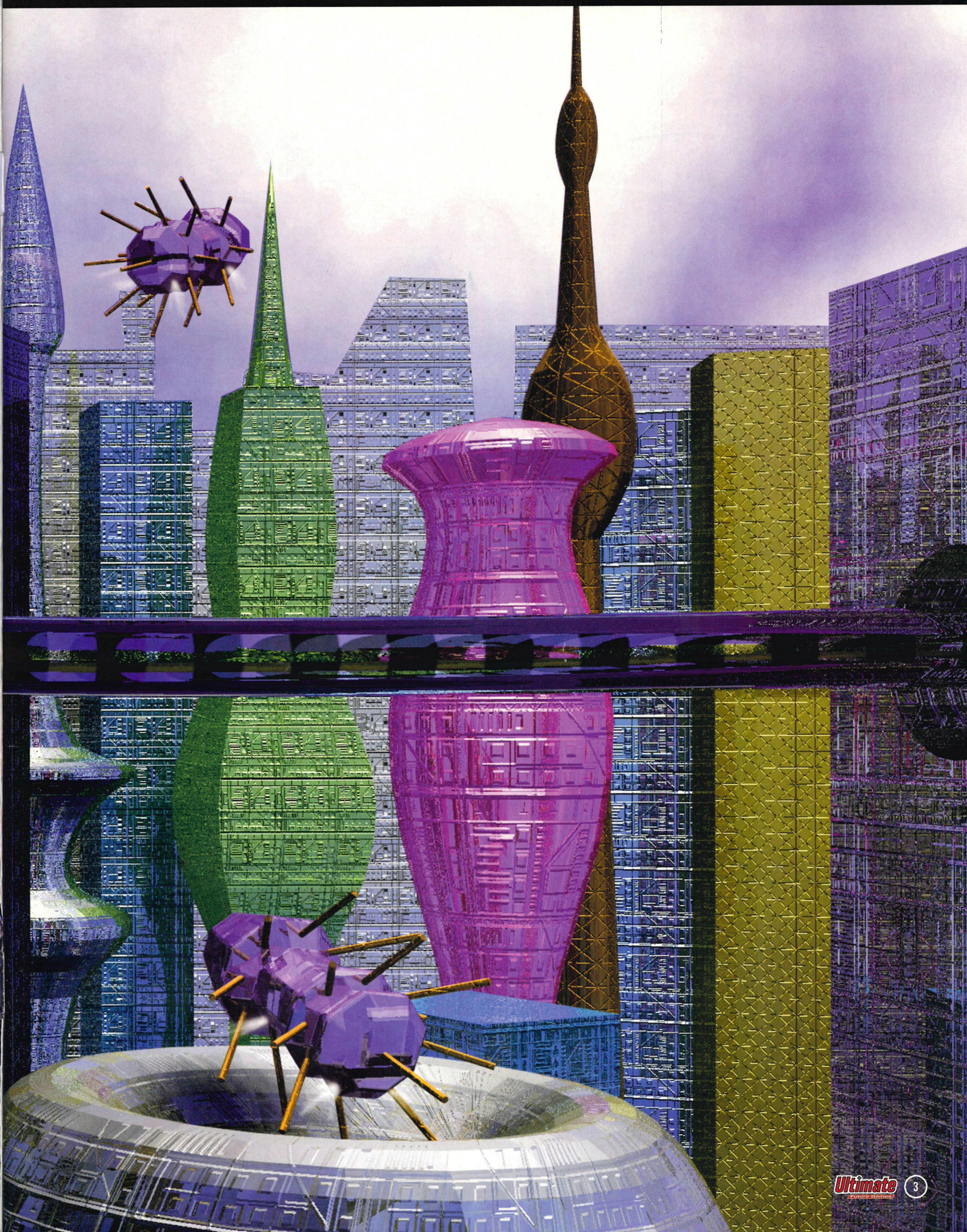
Exclusive US news inside!
PlayStation
Saturn
Ultra 64
9 771355 728017 08
Issue nine – August 1995 – £2.50
Britain's Best-Selling Super Console Magazine
Ultimate
Future Games
Exclusive! PlayStation Wipeout and Destruction Derby
World Exclusive! 3D top shooting action in PlayStation Loaded
This is the Future
We preview every single 1995 Next Gen game
Win 20 PlayStations
Saturn Early Launch Plans Revealed
Future PUBLISHING Your guarantee of value
3DO • Jaguar • PC CD ROM • 3DO M2 • Neo Geo CD • Arcade • 32X • Pippin • CD-i • Jaguar CD

Welcome to

the Future...



Saturn out on July 8th! Turn straight to page 12

Saturn is here. As you pick up your copy of UFG, the first shipment of UK Saturns is making its way to high streets everywhere, ready to go on sale for July 8th.

Also this month, we've once again managed to get hold of all the official games (so far) to be released on Saturn or PSX before Xmas. Developers have got some real stunners shoved up their sleeves – and we've made sure that you get to see them all first. This really is the future.

David, Editor

FREE! Collectable poster supplement

All the characters from the Next Gen 3D shooter *Loaded* in full 2000AD style. Valuable.

Main feature

44 There are now almost 100 pre-Christmas games officially announced for the PlayStation and Saturn. We've got them all previewed in this 12-page monster feature. This will make you decide which machine to go for.

Win 20 PSXs page 66

Exclusive!

Ultimate gets Loaded!

6 This *has* to be the shooter to look out for this autumn. There's blood, there's gameplay, explosions galore and – wait for it – light sourcing. Ultimate have secured world exclusive pictures and info just for you.

for the full details of Sega's early launch plans!

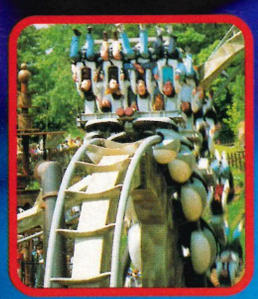
Ultimate

Future Games

Total Wipeout

14 Possibly the smoothest and fastest racing experience ever to be had on the PlayStation comes to us in the form of *Wipeout*. We have the contacts to bring you first shots of two of the ten courses, along with all the details of the game.

45-second Buzz!



56 White Knuckle Rides are certainly not entertainment of the past. Ultimate looks at the newest rides as well as the futuristic idea of virtual theme parks.

Destruction Derby

20 Collision mayhem is on its way to the PlayStation! This is a racing game with one simple aim – keep your car on the road and in one piece. First pictures of the new tracks!

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Saturn is here now – read all about it !

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Trailers

PlayStation

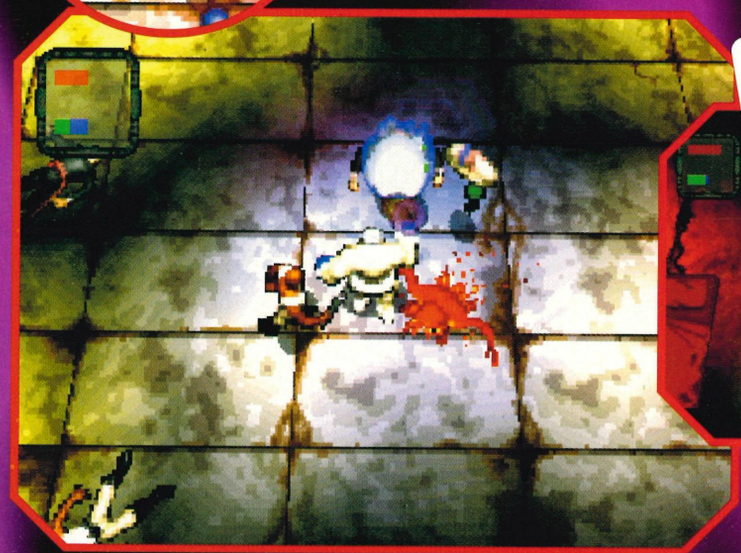
▲ *Loaded* may appear on the Saturn, but that remains to be confirmed.

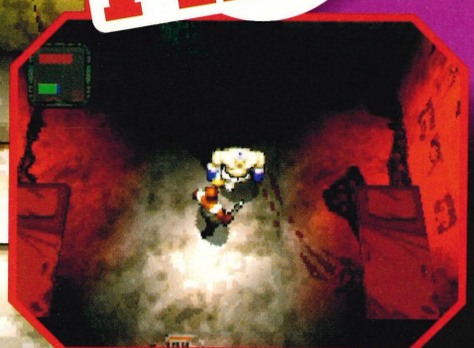
▲ Faster Mamma! Faster! Kill! Kill! Kill!

Megalaserexpl in Lo where doing

◄▲ The dingiest rooms really become illuminated once you get cracking with your weapon. Bloody great explosions.

Ultimate FIRST





▲ Being too close to a guy makes it tough to kill 'em, but we're sure that will be addressed – Gremlin..?

▲ As you can just make out on the left of this shot, there are loads of bodies littering the corridors – and not all perished thanks to a liberal peppering from your gun.

BITS

The *Loaded* Team: Game being developed in-house. Project Leader (and chief programmer) – Ashley Bennett, Additional Programmer – Matthew Hopwood, Background Art – Wai-ming Yuen/Michael Hirst, 3D Character Art – Matt Furniss, Art Leader – Greg Staples, Map Design – Simon Short, Designer – Ade Carless, Producer – Mark Glossop.

...TRUE LINES... ELSPA are to investigate an industry-wide games rental system.....

Nobby
Speed: moderate
Armour: high
Smart skill: poor (steamy temper)
Weapon: sniper rifle (rapido)
Bores the waste products out of most life-forms with his ramblings about life in the catering corps of the sector marines. But now he's gone down in the world, barely stopping for breath. It started in a field kitchen, when, not having any meat, he lopped off his legs to serve up for 'the boys'. After being rapidly discharges, he altered his appearance, including having cranial radiators installed.

BITS

***Loaded* Campaign Synopsis:** CAMPAIGN ONE – PRISON PLANET JAIL BREAK. Mission One – Escape and equip. Mission Two – Flight across the rooftops/locate transport. Mission Three – Crossing inhospitable terrain. Mission Four – Buying tickets, packing and leaving. The action here isn't only restricted to the prison, that's just the beginning...

osivedeathfrenzy aded porridge is a blast

Ultimate are ceaselessly scouring the glorious rotundness of the globe to bring you exclusive in-depth previews of the hottest PlayStation and Saturn titles you're likely to be playing this year.

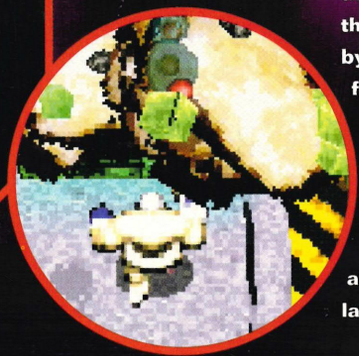
This month nothing is too much trouble in the search for gaming purity – we're off to that sub-tropical metropolis, Sheffield, and the vast cellars of Gremlin Interactive, for an Ultimate-only look at *Loaded*.

▼ A true shoot-em-up lets you shoot everything in the environment. *Loaded* is no exception – watch those crates.

The game itself is taking over from where *Gauntlet* and *Chaos Engine* left off. Now the top-down isometric shoot-em-up genre has hit the 32-bits in a big way, with superbly rendered sprites and 3D tomfoolery aplenty. It's still in a very early stage of development, but already it's shaping up to be something of a cracker.

The story centres around the prison planet RAULF. It houses the most desperate criminals in the galaxy, all imprisoned there by FUB (Fat Ugly Boy), an Elvis fetishist who's swallowed one cheeseburger too many. And he certainly has been a busy tubby 'king' while the characters have been banged up, creating a machine that allows him to radically affect landscapes and open doorways

▲ The 'Hunter' (above) is a bounty hunter chasing you through the game.

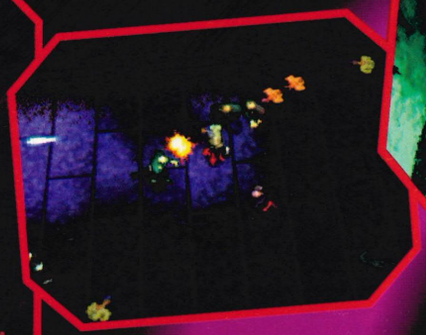


Bounca

Speed: moderate
Armour: medium
Smart skill: devastating (berserker frenzy)
Weapon: mini-launcher

One of the most widely-travelled and employed organisms in the history of the galaxy, he's accidentally been responsible for finding hidden planets, and checked people's invitations at the discovery of lost continents. But there's a problem. He's enormously thick, so all his experiences count for absolutely nothing (he's more interested in 'slappin' sum geeza abaht'). Bummer, that.

▲ These towers spew out laser fire at you, but they're easy to knock out.



▼▶ Look at those beautiful lighting effects. Breathtaking.

to other dimensions. With this he plans to hold other planets, solar systems and even galaxies to ransom. To put his invincibility to the test, he's decided that if he could defeat the most feared villains in the universe, he could destroy anyone. And that's where you come in, taking control of a group of inmates trying to escape the 12 complex levels of the game. He's provided you with a lap-top computer with which he plans to ply you with clues and messages, sucking you deeper into his sordid little plan. Will you pull one over on FUB and trim some blubber from his lardy gutness?

Like all multi-player games worth their salt these days, the co-operative four-player action is accessible by linking two PlayStations together, and this is certainly where the frantic action really begins to pick up – it really is *Gauntlet* for the nineties generation. The story itself is transferred to the game in several 'campaigns', each of which is split into smaller missions. The finished

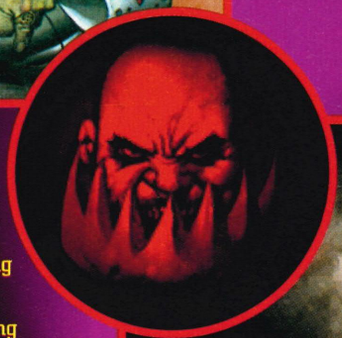
◀ This is how Vox will appear in the game (rendered in 3D Studio)

Cap 'n' Hands

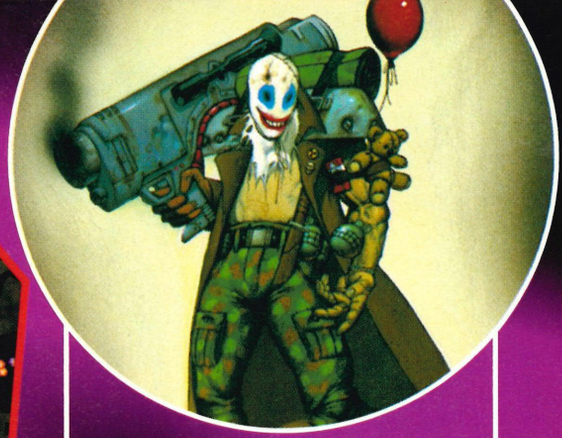
Speed: moderate
Armour: average
Smart skill: devastating (vorpal cutlass)
Weapon: shotgun-pistol

A centuries-old feared and hated Cirate. Only his head is an original part of his body and even that is rotten to the core. His obsolete cyborg body is covered in tattoo-like artwork (like his infamous 'Dancing Bare Lady' design). If you get to see that, it'll probably be the last thing you ever see...

▲ With only very few frames available for animation, there's no motion capture.



▲ Now that guy (above) is the one and only FUB. And will you just look at the size of that belly! There's actually something very strange going on in there, with everything gradually getting sucked into it. You'll be seeing a lot more of this in the final campaign.



Fwank

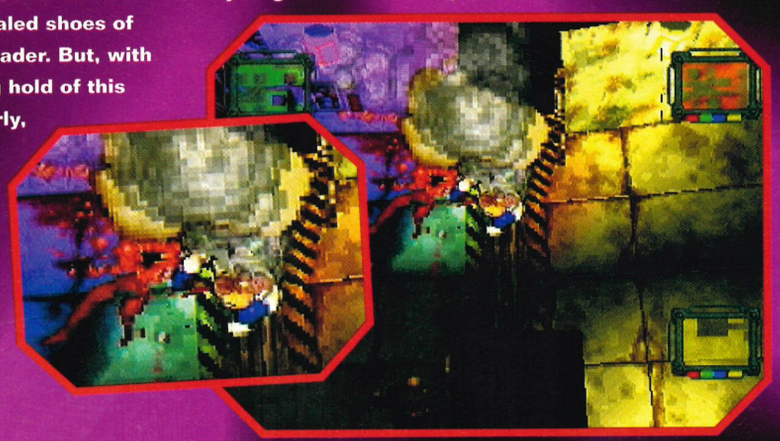
Speed: slow
Armour: good
Smart skill: good (berserk balloons)
Weapon: L.A.G.

Comes bearing the body of an wildebeest which clearly doesn't wash that often, and the mental age of a lobotomised six-year-old. He never takes off his mask, and only cares for oiling his gun and looking after his Teddy bear, Percy. Hates everyone. Carries a balloon to indicate his mood: green = 'Hmmm', yellow = 'I need space', red = 'I wouldn't ask if I were you'.

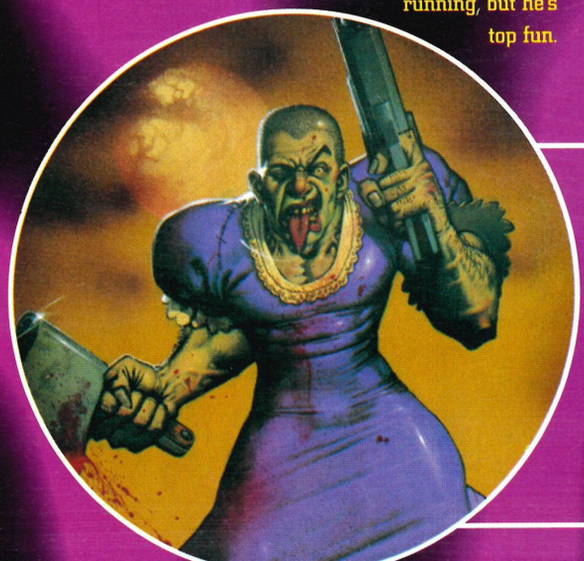
version will take you out of the prison, into a spaceport, crashing into a sea and out into strange wildernesses, all in the name of trying to find the infamous FUB. There's bags of humour in there, and a bit of a twist in the tail, by all accounts.

If you've taken the time to flick through this month's free poster supplement (or already slapped each poster up on your wall) you'll have realised how much attention has been spent on character design. And for a 3D shoot-em-up where the characters have been drastically reduced in size for the sake of playability, that's not, as you say, bad. If you recognise the style of artwork don't be surprised – Greg Staples, a prominent contributor to 2000AD, was the guy responsible, and now his creative input has increased significantly since he shifted into the well-healed shoes of *Loaded*'s Art Leader. But, with Ultimate getting hold of this little gem so early, things are evolving at incredible pace. Already, two of the characters have been dropped (Singe and The Consumer) and one planned beauty, Electric Amazon, never made the artwork stage. She was billed as a 'voluntary' cyborg who had a nasty incident in a sub-zero toilet, when one flesh buttock 'adhered' to a metal one. Ooh.

In fact, now the whole first level has been redesigned. What was supposed to be a relatively 'gentle' introduction to RAULF, on the lowest subterranean level of the maximum security prison, has escalated into a more



▶ Mamma! is currently the only character sprite up and running, but he's top fun.



Butch

Speed: fast
Armour: medium
Smart skill: good (local relocation)
Weapon: gauss rifle

Regarded by many as THE most dangerous cross-dresser in all the galaxy (by a staggering twist of fate, he always manages to grab a dress when he's trying to escape a scene). Despite his cross-dressing antics, he's also instantly recognisable thanks to his large semi-automatic handgun, which he favours because it sounds like it's barking. A bit like Butch, by all accounts.

BITS

***Loaded* Campaign Synopsis:** CAMPAIGN TWO – THE QUEST FOR JUSTICE. Mission One – Land Ahoy!, Mission Two – Oh I do like to be beside the seaside!, Mission Three – There's justice and then there's just us, Mission Four – Slow boat to somewhere. Rather a lot of water can be found at the start of this campaign, as your spaceship ditches in the sea...

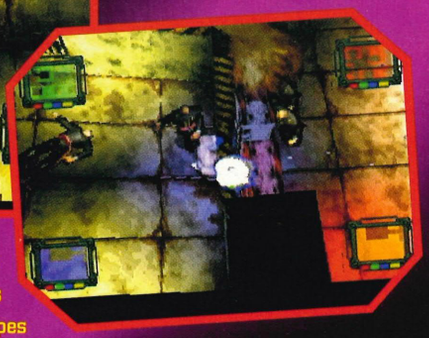
Mamma!

Speed: slow
Armour: good
Smart skill: devastating (tantrum)
Weapon: Big Bang Stick

Mamma!, quite simply, is a bit of a divvy. Abandoned as a 'young 'un' in the busiest starport in the galaxy, he is without education or manners. The only word he knows is 'Mamma!', so he obviously missed something as an infant. But we can be sure his mother got intimate with something large and Simian. Even the toughest perps find him scary and unpredictable.

▼► Going from the simple shot (below) to this massive explosion (right) requires a good load of power-ups.

▲ Some enemies simply splatter when shot, others leave behind special items.

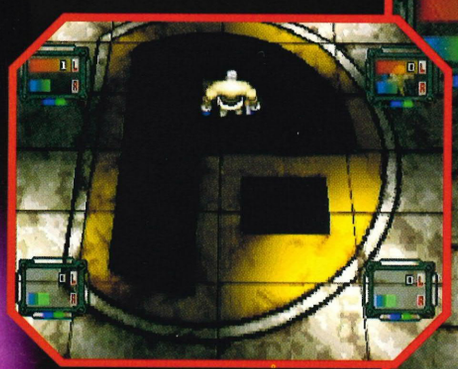


◄ It's a pity you can't appreciate the wonderful 3D effects, such as the scrolling of walls and the slopes in the floor, from these shots.

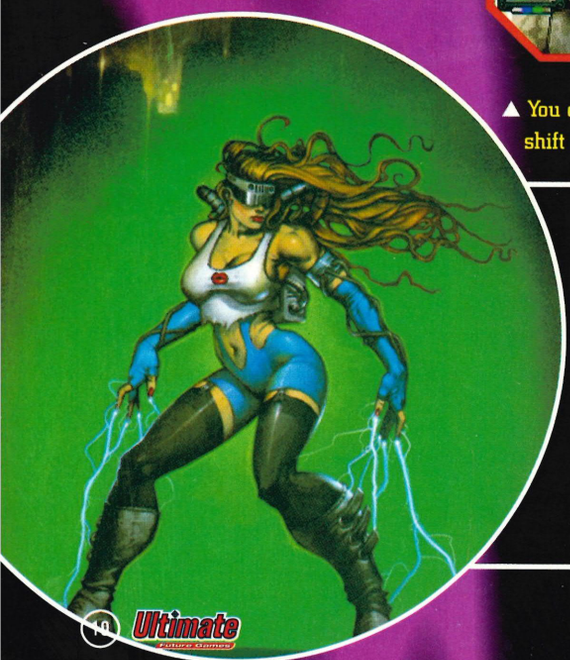
abrupt introduction to the delights of *Loaded*.

'The first level is being redesigned. Whereas before it was pretty simple, there are now a lot of objectives, with loads of lasers, explosions and the like,' explains Greg. 'And the objectives themselves have now changed – it's more of a percentage system, dependant on the amount of prison guards you kill etc, the main point now being to really try and escape from the guards.'

The *Loaded* that Ultimate saw was still at an infantly early stage, but even now, the 3D and lighting effects shine out. Floors spectacularly ripple as mines go off, the way room walls move gives an incredible sense of depth as you move about the complex. And indeed, the whole



▲ You can pause the game and shift your view in real-time.



Vox

Speed: fast
Armour: light
Smart skill: devastating (nag blast)
Weapon: voice synth

A lass and a half who kills with a single word. Some call her 'The Siren', due to her slinky physique. These people usually end up as steaming, bubbling pools of goo. Gabbist monks (masters of amplification) made her weapon. This is slung across her back, with several boom mikes on her visor channelling sound to it.

▼ The maps/stat screens in each corner represent each player.

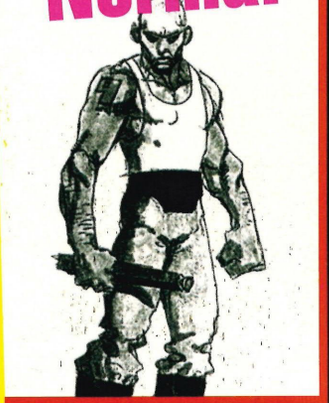
BITS

***Loaded* Campaign Synopsis:** CAMPAIGN THREE – FINDING FUB AND TRYING TO HAVE A WORD, Mission One – Hello, we'd like a word, Mission Two – We winged him lads!, Mission Three – Out of the wilderness, Mission Four – That just about takes the biscuit. This is the campaign where the inmates get their first real taste of FUB himself…

Inmates

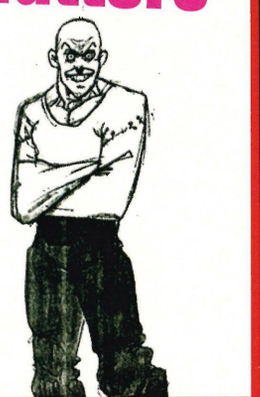
As well as guards who operate in small squads (bearing everything from electro prods and Uzis to missile launchers and tripod-mounted cannons), there are an assortment of rioting criminals...

Normal



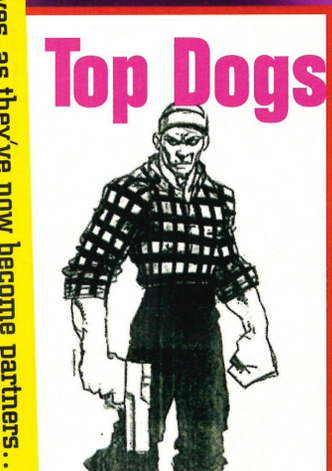
Low down in the prison pecking order, these guys (and gals) are pretty special with their fists and teeth (although some make do with fire extinguishers, chair legs and other objects they find – half will throw them at players, the remainder trying to simply hit them). They try their best to be frightening, but a couple of shots is all it takes to knock them out. Trouble is, the prison is filled with them. Funny that – a prison filled with inmates...

Nutters



These are dotted around the prison on RAULF in solitary cells and need a good five shots to put down. They will keep on running into players, trying to make life very difficult for them by head-butting them and the like. They're rather partial to hiding in piles of bodies, jumping out to surprise anyone, but their nutty screams give the unwary around half a second's warning of attack.

Top Dogs



The complex has more than its fair share of princes and kings, and each comes armed with a firing weapon (which can be pilfered once they're dead). Their henchman are more of a problem – they'll take bullets for their boss, while allowing him to still fire at the players. Top Dogs will take around eight hits to despatch, and henchman five, but once you start collecting those weapon power-ups, you'll be popping them off in no time.

▲ Each character had its own concept sketch done by Greg Staples. Fwank (above) was originally thought of as having pigtails. He still has a massive gun, though.

gameplaying experience is also being refined. 'It's turning more into a gore fest, with blood skimming across the floor – everyone's enjoying that sort of thing,' Greg points out. The game is by no means finished: 'There are things being added to it as we go along, but that's what makes it great.'

The current working demo version only features Mamma! running around the first level. But even now you can see irritatingly addictive touches seeping through – the huge explosions, the user-definable scaling in and out, the recoil increasing the more powered-up your weapon becomes – but just wait until you see those lighting effects – wow.

Machine.....PlayStation/PC

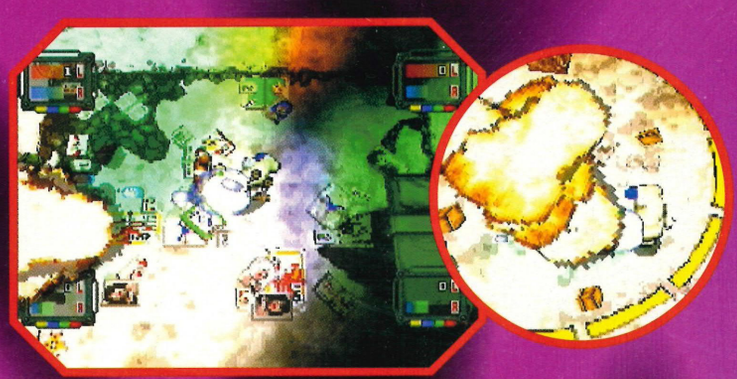
Publisher....Gremlin

Developer....In house

Style .....Blaster

Release.....Autumn 1995

Status .....64% Complete



BITS

***Loaded* Campaign Synopsis:** CAMPAIGN FOUR – THE HOLE SHE-BANG. Mission One – In the middle of a chain reaction, Mission Two – Incognito, Mission Three – That's one big body boys!, Mission Four – I've just had a terrible feeling of deja vu. This Campaign is where you'll see the fruit of your labours in *Loaded*, or will you...?

...TRUE LINES... Every PSX game that Namco produce will now be released by Sony Computer Entertainment Europe themselves, as they've now become partners.....

Saturn hits the UK 2 months early!

▲ You've seen the ads, now play on the console – now!

BITS

Sony have no plans to launch their PlayStation super console any earlier in the States or in Europe after Sega's shock early launches in both territories. They strongly believe that early September is still the best time to launch the Next Gen wonder machine since they'll still be cheaper and have more games.

As we predicted last month, Sega have followed their early launch in the States with another shock announcement in Europe. The official UK Saturn will be in the shops (albeit in a limited number) on July 8th!

At the time of going to press Ultimate Future Games found out that the Saturn will be packed with *Virtua Fighter* (full-screen mode) and will retail at £399.99 (as predicted by UFG) – this price also includes a joypad.

Of the six games that were available at launch in the US, only four have been confirmed as being immediately available over here, with two others following within a few weeks. Sega have promised tweaks and slight changes in the gameplay on all the European versions of Saturn games which will be coming out.

Virtua Fighter is obviously available since it is packed with the machine, and we have been assured that it is full-screen (no borders) and full-speed. *Daytona USA* already has borders in the Japanese version, and these are slightly bigger in the UK version – this has helped the conversion team keep the original speed. The karaoke option which enables you to switch off that dreadful singing now works in both the Saturn and Arcade mode – thank God! (in the Jap version it only worked in one mode). *International Victory Goal* (another new name!) has national rather than J-League teams. *Clockwork Knight* has been made slightly more difficult (let's face it, it really was easy) – there are less continues and the bosses are not so easy to beat (oh, and the first boss is now a blue-faced doll).

The two titles to be released a few weeks after the launch are *Panzer Dragoon* (full-screen and full-speed – with added difficulty: now most of the enemies actually attack you themselves, or with extra weapons of destruction) and *Pebble Beach Golf* (details yet to be finalised).

The launch comes a few weeks after Sega were spotted slapping advertisements in the main-stream press (Loaded, Vox, Select amongst others) and on bus shelter boards. The Saturn logo is used to replace the letter 'S' in a number of slogans like, "Slim chance, fat boy!", "No jerks", and the classic, "Aural Sex". You really can't fail to miss them.

This is just the start of the massive Sega spend. Next month we'll bring you the latest on how Sony and Sega are arming themselves in the all-important advertising war.

◀▲ *Virtua Fighter* is packed with the first few Saturns to reach the shops. But more importantly, *Clockwork Knight* has been made a lot harder (hallelujah) with tougher bosses and less continues. This is part of Sega Europe's launch plans.

◀▲ *Daytona USA* and *International Victory Goal* make up the full launch line-up for the Saturn. We can expect *Panzer Dragoon* and *Pebble Beach Golf* to complete the summer releases. All other games should be reaching us in Sept.

Ultimate Future games goes Live in '95!

Live '95 – The Consumer Electronics Show – and Future Publishing are teaming up to host the Ultimate Future Games Show in Earl's Court between Tuesday 19th and Sunday 24th September.

As part of the bigger than ever Live '95 show, we'll be taking over 1,200sq metres, where we'll have over 200 consoles offering free-play on the latest 16-bit and Next Gen releases.

The centrepiece is the Future Showcase, where you'll get to see games challenges, celebrity appearances, music acts and interactive competitions throughout the six days. If you're looking for a real-life version of Britain's best-selling super console magazine, where you can test the games for yourself, then you'll just have to come down.

LIVE '95
THE CONSUMER ELECTRONICS SHOW
EARLS COURT • LONDON
19-24 SEPTEMBER 1995

The great thing about Live '95 is that you just can't get bored of it. If you can actually tear yourself away from *Tekken*, there are *so* many areas for you to visit. We'll update you next month.

Essential stats

- When? Live '95 will be open from noon until nine (on weekdays) and ten until six (on weekends) from 19th to 24th September.
- Where? Earls Court One and Two.
- How much? Adults £8, Under-16s £4, with a discount if you come in after five on weekdays (£2 off adult price and £1 off under-16 price).
- From where? Get your advance tickets from First Call (0171 3964545) – line is open 24hrs/day but there's a £1 booking fee. If not get them on the door on the day.

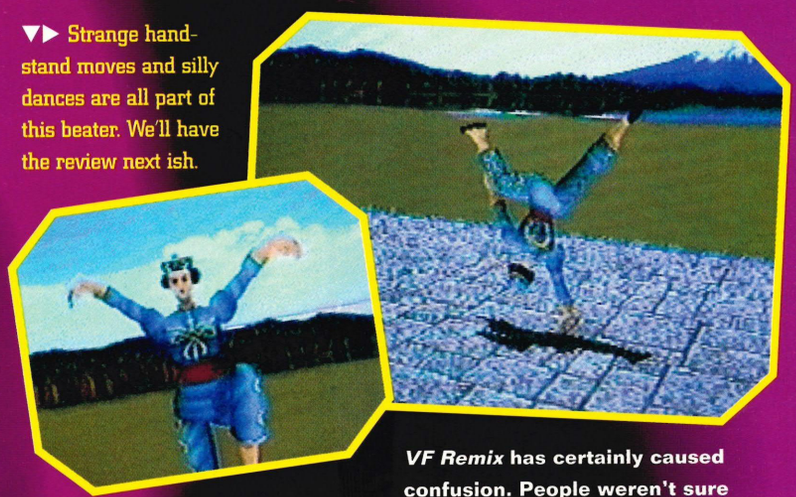
Win 50 tickets to Live '95

Want to get to the Ultimate Future Games Show for nothing? Well, we've got 50 crisp Live '95 tickets to give away. There are five first prizes of four tickets each and then 15 runner-up prizes of two tickets each. All you've got to do is answer this question: How many console mags does Future Publishing (the makers of UFG) produce? Entries to:

Very Much Alive,
Ultimate Future Games,
30 Monmouth Street,
Bath BA1 2BW.

Please note that we can only send the tickets out three weeks prior to the event.

Virtua Fighter Remix



▼▶ Strange hand-stand moves and silly dances are all part of this beater. We'll have the review next ish.

Can you have too many *Virtua Fighter* games? With the original finally hitting the streets of Europe with the premature launch of the Saturn, and *VF2* scheduled for Winter '95, what are Sega going to do with *Virtua Fighter Remix*? And what the hell is it, eh?

In Japan, *VF Remix* is appearing in various arcades and is being used as a promotion tool for the Saturn – in fact the game will be available in Japan for the Saturn mid-July. The arrival of *VF Remix* has certainly caused confusion. People weren't sure whether they were looking at *VF2* screen shots for the Saturn (because *Remix* uses the same texture-mapping technique) or not.

We'll get hold of a copy next month to review, but don't expect *VF2* or anything – this really is nothing more than a remix (re-hash?) or the two versions (gameplay of *1*, texture-mapping of *2*), and it helps as a stop-gap while hungry arcade gamers wait for *Virtua Fighter 3* to finally appear as a coin-op.

▲ Top texture-mapping with simpler characters than *VF2*.

Machine.....Saturn
Publisher....Sega
Developer...In house
Style.....Smack-em-up
Release.....July '95 (Japan)
Status.....99% Complete

BITS

Virtua Fighter Remix is likely to sell by the bucketload when it's launched in Japan as a separate CD, but whether it'll cause even more Saturn's to fly off the shelves is another matter – Japanese gamers tend to buy the systems within the first few months of launch.

Ultimate UPDATE

Saturn Re-launch?

Rumours are already flooding in from the industry that Sega are planning to release a new version of the Saturn in Europe towards the end of the year. Already, we have seen 'those' Saturn advertisments cropping up everywhere from bus shelters to music magazines, almost confirming a July release date. Clearly, Sega want to get out ages before Sony, but indications point to Sega trimming down the Saturn hardware to a point where they can match the PlayStation's price point, round about the traditional Christmas boom in videogame sales. Reducing the architecture in the Saturn won't affect current games.

Ultimate Jackers

There can be only one Ultimate Future Games to guide you through the Next Generation, but if you dabble in a spot of cyber surfing on the Net, you may have bumped into a couple of other Ultimates...

Ultimate TV list
http://tvnet.com/UTVL/utvl.html

Here you'll find not only American trash, but *Are You Being Served?*, *Brooky* and the BBC Homepage. It also comes bursting with links to hundreds of other web sites and homepages.

Ultimate Band list
http://american.recordings.com/wwofmusic/index.html

This place is huge, containing 3561 links for 1672 bands. It also includes 1061 Web pages for the exceptional bands and is well worth a visit. Blimey, you could lose yourself in here.

Sega Moving

Sega are to shift all their games hardware manufacture out of Japan. This is because of the constant rise in the Yen, and their inability to meet promised Saturn pricing at current rates of inflation. They already produce most of their output in Taiwan, China and Indonesia, and everything else will have moved out of Japan by the end of March '96. Hopefully, this will see prices begin to stabilise a lot more.

Actua Soccer

The stunning motion-captured football sim from Gremlin Interactive is definitely on its way to the PlayStation. It features the actual movements of Sheffield Wednesday and England internationals Chris Woods and Andy Sinton, and a slick 3D viewpoint. The PC CD ROM version will be out in September, while the PSX version should be ready for launch, Gremlin tell us.

◀ ▼ The variety of landscapes the tracks twist their way through is fantastic. Trees and other trackside scenery has still to be added (to help mask the slack horizon update).

▼ The hoardings themselves will be used for advertising (as seen in *Ridge*).

Slicker than a butte

Wipe

◀ Yes, there's even a bridge on one of the courses, and it's a long drop to the sea – be warned.

Wow. That's it, that's all your getting, please move on to another preview.

Okay, that's a big lie. Of course we're going to tell you everything about Sony Psygnosis' unbelievably slick racing game, but let us get our breath back first. It's stunning, you see. Even at this stage in its development (it's due out to coincide with the launch of the PlayStation), this CD shines like a gem from

▲ You can pick up some devastating speed as you hurtle down the slopes. And in reverse, if you fly up a steep slope, you'll rapidly slow down – collect those speed-ups.

◄▲ The icon at the top of the screen shows the power-up you are currently sporting – all by The Designers Republic.

red weasel *eout* is zooming into view

▲ The texture-mapping is some of the best we've seen in a racing game.

BITS

The *Wipeout* Team: Producer – Dominic Mallinson. Game Designer – Nick Burcombe. Concept Artist – Jim Bowers. Intro Artist – Lee Caruss-Westcott. Graphic Artists – Louise Smith/Laura Grieve/Darren Douglas. Programmers – Dave Rose/Rob Smith/Jason Denton/Stewart Sockett.

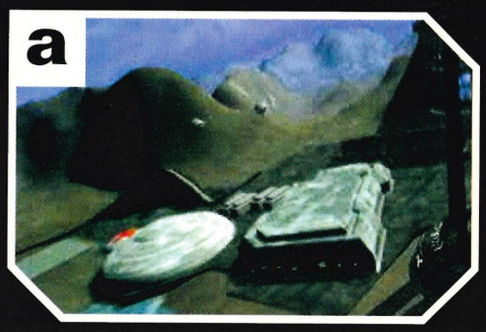
the myriad of other racers on both the PSX and Saturn.

Set in the future, where magnetically-suspended hovercars are the norm and racing until glory or death is accepted behaviour, *Wipeout* bares its polished bottom at all the competition. Forget *F-Zero* and don't bother looking in *Gran Chaser*'s court – we're confident this will become *the* benchmark from which other hopeful hoverers will be assessed.

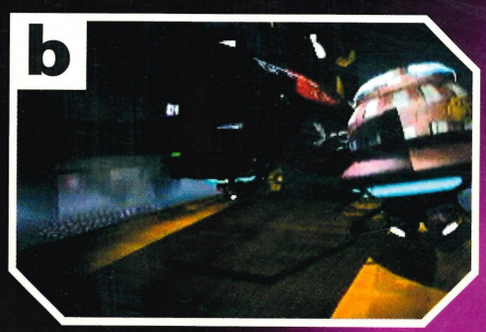
The main concern with previous games in this genre, has been the conspicuous lack of an actual 'suspended' feeling – it generally felt like you were merely driving on a flat surface two feet above the ground, with none of the subtleties you'd expect to feel in the controls if you were riding on a layer of air. *Wipeout* has successfully addressed this problem, and for once you actually feel as though you are hovering. The sensitive controls, which are going to take a bit of getting used to after the all-out simple sliding nature of *Ridge Racer*, really help with this feeling. The ship really does handle like you'd expect it to.

And what a stunner it is to look at. All the tracks come rendered in real-time, and to eliminate the noticeable effect of horizon update (as seen in Ridge Racer and even more prominently in *Daytona USA*, when huge chunks of track and scenery slammed into view when you were almost upon them) the actual bends in the track and large pieces of scenery have been used. In the finished version, these will help mask any jarring update. All the tracks and craft themselves were initially drafted on paper, then brought to stunning life with the help of SoftImage graphics software and SGI workstations. Once these designs had been finalised, they were then ported over on to the PlayStation development hardware for inclusion in the game. If you think the logos, typeface and artwork that you see during the intro and beside the tracks are familiar, don't go ▶

An introduction to *Wipeout*...



▲ The intro film opens with some gentle sweeping pans over a rendered futuristic landscape, moving in towards the track...



▲ We're taken into the bunkers where the ships are kept. Here the camera tracks around each vehicle, revealing each thrilling feature...

▲ The camera continues to glide over each team, with The Designers Republic logos clearly visible. Then each ship moves to the surface...

BITS

Wipeout features ten tracks, divided into two racing classes, the first five being for amateurs, the next five being larger and gradually more challenging. Similar to Formula 1, there are four major constructors, each sponsoring two identical vehicles. The final version of the game will feature all the normal racing features – time trials, practice circuits, Champions' League and save game.

▲ This tunnel is one of the most difficult sections to get through. Luckily the track's being moved to later in the game.

◀ Yes, there's a crowd watching you and cheering you on. There's certainly more of a race feel than in *Gran Chaser*.

▲ This descent will make you feel very sick indeed. It's just like going on a roller-coaster with a dodgy tummy. It really is that simple.

▶ loopy, because the chances are you'll have seen similar stuff before. Sheffield-based The Designers Republic, who have contributed to the image of bands like *Pop Will Eat Itself*, *Nine Inch Nails* and *Fangoria*, were responsible. Clearly no expense has been spared in getting *Wipeout*'s glorious look just right.

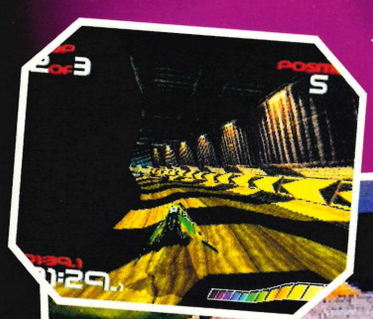
The wonderfully smooth visuals are certainly enriched by the atmospheric sound. Admittedly, there isn't a great deal of it currently, but being a part of the Sony group allowed the team to approach professional musicians and bands that would fit into the whole futuristic feel. In fact, *The Orb*, who contributed a track, will be featuring the piece of music they contributed on their latest album. Sony Psygnosis are planning to release a compilation album of all the tracks, following the highly popular trend that exists in Japanese videogaming culture.

So impressed were MGM by the game, that they got *Wipeout*'s graphic artists to render up an SGI-generated sequence along the lines of *Wipeout*, which they are incorporating in one of their latest films, *Hackers*. The main characters will be seen 'playing' this – but we videogame bods know different, eh?

There are only two tracks in a playable state at the moment, but even these are damned challenging in one-player mode. But where *Wipeout*'s sure to come into its own, is in two-player machine link-up mode. You can collect power-ups (ranging from speed-ups to a variety of missiles and mines) to use against a computer opponent, but just imagine the frustration you can cause a mate sat not two metres away gazing at a different telly and everything. Sony Psygnosis would have to make a major cock-up to render the completed *Wipeout* a duffer. We don't reckon they will. When Sony Psygnosis brought it us, we really didn't want to give it back – it's hellishly addictive.

▲ After a brief countdown, the green light's up, and with boosters and ear-bleeding noise the ships race off, very slickly indeed...

▲ As the ships disappear, we move to another screen, where the *Wipeout* logo appears in all its glory. Time to get that pad in hand...



◄► Speed is indicated at the bottom left of the screen. The layout is lovely and simple.

◄ This is the view of your vehicle when you've finished, the same sort of angle as in *Ridge Racer*. But you won't see it if you lose.

Oh, and one more thing – please remember that you saw *Wipeout* here first. You won't see so many shots, so early anywhere else. It's an exclusive and all that. Of course.

Machine.....PlayStation

Publisher....Psygnosis

Developer...In house

Style.....Hover thriller

Release.....September 1995

Status.....88% Complete

▲► The other vehicles are controlled sensibly by the CPU. Get too far ahead, and they'll catch you up, lag behind too much and they'll slow down or even stop.

UK Top Ten

1 Brian Lara
(Codemasters)
2 Winter Olympics
(Kixx)
3 FIFA Soccer 1995
(Electronic Arts)
4 Rugby World Cup 1995
(Electronic Arts)
5 International Superstar Soccer
(Konami)
6 Zelda – Link's Awakening
(Nintendo)
7 Toe Jam and Earl 2
(Sega)
8 Road Rash 3
(Electronic Arts)
9 Micro Machines
(Ocean)
10 Eternal Champions
(Sega)

Flux On

Rave on with psychedelic images through your Mega CD using the new Flux cartridge. Simply plug the new cartridge into your existing system and watch a visual opera jig about on your screen to pumping techno music. You also will be able to produce your own imagery by using your joypad and connecting it up to a VCR. The Flux system was used to glitter up Glastonbury's pyramid stage this year, and Mega CD owners will be able to go on this same wild trip from August 1995.

▲ *Flux*. Loads of coloured lights flashing in your head.

Cheap CDs

A new software firm, Harptech, is planning to release a range of 10-game budget PC CD ROMs in the autumn for the pocket-friendly price of just £4.99. If the games prove good value for money, perhaps this would lead to price wars in the Next Gen arena. Sega and Sony are already at loggerheads over console prices...

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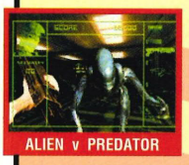
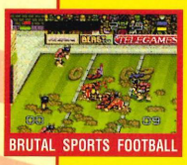
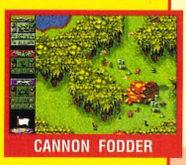
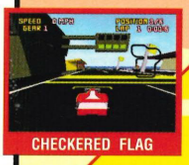
AWESOME SOFTWARE

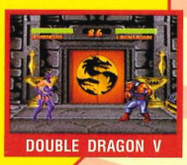

ALIEN v PREDATOR


BRUTAL SPORTS FOOTBALL

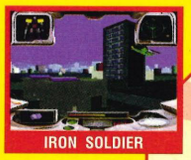

CANNON FODDER

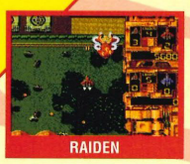

CHECKERED FLAG

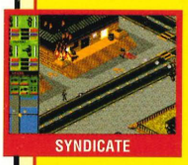
DOOM


DOUBLE DRAGON V

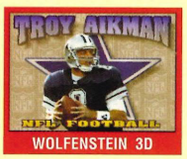
HOVERSTRIKE


IRON SOLDIER


RAIDEN


SYNDICATE

THEME PARK



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Ultimate Future Games is always number one

It's official! There is no other magazine out there which brings you as much Next Gen news, games and console gossip than Ultimate Future Games.

Most other mags are still bogged down with tedious 16-bit games and information, but here at Ultimate we are 16-bit free – and that gives us extra space for more Next Gen coverage than anybody else.

We were the first to give you the full details of Sony's PlayStation and Sega's Saturn – a year before their official UK launch (and even before their Japanese launch), the first to find out about 3DO's M2 upgrade, thanks to us you were the first to drool over Nintendo and Williams' deal to make the definitive version of *Doom* for the Ultra 64, and way back in November we told you all about Apple's entry into the console market with Bandai. With our correspondents in Japan and the US, we have unrivalled access to the hottest info.

We bring you the very first game shots of every single Next Gen game we can get our hands on. So far you have been the first to see early shots of *Tekken*, *Daytona* and *Panzer Dragoon* (Saturn), *Demolish 'em Derby* and *Gunner's Heaven* (PSX), *Street Fighter Zero* (Arcade)... we could go on.

We make sure each game is reviewed properly. We haven't got time for marketing speak, so we give you exactly what you want. Exclusive reviews we've brought you so far include *Tohshinden*, *Return Fire*, *Daytona USA*, *Panzer Dragoon* and *Motor Toon GP* – believe us, this is just the start.

▲ Every month, Ultimate Future Games guarantees you will get as much Next Gen information that can be physically crammed into our 100 or more pages. If you're planning to leave the 16-bit world, you can't do it without us.

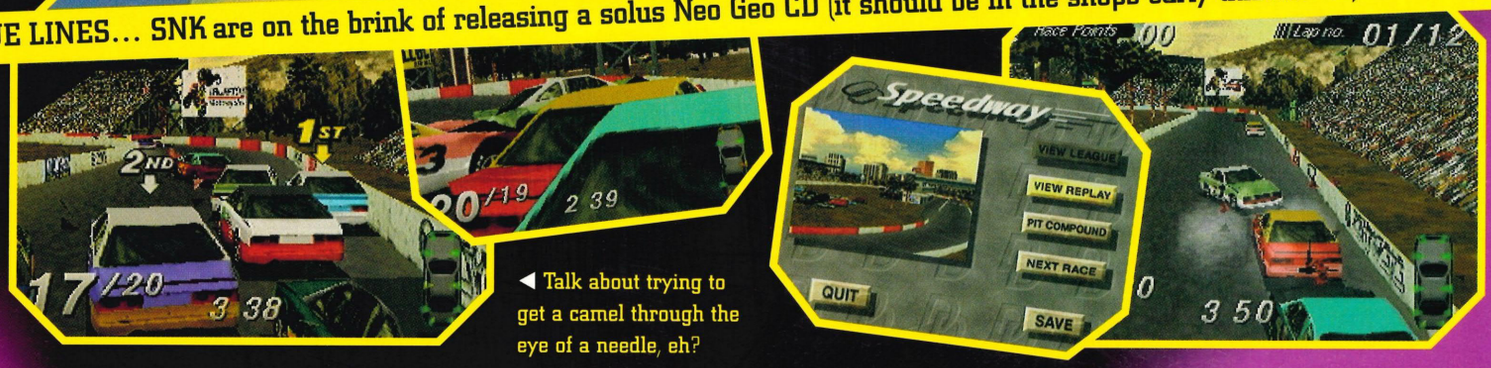
WIN!

Top vid giveaway

▲ Each of these videos has an original cinema trailer or special thing – *Mad Max* has original Aussie dialogue!

Let's celebrate! Some of the best films ever made are making it on to that oh-so-standard VHS video standard. *Batman* and *Batman Returns*, *Bladerunner: the Director's Cut* and the *Babylon 5* series are here. In our office! We've got a complete *Babylon 5* series (1st prize) to give away, as well as both *Batmans* and *Bladerunner* (2nd prize). All you have to do is send us the worst video in your collection, and if it really is bad you could win either. Send it in to: Video Swapshop, Ultimate Future Games, 30 Monmouth Street, Bath BA1 2BW.

...TRUE LINES... SNK are on the brink of releasing a solus Neo Geo CD (it should be in the shops early this month). It's likely to co

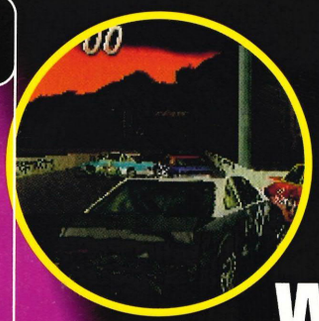


◀ Talk about trying to get a camel through the eye of a needle, eh?

Smashing up cars for kicks in Destru

BITS

Race the trucks instead of the cars in *Destruction Derby*. Well, if the designers have managed to get the truck graphics already in the game, it's not that difficult to place them on the tracks. The only difficulty being the relative size of them compared to the track and the other cars. Watch out, we predict a separate truck game soon.

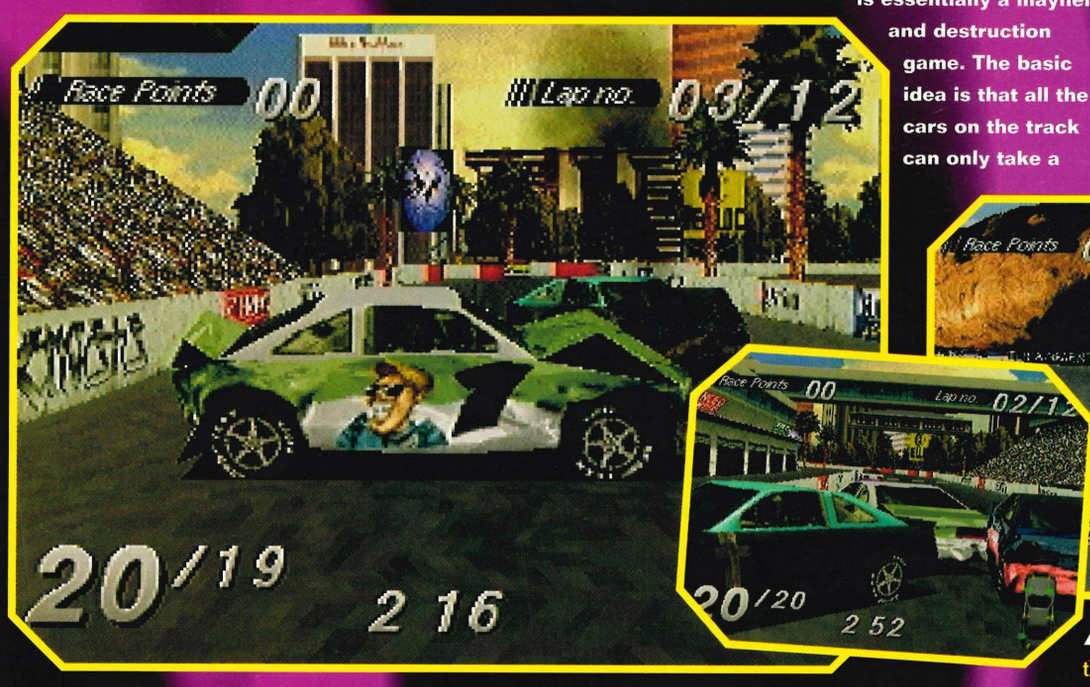


▼ The best way to win is to try to use every part of the car to destroy the others.

Watch out! Your

We've been eyeing up Liverpool-based Psygnosis for a few months now, knowing full well they were up to something special for the launch of the PlayStation in the UK. And they bloody were. Using developers Reflexions situated in Newcastle, they have come up with a car-based game with a big difference – it's not actually a true racing game.

Destruction Derby – formerly known as *Demolish 'em Derby* – is essentially a mayhem and destruction game. The basic idea is that all the cars on the track can only take a certain amount of damage before conking out, so it's your job to try and wreck all the other cars before they wreck you. Top idea.



▲ The crumpling up of the cars is superb – this is the first racer with added realism.

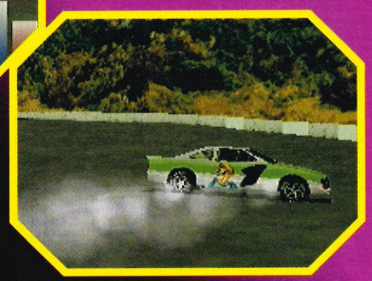
st £330, with bundle packs in the £360-370 price range. Games will come in at £35-60, with 50 titles currently available.....

Start your engines

There are three types of car to choose from in *Destruction Derby*. In simple terms there's a novice car (doesn't skid much), an intermediate car (kind of normal) and the pro car (slides around as soon as you touch the joypad).

▶ The beginner's car – doesn't skid and doesn't shift that well.

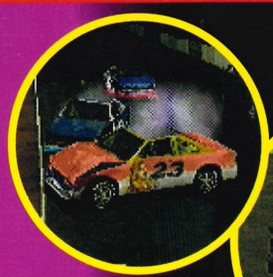
◀ Bog standard car. Skids a bit, accelerates okay and has completely average breaks. This is probably the best car to play with regularly.

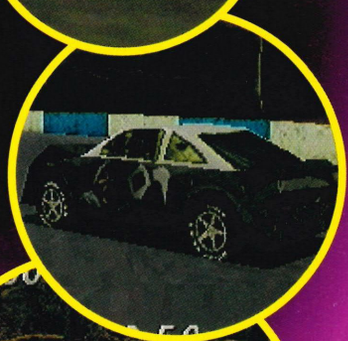


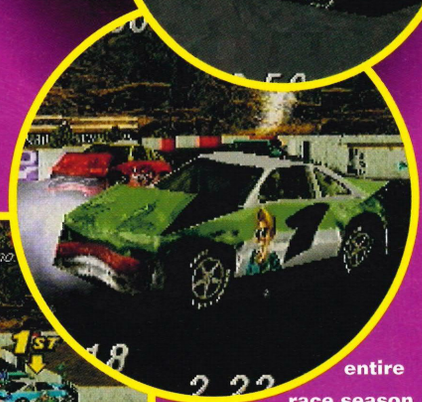
▶ Car number three – only for the true pro. One little tap on the joypad and you go off skidding.

ction Derby

radiator's smokin'







The very first thing the developers made sure of, was to make the impact the cars have on each other extremely realistic. None of this bouncing off the sides like in *Ridge*, here you'll actually crunch into the barriers or your opponents and the cars get crumpled up before your very eyes.

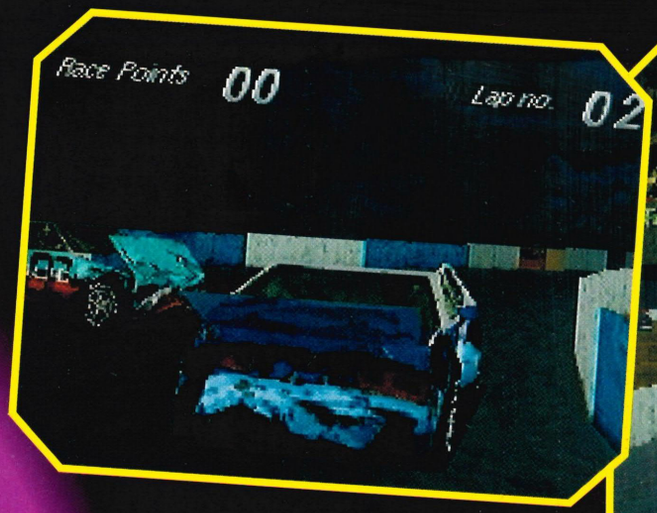
But that's not the only realism built into the game. As your car gets wrecked, the wheels start wobbling – this affects your steering – and steam starts gushing out of the radiator. If you skid around the tracks, the burning rubber lets off some smoke trails that look absolutely great – you can almost smell it. Well, not quite.

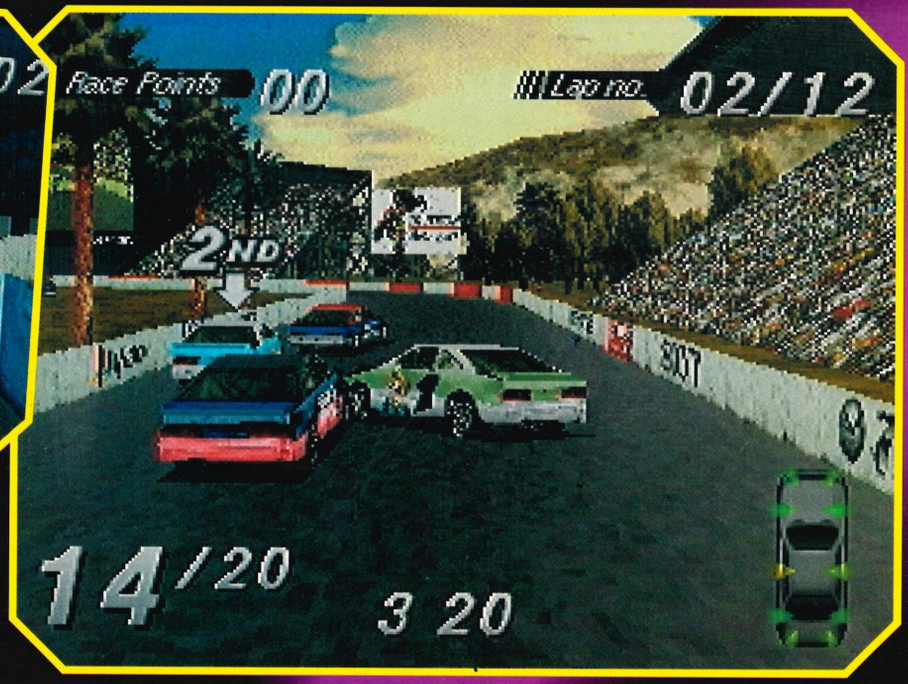
▲ Running your opponents into the trackside hoardings is a must.

▼ The figure of eight track is great for pile-ups.

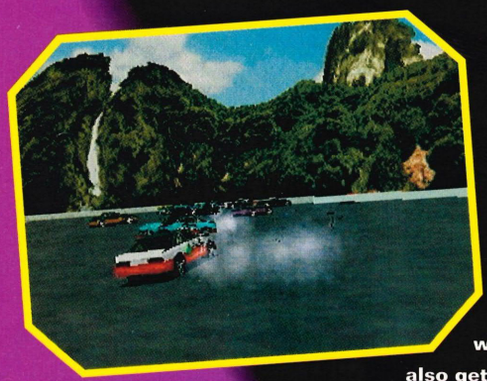
Going around bashing into loads of cars does sound like fun – and it is – but Psygnosis have spotted that if this was the only aspect of the game, it wouldn't have much depth. So, they've added a six-track racing game in which you race against 18 other cars. The smashing and bashing is still part of the game, but you also have to complete a number of laps without getting your car wrecked. There are pit-stops for tyres and bodywork rebuilding, and you can even enter into an entire race season, gaining points after each race and climbing up the drivers' league. You can save your position on the memory card, and also have to watch out as your car gets more and more damage as you play through the season.

There are three modes built into the game. Stock-car racing, Destruction mode and Smash-up racing. Each mode has its own





▲ Each point of your car can only take a certain amount of damage, so if your front's damaged, try a bit of reversing.



◀ The concrete bowl where you drive like a madman. The background doesn't glitch, either.

different aim, and as the player you need to use completely different tactics if you're going to win each one.

The Destruction mode is brilliant. There are 18 cars all facing each other in this huge concrete bowl, and the aim of the game is to smash all the other cars up without receiving too much damage yourself. If you manage to make one of the opponents spin round 360° you get points, if you wreck another car, you also get points. Not bad.

At the end of each race or event you can choose to replay the whole thing. But the best bit is you can actually edit the replay, choosing different camera angles for every frame (if you really want) and you can then play back the whole thing like a video. After you've edited the camera angles, you can save the sequence to memory card.

This game has gorgeous graphics – the whole race is loaded into memory, so you don't have any slow picture build-up – a good soundtrack, classic destructive element, depth and the best option ever – a two-player link-up mode between two PlayStations.

Ultimate guarantees you'll get the first review of *Destruction* in our October issue, out September 1st.

▲ To the top-left is a massive screen, relaying the action in real-time!

Machine.....PlayStation

Publisher....Psygnosis

Developer...Reflections

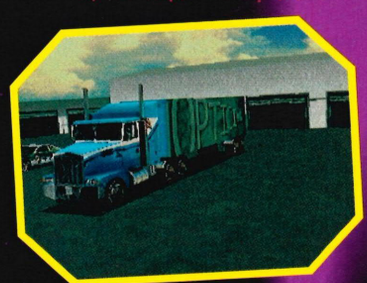
Style.....Destructive racer

Release.....October 1995

Status.....85% Complete

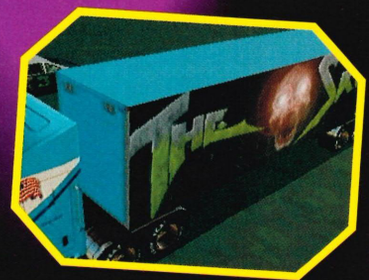
Truck-o-rama galore

▶ Every team has its very own logo and truck – room for a hidden game we think.



▲ Imagine if you could race these trucks with the cars – the mayhem!

▼ It shouldn't be too difficult to incorporate them in the race.



The Console Barometer

Need to know which console has scored the most points in our console barometer this month? This is where you need to look. Any add-ons, price changes or great games all affect the sensitive barometer. This is it.

PlayStation

Easy winner this month. The £75 price cut in Japan has certainly come as a boost to the PlayStation bandwagon. But most importantly, we have seen some of the games that the future is all about – *Wipeout* and *Destruction Derby* from Psygnosis. Kind of wipes out crap games like *Magic Beast*, luckily.

Score: 9/10

Saturn

Rumours of a late July/ early August launch and news of *Loaded* being ported on to the Saturn both pump up the Saturn this month. However, *Gran Chaser* was a let-down, especially after seeing the same style of game (*Wipeout*) on the spanking PlayStation. So far, whatever Sega do on the Saturn, somebody goes and does a better job on the PlayStation. Is this a sign of things to come?

Score: 7/10

Jaguar

The recent announcement of 55 new releases from now until Christmas has boosted the '64-bit' system – and about time to. We'll take a look at how good the new games actually are next month. The arrival of the Jaglink that enables two players to play *Doom* Deathmatches is definitely one of the best things ever for Jag owners.

Score: 6/10

3DO

M2 definitely keeps 3DO's head above water, but the lack of any top-selling arcade port to launch the upgrade, certainly comes as a bit of a downer. *Killing Time* isn't anything new (*Doom* style, again), but at least *Battlesports* and *Captain Quasar* seem to be bringing some much needed originality to the games market. Still no news on an official price drop yet.

Score: 6/10

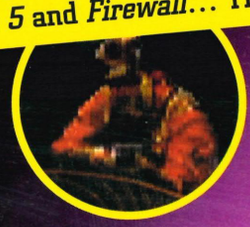
Ultra 64

News is only just dripping through on the Ultra 64, but we're pretty sure that Nintendo are going to be able to keep the price below $250. If they pull that off, they'll have a winner. The fact that it will still be a cart-based machine rather than CD-based, has not put off developing teams. Encouraging.

Score: 5/10

Due to hot-blooded popular demand, the pixie-like Lisa makes a tearful return to her job as Console Barometer. Three cheers for the little lass!

...TRUE LINES... Goldstar are now getting into 3DO software publishing with *Primal Rage*, *Defcon 5* and *Firewall*... TRUE LINES...



Gentlemen, synchronise your watches

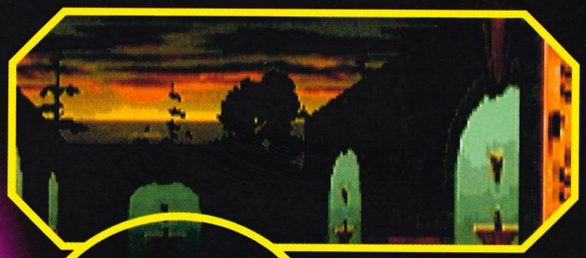
Killing Time

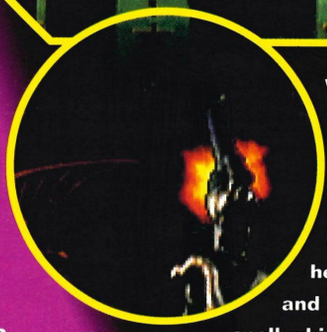
is about to begin

BITS

***Killing Time* credits:** The character make-up was designed by Rick Carter (*Nightmare on Elm Street*), it was directed by John Hight (winner of an ITV Golden Reel Award), the music was scored by Bob Vieira (his 40th game) and it features a new continuous streaming technique developed by Studio 3DO's Larry Reed, to eliminate access time.

▼ The finished version of *Killing Time* will allow you to look up and down – very handy in the catwalk section.





The latest in a long line of *Doom* clones – all preceding the original game on 3DO – is *Killing Time*, and it promises to be a game that carries the run around blasting/nabbing power-ups genre to new extremes.

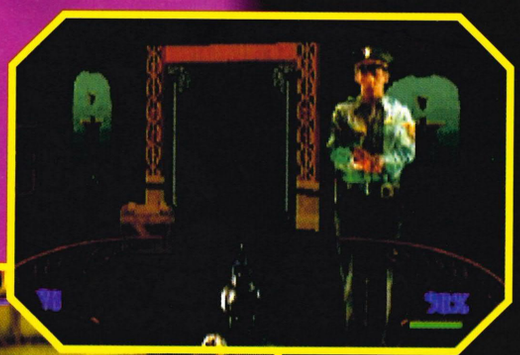
The basic story line revolves around you being trapped in an island mansion, fit to bursting with attendees of a garish 1920's party. A shimmering apparition beckons you to help, and you agree to uncover her horrible secret and break the spell which holds the island in a chaotic limbo. There's definitely an HP Lovecraft atmosphere to it.

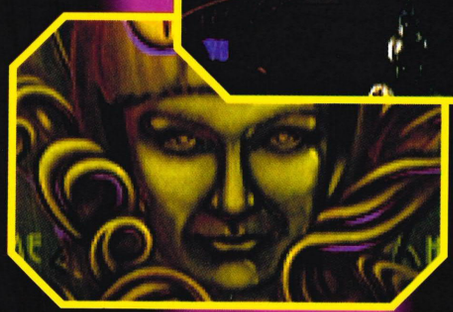
It appears, from 3DO's initial brief and a first look at the game proper, that the gameplay has depths not found in other maze-based games. As well as running around blasting the Full Motion Video characters, there are puzzles to solve and ghosts to befriend (seven of them, in fact). The mazes themselves are thoroughly irritatingly well-designed, with more than 30 'Killing Zones' where the player is attacked by more than a dozen enemies (blimey), and oodles of secret passages.

When playing, it's also noticeable that once the enemies have been shot and killed, they actually move as you do. That sounds a bit weird, but it actually means that rather than looking the same as you shift perspective, you can actually move around the bodies and examine each side in gratuitous post-mortem detail if you really fancy it. Sounds dead good, doesn't it?

Machine.....3DO
Publisher....Studio 3DO
Developer...In house
Style.....Maze blaster
Release.....Summer 1995
Status.....70% Complete

► Apparently, you will need to select the correct type of weapon to kill specific kinds of enemy.

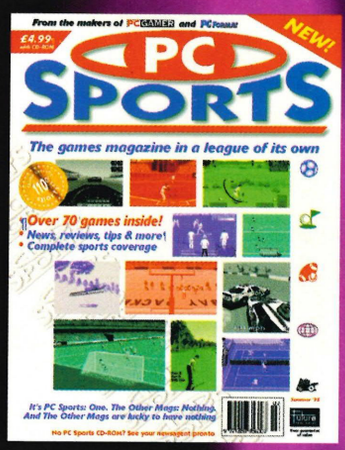




◄ There are 17 different 3D/FMV enemies to scrap with as well as the seven helpful ghosts.

It really is quite

rrrrrrrrremarkable



We'll always hit you with the latest and greatest PC releases, but there's just not enough room to cover absolutely everything each month. But PC Sports, the ripest young thing plucked from the same publishing orchard as Ultimate, however, is THE mag you need if you're into sports in a BIG way.

Every major PC sports title currently available has been reviewed and rated. There are top development features giving behind-the-scenes info from the drawing boards of this autumn's hottest games. And each issue comes with a lovingly pressed CD ROM, featuring the best playable demos of forthcoming sporting hits. You really would be a fool to miss it, John.

PC Sports is in the shops now, and a copy can be yours for the crowd-pleasingly low price of £4.99.

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...TRUE LINES... Silicon graphics and the Spielberg/Katzenberg/Geffen company DreamWorks SKG are to set up a new digital animat

Sony PlayStation price slashed by a whopping ¥10,000 in Japan

Eight months after the Japanese launch of the PlayStation in Japan, Sony have moved to cut ¥10,000 off the original RRP, bringing it down to ¥29,800 – that's equivalent to a £75 drop down to £225.

This price tumble is top news for UK game enthusiasts since it could be pointing to a lower than expected retail price over here (but Ultimate still maintains that if Sony are to reach the mass market, they will have to keep the price under £300).

Sega have also cut the Saturn's price to ¥34,800 (£260) in a knee-jerk reaction, more than a month before Sony's move. The PSX is still the cheapest machine, though

Console prices take a tumble in UK!

Heavily influenced by the imminent release of the Saturn and PlayStation, many existing consoles have become overnight snips.

Our Price have recently trimmed £50 off the price of Panasonic's 3DO in selected shops, while the Calculus chain has slashed the price of Atari's Jaguar to just £99 (its regular retail price is £149). They're also selling the Mega 32X off for £99 as well.

Future Zone is another company trying to offload its grey stock. It's currently flogging imported Saturns for £399 in view of the strong opinions of a July official release.

As mentioned elsewhere this issue, the Neo Geo CD is also likely to drop to £329 from £399.

Something new M2 and something blue

Picture this! This is what 3DO's M2 upgrades look like for the Goldstar and Panasonic 3DO machines. Not bad. Over the last few months 3DO have been putting their final touches to the technical spec of their Second Generation offering, and have licensed it out to those already producing original 3DO consoles.

M2 will become the most powerful machine on the market towards the end of this year (in Japan), with its PowerPC 602 chip riding on the back of ten co-processors, 6 MBytes of memory and built-in MPEG 1. 3DO claim their machine will be almost ten times more powerful than Sony's PlayStation.

The main problem facing M2 is exactly the same they had with the original 32-bit machine – price. With Sony hitting at $299 and Nintendo promising an Ultra 64 price tag of $250 or less, 3DO could once again price itself out of the market.

▲ Panasonic's all-in-one M2 machine. Notice the sleeker-designed joypad. This looks nothing like the add-on for the original system.

▶ Goldstar are quick to respond with their own version of the second generation all-in-one M2 console. The joypad is getting close to Sony's.

...on studio, set to cost a reputed $50 million (£30 million)... TRUE LINES.....

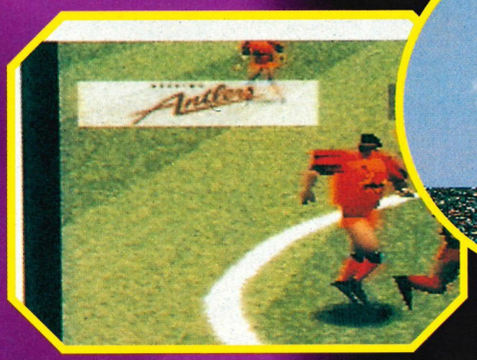
Goal storm

Football bonkers, football mad

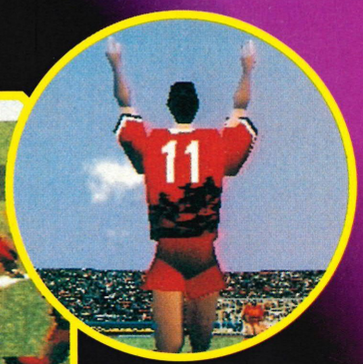
The Saturn and PlayStation are going to be swamped with footy sims before Christmas.

We aren't the only country that demands quality soccer games any more – since the World Cup in the US last summer, most of the States and Japan are screaming for them – and here's one gameheads Konami prepared earlier.

In Japan it's called *J-League Winning Eleven*, but in the UK it'll be launched in October under the non-licensed name, *Goal Storm*. The game is more of an arcadey footy sim, using only three buttons to kick, tackle, head and sprint. This is fast moving Japanese-designed footy (along the lines of *Victory Goal*) and will have enough competition once Psygnosis come up with *PowerSports Soccer*, and Gremlin show off *Actua Soccer*, both games using motion-captured real players.



▲ Plenty of different views from way up close (over the shoulder view) to miles up in a balloon over the stadium view.



▲ Number eleven raises his hand up to the heavens thanking the Lord for the gift of motion-capture.

Machine.....PlayStation
Publisher....Konami
Developer...Konami
Style.....Footy fest
Release.....October
Status.....85% Complete

▲ Motion-capture really is the flavour of the moment. Great tackle!

▼ Stop running away from the ball for God's sake. Japanese footballers.

DREDD JUDGED

HAS HOLLYWOOD RUINED JUDGE DREDD?

FIND OUT IN ISSUE 2 OF SFX, THE SCIENCE FICTION MAGAZINE

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NHL All-Star Hockey

Pucks away!

The Sega Saturn may have a powerful graphics engine, but it's being helped along.

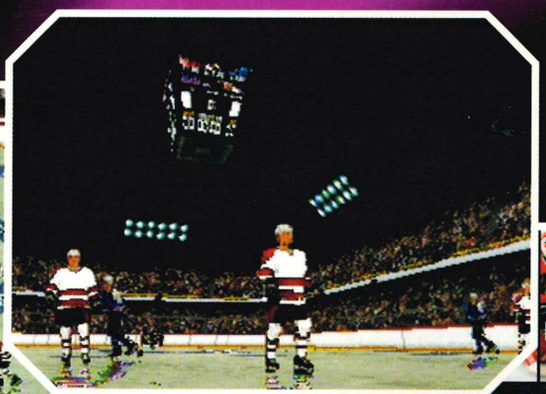
TruMotion and the new Comprending Interactive Tool (from the Duck Corp) are built in, so you get full-screen, Full Motion Video. That's quite impressive, but wait until you actually see it in motion. For that you turn to Gray Matter, and their *NHL All-Star Hockey*, as they slap style on the sport with first-person perspectives aplenty. There are also over 16 other stunning views, including a 'Puck Perspective' that ends up spinning the player a dizzying full 360°.

US news...

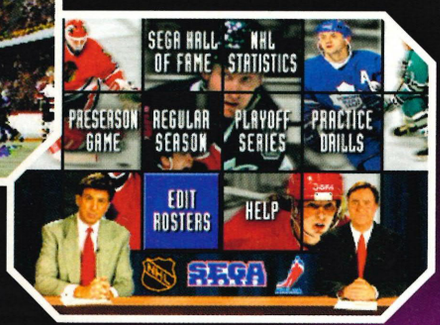
To help you along, there are coaching tips between periods, and even player interviews that pop up on the screen. A smart feature is the running commentary (one of the two 'voicers' being US sportscaster, Marv Albert). These guys actually appear overlayed on the action, an effect achieved by that Comprending Tool (COMPression/RENDering). This enables developers to isolate objects from their backgrounds and paste them on to video-realistic backgrounds.

"Everything about this game is designed to take the player one step closer to the action," says Chris Gray, Gray Matter's president. And he really should know, since they're already Canada's largest independent videogames developer.

Machine.....Saturn
Publisher....Sega Sports
Developer...Gray Matter
Style.....Hockey Sim
Release.....Autumn 1995
Status.....85% Complete



◀ It looks as though Electronic Arts are going to have a run for their money in the 32-bit rink. Their *NHL '96* will be out on the PSX (and possibly the Saturn).



◀ ▼ The way the presenters are incorporated helps the way TruMotion is able to compress info.

BITS

Jaguar CD

There will now be no release of the Mark 1 Jaguar and CD combined system. Instead, the add-on CD unit for the existing system is expected to reach these shores during August.

This is actually a few months ahead of its US release. The combined unit is now set to feature Atari's Mark 2 64-bit machine, but the UK gaming fraternity isn't destined to see that until deep into 1996 (possibly September).

Atari were established in 1972, at Cupertino, California. Their most famous game, *Pong*, was released in 1976. The Jaguar console was launched in 1993. The Jaguar CD was originally announced on January 6th, 1995, and features a Virtual Light Machine with 81 different pattern settings.

Sniffy bits...

Christopher Walken has been signed up for an impressive £4 million to star in the interactive PC CD ROM movie, *The Darkening*, from EA. Filming begins in the UK in '96, with Oliver Reed and Brian Blessed also to star.

3DO have a sampler CD out now in the shops. It costs £5 and features playable demos, news and information – rather like an interactive magazine.

The latest Video CD and CD-i releases from Philips Media include *Naked Gun 3*, *Opera Imaginaire* and *The New Statesman*, starring Rik Mayall.

Phylon Communications have developed a PC internal card called PlayLink which allows you to play games like *Doom* and *Descent* over standard phone lines. Try their Net Website on www.phylon.com.

Battlesport

▲ It does look a bit blocky at the moment, but that doesn't matter.

▼ ▶ It's currently a very fast game, and the characters are certainly *intriguing*.

Ultimate's giving you a look at some exclusive shots of 3DO's latest sporty shoot-em-up (programmed by the same team as *Captain Quasar*), and it looks like you'll need all your shooting skills for this bugger.

With some tough characters, who have different abilities of speed and agility, your challenge is to speed around a polygonal arena and score goals with a hovering ball before being blown into oblivion by your opponent.

Slightly reminiscent of *Cybersled* on the PSX (and with a reasonably similar concept), there are some seriously armoured-up tanks to zip around in. With your screen blowing up all over the place, you'll have to use all your speed and skill to come out on top. 3DO promises this will be unputdownable when it's finished – let's hope so, eh?

Machine.....3DO

Publisher....3DO

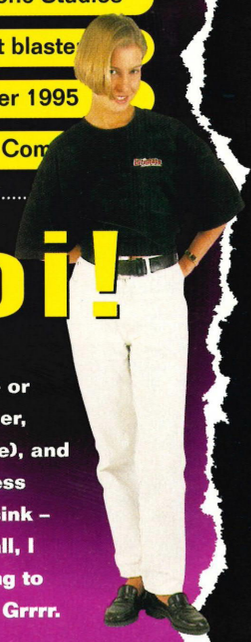
Developer...Cyclone Studios

Style.....Sport blaste

Release.....Winter 1995

Status.....70% Com

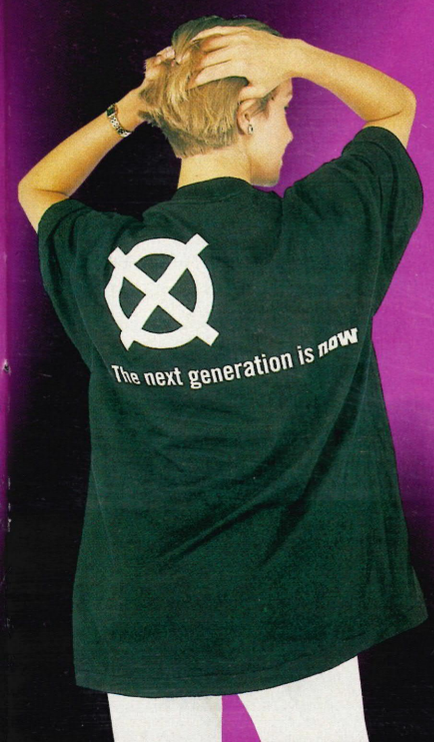
Regardez-moi!



Mai oui, take ze long lingering look at me in my – 'ow you say? – sexy black Ulteemat T-shurt.

It makes me feel so safe and warm when I lie alone during ze cool nights, yet allows my body to be cool on zoes long summer evenings. Tres bien, non?

You too could 'ave one jurst like mine – for ze cheap of £7.50 (inclusive of your postage and packaging)! Seemply send in one of zees lurvely forms (bearing a cheque or Credit Card number, and your signature), and post it to ze address shown. And just sink – eef you buy zem all, I might have nussing to wear next month! Grrrr.



Ultimate T-shirt

UFGTSH

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Expiry date: _____

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US Top Five

1 Daytona
(Sega)
2 Panzer Dragoon
(Sega)
3 Lethal Enforcers
(Majesco)
4 Clockwork Knight
(Sega)
5 World Series Baseball
(Sega)

Ultimate Top Five Sandwiches

1 Cheese and salad
(Anorak)
2 Cream cheese and tomato
(Slim trim)
3 Tuna mayo
(Fishy fantastic)
4 Swiss cheese and mushroom
(Snobyget)
5 Bacon crisps and ketchup
(Pigsy)

Surf silly

This month's top Net site has to be http://www.futurenet.co.uk.

Here you'll find Ultimate on-line, as well as all our sister titles (Sega Power, SuperPlay, GamesMaster etc). Not only that, but there are pages of jobs available (for Future Publishing, the software industry and related media), and the most up-to-date Web site for news and sport information – it currently carries 100 news stories a day and is updated at 1.00pm on weekdays. Holy schmoke!

Woah Kays!

The latest Kays mail order catalogue (autumn/winter edition) features a Saturn, of all things. Their advertised price for a system with one game and control pad is currently one pound short of £500! Games for the '32-bit software multimedia system' include *Virtua Fighter* and *Daytona USA*, retailing at £64.99 each. Shop prices are sure to be cheaper.

Ultimate UPDATE

Syndicate Wars

Bullfrog are currently deep into production of bringing a follow up to their popular PC strategy game, *Syndicate*, to the PlayStation.

This arcade-style strategy game gives you a 360° rotating view and allows you to be a mad religious monk, crazy biker or a cyborg, giving it heaps more variety than the original. Turning a whole city into a steaming crater, and legging it around the cyber-landscape using thermal target detection will be absolute bliss.

Cathy Campos from Bullfrog says they are using the PlayStation as a springboard:

"The Sony PSX was chosen for the sequel to *Syndicate* because of its excellent capability of performing some amazing graphics. We hope to launch onto other formats after its release."

Bullfrog are also hoping to put in a multi-player option so you can well and truly smash the world into tiny chunks. One for you and your mates to watch out for early in '96, from EA.

▲ The explosions in *Captain Quasar* are bloody big, to say the least. Try shooting one of the big rockets. It's fun..

Captain

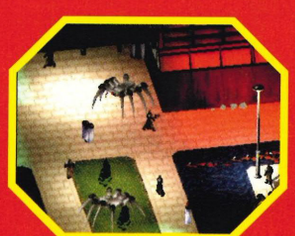
his quiff,

How about the first look this country's to get at the freshest young pup on 3DO's block? Well, Ultimate is giving you just that exclusive chance, with the brand spanking shoot-em-up *Captain Quasar*.

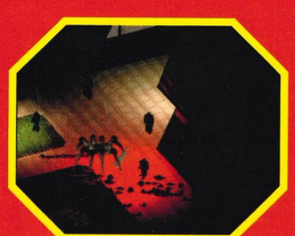
The Captain of the title is a muscular little chap, with a big cheesy grin splashed all over his bristly mug. He's a wholesome kinda guy in a rough industrial world, and it's your job to guide him round isometric 3D desert-based landscapes, lobbing

...TRUE LINES... Three new airlines have signed up for Nintendo's in-flight Gateway System. British Airways, Singapore Airlines an

▲ Ooh, a big metallic spider in a red light district. Eek!



▲▼ There's something Gothic in the atmosphere.



adidas watch compo

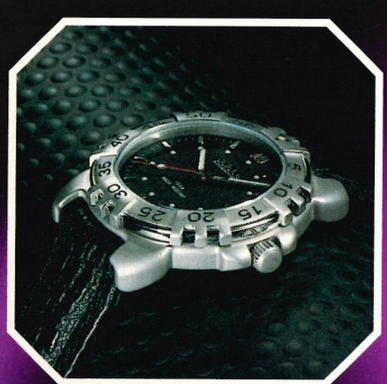
Clockwork Might!

Attention Sport Billy – you've got the trainers, you've got the top, now it's time to wear the watch...

We here at Ultimate have one tippidy-top, water resistant to 100 metres Adidas Adventure, and five slick Adidas Sports watches to give away. Just answer the following question to be in with a chance.

Which English Premier League side wears an Adidas strip?

Send your answer to: Watch Out Compo, Ultimate Future Games, 30 Monmouth Street, Bath BA1 2BW.



▼ A top wrist fashion accessory could be yours – get enterin'.

grenades at missile silos, launching rockets at buildings and shooting the pants off countless enemies.

Already, the cartoon presentation helps make it an enjoyable little romp, and there's bags of humour in there – shoot an enemy and a headstone will rise from the ground, missile him and he dissolves to a pile of ashes waving a white flag (in true Looney Tunes tradition).

The sprites themselves move very buoyantly, although at this early stage the actual control is a tad wirey, especially when trying to shoot straight (as can invariably be a problem in isometric blasters). It also glitches quite markedly at the moment (the character sprite can walk through trees, walls and the like), but this is a first look at the game and these problems will be addressed.

Machine.....3DO
Publisher....3DO
Developer...Cyclone
Style.....Blast-em-up
Release.....Late 1995
Status.....60% Complete

Quasar

and a very big gun...

d Kuwait Air will soon have LCDs in every seat (along with a joypad), with access to loads of SNES games (including *DKC*).....

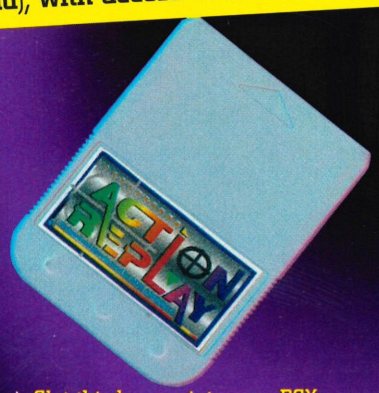
Action Replay

Cripes, it's a cracker!

Safe breaker, code snapper... whatever, but two months from being revealed in Ultimate issue seven, Datel have now finished their Action Replay cartridge for the PSX and are currently feverishly beavering away on producing a second volume for the launch of the machine in September. But that's not all...

They are also currently working on a piece of software that will allow the US Saturn to play Japanese games (not as difficult as trying to get Japanese software to run on a UK PAL machine, though), and also have a new NTSC-PAL television convertor ready. This will allow you to hook up imported machines to UK televisions. Wahey!

Ultimate is now giving you the chance to win an original PlayStation Action Replay cart. To get your hands on one of the little blighters, simply tell us which game has a whopping three cheat entries on the cart. Send your answers to: Told You Last Month! Compo, Ultimate Future Games, 30 Monmouth Street, Bath BA1 2BW. Only if you fancy winning, that is.



▲ Slot this beggar into your PSX, and go ridiculously fast on *Ridge*.

▲ Choose all the bosses in *Tekken* without going through some tedious cheat motion. How very good.

Win

Ultimate UPDATE

UK Top Ten Discs

1 Full Throttle (Lucasarts)
2 Discworld (Psygnosis)
3 Sim Tower (Maxis)
4 Dragon Lore (Mindscape)
5 Dark Forces (Lucasarts)

PC Guide

Absolute Beginners

Confused by computers? Wet behind the ears about Windows? Think DOS is what tramps do?

Well, first-timers need fear no more, for the guiding, papery hand of PC Guide is now out there.

The mag aims to be the first-choice mag for those fresh to PC land. It takes a practical approach, helping new owners of multimedia PCs to use hardware and software (so you can finally *play* all those games you still can't load up). And you get a cover disc to slap in your machine every month. Not bad, eh?

Japanese Top Five

1 Super Bomberman 3 (Hudsonsoft)
2 Chrono Trigger (Squaresoft)
3 J-League Excite '95 (Human)
4 Tekken (Namco)
5 Jumping Flash (SCE)

Tokyo Toy Show

Both Sony and Sega at the recent Tokyo Toy Show, announced they have sold 1 million each of their respective 32-bit consoles. Sony also announced the launch of a new PSX users club, which will send out a monthly demo-packed CD.

U-mail

Feedback a

Time for a change this month, and an expanse of soothing black. We can funk up the image, but we can't change the course of the content – that's up to you. So get writing/typing/surfing and send us your blinkered opinions. Do it NOOOWWWW!

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

Prince Charming

First of all, let me say that your magazine is absolutely brilliant. Before I started to read Ultimate I didn't even know what a PlayStation was, and had just heard of the Saturn. In last issue you mentioned that at the ECTS nine PlayStation games were displayed. These games will be launched in August with the PlayStation. What are the titles of these nine beauties, and are most of them good? I think I have firmly decided that I'm going to purchase Sony's 32-bit monster. The only thing that was stopping me making this decision was Daytona USA, but when I realised that *Daytona* isn't as exhilarating as *Ridge Racer* I decided to become a 'PlayStatian'. Thank you for guiding me through the 32-bit no-man's land!

Alistar Griggs, Borehamwood, Herts

Sony did indeed show nine games at the ECTS, but whether they'll be actually available at launch is another matter. One thing we can be certain about is that *Ridge Racer*, *Toshinden* and *Tekken* are certain to be here in August/September. Oh, and there are still mixed feelings about the *Ridge*/*Daytona* argument – some prefer the former's instant gratification, while others put up with *Daytona*'s faults, in favour of its greater depth. U

"Can you bring in the next issue of Ultimate the moves of all the Virtual Fighters 2? I hope yes. With greetings Taso."

Taso Tsolakidis, Germany

U-mail?

Lass magnet

Now then, I'm 21 and I especially like (a lot) going to the coast and spending lots of cash on various games for a day. Now I've lost quite a few girlfriends this way – they always say 'Don't spend all day playing those stupid games!' I always assure them that I won't, but oh no, HOW WRONG CAN SOMEONE BE? I just can't help it. Tell me, is this wrong or bad or something?

Anyway, I'm going to buy a 3DO soon and a Sony PSX when they arrive, but have you found any problems, any specific, annoying waiting times on these machines, similar to the Neo Geo CD that I should really know about, eh?

Julian Payne, Mansfield Woodhouse, Notts

My, all those hormones rushing through your bloodstream are certainly causing a bit of confusion, aren't they? Don't try and deny those feelings, don't attempt to quash your body's natural desires – get out there and play some bloody games, son. Oh, and as to your other question, we haven't come across any tedious loading problems for the 3DO or the PlayStation. You get your odd slower loader, but they're nothing compared to the sloth-like Neo Geo CD. U

"Audio CDs get scratched and won't play properly. Do any of the new CD game systems have scratch-resistant coatings?"

S. Tsang, E-Mail

U-mail?

Mincing queen

Ahahahahaha, you sad people at Ultimate. Talk about a mince April Fool's joke. The 3DO game you reviewed in Issue 6, *Pub Fighter* – it's the biggest load of crap ever made up. If you read all the red print, you get the following sentence:

'This is a very very big wind up just a massively stupid joke.'

I can just imagine all the thick spuds looking for *Pub Fighter*. Oh yes.

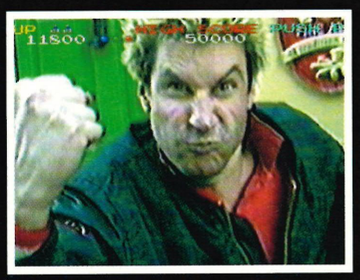
Bet it was Brad's idea – he's bent, he is.

Scott, Scotland

Oh, very well done. Absolutely top hole. Chipper. You really

▲ You don't wanna be kissin' her, mate – you wanna be on that *Tekken*.

and other white noise



▲ *Pub Fighter*: quite obviously all a big wind-up/joke/jape/tomfool.

were the first person to spot our 'petit farce'. Oh yes. The people involved were Zy and Ollie from SuperPlay, and Simon, ex-editor of GamesMaster. Oh, and it wasn't Brad's idea and he's not at all 'bent'. He's just a special sort of chap. U

Pap graphics

I have for the past week spent most of my time playing on an imported Sega Saturn lent to me by a friend.

Until now I was unsure as to which Next Generation console I would be buying. And after the past week it WON'T be the Saturn.

The reason, very simply, is that the most important attribute of the Next Gen consoles is their 3D graphic producing capabilities, and on the Saturn the 3D graphics are pap. In a straight comparison with the PlayStation, the Saturn's graphics are at best mediocre, and hardly superior to the 3DO's.

Take the much hyped *Daytona* as an excellent example of the problem. The arcade machine in my opinion is the best racer by far. The Saturn version on the other hand, is dismal. The graphics are simply not good enough and lack true depth and realism. You see, that's the key with *Ridge Racer*. The graphics are so darned good you can almost feel you're there. With *Daytona* all you can feel is embarrassment for Sega. Add to this the uninspiring gameplay and awfully waffly soundtrack, and for a game Sega hoped to sell the machine by the bucket, *Daytona* is a let down.

As for the others, *Virtua Fighter* is good (but not excellent) and *Panzer Dragoon* is repetitive and has limited gameplay. I'm sure I'll be buying a Sony and the fantastic *Tekken*.

Lee Cartside, Manchester

To start hurling comments like 'the most important attribute of the Next Gen consoles is their 3D graphic producing capabilities' is a bit short-sighted. More importantly, the power of these new machines actually allows programmers to do what they have wanted to do for years, be it 2D or 3D. It's the whole experience that's important - sound, visuals and a top line in playability. We'd hardly describe the Saturn's graphics as 'pap' (*Panzer Dragoon* and *Clockwork Knight* fine examples), but would likewise admit that not all the PlayStation's software has been stunning (*Cosmic Race*, *Kileak the Blood* and that). *Tekken*'s sure a bloody stunner, though. U

"Will *Galaxians* come out on the PSX? I don't think it will because you will need a really wide screen to play it. I would like to see a game like this for the PSX!"
TinTin, E-Mail
UPX?

Feel my wad

In January's issue you ran an article 'Filthy Stinkin' Rich', talking about Archer Maclean, Jon Hare and 'Diddy' Dave Perry's wads!

How about giving all us amateur videogame designers some tips on how to get into the 'Big Time'?

I have just finished work on my 'world beating game' - where do I go from here?

Dean Fraser, Fulham, London

Okay, the first thing you do is get your ideas down onto paper - once they're in a physical form, they're your copyright. The next thing you do is send a copy of this to yourself by recorded delivery - don't open it, just make sure the date is legible. It may not help prove anything if your idea gets pilfered, but it's a tip. Then you scour the advertisements you see in our magazine and others, and phone up the software companies - ask to speak to the Development Director - who tend to publish your style of game (don't just send details to them). The tricky bit is trying to convince them to take a look at your stuff. If they can't help you, they're sure to be able to put you in touch with one of their third party ▶

"Have you any more details on the release date for the PSX, and price?"
Chris Farmer, E-mail
Aaarrggh! U
UPX?

Gutted or what?

The gore debate rages on, and it's beginning to get to me. As far as I can see, gore is fine, as long as the games are rated. I think that parents have a right to be concerned about what games their children can play, but teachers should butt out.

I quote from your Blood and Guts supplement (issue seven): 'Children are affected by their environment and experiment with messages they are given. If they're exposed to violence - through videogames or television - they are bound to imitate these as a means of testing the boundaries of acceptable behaviour.'

Is it any business of a teacher's? No. If it isn't their child then it's not their place to say: 'Don't play *Street Fighter 2*, it'll give you nightmares' - it won't. Doctors say games are bad for you, making you anti-social if you play them. Why do they think *SSF2* has a group mode then? Again, these people don't even know what a joypad looks like. If it's anyone's place to judge, then it's the parents.

I don't know anyone in my local area who honestly believes that they can perform a Rising Dragon Kick followed by three Rekka Kens on their best mate without it winding up in injury. I just can't see it happening.

And if a teacher or doctor is reading this, I have some advice: shut up and play a game. You'll feel a lot better for it.

Peter Hayward, Epping, Essex

That's quite a strong view you've got there Peter, and many of the points you raise we'd be inclined to agree with. It's certainly true that many games are designed to be played with two or more people, and even playing a game on your own could be argued as being far less damaging than slowly decaying in front of certain daytime television shows.

Many people who criticise games just have an image of *Mortal Kombat*-style gore splattered across their high-brows, but they're allowed to voice their opinions (videogames do have a very high profile). But should that allow the 'educated' people to falsely influence public opinion? Hmmm... U

Ultimate Letter

U-mail

▶ developers or merely shunt you in the direction of another publisher. Don't lose heart – just be original and make sure that your stunning idea could be marketable. U

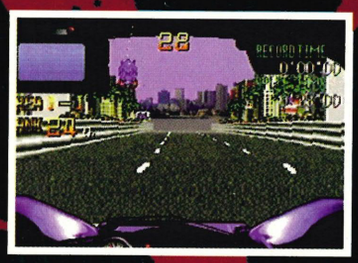
Ponderful

First, do you know if *Vampire Hunter* (the sequel to *DarkStalkers*) and the excellent *Samurai Shodown 2* are going to be released on the Saturn, and if so, when?

Second, I was wondering if Japanese import games will run on the UK Saturn system when it is released. I was thinking about this because it seems that we'll be getting all the new games well after Japan and the US receive them.

Oh, and one thing I have been pondering over for quite a while is that, about a year ago, I played an arcade game from Sega and I can't remember what it was called. It was a racing sim which seemed to be set in the future, and was viewed in an in-car view with a little Sonic the Hedgehog key-ring dangling from the windscreen. Is it possible that you could give me the name of this game and (once again, sorry) tell me if it's planned to be released on the Saturn?

Sion Walton, Farnham, Surrey



▲ *Radmobile*: transformed into *Gale Racer*, which is possibly the worst game on the Saturn so far.

Well, let the original *Darkstalkers* hit the 32-bits first, for Gawd's sake, eh? Realistically, *Samurai Shodown 2* is hideously unlikely to hit the Saturn (it's already been out on every other bugger, and what about *Samurai Shodown 3*, eh? EH?).

Japanese import games won't initially (or officially) be running on the UK Saturn – that is until Datel bring out their code-breaking cart.

The arcade game you're on about was *Radmobile*, and it's already out on the Saturn. And it's pants, so don't even bother reminiscing. U

A real Burke (arf arf)

Okay, listen here. Why do 3DO games have to have Full Motion Video in them? Practically every 3DO game has FMV in it. I think FMV's very, very good but I don't like seeing it in every damned game.

For example, when I looked at the rat bikes or super bikes in *Road Rash*, my jaw literally fell down to my knees in amazement. But when I saw the FMV I thought it looked like they were taking the easy way out. So why do they always have it in there when people have seen it in nearly every other game?

What I also want to see as well as millions of other 3DO owners is a first class game with top notch graphics and gameplay that would force Sega off the videogaming market, make Nintendo hang themselves and make Sony, Rare and Atari run home to their mummies. So is it even remotely possible that they could do that?

Brian Burke, Galway, Ireland

"Which is better – the Saturn or the PlayStation or the Ultra 64?"
Colin Stool, Weston-s-Mare, Somerset
Urrrk?
Go away. U

PS This is the fifth time I sent my letter in and you had better answer it.

Right, addressing your PS – sorry, we don't do requests. Speak to us nicely and we'll think about it. U

E-Mail things

What on earth are you on? You gave *Gex* an abysmal 70% (issue 7, page 84). Why? Did you actually play the game? Sadly, I suspect you didn't. Here's why...

Point 1: *Gex* is a great platform game, easily as good and as graphically impressive as *Donkey Kong Country*.

Point 2: If it's 'just another' platform game, then so is *Sonic and Knuckles* or *Donkey Kong Country*. After all, *DKC* is just a bunch of platform game clichés put together with spiffing graphics. Exactly what *Gex* is. So why on earth did you give *DKC* such a high mark, and *Gex* such a low one, eh?

After all my deducting, I have decided Ultimate didn't even play *Gex* beyond the Graveyard levels, and used library shots of the game and claimed it was rubbish. Wake up! You really have not given the game its due!

Simon Grierson

Right, we don't award game marks on the way it bloody looks – sure, we take into account how far the programmers have pushed the particular machine's graphics system (and let's be honest, comparing a 3DO game's looks to a SNES game's just shows how impressive *DKC*'s visuals are). The reason our reviewer marked *Gex* down was exactly because 'the settings are familiar and there are few real surprises'. Perhaps the mark was slightly harsh – but only by a few percent. *DKC* was eminently playable and damned addictive. *Gex* wasn't, really. Where *DKC* showed sparks of originality, *Gex* was just interesting. Sorry and all that. No, hang on, why am I apologising..? U

It seems to me that you are getting caught up in this mass hype of the super consoles. But let us just think about a few things. First, a letter in issue six praises you for being 'well-informed'. I don't for one second doubt that you have information, but how you handle it is another matter. In issue three, a reader wrote in expressing concern about the hype you were generating, stating, quite sensibly, that your expectation for the prices of the super consoles was naively optimistic, making the point that the intended price and actual price tends to be adversely different, saying that £300 was a more realistic figure for the price of a PlayStation. Your reply: 'The PlayStation WILL be £250'.

Do you still stand by that comment? Most people now know that the Saturn will be at least £450 and the PSX around £400. Quite a big difference from the £250 you were so sure of.

Andrew Irvine, 64170195@mmu.ac.uk

What comment, eh? We can't find any U-Mail section where we have said that. In issue four we did mention that there'll be 'a price certainly around the £250 mark'. And we stand by that. With recent events, a more educated guess puts it slightly nearer £299. The latest rumours also put the Saturn at £349. But as with all rumours we'll just have to wait and see. So shut it. U

I've noticed on the web and from Sony's press release at E3 that the PSX will be released on September 9th and has a price of $299. This gives you the PSX, one controller and a demo disc of up-and-coming games. Do you know when and how much the Euro release will be? Also, which stores in the UK will have selling rights, or is that kind of thing not decided yet?

Pete Lambie, e-mail gkrx11@udcf.gla.ac.uk

See the above reply for pricing details (the single controller and demo disc set-up is likely to stay for the UK). As for date – it's being launched on September 9th in the States, and we reckon there's likely to be a simultaneous European release. The Saturn is likely to appear earlier, going on recent advertising activity. Virgin and HMV already stock grey imports, while Future Zone in London also have Neo Geo CD and grey PSXs. So that is a strong hint that all the big stores are likely to snap up the initial batch of machines (which are sure to sell out on prior orders). U

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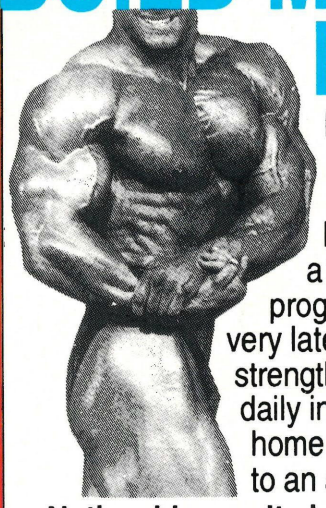

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Bluffer's Guide To...
Psygnosis

Well, we've exhausted our gentle exploration of all the consoles, and it's time to turn our probing beam to the companies that will be making and shaking the future of the gaming scene. Prepare to win friends and influence people with these essential Sony Psygnosis facts...

Erm, they're from the 'Pool aren't they?
Oh yes. The firm was given birth by Jonathan Ellis and Ian Hetherington (now Joint Managing Directors of Sony Electronic Publishing Europe) in a small Stonecutters cottage in Liverpool, way back in the blur that was 1984. They now also have offices in Stroud, Chester and London.

So they're pretty bloody big then, eh?
Well, they now employ over 250 people with publishing and development offices in the US, UK and Europe. Working with over 30 development teams across the US and Europe and with six internal development teams of its own, Sony Psygnosis is now the largest development house in Europe. On May 29th, 166 members of staff moved into their plush 45,000 sq ft (roughly the size of a football pitch) HQ in Wavetree Business Park, just outside Liverpool. By Christmas, it'll house 366 Sony Psygnosis and Sony Computer Entertainment staff.

So what did they do in the early days?
They got involved with the old Amiga and Atari ST during the mid-eighties, and produced titles like *Brattacas*, *Obliterator* and the *Shadow of the Beast* trilogy. They also had the misfortune of releasing *Microcosm* and *Novastorm*...

Hang on – didn't Psygnosis inflict the legacy of *Lemmings* upon us all?
Yes indeed. On Valentine's Day 1991, the original game was launched, going on to become the best-selling computer games of all time. There have been sequels aplenty, and it has appeared on every format known to man... kind of. And now we're all geared up for *Lemmings 3D* on the PlayStation and PC CD ROM. Hoorah for the little blue guys!

Oh yes, that's heading for the PlayStation, if I'm not much mistaken?
Yep, along with *Wipeout*, *Destruction Derby*, *Krazy Ivan*, *Discworld*, *Spawn*, *Assault Rigs*, *Lemmings Pinball*, *Johnny Mnemonic*, *Chronicles of the Sword*, *Dimension* and a myriad of other titles. Psygnosis were acquired by Sony as the flagship of their new European operation (SCE) in May 1993, so there's a huge framework there for producing and distributing top PlayStation games.

Who needs Mystic Meg
Psychic D

▲ 'Get out!' Good advice indeed if you happen to tread on a blood-soaked corpse. Especially if you're in someone else's head.

▼ Now this really scares the pants off us. It's like a *Thunderbirds* extra who's been sat by a fire.

Life is easy when you're Eric Fox, a paranormal with extraordinary powers.

You coast through the days seducing gullible women and amusing yourself by doing a stand-up, smarmy lounge act. But now there's a real nasty murder to solve, and Fox's head is where you'll start out.

You won't be staying there long though, 'cause this ain't a game where you're stuck with one

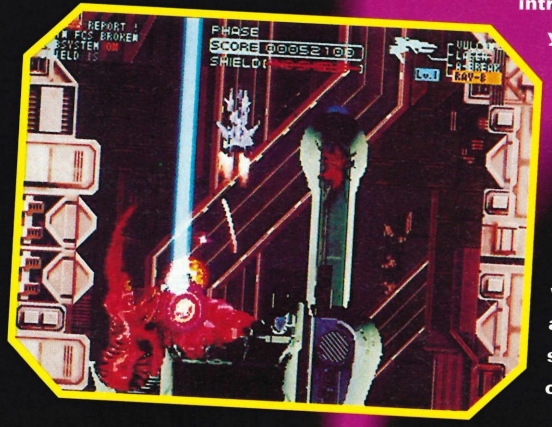
▲ *Philosoma* could actually hit Japanese shelves by the end of July, so we'll be reviewing it soon.

▼ We can already see a depth to the '2D' vertical sections, and the graphics are certainly stunning.

Philos
So close

Although this was one of the first titles shown at the official Japanese announcement of the PlayStation, its launch has always been a point of contention. But now it's on the brink of release!

After the impressive 3D intro, the first thing you'll notice about the game is its three-view capability. Each level has a different type of scrolling – horizontal, vertical or 3D, and the cutaway scenes show the changes of view.



Being a shoot-em-up, it's no surprise that the player has to watch his shields. On the top-left of the screen an info bar is displayed, becoming impossible to read as you receive damage.

▲ Is it a rabbit? A hedgehog? Nah, it's just you in your assault ship.

US news...

when you're a etective, eh?

▲ If you see this bug-eyed man, contact your local constabulary.

character – you'll be able to zip from inside one person to the next looking at what's what from their distinct perspective. Ferreting out all the possible leads on a convoluted roller-coaster ride of life and death. And all with a point and click interface to boot.

While EA took care of the programming, Colossal Pictures became responsible for the five hours of live action footage. Shot on location throughout the San Francisco Bay area – using professional actors – the film company used all the tricks they've stored up from doing special effects for *Natural Born Killers* and *Tank Girl*.

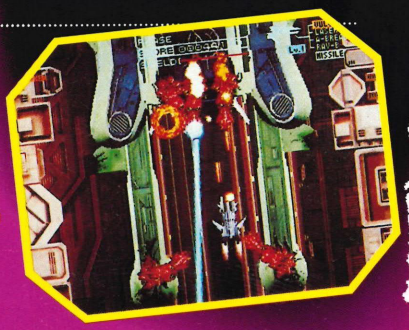
John Sanborn, Colossal Pictures' Director, spits it out:

'We've mixed together 500 movies, incredible sound and extensive electronic processing, so that every time you play the movie, you discover new sequences, new materials – and a totally different movie path.'

Machine.....PSX/3DO/PC
Publisher....Electronic Arts
Developer...In house
Style.....Whodunnit?
Release.....November 1995
Status.....75% Complete

soma you can smell it...

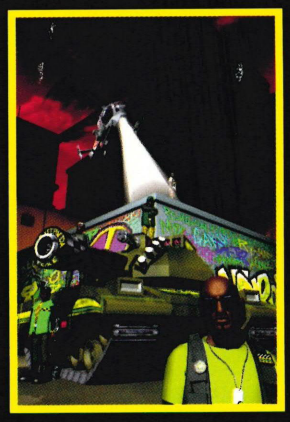
▶ Explosions. We want them bigger, better, faster, louder. Can *Philosoma* give 'em to us?



▼ Wahey! A 3D into-the-screen bit, and it's all blue and everything. Hurry up SCE!

The story takes place on a planet which has been attacked by aliens (a race called Philosoma). You play a pilot of Team 29, the only space crew close enough to intervene, and it's your job to fly down and clear up the trouble. Top stuff.

Machine.....PlayStation
Publisher....SCE
Developer...In house
Style.....Shoot-em-up
Release.....August 1995
Status.....98% Complete



▲ *Shellshock!*: big guns, big tanks and bald-headed men.

Core Blimey

The PC CD ROM version of their golf sim, *The Scottish Open* is reviewed elsewhere this issue – the Saturn and PlayStation versions of which have yet to receive release dates.

One of their other titles worth watching out for is *Shellshock!*, the PC version being released in August. It's an arcade 3D tank combat game, where the object is to serve a tour of duty with a mercenary tank force. You'll fight in tons of locations, and get the chance to upgrade your tank. All against a rap soundtrack, and all.

Soulstar X, however, will hit Next Gen Central rather sooner, with a Jag CD version in July, followed by the 32X version in August (dates for PSX and Saturn versions to be confirmed). This 3D sci fi shoot-em-up will be boosted in atmosphere, by including FMV sequences in the Atari version and cut-aways for Sega's add-on. The whole look is dripping with manga flavour.

▲ *Soulstar X*: Big strapping rendered robots in 32/64-bit shoot-em-up pleasure!

▲ Is this cool? Is it? IS IT? Well, actually it is, especially with all the vehicles you can select.

Rip-roaring

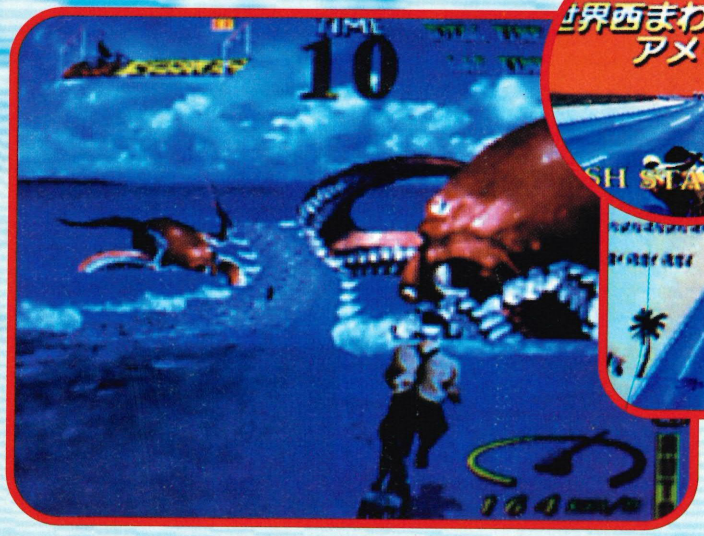
Cool Ri

Um – hello world!

Impress the babes (well, virtual babes, anyway) with speed, stunts and motor-biking action with Sega's new coin-op which has just cruised into Japan.

Hot on the heels of Namco's *Cyber Cycles* which has top texture-mapped visuals, Sega's new baby is definitely no 50cc moped. What makes this biking trip extravaganza different is that you get to sit down in a booth like your just about to take a trip on *Ridge*. The eight bikes to choose from come in different shapes and sizes, with some great turbo trikes to choose from (explaining the normal seat) – anything is more comfortable than those plastic bumburner bike replicas.

If you've got plenty of loose change in your pockets, you can take a trip around all 50 courses which cover



◀▲ Where else can you see such rich marine wildlife? In no racing game we've played, that's for sure.

◀ Now this is not a whale. At least it's not a species we've ever seen.

speeds with ders

◀ Wow, what a choice. That's not something you see often, is it? Eh?

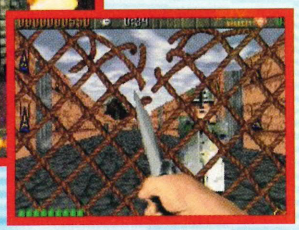
▼ We're sure to see *Cool Riders* popping onto the Saturn.

every little region of the globe, from the Grand Canyon to the Far East. You can race against seven other players on the multi-communication system. The leader of the pack chooses where to start, from the three different places at each check point – this adds much needed depth to each race.

The graphics are based on actual location photographs, with some decidedly subtle colours, all backed up by gas-roaring sounds. After you've left all your mates trailing and the wind is streaking back your hair, you can get on to an extra stage which looks damned weird (watch out for the Jonah and the whale scene, and don't get mangled by the octopus).

We can't wait for the British invasion of Sega's biking frenzy. Expect to see it at Sega World (Trocadero, London) when it opens.

◀ *Virtual Game*: hits US arcades in January 1996, with a European launch is aimed for the spring.



The Virtual Game without a name

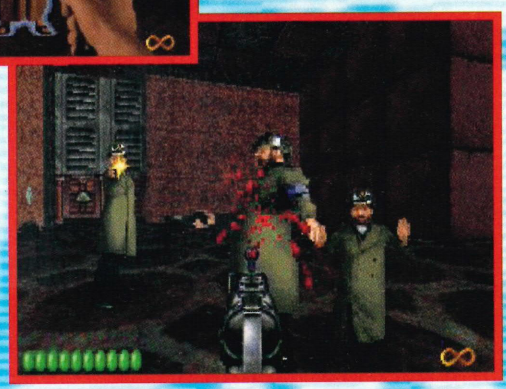
US news...

Virtual Sensations know what you want when you go plunking quarters down at the arcade. And they aim to give you a *Doom*-type adventure, with a huge difference – while others watch a vid-screen you'll put on a VR helmet and start seeing enemies through 'virtual' eyes with colour 3D graphics and stereo sound blaring through the headphones.

You can check out the head-tracking by looking up/down to see the ceiling or floor, stare left or right to reveal new areas. The gun has two buttons near the trigger – one moves you forward, the other back, and turning your head picks the direction. That blaster packs a wallop that you can feel too – 'cause the gun has a built-in recoil that kicks back in your hands every time it's fired.

The game is a special version of *Rise of the Triad* (first-person perspective, plenty of weapons, hordes of bad guys and one confusing maze to travel through). Hurtle through corridors at full speed, constantly looking in all directions for danger. Knowing that you might be attacked from any direction makes this a very real, very deadly experience. Brrr.

▲ Just imagine being able to feel the recoil on your shooters. Top stuff.



▶ Obviously, this much bloody realism is going to cause controversy.

The Last Bounty

moseys on down into your

▼ Fire in the hole! Yep, yer better learn the ways of us simple country folk afore ye gets pumped full of lead. Otherwise yous gonna die like a prairie dawg, yip.

Another day. Another scum-face to track down and kill. The bad part's that the four outlaws you're after are cunning and deadly. The good part's that you can bring 'em in dead or alive. Who cares?

In *The Last Bounty Hunter*, you've been hired to scour the Old West in search of Handsome Harry, Nasty Dan, El Loco and the Cactus Kid. Scenes from the wild west assault your eyes, as you go searching for these mean, vile outlaws. First person perspective combined with a gunsight means you see exactly what's going on. The game gauges your shooting ability and adjusts the action to keep the challenge going (but you do get to set the overall difficulty level).

US news...

The 3DO platform is a good choice because it drives the video scenes smoothly – it looks almost as good as the laser disc set-ups in the arcades.

The gallery's full of professional actors, complete with digital voices to match up

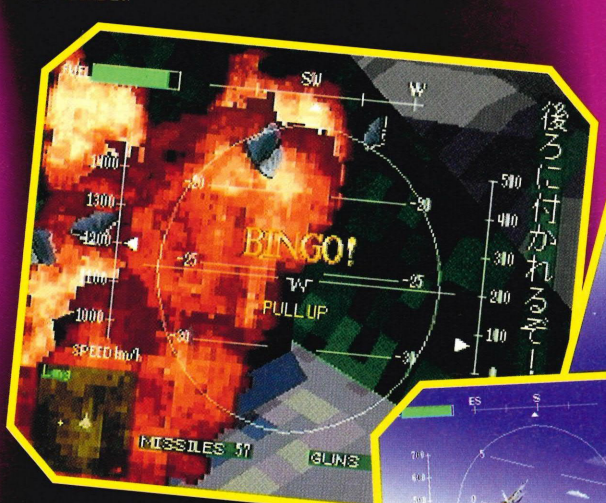
Ace Combat

'He's on your tail – bail out!'

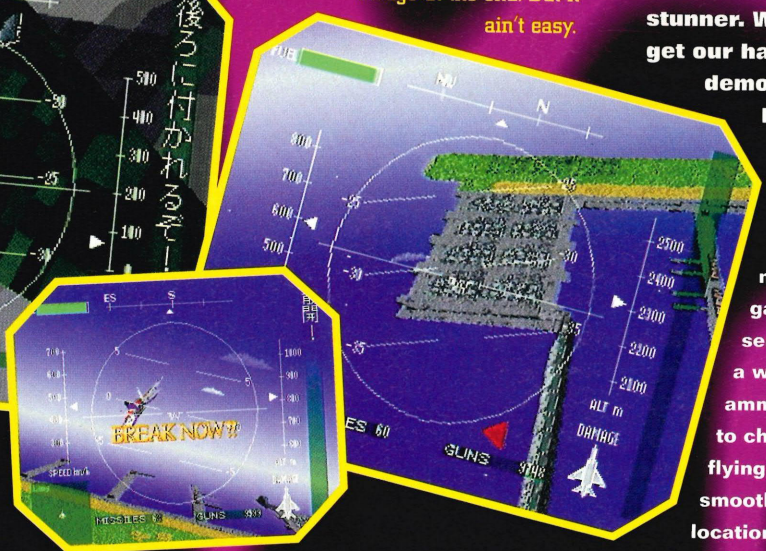
BITS

Ace Combat is the prequel to Namco's own *Air Combat 22*, originally unveiled at the Japanese arcade show (AOU) a couple of months ago. There are two methods of controlling the game – Novice and Expert. You're armed with a limited supply of missiles and bullets. Your computer has the voice of a husky lass and informs you of your damage.

▼ There's just so much stuff to launch your missiles at in *Ace Combat*.



▼ Your first mission is to fly along this road, eventually destroying the bridge at the end. But it ain't easy.



▶ There's your wingman, stripping away in front of you. He comes out with some bonkers phrases, and does tend to instill panic in you.

Namco's 3D coin-op is being converted to the PSX – and it's going to be a stunner. We've managed to get our hands on a playable demo, and it's already blown us away.

Flying in as close to the arcade version as possible we are promised more in-depth gameplay with a series of missions and a wider selection of ammunition and aircraft to choose from. With low-flying manoeuvres and smooth texture-mapped locations, this game will

Hunter lounge

with the background music and sound effects. And adding to the challenge is Wes Flowers, International Fast Draw Champion (as in drawing, cocking, and firing a single action gun in 20/100ths of a second). So be on your guard...

Machine.....3DO/PC
Publisher....ALG
Developer...In house
Style.....Gun-o-rama
Release.....September 1995
Status.....85% Complete

▼ My, an' ain't she a cutesome young filly, I could fair put her over ma knee and... No, get a grip. She's only acting.

▶ He might be pointing at you, but who cares? Shoot the bugger between the eyes, the filthy redneck bum.

▲ There's a real sense of depth – you can get in very close to objects.

definitely roar into the attention of PlayStation owners.

In Japan the coin-op has now been updated with a more sophisticated version – *Air Combat 22*. We'll have the first review *Ace Combat* next month.

Machine.....PlayStation
Publisher....Namco
Developer...In house
Style.....Shoot-em-up
Release.....June (Japan)
Status.....90% Complete

Bandai redesigns Pippin console

Bandai's Pippin promotional campaign hit a high at the Tokyo Toy Show last month. On top of their other stands dedicated to videogames and traditional toys, they had a solus stand showing off the completely redesigned console.

The new version has very strong Apple Mac influences in its design and features a built-in modem, a mouse and keyboard, and a 3.5 inch disk drive – only the TV and joypad ports give it that slight 'console' feel. The fact that no games were presented at the show and that no big name game developers have been announced, has definitely put a downer on the entertainment factor of the console.

With all the computer elements now included, it would seem that Bandai are attempting to enter the home computer rather than the videogames market – an area in which Apple have traditionally been weak.

▲ Pippin: plenty of Edutainment titles are likely to move its way.

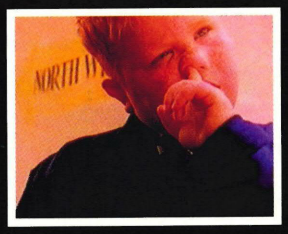
Dodgeball - the video

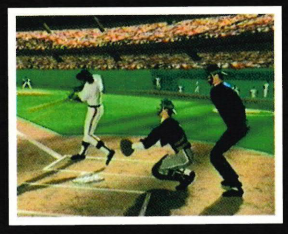
Just when you thought you had as much Next Gen previews as you could take, up pops BMG Interactive with a bonkers mad promotional video giving the low down on all their up-and-coming Next Gen stuff (thanks to Crystal Dynamics).

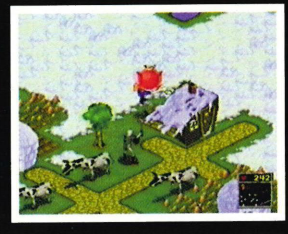
Targeted at an older age group than usual (language, and all that), this promotional video starts off with school kids playing dodgeball in the playground and then cuts into some MTV-style music and gaming action.

3D Baseball '95 looks like great motion-captured sporting action, and there's plenty of space shoot-em-ups to choose from, including the pre-quel to the 3DO blaster *Total Eclipse – Solar Eclipse*. There are also glimpses of an RPG and top cartoon interaction with *Blazing Dragons*.

It is definitely all systems go at Crystal Dynamics, and it looks like many great things lie ahead for the Next Gen consoles. Details to follow over the next few months.







▲ Crystal Dynamics: *The Horde* (bottom), is moving from 3DO to PSX.

Gadgets

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Nikon F90 and Sharp electronic organiser

Connect the Nikon F90X to the Sharp Electronic Organiser IQ9000 series and you can become the next David Bailey. With the help of the Nikon AC-2E card the E0 will tell you how to take the perfect picture.

Available from all good Nikon/Sharp stockists. Cost: £1,400.

JVC compact system

The Adagio S700R has Panoramic Surround, Dolby ProLogic, JVC's Digital Acoustics Processor (DAP), motor-driven speakers, RDS with EON... The Adagio also has an electronic equaliser with 40 ready-made presets and a music jog which lets you skip through the tracks at the touch of a knob. It'll be available from JVC stockists in the near future, priced at around £800.

More info from JVC on 0181 450 3282.

Toys, gadgets and technological marvels that'll make you weep with envy.

Birdy puppets

These sickly little birdy puppets are a must for great party entertainment (well... it depends what kind of parties you're into, of course) and they jig better than Yoshimitsu in *Tekken*.

Made by Vizi. Available from Hamleys or Harrods, £9.95.

Recorder key-ring

You'll never forget those important dates with this talking key-ring that records 20 seconds of personal memos and reminders. Lots of clever technology means no tape is required, and it even retains messages when you drop it and the batteries roll across your living room carpet.

Available from South Kensington Museum catalogue, £19.95. More info on 01793 514141.

VR ski machine

Remember Eddie the Eagle? Embarrassing is certainly an understatement. Anyway, now here's your chance to soar the world's pistes with the NEC Virtual Ski Machine. Put on the headset and step up to a metal platform which gives you the sensation of smooth skiing as well as jumping and dodging moguls (a breed of small piste-hogging goat). If things start to get a bit blizzardy, the stress sensor keeps a watch on your mental state and keeps down the level of difficulty.

Available in Europe from June, at a mere ¥5 million (£38,000). More info from NEC on 0171 353 4383.

NASA Bullet pen

A small step for man and one giant leap for the Biro. This pen contains the same pressurised ink cartridge as used by US astronauts on the moon (but obviously a new one). It writes upside down, underwater and even on greasy surfaces. This is definitely the ruler in pen land... kind of.

Available from South Kensington Museum catalogue, £11.99. Call 01793 514141.

Gundam models

These Gundam models have a cult following in Japan – and we don't mean the gas-mask-wearing type. These Transformer-like robots have a cartoon, comics and games all to themselves. You could win one by writing in and telling us the name of two Transformers. Send your answers to: Robots in Disguise! Ultimate Future Games, 30 Monmouth Street, Bath BA1 2BW.

Available from Project K, priced at £15 per model. More info on 0181 508 132.

Silicon Audio

If your personal stereo is too heavy or you just wanna be the first with only the best technical gadgetry, check out the latest digital format for your ears. This credit card-sized music player compresses 20KHz/770Kbits to one-eighth of its original size... um, that results in 24 minutes of music recorded on a 32MByte memory card. Don't throw away those traditional tape machines just yet though – Silicon Audio is currently only a prototype and the finished product will not be available until 1998!

Not available until 1998. More info from NEC on 0171 353 4383.

Ultimate Future Games

Releases

Every official pre-Christmas Saturn and PlayStation game! Right here, right now

Section 2

This is the Future
Here's where we give you previews of every Next Generation pre-Christmas game, whether it's a European, US or Japanese release – right here right now 44

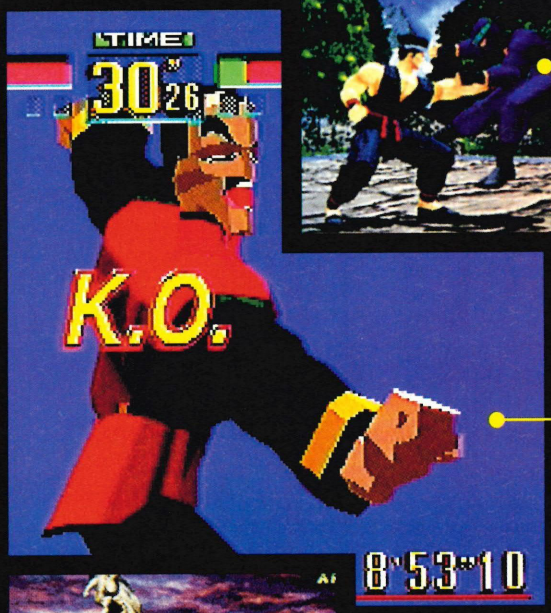
45-Second Buzz
Ultimate gets on board the best theme park rides in the world and lets you in on the toppest chunder fun 56

TV Heaven
Fancy a 29" Dolby Stereo Surround Sound TV for your super console? Ultimate gets hold of four top ones and tells you which one's best 62

Win 20 PlayStations
Can you believe this? We've got 20 UK PlayStations to give away, so find out what you must do to stand any chance of winning one – because you do! 66

Thunder in Paradise
The new top-babe action Saturday afternoon TV series is not just a TV series – oh no, it's also an interactive adventure. Find out if interactive TV and movies is what the future of videogaming is all about 70

We're just one week away from the launch of the Saturn and two months from the PSX, and new games are pouring in from America, Japan and Europe. Before you make up your minds as to where to put your cash, you need to know which games are coming out in Europe and which will be available on import. You need to know if the Saturn kicks the PSX into touch when it comes to sport, RPGs and platformers, or whether Sony's baby will lick Sega's console as far as beat-em-ups, shooters and driving games are concerned. Place your bets, gentlemen, please. Rien ne vas plus...



Virtua Fighter 2

Saturn – Jap
Winter – Sega

You all know about this one. It's been in the arcades for a while now, but if you don't know what to expect, let us put it this way – it'll be better than the first version (which was great).

Street Fighter: the Movie

Saturn/PSX – EU
November – Capcom

Using the digitised characters of the movie, you've probably seen this one, as it's just hit your local arcade. It's a pity that it's based on a rather poor film.

Virtua Fighter

Saturn – EU
September – Sega

The best Saturn fighter before *VF2* comes out. Packaged with the game in the UK, it's a great reason to buy the Saturn.

Primal Rage

Saturn/PSX – EU
November – TWI

Dinosaurs kicking each other in the chops. We've an exclusive preview of the PlayStation version in next issue.

Tekken

PSX – EU
September – Namco

It's better than *VF* on the Saturn – in fact it's the best completed Next Gen beat-em-up we've yet seen.

Beat-em-ups

One to look out for...

Virtua Fighter Remix

Saturn – US – Christmas – Sega

Mixing the simplicity of *Virtua Fighter* with the texture-mapping used in *Virtua Fighter 2*. To some people this looks like a *Virtua Fighter 1* and a bit. It's basically a stop-gap between *2* and *3*, and has recently been packaged with the Saturn in Japan. It will be available separately in about a month. Features anti-aliasing (a technique which smooths out jagged lines in an image).

▶ *Virtua Fighter Remix*. The *VF* phenomenon goes on. There's no change in the gameplay, but it certainly looks beautiful. We're still desperate for *VF2*, though.

And don't forget...

Batman Forever

PSX – EU
December – Acclaim

A scrolling beat-em-up, where you can 'be' either Batman or Robin. The film also uses the game's motion capture system.

Darkstalkers

Saturn/PSX – EU
October – Capcom

Dark Legend

Saturn/PSX – US
Summer – Data East

X Men

Saturn/PSX – EU
September – Capcom

Dark Legend

Saturn/PSX – US
Summer – Data East

Mortal Kombat 2/3

PSX – EU – September/
December – Acclaim

Rise 2: Resurrection

Saturn/PSX – EU
December – Mirage

Golden Axe – the Duel

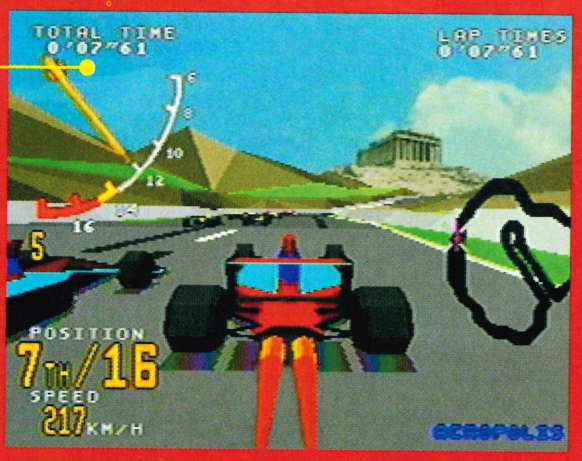
Saturn – Jap – TBA – Sega

Toshinden

PSX – EU – September – Sony

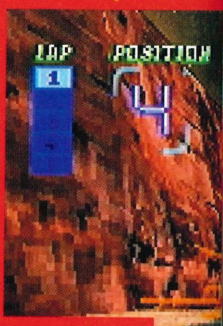
Drive-em-ups

Virtua Racing



Saturn – EU – October – TWI

Arcade – with the formula cars back on the Big Forest, Bay Bridge and Acropolis tracks. Grand Prix – five different racing machines to master for victory over ten tracks and the World Championships. Practice – get your car handling sorted. We can't wait for this one.

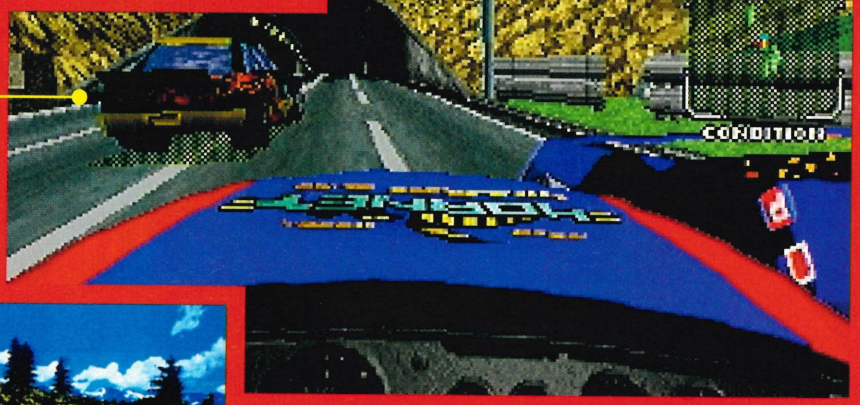


Off-World Interceptor

Saturn/PSX – EU TBA – Crystal Dynamics

Re-development of the classic 4x4 bash 'n' chase game as seen on the 3DO. Extra Next Gen features are a new grill cam, extra voice-overs and spectacular FMV sequences.

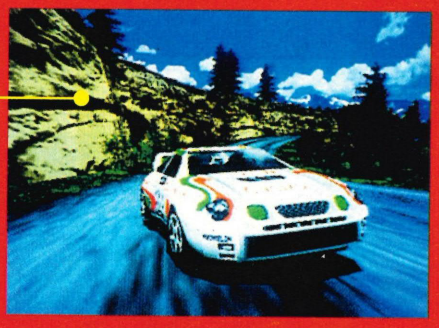
Daytona USA



Saturn – EU – September – Sega

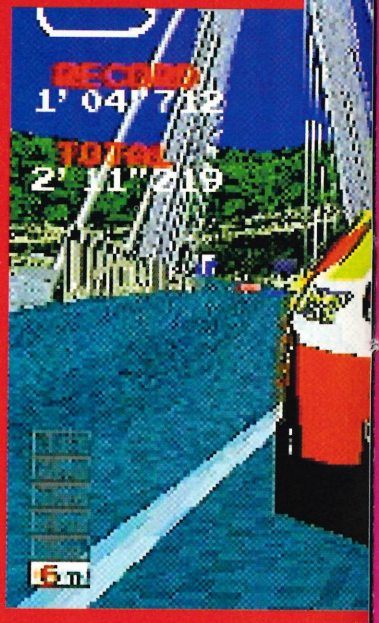
Not quite as smooth as *Ridge Racer*, but certainly has more depth. It all depends if you want the ultimate driving experience (go straight to the PSX) or long-lasting thrills. It's a pity about the cheesy music, though.

Sega Rally

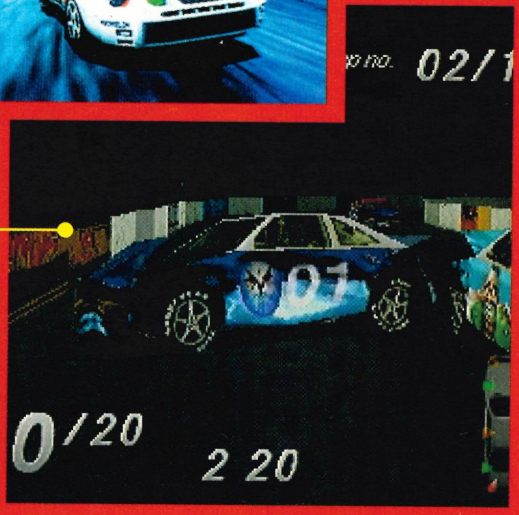


Saturn – EU December – Sega

Is this the true *Ridge Racer* beater? Sega are certainly counting on it, having lost the beat-em-up and driving challenges to the PSX so far. But this is damned slick stuff.



Destruction Derby



PSX – EU – October – Psygnosis

Full preview this issue, starting on page 20. This game has the potential to be the most fun two-players have yet enjoyed on the PlayStation. Simply link up two PSXs, switch on two televisions and crash headlong into each other. Complete and utter car-bashing mayhem! Yes. Also incorporates a 'stock-car' race.

One to look out for...

Wipeout

PSX – EU – October – Psygnosis

Hovercars racing each other over some of the smoothest race tracks ever seen on a home system. Find out much, much more in the game's very first preview on page 14. This is going to be very, very popular – there's even going to be a soundtrack CD.

Gran Chaser

Saturn – EU
December – EA

Sega Europe are currently looking at every Japanese Saturn game with a view to tweaking and refining the gameplay for a UK release (including *Clockwork Knight* and *Panzer Dragoon*). This will come out in 1995 if Sega Europe decide to release it, but on looking at *Wipeout*, we think Sega may have to reconsider.

Road Rash

Saturn/PSX – EU
December – EA

Oh yes – that popular 16-bit bike racer with fists and mallets. How will they change it for its Next Gen baptism? Well, the 3DO conversion was brilliant and they've added 25 minutes of live action, so that should bring a special novelty value to it.

Ridge Racer

PSX – EU
September – Namco

The smoothest racing game yet seen on the PSX, even though *Wipeout* might just claim that title once it's been completed. A few months after the arrival of *RR* in Europe though, the Japanese will be able to enjoy *RR2*. We'll bring you the first pictures, don't you worry.

And don't forget...

Twisted Metal

PSX – EU – December – Sony

Racing with fast-action combat vehicles. Sounds like fun. Choose from 12 types of vehicles (from small cars to huge trucks) all loaded with top weaponry. You have to avoid oil slicks and mines on the roads, and to win you have to destroy all the other racers, ultimately ending up as the very last moving vehicle. Sounds a right old laugh.

Screaming Wheels

Saturn/PSX – US
December – JVC

The idea behind this one sounds just like *Rock 'n' Roll Racing* – you don't only have to be first to finish, but you also have to avoid being destroyed by all the other cars that are out to get you. Once you've got through certain levels, you have to face up to the boss car. Let's wait and see if it's as good as *R 'n' R*.

Ace Driver

PSX – Jap
December – Namco

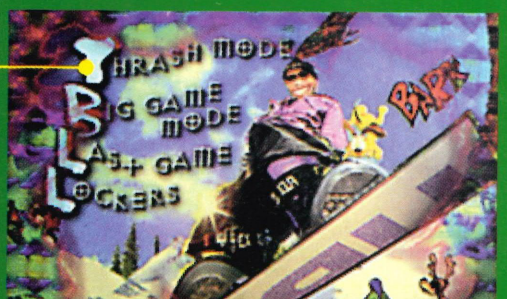
The Next Generation consoles are already saturated with quality racing games, but you'd be a fool not to be eager to see the home version of Namco's thrilling Formula One racer.

Sport-em-ups

Shredfest

PSX/3DO – US – Winter – EA

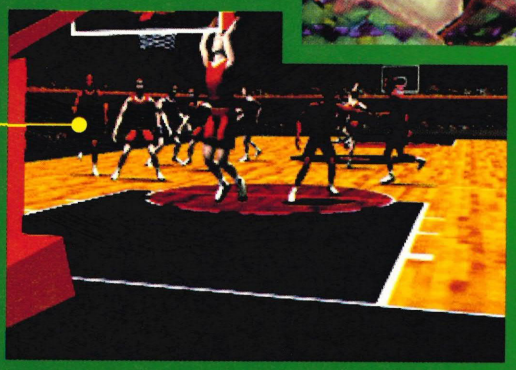
This is what American gaming is all about. You compete in various snowboarding events over six levels, and seven different types of races. You travel all over the ski resorts through the season to compete in the events and to qualify for the championship round. As with all CD games these days, there's a load of video footage of pros doing their stuff.



NBA Action

Saturn – US
TBA – Sega Sports

Has a six-player option. Real teams and real players. Motion-captured movements. It's fast and completely addictive. And we have a strange feeling this'll be out in September.



Boxer's Road

PSX – Jap – Late summer – New

So far the best-looking and most playable boxing sim we've played. The multiple views are a bit of a gimmick though, because you end up using only the one to demolish your opponent. Has been delayed, so may not be released in Japan until early September.

Foes of Ali

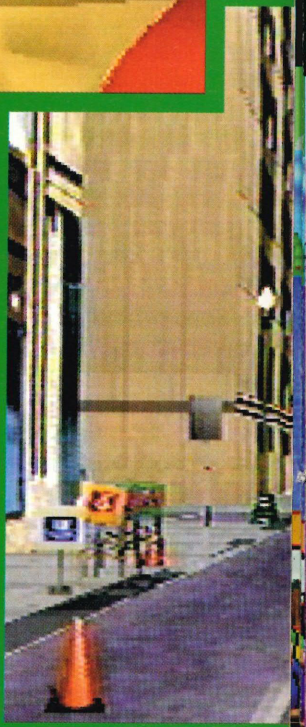
Saturn/3DO – US – November – EA

You fight as or against Ali with ten of Ali's ten most famous opponents. Full of motion-captured moves and bitmapped polygons. It's likely to arrive on the PSX later this year.

FIFA Soccer '96

PSX – EU – November – EA

Now there's a surprise. EA Sports were obviously going to release all their classic 16-bit titles on PlayStation and Saturn, and *FIFA* is going to go down a storm over here in the UK (especially after the 3DO version). Speed is enhanced, Dolby Surround Sound added, and the sprites are bigger with added frames of animation.



Worldwide Soccer

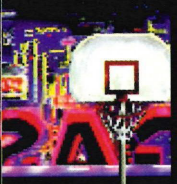
Saturn – EU
September – Sega Sports

This is *Victory Goal* – make no mistake. It's just called something different, and has different teams. That's it. Pity, because the gameplay just hasn't enough depth.

Goal Storm

PSX – EU
TBA – Konami

The Next Gen soccer games are all starting to look very similar – the gameplay will be the key. This is likely to be out around December.



Converse Hardcore Hoops

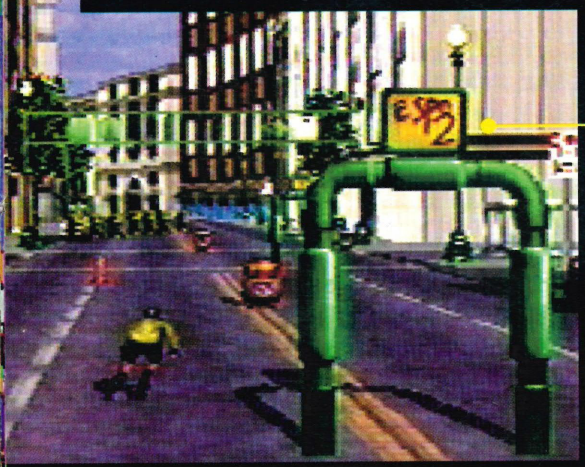
PSX – US – December – Virgin

There's court basketball and then there's street basketball. This one's very much on the street level. Each player has his/her own distinctive style of play, and they journey to ten cities to compete in three-on-three half-court games.

3-Decathlon

PSX – US
November – Virgin

Track and field makes it on to the PSX – but in 3D rendered graphics. It features all ten Decathlon events and up to eight players can compete at the same time. Not bad.



ESPN Extreme Games

PSX – US – December – Sony

Racing not with cars, not with motorbikes and not with those futuristic hovercars. No. This is racing with mountain bikes, skateboards, luges and the like. There's a split-screen mode for head-to-head challenges and you can take part in a complete season. The *Road Rash/Skitchin'* idea is also prominent, as you can kick and punch while racing to the front of the pack.

One to look out for...

NHL '96

Saturn/PSX/3DO – EU
December – EA

There's enough footy games for the PSX and Saturn, but if you want to try your hand at the fastest sport, then a touch of the old ice hockey is what you'll be needing. EA's *NHL* series on the 16-bits was brilliant, so we're expecting a very high standard. Motion-captured players, rink-side camera angles and that oh-so-necessary CD-quality sound.

And don't forget...

Madden NFL '96

Saturn/PSX – EU
November – EA

Frank Thomas 'Big Hurt' Baseball

PSX – EU
November – Acclaim

NHL All-Star Hockey

Saturn – US
December – Sega Sports

PowerSports Soccer

PSX – EU
December – Sega Sports

Pebble Beach Golf Links

Saturn – EU
September – Sega Sports

Jet Ski Rage

Saturn – US – TBA – Velocity

NFL Quarterback '96

PSX – US – Autumn – Acclaim

Features all the players of the NFL elite and an exclusive smooth-cam replay mode. Better than *Madden*?

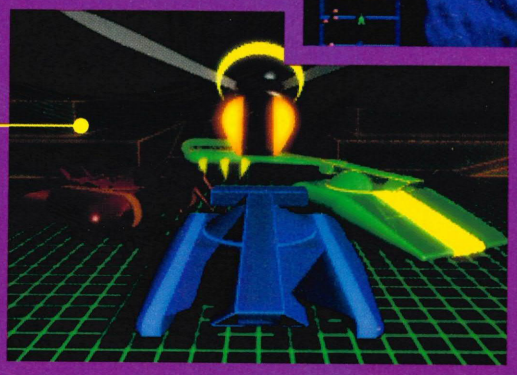
Shoot-em-ups

Agile Warrior: F-111X

PSX – US – Winter – Virgin

Strap yourself into the ultimate aircraft and thrust yourself into combat. Oh yes. You get sent to various hot spots around the world, and you have to sort out any 'problems' there might be. Looks like a top adrenaline-pumping, palm-sweating and damn dangerous flighty-shooty. Will it prove a worthy competitor to Namco's soon-to-be-released *Ace Combat*?

Assault Rigs



PSX – EU
Winter – Psygnosis

Classic gameplay potential in a cyberspace environment. Full link-up mode with other PSXs. Completely non-linear structure, multiple views plus 50 levels over ten different environments.

Panzer Dragoon

Saturn – EU – September – Sega

Lush graphics, great soundtrack – shame about the depth. Basically, this is too easy for its own good. The film-like intro is out of this world – almost worth buying just for that. Sega are tweaking it, though.

Virtua Cop

Saturn – EU – December – Sega

Aim and fire arcade shooter with all the arcade moves, graphics and changing perspectives. The coin-op version is excellent – and rumour has it that it's almost arcade perfect.

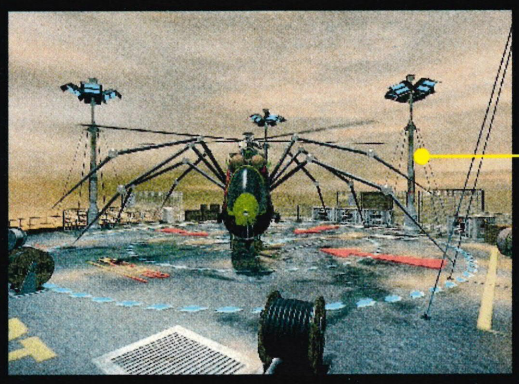
WarHawk

PSX – EU
December – Sony

Six missions of air-to-air and air-to-ground action. This game was designed by the same team behind NASA's space shuttle and space station simulators. To survive you have to destroy some of the most powerful weapons ever seen.

Krazy Ivan

PSX – EU
November – Psygnosis
Head-to-head action against loads of metallic aliens. Kill them all with one of the meanest arsenals of weaponry seen on the PSX. Plenty of first-person pleasure.



Virus

PSX – US
Winter – Sony
An alien virus infects a battleship by fusing everything it infects into flesh and metal monsters – even helicopters grow legs!

Shock Wave 2

PSX – EU – December – EA
Well, if EA are releasing the first one on the PlayStation, they might as well put the sequel out. This version is going to have six new worlds with battlefields allegedly 400% larger than in the original. Crivens.

Magic Carpet

Saturn/PSX – EU
Winter – EA
One of Bullfrog's most intense games ever. Fly around on a heavily-armed flying carpet at very high speeds, and shoot everything down in your sights.

Wing Commander 3

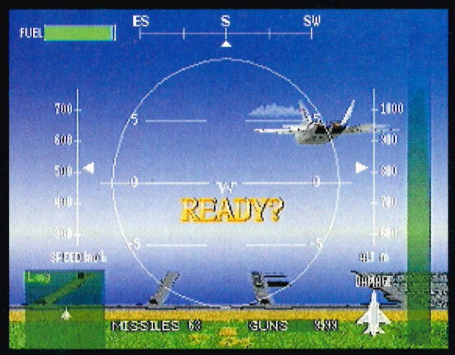
Saturn/PSX – EU
October – EA
Everybody knows this is one of the best computer games ever, combining top shooting action with an interactive adventure element. All the best PC games are being ported over to the PSX and Saturn – and as long as there are original titles as well, this is surely a good thing. Already out on the 3DO.

Pick MANIAC.

One to look out for...

Ace Combat

PSX – EU – December – Namco
Namco take the PC flight-sim experience into the excitement of the Next Gen world, adding thoroughly usable controls and a mad wingman to boot. The demo version we've seen so far has done enough to convince us of the potential of this game. Speed, graphics and sound come together in one hell of a shooter. And we'll be reviewing it next month.



And don't forget...

Vmax

PSX – EU
November – Mindscape
Fast-paced action game based in the future. Lots of 3D-ness everywhere.

Cybersled

Saturn/PSX – EU
September – Namco
Not a good arcade conversion. Two-player mode is impossible to play in.

The Raven Project

PSX – EU – Winter – Mindscape
Invasion of alien forces... Need to restore humanity... Lots of space combat...

Panzer General

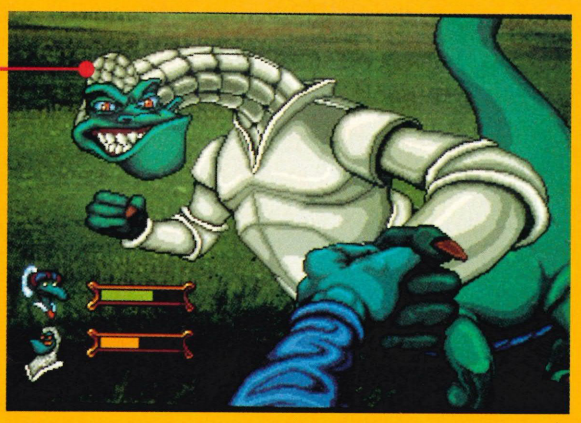
PSX – EU
September – SSI
War game set in World War 2 with over 35 scenarios available.

Project Overkill

PSX – EU
November – Konami
Very intense military action game with 3D rendered characters which adds the essential realism. Four characters, 50 missions, 20 different methods of destruction. Also releasing *Parodius*.

RPG-em-ups

Blazing Dragons



Saturn/PSX – EU – Winter – Crystal Dynamics

King Arthur meets *Monty Python*. Created by Terry Jones from the said *Monty Python*, the game turns the classic tale of The Knights of the Round Table upside down – basically the dragons are the noble-hearted knights and people are evil. This is an extremely original interactive cartoon adventure and is certainly very colourful. Suitable for adults, *hmmm*?

Free Runner

Saturn – US
December – Sega

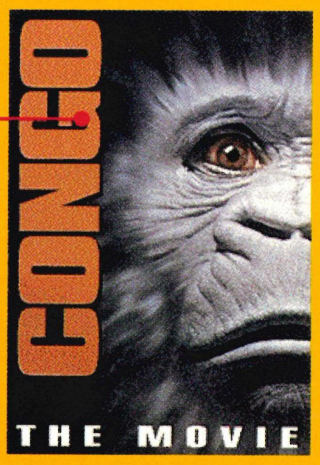
Cyber-hacking adventures from the Net. You like surfing it in search of info relating to real world brutal killings. Invade private systems and arm yourself with all the programs and data you need to solve the murders. Loads of video clips.

Psychic Detective

PSX – US – November – EA

Murder mystery mayhem with an allegedly huge storyline. See our preview on page 36 for more gory details. It looks very bizarre.

Congo The Movie: The Lost City of Zinj



Saturn – US
September – Sega

The game's based on the best-selling Michael Crichton novel and soon to be released film. You're on a diamond expedition and everyone in your group disappears. Oh, and there's a bunch of nasties who are also trying to find the diamonds. You have to avoid them.

Split Realities

Saturn/PSX – US
December – JVC

Platform, RPG, beat-em-up. You are Solo Axelrod and have the amazing ability to slip from one world to the other, and are the only person who can stop all the evil destroying both worlds. Blimey.

One to look out for...

Johnny Mnemonic

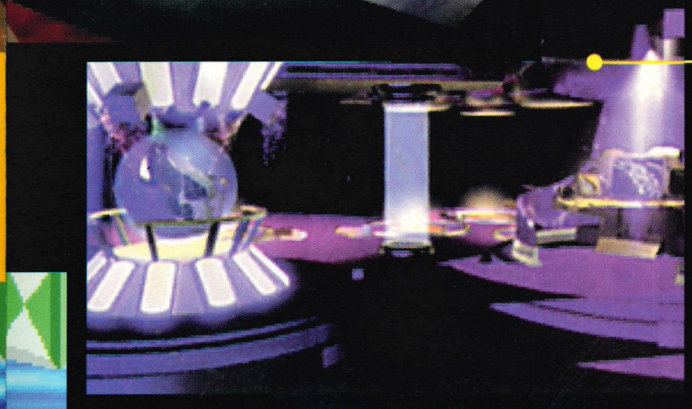
PSX – US – Autumn – Sony

William Gibson's cyberpunk world is coming to the PlayStation. In the game Johnny is a futuristic data courier who carries information on chips planted in his brain. He ends up with too much data in his mind and he needs to find the codes that'll enable him to download it all before he overloads. So there you have it. A graphic adventure.

The 11th Hour: The Sequel to the 7th Guest

Saturn/PSX – EU
December – Virgin

Take on the first person role of this guy called Carl Denning. He's a hot shot investigative reporter for a TV station. He's lost his lover/producer, and he wants to find her, basically. You have to resolve a huge amount of puzzles and go on treasure hunts to reveal special twists in the plot. If the first game's popularity is anything to go by, this should sell by the bucketload.



Prowler

3DO – US
November – EA

An RPG? An interactive adventure? A shooter? Well, it's kind of all three. Your job is to guide arms and weapons in messy intergalactic situations. You build up a team, and lead them through potentially fatal missions. Likely to hit PSX/Saturn.

3D Lemmings

PSX – EU
October – Psygnosis

Very advanced version of the more than famous puzzle-em-up. Consists of two methods of control – either using cursor or camera mode. It's not really an RPG at all, but hey, we just didn't have enough room for a separate section. It's due out on PC CD ROM before the PSX, just.

And don't forget...

Creature Shock

Saturn/PSX – US
October – Data East

The game takes place in 2123. Overpopulation has forced Earth to look elsewhere for living space (lebensraum). Three tribal ships are dispatched. One of them seems to be destroyed by an unknown force – it's your job to find out what the hell happened. Stunning 3D graphics are at work in this classic PC adventure-shooter.

Discworld

PSX – EU
September – Psygnosis

Humourous and compelling graphic adventure all based on Terry Pratchett's science fantasy novels. May come out on CD-i. Essential, whatever.

Warhammer

PSX – EU
Winter – Mindscape

Intensely complex strategy game combining a strong plot with Next Gen graphics and a unique interface.

Sentient

PSX – EU
December – Psygnosis

Construct sentences picking from a choice of words to communicate with the crew of a space station. They're all dying kind of quickly and you have to find out how to stop the decay. You'll need the PSX mouse for this one.

Myst

Saturn/PSX – EU
October – SunSoft

The classic game goes on and on. Lush graphics and a complex storyline.

Releases

Platform-em

Rayman

Saturn/PSX – EU
November – Ubi Soft

After a long wait we'll be the first to let you know if this is any good. We'll be reviewing the PSX version next month and taking a sneak look at the Saturn version.

Gex

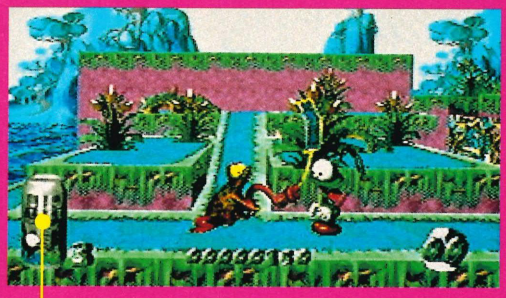
PSX – EU – December – Crystal Dynamics

Crystal Dynamics have been beavering away at improving the 3DO version (reviewed in UFG7, 70%) of *Gex* for the PSX, and rumour has that it's much better. Will this be the first top platformer to reach the PlayStation Central? We'll give you all the *Gex* PSX info from the States next month.

Clockwork Knight

Saturn – EU
September – Sega

Looks stunning, but is too easy and too short. Looks stunning, but is too easy and too short. Looks stunning... But Sega Europe will change it for the UK.



BUG!

Saturn – EU
September – Sega

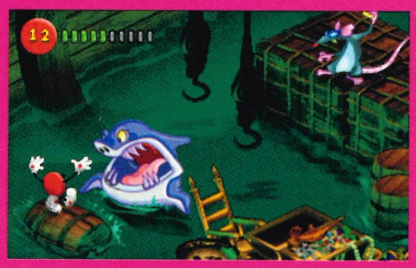
Should be ready for the UK launch. 3D platformer in which you play an insect that can do everything upside down.

One to look out for...

Spot goes to Hollywood

Saturn/PSX – EU
December – Virgin

Another 16-bit character coming back to haunt us? Well, no. Not really. This looks and feels completely different to any 16-bit platform romp. The only similarity is the name of the character (Cool Spot). The game features 40 levels with 3D rendered gameplay set in a completely different movie genres. In there are not-so-subtle references to *Star Wars*, *Aliens*, *Dracula* and *Indiana Jones* to name just a handful. Ultimate will be bringing you exclusive info very, very soon.



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And don't forget...

Clockwork Knight 2

Saturn – Jap – December – Sega

Very few pictures yet, but as long as they make the game a bit bigger and more interesting, they shouldn't need to tweak the graphics much.

Castlevania: Vampire's Kiss

Saturn/PSX – Jap – November – Konami

Expect to see a few 16-bit platform classics on the super consoles. We loved *Super Castlevania 4*. Will this match it?

Blood Omen: Legacy of Kain

Saturn/PSX – EU – Winter – Crystal Dynamics

Kain is a bloodthirsty vampire planning to take his revenge on a bunch of brutal murderers. You play Kain and you are out for a serious blood cocktail. Lots of real-time battle sequences. Sounds a bit like a reversal of the roles found in the *Castlevania* series.

Astal

Saturn – US – Winter – Sega

The gameplay in the Japanese version was deeply retro, but the lovely visuals helped hide this fact for the first couple of levels. May not see a UK release, according to Sega Europe.

Rockman

PSX – Japan – Winter – Capcom

The latest in the seemingly endless series of *Rockman* games (known as *Mega Man* over here). Not very much information on this title at the moment, but if this installment combines that lovely PlayStation touch to the graphics, and the classic platform action, Capcom are on to a winner.

EXCLUSIVE!

WHY GAZZA REALLY CAME BACK TO BRITAIN

*Paul Gascoigne as he would look in Rangers kit, courtesy of the miracle of electronic picture re-touching. Phew, technology eh?

Issue 1 on sale Wednesday August 2nd!!!

TOTAL FOOTBALL

THE ULTIMATE FANS' MAG

The 45-second

BUZZ

Gone are the days of summer funfair frolics, where well-greased children happily swirled down helter-skelters and a quick spin on a merry-go-round could tickle the fancy of many a Victorian lady. With technology racing forward, riders are actively searching for that extra adrenaline injection. But where in the world can their appetites be filled?

Theme Park fact one: over three million speed freak riders visited Alton Towers' top *White Knuckle Rides* during March and November in 1994. Theme Park fact two: Alton Towers holds the largest amount of *White Knuckle* infrastructure in Britain, including *Nemesis*, Thunder *Looper*, *Corkscrew* and the new *Energiser*, which is the only ride of its kind in Europe. Theme Park fact three: it cost £2 million to build the *Energiser*. Unlike a lot of *WKRs* you aren't taken for a brief trip suspended on dodgy old metal tracks. Rather, it's a bizarrely-shaped stationary piece of hardware which sits – almost innocently – 13 metres above the ground. But once it gets going, you are 'on' a raft at sea in a force 9 gale (achieved by 1100kw of energy powering hydraulic double joints). This is certainly enough to give the 48 passengers a touch of the old *mal de mer*.

Now we've all seen the rather fine Princess Diana and the royal offspring on *Nemesis* (haven't we?), and it's well worth experiencing the four seconds of weightlessness and the force, four times that of gravity (how did the royal tiara stay in place?). But this skin-loosening ride didn't just appear in Alton Towers over night. The

The **tallest** roller-coaster in the world is the *Pepsi Max Big One* in Blackpool with a height of 71.6m above a fixed national survey point (Ordnance Datum), reaching speeds of 12

◀ Alton Towers boasts some of the most terrifying *White Knuckle Rides* in Europe.

▶ Innoventions at Disney, USA would be a great place to get some toys for our gadgets page...

Planetarium, London (0171 4861121). Open weekdays (term times) 12.20pm – 5.00pm (last show starts at 5), weekends/school holidays 10.20am – 5.00pm (last show). Entrance: £4.75 adult. £2.95 child. Madame Tussaud's is next door, full of famous wax people like Cliff Richard and Neil Kinnock and that.

Nemesis gives you about four seconds of weightlessness

designers and craftsmen at Tussauds Studios spent months purely planning the concept of this creature of hell. The rides themselves are custom built to fit into a chosen theme, then the design team go through a brainstorm process to come up with the ride's own identity. And it's not just the actual ride – the conditions that surround it are extremely important. It's a bit like food – put a bit of parsley on top of cheese on toast and it becomes a delicacy... kind of.

Caroline Elliot, Head of Design at Tussauds Studios, explains the process that *Nemesis* went through to become the awesome experience that it is now:

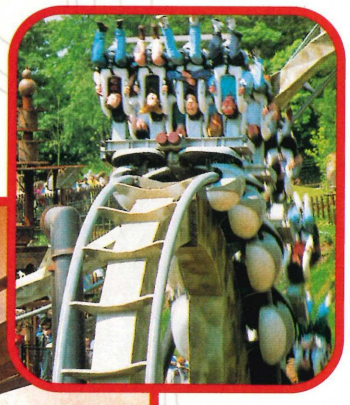
'*Nemesis* is a completely new roller-coaster that was bought for Alton Towers. We wanted to achieve a whole environment encapsulating what *Nemesis* was all about. So, we decided that the actual station itself could be the guts of a beast still alive under the ground and the track coming out of it could be the exo-skeleton of its body.

Energiser puts you through a force 9 gale

'After trying loads of different ideas we came up with this beast that spits you out, with you racing around this bendy, twisty inverted track before you come to rest at the end. Then we worked closely with design engineers to get the right twists and turns in the tracks, how high you can go, where the lift is supposed to go etc.

'We had to blast a massive whole in the ground to put the *Nemesis* in, with Andy Nichols (top design geezer) doing the landscaping for it, with waterfalls seeping into the pit and everything. It looks great when dyed red, as it gives the whole thing a blood look. You see, getting the queuing system right is almost as important as the ride itself. Many people queue for hours to get on a 60-second ride and with the *Nemesis* you queue with the ride above you, which adds to the excitement and adrenaline because you know it's you next.'

Tussauds are also the ones responsible for giving you a soaking at Chessington World of



◀▲ Total nutters have been recorded queuing up to an hour for a stomach-vacuating experience on *Nemesis*, at the premiere *White Knuckle Ride* at Alton Towers.

Bum Burner *bum-bahn-ner, n.* **friction generated 'hot spot' following too many high speed rides**

Chunder factor *chun-dafack'tore, n.* **puke scale of one to ten of a ride**

WKR *double-ewe'kayar, n.* **White Knuckle Ride**

Flip out *fleep'aht, adj.* **loss of balance (not the car off the tracks)**

Hurl Chunks *hoo'rl-chunks, adj.* **don't stand underneath this one**

Qualm Alarm *kwar-malar'm, n.* **moment of queasiness on a WKR**

Cheeky Wobbler *Chee-kee-wob'la, n.* **a WKR in a particular state of dilapidation**

Throat Tickler *throw-teek'la, n.* **the moment of butterflies in your stomach**

XX *hex-hex, n.* **dabbling in a spot of ooh-er Missus on a ride**

m/h. The **highest** loop is on the *Viper* at Six Flags, California, USA, with a height of 42.7m above the ground and riders being looped around seven times over 1167m of track.

▼ *Rameses' Revenge* is a beast of a ride with a chunder factor of ten out of ten.

▲ Riders of *Rameses* should be at least 4' 7" and not more than 6' 5" tall, as well as being totally insane.

▲ *Rameses* has an awesome G Force of 3.5 and reaches speeds of 35mph when dropping riders from a 60ft drop.

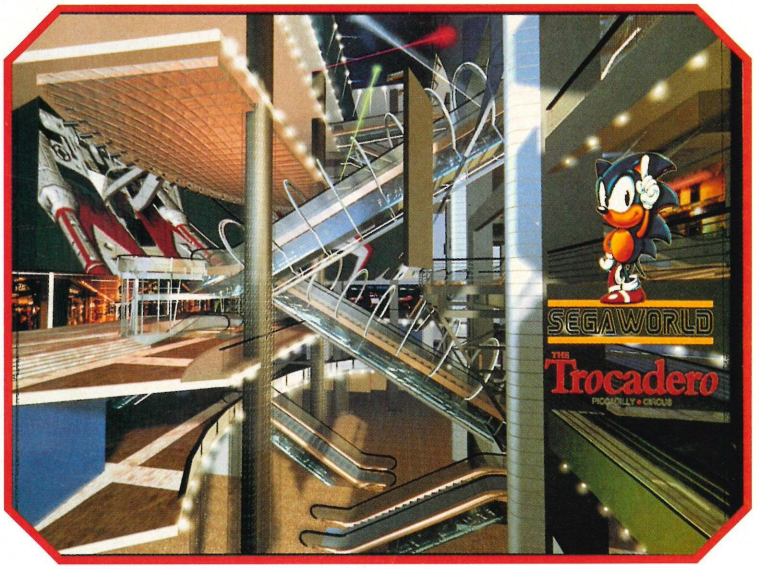
Chessington World of Adventures, Surrey (0137 2727227). Open seven days a week. Attractions start at 10am. Entrance: £14.50 adult, £11.50 child. No family ticket available (although discounts on group bookings). The adjoining zoo can be viewed by monorail and is full of lions (the zoo, not the monorail).

Adventures, on their new ride *Rameses' Revenge*, which curiously is more painful to watch than actually experience. Imagine being hurled around a spinning carriage while going through a waterfall – just check out the photos. A dual rotation system spins riders 360° up to four times in a row, while moving the whole ride in a 360° rotation. You're raised 60 feet then spun through water at 35mph – it's just like speeding through a car-wash and forgetting you own a convertible, in some mad way.

Thunderlooper goes half a second faster than the McLaren F1

If you're thinking of popping down to Spain this summer for a bit of a Costa del party-up, then there really is somewhere you ought to pay a visit: the new £300 million Port Aventura theme park, and perhaps the ultimate thrill on the *Dragon Khan* (that is, only if you're up to being spun around a ridiculous amount of times and reaching a blood-clotting 110kmh). Ray Barrett, Managing Director of Port Aventura, is hoping his new ride will set big records: '*Dragon Khan* is set to break records of size and speed and we have asked the Guinness Book of Records to include it as the only roller-coaster in the world to turn people upside-down eight times during the ride.'

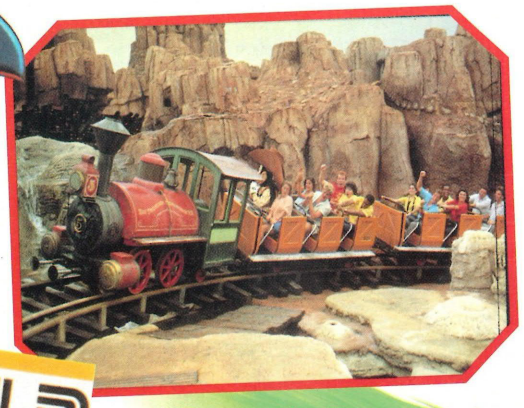
Sega have gone one step further and brought their technical ingenuity from Japan, to open the UK's first Sega Theme Park in the Trocadero for 1996. Sega and RTKL – top US architects – will revamp 100,000sqft of vacant office space to incorporate the idea of a theme park in a condensed area. A tricky job, but if it's to be a success, they have to simulate the buzz and thrill that you would get from a regular *WKR*. This is done by the ingenious use of virtuality machines,



▶ Sega World will be the first of its kind in Europe and will include some of the most advanced virtuality gaming technology available. And you can be sure we'll be the ones to update you.

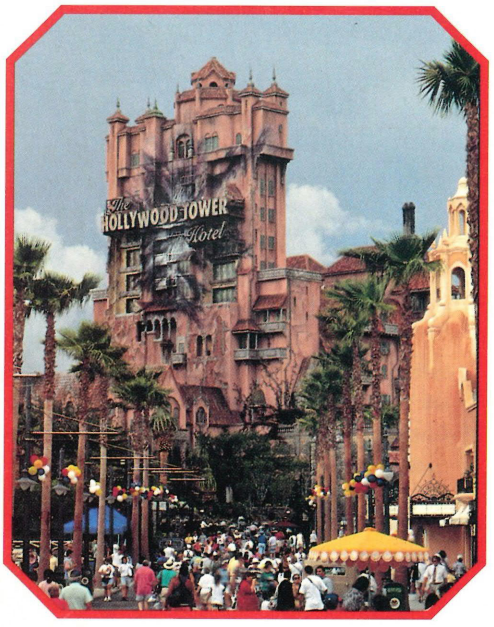
SEGA WORLD

The **longest** roller-coaster in the world is *The Ultimate* at Lightwater Theme Park, UK. The **fastest** drop in the world is the *Steel Ph*



▲ *Runaway Mine Train* is more of a *Pink Knuckle Ride* than a white one.

▼ The imaginative experience of Disney is certainly challenging the traditional ideas of *WKRs*.



which allow the 'Sega VR World' to take you on hair-raising rides through the sea and space, made possible with the development of new software.

The theme park in the Trocadero will feature similar attractions as those found in Sega's Japanese centres. The 'rides' come in two categories: large and medium. Large attractions will be similar to the VR-1 system, where an image is projected into a head-mounted display which gives the rider 360° of complete virtuality. You also have the added benefit of sitting on a motion simulator, which can leave you with a pretty sore arse. *Rail Chase: the Ride* is Sega's first interactive roller-coaster that introduces a 'coaster' turntable, giving you the sensation of loops and twisty bends. In Japan you also get the chance to blast away in armoured tanks with the *Mad Bazooka* (like traditional bumper cars, but with added weapons). Watch out in future issues of Ultimate for updates on the new Sega World's progress.

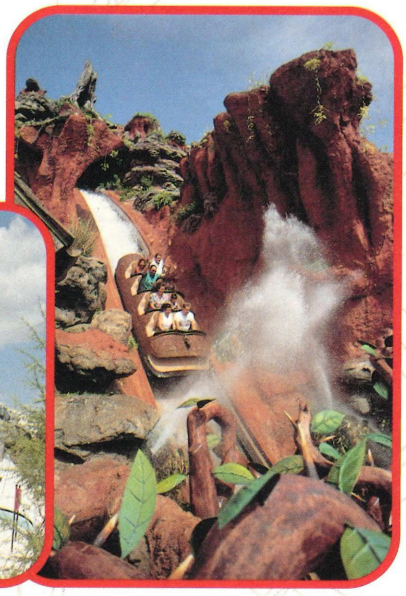
Alton Towers, Staffordshire (01538 702200). Open seven days a week, from Saturday 18th March to Sunday 5th November (and all attractions begin running at 10am) Entrance: £16 adult, £12 child. Over a million donuts eaten here in 1994 (that's roughly the weight of four large dinosaurs.

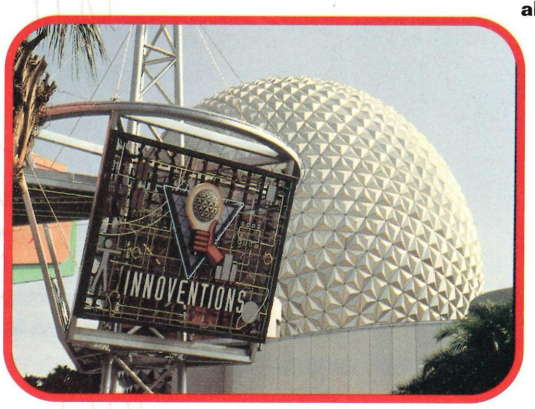
It takes 110kw of power to drive the Energiser

Virtuality experiences are becoming more popular in videogaming, especially with the release of home VR headsets. Even the London Planetarium re-launched this year, in June, with an awe-inspiring VR journey through space using the most advanced star projector in the world – *Digistar 2*. This system was pioneered in 1968 by Evans and Sutherland Computer Corporation, based in Salt Lake City, Utah. It was originally developed as a database of stars for NASA, and takes you through the motions of the stars and their evolution.

The theme park industry now seems to be getting in on the space race in a big way. Take Disneyland Paris' latest experience, *Space Mountain*. This was created by Walt Disney Imagineers, with obvious reference to Jules Verne's book *From the Earth to the Moon* and was a snip at £65 million to create and construct. The oddly-shaped structure stands 43 metres high – the same as two double decker buses on top of each other – and 62 metres wide. Six rocket ships carry you along a sidewinder loop, corkscrew loop and do a 180° inversion, all in complete darkness. With the track being 1km long and a

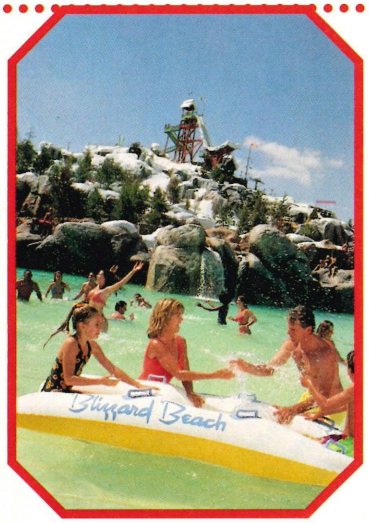
▼▶ We all love getting wet and tossed around feeling sick (don't we?), that's why water rides are the most popular at theme parks the world over.





◀ It takes around three whole days to experience everything at Disney, USA.

tom at Kennywood Amusement Park, USA (descent of 68.55m).



◀ One of the maddest theme park areas, Blizzard Beach. Soak up the sun, then build a mini igloo. Mad.

maximum carriage speed of 40mph, there's some peculiar experiences awaiting your body.

Disney have at last opened the doors to their US-based experimental laboratories as part of Innoventions at Epcot '94 for a behind-the-scenes peak at their theme park technology. Now 'you' can soar the skies on *Aladdin's Magic Carpet*, in the testing station of Walt Disney's VR world. Four members of the audience can take a ride on the magic carpet with the help of a 360° VR headset. Silicon Graphics Inc have grasped new techniques in texture-mapping and real-time computer character animation to create an exhilarating ride.

Technology is clearly racing forward, and traditional theme parks are finding it increasingly difficult to keep up with VR's accessible and terrifying thrills. Sure, loops are getting loopier and speeds are increasing – remember Roger Moore's face in that G-force bit in *Moonraker*? It could happen to you, blimey yes. But the choice is yours – brave the caterpillar queues for a 45-second buzz, or whop on a headset for a bit of the old cybertainment. U

Thunder Looper - Alton Towers

Acceleration: 0-60 in 2.5 seconds. Number of cars: 7. Max number of passengers: 28. Loop measurements: 130°/23 metres wide/ 14 metres high.

Corkscrew - Alton Towers

Length of track: 750 metres (approx). Capacity per train: 24 passengers. Vehicles per track: 2-3. Max G force: 3. Max speed: 65km/hr.

Pirate Ship - Alton Towers

Length of boat: 43 feet. Height of boat in swing: 66 feet. Max capacity of boat: 54 adult riders. Total weight: 28 tons.

Tubes

Counts...1?2

You've just invested *at least* £250 on a Next Generation console but you're still playing these brilliant games on your old steam-valve goggle box. *Are* you bonkers, or what?

Grundig STV72-160/9 IDTV

Surprisingly, this big-screen telly is the least user-friendly, and quite a nifty zoom facility. multiple picture-in-picture, and quite a gadget freak's dream. The surround most features. With freeze frame, but it does boast the Grundig is a gadget but you will need to buy extra sound is superb speakers to appreciate it, and the colours don't seem quite as rich as on the Toshiba.

Price - £1000

Value for money - 6/10

Sony KV-X29821

You'd expect Sony to be if not the best, at least they're not. Not only doesn't this telly feature Pro Logic surround (substituted for by regular NICAM stereo), it's a nightmare to operate. There is some compensation in that the picture is gorgeously realistic, but having the worst sounds out of our random selection is unforgivable.

Price - £800

Value for money - 8/10

The television has come a long way since its humble beginnings way back in 1926, when a Scottish chap by the name of John Logie Baird took time out from being teased about his name to perfect the cathode ray tube.

In 1940, the American Peter Goldmark took this phenomenon a step further, by adding the element of colour (or 'color', as he put it). Just 45 years later and another milestone in the history of television is upon us – super widescreen to suck you in, Dolby Surround to send your ears into spasms – and Ultimate is here with four of the toppest tellies available to see if they really do enrich the experience of the latest 32-bit games.

A new TV system may seem like a whopping investment, but if you have the means we suggest you treat yourself. But what should you look for? Well for a start, you need a reasonably big screen. A massive screen, if you like. All the CD-based machines display high resolution graphics, the full impact of which can't really be appreciated on small screens. Another reason is that with the surround capabilities of most new tellies, unless the screen is at least 25", the sound tends to dwarf the image, and makes gameplaying strangely distorted to say the least. Upgrading your TV system doesn't mean you're just a *Square Eyes* with nothing better to spend your money on. The results are amazing! It's like gaming in the cinema!

Okay, so we know that Next Gen machines all have the capability of displaying enhanced graphics, but what about sonics, man? Well, all the machines are capable of coming up with the full surround goods, but the problem lies with current software. So far, only 3DO and CD-i developers appear to be supporting

It's the size that Or it's

Toshiba 2539DB

We reckon this is the best of the bunch. There relatively small telly (realatively small). Most noticeable is the Pro Logic Surround system (speakers included). It's absolutely brilliant! Other features includes NTSC games and a widescreen control for varying light conditions and a picture control for for some NTSC games and the letterbox films broadcast mostly on Channel 4.

Price - £800

Value for money - 8/10

Philips 29PT8286C/05

This award-winning telly has the best picture out of all those reviewed here. The colours are rich and deep, leading to a totally involving gameplaying experience. The sounds are also stunning, but again you'll have to buy surround speakers separately if you're to appreciate them. This also has the advantage of being the sleakest-looking. Imagine it in your bedroom. Ridge Racer in bed. Mmmm.

Price - £1000

Value for money - 8/10

surround sound to any great extent. Games like *Return Fire*, which have been developed with Pro Logic surround are transformed into a whole new experience as the room is filled with cochlea-searing effects. This doesn't mean that you should hold back if you haven't got one of these systems. *Ridge Racer* and *Panzer Dragoon* in particular, still sound completely amazing with rear speakers, even though there's not a hint of surround sound in their programming. It's only a matter of time before all systems adopt surround as standard, so you might as well be prepared. Besides, a new telly is a great toy!

So why should you invest now? What with the up-and-coming High Definition TV and the advances being made in large format LCD technology it would seem that maybe you should wait a while. Well, there's no such thing as a finite format. If you really thought that way, you wouldn't have bothered getting into the 16-bit scene to begin with – you knew it'd be virtually obsolete in three years. Stop being sensible!

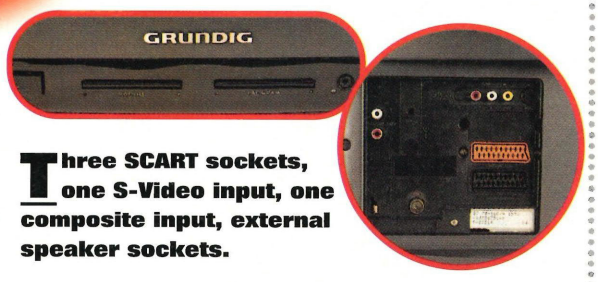
Okay, we know what you're thinking: 'Nearly a thousand quid for a telly? Are you out of your minds?' Fair enough, after all most of us aren't in a position to fritter away nearly £1000, and besides, think of how many great games that much dosh could buy you. Well, there is an alternative. For just a fraction of the cost you can make the most of what you've already got with some extra speakers and a clever decoder. But that's another feature in itself, so why not dream a little?

Tubes

All the gear and all the gadgets

Your new telly may be big and probably looks dead groovy and black and everything, but it's not much good without bits to fiddle with. So what exactly should you look for? Well, those tedious panels on the front and back of your box. Roughly, what you're looking for are multiple SCART sockets (for playing PAL/NTSC machines and hooking up two machines at the same time). Most new ones come with surround sound output sockets, and these are no exception.

Grundig STV72-160/9 IDTV

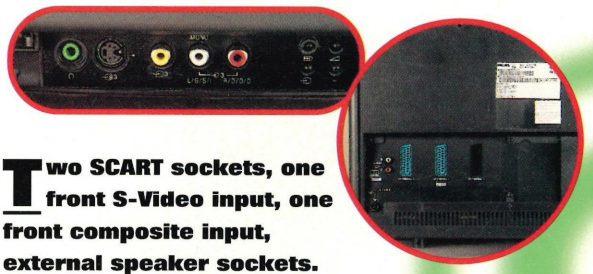


Three SCART sockets, one S-Video input, one composite input, external speaker sockets.

Yuck! No doubt designed by an ageing egg-head, this controller is a tiny, offensively-complicated contraption with no hidden slidey bits whatsoever! Once you've mastered even the simplest of functions Grundig award you with a certificate and letters after your name. Of course they don't. That's a joke. 6/10

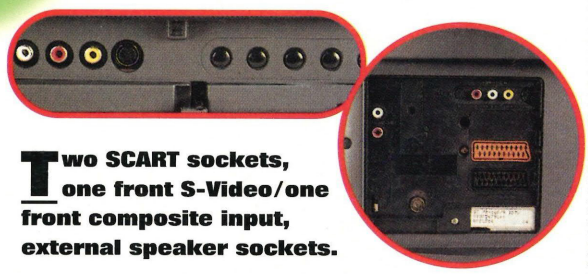
Sony KV-X2982U

Sony's is essentially two controllers in one unit. If you get bored with the complicated, linear layout of the main controller turn it around in its casing. This process makes a very satisfying *pump-action shotgun* sound and reveals an altogether more friendly big-buttoned kiddy controller. Top fun, and no mistake. 8/10

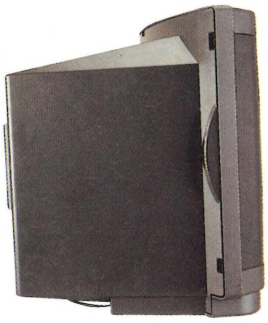


Two SCART sockets, one front S-Video input, one front composite input, external speaker sockets.

Philips 29PT828C/05



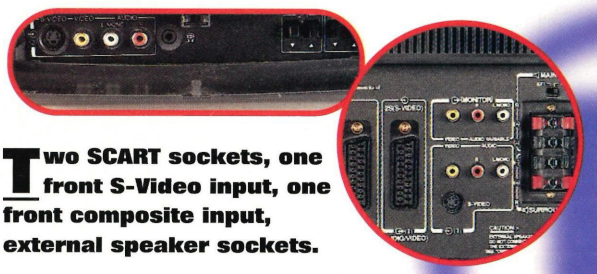
Two SCART sockets, one front S-Video/one front composite input, external speaker sockets.



Certainly the most advanced of all our controllers, featuring a handy LCD screen which is just as well because it's the only vague clue as to what exactly is going on. This lack of labelling, however is more than compensated for by the flip-down *Kirk to Enterprise*-style lower panel. 7/10

Toshiba 2539DB

Impressively rippled with a flat underside, this is certainly the most user-friendly controller of the bunch. The everyday features are ergonomically laid out with the assistance of colour coding, while the *once in a blue moon* features are hidden beneath a groovy sliding panel. 8/10



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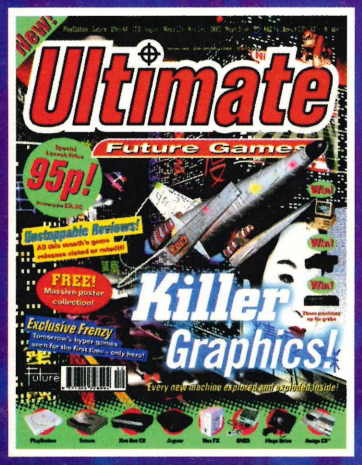
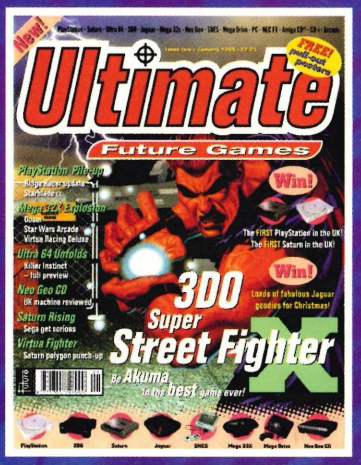
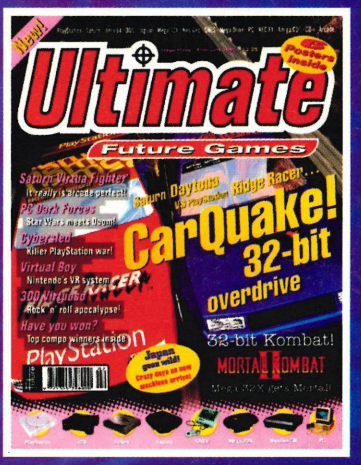


1 Ultimate's launch issue... A collector's item! The best introduction you can get to all the Next Generation super consoles and games, and what to expect from them in the future.



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

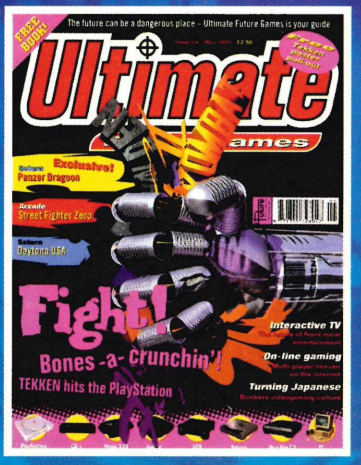


3 The first review of *Ridge Racer* – and it's damn fast! – sandwiched between reviews of *Virtua Fighter* on the Saturn and 32X *Mortal Kombat 2*. Plus full details on Nintendo's 3D Virtual Boy.

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.

Back issues

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.



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*.

7 Delve into the Top 100 games that'll be hitting the consoles in the very near future. Read the sharpest reviews of *Daytona USA* and *Tekken* and tear out the *Street Fighter* movie posters.

8 Includes 16-page pull-out guide devoted to Britain's contribution to the Next Gen. CD Sex – is it worth the hype? Plus: reviews of *Astal* on the Saturn and *Jumping Flash* on the PlayStation.

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Back issues

Competition

WIN one of 20

European Sony PlayStations

And laugh in the face of adversity

(and all yer mates...)

Welcome to PlayStation Central, where Ultimate Future Games goes completely and utterly PSX bonkers and gives you the chance to win one of 20 UK machines. The competition is so big, we've decided to run it over three months (Issue 9 – August, Issue 10 – September and Issue 11 – October).

Oh my God! This is so

Biggest Next Gen giveaway

20

All you have to do is collect the three coupons (one for each issue), answer the three questions, send them to us and hope for the best. The first 20 out of the hat win a PSX each. Easy. We'll tell you where to send your entries when we print the third and final coupon (in issue 11 - October).

August

First question

How many flat polygons per second can the PlayStation shift?

answer:

_____

_____

1

BIG!

But first, some rules...

1. All three coupons must be cut out of the magazine (no photocopies – thanks).
2. Multiple entries are fine, since you'll have to buy several issues of the magazine in order to do so.
3. Employees of Future Publishing are not allowed to enter.
4. Entries to be sent in only when all three coupons have been well and truly published.

FREE

First looks at *Pete Sampras '96* & *Micro Machines - Next Generation* in our **FREE** Codemasters Supplement.

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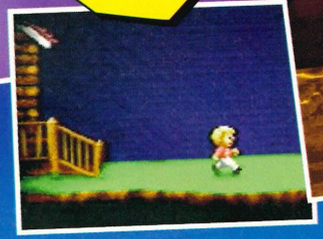

PLUS

REVIEWED!
- Sensible Golf Amiga
- FX Fighter PC
- Mother Base 32X
- Justice League SNES

And that's just for starters!!!

WORLD EXCLUSIVE

Doom SNES revealed

The Worm Returns - more Earthworm Jim 2 shots and news

MK3 PlayStation shots and inside info

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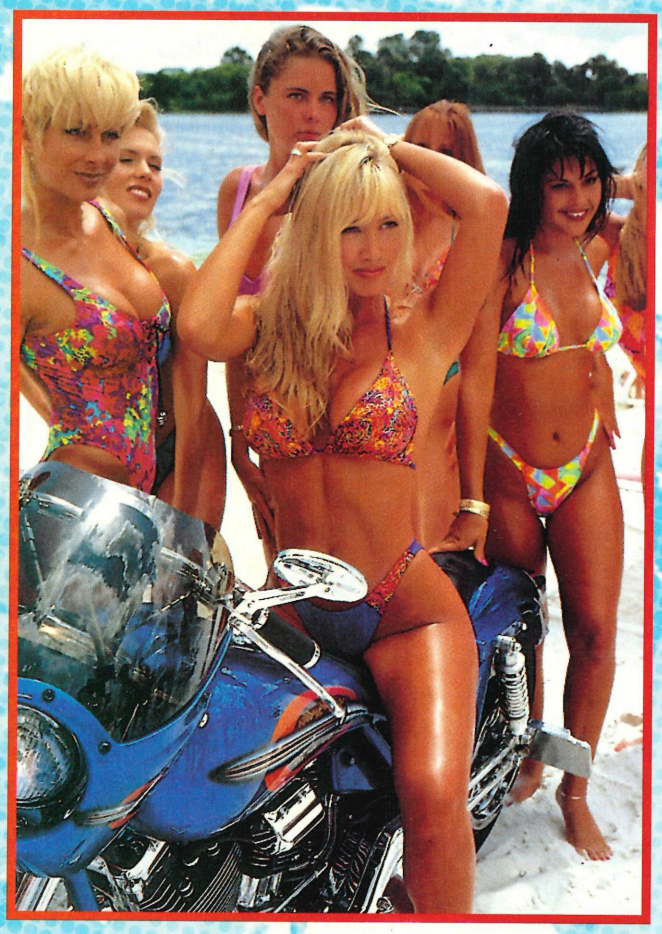


This is the first time you'll have seen these pictures – Ultimate in action bringing you yet another top exclusive. Cut them out and stick them in your wallet or key-ring and bring a sparkle to every trip to Sainsbury's. We can't wait to have a go on *Thunder in Paradise*, purely to see how far the idea of interactive gaming has advanced of course...

Blimey, Missus. All these briefs and bikinis are part of Philips Media's new interactive game *Thunder in Paradise* on CD-i and CD ROM. We've now come to accept tantalising FMV as the norm – it's constantly popping up in game intros and turning once simple games into miniature B movies. The time has come to see if this is really the future of videogaming.

Thunder in Para

The game *Thunder in Paradise Interactive* stars Hulk Hogan and Carol Alt and is based entirely on one of the babealicious episodes in the Saturday early evening series – *The M.A.J.O.R. and the Minor*.

The game itself was filmed at the Disney MGM studios simultaneously as the linear made-for-television episode was made. The object is to rescue the babe in distress and return the M.A.J.O.R. – a bio-humanoid, to one Doctor Franklin. You play the Doctor's assistant, Zack, who is Hurricane Spence's (Hulk Hogan) nephew – an ex-Navy Seal who has developed a powerful armed-to-the-keel speedboat called Thunder, that enables them to go into 'any dangerous situation and come out victorious.' Not bad, son.

The game dishes out three choices of play – *Story Only*, where you can gawp at beach babes and horribly sweaty torsos or follow the story by watching the episode, *Game Only*, which allows you to slice through the waffle to the action, and the third, unashamedly titled *Interactive Television*, where the story and game are sandwiched together, babes, bodies and all.

Bob Allen of Disney MGM Studios is ecstatic about what a serious part they have to play in our future pleasure. 'Interactive television is what everyone has been talking about for at least the past two years. The *Thunder* project really opened our eyes, and we at Disney MGM Studios took huge steps to make our studio an interactive friendly environment. This means cognisance of the interactive producer's needs across the board and how they differ from traditional linear work.'

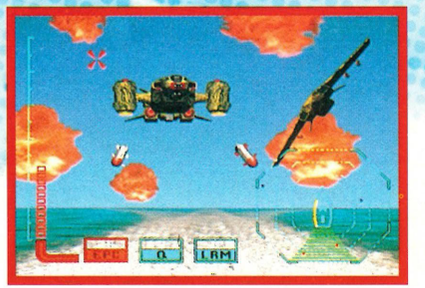
'Interactive television is what everyone has been talking about for at least the past two years.'

FMV

▲ A-ha, a shoot-em-up section not dissimilar to many Digital Pictures titles.

▲ This could almost be *Ground Zero Texas*, but now situated in 'Paradise'.

▲ Ho ho, this looks more like it – rendered info screens. But where's Hulk?.



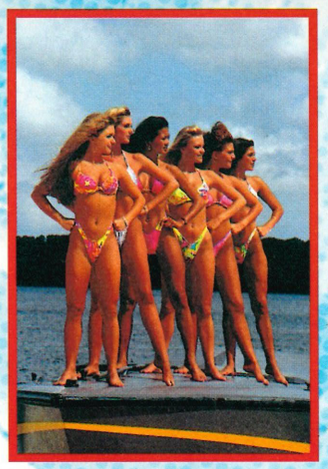
▲ This section looks more like a traditional blast-em-up. It's not all FMV...

Many people think that Disney should hold on and save their money because if any of the past 'interactive' efforts are anything to go by, *Thunder*'s life will be short-lived. The novelty of becoming part of Sullivan Bluth cartoon (*Dragon's Lair*) in the arcade quickly wore paper thin when it reached the home. Even more recent games that have been forced into the spotlight thanks to their adult nature (*Voyeur* on the CD-i a prime example) feature repetitive gameplay. The idea of coming over all interactive with real people and environments sounds appealing, but you can end up merely clicking your way through several linear levels.

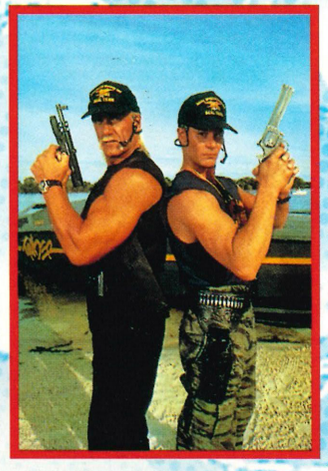
Stuart Campbell, Design Guru at Sensible Software, has strong views about FMV and the state of interactive videogaming: "It's absolute ****! FMV takes up huge amounts of hard drive space, resulting in less room for the game – basically making it pump to play but good to look at. Software companies are forgetting that videogamers want games that they can play and play and play, not just something that's gonna last a few days. Take *Wing Commander 3*. You wanna be zapping through space blowing things up, not watching the hero save the lass of his dreams – you pop down the cinema for that sort of thing."

You can have all the babes, bodies and token actors you like in an FMV-based game, but no-one should be prepared to put up with the lame gameplay that is so often a characteristic of them. But, in the unsettled world of the future, developers may learn how to slickly blend pre-filmed sequences with limitless playability. The potential's now there – let's see if *TIP* uses it.

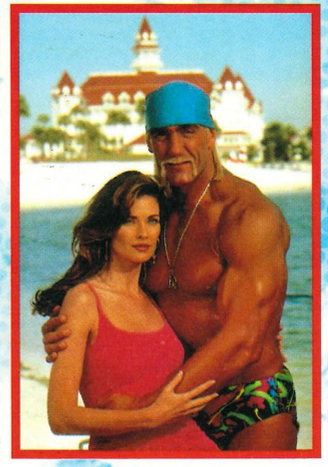
'It's absolute ****! Full Motion Video takes up huge amounts of hard drive space.'



▲ 'Shift yer buns my dears, I wanna see the sea.'



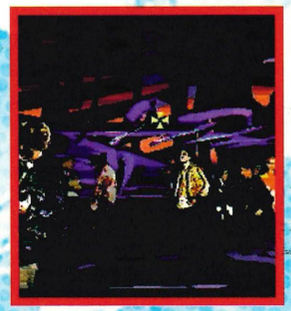
▲ 'Get an eyeful of my big gun, Mr Knight Rider.'



▲ 'Hah, look at me, oh British Duncan Goodhew!'

CD-i gets interactive...

These games on the CD-i are loaded with FMV and are great to look at, but Next Generation gamers like us don't want to move around a screen answering questions and watching film footage... Or do we? Let us know.



▲ *Burn: Cycle* – this became a huge hit on the CD-i and clearly had high production values.

▲ *Voyeur* – another big hit on the CD-i, but was this purely because of the gartered-up sex angle?

Ultimate
Future Games

Section 3

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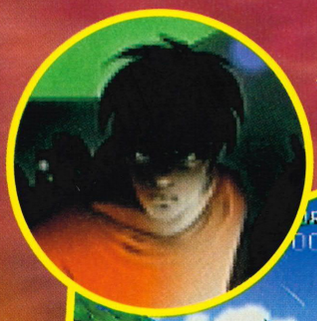
▲ There are really long intros, and there are really short intros. This one's just got a load of rendered graphics. Nice.

Hyperspace suits with colost

Gran

◀ Having now seen *Wipeout* on the PlayStation, we're sure that *Gran Chaser* is not as smooth or as easy to control. But, it still kicks 16-bit games in the head. Speedy and good-looking.

▶ Each one of the courses has very nice curves and turns. The sled has left and right turbo jets to jolt you back into place. Actually mastering these jets is essential.

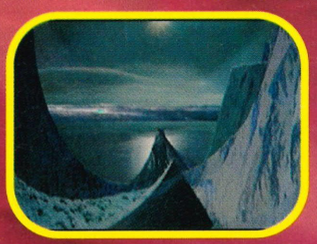


◀▼ This character is you (left) and if you choose the Story mode, you'll have to attempt your first race on water (below).

Worlds apart

▲ Terra – the first world. Looks a bit like Earth. A bit.

▲ Vastitas – kind of what we imagine Mars looks like.



▲ Glacies – lots of slippage on the ice to deal with.

▲ Nubes – sounds and looks like a cloud as far as we can tell.

▲ Evoflammas – our idea of hell. But with hover sleds.

omy bags in Chaser

Saturn • Sega • £65

Or speedy hovering action?

Hovercars racing round futuristic tracks are becoming a bit of a trend on the super consoles. We're waiting for *Wipeout* on the PlayStation, we've seen *Slipstream 5000* (PC CD ROM) and *Air Cars* on the Jag. So far, we're not quite sure whether this kind of racing game is quite up to your common racer with tyres. Can *Gran Chaser* change our minds?

Well, simply stick the CD in and have a gander. The intro is short, but most definitely sweet. Superbly rendered hovercars speed down a long Megalopolis-type highway, with neon lights slicing through the gloom. This has potential.

There's no doubt that us humans have something to learn about controlling cars that aren't stuck to the ground. Picking up *Daytona* for the first time is hard enough, but *Gran Chaser* is a real stinker. For the first few races, there's no doubt you'll be crashing all over the place. How do you take a corner if you have no wheel/tarmac friction to play with? Is there any point in following a driving line as you would in *Ridge Racer*? These futuristic cars just don't respond in the same way.

Once you get to grips with the controls though, and realise that the shoulder pads give you left and right jet boosts, bit by bit you start driving round the tracks much more smoothly, and this is when the game comes into its own. Essentially, this is when you really decide if it's worth it or not.

There are two choices you must make before you start. You can go through a Story mode – where you follow a set pattern of tracks you need to race on, against a growing number of competitors – or a Freestyle mode – where you pick your vehicle and track, and race against time, the computer or another human player via a split-screen (yet again).

The Story mode adds depth to the game if you're playing by yourself. In *Ridge Racer*, you just have to come first in all the races – and there are some gamesplayers who believe there's just nothing to go back to once you have completed all the tracks.

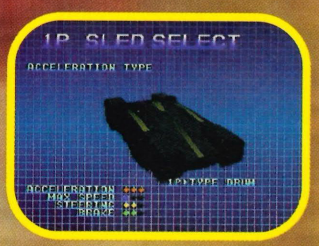
In *Gran Chaser*, you have to come first, but you also need to destroy a range of opponents. Blow them out of sight and out of your mind! You can pick up ammo on the tracks, and then fire them at the other drivers. You can only store five missiles at any one time though, so you have to be bloody sure about your aim if you don't want to waste them.

As you win, you go through the courses which are situated on different planets, and each course has two levels, adding once again to the depth and difficulty of the one-player version of the game.

Pick a sled, any sled

▲ Okay, so there are five sleds. But are they different?

▲ Well, yes is the answer to that. Just check the stats.

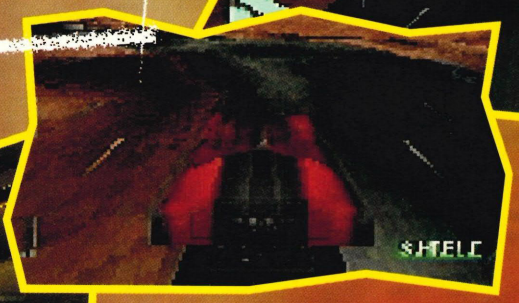


▲ This one's great for accelerating, and that's it.

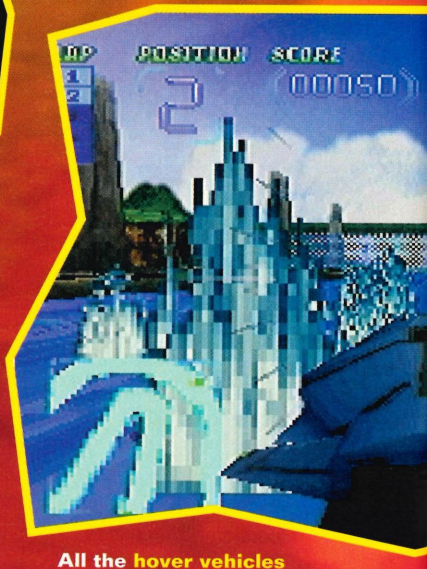
▲ 'Bend over, sir – it's about time we searched you properly.'

▲ If you get too good, you can choose the handicapped sled.

▲ But if you're addicted to speed, this is the one.



◀▲ *Gran Chaser* looks great when screen grabbed, but it's damned difficult to control. Once you get the hang of it you can get addicted.



The **Free** mode is where most of the **fun** is to be had. Two-player games are **frequently the best**. To a certain extent though, you can **suffer** from a **lack of vision** in split-screen modes. This points to more and more games having **multi-player link-up** options rather than simply **cramming** the **action** into a small, horizontal box, which can **lead to** the disastrous two-player games, like ***Cybersled***.

Psygnosis' ***Wipeout*** (which is basically the **same sort** of game as *Gran Chaser*) has a **two-player** link-up option, which is where it **might just** have the **edge** over *Gran Chaser*'s split-screen mode. Yes, **we all** know the **disadvantages** of link-ups – well, the fact that you need **two PlayStations** for starters can put people off. But **once** you've **tried it out**, you'll never want to play another split-screen two-player **kind of racer** in your life. For sure.

The **actual** two-player game has flaws other than just **visual ones**. The fact that you can only race **one-on-one** is a bit annoying. If both players manage to **stick close together**, the race can take on a very **exciting edge** as you swerve over each other's **ship** trying to **avoid missiles**, and cutting in front – duckin' and **divin'**. But if one of you manages to get a **massive lead**, the race becomes completely tedious. If the **two-player** race was within a bigger race, you **could avoid this**, since there would always be **something** to race for.

The one-player mode does **look good**. The track **update** seems to suffer less than in ***Daytona*** – but then again, the Saturn has **fewer cars** to draw and shift, so that's kind of **normal** – and there are some seriously nice **texture-mapped** backgrounds to the tracks. There are even other **animated sequences** along the course – high-speed trains, **huge dragon-worm-things** that look like they're straight out of *Panzer Dragoon* and your **run-of-the-mill fireballs**. We like these.

All the **hover vehicles** were designed by Syd Mead – the very same **Syd Mead** who **designed** all the cars and industrial sets for ***Blade Runner*** – and to be fair they do look good. **Not *great*.** Just good. You get to choose from **five of these** nippy floating machines, and as in ***Ridge Racer***, they all have different accelerating, **top speed** and **braking** attributes. You'll decide which one **suits you best** and stick to it.

The **sound effects** and music are limited, which is a pity

BITS

***Gran Chaser* and *Wipeout* (PSX)**, have one thing in common – they are both based on hover-thing-style racing. The main difference that we have seen so far is that the vehicles in *Wipeout* move exactly how you would expect hovercars to move. The problem with the *Gran Chaser* cars is that the act more like jets rather than hovercars.

Splitting headache

Two-player modes are essential in every racing game. *Daytona* and *Ridge* are exquisite, but just imagine if you could have multi-player modes on them... But until *Wipeout*, *Ridge Racer 2* and the like come out on the PSX, we have to make do with the old split-screen.

▲▶ The scenery that surrounds each of the tracks is gorgeous. Depending on which world you are in, you get to see the best colour co-ordination.

▼ Each track has a nice touch. Look out for the *Panzer Dragoon*-like dragon worm jumping over the track, and the water on this course here.

◀▲ During the Story mode you get to race against a load of opponents. Funny that.

BITS

***Gran Chaser* was initially called** *Gran Racer*, but it sounded a bit too much like the very first Saturn driving game – *Gale Racer* – which was not very good to say the least. So they decided to keep the *Gran* (Why? What does it mean? Why does it make us think of our grandmothers?) and replace the *Racer* with *Chaser*. As you do.

because we're always telling everybody that the Saturn has a better sound chip than the PlayStation. You get this constant 'swishing' noise – because that's what these futuristic crafts sound like, evidently – and the odd firecracker going off every time you let off a turbo booster. The soundtrack attempts to give the energy of the rave tracks on *Ridge*, but doesn't quite make it. To be completely honest, if you're not humming or whistling the tune of the game after playing it for an hour, it just can't be that great.

Weighing it all up, there's no doubt that *Gran Chaser* is not *completely* crap. But, in these Next Gen days of graphical and aural perfection, it falls short in most areas. Average sound, the odd disappearing polygon and an annoyingly sharp collision detection all make this whole experience rather frustrating.

The thing is, it's an experience you'll want to repeat again and again, if only in a vain attempt to attempt to hover (albeit very, very quickly) around the first level without crashing into the side of the track.

Ultimately

Swish

62%

- ⊕ Furious racing action
- ⊖ Very average sound

▼ Whether in a tunnel or outside, the graphics aren't ropey old tat.

▲ Make sure you master the difference between using your side jets and your D-pad on the joypad – they have different effects.

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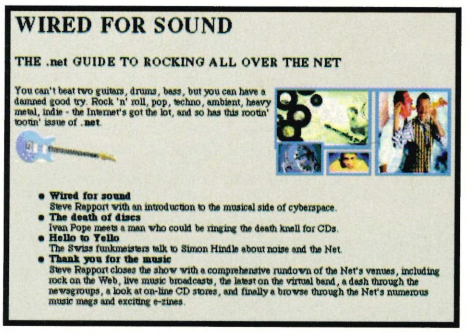

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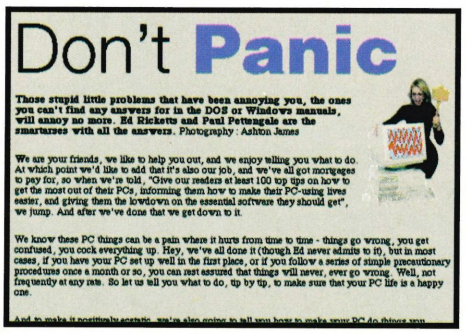

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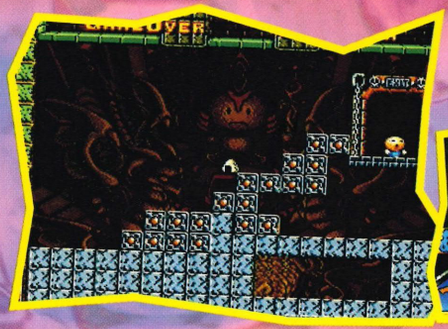


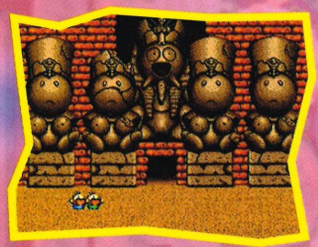
▲ When you make it to the exit, the little bloke smiles.

▼ For novices, there's a tutorial mode – shows you how to play, funnily.

▲ Plenty of Japanese animated characters to keep you busy.

▲ You get bonus points if you collect the apple.

Cutesy puzzle-tastic action in Gussun Oyoyo

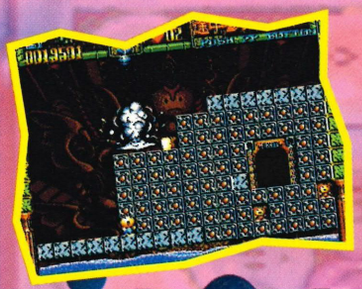


PlayStation • Xing • £50

Let's do some mixing. Take a light version of *Lemmings* and a very wide-screen *Tetris*, and you could well end up with the bizarrely named *Gussun Oyoyo*. Apparently Gussun has something to do with crying in Japanese.

The game is pretty straightforward. You have to help a little man from the bottom of the screen to the exit, before he drowns in the flowing waters of hell. To help the tiny fella, blocks of different shapes fall from the top of the screen, and you have to use them to build a bridge/ladder-type arrangement.

Various other objects fall from the sky – bombs to help you destroy parts of the blocks, as well as little huts and other bonus shapes – all accompanied by circus background music.



◄ You've got to destroy blocks to get to the exit.

***Oyoyo* is challenging, of that there is no doubt, but it's just not compelling enough. You don't feel like going back to it every time you put the joypad down. *Lemmings* is a morish and addictive puzzle game, but *Oyoyo*'s *just* a puzzle game.**

▲▼ You have a choice of exits, each one more difficult to get to.

Ultimately

Uncompellin'

43%

- ⊕ Challenging puzzles
- ⊖ Very little excitement

A bit of a Puzzle Bobble is dangerously addictive

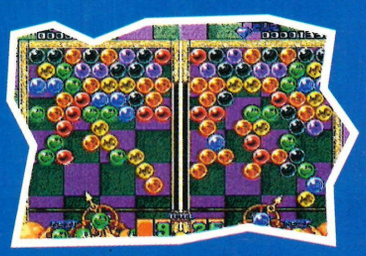
mouthful maybe, but

Neo Geo CD • SNK • £45

▲ They're bubbles and they'll stick to others if they touch them.

Hoorah! It's here! The best Neo Geo CD game ever – and it's not a bloody beat-em-up! Following in the footsteps of *Mean Bean Machine* on the Mega Drive and *Puyo Puyo* on the SNES, this is a must for all Neo Geo CD owners.

Shoot the bubbles on the ceiling by putting three of the same colour together and watch them disappear. Watch out though, if you're not super dooperly fast then bubbles are discharged automatically and the ceiling lands on your head. You'll be playing this all day.



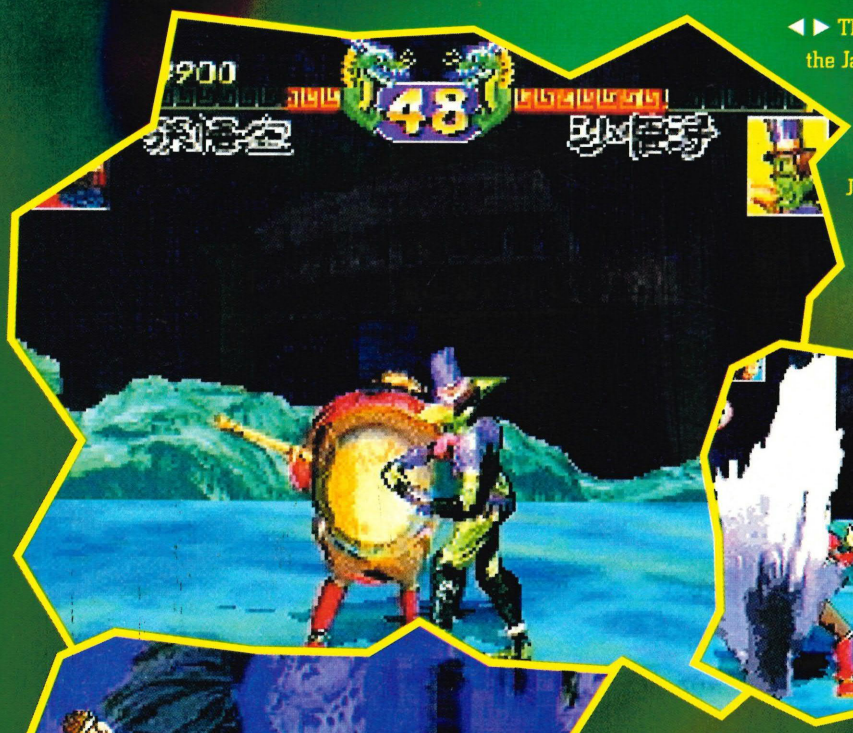
▲ You can bounce your bubble off of the walls to reach higher ones.

Ultimately

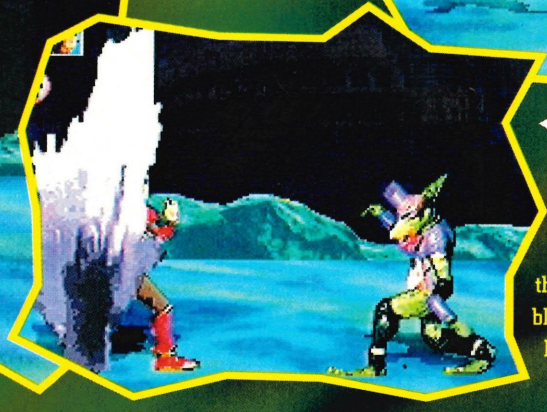
Bubbletastic

86%

- ⊕ Compellingly addictive
- ⊖ We want a four-player version



◀▶ The game is based around the Japanese TV series *Monkey* which has been recently re-launched in Japan with new characters and old ones, including Pigsy and Fishy.



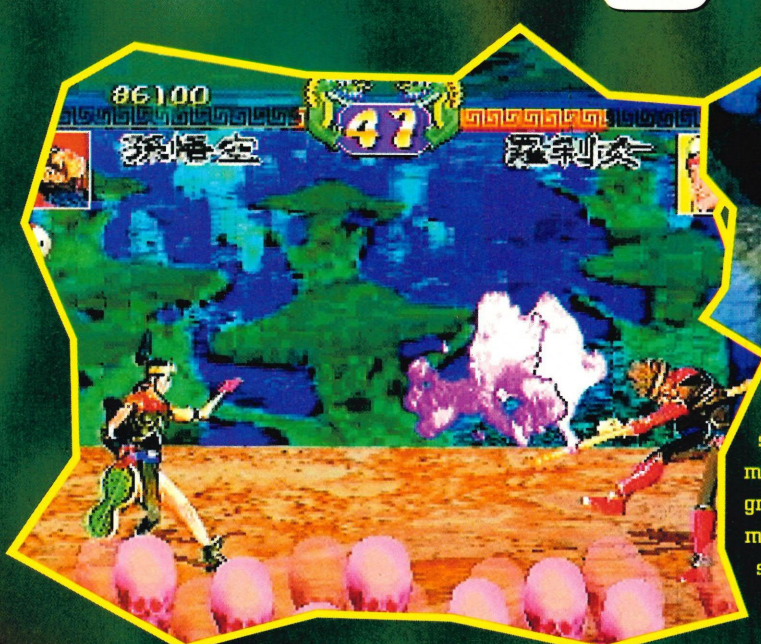
◀ Pull of some of Fishy's special moves with the good old *SF2* rotational pad movements. Don't get too close if you're fighting him though, as he has a tendency to blow you up like a balloon and let you go, making you zip around making a farty noise.

▲ In one-player story mode you can choose the characters that you've already pulverised to fight with, giving you more variety (and so it bloody well should).

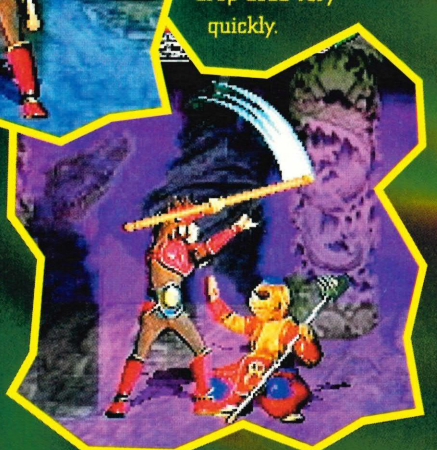
A fat fighting pig and speeding Magic Bea

BITS

Magic Beast Warrior is rather user unfriendly. You can't pause the game, for instance – not a bad thing in itself, but a tad annoying. Moreover, another person can't challenge you if you're currently in one-player story mode – you'll have to reset the PlayStation itself. And that's rubbish.



◀ Watch out for Pigsy's bad breath. It's a bit of a stinker and you're sure to drop dead very quickly.



◀▶ Your special moves and magic potions make great fire clouds. But mind out – blue smoke will blur your vision temporarily.

◀ Pigsy meets his death from another special move, which you are told how to perform at the beginning of each match in one player mode... but where's the fun in that then, eh?.

▶ This lass can do great special moves but the game is still dull. Thank God it's certain to stay in Japan.

▲ Monkey still wears a head brace to keep him under the control of that slap-headed monk that he is protecting.

◀ Monkey's real name was Goku in the TV series and his mission was to escort the pretty monk on her journey to India.

cloud in st Warrior

▲ There is no pause on the game, so make sure that the phone is off the hook when you start flying around on Monkey's cloud.

You know it's Monkey Magic Time

Remember Monkey and Pigsy, those garden tool-spinning, Tribitaka-protecting characters from the Japanese TV series shown on BBC 2, about ten years ago? Well, their cloud has settled on the PSX for some beat-em-up action.

PlayStation • SCE • £70

Choose from eight characters who all have *SF2*-style rotational special moves. Monkey sometimes spins off on his cloud with death-defying consequences and you'll have to watch out for the bearded foe who sucks you into his barrel and spits you out making you feel awfully dizzy.

The game coincides with the release of a new *Monkey* television series in Japan where the characters have been updated and special effects added. It's also not the first time we've seen this on a console, the first was on the PC Engine, back in '89, and was called *Son Son*. It was an 8-bit platform game where the characters were super-deformed. Thankfully this game will not venture onto the UK PSX.

The characters are digitised prosthetic-upped actors, but the backdrops are more reminiscent of 16-bit land. The gameplay really isn't up to much either, and there are only two modes to choose from (story/two-player).

Apart from the utterly appalling make-up of the characters in the FMV intro, they've got an idea similar to *Kasumi Ninja* on the Jag in the one player story mode – you can go on to select the character you have just beaten.

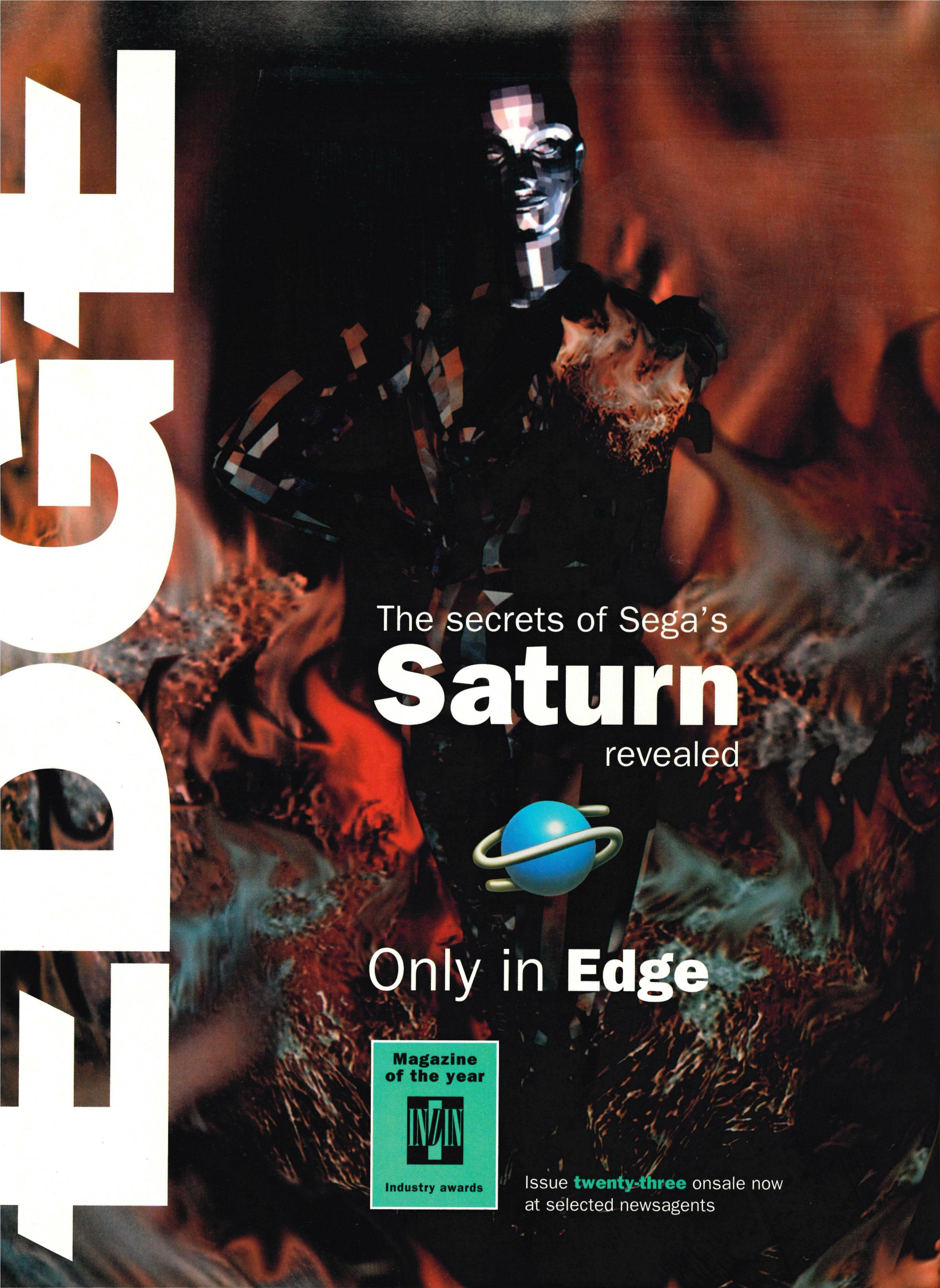
This is definitely not what the PlayStation is all about. If you want a proper beaty, *Tekken*'s what you're after.

Ultimately

Ook

33%

⊕ Unlikely to hit the UK PSX
⊖ Plays like a duffer


EDGE
The secrets of Sega's
Saturn
revealed
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▲ Aim for this masked geezer's stomach – he'll soon keel over.

▼ This is Chao Yan, who has gone seriously bonkers mad since someone wiped out his entire family.

▲ Don't smudge his make-up – he spent all morning putting it on (as well as ironing his golden slacks).

PETIT TEST

Ghost Pilots

Neo Geo CD • SNK • £45

Classic vertical-scrolling shooters are more than welcome at Ultimate, but *Ghost Pilots* is sluggish and is just not as much fun as *Viewpoint*.

Ultimately

Old Hat

59%

⊕ You get to shoot tanks
⊖ Too darned slow

Supreme Warrior

gets kicking with warlords galore

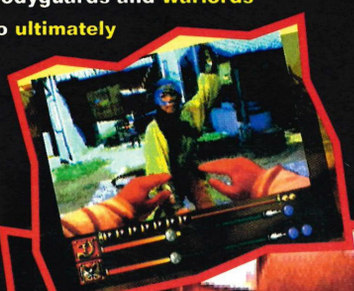
3DO • Acclaim • £45

It's time to satisfy your secret craving and actually *be* in one of those badly American teenager-dubbed, somersaulting, magic potion-throwing kung fu 'B' movies.

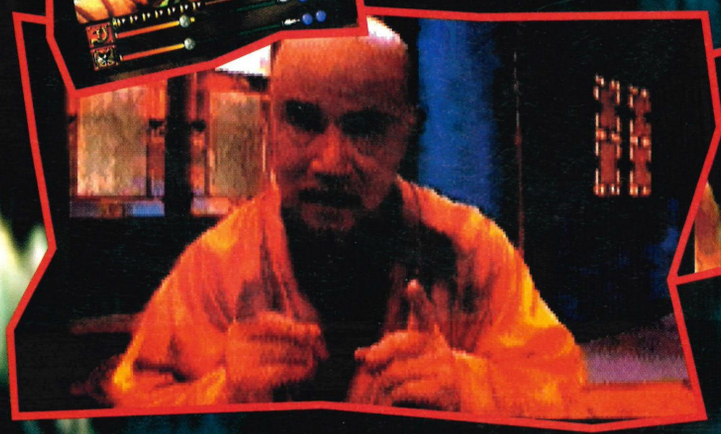
Digital Pictures gives you the chance to become the flip-flopped hero in this FMV-rich beat-em-up, with you taking on the role of an Oriental street fighter who must slap and tickle his way through swathes of bodyguards and warlords to ultimately take on the master, Fang Tu. The first person point of view ain't easy to get to grips with, as your A, B and C buttons have to be used with the direction pad to obtain kick, punch and block. This can get extremely tricky, as you can't really judge how far away your opponent is, and if you're going to make contact.

The helpful, caring babe Yu Ching always pops up giving advice and moral support which keeps you going, but the novelty in this game soon starts to wear painfully thin. You have the ability to try some death-giving special moves (Buddha Palm, Leopard Strike etc.), but they're irksome to pull off. You do get the chance to practise on the option screen, though.

There are two discs to hold four different shanty town settings and opponents (ooh – swapping mularky), and there are certainly some beefy face-slapping sounds. But sadly, it's just not as fast or exciting as a Jackie Chan film. Be warned. And it's already on its way to Saturnville. Crivens...



◀ When fighting the Wind bodyguard Swei-Jin, watch out for her awesome Crane and Mantis kung fu moves.



◀▲ Your master, Kai, will watch over you, but you're more likely to get sound advice from the luscious Yu Ching, another of Kai's students.

Ultimately

Noodled

45%

⊕ Slap happy specials
⊖ *Enter the Dragon* it ain't

PC CD ROM • Core Design • £40

Scottish Open

Oooooccccchhhh!

There have been mutterings in some areas that golf is a game of extreme boredom, and as such, has no room on our gaming systems. But that's wrong. Golf is not the most exciting game, true, but its electronic counterpart has always been a lot more fun than the real thing.

The PC is stuffed with golf games – *Links* being the best of the bunch – but *Scottish Open* is worth looking at closely, with a big Highland magnifying glass.

It's dead easy to pick up. You start off as an amateur and need to win two tournaments before reaching pro status and competing in the matches that matter. Once you've won them, you can play in the Scottish Open. Hurrah! The hills are alive...

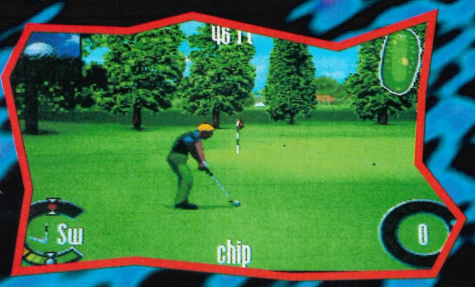
As an amateur you let the computer choose your club and you just have to whack it. And that's it. It's a much faster moving golf game than most, and you won't fall asleep thanks to all the different camera angles – track and pan being our favourite.

The usual sounds of birds (grouse and the like, Marcus reckons), wind and commentators accompany you round the various courses, so it's very atmospheric.

Good game. Fun to play. What more do you want?

▲▶ You can actually choose the colour of your player's skin, hair, pants and polo shirt. Luverly.

▶ A Saturn/PSX version will be out by Christmas, with extra details and texture-mapping ahoy!



Kind of like Virtual Golf

Ultimately Driving

87%

- Easy to pick up
- Perhaps too easy

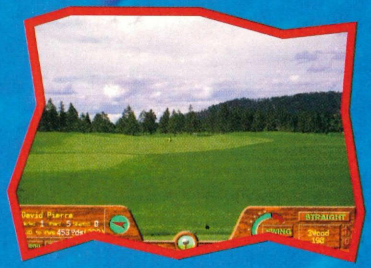
Digital wet dreams in Picture Perfect Golf

PC CD ROM • Empire • £TBA

Real golf. Read my lips, I said "REAL GOLF!" Can you believe it? This game is supposed to be the closest thing ever. Digitised pictures of two courses – Harbour Town (South Carolina) and Coeur d'Alene – from a load of different angles make this picture perfect, but the high graphical quality has hurt the gameplay.

This is the main problem. For years developers have been producing superb golf games without using digitised pictures of the courses. And it worked. *Links* is still the best golf game out there on the PC, and *Picture Perfect* doesn't really come up to the standard.

The best thing about *PP Golf*, is it's dead simple. There are no stance problems. You just learn how to swing, and then, well, damn well swing. For golf fanatics, this really isn't deep enough. For non-golf fanatics, it's too much like the real thing, and less of a playable game. *Scottish Open* is the one to plump for this month.



▲ This is where it all starts. Create your player and play the game.

▶ Phwooar! This really is a perfect picture. It's lovely, gorgeous, golflicious etc...

But then again...

Ultimately Tee-dious

64%

- Looks real
- Lacking in depth

ARGHH!

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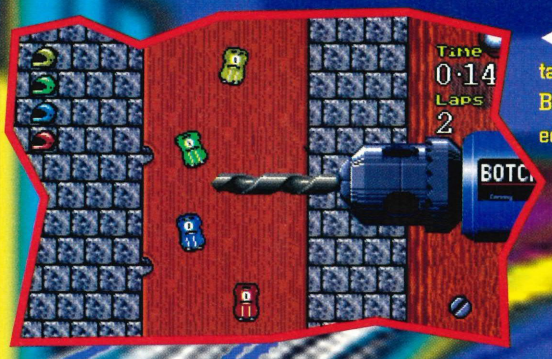


◀ It's a 'bit' dangerous, is this table-top racing mularky (arf, arf). But seriously, watch those bloody edges son, or you'll be off 'em.

▶ The guy who advertises the Micro Machines on TV is the world's fastest talker.

Mini mad things

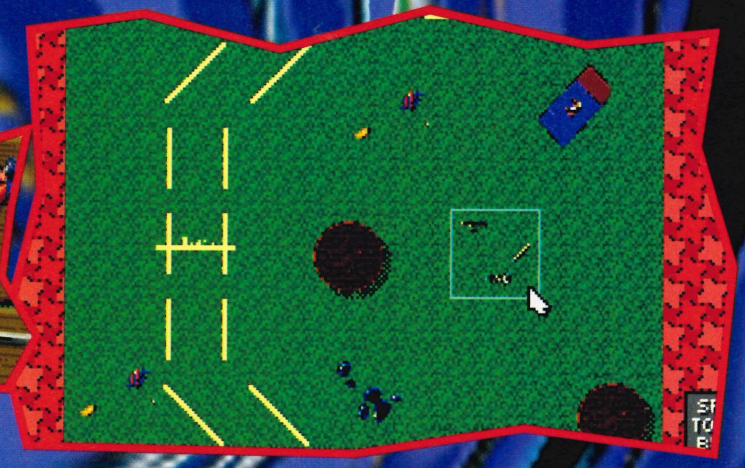
Micro Machines 2

PC • Codemasters • £45

ahoy!

▼ Now that, oh wise art geezer, is a top shot. Captions escape me...

▼ Phone, sweet, helmets – t'riffic. And just look at the grain in that wood. And that knot. Grrrrrrrreat.

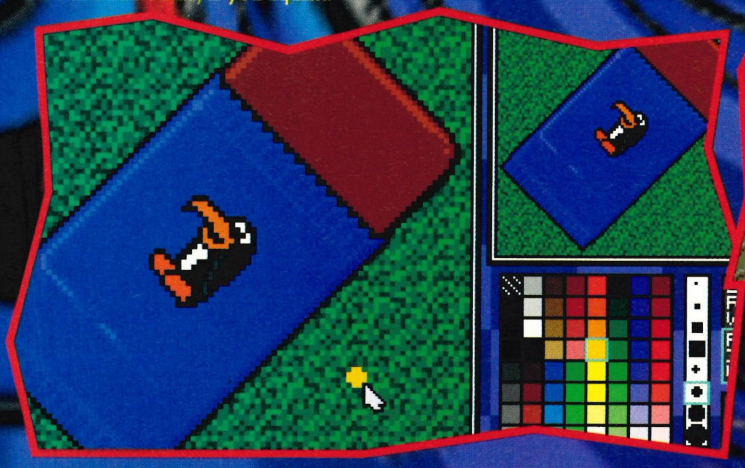


The best thing ever? Well, er, maybe not *quite* – but an updated, up-rated version of the game that wowed Mega Drive owners last year, has come punching, kicking, biting and gouging its way to PC gamers – with style!

It shows up the original PC *Micro Machines* in speed, smoothness, characters, number of tracks and multi-player combatibility. While it owes its development to the 16-bit Mega Drive scorcher, the brand new PC game is without doubt the best version yet in the incredible *Micro Machines* saga. 54 pre-set levels and 17 vehicles means the excitement that translates through any *Micro Machines* game is amplified to the extreme, but – and get this – the new track editor facility means that you can build and save up to 999 tracks! It's a facility that includes choosing all the speed, acceleration and grip characteristics of each car!

But the full glory of *MM2* is in the simultaneous four-player mode, with two using pads and two using the keyboard. It is, in short, the most thrilling multi-player racer to grace the PC.

▲ We reckon this hairy chap's a bit like mini Bill Oddie, if you squint.



◀ That'd be a bit o' that track editor thingamujig, innit? It really does lift this head and shoulders above many other regular racers.

Ultimately

Screaming

93%

- ⊕ Looks, editing, four-play...
- ⊖ You may own the 16-bit *MM2*

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PETIT TEST

FX Fighter

PC • Philips • £40

BRender technology, texture-mapping and impressive game play hits the PC. Moves are a bit slow compared to *Tekken*, but an all round good beater.

Ultimately

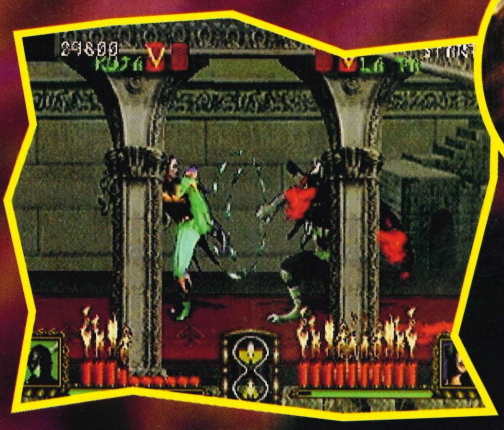
Impressive

71%

- Great graphics
- Moves can be a bit slow

Blood spillage

Battle



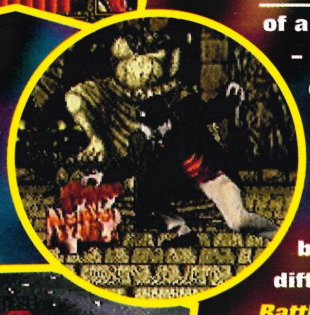
◀ The Trickster is a wily old goat. He has spinning balls all around his head. Chilling stuff.

◀▶ Now this lass is the easiest character to get to grips with.

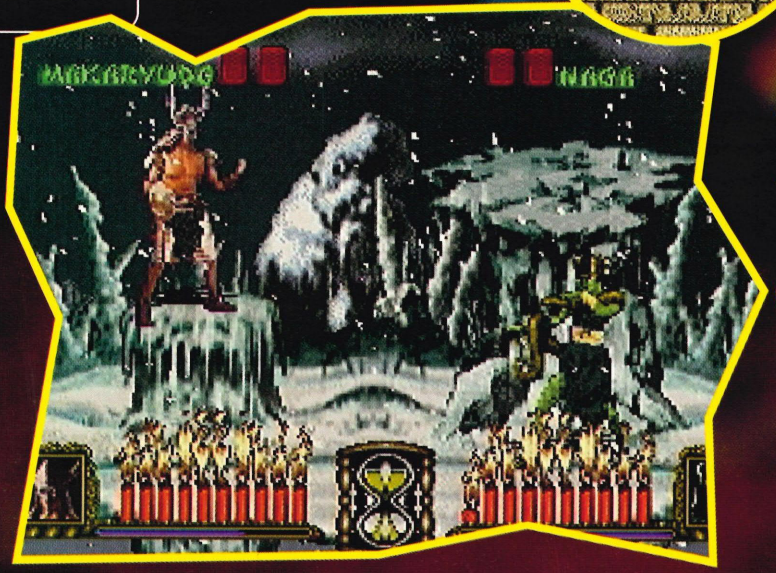
BITS

The special moves in *Battle Monsters* take the form of combining D-pad rotations with attack buttons. There are also charge moves and multiple button presses. The left and right shoulder buttons enable the character to move backwards and forwards rapidly. The energy of each person is depicted as candles at the bottom of the screen.

▲ Battles do seem to run for quite a long time – that's good.



▼ The fighters don't really seem to meld with the backgrounds well.



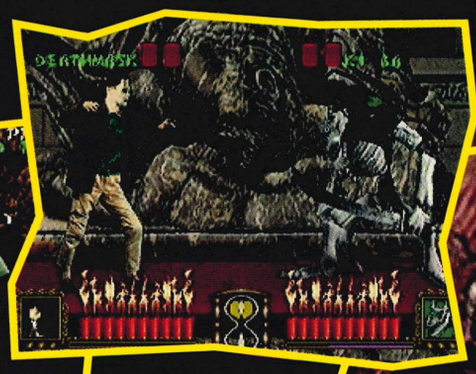
Months ago we showed you the first pictures of a game called *Van Battle* – showing off a number of bizarre characters smashin' each other up in a make-shift 3D environment. The game has just been released, but under a completely different name – this is *Battle Monsters*.

Whichever name is best, we won't really comment, because it has nothing to do with the quality of this beater. It's probably best to look at the positive sides first (yes, it does have a few), before we tell you if it's really worthy of a Next Generation console.

The characters are certainly original. They each have a vast array of close combat and remote moves, and they've been digitised fairly well. The scenery comprises of several different places in a fantasy world setting – each area has some 3D objects for your character to interact with. In the sky part you can jump on to clouds at different heights and crash on top of your opponent. In other parts of the world you can jump on to

◀ I wouldn't get too near that spike if I were you mate, you don't know where it's been or anything. Uuurgh.

▼ Chile and Pepper are the awfully ginger Siamese twins, and have some killing attacks.



◄▼ It may look a tiny bit like a combination of *Kasumi Ninja* on the Jaguar and *Mortal Kombat*, but it doesn't play like either of them. Funny that...

revisited in Monsters

Saturn • £65 • Sega

hills, skulls and a few other objects that look like they are part of the background.

All this interaction with the scenery makes the battle area bigger than those we are used to, and therefore, Sega developed a pan-in pan-out camera mode to fit the whole area when the players move far away from each other.

Now, this is when we have to get negative. The camera zooming is very slow and ropey, and very bad on your eyes. When the characters move there's a mixture of smooth moves and extremely jerky ones, the worst being when you get hit – there are split-second delays while you fall to the ground. Not what you'd expect from our mate the Saturn.

And the one thing that really annoys us is, when you hit someone, just before K.O.ing them the game pauses, saying "K.O." and then starts again, showing your opponent flying through the air. Aargghh!

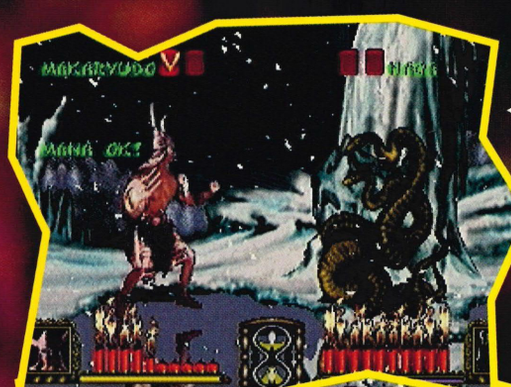
To be fair, we did play it for a while, especially in two-player mode. The game was very reminiscent of some Neo Geo CD beaters – very flat with bonkers characters and loads of special moves. If you like that kind of thing you won't be *hugely* disappointed with *Battle Monsters*, but if you think *Virtua Fighter*'s where beat-em-ups are at (and it is), then forget we even mentioned this game.

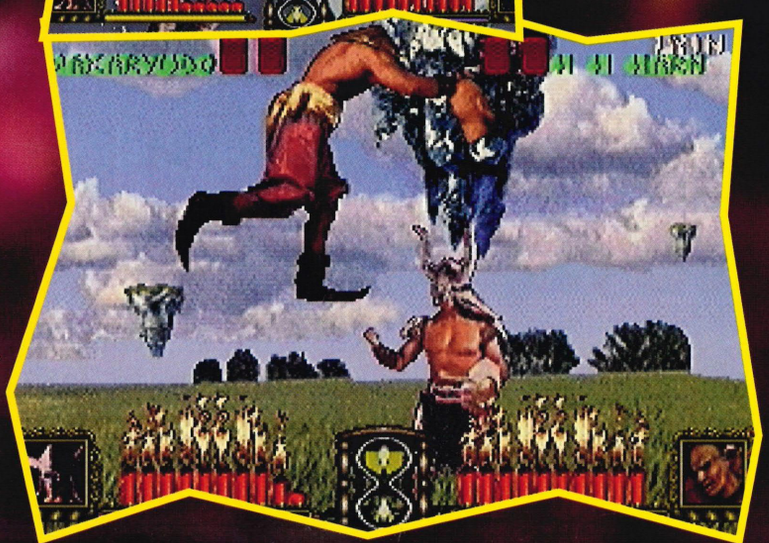
Ultimately

Flat

51%

⊕ Plenty of special moves
⊖ Ropey, jittery and flat





◄▼ The specials come thick and fast – the lass that can turn into a snake, the magician who can ride on a carpet – it's fair full of 'em.

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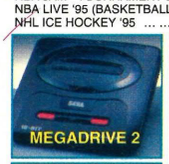

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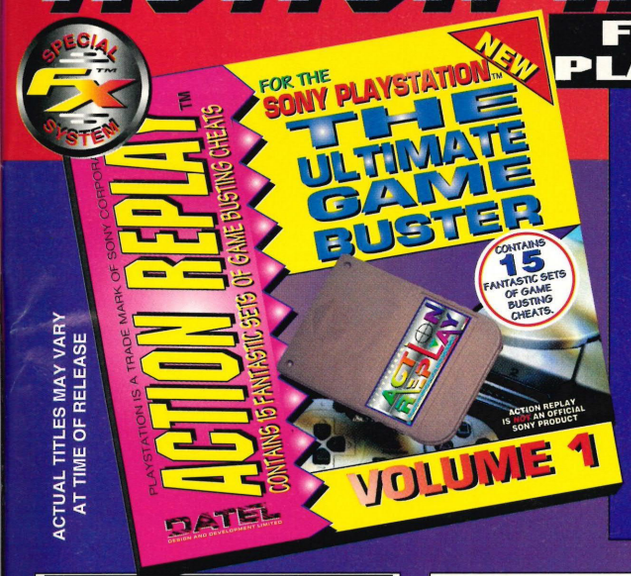

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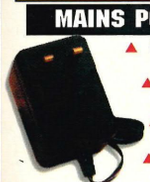

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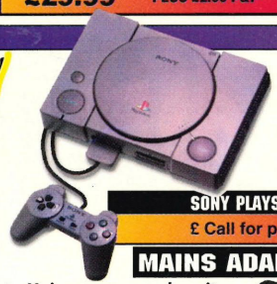

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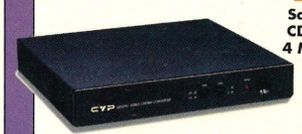

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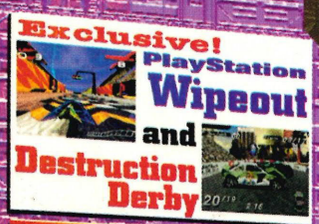
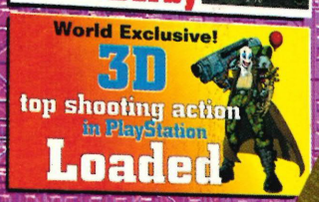
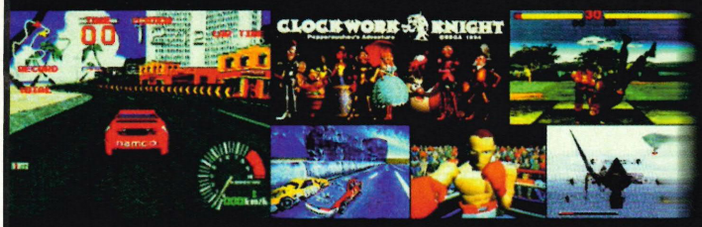




Let's face facts.



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◀ Buzzsaw came from the logging industry.

▶ The guy at the back is The Guardian. Cripes!

Putting the roar back into the Jag?

Ultra Vortex

Jaguar • Atari • £45

▶ As well as firing plasma bolts, Lucius shapeshifts into a bird of prey.

◀ Hack him with your cleaver pole, oh man of yellowing Rasta pants.

▶ There's plenty of blood sloshing around the fighting arenas.

Atari have still to learn their lesson. After the nonsense of *Kasumi Ninja*, they've churned out yet another beat-em-up with as much playability as a fridge. If this game is meant to stand up against the might of *Tekken* and *Virtua Fighter*, then it's in for a serious shoeing.

Oh yes, choose from seven characters, including DreadLoc – another Rasta with attitude (see *Corpse Killer*), and Mercury – a nuclear blobby mess. But with moves that look as limp as a vicar's handshake, jerky animation and slug-like reponsiveness, it's a constant irritation to play.

The backgrounds are more appealing to watch than the characters, with the dreary music really topping off the unpleasantness. And as usual the Atari pad has some difficulty pulling off specials.

Ultimately

Numb

21%

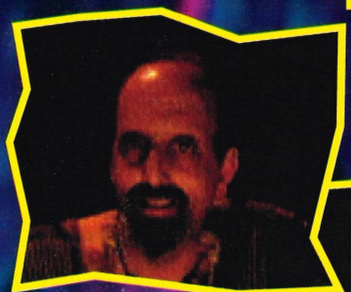
⊕ Makes a great bonfire

⊖ Everybleedinthing

Get some Hanja root in your belly

Corpse Killer

3DO • Acclaim • £45



◀ The evil Doctor Hellman, who's created an army of zombies. And he's that bloke from *Ghost*. Spooky.

▶ The FMV scenery is very atmospheric, but the walking dead don't seem to be digitised at all well, looking out of place.

Digital Pictures at last add their Mega CD interactive adventure shoot-em-up to their 3DO line-up, which already includes *Night Trap* and *Supreme Warrior*.

And, like the Sega version, there's nothing spectacular about it. That is unless you consider the wickedly hip, Rastafarian fortune hunter, Winston, and the slenderlicious photojourno Julie (who we've had in our office – no joke) make this an exhilerating experience.

The adventure's broken up into easily digestible chunks,

▼ You've been bitten by a zombie and you need a Hanja root to cure you.

which can be attempted in any order, and the access time is commendable. But beneath the slick presentation, the gameplay is simply treading water.

Ultimately

Morbid

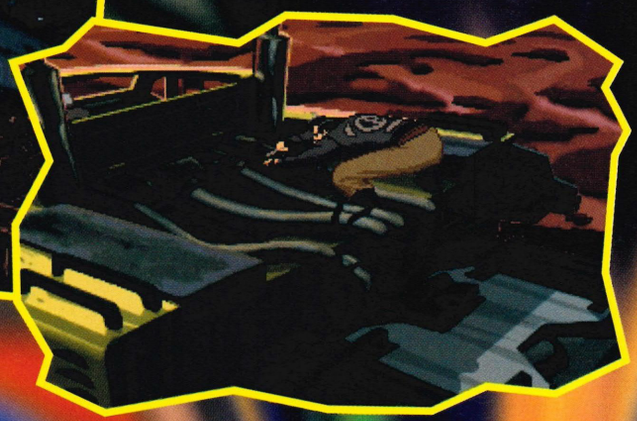
45%

⊕ Tough Rasta/sound lass

⊖ Dodgy zombies

◀ Can Lucasarts possibly put a foot wrong in videogame land? Nah, don't reckon they will.

▲ Point-and-click graphic adventure games come in two types – good and completely rubbish. The secret is in the originality of the plot.



▲ Lots of mechanical biker-type puzzles and things will acompany you through the game. Great plot and long shelf life. Huzzah!

BITS

PC CD ROM game development is on the up, as you have probably noticed with the amount of games reviewed this month. Developers are moving more and more to a system of first producing a game on CD ROM, and then converting it over for the PlayStation and the Saturn – stuff like Gremlin's *Actua Soccer*.

Open up the gas for some Full Throttle and let the animation rip

PC • Lucasarts • £40

Head-banging music from *The Gone Jackals*, leather jackets and 3D animation add to the roar of one hell of this graphic biker adventure. Lucasarts have brought together puzzles from *Day of the Tentacle* and the futuristic world of *Mad Max* to produce a game which is wild to watch and has roaring gameplay.

You are Ben Throttle – the top poncho of the Polecats, the hardest biker gang in America – and your job is to save your gang from the Corly Motors' deadly deeds. The game has great cinematic sounds and you feel like you're watching a mature cartoon with Ben's attitude to solving puzzles being: why bother to look for the key when you can kick the door down?

There's a great *Road Rash* element of kick/punch the other guy off his bike – you can actually provoke real biker gang fights with chains, maces and tyre irons. And stuff.

PCs are getting better all the time at running these original graphic adventures – let's see port-overs on the 32-bits please Mr Softy, alright?

▲ Fire! Fire! Run for your life! Your bum is on fire, Mister... Hang on, this guy's just running fast. Cripes!

▲ We reckon that this is just as funny as *Sam and Max*, and certainly has a more accessible story.

Ultimately

Roaring

81%

- ⊕ Graphically lush
- ⊖ We want it on the PSX now!

PETIT TEST

Loadstar

PC • BMG Interative • £45

Yipes! It's 'interactive movies with lots of good effects but little gameplay' time again.

You're driving this huge futuristic train on mad tracks. You use your mouse to shoot down pesky mites, avoid the police and other obstacles that seem to fall in your path.

Can't really see the point of this one. Far too repetitive for us Next Gen gamers.

Ultimately

Samey

40%

- ⊕ Good interactive blasting fun
- ⊖ You will fizzle out

▶ Eventually, *Manchester United: The Double* ends up feeling more of a compromise than a stroke of genius – the action and the managerial mix about as well as oil and water. Hey ho.

Manchester United: The Double

Well, last year at least...

PC • Krisalis • £30

▶ There are much more satisfying footy games on the market today – you're best off with one of them.

Football is top, everybody knows that. And footy games are top – or at least they can be. But how to approach it? Arcade-style? Management sim? *Hmmm.*

Krisalis were no doubt confident that Man Utd's double-winning form would mean that a game bearing their name would fail where others have continually fallen, by bridging that divide.

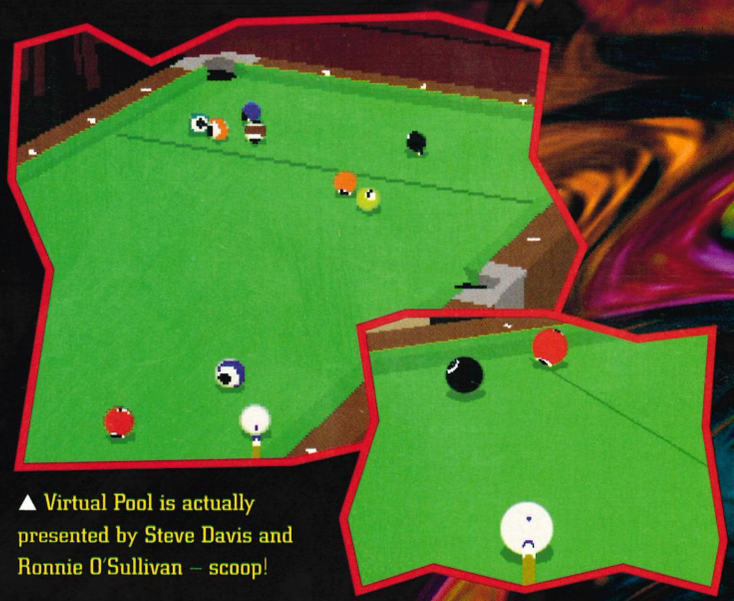
Well, Man Utd just missed out on the silver in '95, and so, it seems, have Krisalis. The managing side is flexible, but not as deep as *Ultimate Soccer Manager*, and the action falls short of many arcadey footy games.

Ultimately

Offside

65%

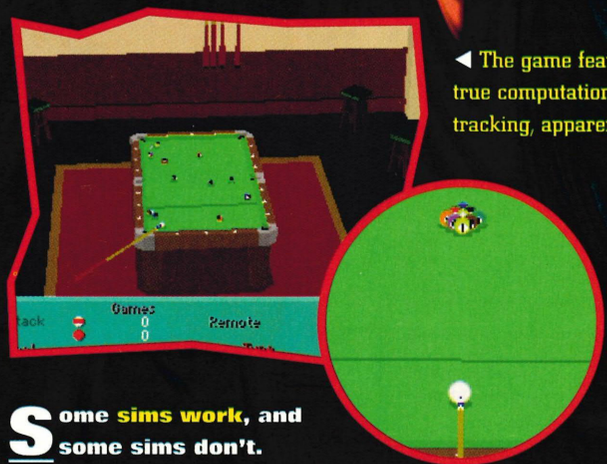
- ⊕ Jack of all trades
- ⊖ Master of none



▲ Virtual Pool is actually presented by Steve Davis and Ronnie O'Sullivan – scoop!

Virtual

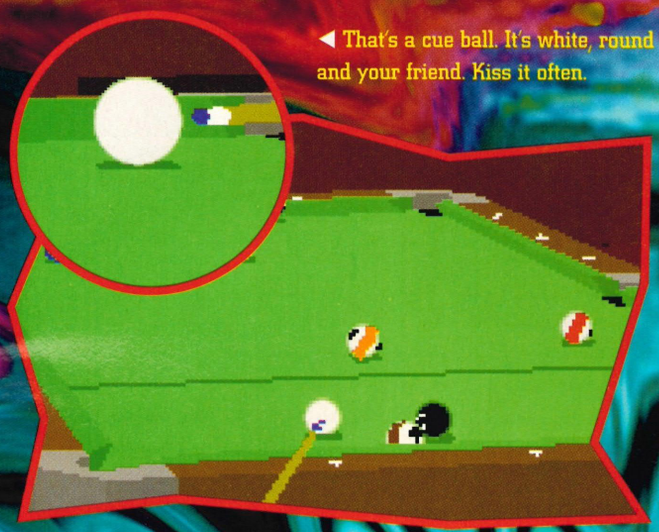
The ultimate



◀ The game features true computational ball tracking, apparently.

Some sims work, and some sims don't. *Virtual Pool* works well. Bloody well – it's top. Where other pool 'sims' fall down is that, although all the angles are worked well, and all the game options and idiosyncrasies of 'actual' pool are adequately represented, they're still a long way from capturing the feeling of playing pool.

Virtual Pool – as the title suggests – is the closest you'll get on any computer or console to playing the real thing. Select your choice of (mainly American-style) rules, decide whether to play against any of the increasingly tough (but stupidly-named) computer opponents or against a turn-taking network-linked friend, and rack the balls up for some quick sinking action. Don't turn the tracking on (white lines that map out the balls'



◀ That's a cue ball. It's white, round and your friend. Kiss it often.

PC • Interplay • £45

Pool

pool simulation?

▲ There are four games here played by professional rules: 8-ball, 9-ball, straight pool and rotation. You can also learn pool's history or practise trick shots.

routes) – that's cheating. Instead, pick a ball, zoom right in behind the cue ball, aim, play about with side and spin, then whack the little bugger down the hole by shoving the mouse forward, just as you'd stroke a cue. And yes, you can even miss-cue! Very realistic.

The fact that you can view the game from literally anywhere within your virtual pool hall (and that includes above the fans or below the table) is a chuckle-some novelty, but it's the real *feel* of the game that means at last(!) pool has been translated to a computer game *correctly*. It's incredibly, intensely playable, distressingly addictive and spectacularly entertaining when in two-player mode.

Ultimately

Real

90%

- ⊕ It's quick and easy
- ⊖ Um... it's pool

▲ To appreciate the superb movement, you're gonna need to run it on a P90/P100.

Flap yourself silly with

Flight Unlimited

PC • Virgin • £50

This is about flying – *purely* about flying. No, we're not being stupid – of course a game called *Flight Unlimited* is about flying, but the point is it's just plain straight-up honest-to-goodness flying. No missions, no guns, no other planes, no gimmicks – it's just you, up there, in a plane (well, take your pick from a whole host of different planes available to you), set against a gorgeous graphics background.

Well, you can see for yourself that the views are incredible – the detail of the ground, the scenery and the tiny, tiny houses below. But what you can't see is the amazing effect of this graphic detail in motion – run this on a top-end machine and it'll take your breath away.

Couple this splendour with a friendly interface and step-by-step tutorials you've got the best flying sim around. But if you're not that enthused at the concept of flight, or like your flying games with a twist of combat or time pressure, the magic will soon wear off.

Ultimately

Graceful

80%

- ⊕ Beautiful and friendly
- ⊖ Have you got a P90?

16-bit Dump

Warning:

heavy dumping area

Desparate to get rid of your old 16-bit games and consoles? Keen to swap, buy and sell well into the Next Generation? This is where it happens...

16-bit Dump

Mega Drive with *SF2*, *Sonic*, *FIFA '95* – all boxed for £130.
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SNES with *SF2*, *Top Gear*, *Super Goal* and two pads for just £75.
Tel: Michael Flann (Portland – 820314).

SNES, one year old with 23 top titles, turbo joypad and joystick. Excellent condition with dustcover – £350 ono.
Tel: Graeme Watts (01222 569206).

Mega Drive 2, three games, boxed and in excellent condition – £80.
Tel: Scott Robson (01539 723979).

Mega Drive 2 and Mega CD 2 with 40 games. Worth £1300, sell for £800.
Tel: Nikki Scrimshaw (Mansfield – 490518).

SNES with 13 games. Willing to separate, but £250 the lot.
Tel: Jason Harper (01986 894710).

SNES with two pads, *DKC*, *Street Racer*, *FIFA* and *Cannon Fodder*. Also includes Multitap. Any serious offer considered.
Tel: Daniel Hudson (01473 714 046).

Mega Drive with two games and two pads all in stunning black carry.
Tel: Adam Brookes (Birmingham – 6805749).

Mega Drive CD. Brand new, plus four games – £150.
Tel: Nicky Roche (Hull – 571129).

SNES with Super Scope, two infra-red control pads, two regular pads, two Scoremaster joysticks, four-player adaptor and 28 games. Will sell for £700 ono.
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USA SNES with 18 top games, two pads, arcade controller, lead extension, 30+ US mags, carry case and adapters for UK and Japan software – £250 ono.
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Mega CD including 12 games plus light gun, a bargain at only £150.
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SNES DXWC-32 with over 80 games, including *SF2* and *MK2*.
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Generation neXt

Sega Saturn *Panzer Dragoon* CD. Mint condition – £40.
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Once you've sorted that out, just send it all in to Pic-Word 9 (August), Ultimate Future Games, 30 Monmouth Street, Bath BA1 2BW. Normal competition rules apply... and all that usual stuff.

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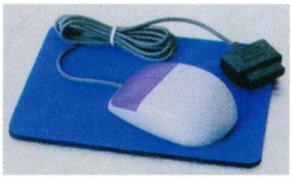

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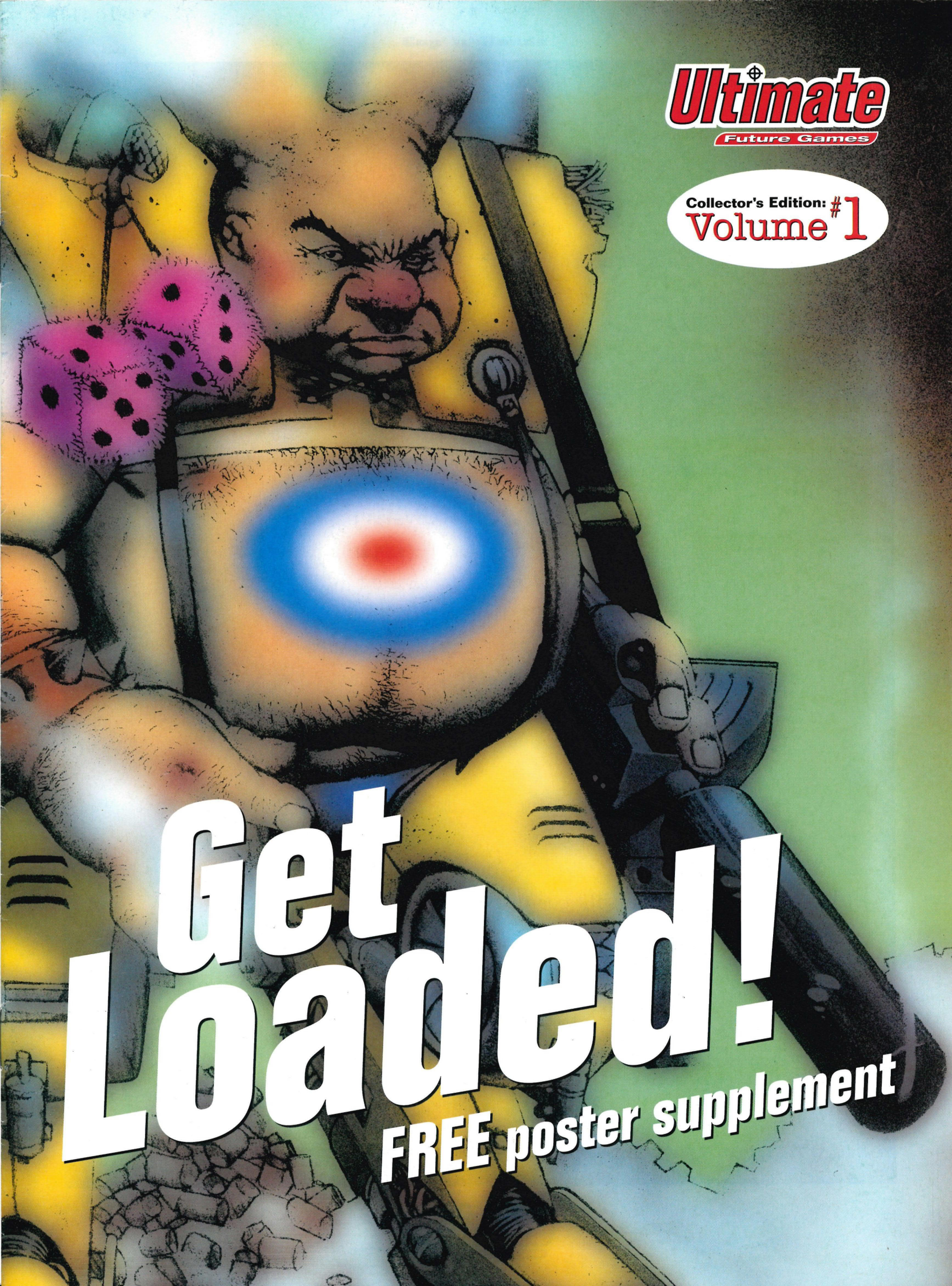
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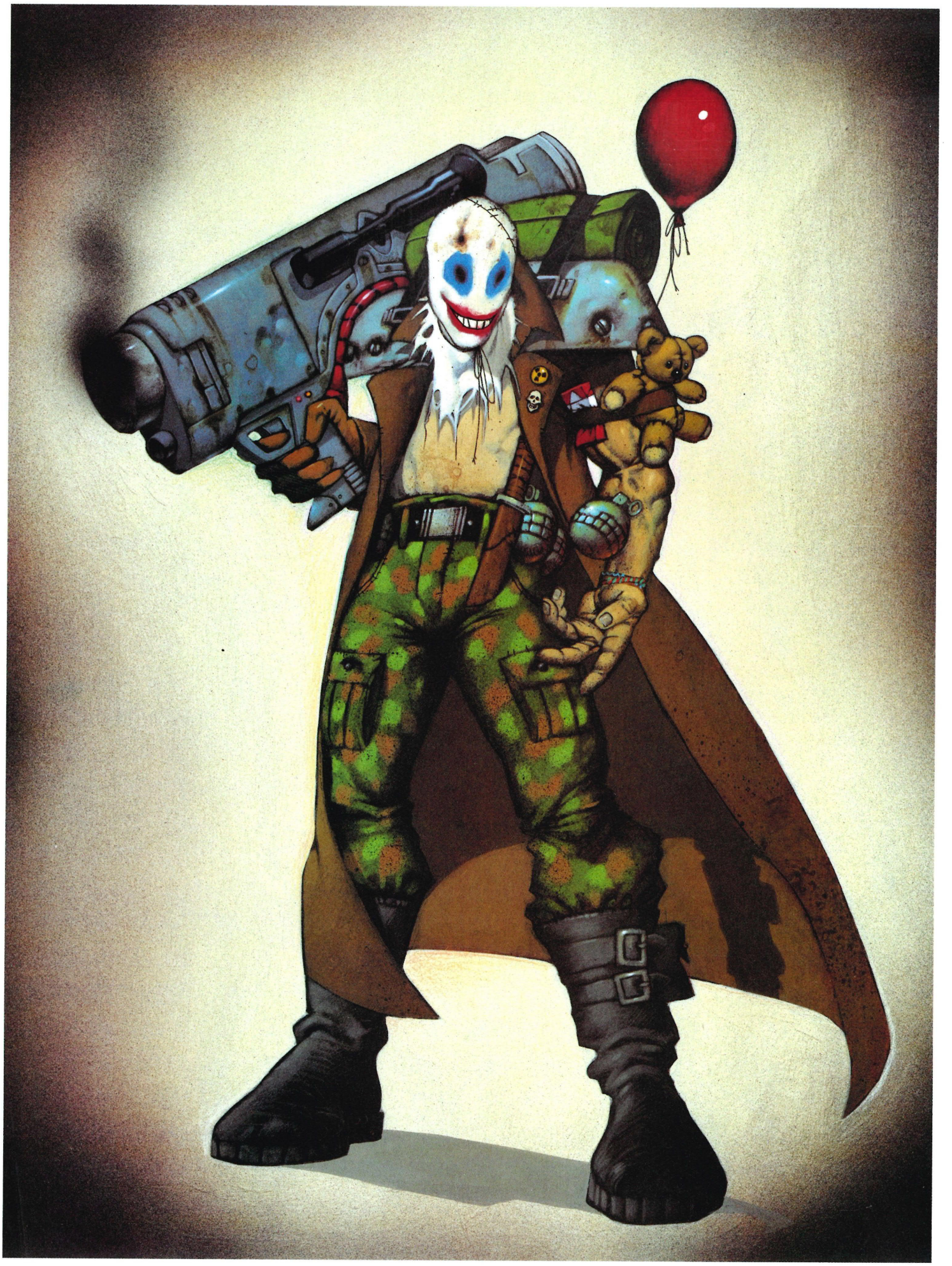
Get Loaded!
FREE poster supplement

Imagine the most inhospitable barren ball of rock spinning through the galaxy, and on its surface a sprawling jail that houses the most feared criminals in all the galaxy. These have been incarcerated here by FUB (Fat Ugly Boy), who hopes they'll escape and come after him with revenge looming large in their minds. He believes that if he can defeat the most despicable space scum, he'll be able to defeat anyone (especially with his new machine that changes the way the normal laws of physics behave, and with which he plans to hold planets to ransom)... Welcome to Loaded.

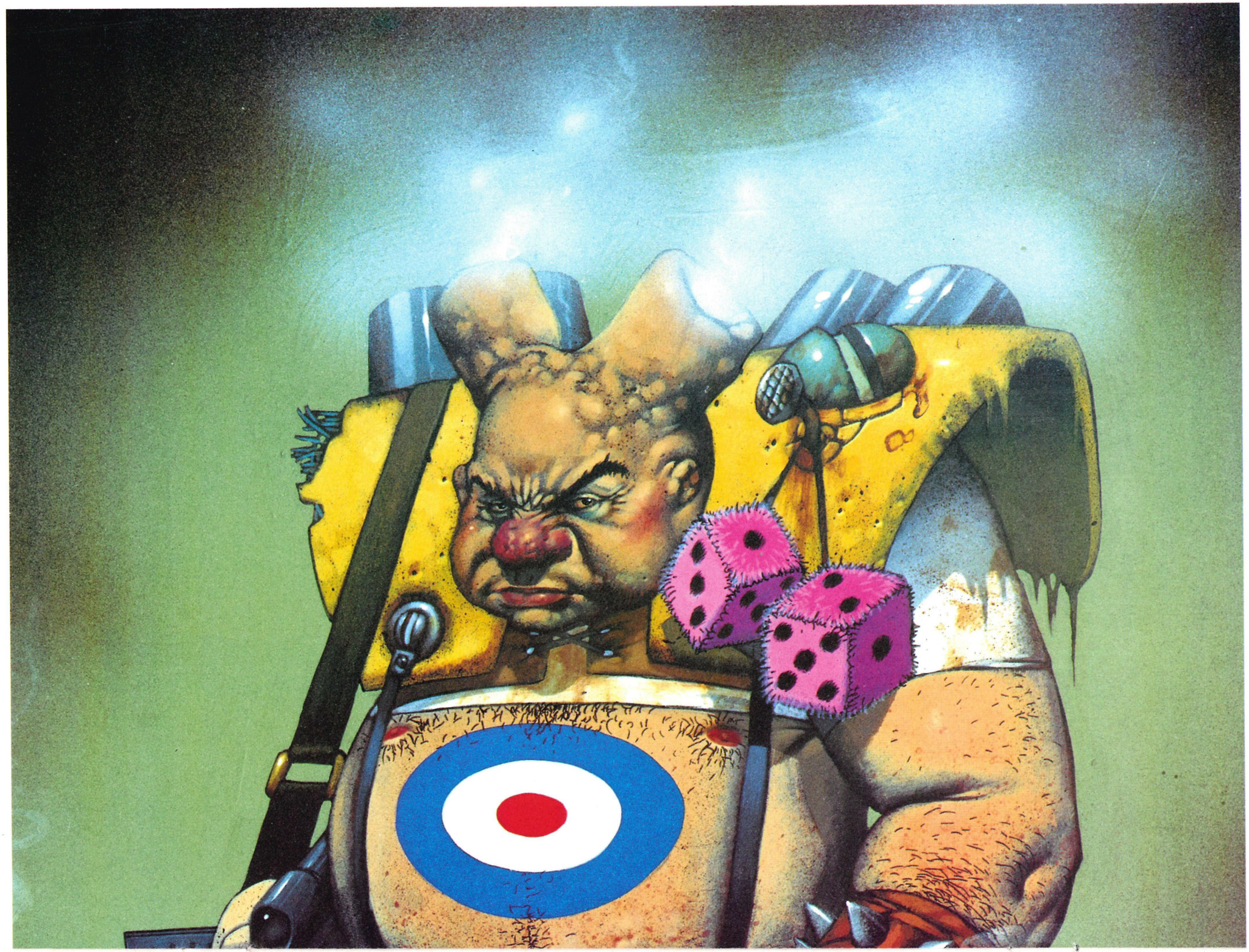
This is the first time anyone in the world has seen anything of this multi-player PlayStation and Saturn blast-em-down from Gremlin Interactive, and Ultimate exclusively brings you the original character artwork from Greg Staples (of 2000AD fame). Being so early, it's unsurprising that the game itself is still evolving, and already two of the characters in this poster supplement (Singe and The Consumer) have been dropped. But as they look so damned gorgeous, we thought you should be able to slap all of them on your wall.

All images © Greg Staples/Gremlin Interactive 1995



I ♥ HUMAN FLESH
VINEGAR

Nobby



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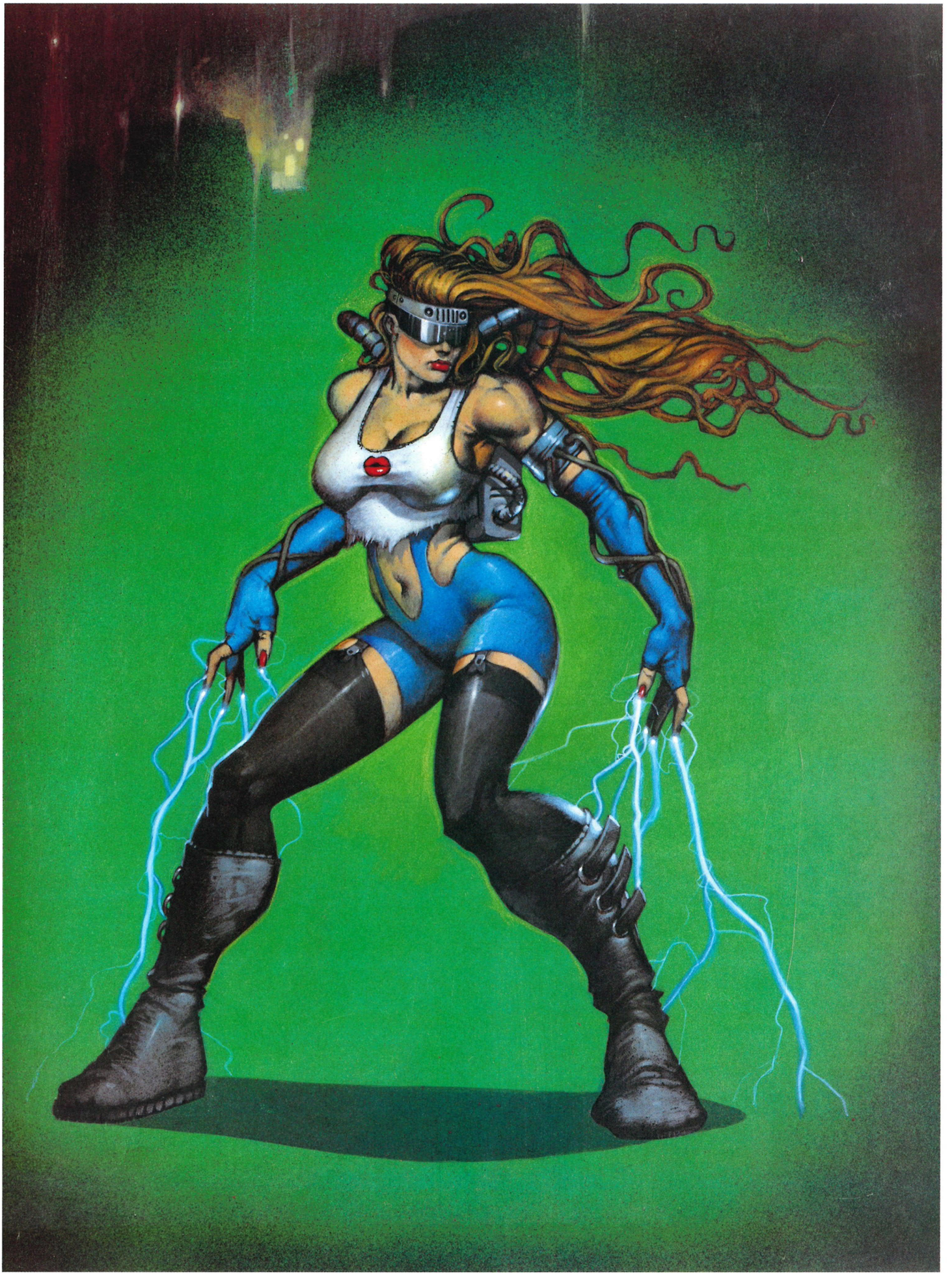
FUB (Fat Ugly Boy)



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Get Loaded! poster supplement

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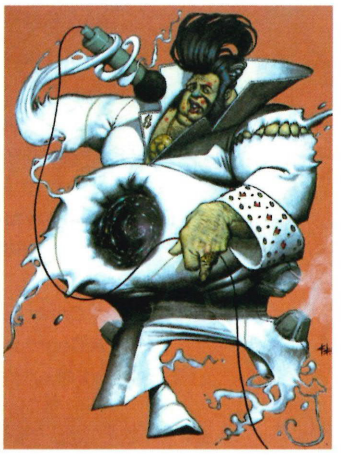
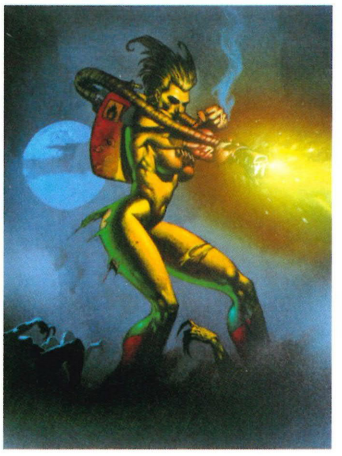
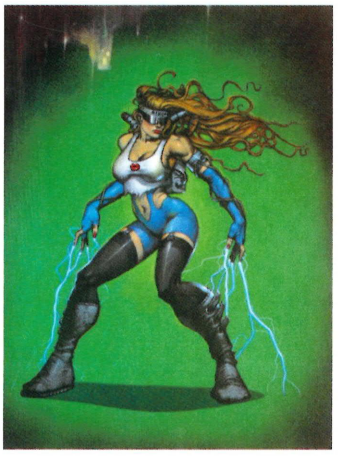

Free with Ultimate Future Games issue 9

16-page poster supplement of original character images from the bloodiest Sony PlayStation shoot-em-up so far – Loaded. This gore-fest comes from Gremlin Interactive and features artwork from Greg Staples of 2000AD fame.

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