that will keep you busy late into the night" - Gamesworld

"Brilliant effects, intelligent gameplay, variety and humour" - ST Format

- An evolutionary 64-bit experience like no other
- Only available on the Jaguar
- Become the dominant species on the Earth by using your wits and your fellow dudes - it is not easy
- A caveload of pre-historic enemies including dinosaurs and rival tribes
- Tons of obstacles to overcome including cliffs and boulders and famished carnivores

£39
INC VAT - JGS 2462

VAL D'ISERE



- Gut-wrenching 64-bit ski and snowboarding simulation
- Atmospheric wild winter challenge
- Set in the real French resort of Val D'Isere
- Slick, snowy, backgrounds
- Incredible 3 dimensional graphics
- Go for points and the fastest time
- Train using the Freeride option or compete for chilling glory on the slopes
- Avoid obstacles such as the barrier, snowmobile and natural traps such as trees
- Avoid other Snowboarders and maniacal racing skiers
- Compete with your friends
- Feel the frost!

£49
INC VAT - JGS 8661

ZOOL 2

- Specially enhanced version of the award-winning computer game
- Play as Zool or his sidekick Zooz to protect the Nth Dimension from evil
- 7 huge superb levels covered with sticky sweets, deadly traps and some of the strangest otherworld creatures you are ever likely to meet
- Beware of Zoon, the two-headed intergalactic canine wonder from the outer reaches
- Exile Mental Block and his cronies from the peaceful pleasantness of the Nth Dimension
- 1 or 2 player game using the optional Jaguar Link cable, (see page 3)
- Fastest, most colourful graphics available for any version of Zool 2
- Excitement and fun for all members of your family

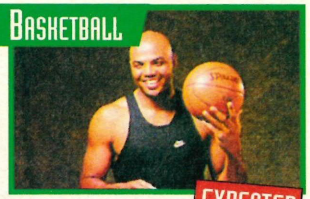
£39
INC VAT - JGS 9312

Burn Out

Speed and co-ordination is the name of the game here. The power steeped 64-bit motorcycle has arrived. Race against the computer, the clock or friends on eight different high-speed tracks. With a whopping 60 frames per second animation and CD-quality sound with 12 heart-thumping soundtracks from which to choose, this game is sure to keep you off your seat if you can keep your cycle on the track. Multi-player capability with optional Jaguar Link Cable.

EXPECTED MAY 1995

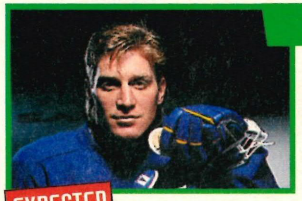
Charles Barkley Basketball



The latest star in the world of Basketball is immortalised in one of the Jaguar's best sports simulations. Together with all the other big names in Basketball, *Charles Barkley* gives off all the sweat and thrills of the big game. Take on the other hulking players on the court, jump at the right moment and dunk the ball into the basket. This is exciting, realistic, tough pumping action where there is absolutely no sign of let up!

EXPECTED SEPT 1995

Brett Hull Hockey



Blast into action with Ice Hockey superstar Brett Hull. This game's awesome digitised graphics and a real-time 3D rink, will make you feel every slapshot, save and humiliating slam into the boards. Designed to be as close to the real thing as possible, the breath-taking graphics are complemented by one of the most technically accurate sports simulations ever and sponsored by one of the game's greats. Brett Hull will take a lot of beating.

EXPECTED SEPT 1995

Fight For Life

This dramatic 3D fighting game is set in Hell, with each character striving for the chance to gain redemption and live again. You can choose one fighter from among eight characters. You then battle the remaining characters one-by-one and proceed to the final showdown with the mighty end boss. As you defeat each opponent, you can take over up to two of each character's five special moves, in effect, creating your own unique character.

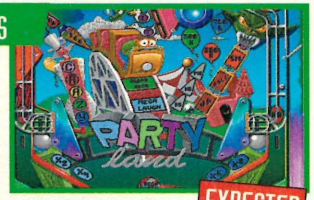
EXPECTED MAY 1995

Flashback

Take on the role of intergalactic super agent Conrad Hart who knows about the plans for an infamous alien takeover of Earth. He discovers that many humans are, in fact, disguised aliens and, for his trouble, is exiled to a distant planet. He must return in order to warn his fellow human beings. *Flashback* is already a mighty hit on other consoles and, with the superb speed and graphics of the Jaguar, is likely to best all other versions.

EXPECTED MAY 1995

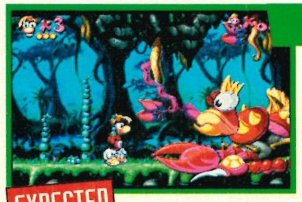
Pinball Fantasies



The only pinball machine simulation available on the Jaguar, but again top of its type. Race through a succession of fiery infernos of colour in this spectacular multi-table simulation. Hammer your steel ball through a series of roll overs, ignition letters, ramps, targets and traps. Each fantasy table has a distinctive feel. Play alone or with friends. It's as near to the real thing that you'll get on any console, and every flip of the steel ball is free.

EXPECTED MAY 1995

Rayman



Fabulous fantasy entertainment for kids of all ages. Rayman lives in a fantasy land beyond the reaches of the universe. The land is inhabited by Electoons who live a free and easy life controlled by the Great Proton. One day, the evil Mr. Black steals the Great Proton and Rayman's world becomes unbalanced and chaotic. In order to restore peace and harmony to the world of Electoons, Rayman must defeat Mr. Black and retrieve the Great Proton.

EXPECTED JUN 1995

Rise Of The Robots

This revolutionary combat game sports some of the most menacing metal mutants ever to hit the small screen. Their unique combat intelligence systems adapt to and learn your style of play. It is the first game with film quality controllable 3D graphics. Robot attack routines are choreographed by a martial arts expert. You'll witness the first ever morphing character created in this thrilling metal on metal fighting game.

EXPECTED SEPT 1995

Space Wars 2000

Your crusade is underway. Dressed in the futuristic garb of a space knight, you must vie for family glory, honour, fame and fortune in this first person perspective 3D adventure game.
There is nothing medieval about this sophisticated 3D space game. With the proceeds from each successful intergalactic joust, you can procure multiple weapons to defeat the enemy and have your name cast for eternity in 'The High Score Table'.

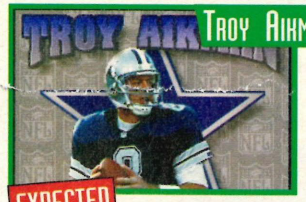
EXPECTED MAY 1995

Tiny Toons

Taking the parts of the instantly recognisable Warner Brothers characters, you must save the planet Aurica from the threat of Montana Max and his Acme Titoonium-Gold convertor. The object of this fast paced cartoon-style fantasy is to negotiate each level and pull the plug on the Titoonium Extractor. Ideal for younger players, the game features little overt violence and is bound to gain an avid following amongst adult fans.

EXPECTED OCT 1995

Troy Aikman NFL Football



It's only appropriate that the best player in football has his own video game on a system with the best technology available! Choose amongst all 28 NFL teams, 3 seaons modes, three difficulty levels, 54 offensive and 27 defensive configurations, six field options, variable quarter lengths and ore. The 64-bit technology of the Jaguar assures gamers the most sophisticated graphics and game play in a football-style video game.

EXPECTED MAY 1995

Ultra Vortex

A great fighters' tournament is taking place in the Netherworld, and you've come to kick some butt. Choose from eight valiant fighters, each from a different dimension, to work your way through to the final battle with the entity who called you to fight, the Guardian of the Vortex. Bone crunching sounds, and rippling graphics highlight this great title. Ultra Vortex features a special 'lock out' code to limit violence within game play.

EXPECTED SEPT 1995

Under Development

Air Cars	May 1995
Alien vs Predator II	Sept 1995
Batman Forever	Sept 1995
Battle Sphere	May 1995
Battle Wheels	TBC
Casino Royale	June 1995
Commando	Sept 1995
Conan the Warrior	Sept 1995
Dactyl Joust	June 1995
Defender 2000	Sept 1995
Double Dragon V	May 1995
Dungeon Depths	TBC
Flip Out	June 1995
Hammer Head	Sept 1995
Hardball III	Oct 1995
Iron Soldier II	Sept 1995
James Pond 3	TBC
Legions of the Undead	Aug 1995
Magic Carpet	Sept 1995
Mutant Penguins	Sept 1995
Phear	June 1995
Powerdrive	June 1995
Road Rash	Sept 1995
Ruiner Pinball	May 1995
Soccer Kid	May 1995
Star Wars 2000	Aug 1995
Star Raiders 2000	TBC
Super Kart	Sept 1995
The Bug	Sept 1995
Veruna Forces	Sept 1995
White Men Can't Jump	June 1995
Wing Commander III	Sept 1995
Zodiac Fighters	TBC
Baldy - CD	June 1995
Freelancer 2120 - CD	Sept 1995
Jack Nicklaus Golf - CD	Sept 1995
Primal Rage - CD	TBC
Redemption - CD	June 1995
Soul Star - CD	May 1995
Thunderhawk - CD	Sept 1995
Vid Grid - CD	Sept 1995

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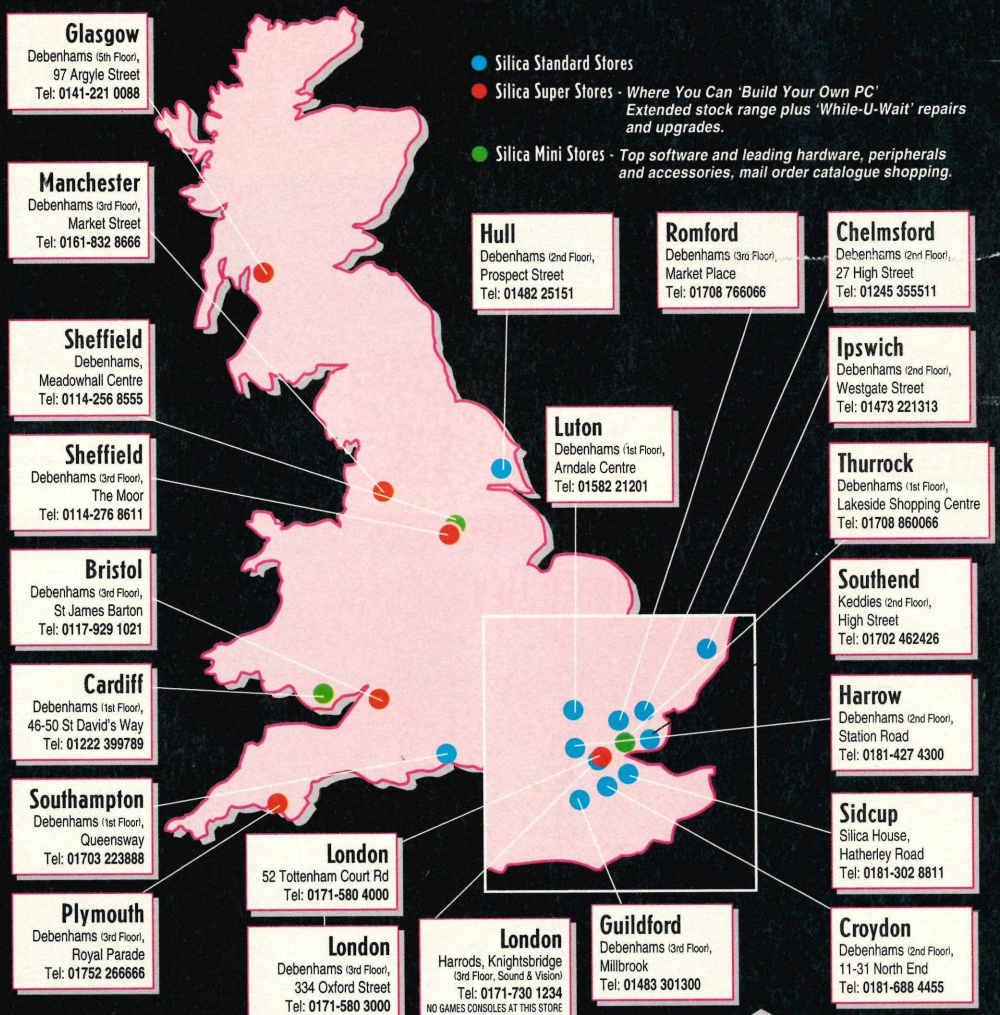

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