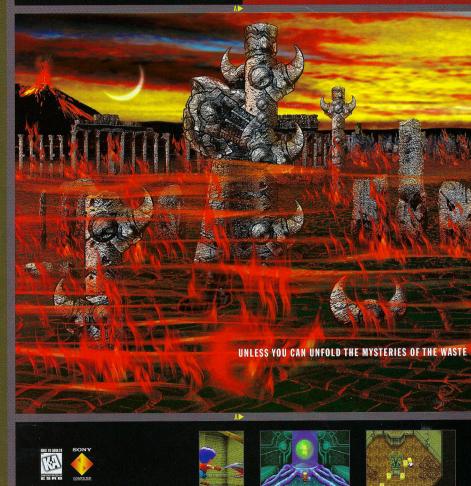




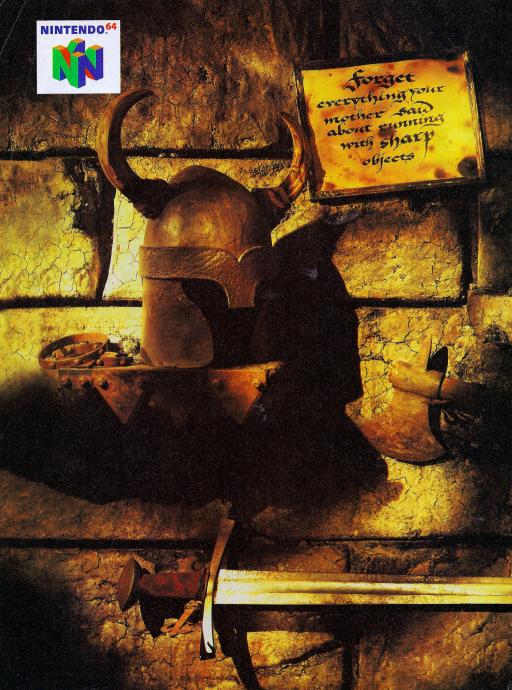
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Issue 99 July '97

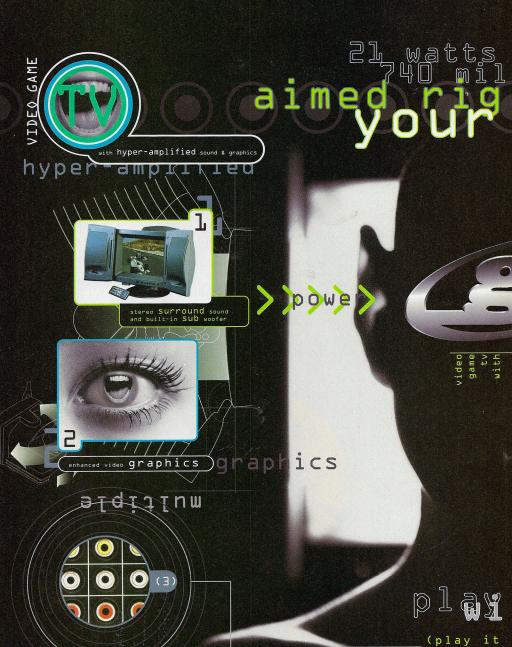
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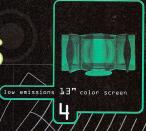
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hyper-amplified sound graphics

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# Loading

# EDITOR FRANK O'CONNOR

It's preview time. gentle readers. The issues leading up to E<sup>3</sup> are always packed full of previews, but this time it's out of control. We know

you salivate at the thought of getting the inside story on the hottest new games, but forty-five? That's just crazytalk! Seriously, this is one of the coolest issues we've ever done and even we're

excited about the amazing wealth of games headed for 32- and 64-bit systems. And we're creeping closer to the full truth about M2. You can read our exclusive peek at the machinations behind the scenes of the 3D0 successor. But more important than all of this is the fact that Mike is getting worse at basketball. It's true. As the UGP play-offs prove. Mike's outside shot is waning and he can't dunk. A little-known fact is that Mike is just 4 feet tall. >>> FRANK



### rrank o'connor

foconnor@gameplayers.com

If Editor-In-Chief Frank O'Connor wasn't working here, he'd be a member of the famous Black Watch. 'You get to wear a kilt', says Frank. 'Plus, playing the bagpipes is a cool way to meet girls!'



## Roger Burchill

rburchill@gameplayers.com If Reviews Editor Roger Burchill didn't work here, he'd be in the Army. 'I'd want to drive a tank', Rog says. 'I've been practicing with the family car, and my only problem is the garden hoses keep falling off the wheels.'



### mike salmon

msalmon@gameplayers.com If Senior Editor Mike Salmon didn't work at

UGP, he'd play professional sports. 'I've already had a few offers from the Vikings', says Mike. 'I just can't figure out what position 'Cleat Cleaner' is, though...



## francesca Reyes

freyes@gameplayers.com If Associate Editor Francesca Reyes didn't work here, she'd be President of the United States. 'How hard could it be?', muses Francesca. 'I already know how to push buttons, especially those red, shiny ones!'



#### **Bill Donohue**

bdonohue@gameplayers.com If Managing Editor Bill Donohue didn't

work at UGP, he'd be a homeless derelict. 'What difference would there be?', says Bill. 'I'd just walk around, screaming nonsense and bumming change from people.

# July '97

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IN THE DISE

No matter how good a videogame magazine may be, there are some No matter how good a videogame magazine may be, there are sometimes that you just can't get from print. We can show you the picture of the property of the pro things that you just can't get from print. We can show you the pic-tures of the games, but it's impossible for us to let you play the game for yourself, or even see the game in motion. Enter the ULTRA Game Players Disc Edition. On the disc, which works with both Applest in the Bacintosh and PC commatibles. you'll find movies of all the newlest. Mayers Disc Edition. On the disc, which works with both Apple
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**PREVIEW ING** 

PC GAMES

MEAT PUPPET - Sure, she's controlled by the mysterious Puppet Master, but that doesn't mean she doesn't ENJOY killing things...

AIR WARRIOR II - Multiplayer air warfare. Is anything more fun than shooting your friends out of the sky?

iM1A2 ABRAMS - Tank sims don't get any better than this. See the review in

LEGACY OF KAIN - Devour, desanguinate, this issue. and dismember your enemies in this massive vampire RPG.

# MAC GAMES

F/A-18 HORNET 3.0 - Take to the skies in a state of the art war machine and blast your way to a peaceful tomorrow.

TOMB OF THE TASKMAKER - The sequel to one of the Mac's all time greatest RPGs is here!

ODYSSEY - Another Mac exclusive RPG.

THE ZONE - Frantic multiplayer space combat for your mac.

...ALL THIS AND MORE ON THE DISC EDITION

MEAT PUPPET

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# videogame movies

Why settle for just still screens when you can see the games in action for yourself? Just take a look at this month's hit list:

**Broken Helix** Tail of the Sun Namco Museum 4 Hexen 64

Star Fox 64 **Peak Performance** International Superstar Soccer **Machine Hunter Armored Core** Tobal No. 2 Steel Reign

Sonic Jam Shining the Holy Ark **Marvel Superheroes Bottom of the 9th** 



# M2 IS COMING TO

TOWN )

Finally, full details and software are emerging for Matsushita's super-system

hrouded in mystery, M2 is a puzzle
which is expected
to be solved at the impending E<sup>3</sup>
show. Matsushita, the manufacturer, is
supposed to launch the console this year.

but surprised everyone by failing to launch it at the recent Tokyo Game Show — the perfect launch pad for a new console. Weirdly, none of the developers involved in the M2 project seem to know any real release or price information for the system. In short, although the machine exists (and we've played it) it seems as though Matsushita is deliberately keeping all information under wraps.

Let's just take a step back in time for a moment, to assist those readers who aren't totally familiar with the history of M2. Tip Hawkins founded the 300 company some years ago in an attempt to build the ultimate console. The project, while technically pretty good, failed to spark the interest of the mainstream public — it was too darned expensive (\$700 on day one! Yikes!) and possibly too early.

The hardware gurus who put 3D0 together also

started work on a sequel — the M2. With twin 64 bit processors (see tech specs), the machine could basically kick ass. Matsushita (who had already suffered terrible sales of its 3DO player) bought the M2 technology from 3DO, lock, stock and barrel. The plan? To compete on even ground with Sony and the PlayStation, with a similar business model. However, since it bought the technology, it's all been a bit quiet.

It is known that extensive development is taking place in Japan. Very quietly and surely, Matsushita is assembling a portfolio of games for the unknown launch date. Companies including WARP, Konami and Capcom have all done some research and development of titles.

Matsushita itself is known to have a racing game in development, but like every other fact about the M2, it is veiled in secrecy (or possibly arrogance?) and still untitled. Even the name M2 is subject to change. M2 was only a code name for the technology and there have been catchier names for consoles. Expect the suffix 'Multiplayer' to follow any new name Matsushita might give the system.

An early mockup of the Matsushita M2 Multiplayer — expect the name and appearance to change.



The graphics are sweet, without a bit of draw-in!

# M2 TECH SPECS AT A GLANCE

# This is the power behind the console of your dreams

CPU: 2 x PowerPC 602 running at 66MHz Video Engine: 320 x 240 - 640 x 480, full color Audio DSP: 16-bit DSP @66MHz

Quad Speed CD-ROM

•BDA (Custom ASIC):

Memory Control, system control and video graphic control, includes set-up engine, triangle engine MPEG decoder, DSP for audio and different kinds of DMA control and port control. Random access of frame Buffer and Z-buffer possible at the

same time.

Includes a power-bus which is connected to the

BDA and the CPU. The 'bio-bus' is used as a low

speed bus for peripheral hardware.
•Memory: unified memory

system of 8Mb SDRAM

(64-bit bus) @ 500Mb/sec,

average access greater than 400Mb/sec.

Shading: flat and Gouraud

•Texture-mapping: decal modulation blending, tiling (16K/128K texture buffer built in).

 Filtering: linear, bi-linear, trilinear, mipmap, LOD, 3D perspective.

•Hardware buffer (16-bit)

Alpha channel (4 or 8-bit).

# ULTRA GAME PLAYERS (MZ ALMANAC

- •M2 changes its name.
- Matsushita announces a release date in Japan of late 1997, and mid 1998 for the US.
- •The price point is announced in Japan approximately \$300. No announcement about the
- •A batch of previously secret games is unveiled.

 Matsushita unveils the analog controllers for the unit. There's built-in rumbling and a bizarre insistence on headphone jacks on each and every joypad.





# THE GAMES WE'VE WE'VE WE'VE SEEN!

## IMSA WORLD CHAMPIONSHIP RACING!

esigned to showcase nearly every ability of the Mz, World Champilonship Rading is a graphical epic. Fully realized 30 tracks zip by at hornendous speeds. Brilliantly modeled cars scream through the detailed world. In short, nothing available on any home system comes close to achieving the levels of detail, frame rate and depth found in this game. Draw-in is utterly absent—every building or hill can be seen from your engine and hil

Like Out Run, the game lets you choose a musical accompaniment to your driving action — and only one of the tunes is horrible. A lot of work has gone into making this game super-comprehensive. We can't wait until it's released!



Smoke, light and all the effects we now take for granted are superior on the M2.

D2

arp's sequel to *D* features one thing that was missing from the original — real time 3D environments. The power of the M2 system is such that Warp was able to emulate the appearance of the first game, but with true freedom of movement. We had a chance to see the game running at the recent Tokyo Game Show, and the graphics were stun-

ning. A stained glass window shed colored light on any objects it illuminated. Everything moved at a liquid 30 frames per second and the effect drew gasps from an astonished crowd. A library had bookshelves richly textured with real-looking books. This could be the game used to sell the M2 system in Japan. It certainly made us want to buy one!

#### POWER CRYSTAL

aguar fans may be interested to know what the guys who made Alien VS Predator have been up to. Well, obviously it's an M2 game and it's looking pretty darned amazing. The game is called Power Orystal and is best described as a 30 action-oriented RPG. There are puzzle elements, even trading is thrown in to break up the action. We are promised that the explorable area is absolutely massive. Silck character animation adds to the personality of the game. This looks set to be a classic in the same way that Alien VS Prodator was.



Believe it or not, this screenshot represents actual gameplay.





Although the model figures look a little primitive in still screenshots, they are animated beautifully, with almost perfect human physics.



# INTEL AND MICROSOFT ENTER (ARCADE FRAY)

#### PC Behemoth wants you playing games with Intel Inside

wo of the biggest forces in computing are teaming up to try to conquer the arcade market.

Intel has announced its plans for a new arcade architecture that it

hopes will allow far more players to

participate in the arcade market.

Previously proprietary hardware

Midway and Sega have allowed

few developers entrance to the

market. Through the use of a

PC-based architecture and the

advent of cheap, but powerful 3D

accelerators, Intel and Microsoft

The recent release of the

Pentium II has provided for consid-

performance, as well as MMX fea-

tures. It is around this architecture

Microsoft's DirectX and the future

envision a new paradigm in

erably better floating point

arcade development.

from the likes of Namco, Capcom,

AGP bus that Intel is basing its new areade specification. Strangely enough, the introduction of the Pentium II has also uncovered a flaw in the design of the chip. The flaw itself has very little effect upon the vast majority of games and applications, but those developers using high precision floating point operations may get some errors. The error reporting may be faulty also, reporting errors

Pentium based graphics should make ports between arcade and home much easier.

that are not actually in existence. Intel is working to fix the bug, but it is not expected to have any effect upon gaming applications.

The initial design specification for Intel's arcade unit calls for a Pentium II at 266MHz minimum. A 400MHz variant is also planned, as are dual or quad processor configurations, as required. The 3D graphics subsystem currently in use is based upon the 3Dfx Obsidian class boards that were previously only used in high-end workstations. Casings for the system will be manufactured by Hanaho Arcade PC, the same company that did the cases for such classic games as Frogger, Centipede and Q-Bert. The controls for the system will be designed by industry leader, Happ Controls, who manufactures the majority of USbased cabinet controls. The cabinets and controls are completely modular and allow for such additions as driving arrays, throt-ties, flightsticks and other specialized controllers. One company, Interactive Light, has created a baseball game using an actual bat' controller that senses swing rate, angle and velocity of the pitch to determine whether or not there is a hit.

to determine whether or not there is a hit.

Developers used to developing for the PC and working specifically with Microsoft's DirectX APIs should now be able to get their games easily and cheaply into the arcade. Microsoft and Intel are claiming that this is something of a movel endusry model. Just as feature films are shown on the big screen with a videotape release some nine months.

months later. developers are expected to debut their games in the arcade with home conversion for PC expected some time later. Intel claims that because technology continually advances in the 3D realm, the consumer market (home PCs) will always lag about nine months behind its arcade initiative. In this

way, the arcade will suppos-

edly always provide slightly more advanced experiences than someone could get at home.

Arcado operators will have cheaper systems to buy which can easily have hardware upgraded or new games added to the setup at any time. The possibility also exists for a single machine to house multiple games (a similar strategy to SKK's HooGoo MX system). This cheap solution should be very attractive to arcade operators in these days where Model 3 hardware generally costs upwards of \$14,000 per unit. You can expect to see these units beginning to show

up in arcades by the time you read this. By the fourth quarter, intel- and Microsoft-based arcade units should be in just about every arcade in the country.

# NEWS

# FEED

Activision has announced plans to return to
the flight simulation market. Screamin Denons
over Europe will feature aircraft from the WWII
era and should be released for PC by this
Christmas. Mindscape has undergone a transition by splitting its operations into two divisions:
Mindscape Novato and Mindscape Sunnyvale
(SSI). Novato will be working on consumer pro-

jects while Sunnyvale will remain the heart of its entertainment development. • In the week following the UK price cut to 129 pounds, Sony sold more than 50,000 PlayStations. • Gateway 2000 purchased the patent and technological rights to the now defunct Amiga. The Amiga is still used heavily in Europe, but completely lacks any US presence. Gateway plans to revitalize

the Amiga in Europe by allocating development resources to the platform, but has no interest in bringing the system to the US. • Activision is repackaging several Mechwarrior II and Shanghai titles into special multipacks. These packs should be available by the time you read this. • Within three weeks of its release, Microprose's Magic: The Gathering sold over



# MORE BLACK BELT ( DETAIL )

Sega's Saturn successor looks like the dream console

ust last month, we revealed some of the information surrounding Sega's next system, Black Belt. This month, information has come to light which reveals some new details surrounding the secret system.

While Sega is understood to be furious that news of its next system has leaked out, it still hasn't been able to plug those leaks. Details of a new operating system have filtered through to select members of the press. While originally thought to be developing the entire operating system, Microsoft is understood to only be working on one higher level segment of it. Sega itself will be creating a lower level OS or abstraction layer. There was some concern over whether or not Microsoft's OS was flexible enough to 'get around', if need be. With Sega now promising a lower level OS, these concerns should no longer be a factor. Developers are expected to receive development kits next April.

The other major piece of news regarding Black Belt this month are details sur-

> Virtua Fighter 3 would make a per



shares little technology with Sega's graphics

rounding the CPU. Sega will be using at least one Hitachi SH-4 processor in the system, which is not surprising when you remember that the Saturn uses two SH-2s. While the SH-4 isn't yet in production, it is expected to be extremely powerful and cheap by the time Black Belt goes into production.

The chip was originally announced at the Microprocessor Forum last October. At that forum, it was indicated that the chip had specifically been designed with videogames

in mind, as it is extremely efficient at floating point calculations. The slowest chip in the SH-4 family runs at 200MHz. It is also consumes very little power.

While Sega will not be publicly showing the system at E<sup>3</sup> Sega will be speaking with developers in an effort to get them to make games for the system when it debuts in late 1998 or early 1999.

# NEWS FEED continued from pg 14 220,000 copies, making the title even more

successful than its big hit last year. Civilization 2. . Novalogic has received an exclusive endorsement from the Air Force Memorial Foundation. All future Novalogic flight sims will have the Air Force Memorial Foundation logo on

them. . In Europe, GT Interactive has launched

a new budget line of classic games called

and include such classics as Doom, Doom 2. Mortal Kombat 3. Heretic and others. GT currently has no similar plans for the US market. . Analysts and executives at Bandai have suggested that the Sega-Bandai merger will not happen by the proposed October 1 date. According to one Bandai executive 'It is not that

Replay. The games cost between \$15 to \$25

continued on pg 16



# OPTIONS

- RATING KEY
- STANDARD
- DEFICIENT

- PRODUCT: Millennia MME Fusion 3D COMPANY: Micron Electronics, Inc.

- \$2,999

ith the explosion in PC gaming, more and more companies are offering PCs targeted especially with the gamer in mind.

The Millennia MME Fusion 3D from Micron Electronics offers staggering performance capabilities at an extremely attractive price. At the heart of our test unit was an Intel Pentium 233MHz CPU which, at least for the moment, is the ultimate in processing performance (Micron will soon be offering PCs equipped with 266MHz Pentium 2 processors). The Millennia MME also came with 32MB of SDRAM, a 3.1GB Hard drive, a 24X variable speed CD-ROM drive, 56.6 FAX modem, and an lomega 100MB Zip drive standard. The PC is also ATA-33 ready.

The MME comes with both a 3D and 2D card; the 3D accelerator card is the 3Dfx chip set driven Monster 3D card from Diamond Multimedia. Wavetable sound and a 2 speakersubwoofer sound system means the sound lives up to the standard set by the graphics. At a price of \$2,999, the Millennia MME is attractively priced even with just the features and components we've listed, but Micron also throws in a 19" Hitachi color monitor! To order, contact Micron Electronics at 888-634-8799 or direct.sales@micron.com



Price, performance, and premium components are why the Millennia MME should be at the top of any serious gamer's shopping list.

- PRODUCT: game.com
- Tiger Electronics, Inc. SYSTEM: 8-bit Hand Held PRICE: \$69.99
- Available: Summer '97

espite the amazing staying power of Nintendo's Game Boy, the hand-held gaming market hasn't seen much in the way of innovative new product for a couple of years now. Now, from perhaps the most unlikely of sources, Tiger Electronics is about to release a brand new hand-held unit into what has been a stagnant arena in recent memory.

game.com is an 8-bit gaming system featuring a black and white display screen which allows for a touch/screen stylus interface. Game cartridges will retail for \$19.95 and \$29.95. An early look at a couple of titles revealed some pretty impressive graphics and gameplay.



olutionize the hand held market with its attractively designed and priced, game.com.

In addition to its gaming capabilities. game.com has a built-in electronic organizer feature that includes a phone directory, calendar, and calculator. With the addition of an optional cable and external modem, the game.com will also be able to connect to text-based internet sites and email services. Considering all of its features, it's amazing that Tiger will be pricing the unit at \$69.99. How well the unit ultimately performs remains to be seen. We'll run a review soon, but it's nice to see some life in the hand-held market.

- PRODUCT: The Glove
- COMPANY: Reality Quest
- SYSTEM: PlayStation, Saturn, N64
  - PRTCF- \$49 95
- Available: Summer '97

ontrol has always been a subject of debate and complaint among gamers. Pack-in controllers always seem to have at least one design element to complain about, while most third-party controllers currently available are basically rehashes of the pack-in controllers with maybe a few added features.

Reality Quest is currently working on a new controller called The Glove which challenges the very nature of console control systems. This is no mere game pad. The Glove attaches around the wrist of the gamer and directional inputs are controlled by hand movements with button inputs placed conveniently at the player's fingertips. The controller supports both digital and analog gaming and also



incorporates an innovative simulated-analog mode that makes digital games play like analog.

The Glove does take a little getting used to, but once the skill is mastered, there are definite advantages to utilizing the controller. The unit we've tested is still a prototype model, but has already intrigued us with its possibilities. We'll do a full test run when a final production model becomes available in a few months.

#### NEWS FEED continued from pg 15

we are expecting the merger to be delayed, but rules on how to operate the new company are being hammered out very carefully.' . Rocket Science, developer of Obsidian and Rocket Jockey have closed its doors due to its inability to find a publisher willing to subsidize future projects. Currently a few administrative staff are watching the performance of current titles on the market.

and may eventually restart development efforts if the opportunity presents itself. . Nintendo's US installed base of N64s has passed the 2.7 million point, shortly after the Nintendo 64 price reduction. . EA has signed a deal with MPlayer to bring future titles to the online service. EA is also investigating the feasibility of beginning its own online service as it has previously indicated it would. . Namco

has confirmed that Tekken 3 would definitely be coming to the PlayStation at some future date. Exactly how the conversion will be performed is an entirely different question, but Namco hasn't ruled out an upgrade or simply releasing a less-thanarcade perfect version. . Sega has announced that Sega Touring Car would be out on Saturn by the end of the year. .





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http://www.ebworld.com

# Release

Nintendo 64 ClayFighter 63 1/3 - Interplay International Superstar Soccer - Konami

# PlayStation

Bottom of the Ninth - Konami ClayFighter Extreme - Interplay Down in the Dumps - Philips Lethal Enforcer I & II - Konami MDK - Playmates Int. Ent. Midnight Run - Konami Ogre Battle - Atlus Software Onside Soccer - American Technos Ozone Scraper - Nuby Manufacturing Poy Poy - Konami The Lost World: Jurassic Park 2 - Electronic Arts QAD - Philips

## Saturn

Duke Nukem 3D - Sega Iron & Blood - Acclaim Magic Knight Rayearth - Working Designs Manx TT - Sega Sky Target - Sega VR Baseball - Interplay VR Pool - Interplay World Series Baseball '98 - Sega

Atlantis (Win 95) - Interplay Battle of Alexander (Win 95) - Interactive Magic Carmageddon - Interplay Dungeon Keeper - Electronic Arts Eleventh Hour (Win 95) - Virgin Fallout (Win 95) - Interplay iF-22 Raptor (Win 95) - Interactive Magic King's Quest Collection 2 - Sierra Sand Warriors - Interplay Twinsen's Odyssey - Activision Ultima Online (Win 95) - Electronic Arts

### August

334

AP 11 0 :1548 : 1940

Nintendo 64 GoldenEye 007 - Nintendo Mission: Impossible - Ocean Top Gear Rally - Kemco

# PlayStation

Aaron Vs. Ruth - Mindscape Colliderz - ASC Games Dungeon & Dragons Arcade Collection - Capcom Golden Nugget - Virgin GT Football - GameTek Hardball 6 - Accolade Major League Soccer - BMG Interactive Marvel Super Heroes - Capcom Moto Racer GP - BMG Interactive NFL Quarterback Club '98 - Acclaim Ent. Red Asphalt - Interplay

Spawn - Sony CE Steel Reign - Sony CE Street Fighter Collection - Capcom

#### Saturn

Burn Cycle - Philips Colliderz - ASC Games Devil Summoner - Atlus Software Dragon's Lair 2 - Ready Soft Dungeon & Dragons Arcade Collection - Capcon Lunar: Silver Star Story - Working Designs Major League Soccer - BMG Interactive Marvel Super Heroes - Capcom NBA Action '98 - Sega Quake - Sega Resident Evil - Capcom Shadoan - Ready Soft Sonic Jam - Sega Street Fighter Collection - Capcom Tecmo Super Bowl - Tecmo

Ten Pin Alley - ASC Games

The Lost World: Jurassic Park 2 - Sega

ABC College Football (Win 95) -Disney Interactive ABC Indy 500 (Win 95) - Disney Interactive ABC Monday Night Football (Win 95) -Disney Interactive Constructor - Acclaim Ent. Descent Under Mountain - Interplay Flying Nightmares 2 - EIDOS Interactive Galactic Mirage (Win 95) - Virgin Hardball 6 - Accolade Hexen 2 - id Software Lands of Lore: Guardians of Destiny - Virgin LucasArts Archives Vol. 3 - LucasArts NFL Quarterback Club '98 - Acclaim Ent. Shadow Warrior - GT Interactive Terracide (Win 95) - EIDOS Interactive The Divide (Win 95) - Virgin Viper (Win 95) - GT Interactive

# September

## Nintendo 64 F-1 Pole Position - UBI Soft

Lamborghini 64 - Titus Software Robotron X - Midway Home Ent. Tetrisphere - Nintendo

PlayStation Armored Core - Sony CE Bushido Blade - Sony CE Carom Shot - Ascii Ent. Castlevania X - Konami Clocktower - Ascii Ent. Deathtrap Dungeon - EIDOS Interactive Final Fantasy VII - Sony CE NASCAR '98 - Electronic Arts NHL Breakaway '98 - Acclaim Ent. NHL Powerplay '98 - Virgin ReBoot - Electronic Arts

NOTE: All release dates are subject to change at any time

#### Tobal 2 - Sony CE Treasures of the Deep - Namco Wild Animlympics - Titus Software

#### Saturn

Fighting Force - EIDOS Interactive NASCAR '98 - Electronic Arts Saturn Bomberman - Sega Spiked - Sega Wild Animlympics - Titus Software

Deathtrap Dungeon (Win 95) - EIDOS Interactive Glider Wars (Win 95) - GT Interactive Legends Football '97 - Accolade NHL Breakaway '98 - Acclaim Ent. NHL Powerplay '98 - Virgin Red Baron 2 (Win 95) - Sierra Stealth Reaper - GT Interactive Total Annihilation (Win 95) - GT Interactive Unreal (Win 95) - GT Interactive

## Actober

Nintendo 64 Space Circus - Ocean The Rock Master - Nuby Manufacturing

# PlayStation

Apocolypse - Activision Batman and Robin - Acclaim Fighting Force - EIDOS Interactive Idiots In Space - ASC Games Necrodome - Mindscape Nuclear Strike - Electronic Arts Parrappa the Rapper - Sony CE X-Men Vs. Street Fighter - Capcom

# Saturn

Castlevania X - Konami Last Bronx - Sega Nuclear Strike - Electronic Arts X-Men Vs. Street Fighter - Capcom

# Deadlock 2 - Accolade November

# Nintendo 64

Dream - Nintendo Extreme G - Acclaim Ent. Final Doom 2 - Midway Home Ent. Joust Epic - Midway Home Ent. Mace: The Dark Age - Midway Home Ent. NFL Quarterback Club '98 - Acclaim Ent. San Francisco Rush - Midway Home Ent.

# PlayStation

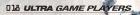
One - ASC Games Secret Agent Gex - Crystal Dynamics Test Drive 4 - Accolade TNN Bass '97 - ASC Games TNN Motorsports Hardcore 2 - ASC Games Tomb Raider 2 - EIDOS Interactive

## Saturn

Enemy Zero - Sega TNN 4x4 2 - ASC Games Tomb Raider 2 - EIDOS Interactive

Demon Isle - Sierra King's Quest: Mask of Eternity - Sierra Mageslayer (Win 95) - GT Interactive Redline - Accolade Secret Agent Gex - Crystal Dynamics Test Drive 4 - Accolade Tomb Raider 2 - EIDOS Interactive





# **[4-5**

FLESH COVERED CYBORG SEEKS UNBALANCED, RED-BLOODED (THE MORE, THE BETTER) HUMBAS TO FIGHT THE ULTIMATE BATTLE FOR UNIVERSAL SUPREMACY, HIGH PAIN THRESHOLD REEDED TO WITHSTAND SYSTEMATIC DELIVERY OF LIGHTENING FAST PUNCHES TO THE NECK & FACE, STEEL-TOED KICKS TO THE HEAD & GROIN AND FLESH-BURNING LASERS THAT MELT MORTAL SKIN LIKE BUTTER.

THEY DON'T MAKE CYBORGS THE WAY THEY USED TO... THEY MAKE 'EM DEROLIER.







# WIRETAP

Here are a few notes from the underground... Load them at your leisure...

#### Luke Warm

ue to massive backlash from consumers regarding X-Wing vs. Tie Fighter. LucasArts has reportedly been scrambling to put together a patch for the game. Complaints of poor Internet support and lack of 3D acceleration in a variety of forums has sent LucasArts into a tizzy. The patch is expected to provide support for some 3D accelerators as well as expanding the number of players who can compete online at once. Furthermore, LucasArts is supposedly putting together new multiplayer campaigns which should feature new ships.

> controllable and otherwise. Millenium Falcon, please.

Smooth graph ics could still use 3D

card support. And this would look much nice



otherwise stunnina LucasArts name.

## Something's Up M2's Sleeve

ccording to one ex-3D0 employee, there are nearly 80 M2 games secretly in development around the world. Supposedly, the vast majority of these titles are logically in development in Japan and have been commissioned primarily by Matsushita. Among the developers said to be actively developing for the elusive system are: Capcom, Konami, Warp, Namco, Panasonic, ASCII, Treasure, Hudson and even Enix. A number of US and European based devel-

oners are also supposedly working on games for M2 as well.

If half of these projects are in development, the M2 could be turning some heads when it finally gets released. Exactly when that is no one really knows, but that same source has indicated that it may be as early as this Christmas (Japan).

# Saturn Upgrade Canned?

ccording to sources close to the project, the Saturn upgrade that was promised over a year ago by Yu Suzuki for Virtua Fighter 3 has been cancelled. While the exact reasons for the cancellation are unclear, there are a number possibilities. Firstly, Saturn's sales have dropped massively in the US and there are almost no third party titles slated for release after Christmas. This is obviously bad news. Second, news of Sega's new system (Black Belt) is already filtering through. VF3 may be Black Belt only.



Costs, politics restructuring could make the

## Tekken 3 for Nintendo 64

ecent rumors have indicated that Namco is considering bringing its latest arcade fighter to the Nintendo 64. The event would be unprecedented given the animosity both companies (and specifically Namco's Nakamura and Nintendo's Yamauchi) have had for one another since the mid-80's. If Tekken does go to the Nintendo 64, there would have to be a lower polygon count for the characters but it would be possible to use many of the special Nintendo

effects to make the game look bet-64-bit ter. Some Tekken sources goodness have indi-

cated

at last...

that Namco is considering using the 64DD for the translation, Namco might never take a chance on such a new technology.



. While Sony has publicly stated that it doesn't intend to release its next PlayStation until at least 1999, sources have indicated that its PlayStation 2 design has been complete for the last six months. Rumor has it that NEC's PowerVR architecture is the frontrunner among the contenders vving for the opportunity to provide graphics subsystem in the new unit. • Sources within Activision have

expected to be seen on Nintendo 64 include a verversion. Sources have indicated that the US version will be exactly the same. • Due to efforts to cut additional costs. Acclaim Entertainment is said

to be considering selling off one of its development subsidiaries. Acclaim currently owns Iguana, Probe and Sculptured Software. Any one of which could fetch a hefty price on the market seeing as these houses have produced the only Acclaim titles of any quality in recent years. . Blizzard is supposedly not only working on the sequel to its best selling game *Diablo*, but it is also tossing around the idea of doing an expansion pack with additional quests for players to go upon. .

THE BLAST & MORE

"The Best Multiplayer Game Ever"
Next Generation March Cover Story

> "Editors' Top Ten" Ultra Game Players

YOU'RE TOAST!

Since 1989 Bomberman has been defined by gamers as the ultimate multiplayer game. Now "the man" is available in an enhanced 10-player multiplayer package complete with 3D rendered graphics, new character animations, and a vast repertoire of spiteful canned and custom taunts. Keeping true to the original addictive gameplay, you better think fast as you vie for

deadly power-ups, race against the clock and blow your opponents to smithereens.





BY GAMERS. FOR GAMERS.











1-2 The only images available are from an awesome rendered intro. Here the camera swoops around to showcase the new 3D graphics. 3 Scorpion's eyes are just plain freaky, easily nightmare inducing.









# **MORTAL KOMBAT 4**

ot much is known about this mysterious title. except that you can have one in your freakin' house just by reading your favorite game magazine (that's us)

What we do know is that the game will be fully 3D and will

Even in close, the have a look like no polygonal characters other game out there. look incredible. The developers are

promising the same speed, gameplay, and gore that have always been present in Mortal Kombat games, Characters that are returning include Scorpion, Sub-Zero, and Raiden, but we also know that several other classic characters will be in the game as well.

Use of the 3D world and camera should make for some of the goriest fatalities ever,

while the traditional pit and spike levels could be very interesting in 3D. The shots we have indicate what type of graphical look MK 4 is going to have, but they aren't actual screen shots. We will be your number one source for MK 4 information, so check back next month.

Raiden looks to be buffed up a bit. Look at the amazing detail

in his shirt.

A: We work for Midway Home Entertainment and will do anything they ask of us, but it's most likely that are games will continue to come out in the arcades first. It's just that Mythologies lent itself to the home console market. architecture?

interview

Q: How was working with the console hardware when you're used to the open-ended arcade

Q: Mythologies, debuting on the PlayStation, is a first for the *Mortal Kombat* series. Do you see this as a trend for the future?

A: It definitely puts limits on what you can do, but Mythologies is the type of game that relies on story and gameplay more than processing power. Still, we are managing to get a lot of performance out of the PlayStation. Just check out the screen shots to see the crisp graphics.

Q: This is the first time you and Ed have not worked together on a Mortal Kombat game. Are you still involved in each other's projects?

A: Definitely! Ed and I are constantly talking with each other about each of our games. You know, making sure the stories are in line. He's been a big help with the fighting in Mythologies, and I'm constantly looking over his shoulder checking out MK 4.

Q: Why did you decide to take Mortal Kombat into an action/adventure game?

A: Definitely! Ed and I are constantly talking with each other about each of our games. You know. making sure the stories are in line. He's been a big help with the fighting in Mythologies, and I'm constantly looking over his shoulder checking out MK 4.

Q: Why did you decide to take Mortal Kombat into an action/adventure game?

At The story of Mortal Kombat is constantly evolving and really lends itself to this type of game. We think the Mortal Kombat story can be taken much farther than just a fighting game.

Q: How much farther can the MK games go on? is it starting to get stale to you or the con-

> A: I don't see any end to Mortal Kombat in the near future. As long as we keep making quality games and the consumers want more. we're willing to give it to them. As I said earlier, there is a lot more we can do

> > it's a good thing the new MK characters don't have a lot of conversing to do. Check out that headgear!



polygons





Using moves like the freeze in closed areas changes the effectiveness on the enemy.



Jumping from platform to platform and running up ledges should make *Mythologies* more of an *Aladdin*-type game.

with Mortal Kombat and I think Mythologies and MK4 both show that we haven't lost any inspiration.

#### Q: This *Final Fight-*type of game has been done before. What can *Mythologies* do to improve the genre?

A: I don't really see Mythologies as being a Final Fight-type game because of the many classic platform elements in the game. The key is the mixture of in-depth fighting that Mortal Kombat is known for, mixed in with exploration, puzzles, and good old-fashioned platform jumping.

# Q: Do the characters actually fight with Mortal Kombat moves?

A: Some small modifications have been made to the control to allow for moving around the screen, but sesentially the fight scenes will be very similar to MK. The fights won't have 15 guys at once like a Final Fight game, instead it will be one, two, or three at a time.

#### Q: Are there going to be fatalities?

A: Yes, there will be fatalities on certain characters, but some of the larger boss characters won't have any fatalities.

#### Q: Is IMK4 really going to be 3D?

A: Yes, the engine will be completely 3D for the first time. The stuff I've seen is amazing! The polygons are so nice that the characters still maintained that digitized look of MK 3.

# Q: Is the *War Gods* engine being used at all, as some rumors have suggested?

A: No, the game is running on proprietary hardware, with a completely new engine. I can't give specifics, but the hardware can perform all the tricks we need it to.

# Q: What about the traditional speed and gore of MK? Can that be done in 3D?

A: If it couldn't, we would have stayed 2D. We are going to make MK 4 a fast-playing game, and yes, we will be keeping the blood.

#### Q: Can you comment on new characters?

A: No, that's still being decided, but many of the favorites will be back, along with a few surprises.

# Q: So what other fighting games do you admire, or dislike?

At I've always been a big fan of Street Fighter. It has the lighting quick gameplay, and I've always like the animated look of the game. I think SF III is great, because they went against everyone in the industry and stuck with 2D. The only 3D game I really like is Takken, because it manages better than any other game to have the same responsive control. I just never got into the whole Virtua Fighter thing. It's too slow for my tastes.

# MORTAL KOMBAT MYTHOLOGIES :SUB-ZERO





The effects in Mythologies are astounding — or Subby here had frijoles for lunch and the inevitable has begun!



Different types of traps, like these force fields, change gameplay and maintain that MK feel.



No rest for the weary — constantly attacking enemies make for pure action, as well as an aerobic workout!



Lightning and stormy skies set the tone for most of the levels. What did you expect — a walk in the park?



Slipping by traps like these swinging axes will either keep you on your toes or give you one big headache.

# MORTAL\_ KONTEST

Toasted Bill says, 'Find me and win a Mortal Kombat 4 arcade machine! Plus, you'll also go insane! What a great prize combo!!!'

Ultra Game Players and Midway Entertainment are giving you a chance to have your very own MK4 arcade machine. That's right, no one in the free world has even played the game and you have a chance to win one.

There is a catch, however. In order to be eligible to enter, you've gotta find Toasted Bill somewhere in each of the July, August, and September issues of ULTRA Game Players. Usually, around here, we hide from Toasted Bill, especially around deadline time, when he's just to the left of psychotic, but if you can spot Toasted Bill, screaming 'Toasted!' (duhl) and write down all three months' page numbers, then your entry will be placed in Bill's secret stash bag and, once we find

someone brave enough to place their hand in the bag, we'll draw the winners at random. If you miss an issue or can't for the life of your find Toasted Bill, then help is available at www.ugn.com. So start looking for Toasted Bill in this issue. Hey, an MK 4 arcade machline is worth a little terror, insanity, and a slow, painful death, right? Heh, heh, heh...

Mortal Kontest c/o Ultra Game Players Magazine 150 N. Hill Drive Brisbane, CA 94005

Send your

entry to:

or via the internet, visit the Kontest page at: www.ugp.com

### Grand Prize

One extremely lucky winner receives their very own Mortal Kombat 4 Arcade Machine!!!

#### Second Prize

Three rather lucky winners receive a free copy of *Mortal Kombat Mythologies* for the Sony PlayStation!

# Booby Prize

Thousands will go blind searching for Toasted Bill. Hundreds will die of shock upon finding him. But hey, at least you don't have to work with him!!! The horror...

#### THE LEGAL STUFF

No purchase necessary. Contest is open to residents of the United States and Canada with the exception of employees of Imagine Publishing and Midway Entertainment. Multiple entries are prohibited. All entries become the property of ULTRA GAME PLAYERS. All taxes are the resonnsibility of the winner.

No cash substitution is allowed. Offer void where prohibited, regulated or restricted by law. All entries must be received by September 26th, 1997. The random drawing will be held September 26th and the winners will be published in a subsequent issue of *Ultra Game Players* Magazine. Imagine Publishing is not responsible for lost, misdirected or unselected entries. Editor's choice is final.

# **BEHIND THE SCENES part 2**

his month, we take you deeper into the world of Crash 2 and get a chance to go behind the scenes and hear from the people who are actually making the game.

One of the major additions to Crash 2 is the new set-up of the levels, where the player is able to choose any of five levels to go to first. The order the player chooses to play the levels is all part of the strategy, because certain bonus items, and secrets will aid Crash in aetting through other tougher levels.

Another big difference is the variety of moves the loveable Bandicoot has added to his repertoire. He is now able to



1 Effects like snowto give the game an even prettier look. 2 Take this. Mario! Crash has penguin





hang, climb, swing, crawl, bellyflop, and duck. With these new maneuvers, Crash 2 is able to incorporate a much more explorative nature to the game than the strictly linear original. However, the developer's main focus is pure platform action.

Crash 1 had different path choices, but they always returned to the main path. In Crash 2, there will be several different paths and new ways

to finish One of the new char levels. acters in Crash 2 is There is this emented-lookalso going ing monster they to he a cell N. lin tighter

focus on secret areas and items. Both of these features should ensure that Crash 2 is an even better game than the original

With all that's new. there is only one thing for certain in Crash 2 and that's that it is going to be one of the biggest-selling, best-playing games of 1997. Keep reading right here for the most in-depth coverage of Crash's return.

Q: With Marble Madness, you created what many consider to be the best control interface ever (a track ball to control a marble). How does the 🧥 PlayStation controller limit or help in achieving that same sort of landmark?

A: The current PlayStation controller is digital and, as a result, it is easy to use, but there is a smaller amount of technique that the player can use. Hopefully, the PlayStation will be moving towards an analog controller. It is possible we'll see a new controller and some dames that take advantage of it as early as this fall.

> O: You've been creating games since the age of 17. Do you ever get burned out or tired of seeing the same games over and over again?

A: Never. At the E3 show last year, we had, what, 1700 new games? The development community is huge and varied, and each year comes up with many breathtaking new ideas, as well as solid additions to existing genres. Just in the last four years, I've played

some really fun games, like Star Control II. Myst. Doom, X-COM UFO Defense, Earthworm Jim, and Mario 64. Of course, I don't work in retail or at a game magazine, so I can ignore the 'same games' that you see over and over again.

Q: 3D game design is still in its infancy. What types of steps do you see it making and is it really going to enhance the basic gameplay? In what way is Crash 2 taking advantage of its 3D world?

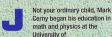
A: In a 2D game, the player has a 'God' perspective in which everything in the scene is visible. In 3D, the player is actually 'in' the scene, so it's a more immersive environment in one way, but it also presents all kinds of problems because the player - the 'camera' has to fit into the scene in a way that makes gameplay possible, and this can be very awkward and frustrating, As good a game as Mario 64 is, I almost gave up on it because of these problems.

Crash 2. like Crash, is intended to be a frustration free 3D platform game. We do this by restricting the camera to 'game play friendly' directions, and making the distance relationships as obvious as possible from these directions

The 3D enhances gameplay in some cases, as when Crash is riding on top of the wild boar in the original game, and the player can see far ahead and anticipate the next challenges. We take advantage of this even more in Crash 2.

## INTERVIEW WITH

## MARK CERNY



California/Berkeley at age 13. Four years later, he joined the Atari coin-op group and began work on his first major hit, Marble Madness. His next stop was Sega, where he went to live in Japan and developed coin-op hardware, peripherals, and software for the 8-bit master system. He then started up STI (Sega Technical Institute) and created one of the best sequels of all time in Sonic 2. In 1994, he landed at his current gig at Universal Studios, and is now President of Production and responsible for all aspects of game development. He is truly one of the more influential and knowledgeable people in the video game industry, and a genuinely nice guy.



Q: Having worked on *Sonic 2*, you obviously have experience working on sequels. What do you feel are the keys to creating a worthwhile sequel?

A: When we create a sequel, we are nurturing the characters created by the firstgame. In a first sequel like Sonic 2, if we shange too much, we hurt the series. At the same time, we need many new features to interest the players. Creating a first sequel is finding this middle ground.

Subsequent games, however, can dramatically after the gameplay and, in fact, good development of the characters demands that we do so. If, as in the case of Sonic, the third and fourth games have basically identical gameplay to the first, gamers lose interest.

# Q: How has the technology altered the traditional platform game?

A: One of the crucial things in a good platform game is for the players to be able to understand exactly what they need to do. New technology has made this harder, not easier, by allowing the creation of these complex 3D worlds, The 'Crash camera' is a result of our search for good gameplay.

Q: You started working on some of the first areade architecture and have seen technology skyrocket into the 64-bit arena. Looking to the future, could you describe your ideal console?

A: As new consoles are released, will they do more that just increase the polygon count? I hope so. An ideal next-generation console would have real time curved surfaces to reduce the blockiness of human figures, real time fractally generated surfaces to give detail in the environments, and true shadows.

However, the next hardware systems that Sega, Sony and Nintendo release will probably only increase the polygon count, memory, and quality of lighting.

Q: Supposedly you had a hand in the M2 technology. Can you shed any light on this mysterious system?

A: As hardware, the M2 is excellent. It is more powerful than the Nintendo 64 and (I believe), cheaper to manufacture. It was furthermore available for launch in the same timeframe as the Nintendo 64.

Unfortunately, hardware cannot be launched alone: Large numbers of quality garnes must also be available. To date, Matsushita has done very little to foster the development of software, so there will probably be even less good titles available at aunch than the Nintenio 64 had.

Q: One of the criticisms of the first Crash was that it was very derivative of other platform games. Do you feel there is truth to that?

A: No. The concept of Crash Bandlooot was liet's find out what happens to good platforing aameplay when we bring It into the third dimension. The result was a game with some great scenes — running from a giant boulder, riding a wild boar, and crossing a rickety bridge in the sky—that hadn't been seen before.

# Q: How is *Crash 2* going to push the platform genre farther?

A: Crash gets some fun new toys in Crash 2— top secret for now, but we'll tell you about them soon. Crash also has a much larger set of moves that he can use.



Bandicoots always travel in coach or cheaper. They're all notorious tightwads!



With many more secret areas, Crash 2 is going to be loaded with replay value.



With colored lighting and four different sources for light, Crash 2 is going to have some dramatic effects.

Crash and his loveable expressions are back, and he's looking pretty damn scared, path choice- With

isn't near as linear as

the original.

more path choices, Crash 2



3





1 Since Crash is basically a rat, it makes perfect sense to have a sewer level. 2 There will be many more 3D areas in Crash 2, but most of

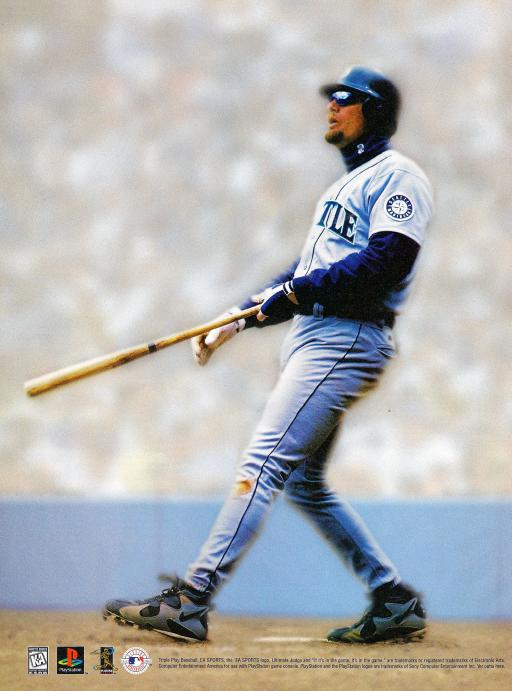
the game will be on narrow paths. 3 Hey, wait a minute... Is that a vacuum cleaner? 4 Big flying enemies are no match for a wily Bandicoot.

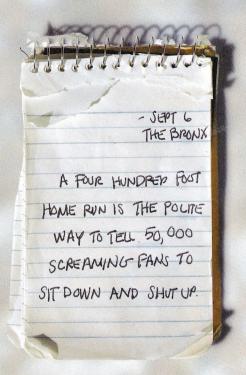


The gorgeous graphics are even nicer than the original. The falling rain just adds to the atmosphere.



The polygon models for all the characters are ultra-smooth.







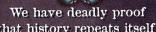






The Ultimate Judge<sup>2</sup> of baseball just re-entered the building shoulderin<sup>2</sup> a hefty new 3-D engine. And polygon players so real you can see sweat on a pitcher<sup>2</sup> temple. Plus play-by-play and color commentary from the two-man booth. So every gopherball you belt will get the attention it deserves. Swing large.







http://www.koeigames.com

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# Previews

## DH. SWEET BLESSED EXCESS!



oohoo! If there's one thing we like more than finding an overturned beer truck or a free lunch.

it's having a big bunch of really cool games to preview! You know what preview means, right? What it means is that we get to play all the latest games months before you guys even get to drool over them in store windows. To be honest, everytime we think of you guys drooling over games we're already playing, it really cracks us up. C'mon, admit it. It is kinda funny. Here we are, playing all these cool games, and there you are... drooling, Ha, ha, ha! Too much! And don't even think about coming down here to storm the office. After all, that's what we've got Bill for - that, and overturning those beer trucks...

HRIIIUNEU LUNE	
RZEL: PROZER DRAGOON R	PG ·
	PG 046
CAPTAIN BLASTO	
CAROM SHOT	PG 045
CLOCKTOWER	PG 055
EOLONY WARS	PG 052
ERDE	PG 063
EXCRLIBUR 2555 RD	PG 054
EXTREME G	PG D33
FELONY 11-19	PG 042
FIGHTING FORCE	PG 036
FORSAHEN	PG 059
FORMULA 11997	PG 034
FRERHIN' FRST	PG 056
GEK: ENTER THE GECHO	PG 040
G-FOLICE	PG 049
GRAND TOUR RACING	PG 037
LRST BRONK	PG 050
MREE	PG 066
MRGESLAYER	PG 058
MRRUEL SUPER HERDES	
MISSION IMPOSSIBLE	PG 050
NAMEO MUSEUM VOL. 5	FG 060

RIR COMBAT 2 ......PG 051

NIGHTMARE CREATURES	PG 054
NUCLERR STRIKE	PG 053
ONE	PG 056
PARAPPA THE RAPPER	PG 037
PSYBRDECH	PG 049
REEL FISH	PG 062
RESIDENT EVIL 2	PG 051
SAN FRANCISCO RUSH	PG 041
SHRDOW MASTER	PG 052
SILICON URLLEY	PG 048
SHY TRRGET	PG 045
SONIC JAM	PG 038
SPRWN	PG 066
STEEL REIGH	PG 048
STREET FIGHTER COLLEC	TILITI
	PG 044
STREET FIGHTER EX SPE	CIFIL
	PG 057
TOO HARDCORE 4X4	PG 038
TOMB RRIDER 2	PG 065
TONIC TROUBLE	
H-MEN US. STREET FIGHT	EN
	PG 065

KEVIOUS 3D .....PG OЫ

Innovation









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COMING IN AUGUST









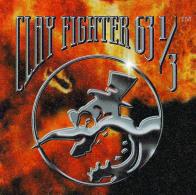


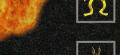














Developed and published by





# Extremed

Anyone up for a big, bad, bundle of speed wrapped up nicely in a plastic case?

---

ith the general lack of software for the Nintendo 64, news of any game is good, but a great looking game like Extreme G must be seen as a godsend. Currently, the only racing games godsend. The Nintendo of t

available for the N64 are *Cruisin' ŪSA* and *Mario Kart*, neither of which can even compete with *Wipeout XL* on the PlayStation.

Corkscrews and other dizzying track element are liable to leave the gamer nauseous.

There is no denying that Extreme G is a Wipeout clone, but it it's done with the same or better speed, graphics, and fun, we aren't going to complain. There are 12 futuristic tracks, set in four different worlds. Each track takes you on a wild, twisting, turning ride. There are more corkscrews, loops, jumps, and freefalls in Extreme G than you're likely to find in any amusement

park. The racers are bilkes that are magnetically connected to the track and, therefore, can defy gravity for some amazing inverted racing. Another interesting twist in gameplay is the ability to ride up walls

around big corners to zip by other racers or
avoid mines. The speed of the
game is already insanely fast, and the developers have promised even more speed and a
better camera that really gives the stomachchuming feeling of a roller coaster.

By itself, Extreme G should be an exceptional ride, but what makes this game are the multi-player options. Up to four players can race head-to-head and can even go through a season together. The spiti-screens get very small, but anytime you get four people head-to-head and armed, it's guaranteed fun. We'll have more on this title as it's available.

The weapons by lock on to the back of your bike. Belt of the hack of the hack

The vehicles are very reminiscent

SYSTEM: NINTENDO LA PUBLISHER: ACCLAIM

DEVELOPER: PROBE RELEASE DATE: SEPTEMBER



Climbing up the walls on wide turns adds a whole new dimension to

the genre.

The feeling of speed is mighty impressive.

Many of the exterior track elements aren't in place, but if this crashed ship is any indication, they are going to look real nice.



The tracks all have alternate routes that can be reached by jumping or turning off the track.



The designers have included bugs that will smash on your windscreen. Very cool!











Well-designed weapons like this are great fun for the multi-player game.



Wicked crashes send bikes flying.

# Eaptain Blast

quare-jawed heroes have been a staple for videogame designers and cartoon animators alike for years, but seldom do the two things come together in as spectacular fashion as Sony's impending Captain Blasto! Sony is going to be spending an awful lot of time,

These early graphics are crisp and attractive, but will be improved before the game is released.

money and effort ensuring that you know exactly who this all-American Earth defender is. Prepare for a marketing onslaught of epic proportions.

Fortunately, the game looks like it's going to have epic qualities to match. The early materials we've seen suggest a game

that falls somewhere between Tomb Raider and Mario 64, with a sprinkling of Turok thrown in for good measure.

be armed to the teeth. and Sony promises that his weapons will raise standards and evebrows in the gaming universe. Jump, shoot, explore, and kill, but make sure you're home for dinner.

The transparency on this tunnel section isn't just for show, it helps reveal a fiendish bad guy. Obviously, he must be destroyed.



Kill the alien fiends before they can steal our ice!

SYSTEM: PLAYSTATION PUBLISHER: PSYGNOSIS
DEVELOPER: PSYGNOSIS

RELEASE DATE: FALL 1997

SYSTEM: PLAYSTATION PUBLISHER: SCEA DEVELOPER: SCEA RELEASE DATE: FALL 1997



# Formula

# 

hen Psygnosis first released Formula One, it came out to great applause from the whole gaming industry. Finally, a Formula One game with slick graphics, comprehensive data and realistic control. There were two jarring omissions though: A two player option of any description and realistic crashes. When the cars collide in Formula One.



the results are less than spectacular. Thankfully, Psygnosis has

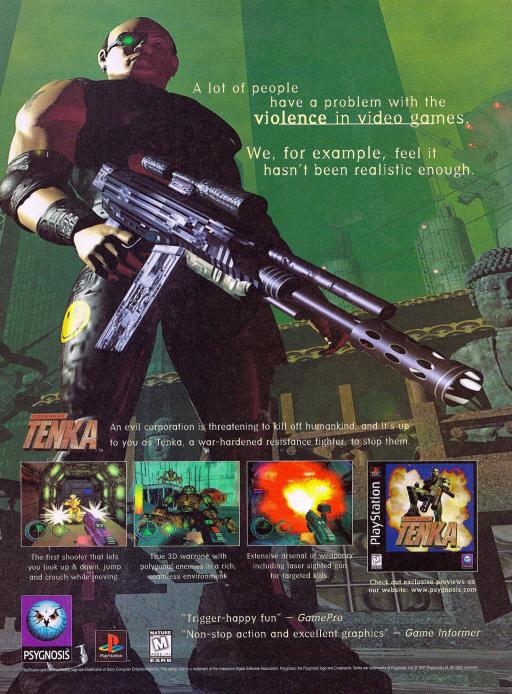
addressed both these problems, including a fab new split screen mode for two players, and making the cars flip, tumble, skid and generally crash. Wow! Could this be perfect? Psygnosis certainly hopes so, adding that many of the little glitches and bugs found in the first game are fixed for this incarnation.

All the new data for the 1997 Formula One season will be intact (give or take the fatal exceptions that occasionally occur in the course of a dangerous sport!) and stat fans will find that the

tracks, cars and graphics are accurate to the last detail. So if you hought that Formula One couldn't be topped, think again. Formula One '97 is more of a quantum leap than a sequel.

One of the things missing from the original was realistic crashes, a feature that has been added for '97 - in spades.





# Fighting Force

Another revelation that the makers of Tomb Raider are a force to be reckoned with

e have been getting updated versions of Fighting Force ever since we first reported about this hot new title in our April issue. This month, we are finally getting a chance to see much more of the game.

All of the playable characters are now in the

game, and they have all been redesigned by Mark Silvestri

Mace is one of the female characters and, judging from the bouncing, she could use some sort of sports bra.

of animation giant Top Cow. There are a total of four characters, two female and two male, and they are all completely unique in looks and abilities. The two female characters wear very little and move quite a bit (if

you know what I mean!), while the male characters are each equipped with bulging polygon biceps. Many of the moves (rumored to be well over 100) have not been implemented, but the developers explained how the game would play differently depending on the character you picked. For example,

the stronger character can heave engine blocks, vending machines, and some vehicles at the enemies, while the weaker characters have much faster attacks and must rely on speed and old fashioned guns.

We also got a chance to see more levels, which all have ornate detail and depth. Not many of the enemies or objects were in place, but when the game is finished nearly everything on screen will be completely interactive. If you see a piece of beef jerky sitting on a table, odds are you can pick it up and start smacking bad guys upside the head with dehydrated meat.

We'll keep you posted with all the information we get until Fighting Force finally comes out.

> The underground subway has lots of possibilities, including being smashed by a train.





SYSTEMS: PLAYSTATION, SATURN PUBLISHER: EIDOS DEVELOPER: CORE

RELEASE DATE: OCTOBER

The redesigned Hawk is much improved over his vestwearing predecessor.



It appears that Bruce's new weapon of choice shoots Nerf balls.



Lana is the other femme, and she, too, is only lacking clothing.





Big 3D worlds,

to be explored.

it pack a punch!

like this city level, are begging

The only notable new weapon

is this bazooka, and man, does

1 Other levels revealed are this treacherous traverse over a bridge. 2 Holding the enemies while you pummel them with punches is tops.





Smasher is the biggest, strongest, character, and he can pick up engine blocks to use as weapons.

## Parappa

concept. So here,

for the last

time until

SYSTEM: PLAYSTATION PUBLISHER: SCEA DEVELOPER: SCEA RELEASE DATE: FALL 1997

## The Rappe

Hey baby, come on back to my crib for some gin and juice!



hy has Parappa The Rapper received an awful lot of attention from the gaming press? Because it's totally bizarre and completely original. Parappa is even fun, in a twisted kind of way. Sony has finally decided to release it, and boy are we glad they did. Now we don't have to bust our brains trying to explain the

It's not really a game. It's more a test of your memory and creativity. Characters appear on the screen and perform a rap. which you have to repeat. You're awarded points for creative interpretation. It's freaky and scary. The music is cool. It's hard to say who this game will

we review it, is a synopsis of the phenome

non that is Parappa.

appeal to, but we everyone. Parappa could be huge. So wave your hands in the air, and peace out!



Each 'level' is a song about a different event - here we see Froggy forgot to bring the heat...

> Is Froggy a snitch for the Man? Kick Irim to the curb!

NOITATZYAIG :MATZYZ PUBLISHER: ACTIVISION

DEVELOPER: EUTECHNYX RELEASE DATE: SEPTEMBER

Racing at day or dusk adds



It's the East Coast vs. the West Coast in a classic rap duel!



Parappa shows you one hand, you know he's packin' steel in the other!

# Grand Tour

ogether, Activision and Eutechnyx have created one of the most comprehensive racing games on the market. Grand Tour Racing features an unparalleled 3D world that combines speed, graphics, variety, and almost no pop-in.

Players can choose from eight international teams, three types of racing, and

40 different vehicles, as they race across six unique worlds comprised of 36 tracks. The worlds include 12 street tracks in Hong Kong and Moscow; 12 rally tracks in Egypt and Easter Island; and 12 off-road tracks in Switzerland and Scotland, Each ent weather conditions and at different times of the day. The control is still being tweaked, but this game is already looking

of these tracks can also be raced in differ-

a winner

Beautifully modhue cues bele detailed 30 tracks give GIH



Each area has its own terrain and surroundings, like these nervous cows in Scotland.

The lack of you-in is amaz-Ing! This shot gives you a

The full SE nature of the course means your car can go anywhere, including over the edge

## Sonie Jam

Choose which game to

play, and Sonic can run around at his leisure.

leaping, cavorting, and

enjoying himself.

very now and then Sega throws a surprise our way, like Nights or Panzer Dragoon, but this time. Sonic Jam brings back a familiar face: one Mr. Sonic T. Hedgehog, And it's a welcome return, but perhaps not in the form you'd imagined. Sonic was supposed to be back last year in a game called Sonic Xtreme. The name of the game was the biggest clue

time when marketing 'geniuses' were convinced that America's youth went to school on a jet-powered snowboard, naked. painted blue and slammin' a 'Dew'. Those were 'Extreme' times, my friends.

was not to be. A combination of factors led

3D romp that was planned fell by the wayside. It's not all bad migrated back to Japan and his original creators, including Yuji Naka, as well, so the end result will probably be better anyway. working hard on what they have Mario-style romp with (we're told) gameplay features that have never been seen in any

This crazy new 30 stuff

to its fate, Sonic Xtreme was named at a Too extreme, in fact. Sonic Xtreme

to its delay and eventual cancellation. The news, though - Sonic has Mr. Naka and his team are termed Sonic Project, a 3D other game. Think it's too late for Saturn?

> seems to suit Sonic Let's hone that Sonic Project lives up to this early promise.

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

SYSTEM: PLAYSTATION, PC PUBLISHER: ASC GAMES DEVELOPER: TOP DOG

RELEASE DATE: NOVEMBER



# TNN Motorsports Hardcore 2

ith ASC's TNN MotorSports HardCore 2, it seems as if there's a lot to look forward to this holiday season for off-road racing enthusiasts. This time around, there'll be a total of 16 competitive tracks, including

an indoor stadium-style track. You'll be able to race on all of the new terrains in your choice of ten different hardcore trucks. The game will allow you to customize your vehicle with the winnings that you earn by competing.

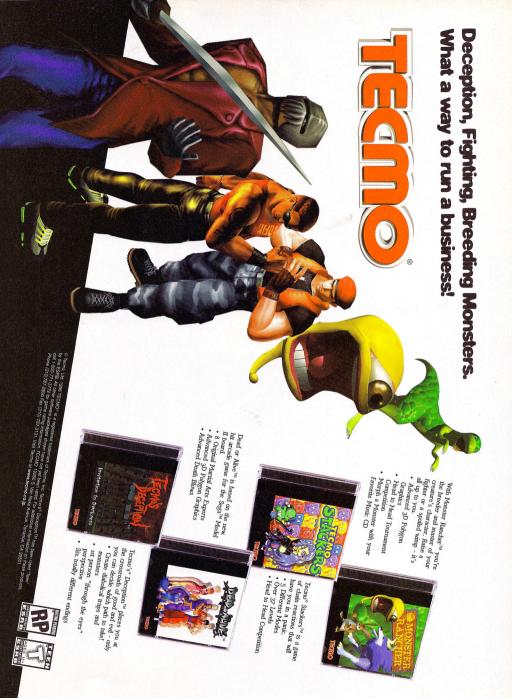
The tracks are wider than in the original title and invite the player to explore the terrain.

The physics and handling of your vehicle seem very responsive to the terrain, with plenty of spin-outs and rolling. There's even promise of some challenging vehicle damage. With the wide variety of tracks and vehicles. this should prove to be an involving challenge with quite a bit of depth and replay value.

Head-on meetings with other trucks, like in this shot, will affect your vehicle's damage meter.



Roll-overs are part of the 4X4 fun in any off-road raising game. The game will automatically right the truck instead of having to do it yourseff.



# Gext Enter The Gecko

The first-ever 600-polygon Gecko goes undercover

ex originally strutted his stuff on the now defunct 3DO and. despite the limitations of the system, it was a well-designed, original, and fun game. However, Secret Agent Gex is a complete overhaul of the original and looks to be another impressive 3D platform game.

Once again, Gex will be a wisecracking Gecko, with Dana Gould serving as the voice, but this time the 600-polygon gecko comes with a tongue and

moving lips. The parody nature of the game pokes fun at pop culture though eight different

> The light-sourcing in the circuit world is extremely impressive.

channels, each consisting of two levels Different worlds include horror, martial arts, scifi, circuit city (Tron), and

volcano, Each of the worlds looks completely different, is inhabited with unique enemies, and puts the gamer through a variety of mental and hand-eye tests. Each level has three different ways to be completed and a new three tier collectable

system intro duces a new importance to picking up

'coins' in a Gex has been animated to perform 118 moves! The usual tail whack, jump, and tongue lash are all back, along with other

moves like a firetrail. ice, and spitting proiectiles. Gex also has 3D uniforms he picks up along his journey to help get through certain areas. In the sci-fi world, Gex dons a Stormtrooper-type outfit, as well as a space helmet. The enemies are great, One of them, Hucky, is a creepy little doll (similar to Chucky) that frantically chases you with a butcher knife and when you hit him, his head falls off; then the body and the head both

Overall, the control, personality and originality of Gex: Enter The Gecko are plenty to get excited about.

The control is spot on, allow of the little lizard.

ing for excellent maneuvering

SYSTEMS: PLAYSTATION, PC PUBLISHER: CRYSTAL DYNAMICS DEVELOPER: CRYSTAL DYNAMICS

RELEASE DATE: NOVEMBER

The tail whip is still the main weapon for any self-respecting

All of the back. grounds have morphing textures and a rich, detailed 3D world

Hmm... Geckos can climb trees in real life...

logically impressive and pretty

damn funny to boot

All of the models in the game are very well done, including this fearsome Pterodactyl.



With over 118 moves, he's

only a couple behind our own Mike Salmon.

Being chased by childhood

toys is a bit embarrassing.

ver, being chased by the undead is inherently cool

Transparencies on enemies like the ghosts show off the PlayStation effects library. 2 All of the enemies are a parody of pop culture. Here's a mixture of Luke Skywalker and Trent Reznor.







### San Francisco

Don't toss out that NL4! Here comes the fun!!! Rush

emember back when the Nintendo 64 first came out? Sure, there were only two games, but both of those games were chock full of gaming goodness, full of fantastic fun... and then came the drought. Suddenly, your N64 was relegated to the 'Almost A Doorstop' shelf, What games were available either didn't offer much in the way of fun or were so hard to control that there were rumors of emergency rooms filled to the ceiling with gamers whose hands and wrists were permanently spasmed. And then along came San Francisco Rush...

It really isn't fair that one game should have all the goodness contained in San Francisco Rush. Hidden routes, big time air, fantastic crashes, screaming passengers, and exotic cars are just some

of attractions this title offers. This console version of the arcade hit will offer eight tracks (the original four, and variations of those four), have a split screen mode, and should be fully compatible

Two Volkswagens duke it out on the Golden Gate bridge.

Check out

Pier 27 It

flight sim

uot San

Francisco

when vou've

this view of

really looks just like this!

with the Rumble Pak. But now, let's talk about fun

Imagine yourself screaming down
the Embarcadero
Freeway at 165 miles
an hour when, suddenly,
you notice a large chunk of
the freeway has been demolished! Don't hit the brakes, hit
the gas instead, and you'll find yourself flying through the air. If you don't run
into the jagged rebar dangling from the

upper deck, you'll be hauling ass towards the biggest loop ever built into an American freeway system. And all that's on just one small section of one track!

San Francisco

Rush looks to be the game that puts the fun back in Nintendo 64 gaming. You know it's a good sign when all work stops in the Imagine offices because of a game. Check this out: we've had this preview copy for two days. No one has done a lick of work for that same period of time. Coincidence? We think not! We'll bring you more on this excellent racer in upcoming issues, but take our word for it. You're gonna need this game! Woohoo!!!



SYSTEM: NINTENDO 64 PUBLISHER: NIDWAY HOME ENTERTAINMENT

DEVELOPER: MIDWAY RELEASE DATE: NOVEMBER

See? You can do a barrel roll in a car. No problem!

This rebar isn't the kind of thing you want to hit at 150 mph, especially 50 feet off the ground!



Get past the rebar and you'll find yourself here...



C'mon, drive under that semi. You know you want to...









AAAAAHH! The giant Clamato tidal wave!!! Just kidding..



Get vertical and more on the first loop ever built into a freeway system!

## Felony 11-79

It may not be a racing game, but it's still a hell of a driving game

rom Climax, who delivered Land Stalker and Dark Savior for the Sega, comes an exciting new PlayStation game (its first) called Felony 11-79. And as the titles suggests, the object of the game is pretty much to run, or more to the point, drive about, The idea is pretty simple. Instead of racing other cars around a track, the object is to find your way through elaborate 3D environments, finding key check points as you go. If that sounds too easy, consider the fact that everyone and everything is likely to get in your way.

Among the many exciting features in the game is the opportunity to choose from a list of 22 vehicles, including some particularly interesting choices in the form of a Greyhound bus and a vintage Vespa scooter. To make your way through the game's tricky environments, you will need to master the strengths of your chosen vehicle and learn how to

scout out short-cuts, drive on the sidewalk and break through police barricades. The name is also

blessed with realistic controls and a genuine sense of speed, making the intricate maneuvering all the more satisfying. Keep this one high on the must-have list

When the game finally makes it to the US it will be published by Ascii. The name at this point is still tentative (the game

was called Runabout in Japan), but they will likely be changing it to something that more accuratel describes the storyline of the game. No matter what the name is in the end, Felony 11-79 will undoubtedly be one of the hottest PlayStation titles to hit the market this year.



SYSTEMS: PLAYSTATION PUBLISHER: ASCII DEVELOPER: CLIMAX RELEASE DATE: FALL 1997



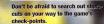
It may look like a racing game, but Runabout is an exciting, new, mission-based driving game.













Choose from a huge selection of traditional and nol-so-traditional cars, trucks and scooters.

Avoiding obstacles on your way through the 3D environments is sometimes a matter of finesse, and sometimes it's not.

1 The cops are always after you, even in videogames. 2 The Austin Mini may look cool, but don't expect a whole lot of speed out of this baby.





SYSTEM: PLAYSTATION PUBLISHER: SONY
DEVELOPER: FROM SOFTWARE

RELEASE DATE: SEPTEMBER

#### Armored Core

If a heavy dose of colliding metal gets you hot, then look no further

t first plance, it appears that has much, much more.

Armored Core is Sony's version of Virtual On, but this game

The robots were all designed by the same artist who created the Japanese Anime Macross (better known here as Robotech), and the results are stunning. What makes Armored Core so promising is its depth and variety. Players can create their own robots by choosing from different heads, bodies, arms, weapons, legs, computers, and colors. The possible permutations of different robots is enormous (Ok, so we're not so good at math and we made a general

statement) and gives the player the opportunity to individualize each mech. Once the robots are created there are two completely different

Effects, like the spray in the sewer level, give Armored Core a smooth look.

> games to play. The twoplayer game is essentially Virtual On. a split-screen robot showdown on one of several arenas. The ability to create your own mechs really enhances this part of the game,

because you can save a mech and travel the free world battling other geeks (uh... I mean players). The graphics in Armored are even sharper, smoother, and richer than Virtual On and the speed of the game is actually faster.

The one-player game is where Armored Core delivers the full package. You have over 40 levels to explore. including Doom-like narrow hallways and MechWarrior-like

open areas, each filled with a variety of mechanized baddies, gun turrets, and armored vehicles. The 360-degree nature

> Overall, Armored Core looks to have all it takes to be one of the bestplaying, best-looking games this year.

movie, it's actual gameplay.



Depending on the type of robot you build, you have different flying abilities

One of the coolest parts of the game is

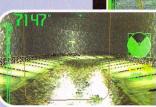
flying your mech

through the levels

of the gameplay has the player flying

through the air shooting down planes and ducking behind corridors to take out turrets. It promises to be an intense battle.

No. this isn't a pre-rendered





The variety in levels has your Me

great light-sourcing are the norm in Armored Core.



The mother of all weapons takes out everything in



The split-screen battles are very similar

to Virtual On, but the teeny windows

could be bigger.



Enemies ily overhead and attack from the ground,

1 We're just guessing, but we think that the Japanese text says something like 'you are loser boy, go home'.





# Street Fighter Collection

Like fine wine and Bill. the classics only get better with age.

his summer, Street Fighter fanatics are in for a special treat, as Capcom unleashes the Super Street Fighter II collection, a two disc set that includes three games in one. The known titles on the disc are Super Street Fighter II and Super Street Fighter Il Turbo. Capcom also mentioned

that there will be a third

That flash-kick still works as

well as it ever did!

mystery game in the collection that has never been seen on U.S. soil. Our best guess on this game is either Street Fighter Alpha Zero, which is a pumped up version of Street Fighter

Alpha that appeared only in Japan, or some sort of special Championship edition... we think.. This collection offers fans of Capcom's flagship series a chance to play what are largely considered the best Street Fighter games in the series. Super Street Fighter II, originally released in 1993, is the first game to intro duce Dee Jay, Feilong, T.Hawk, and Cammy, It's also the most balanced game in the series.

Although the speed of the game can't compare to the newer games, there is no doubting that SSF II is the quintessential Street Fighter game. Super Street Fighter II Turbo.

originally out in 1994, introduced the

hidden character Akuma for the first time. Essentially SSF II Turbol adds speed and the classic combo system for what most consider to be the perfect Street

Fighter game.

This appears to be an essential for any real fan of the Street Fighter series, and we'll let you know if the games are up to snuff as soon as we get a chance to give them a play.

There's nothing like a cat fight to catch a gamer's attention!



Dee Jay was introduced in SSF II, and immediately became one of



Super Street Fighter II and all it's options and modes will be included in full.

Is it our imagination or are the SF guys geiting bigger and buffer in the Superserles? SYSTEMS: PLAYSTATION, SATURN PUBLISHER: CAPCOM DEVELOPER: CAPCOM RELEASE DATE: AUGUST

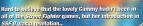


fire-breathing antics are here in











## Sky verget

hile the 'A' list of prospective arcade games ripe for console conversion has steadily been depleted, Sega has now turned to some of its less prominent arcade titles in the hopes of bolstering the Saturn's game line-up. This sint as had as it may seem, as even a mediocre Sega arcade game usually outshines much of its competition, and fans of Afterburner and G-LOC are sure to find Sky Target a welcome addition to the classios flight-sim/shooter genre.

Gameplay, as is expected from this genre, focuses more on

The ability to close in on targets make Sky Target a more immediate experience.

shooter than flight-sim, but the mixture of high-tech jet fighters and real-time 30 envinoments should appeal to general gamers and military techno-philes as well. The player will be able to pilot one of four modern jet fighters, each featuring unique performance characteristics, through 12 geographically diverse levels. There's been no final confirmation as to the types of the pilotable aircraft, but these screenshots seem to indicate that an F-14, F-15, F-16, and EF-2000 will be the available rides.

Sky Target features a multitude of enemies ranging from airborne jet fighters and helicopters, sea-based battleships and destroyers, to miscellaneous ground targets, like bunkers. Overall, the enemies attack in wave after unrelenting wave in real time 3D environments. Occasional inclose confrontations with giant bombers

> help to enliven the gameplay with an intimacy and immediacy lacking from similar flight games like Ace Combat.

Somehow, jets versus helicopters just doesn't sound fair... GOOD! SYSTEM: SATURN
PUBLISHER: SEGA
DEVELOPER: SEGA
RELEASE DATE: JULY





Sea-based enemies, like battleships and destroyers, add some nice variety to the shoot-fest.

#### **Earom Shot**

ool simulation games, just like fishing titles, have aways seemed to play to a very limited audience. Their steady successes often take most gamers totally by surprise. But judging from the description and screen shots of *Carom Shot* from ASCIII, the appeal of a pool similation.

Ah, billiards and

game might seem a bit more understandable. On top of the sharp, colorful graphics, the game houses tons of camera angles to attract and hold the attention of even the most novice of pool players. One of the more interesting features incorporated into Carom Shot is the gamer's outlon for playing in Story Mode.

You'll be able to place bets and win cash from some very skilful Al characters, while progressing through the ranks from amatteur to pro. With the promise of secret stages and other goodies, Carom Short tooks like it has the potential to become the FlayStation's cross-over pool sum fit, even for gameas with no penebant for pool.

From the backgrounds, you'll be able to see that this round is probably in the earlier stages of the game. SYSTEM: PLAYSTATION
PUBLISHER: ASCLI ENTERTAINMENT
DEVELOPER: ARGENT
RELEASE DATE: SEPTEMBER



There are progressive stages throughout the game, each with opponents of different skill levels.

Good shots require nice angles.



icters to choose from, there'll also he secret stages to play in.



Like any good sports game, Carom Shot has differing game modes to choose from.

## Rzeli Panzer Dragoon RPG

Never mess with a dragon equipped with lasers and missiles

niquely conceived, and excellently executed, the Panzer Dragoon series is a favorite of Saturn fans and could very well rank with the best track-based shooters of all time. But perhaps more impressive than the challenging gameplay and the exquisite graphics of the Panzer games is the allure of the seemingly backwards desert

world populated by armed dragoons, simple farmers, and massive airborne assault vessels. In response to requests from the culti-like following the series has garnered, Sepa has made the next game in the series an RPG that will allow gamers to explore more of the fascinating world of Panzer Dragoon.

Shooter fans have no need to worry though, as the 'fly and shoot' portions of the game will apparently be retained. The role-playing elements in the game will take place in between battles as the player is allowed more freedom of move-

ment to make discoveries in the full 3D environment. Players will be able to wisit various towns, gather information, and purchase supplies. These elements also tie in with how the player raises his dragon. The dragon can take one of several different developmental paths, depending on how he is raised. The development of the player's dragon will effect combat, travel, and other important factors during the quest.

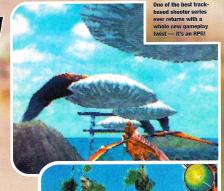
Although details are still vague, there is also a new turn-based combat system added to the game. Similar to standard RPG turn-based combat, the player will select from a variety of attacks, the result of the attack will be displayed via hit points, and the enemy will proceed to counteratuck, and so on. Whether this will entirely replace the more traditional Panzer Dragoon shooter attack system isn't known yet.



Mushrooms... Friend or foe? We say shoot and ask questions later.



Thousands of years ago, before the Golden Age, mankind was following the road of decline. The race of mankind lost its former power and was soon referred to as 'Aggressive Animals', 'Soon, man developed science and soon after, the ancestors of man's past were discovered. Using its new found science skills, man attempted to work on the ancestors' gene and DNA reconstruction which gave





The graphics engine looks much the same as the earlier games in the series, with the possible addition of a few new camera angles.

A mindless action game no more, Azel: Panzer Bragoon BPG will require the player to interact with the inhabitants of this tantalizing world.



RPG or shooter, few games can match the intriguing dragon-filled world.







The cities and villages of Panzer Dragoon are no longer relegated to FMV sequences. Search, explore, and discover full 3D environments and discover your character's destiny. birth to hideous monsters, and while humans were afraid of them, they lived among them.

During this era, mankind declared its restoration of rights, and The Empire boasted its might, using a newly discovered power. This power was the lost power of the 'Old Century'. The Empire took possession of 'the relic' (which was found in the dead ruins of the Old Century's City and its military facilities), along with weapons and tools.

Azel: Panzer Dragoon RPG picks up the tale from the Empire's excavation site. Enter the patrolling hunter party. One of these hunters is Edge. This day, Edge and his party are hunting 'Aggressive Animals'. However, these hunters are attacked by an aerial fleet, leaving only Edge as the survivor. He asks the man who spearheaded the attack. Kreimen, why he attacked them, but Kreimen shoots Edge and tosses him into the depths of the pit where the relic was discovered.

Plummeting to his death, Edge is saved by an 'Aggressive Animal' - a dragon. The dragon shows Edge his vision of a yet unseen, strangely-shaped relic. From here, the dragon begins flying. The ever-careful Edge stands in front of the dragon. He climbs onto his neck, mounts the dragon and begins his quest.

#### The Characters

Edge - Edge is a 15 year-old human who belonged to a hunting party whose specialty is hunting fierce animals. Now, he pursues all of Kreimen's group for the sole purpose of killing them.

Kreimen - He is the leader of the Rebellion. He plundered an important excavated artifact containing 'Azel', and escaped with it. Azel - A demi-human from the Old Times. She was discovered in the historical ruins. and was awakened by Kreimen's hand.

Take care of your little dragon buddy and watch him grow. Care for another Happy Meal, pal?

SYSTEMS: SATURN PUBLISHER: SEGA DEVELOPER: TEAM ANDROMEDA RELEASE DATE: LST QTR 1998



As many an editor at UGP would know, golden arches do hold a strange allure...



Like the wait for this game to come to the U.S.. the quest is a long one, but it looks to be worth the strungle

## Tonic Trouble

rom the people who brought son perspective as the characters zoom you Rayman, here's an even around in a 3D world. The game is shipprettier game! Tonic Trouble, ping for both N64 and PC, with a previously known as Ed. is their latest graphic masterpiece. Featuring the graphical style that made Ray Man so distinctive, Tonic Trouble takes place in

The screenshots here are indicative of the kind of gameplay we've seen in Mario 64 and Doreamon, with a third per-

a fully realized 3D world.

DVD-enhanced version for the PC. The DVD will be used to store higher quality audio and video sequences, as well as being a good excuse to buy a DVD ROM drive for your PC. The character, still known as

Ed, will have the usual range of powers at his disposal, and sharp-eyed readers will note that there are missing arms and leas in this game, as

found in Ray Man. Sadly, the N64 version is now scheduled for release in Spring '98. so vou'll just have to

wait. We'll bring you further updates in a future issue.

Hey, that mutant is wearing a tutu!

SYSTEM: NINTENDO 64, PC PUBLISHER: UBISOFT DEVELOPER: UBISOFT RELEASE DATE: LST QTR 1998



Why a guy with no arms or legs is smiling is beyond us!





To arms! To arms! And two legs would be nice, too!





# Silicon Walley

MA Design is a wee software company located in the bonny glens of Scotland, When not wearing kilts, cloning sheep, playing bagpipes or 'acting like a right bunch of radges and bampots', these lads and lasses like to create stellar games, like Lemmings. They've been cranking away at this and Body Harvest for the N64 for ages now and the results are pretty nice looking.

Silicon Valley takes place on an abandoned space farm-type thing, now over run



Either this thing is the space station or we're losing our minds...

with bonkers, self replicating cybernetic animals. Your job is to take control of the installation by destroying or assimilating these half-crazed, yet endearingly cute, mutated monstrosities.

The in-game motion and appearance is reminiscent of (AIEE!!!) Mario 64, but the range of vehicles soon eclipse that initial impression. You can run, fly, drive and swim around the Valley. It looks cool. The creatures are overwhelmingly cute, but the game is tempered with unreasonably violent explosions and death - so it has appeal for sociopaths and families alike. Some questions have been raised about the future of the game, given that the publisher, BMG plans to stop publishing. Our guess is that Interplay might end up releasing this



This is a bizarre robot/tank/polar bear combination. If you aspire to becoming one, this is the game for you.

SYSTEM: NINTENDO 64 DEVELOPER: DMA DESIGN RELEASE DATE: FALL 1997

SYSTEM: PLAYSTATION PUBLISHER: SCEA DEVELOPER: CHANTEMAR CREATIONS RELEASE DATE: AUGUST



## Steel Reign

ossessing controls similar to Twisted Metal and graphics rivaling those of Warhawk, Sony's tank-sim game, Steel Reign, seems to be a promising title. Featuring weapons ranging from homing missiles to multiple land mines, you're able to choose for yourself exactly what kind of death you want to deliver from your 360-degree

rotating turret. With smooth arcade style controls and a diverse set of landscapes, you'll definitely be able to immerse yourself in the action (just try the first person camera perspective). Considering the absence of any really similar games available to PlayStation gamers, Steel Reign might be able to carve a nice niche for itself in the market.



With flat, massive terrains and more enemies than you can shake a stick at, Steel Reign's got you kung-fu fighting your foes in a tank. You know, this has got to be the biggest beach l've ever been on...



#### G-Police

SYSTEM: PLAYSTATION
PUBLISHEM: PSYGNOSIS
DEVELOPEM: PSYGNOSIS
RELEASE DATE: FALL 1997

ell, if you bought a PlayStation years ago, back when it was all new and shiny, you'll have seen a picture of a game called. A Police from Psygnosis. You see, it was supposed to be out soon after the PlayStation launched, but after nearly three years of development and unfeasible

amounts of cash, it's danged nearly ready. So what is G Police, and why did it take so long to produce? Well, it's a reasonably complex, graphically stunning 3D shooter. featuring futuristic police helicopters and lots of 'stuff that blows up' Why did it take so long to finish? Well, let's just say that if you fill a room full of people with long hair and computers, then things start to slow down, but the action in G Police doesn't. It's a

blast a second.

Although the game contains all the usual clichés, like a little radar screen, lots of different missile types

and adjustable cameras, the sheer pace of the action and the pyrotechnic goodies around you make it a an immersive and enjoyable ride. Psygnosis promises a wide range of missions and hidden goodies. It also promises that the game really, really will come out this year. Honest...





This top-down perspective not only looks pretty, it allows you to see the bigger picture, spinning round to take out enemies approaching from behind.



breeze to control.



## Psybadeck

ometime in the future, snowboarding simply won't be extreme enough. Snowboarding through bizarre, twisted alien landscapes on jet-powered hoverboards will be a far more acceptable sport. And that's why Psygnosis has chosen Psybadeck as its sports game du jour. Speed freaks will

> be pleased to hear that the game is being designed by some of

the people who brought you WipFout and their thirst for mind-numbing acceleration should make this fast, if nothing else. The character designs are perhaps the coolest aspect of the game, with groovy Anime style

characters that should

appeal to everybody. At this point, the designers are hard at work filling the courses with whacked-out traps, obstacles and enemies.

We've seen a very

early version of
Psybadeck, and we
fully expect it to rock the
world when it's released
this fall.



This is Cerberus, in mythology, the three headed dog that guards the gates to hell.

Obviously, this is a different
Cerberus. He only has one head.



Wow! The whole gang is, uh... cool...



These hazard-filled snowscapes are fast, smooth and sharp, thanks to the miracle of phong and gouraud shading. Expect texture maps later.



http://www.ultragp.com

Hey, he's chock full

that's, uh... cool.

of anime attitude and

#### Last Bronx

hile rumors abound regarding a possible hardware upgrade for the Saturn (or even a whole new system from Sega) that will be able to recreate the magnificence of the Virtua Fighter 3 arcade game, games like Last Bronx prove that there's still life in the Saturn until the next-next-generation of gaming arrives from Sega.

Last Bronx is the latest in the long line of arcade fighter conversions from Sega, and it could arguably best the likes of Virtua Fighter 2 and Fighting Vipers which preceded it, Like VF2, Last Bronx will place

its emphasis on high-resolution graphics over the effects-laden, but grainier graphics of Fighting Vipers. The game engine itself is basically a derivative of the engine used for VF2. Despite its age, the engine is still the premiere fighting engine currently available on a home-console system. Programming tweaks to the venerable engine will have Last Bronx running at a projected 60fps.

In terms of gameplay, what sets Last Bronx apart from VF2 and Fighting Vipers is that the each of the eight characters possess a unique hand-to-hand combat weapon to compliment the character's particular fighting style. With its high-res graphics, smooth animation, and weapon-

based gameplay, Last Bronx looks to be a major

player in the burgeoning weapons combat fighting genre.

The background environments look pectacular, but whether they add anything to game play remains to be seen.

SYSTEM: SATURN PUBLISHER: SEGA DEVELOPER: AME

RELEASE DATE: OCTOBER

Sega fighting games have always been able to communicate a sense of power, punishment, and pain.

> Go Hammer, Go Hammer, Go Ham... (Err... Sorry.)



Rubbing your friends face in it after a victory has always been the best part of fighting games. Now, it's in the game.

SYSTEM: NINTENDO 64 PUBLISHER: OCEAN OF AMERICA

DEVELOPER: INFOGRAMES RELEASE DATE: FALL 1997



Last Bronx adds weapon-based combat to Sega's all ready exceptional fighting game

### Mission:

Impossible

artificial intelligence in Ocean's upcoming movie translation, and now that *Mission Impossible*'s develop-ment is nearing completion, the graphics

Hey, isn't that Tom Cruise? It certainly better side.

like Tom Cruise, which is more than can be said for many movie conversions. Like *Turok*, the bad guys (and good guys) are fully realized and convincingly

animated polygonal figures. They react to your behavior, actions, and your attitude. Ocean is billing the game as a spy simulation rather than an action game.

that can go where a human can't, and weapons that can be combined for

different effects.
For those of you tired of endless *Doom* clones, *Mission*: Impossible may possibly

Our hero displays the lightning speed and lack of courage that has always distinguished our Central Intelligence Agency!

Outside in the freezing snow and you're charged by dressed maniac. Pull out that pistol!

The texture-mapped faces

add a pretty bizarre visual

or just creepy?

appeal - are they realistic



Experience the thrill-packed elevator ride!



## ResidentEvil

orrors! Capcom's Resident Evil 2 is currently running late. Initially, the game was going to be a superior update to the original. Capcom pulled it back a little though, in order to ensure that the sequel would be a vast improvement, with new



astonishing graphics.

Fans of the original game (and apparently there are millions of you) will remember and appreciate the game's suspense filled and often terrifying atmosphere. The good news is that the

seguel promises to be even scarier. Capcom has thrown in more puzzle elements than

found in the first game, making exploration of the zombie-filled levels all the more entertaining. You'll also have access to

new characters and new

weapons, so splattering the undead scum is now much easier. Capcom's new graphic look for the game will include transparency effects. including fire, water and quite ridiculous amounts of fresh, sticky blond Gross

> See, this is why your parents tell you not to play with matches.

SYSTEM: PLAYSTATION PUBLISHER: CAPCOM DEVELOPER: CAPCOM RELEASE DATE: LST QTR 1998



Scum-sucking zombies crawl from the sewers, no doubt flushed down there by children who didn't look after 'em.

> Look, he's dead, so ston killing him, you cruel swine.



Enhanced graphics and sound take this a step further than the original Ace Combat.

Smoother, faster and slightly more fun.

### Ace Combat 2

ou know, Ace Combat showed a lot of promise. It looked, on first appearance, like a cool, action-based flight sim. Bill. our evil. all-powerful managing editor, was less than pleased, however. He complained that it was too shallow and there was too much pop up. Since we're all desperately afraid of Bill, we begged Namco to fix the problems. And they did... kind of.

Ace Combat 2 is a vast improve-

ment in almost every respect. The graphics are better, there's more mphasis on strategy and the previously shallow ground missions have been beefed up massively. The feeling of loneliness, often experienced in the first game, has been replaced with action-intensive fear.

This version has twice as many missions as the first Air Combat and fortunately, the enemy aircraft aren't quite so dumb this time around. Dogfighting in two player

mode is enabled and essential to having a good time. So strap on your goggles, load up your rockets and feel the need

The air to ground missions are more detailed and fun than the first game.

for speed!





The EA-6 Intruder is perfect for bombing runs when stealth and secrecy is required.



Choose your aircraft carefully, its performance will affect the way you fly a mission.

Approaching small defenseless country, sir. Shall I blow them up now? - Over.



## Colony Wars

byjously busier than a big bag of amphetamine-enhanced beavers. Psygnosis has been churning out high-quality gaming goodness like there's no tomorrow. Its latest venture into the world of 3D is Colony Wars, a game

Commander or, if you're fifty, Star Raiders. The premise is simple: You are a crack starship pilot embroiled an a typically epic plot involving colonized planets, rebel forces, energy shields and massive space installations. Obviously, it is your duty to blow up everything stupid enough to fly in front of your crosshairs.

that could be fairly compared to Wing

In effect, this is like the battle sequences from Wing Commander compressed into a densely packed space combat sim. The gameplay graphics are much, much better than those seen in Wing Commander (any version) and the cut scenes are all rendered, without resorting to ugly and incongruous FMV.

Although this could be viewed as a simplistic shooter, the freedom of movement and complexity of enemy attacks makes it a whole lot more. The addition of a plotline is diverting, but fun. It looks like Colony Wars might turn out to be something special. With competition from StarFox

though, it could be eclipsed.

Hey! Green . Lantern must be down there

Set the controls for the heart of



ground may look pretty and peaceful

from here, but the atmosphere is swarming with evil galactic scum..

Damn the photon torpedoes!

Full sneed ahead!!!

SYSTEM: PLAYSTATION PUBLISHER: PSYGNOSIS

DEVELOPER: PSYGNOSIS RELEASE DATE: FALL 1997

## Shadow Master

SYSTEM: PLAYSTATION PUBLISHER: PSYGNOSIS

DEVELOPER: PSYGNOSIS RELEASE DATE: FALL 1997

lly a car, more of a bug on wheels. Bugs could have wheels. They could, really they could. Anyway, if you can get past that surreal premise, you'll find yourself in a big scary tunnel network, chock full o' bad stuff

There are a few things that lift it above the usual Doom clones, like the fact that cornering is trickier than when on foot, and the range of weapons is interestingly explosive. So far, the game is a graphical showcase — with cool lighting effects and big, big detonations.

> There will be a wide range of mobile bug-cars to choose from and lots of secret passages and stuff to blast down, but the most curious thing about the game so far is the name. Shadow Master? What does that have to do with bugs on wheels?

No doorbell? Just give it a shot and...

Nothing! Shadow Master sounds more like a Ninja-based platform game. Oh. well.



hile Twisted Metal hinted at

what could be achieved by

never really lived up to its full potential, graphically. Shadow Master

combining guns with cars, it

SYSTEM: PLAYSTATION, SATURN PUBLISHER: ELECTRONIC ARTS

DEVELOPER: ELECTRONIC ARTS RELEASE DATE: OCTOBER

#### Nuclear Strike

#### The popular series rolls on with an explosive 32-bit update

mooth graphics and classic gameplay made Soviet Strike one of the more enjoyable PlayStation games last year. Now, with

PlayStation games last year. Now, with Nuclear Strike, EA is taking the same proven formula, touching up the gameplay, adding new vehicles, and expanding on the living battlefield.

Once again, the player works for the undercover Strike Organization, but this time there is trouble in Asia. The same informative and well-executed FMV sets up the story, and the main three characters, Andrea, Hack, and General Earl, help you along the way. Like earlier versions of the Strike series; Nuclear Strike allows the player to man different vehicles in order to accomplish his mission. Harriers, jet planes, land vehicles, and hovercraft can all be used during the game to break up the monotony of constantly flying an attack helicopter. Another big change in

battlefield where the player actually gives orders to other allied troops. You can set up different attacks by sending in troops from the north while you fly in from the south. This pure action and strategy combination is an awesome prospect.

Nuclear Stike is mining on an

the gameplay is an extension of the living

Nuclear Strike is running on an upgraded version of the Soviet Strike engine, which features a beefed up frame-rate and a smoother playing game. The same aerial photograph look is here, but now the water actually moves, so the game looks less like a picture. New pyrotechnics, animations, and terrain also play a key role in the revamped look and feel.

The solid mix of timed missions, hostage rescues, and mass destruction are set to make *Nuclear Strike* one of the more exciting games this year.

The moving water gives the environment a much more realistic look.

New pyrotechnics light up the battlefield and cause rewarding mass destruction.

New environments feature volcanoes, water, and loads of land to explore.



2 SSR

and 2.5 (both)

Four for (steen)

Range 302 (brin)

Weight 75 (both)

Weight Gighton Amend





1 Detailed reports on all enemy vehicles give you an idea of how to destroy each one most effectively. 2 For certain missions, you can hop into land vehicles and planes to take out the enemy. 3 The slick FMV and presentation of *Nuclear Strike* actually helps put the player into the game. 4 The strikenet organization is once again on the rampage, but this time Asia is where It's soling down.





The ability to destroy everything on screen is easily the best part of *Nuclear Strike*.

The beautiful polygon graphics really give Nuclear Strike a sweet look, better, in fact, than any Strike to date!



## Excalibur 2555 A.D.

SYSTEM: PLAYSTATION
PUBLISHER: TELSTAR ELECTRONIC STUDIOS
DEVELOPER: TEMPEST
RELEASE DATE: FALL 1997

ith the innovation and success of 30 action/adventure games, like Resident Evil and Tomb Raider, the road has been paved for more developers to bring similar titles to the PlayStation and other next-generation systems.

You can use your brawn to fight past enemies or you can use your brains to talk your way out of a sticky situation.

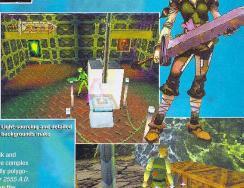
Excalibur 2555 A.D. looks like it will include the playability of a real 3D action/adventure game and also promises to incorporate role-playing tactics in the gameplay. The storyline

the storyline blends the epic myths of Merlin and the legendary Excalibur sword, but pushes the

envelope and brings them into a futuristic setting. You'll be able to

interact with townsfolk and other characters, solve complex puzzles, and battle fully polygonal batdles. *Excalibur 2555 A.D.* promises to finally take the action/RPG genre to the next level.

The game boasts over 300 locations and over 50 different characters.



Nightmare Creatures

SYSTEM: PLAYSTATION
PUBLISHER: TBA
BEVELOPER: KALISTO ENTERTAINMENT
RELEASE DATE: WINNER 17777

Stop by for the hand-to-hand combat, but stay

for the spellcasting features

hough still a work in progress, Kalisto Entertainment's debut tille on the PlayStation, Nightmare Creatures, appears to be on the right track. With 30 action-oriented gameplay, the storyline seems simple enough — it's your job, as one of two playable characters, to go in and remove

all evil from the world. You'll be fighting

the good fight against every undead freak

from Jack the Ripper to your garden variety werewolf. And you can pick them apart, limb by limb, as well (a la Disruptor). There's definitely a Resident Evil mood pervading the game. With an unbelievably quick game engine that enables you to perform all sorts of nasty combo-style attacks. Nightmare Creatures deserves to be a highly anticinated title.

The 30 fog effects make the atmosphere in *Wightnare Creatures* especially spooly.

The detail in the graphics adds realism to the horror factor of the game.
(Remember this guy from Thriller?)





You'll have a whole arsenal of weapons and special items to use against ugly mugs, like this monster.

With expansive backdrops like these, we're hoping that there'll be plenty of secrets to discover.





#### Clocktower

#### Literally gut-wrenching gameplay for horror fans

orror has always played a big role in the storylines of a bulk of successful video games, But it wasn't until the introduction of the

Horror mainly

depends on suspense and surprise... much like this policeman's head falling off in the middle of a conversation.

The areas are truly 3D-looking, with a real sense of depth and snace.



That pesky Scissorman will keep you on the run. Might be a good time to invest in a mouse.



Little treats like this are probably what makes Clocktower such a creep-filled terror-fest.

Mortal Kombat 'blood 'n' violence' selling point on home systems and the popularity boom of gorrific PC games, like Doom. that visually graphic horror became such a staple in the market for next generation gaming. Mature themes in videogames are becoming more prevalent in an

attempt to appeal to an older audience on a lot of the newer systems. This is entirely apparent in ASCII's upcoming offering. Clocktower.

> The game's storyline follows a remote Norwegian town's dealings in the distant past with a pair of scissor-wielding twins (imaginatively called the Scissormen) harboring a thirst for cutting innocent folk up into little bits. Your job exists in

the present day, decades after the supposed death of the murderous pair. But, naturally, the Scissormen are back and they're up to their old ways again. Your character must convince the skeptical bums in town about the 're-animation' of the legendary Scissormen, while dodaing the ever-present mortal danger of wearing your entrails for suspenders.

Along with the simplicity of mouse-supported pointand-click gameplay, ASCII promises to deliver when it comes to imaginative gore and the most 'BEAUTIFUL blood-bathed 3-D Polygon graphics,' And the graphics do look nice. From the brooding color schemes to the character designs, the game is visually promising. Light-sourcing gives the environments a good sense of depth and detail. The soundtrack suppos edly subscribes to the 'atmospheric' theory, utilizing well-placed mood music and suspenseful silence, together, to keep gamers on the edges of their seats. It worked well for Resident Evil, so hopefully Clocktower will take the importance of sound to the next level

We'll still have to wait and see if the overall playability and control in the game are entirely up to standards, but with all of the other cool features boosting the hype, it definitely looks like Clecktower will be one of the more interesting titles of the year.

> Some chase scenes are unnervingly close and w keep you involved in the game

SYSTEM: PLAYSTATION
PUBLISHER: ASCII ENTERTAINMENT
DEVELOPER: HUMAN RELEASE DATE: SEPTEMBER



The big selling point for the game is the gore factor. This scene doesn't disappoint.



The light-sourcing for each environment ensures an eerie experience.



### One

oised for release in November is ASC Games' high-action title, ONE. The game is structured around your character, John Cain, whose whole past is a dream-like mystery that's left him with only a mechanical weapon for an arm and a whole lot of pent-up, pissy issues to deal with. While you're trying to solve the riddles of your past, you'll have to blast through sprawling 3D environments crawling with bad quys. In fact, it's Cain's

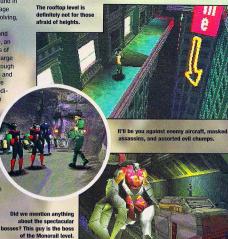
rage that keeps the whole game going. Instead of the generic health meter found in most games, you'll be running on a 'rage meter.' After all, this ain't no puzzle-solving, adventure game. It's all action.

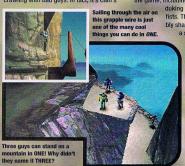
ONE's gameplay is responsive and quick, with five huge levels to explore, an alternating two-player mode, and tons of weapons. You'll be able to perform a large number of acrobatic actions to get through the dame, including ditching your gun and

duking it out with your bare fists. The visuals are incredibly sharp, giving the game

a super-intense feel. With ONE's speed and graph-lics as impressive as they are at this early stage in development, ASC may have an action bit on its

SYSTEM: PLAYSTATION
PUBLISHER: ASC GAMES
DEVELOPER: VISUAL CONCEPTS
RELEASE DATE: NOVEMBER





## Freckin Fast

he king, Mario Kart, is dead.
Long live Freakin' Fast. That is
the kind of statement that good
journalists should avoid making, because
it's typical of the hype infesting the
industry, but just wait a minute, because
Freakin' Fast might actually make you sit
up and take notice. Sure, it's derivative of
games like Super Mario Kart (and any
other battle-oriented racing
game), but the use of animals
instead of vehicles is pretty
novel. And yes, they

do run.
Each animal,
whether an elephant, a
rabbit or whatever, is
possessed of different
handling skills, just like
a car. The relative weight
of each creature affects
how high it can jump or how
it takes comers. Yup, these are
basically cars on legs. The
designers, a team called
Blue Shift, are big fans of
all our favorite racing
qames and wanted to

make sure this was fast, fun and furious. You can pick up weapons and bash the heck out of your opponents, as well as out race them.

The PlayStation is lacking a decent alternative to *Mario Kart*, and this game, with fun graphics and a cool split-screen mode, should help make up that defi-

ciency. Freakin' Fast will be making a splash on your PlayStation later this year, and it's definitely one to watch.

> The bunny rabbit is fast, with long ears. Where's his puffy tail?

Hey, check out the dirt road! Wow, is this swell or what?



SYSTEM: PLAYSTATION
PUBLISHER: UNIVERSAL INTERACTIVE
DEVELOPER: BLUE SHIFT
RELEASE DATE: FAIL 1997



Cool! He's hopping down the Bunny Trail!

Just like in real life, big platforms float on lava!

# Street Fighter EXPINS

Capcom brings new depth to an old brawler

ust last year, Capcom responded to critics who said that the company could never make the big jump into the 3D arena. Star Gladiator, Capcom's first 3D fighter, put most of these claims to rest, but the critics once again howled that Capcom was too afraid to put its Street Fighter franchise on the 3D line. To combat this new onslaught on criticism, Capcom commissioned the talented developers at Akira to give its flagship title some depth. Headed by Akira Nishitani, the original creator of the Street Fighter series. the development team's main focus was to give the gameplay all the benefits of a 3D fighter while retaining the the solid control that has made the Street Fighter series so successful. The game partially succeeded in the sense that it was a good game. However, bad distribution of the arcade version failed to give the game the exposure it deserved.

Street Fighter EX Plus does the series justice. All the characters, now polygonal, tend to look blocky at times, but not to the point where they're unrecognizable. All six buttons, three for punching and three for kicking. are accounted for. A super gauge which constantly charges throughout the match is present for unleashing dev-

Just like the Tekken series, enarke ovnlode on the screen

characters have also joined the cast to add some originality to the line-up. What makes Street Fighter FX Plus hetter than the arcade vergion are ite new features. Capcom, a company that never seems to neglect the 'extras' in its console titles is giving Street Fighter EX Plus: new super combos for every character, playable bosses, and the added personalities of school girl Sakura and 'Mr. Fantastic' himself, Dhalsim.

SFEXP is slated for release later this year. Don't be surprised if you hear more about this excellent title in the upcoming months.

astating combos. New

New characters like Skulio and Kaira give Street Fighter veterans a reath a fresh air with their new, unique

fighting styles.





Beautiful lighting effects abound in this game, especially when contact is made!











1-4 The 3D stages really bring a new element of depth and realism to this brawler. Attacks can come from any direction, not just from the left or right side.

## Mageslayer

Dungeon crawlers may never be the same again

o you remember the last time you played a really good, topdown action adventure? If you do, more likely than not, it was Gauntlet. more than ten years ago. Well, within the



next few months, you may be able to ask the same question and arrive at a different



the Gauntlet tradition, but of the latest technology and various multiplayer options. 'We wanted to try something a little different

1 Spell effects like this purple haze are comfrom first-perpletely light-sourced. son games, 2 You have to move fast but still keep to kill those mages that level of before they kill you. action ' says 3 The 3D environments are dark and eerie. Steve Raffle.

president of Raven Software. 'We figured it would be cool if you could see your player and what sort of spells you were shooting out and kind of get a feel for everything that was happening around you'. The pace of the game is extremely fast and often has the manic speed and shooting elements of a game like Quake.

Because the game has some roleplaying elements, players will have the choice of four different characters from different clans. Each character has three different attributes and different spell selections. Experience is gained as players advance through game, allowing for new spells and special abilities.

Among the four classes available are: the Warlock, the Earth Lord, the Arch Demon and the Inquisitor. Each has their own spells and attacks, as well as specific items that are only usable by certain classes.

The engine itself uses sprite-based characters and objects set within a true 3D environment. 'Lighting effects are actually very Quake-like,' says Raffle,

Power-ups will come in the form of artifacts which can generally be stored in the player's inventory and used at any time. Many of the relics are associated with one clan or another. So while any character can hold a given relic, some may only be used by a specific clan.

Multiplayer modes will include standard deathmatch and cooperative modes, while also incorporating capture the flag and king of the hill modes. Another mode Raven is working on is a competitive mode, where players will race to find a specific artifact and exit the level. Experience levels are set at the outset of a multiplayer game, which determine what powers players will be able to use

We are trying to stress fast action, with an arcade feel,' says Raffle, 'It's certainly going appeal to all of the Doom and Quake players out there.'

SYSTEM: PC PUBLISHER: RAVEN DEVELOPER: GT INTERACTIVE RELEASE DATE: NOVEMBER





**Ghosts and evil mages will** assault you at every turn.

SYSTEMS: PLAYSTATION, PC PUBLISHER: ACCLAIM DEVELOPER: PROBE

RELEASE DATE: NOVEMBER

#### Forsaken

Acclaim's dizzying shooter leaves you spinning with six degrees of freedom

hen Interplay's Descent came out in 1993, it helped redefine the 3D shooter. Taking a page from Interplay's book in terms of game design is Acclaim's latest shooter, Forsaken.

While Descent focused largely upon narrow mines, Forsaken often has large open rooms and loads of space to maneuver. Also unlike Descent, there is more gameplay in Forsaken than simply shooting a few robots. There are traps and puzzles in the single player modes that require some thought to get past. In multiplayer modes, the game shifts almost purely to an action model, as players take on one another with a wide array of weapony.

There is a large variety of weapons ranging from plasma and laser blasts to a number of different missiles. There are even two types of mines. The first kind is similar to a pipe bomb that can be detonated at will. The key is that the mine itself has a camera in it, so that you can be someplace entirely different on the level, while still seeing who is near the mine. The second type of mine is a laser device that fires at your opponent when he comes into range. There's nothing quite like the surprise one gets while rounding a corner and running into three of four of these nasty little items.

In addition to different weapons, Acclaim is furnishing players with a choice of eight different vehicles. Each has its own shield levels, maneuverability, speed and other characteristics.

Another excellent feature of the game is an amazingly detailed 3D map system. The entire map is texture mapped and lightsourced and can be rotated and scaled in a variety of ways. While it's easy to get lost in the game, the map makes it just as easy to find your way.

The game features 16 single player levels and eight specific deathmatch levels. The PlayStation version of the game supports a two player splitscreen mode for head to head competition, while the PC version of the game supports up to eight player network games. The PC version also supports the 3Dfx chipset and provides

and provides
amazingly beautiful visuals. In the
3Dfx version, textures are far cleaner,
due to bilinear filtering and the
framerate is even higher than the
PlayStation version.

eatures 16 is and thi-

Lighting effects for both the 3Dfx and PlayStation versions of the game are stunning.



The camera windows shown in the corners indicate a rear-view and a missile cam. Quite cool for seeing the look on your opponent's face as a huge missile bears down on him.







1 Given the option, you don't want to be on the business end of this torpedo.
2 Shields light up whenever there is a collision or hit.
3 Afterburners are key for getting out of tight spots.



When a game looks this good, you've just got to give it a try!

Tunnels like this one betray the game's Descent-like heritage.

#### Namco Museum

Yet another entry in the 'where are they now?' file

#### DRAGON SPIRIT:

Undoubtedly, Dragon Spirit is Namco's greatest attempt at the vertically scrolling shooter genre . Although it borrows elements from Xevious, the addition of extra weapons and more complex boss creatures puts it way ahead in gameplay terms.

Versions of this proved very popular on the Japanese PC Engine system, but never came close to emulating the arcade perfection found in this PlayStation emulation. You can enhance your dragon by picking up magic eggs, giving you more powerful flaming breath and bigger, better bombs. There are lots of hidden features and goodies, but you'll get pretty far simply by switching aut-office on and your brain off.

PACMANIA: Yep, it's Pac Man's first foray into the world of 3D, thanks to the scientific miracle known as isometric perspective. Pacmania

is a fast moving
Pac Man variant
with a twist —
Pac Man can
jump over the
marauding
ghosts. Frankly
though, other
than that new
ability and
the crisp new
graphics, it's
pretty simplistic stuff.

Baraduke is the laest game in this bunch of otherwise good stuff.

Leaping over the ghosts is fun, but hardly taxing. You can even jump around corners. Your basic Pac Man skills will be resurrected for a brief spell, and learning the new maze layouts is a lot of fun.

METRO-CROSS: Easily the weirdest game of all. You play the part of a futuristic pedestrian as he runs across town, leaping over hazardous obstacles, avoiding other pedestrians and hitching the occasional ride on a skateboard. Metro-Cross feels like a platform game, acts like a racing game and looks like nothing you ever saw before.

The fast action and almost mindless simplicity should appeal to most, but Metro-Cross isn't going to tax any brain cells. And it really doesn't make much of sense.

BARADUKE: Ah. Baraduke. This game faced stiff competition from Cancom's classic Section Z, but only in Japan — the game had a very limited release in the US. That's a shame. because it's one of the more challenging horizontal blasters around. You pilot a jetpack-clad soldier of fortune through alieninfested caverns, blasting everything that moves and collecting everything that doesn't. Graphically, Baraduke could be accused of taking you a little too far back, but you can't knock the blasting fun.

VALKYRIE: The sneaky-freaky game in the bunch — Valkyrie never saw a US release, but the cool mixture of action-RPG and shoot 'em up makes a welcome

change of pace on this disc. As a matter of fact, this engrossing and addictive little romp should keep you occupied more than any other game on the CD. Plays a bit like Zelda on the SNES, but without all the puzzle elements. Definitely a little em.

SYSTEM: PLAYSTATION
PUBLISHER: NAMCO
DEVELOPER: NAMCO
RELEASE DATE: FALL, 1997



As usual, Namco has gone berserk with all kinds of amazing intro graphics. This movie is beautifully done.

Metrocross is the weirdest game of the bunch and the fastest paced. Kind of like a cross between Mario and Track and Field...



ROUND 4 TIME 0'00"0 + 18"

ROUND 1 TIME 0'35"7



1 Yes, we know it's just *Pac Man* with jumping. 2 The ghosts are smarter now.
3 Eat death, lizard-boys!
4 Simple, but pretty graphics shine in *Valkyrta*.







The Xevious-style gameplay of Dragon Spirit is a welcome diversion from the otherwise cutesy stuff in this collection. It's all good fun, though. Dragons like trucks.



#### Marvel Super Heroes

et another in the long line of 2D flighters from Capcom, Marvel Super Heroes retains the classic balance and gameplay of Street Fighter, while adding the likeable Marvel Characters.

Marvel characters.
The characters in Marvel Super
Heroes include
Psylocke,
Juggernaut,
Magneto,
and
Wolverine
from X-Men

The towering leaps and exaggerated effects give Marvel that comic book feel.

and Spiderman, Hulk, Captain America, Shuma Gorath, Blackheart, and Ironman from other popular Marvel worlds. Each character has their unique special moves, projectiles, multi-combos, and super moves, which are all traditionally triggered by the ever-useful firebail. As of yet, most of the backgrounds aren't in place and the frames of animation have been cut down dramatically, but Capcom has assured us that by final code Marvel. Super Heroes will be on par with its other classic titles.

In the end, we've all seen and played other games exactly like Marvel Super Heroes, but the inclusion of different characters and the tried and true gameplay are sure to make this a big hit.





Psylocke and her psycho outfit represent the only lady willing to fight with the likes of the Hulk.

1 Eat your heart out, Freddie Krueger. This Wolverine's got a pair of claws and his

pair of claws and his
whole body hasn't been
fried, either.
2 The Spidey crawl,
Jump, and web are all
here for your pleasure.
3 The Juggemaut super
kick is a devastating
affact on incoming
floes, Quch!

## Xevious ED/G#

SYSTEM: PLAYSTATION
PUBLISHER: NAMCO
DEVELOPER: NAMCO
RELEASE DATE: SUMMER 1997

SYSTEM: PLAYSTATION
PUBLISHER: CAPCOM
DEVELOPER: CAPCOM
RELEASE DATE: AUGUST

amco had a fairly huge success millions of years ago, with a little game we like to call

tle game we like to call

Xevious. Although characters, spaceships and events from that game have been sporadically used

been sporadically used throughout the years, Namco never really got around to releasing a proper sequel (Super Xevious didn't really cut it) until now.

The latest version, Xevious 3D/G+ wins the award for least catchy title and the slightly more useful award of coolest game, thanks to the simple game-play and brilliant graphics. Although the polygonal landscapes and bad guys are simplistic, they look more solid than any other PlayStation game out there.

The game is so packed full of options it's embarrassing. You can play arcade-perfect versions of *Xevious* and *Super Xevious* (kno player version) as well as a special remix that Namco threw in for good measure. The two player co-op version of *Xevious 30/G+* is as good as any

vertical shooter we've ever seen. New weapons, amazing bosses and tight graphics add up to a brilliantly conceived update to one of the most influential games of all time.

> Aim for the doors! That's the only way to knock out this saucer!



The water effect adds some depth and color.



Hey, what is today? The fourth of July? Where's the Fresh Prince, now that we really need him?





First you've got to shoot up the leas of this boss...

...and then try to knock out the body. Good hunting!

## Reel Fishing

So you catch the fish and then you keep it? And name it?

ou know, it isn't everyday that a fishing sim lets you keep the fish you catch, name it, nurture it, and watch it grow into a healthy adult. *Reel Fishing* lets you do all this, and it looks stumning.

all this, and it looks stunning. The seven fishing locations range from brook to dam to waterfall, and are unique in that they are video loops of actual outdoor locations. Fish can be seen swimming under the surface, and you cast your line onto the video water. It's done extremely well, and there's hardly any artifaction at all

hardly any artifacting at all.

Each location has its own type of fish, which requires a different fishing style to catch. Switch from bait to lure fishing, and be sure to change your lure or you'll never catch that elusive black

bass. Once you have caught it, though, you can bring it back to the aquarium in the Aquaroom and feed and nurture it. You can even name it!

With Reel Fishing's emphasis on realism, and its quirky qualities, it should be a hit with newcomers and die hard fishing fans alike.

The game will offer plenty of tough competition as well. You'll have to catch a whopping 25 fish to pass on to the next level and, as an added bonus, there's a salty old fishing master to challenge.

system: PlayStation publisher: Natsume developer: Natsume release date: Fall, 1997



See what we mean?!



the rolling water on top is quite effective.



SYSTEMS: PLAYSTATION, SATURN, PC PUBLISHER: FOX INTERACTIVE DEVELOPER: ARGONALIT

RELEASE DATE: FALL

#### Grod

This is one big croc of shi-ny, gaming goodness

ise-cracking reptiles aren't exactly revolutionary (please see *Gex* and *Radical Rex*), but this wacky lizard is looking to be one of the best 3D platform games this year.

Fox Interactive (publishers of *Die Hard Trilogy* and *Independence Day*) have teamed up with UK-based Argonaut to create *Croc.* Argonaut has always been at the crest of new technology as

they helped
Nintendo with FX
chip-based games
like StarFox and
Vortex. This
marks its first
effort on the
PlayStation and,
from what we've
seen, it's having no
problems programming for

Sony's 32-bit system. The screens of the game show an amazing clarity and resolution for a PlayStation title, and the variety in levels is already evident.

The convoluted story has Croc (the hero and the title) on a mission to save the Gobbos from some sort of cruel overlord. Along the way, our reptilian hero must travel and navigate over 40

platform-filled levels congested with over 200 game arenas. The waddling croco-

dile can also run, jump, swat, climb, hang, swim and, with a little help, even fly. And from we've seen of the treacherous landscape, Croc is going to need all his moves to get through this game, However, this isn't purely an adventure game. since Croc encounters more than 30 different types of enemies. We're not

exactly sure how the game is going to play, but what we do know

is that *Croc* is an amazing-looking first entry into the platform game genre.

St.

The water level is typical as well, but at least it makes sense for a Croc to swim.

looking PlayStation games

There's no shortage of

platforms to be jumped upon

we've seen.

Giant Ladybugs wouldn't seem to be a problem for a crocodile, but most crocs don't walk on two feet, either.

Coa

What platform game would be

complete without the ice level?

He looks like he's a few clowns short of a circus, if you know what I mean.



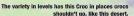
The depth of the 3D is impressive. Now if the game has any depth, we're in luck.











# Third time's a charm. If you consider death charming.



- 10 all new arenas, and this time they're enclosed.
- 30 characters. 12 completely new, each armed with their own deadly weapon.
- Select from an unbelievable 30 frames per second or an even faster 60 frames per second.
   Unique save/ranking feature holds your place between matches.
   2 player mode.
  - Dozens of brand new fighting combos. Improved game and control dynamics.

#### TAKARA

http://www.playmatestoys.com









#### Tomb Raider 2

SYSTEMS: PLAYSTATION, SATURN, PC PUBLISHER: EIDOS INTERACTIVE DEVELOPER: CORE RELEASE DATE: NOVEMBER

veryone's high-nowered, heatpackin' videogame babe is looking better and better with every sneak peek we get at one of the most anticipated sequels of the year. It looks like EIDOS and Core may have taken the figurative 'tomb' out of the title, placing Lara in

harmoons her way around the underwater sections. Whether you're anxiously awaiting TR2 for the dreamy gameplay or simply for the renewed company of a polygonal female on a lonely night, we'll let you know all the details as they develop.

wider, more spacious playing fields (Venice, the Titanic, etc.). It's also apparent that she'll have a gagale of new moves which will enable her to navigate a bigger variety of puzzling terrains. Along with all

the new features, Lara will even have the option of changing into a wetsuit while she

The backgrounds in these shots really provide the player with a sense of vastness and exploration.

The landscape of Venice proves to be true Tomb Raider territory. vith its canals



SYSTEMS: PLAYSTATION, SATURN

PUBLISHER: CAPCOM DEVELOPER: CAPCOM RELEASE DATE: OCTOBER shot, you'll notice the extra attention to patterns and detailing on the floor and walls.



The refinement of the light-sourcing techniqu used in the original Tomb Raider seems in peak performance for the sequel.

# XMen Ver Street Fighter

apcom is bringing home vet another arcade beat 'em up. Yes, it's a 2D fighter... yes, it's a load of fun... yes, it's been done before... and yes, it's still going to be one of the better fighting games around.

X-Men vs. Street Fighter features a battle between the martial arts style of Street Fighter and the magical superpowers of the X-Men. Yet Capcom still manages to incorporate that magical balance that gives each character an advantage in some way or another. Classic fights, like the speed and power of Ryu versus the massive, slow, and powerful Juggernaut, are what make this game such a treat. You've played all of the characters in different Capcom games, but X-Men vs. Street Fighters gives you a chance to play them against each other.

There's no doubt that this is a quality game. The only question is how many 2D fighters can you

possibly own?



Take your pick street savvv brawlers or hyper steroid super heroes. Victory is in your hands!

SF faves. like the lovely Cammy, take on the superpowered X-men.

> The monstrous combos of the arcade are all in place for the home version.

ork continues on Spawn, but new details about the game are slow in coming. The game is a hybrid third-person perspective adventure/fighting game that incorporates three different incamations of Spawn (Savage Spawn, Medieval Spawn, and the contemporary Spawn), some of the most popular villaims from the comic book, as well as a number of new enemies created especially for the game.

ourse, so far all we've seen is dungeon

ifter dungeon. C'mon Spawn, find a door or comething. You need to get out more!

Gameplay focuses around as some platform game-type elements. Spawn evolves and changes in appearance as the game progresses and new capabilities are acquired. Additional game teatures are a player-controlled camera, hidden rooms with weapons and other power-

quired.
atures
joiled camwith
r powerups, and
reportedly, the
game will
support Sony's
new dual
analog controller







SYSTEM: NINTENDO E4
PUBLISHER: MIDMAY
DEVELOPER: ATARI GAMES

Details of Spawn's progress remain vague, but these polygonal depictions of Spawn, Malebolgia, and Overtkill help to keel anticipation high.

The Story

Spawn, once the mortal Al Simmons, begins the game in Hell's Orchard. The primary villain in the game, the archdemon Malebolgia, has granted Simmons a second chance to find and avenge his murderer. However, there is one condition: all souls dispatched to hell by Simmons will become the property of the demon, Malebolgia.

Returning to earth, Spawn must travel through four different time periods to finally return to Malebolgia. By completin a prehistoric, medieval, and modern level, Spawn obtains the necessary magic to enter the demon's castle, where the final confrontation with Malebolgia awaits.

#### Mace

efinitely one in a short line of eagerly awaited, weapon-based, 3D fighters for the N64 is Mace: The Dark Age, Atarl Games' impressive follow-up to the much bally-hood San Francisco RUSH. Both games utilize the patented Voodoo Graphics Technology to create environments and gameplay with incredible sharpness, clarity, and smoothness. Even at this super early stage in the

they sustificate the sustained to the su

game's development, the character design is impressive. The textures on the uniforms and in the backgrounds define a distinct realism that we have yet to see on any other system.

The most innovative feature of the game is the playing arena. Sone is the super-cheese of ringouts. In *Mace*, each battlefield is surrounded by various nasty obstacles, like lava or quicksand. If a fighter happens to fall off the platform, they'll be able to climb back up, but will sustain damage depending on how long they remain in the outer area. This

highly interactive feature, along with the promise of ten playable characters, two bosses, the possibility of five hidden characters, deadly fighting combos and plenty of crafty reversals, makes *Mace* definitely something N64 owners should be looking forward to.

Although these shots were taken from an extremely early version of the game, check out the visuals on the weaponry! It's good stuff.

The special moves warrant a second look. We can't walt to see more of this game.





young, sword-slashing,

Each of the ten characters will have a unique set of moves and weapon-related attacks.

#### WELCOME TO THE MOST COMPREHENSIVE REVIEWS SECTION ANYWHERE!



rom time to time, someone will write us a letter or call us on the phone and say, 'Yeah, you got it so damn easy. All you do is play videogames all day long'. Let's get one thing straight, OK? Writing the best damn

videogame mag in the world doesn't come easy. There's the long hours, Bill's constant threats, the computer glitches, Frank's incomprehensible accent, Milke's spelling, Roger's whimpering, Francesca's, uh... well, she's gotta be doing something that doesn't help. We just haven't found it yet. Plus, there's the Art Staff, who whine all the damn time like they haven't had a weekend in three months, and on top of all that, the cafeteria only serves turkey on Monday! So we don't wanna hear you telling us about how easy we got it, OK, pal?!? WHY DON'T YOU GIVE US A FREAKIN' BREAK!

OK... they're gone. Break out the cold ones and let's get back to our Bomberman Tournament...

ULTRA AWARD
Only the best
pass this test!

## Reviews Index

#### INSIDE THE SCOREBOX

- GRAPHICS How a game looks is only a small part of the formula, but an important one. Great graphics can pull the player into a world and make the experience seem all the more real. Weighted by 4,
- MUSIC Again, music won't make or break a game, but if the soundtrack moves you in an RPG, or gets your heart pumping in a fighting game, it adds to the overall appeal.

  Weighted by 2.
- SOUND EFFECTS
  Good sound effects can
  actually help you to 'feel'
  the game better. Just imagine how much less of an
  impact a heavy punch
  would make if it only made
  a small 'tick' on contact.
- Weighted by 2.
   INTERACTION How well does the game respond to your commands? How much influence do you have over what's going on?
  Weighted by 4.
- BALANCE Is the game childishly easy one level, then frustratingly hard the next? Does your opponent

have an unfair advantage? When you want to save, do you have to walk an hour back to the village? Weighted by 4.

- DEPTH Ever bought a game, fallen in love with it the first hour, only to beat it in two hours? A great game will take a long time to finish, and offer plenty of reasons to come back for more. Weighted by 4,
- EXTRAS Did the game's programmers go for that 'little extra', tossing in codes, hidden items, secret screens, or other added bonuses? Weighted by 1.
- PRESENTATION
   Does the game create a world that draws you in?
   Do the intro screens and menus reinforce this environment? Weighted by 1.
- INNOVATION A game can be loads of fun without offering anything totally new, but the classics are always the trendsetters. Weighted by 1.
- RATING The total sum of all the categories, divided by 23.

#### THE RATING

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

- 10 Extraordinary
- 9.0-9.9 Ultra
- 8.0-8.9 Very Good
- 7.0-7.9 Good
- 6.0-6.9 Average
- 5.0-5.9 Lacking
- 4.0-4.9 Seriously Flawed
- 0.0-3.9 Unforgivable

most comprehensiv



#### NINTENDO

# 

#### Fox McCloud is back, and ready to rumble!

he first game Nintendo used to really show off a new technology was *StarFox*. The original game was developed in conjunction with a British company,





1-2 This star chart maps your journey and leads to some frantic combat among the planets.

called Argonaut and the SNES cart featured a built-in co-processor known as the 'FX' chip. Frankly, the technology was pretty backward, but in typical Nintendo style. Full advantage was taken of it and the result was spectacular. StarFox was a smash hit, allowing SNES players the luxury of a true 3D environment for the first time.

The gameplay was and is pretty derivative of Star Wars Arcade, the Atari vector smash hit. You travel through a 3D world all right, but on a fairly fixed path - and you always have to go forward in the main levels. A lot of people complain about this. but it's an important part of StarFox gameplay. If you could wander anywhere you liked, the difficulty and excitement would soon wane. Keeping the game on such tight rails allows the game designer to decide exactly what's going to happen making it a much more fun experience. And these are Nintendo game



designers!

StarFox 64 ofters several big changes over the SNES version. The first is the graphics. This looks awesome. Great explosions, super-solid land/spacescapes and fantastic frame rates. All the enemies are cleverly designed, brilliantly animated and fully convincing. No flicker, no jitters, just solid 30 goodness. Later levels get even more spectacular, with battles in deep space, inside gigantic galactic installations and over the surface of a white hot sun.

In StarFox 64, you're not just limited to Fox's spaceship, you also get a chance to drive a tank on a couple of planets. This breaks up the incressant flying and shooting and adds a whole bunch of variety to the proceedings. The tank can hover for limited periods, giving those sections an almost platform-like feel.

Boss characters are

cleverly built and invariably spectacular. As usual though, it's a simple matter of finding the flashing weak spot and blowing it up. What is clever is that your wing men, Slippy, Falco and the gang help you fight the boss characters, revealing shield strength, giving out verbal hints or showing the way to secret routes (and there are several).

The coolest thing of all? The 'Rumble Pak', a strange vibrating device that gives limited force feedback when you collide with objects



1-3 The way that the plot interacts with the action is impressive. Each fighter pilot in your squad has both purpose and personality. Certain levels are impossible to reach without the assistance of other characters. And they help when you fight boss monsters, as well as in the regular game. 4 The more difficult multi-player game. It's bough, but lots of fun.









#### RUMBLE MADNESS

reason for having four joypad ports on the Nintendo 64, but StarFox 64 is an even better one. The four player dogfight mode, while almost retarded in its simplicity, is totally and mindlessly addictive.

one in deep space or one above a planet, and duke it out against three pals. All Rumble Pak (if they own one) and the experience is intense. The razor sharp what's going on, even on a screen is recommended. You can follow the action on one you zoom around trying to blast each other. Functionally, it's identical to

game still happens on a four those windows are just cam-Why? Because the 3D nature square-ish playfield, giving

on screen - adding tons of fun and tension to any game (it's planned that the Rumble Pak will work with most new releases from now on). Even at the steep price Nintendo is charging, StarFox 64 offers tremendous value and has to rank as one of the best shoot 'em ups ever conceived. Add to

> that a four player split-screen dogfight mode, and you're on to a winner. StarFox is stunning.

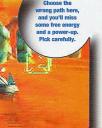
· FRANK O' CONNOR

Inventive as always, Nintendo has come up with vet another wacky gameplay device, ROB the Robot, the Zapper Light Gun, the Power Glove and now the Rumble Pak. Let's just explain the Rumble Pak once and for all. It's a battery powered (two AAAs to be precise) vibrating device which 'reads' events occurring on screen (the instructions have to be programmed game by game) and translates them into degrees of vibration. The effect is enhanced gameplay and a not unpleasant hand massage. In StarFox in particular, vibrations are felt constantly, with explosions, speed boosts, terrain changes, impacts - virtually every event. It's really, really cool! The Rumble Pak will initially be available only as a bundled extra with the StarFox game, but should go on

sale individually later this year. And in case you're wondering, the batteries seem to last for ages













1 Your tank emerges from the bay of your mothership. 2 It is possible to hover for brief periods using jet-lifters. 3 The tank is no way to avoid encounters with boss monsters - in fact, it's much harder.



#### **ALTERNATIVES**

PilotWings 64 9.0 Blast Corps 8.0 Turok: Dinosaur Hunter 8.3

#### THE LINE

GRAPHICS	VIDEO	<b>OGAMEPLAY</b>		<b>O SPECIAL</b>		
		INTERACTION	8	EXTRAS	9	
MUSIC	7	BALANCE	9	PRESENTATION	10	
SOUND EFFECTS	8	DEPTH	8	INNOVATION	7	



# rhe playstation generation generation gers its own magazine.



member of the PlayStation Generation you have helped define a cultural phenomenon that historically, is rivaled only by the introduction of Rock 'n' Roll. • For you, we've created **PSM-100% Independent PlayStation Magazine.** • 100% Independent means that you know our reviews will be honest and straight to the point, no political pandering or ass-kissing. There will be no compromises, always the full story. • 100% PlayStation means that you will see every page of **PSM** packed full of the most in-depth strategies and codes, credible news and hottest previews. No multiformat magazine can compete. • Finally, the PlayStation Generation has a voice.





## 

Just another 'caveman building a tusk tower' kind of a game

ith titles like Aquanaut's Holiday and Carnage Heart on American shelves, Japanese game developer, Artdink, has proven itself to be a company always ready to make games that aren't easily categorized. Along comes Tail of the Sun, a game in which you guide successive members of a growing tribe of prehistoric people on evolutionary journeys across a vast world in order to build a 'tower to the sun.' At

first glance, the game Rare food items can boost your tribe's evolution through the thatched roof.

seems to be the Quest for Fire version of Aquanaut's Holiday. The graphics are blocky, choppy, and flat, a bad penchant for those pesky visual pop-ups.

But then you begin to play it... Suddenly, you're upgrading your weapons, smacking around sabertoothed tigers with a big nasty spear. and gathering tusks from pink ice

mammoths, when you begin to realize that vou're experiencing something that resembles fun. The fact that the game's ending entirely depends on how you live and eat adds a certain level of realistic depth rare in a videogame title. You must

> oo, it's the big. ary, polygonal, puffy, pink mam-

moth, being all

un-Dumbo-like and

making for your noggin! Run!

The prehistoric world has lots of caves that harbor rare items that'll help your thote europee

hunt, eat, sleep, and propagate

with little to no collision detection and

FMV seament, if you're sick enough to won-

(the latter isn't Throughout the game included in an you must monitor your character's physical progress. (Me not so smart!)

der!) in order to keep mankind around for the long run. What's even scarier is that your involvement in the tribe's evolution can almost become a cultlike addiction. While Tail of the Sun assuredly won't appeal to the general gamer, it's recommended to check it out if you're in the market to expand vour gaming experience.



The more you feed your tribe, the more the population increases.











Scary to think that this is supposedly one of our distant ancestors. Not distant enough, if you ask me.

Discovering mysterious landmarks (like this pair of stone lips) keep the landscape interesting. You'll stumble over everything from allen skeletons to Stonehenge to underwater temples. (Sounds like a job for Mulder and Scully, eh?)



#### ALTERNATIVES

Master Of Orion 8.1 Civilization 8.9 Aquanauts Holiday N/A







# 

These games are old, but they're not all classics

reviously in the Namco Museum series, Volume One was good. Volume Two wasn't. Volume Three redeemed the series, but alas. Volume Four drags it down once more.

When looking at competing compilation discs, (like the Williams collections) the majority of the games are ones that, while primitive, maintain a level of solid gameplay that made originally them classics. However, Namco Volume Four pulls out some antiquities that were never great to begin with. Specifically, The Return of Ishtar, a simplistic Zeldawannabe that leaves a player bumbling with poor controls for two on-screen characters.

The best of the five games on the disc are Assault and Ordyne. Assault is a classic tondown tank game with excellent control and,

While by no means revolutionary for Its time. Assault is by far the best game on the disc.



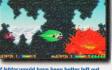
Genii also sports this top-down view that pre-dates Gauntlet.

> the most inspiring (yet still flawed) game in the group. In it. one can see the roots of several games, including Shinobi and Gauntlet, but the pacing is poor

While the characters don't move so well. Genji's boss battles were ahead of their time.







1 More annoying than exciting. The Return of Ishtar would have been better left out. 2 Ordyne is the only simultaneous two-player game in the collection. 3 The museum features plenty of memorabilia and some surprising 3D graphics.

along with Ordyne, is the only balanced game on the disc. Assault rocks with Sony's largely neglected Dual Analog stick, while Ordyne charms as a cutesy side-scrolling shooter that enables players to

> purchase a selection of power-ups.

> > Many players will recognize the side-scrolling platformer Pac-Land. which may trigger some nostalgic feelings for the ol' Pac-Man adorned in Austrian hiking

cap, but the gameplay is slow and frighteningly stale. In contrast. The Genii and The Heike Clans is

and the cheese factor is high.

Like real-life museums, some are better than others, and with the slow-loading times that have continually plaqued the series. Volume Four isn't always Become a side-scrolling worth the wait. Samurai in the unbal-

Game historians anced The Genji And may want to The Helke Clans. pick up this collection for the museum bits, but

unless vou're an Assault-iunkie. there's no real reason to buy it.

O TOM RUSSO



ALTERNATIVES

Namco Museum Volume One 7.1 Williams Arcades Greatest Hits 7.3



#### THE LINE OAUDIO & VIDEO @ GAMEPLAY SPECIAL GRAPHICS INTERACTION EXTRAS MUSIC BALANCE PRESENTATION SOUND EFFECTS INNOVATION 7 DEPTH



Safety In Numbers?
A Cruel Hoax

X X X X



http://www.shiny.com





RP

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Identify a See Computer Entertainment for all rights reserved See and See Selfen are two limester of SEEA DUTFRERSES III). All industressment

### REVIEW







# X-WING US. TIE FIGHTER

### The Force is strong in this one!

wo years after LucasArts released its last *Star Wars* dog-fighting simulation, *X-Wing Vs. Tie Fighter* has finally arrived. LucasArts has once again





1 It's not a good idea to go oneon-one with one of these, 2 Star Destroyers pack more punch than your conventional lasers,

delivered, exceeding expectations and, despite some flaws, creating perhaps what may be the best multiplayer game ever.

Graphically, the game holds up well. The superb use of mip-mapping and light-sourcing gives the beautifully detailed ships a cinematic look which almost rivals their silver screen counterparts. The ship texture maps are rich with incredible detail. This is readily apparent when inspecting one of the bigger vessels (such as a Calamari Cruiser) at close range. While the graphics are nothing short of spectacular, the frame rate is a bit more problematic. A Pentium 200 MHz or higher is required in order to have a smooth game with all the high detail modes turned on. Anything slower and things like resolution and texture-map detailing must be lowered for adequate performance. These steep system requirements are XVT's biggest dilemma.



Inderal outgoest rilled with deadly craft like this Te Interceptor.

Luke Skywalker Another flaw in the must dielli game is the inability to pilot other popular ships like the Tie Defender, B-Wing, and Millennium Falcon. It's highly likely that these ships will be available later through an expansion disk, which probably means that LucasArts is shafting players now in order to make more money later. On the other hand, the new addition of integrating John Williams' original score into the game was an excellent decision. The music sets the tone quickly and totally immerses the player into the gameplay. Incredible.

The single player missions are enjoyable, but they do lack the driving storyline that made the original incarnations so popular. However, single player action is something LucasArts didn't have in mind when making XVT. Multiplayer is where the game

truly shines and nothing comes close to reproducing the excitement received when playing over the Internet. Finding players with good latency on Microsoft's Samign Zone is

Some asteroids

received when playing over the Internet. Finding players with good latency on Microsoft's Gaming Zone is easy (there's at least 200 players atways playing), but the frame rate does take a slight nose dive. It's a little annoying and control can get sluggish at times, but other than this, the gameplay is still solid and the games are enjoyable as hell, especially the co-op missions. In these team modes, players agree to take on

1 X-Wing Fighters are good all-around vehicles, but they tend to the lack the speed of craft like the A-Wing. 2 Tie Fighters have no shields, making the pickings very easy. 3 ion Cannons are used to disable ships' shields and disable their computer systems. 4 Be careful! When was the last time you saw a group of Tie Advanced flying in formation?









### **GRAPHICALLY CHALLENGED?**

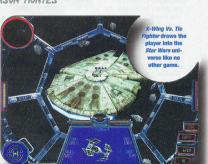
### REQUIREMENTS

- PENTIUM 90 OR HIGHER
- PP ZWODNIW O
- LL MB OF RAM
   PCI GRAPHICS CARD
- O PCI GRAPHIC
- JOYSTICK

certain mission goals, such as destroying an Imperial Star Destroyer. Here's an example: In a four player co-op game, two players have to take X-Wings to fend off Tie Fighters, while the other two players take out the Star Destroyer in their Y-Wings. This kind of environment not only promotes teamwork, but it also creates a sense of urgency to not let your teammates down. This kind of feeling is rarely produced in a game and is indicative of network gaming at lits hest.

In the end, Star Wars fans finally have something to cheer about it. XVT is Star Wars dogrighting the way it was meant to be. The game isn't perfect, but being a Star Wars game forgives a lot. Nothing else holds the same appeal as piloting an X-Wing or Tile Fighter. If you can get past the steep system recommendations and somewhat stagnant frame rate, you're in for a whole lot of fun. With the disappointing Shadows of the Empire earlier this year, XVT redeems LucasArts and restores it to its former glory. Don't miss this one.

· JASON MONTES



As good as the graphics in *X-Wing Vs. Tie*Fighter may look, they don't move nearly as
well as they should. Only gamers with high end

PCs (Pentium 200s or better) should play the game with high levels of detail. A stark contrast from the beautiful textures and detailed ships, the frame rate is disap-

pointing no

matter what PC is running the game. The frame rate problem is even more noticeable when playing multiplayer games over the internet. That being said, any self-respecting gamer won't care. XVT is Star Wars. and it's fun.













1 Check out the awesome light sourcing! 2 The Pilot Roster keeps track of all your pilots' statistics, from kills to missile hit ratios, 3 The Tie Advanced is the only Empire ship to have shields and light speed capability. 4 The larger craft, like the Calamari ships where folks like Admiral Akbar reside, are visually awe inspiring and display significant levels of detail. 5 Docking with capitol ships isn't recommended until all ships have cleared. 6 Take care of your wingmen and they'll return the favor later. 7 Those pesky Tie Advanced may have shields, but you have the Force! 8 Flying in formation is crazy insane! What are you trying to do? Get yourself killed?





### ALTERNATIVES

Shadows Of The Empire 6.3 Independence Day 5.3 Wing Commander IV 6.8

THE LINE

OAUDIO &	VIDEO	<b>OGAMEPLA</b>	IY	<b>OSPECIAL</b>		
GRAPHICS	8	INTERACTION	70	EXTRAS	a	V 5
MUSIC	10	BALANCE	9	PRESENTATION	9	
SOUND EFFECTS	10	DEPTH	9	INNOVATION	B	

### REVIEW PLAYSTATTON







# 

Finally, a real multimedia experience on your PlayStation!

hen you're reviewing games, you can never let first impressions count. Obviously, you only have to see a movie once to know it sucks, but you might have to play a game dozens of times before you can be sure if it's good or bad. My first couple of tries at Broken Helix were frustrating and annoving, but a couple of hours later and I was totally engrossed.

It's unfair to describe this as a cross between Doom and Resident Evil. but that's kind of how it works. The actual gameplay takes place in real time, in real 3D environs, but puzzle solving, stealth and wits are far more important than any of the

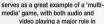
pyrotechnics you have at your disposal. And frankly, some of the weapons suck.

The plot is the usual half-crazed sci-fi fare: you and a band of soldiers are aboard a giant scientific installation in space, investigating an experiment that has gone tragically wrong, although just how wrong you won't know until near the end of the game. The space station is full of hostile humans and other, less cuddly creatures, most of whom have to be shot. But as we mentioned before, random violence won't get you too far. The key to Broken Helix lies in sneaking past security robots, talking when appropriate, and mercilessly killing if necessary. One of the more interesting (not to mention hilarious) features is the ability to change your attitude from hostile to downright ornery. The voice of Bruce Campbell (of Evil Dead fame) serves up verbal lashings around every corner, and the



1 The hero has a hilarious Arnold-like voice, Engaging in verbal warfare results in some of the best parts of the game. 2 Nice rendered FMV scenes set

up the deep, convoluted story. 3 One of the most disappointing elements in the game are the bullets. They look like little cereal pellets coming out of the gun.



the game. Unfortunately, the play mechanics can't quite match up to games like Resident Evil and Doom. Perhaps Broken Helix 2 will be able to fix the small problems that could've made Broken Helix a great game. However, that isn't to say that the game isn't fun, because I had a blast playing it. The sneaking around, and great voice-work are enough to keen anyone interested. Broken Helix is a truly unique game that I would recommend to anyone looking for something new.





The actual combat isn't as Intense as other pure action games but the adventure elements do make up for it.





This 'stool' pigeon (I'm sorry, I couldn't resist) provides some more fun and information as well.



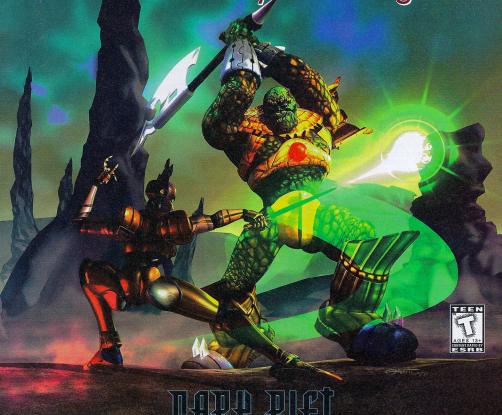
Blow nerdy scientists into bits and your character gives a satisfying (and sarcastic) bye-bye.

ALTERNATIVES Resident Evil 9.2 Final Doom A.L Brahma Force 7.9



OAUDIO &	VIDEO	<b>OGAMEPLA</b>	IY	SPECIAL		
GRAPHICS	7	INTERACTION	9	EXTRAS	В	
MUSIC	B	BALANCE	Ь	PRESENTATION	9	
SOUND EFFECTS	10	DEPTH	B	INNOVATION	9	

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



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













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N64



- GENRE, RACTNG
- PLAYERS. 1
- PUBLISHER, ATLUS SOFTWARE
- DEVELOPER, CAVE
- RATING. KA M.S.R.P. \$59.95

lending standard street racing with a touch of rally action, Peak Performance is a cross between Need For Speed and Test Drive: Off Road. The catch is, four of PP's five winding, arcade-style courses are set on mountaintops, complete with shortcuts and lots of turns to powerslide through. The 21 cars aren't licensed, but are easily distinguishable as Mazdas, Hondas, and Nissans - nothing too high-end, Graphically, the game offers good lighting, and pop-in is almost non-existent, but the scenery, and ultimately the racing action, are strictly middle of the pack. With loads of extras, including a 'create-vour-own obstacle course,' this one is more amusing than compelling.

### O TOM RUSSO



Peak Performance can't really compete with the big boys, but it is an enjoyable ride.

### RATING AUDIO/VIDEO GRAPHICS MUSIC SOUND FX GAMEPLAY INTERACTION BALANCE DEPTH O SPECIAL EXTRAS PRESENTATION INNOVATION



### 

hanks to its Voxel 2 Technology rendered graphics, there are few games that can compare to Comanche 3 in terms of visuals. There

is some question as to how accurate a flight model Comanche 3 presents (it seems a bit too easy to fly), but since NovaLogic boasts that the game has been flight tested by actual army test pilots, we'll have to take its word for it. Gameplay is

entertaining, but the enemy Al in general, and the wingman Al in particular, seem lacking (enemies always seem to be encountered in groups, and your wingman seems to have an agenda all his own).

GENRE. FLIGHT SIM

- PLAYERS. 1 TO A
- PUBLISHER. NOVALOGIC DEVELOPER. NOVALOGIC
- RATING, KA
- ø M.S.R.P. \$49.95

### REQUIREMENTS

- Pentium PC LIDOUS 95 OR DOS
- 14 MB RAM
- VGA CARD OR BETTER
- SOUND CARD
- 2X CD-ROM DRIVE JOYSTICK RECOMMENDED

Voxel Space 2 rendering technology delivers eve-popping graphics to Comanche 3.

Overall. Comanche 3 is beautiful to look at and fun to play, but seems to leave an impression that it's not as realistic as it should be.

O ROGER BURCHILL

### PATTNIC

	TDE0	<b>◎</b> GAMEPLAY	,	<b>⊘</b> SPECIAL		
GRAPHICS	9	INTERACTION	7	EXTRAS	8	
MUSIC	8	BALANCE	9	PRESENTATION	В	FE
X3 GNU02	8	DEPTH	a	INNOVATION	8	





### 

nown for the accuracy of its simulations, iM1A2 Abrams from Interactive Magic continues its tradition of producing games that earn high marks in gameplay, but are graphically lacking. The graphics are certainly functional enough, but look

dated when compared to the graphics card accelerated, cuttingedge visuals that are quickly becoming the norm in PC gaming. Gamers looking for an arcade-type tank simulation should look elsewhere, as the sophisticated

challenge level of iM1A2 makes it clear that it was developed with the hardcore military sim freak in mind. Still, if you're up to

GENRE. TANK SIM PLAYERS. 1 TO B PUBLISHER, INTERACTIVE MAGIC DEVELOPER, CHARYBDIS

RATING. KA M.S.R.P. \$49.95

### REQUIREMENTS

- Pentium PC
- UINDOWS 95 0 16 MB RAM
- 256 COLOR SVGA CARD 0 SOUND CARD
- 2X CD-ROM DRIVE JOYSTICK RECOMMENDED

Looks aren't everything - IM1A2 Abrams focuses on gameplay and accuracy in its simulation.

the challenge, few games can compare to iM1A2's level of authenticity.

O ROGER BURCHILL

RATTNG

OAUDIO/V	IDE0	@ GAMEPLA	Y	<b>⊘</b> SPECIAL		
GRAPHICS	Ь	INTERACTION	9	EXTRAS	В	F
MUSIC	7	BALANCE	10	PRESENTATION	Ь	
SOUND FX	9	DEPTH	10	INNOVATION	8	



### ニンテンドウ64

few of Hexen's features stand out

ports. Hexen is one of the few third-

party titles that attempts and, for the

most part, succeeds in creating

Making use of the four-player



### REVIEW

# HEXED

### Hexen rears its ugly head on the Nintendo 64

even better.

hen Doom and its sequels were in their heyday, a lifte game called Hexen joined the ranks of first-person shooters on the PC. New to Nintendo 64, this game (which used the Doom engine on the PC) differentiates itselfrom Midway's Doom 64 in enough ways that it creates an atmosphere and mood nearly all its own. Against the current crop of

games in its genre, a
Character animation is
super slow, with
minimal frames making
this ogre look like a
paper cut-out. Ouch!

Must... kill... paper cut-out... of evil

elf death-matches from one to four players (*Gretzky* and *FiFA* are the other 
third-party entries). But the most 
serendipitous aspect of *Hexen* is that it's what *Doom 64* should've 
been, with 
options of 
straight up 
death-

matches, team campaigns against computer Al, or simple first-person campaigns, rather than just one first-person mode

(like *Doom 64)*. The level of fun with two or more players, despite nasty slowdown, is engaging and compels you to play more.

Gamers are given 30 whopping levels full of Gothic landscapes, mystical forests, secret passageways 1 Class choice provides character variation, something that neither

Doom, nor most other Doom-style games, ever had.

2 Two player mode is a blast, too, with split-screen action providing more room to see

and play.

3 You can even play the four-player mode, but only if you all have microscopes...

complete with stained glass windows, castle portways, and a ton of hidden items. Class choices from Mages, Fighters, or Priests are provided, with several levels of difficulty. Sound effects are irritating, but the music is perfectly suited for campaigns and deathmatches.

Despite its choices and multiplayer features, it's difficult to forgive the game's blunt 20 sprites (regardless of the wonders of anti-aliasing), or the general lackluster look and feel of the game. The frame-rate is similar to Doom 64, with enemy creatures aspiring to militant, jerky nutcracker dolls, their movements totally unforgivable and unimmersive. The game

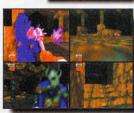
is downright ugly, with even the worst N64 games looking rather solid in comparison. Although better looking than the Saturn version of *Hexen*, the graphics can only be considered disappointing by N64 standards.

N64 standards.
Somehow,
regardless of its
almost un-Nintendo
64 look, gamers will
find themselves
playing this title for
hours with
their friends.









Hexen has its own Gothic look and a gloomy, mystical feel. The music is especially effective at setting this tone.



O DOUGLASS PERRY

ALTERNATIVES

Doom 64 8.5

Turok: Dinosaur Hunter 8.3

THE LINE							RATI	NG	
OAUDIO &	VIDEO	<b>OGAMEPLA</b>	1Y	<b>OSPECIAL</b>			- 1		
GRAPHICS	Ь	INTERACTION	8	EXTRAS	B				
MUSIC	6	BALANCE	å	PRESENTATION	7		1		
SOUND EFFECTS	9	DEPTH	a	INNOVATION	ь		1		7/
						Market Land		4	

# RATED

Hey, we realize that even though we have to show up for each and every issue, some of you out there don't feel the same way. We know that some

months are tough, and that you don't always have the extra cash to shell out for the latest issue of *ULTRA GP*. Don't fre!! These pages fill you in on all of the games you missed. Just don't worry about us, slaving away

each and every month. It's OK.

When a game is really good, we give it our ULTRA Award. We don't hand these things out to just any game — it's got to get past the most grueling review system in the

biz and still come through with at least a 9.0 rating. That ain't easy! Recent ULTRA Award winners are shown below in a special blue bar with black text. Don't miss out on these games!!!

AWARD . UL

PWA AHIJU

AMOK SATURN • Issue #96 6.4 AREA 51 SATURN • Issue #94 6.5 BALL BLAZER CHAMPIONS PLAYSTATION • issue #98 6.9 B.A. TOSHINDEN 3 PLAYSTATION • issue #98 BATTLESTATIONS PLAYSTATION • issue #97 Rating **BRAHMA FORCE** PLAYSTATION • issue #98 CARNAGE HEART PLAYSTATION • issue #95 8.6 CITY OF LOST CHILDREN PLAYSTATION • issue #97 Rating CODENAME; TENKA PLAYSTATION • Issue #95 COMMAND & CONQUER SATURN • Issue #96 CRIME WAVE SATURN • issue #94 CRYPT KILLER SATURN • issue #98 C&C: COUNTERSTRIKE

C&C: COUNTERSTRIKE

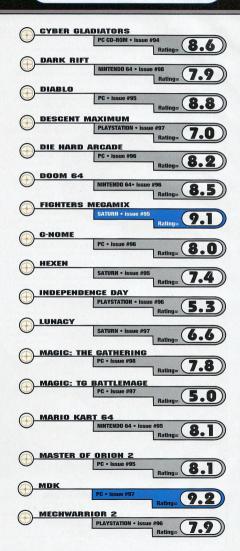
PC + issue #98

Rating= 6.3

Rating= 8.5

SPOTLICHT ON:
BRITLESTRIONS

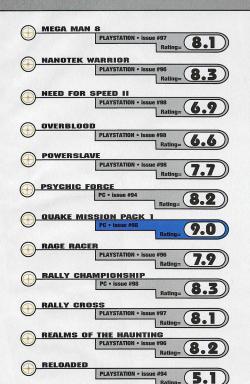
Fight for dominance of the Seven Seas with this naval combat action title!



### THIS MONTH'S TOP PICKS

1	X-Wing vs. Tie Fighter	PC	Rating: 9.1
2	iMLA2 Abrams	PC	Rating: 8.4
3	Comanche 3	PC	Rating: 8.2
4	Starfox 64	64	Rating: 8.1
5	Tail of the Sun	PS	Rating: 8.0





PC CD-ROM • issue #94

PLAYSTATION • issue #98

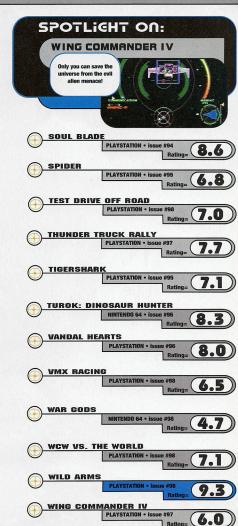
SATURN • issue #98

SATURN • Issue #97

PLAYSTATION • issue #98

Rating:

Rating=



SENTIENT

**ROCKET JOCKEY** 

RUSH HOUR

# The Traffer Park - Won't Be The Same Compiler Hamp House Che of the Che of th



All The KILLIN', Twice The HUMOR.

Half The INTELLIGENCE.

AVALABLE



An Ass-Kickin, Gun-Totin,



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THE STATE OF THE S









ven with the lure of sun, basketball, and Parappa, I'm still hard(ly) at work, inside, digging through the piles of mail searching for the blessed recipient of the monthly, glorious Golden Banana (sounds kind of risque if you ask me, but no one ever asks me... ). If you think you've got

something good enough to put in ULTRA GP, send your submis-

sion to: All Access, ULTRA Game Players, 150 North Hill Drive, Brisbane, CA 94005 or send your e-mail to: freyes@imagine-inc.com. Be sure to include your name, address, and what game system you own.



### REINERK RAMPAGE

PUBLISHER: INTERPLAY

SYSTEM: PC

### Cheat Codes

Enter these codes at anytime while playing.

Code	Effect	
rdali	All items and full health.	
rdclip	Toggle clipping mode.	
rddebug	Toggle debug mode.	
rdelvis	Toggle God mode.	
rdguns	All weapons.	
rdinventory	All inventory.	
rditems	All items.	
rdkeys	All keys.	
	Toggle no monotoro mede	

rdrate . . . . . . . . Shows framerate. showmap..... Shows map.

rdskill#..... Change skill number # (1-4).

rdunlock. . . . . . . Toggle locks.

# SELECTED TRA

SYSTEM: PLAYSTATION

### Unlocking the Tracks!

Go to the Options Menu and set the difficulty to Amateur. Set the Trophy Presenter

to Male. Now return to the Main Screen and press Up, Right, Down, Left, Up, Right, Down, Left.

Head back to the Options menu again. Now reset the difficulty to **Professional and the Trophy** 

Presenter to 'Rider's Choice'. Return once more to the Main Screen and press Up, Left, Down, Right, Up, Left, Down, Right. If you entered the code correctly, you'll hear a 'Cha-Ching!' sound. Now you can go back and race all the tracks in Practice mode.

# INDEPENDE

PUBLISHER: FOX INTERACTIVE SYSTEM: PLAYSTATION

### **ID4 Level Passwords**

Level	Easy	Medium	Hard
Washington	DBKHN	<b>DBKMO</b>	DBKQO
New York	GBKHW	GBKMX	GBKQX
Paris	LLSHW	LLSMX	LLSQX
Moscow	NL9HW	NL9MX	NL9QX
Tokyo	R39JD	R39NF	R39RF
Oahu	T59HW	T59MX	T59QX
Las Vegas	. Z99HY	Z99MZ	Z99QZ
Mothership	. 399HG	399MH	399QH

Enter these cheats at the password select screen.







DUD TSHER! ACCLATM SYSTEM: PLAYSTATION

### Code Nuttiness and Level Skips

Pier . . . . . . . . . . . Triangle, X, Triangle. Triangle, Circle, Square, Triangle, Square, X. Circle X. X. X. X. Triangle. Square, X, X, X, Circle Triangle, Circle, Triangle, Tomb Circle, Square, Triangle, Triangle, Circle, X, Circle X. Triangle, X. Triangle, Square, X. X. Triangle. Square, Circle Triangle, Triangle, Triangle, Triangle, Circle, Square, Triangle, Square, Square, Circle Day of the Dead... X. Triangle, X. Triangle, Square, Circle, Circle, X. Square, Circle Triangle, Circle, Triangle, Circle, Circle, Triangle, X. Circle, Square, Circle X. X. Circle, X. Square, Square, X. Triangle. Triangle, Circle Triangle, X. X. X. Circle. Rorder Land Square, Triangle, Square X. X. X. Circle, Square,

Square, X. X.

Triangle, Circle

Level Passwords

To get the coordinates on the screen, enter the following code on the Password screen: square, X, square, circle, triangle, triangle, circle, square, X, square.

To make all the enemies and yourself into skinny little stick figures enter: triangle, triangle, X, square, circle, circle, square, X, triangle, triangle

For extremely long necks: X, circle, triangle, circle, square, square, triangle, circle, X, circle

To enter a menu to view all the game's FMV sequences, enter: triangle, triangle, circle (six times). triangle, triangle.

### CODE MONKEY

All PlayStation and Saturn Code Monkey winners will receive a GameShark Videogame Enhancer provided courtesy of Interact Accessories, Inc. **Future Code Monkey winner** who own an N64 will also receive a GameShark for their

system, but unfortunately N64 GameSharks are not yet available. ULTRA Game Players reserves the Right to substitute a prize of equal or greater value for N64 owners until such time that N64 Gamesharks become available. PC owners won't get lack! No. no. just kidding, PC owners will receive a prize of equal or greater

value than a the discretion of HITRA

CamaShark at





GAME: DIABLO

PUBLISHER: BLIZZARD SYSTEM: PC

### The Diablo

**Duping Trick**First: you must place an item that you want to

copy on the ground. Second: you need to have a potion or a scroll in

the belt area. Third: walk away from the item until it is almost off the screen but still visible and it is near the scroll or notion in the helt.

Fourth: make sure the inventory screen

Fifth: click on the item so your character will start to walk toward it and will pick it up when he gets there.

Sixth: while your character is walking, place the cursor on the potion or scroll in the belt. Seventh: at the exact moment the character reaches the item you need to click on the potion or scroll in the helt while simultaneously pressing the I key for the inventory screen.

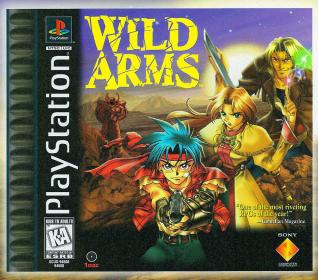
If done correctly the item will appear in the back pack and the notion or scroll that you just clicked on will now list in the description area as whatever the item was that you selected. If you now drop the potion or scroll on the ground in front of the character, it will turn into an exact copy of the item in the back pack. (Do keep in mind that if you happen to drop the original item onto the ground as well, one of them will disannear)

This will also work for gold with the added bonus that there is a way to be able to put several copied piles of gold on the ground without them going away because of the duplicated item fix. When copying gold, do not copy a 5000gp pile. Instead, remove 1 gp from a pile and copy the 4999ap pile. When the 4999 gets put back into the backpack, it will get added to the 1 gp making it 5000 again. Now take the 4999 and put it in the pack. Remove a single gp from another nile and drop it into the 4999. It now becomes a 5000 pile that the system will not see as being a duplicate item. You can do this to make as much gold as you need and you can drop the piles on the ground to share. All this for just the price of a cheap scroll or potion. NOTE: This trick may not work on all versions of the game.

Code Monkey: Gene K., Lowell, MA



# NOW, SAVING YOUR WORLD









Clip this coupon and take it to any Sears Funtronics Dept. for \$10 off the purchase of Wild Arms™. Valid 6/15/97 through 7/31/97

# \$10 OFF WILD ARMS

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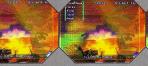
Good for \$10 off single Sears Funtronics Dept. purchase equal to or exceeding \$10 reg. and sales prices. Valid 6/15/97 - 7/31/97 only. Offer not good on layaway balances, gift certificates or credit card payments. Not redeemable for cash. Not valid with any other coupons or offers. Limit one coupon per transaction, one per customer. Void where prohibited by law. Cash value 1/20c. © 1997 Sears,

### SOVIET STRIKE

PUBLISHER: ELECTRONIC ARTS
SYSTEM: SATURN



Enter these codes in at the password screen to access different levels.





### Level Passwords and Secret Codes

Level	Password
Crimea	MAROZ
Black Sea	KRAZHA
Khyber	VERBLUD
Dracula	YADRO
Kremlin	PERIWOROT

**Code Effect** 

COLDPIZZA	Unlimited Fuel
FREEBIE	1 extra life
VOODOO	4 extra life
GABRIEL	4X weapon power
ALBATROSS	Fuel consumption
	at 1/2 speed



### TUROK: DINOSAUR HUNTER

PUBLISHER: ACCLAIM
SYSTEM: NLH

Enemy Locations



At the Enter Cheat screen, enter in NSTHMNDNT to enable a map with all enemy locations on it.









# NEED FOR SPEED I

PUBLISHER: EA SYSTEM: PLAYSTATION

### Bonus Cars and Bonus Tracks

Track Password
Monolithic Studios SHOTME
Proving Ground LDKMTD
Outback GROWPG
Northern Country HTYSBD
Pacific Spirit WGVLOG
Mediterraneano BROOOG

Enter these codes at the password screen









PUBLISHER: ACCOLADE

SYSTEM: PLAYSTATION

### Level Passwords and Codes

Enter the following in at the player name screen:

Code	Effect
BEEFY	. unlocks the monster t
LOWRIDER	. unlocks the stock car
SPRINTER	. unlocks the buggy
FIFTY	. unlocks the hot rod
FRIENDLY	. unlocks track 7
SANDDUNE	. unlocks track 8
CRAZY	. unlocks track 9
ELITE	. unlocks track 10
SNOWMAN	. unlocks track 11
ALLTRACK	. unlocks track12
DAVON	unlocks no collision











Exhibition Game Ser.

WS NEW YORK YORKEES

ruck



Game Sen

BOTTONG PROCTICE HOMERUM BERRY

START A NEW SEASON CONTINUE A SEASON

Game Sei

### 

PUBLISHER: VR SPORTS/INTERPLAY SYSTEM: PLAYSTATION

### Playing on the Field of Dreams



To access the secret field, highlight PLOY BOLL Credits on the Options menu and press Square, Circle, Square, Circle, Triangle.
If entered correctly, you should be back at the previous menu. The stadium name should now have a green tint to it. Start a game and you'll be playing in a field of corn.



### NBA ANGTI

PUBLISHER: MIDWAY SYSTEM: N64

### Cheat Codes

Code							Effect
048 .							No Music
025 .							Baby Mode
120 .							Turbo Passing
284 .							Maximum Speed
							Hyper Speed
							Unlimited Turbo
111 .							Tournament Mode
616 .							Maximum Blocking
802 .							Maximum Power
390 .							No Shoving
273 .							Stealth Turbo
937 .							No goal tending
							Maximum stealing

Enter these codes at the Tonight's Matchup screen. The red A button will enter in the first number, the bottom C button will control the middle number, and the right C button will toggle the last number.









PUBLISHER: WILLIAMS SYSTEM: NL4

### Super Password!

Enter W93M 7H20 BCY0 PSVB at the Password screen for 100% health, 200% armor, all weapons, full ammo, the backpack, and levels 29-31 finished! You'll also end up on the last level. Also, the password gives you the three pentagram items that will power up your laser.



PUBLISHER: ELECTRONIC ARTS SYSTEM: SATURN

### Vikina Madness

		1		u	: <b>M</b>	11		ഥ	
Le	rel	P	ass	W	ord				
2 .									. 1STS
									. 2NDS
									. TRSH
5		N.							. SW1N
									. WOLF
									. B4RT
									. K4RN
									. BOME
									. WZRI
									. BLKS
									. TLPT
									. GYSR
									. B3SV
									. R3T0
									. DRNK
17									. YOVR
18				100			1500	150	. OV4L
19									. T1N3
			1			**			. D4RK
21									
22						• •			. H4RD
									. HRDR
									. LOST
									. OBOY
25									. HOME
									. SHCK
27			1						. TNNL
28			1						. H3LL
29									. 4RGH
30	Hese	\$550.	THE REAL PROPERTY.	1505	1300	100	100	100	. B4RD



Enter these in at the Loading screen. Keep in mind that these codes do NOT use the letters 'I' or 'O'. Use numbers 1 and 0 instead.

### **GAME SHARK CODES**

NOTE: YOU MUST HAVE A GAME SHARK TO USE THESE CODES.

### The Crow

b60028000000 Infinite Health ........... 1606a82a007f

### Doom

SATURN

Master Code	16000914c305
	b60028000000
Blue Key	1608937c0001
Chainsaw	160893c60001
<b>Double Barrel Shotgun</b> .	160893b20001
Infinite Plasma	160893d205ff
Infinite Rockets	160893d605ff
Rapid Fire	16089426 0001
Shotgun	160893ae0001

### Machine Head

Master Code	f6000914c305
	b60028000000
Infinite Armor	160b9cb200fb
	160be37e00fb
Infinite Disruptor	160be50a000a
Infinite Grenades	160be506000a
Infinite lo-Storm	160be50e000a
Infinite Photon	160be502000a

### Madden '97

Master Code	. f6000924c305
	b60028000000
Away Team Scores 0	. 160599bc0000
Home Team Scores 0	. 1605b97c0000
Infinite Time Outs Away.	. 160599be0004
Infinite Time Outs Home.	. 1605b97e0004

IUI E
f6000914c305
b60028000000
160301ba005a
160301d2005a
160301ea005a
16030202005a
1603021a005a
16030232005a
1603024a005a
16030262005a
1603027a005a
16030ac00000

### Mess Man 9

mega man e
Master Code
b60028000000
Have Flash Bomb 160361e80100
Have Mega Ball 160361e40100
Have Water Balloon 160361f80100
Infinite Flash Bombs 160361ea2800
Infinite Mega Balls 160361e62800
Infinite Water Balloons 160361fa2800
Infinite Water Balloons 160361fa2800

MOITATZYALA



### Brahma Force

800e0c98ffff
800e0c9affff
800e0c7403e8
800e0c7803e8
800e0c7a03e8
800e0a6e0000
800e0c9cffff

### K-1 Arena Fighters

Infinite Credits	
Infinite Stamina P1	800b44b401f4
Low Stamina P2	800b44b80000
Master Ishii	80103b540008
	00103650000

### Nanotech Warrior

Infinite Armor ...... 800cac801000

### Powerslave

All Keys 80084c02ffff	
Amun Bombs 80084be2003c	
Cobra Staff80084be6003c	
Infinite Health 80084bba00c8	
Transmitter 80084c06ffff	

20ul bluut	
All Weapons/Mitsurugi	. 800ea340fff
	800ea356fff
All Weapons/Rock	. 800ea34efff
	800ea364fff
All Weapons/Seung	. 800ea342fff
	800ea358fff
All Weapons/Taki	. 800ea344fff
	000002Eofff

31 ..... D4DY



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

**Computer Contest.** Win a blazing fast computer with 200 Mhz MMX Pentium, 24 meg. RAM, 4 Gig. HD, 8X CD-ROM, Windows 95, modem and more!

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Sony Playstation w/. ASCII control pads; Sega Saturn; Game Boy Pocket; and Mintendo 64! Get all four or trade the ones you don't want for CASH! Bonus options include: 33 inch monitor, \$1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 60 inch monitor, 130 watt receiver w/ Dolby Digital Surround Sound, and all components shown. Win DSS Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

We're talkin' GAMING HEAVEN!

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

In the Figure They will be four more purgles at \$200 acrd and one tie-

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



### 

MYSTERY WORD CLUE:
WORLD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT

W_		EMITER	MAE	TODAY	HERE'S	MV	FAITRY	FFF
( -	S						P-14 1 1 1 1	Il Ber bin !
		(83.0	יוחו ע	iden Ga	me Conti	pet		

(\$3.00) Video Game Contest

State

(\$3.00) Computer Contest

(\$5.00) SPECIAL! Enter them all (SAVE \$4.00)

Name

Address

City

SEND CASH, M.O., OR CHECK TO:
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MINNEAPOLIS, MN 55426-0247

VOID WHERE PROHIBITED \* ENTITY CADALITY POSTATA FOR PAY AND 4.22 (20) 125 - VITNY TEE MUST BE INCLUDED Drily one entry put person. You must be under 80 years of it to win. Employees of Prandemonium, line, and its supplies ran you will be a supplied to the promotive of the promotive of the promotive of the supplied of the promotive of the prom

# **Calendar of Events**

# IGN

### IMAGINE GAMES NETWORK

IMAGINE GAMES NETWORK





www.3rdgeneration.com



www.gaming-enthusiast.com

www.vidgames.com

WEBPROJECT
www.metro.net/slikatel



www.segasages.com

www.sega-saturn.com



www.vfhome.com

VIDEOGAMETS. COM www.videogamers.com



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

THE SERIOUS GAMER'S PAGE

www.escape.ca/ ~tpeters/gamers.html.com

### TUE. 1 CA



TOMPED

### CANADA DAY SPECIAL Next Generation Online

investigates the creative explosion in Canada and profiles three of the leading developers.

### QUAKE COMPETITION

Stomped sponsors "The Golden Gibbs" quake competition. An invite only competition, which features prominent webmasters in the Quake community. Check out http://www.stomped.com for details.

### VIDEO GAME LINKS

### SCAVENGER HUNT

Join the Video Game Links
Scavenger Hunt. Be the first to
find everything on the list and
win free stuff.

### VIDEO GAME LINKS

VIDEO GAME LINKS CHAT Chat about the outlook of gaming for the second half of the year at Game Buzz. Chat begins at 7 PM. PST.

### погосатеть сот

### **CAST YOUR VOTE**

Videogamers.com asks: "What is the best video game of all time?"We'll be posting your comments as well. Don't miss out on this special poll.

### TROU

### TROUBLESHOOTING LIVE

Got questions? We've got answers. The editors of PSXPower will be on hand in the PSXPower Palace room to answer your gaming questions.

### THUR. 3

WED. 2



### TALKING JAPANESE

Import games are a large part of the serious Saturn owner's portfolio. SaturnWorld gives you the top fifty Japanese terms every hard-core gamer needs to know to play the games.

### FRI. 4



### FOURTH OF JULY POLL

Win a "Third Generation Great Gaming Stuff Box" in a special forum poll.

### MON. 7



### FIRST PERSON N64

Nintendo is seeing a massive load of first-person games arrive on its system. Are first-person games all washed up? Will Turok 2, Unreal, Quake, and Daikatana help to revive this tiring genre. An N64.com report.

### ONLINE INTERVIEW PlayStation Nation interviews

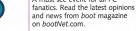


WED. 9

THUR, 10

Denis Dyack of Silicon Knights (creators of Legacy of Kain). Join us, as Denis talks about his new project, his thoughts on the industry, and how he got interested in video games.

### TUE. 8 BOOT'S LATEST FEATURES A must see event for all PC



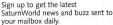
### MID-TERM REPORT

The best of '97 - thus far: A mid-year report from *Ultra Game Players Online* on the games of 1997 that have impressed us the most.

### SPORTS EXTRAVAGANZA

Next Generation Online explores the best forthcoming sports games for each console with exclusive screen-shots and Ouicktime movies.

### FRI. 11 JOIN OUR MAILING LIST



### MON. 14 PCGAMERONLINE

### PC GAMER'S TOP PICKS

Which games will you be playing at the end of the year. *PC Gamer Online* picks the top ten likely contenders.

# Www.next-generation.com



www.n64.com



www.ultragp.com

www.bootnet.com

# www.imaginegames.com

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

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

## TUF. 15

### PERIPHERALS CONTEST

Improve your gaming with PSXPower. Enter PSXPower's contest and you could find yourself with tons of great peripherals.



**THUR. 24** 

### SPOTLIGHT ON GAME MUSIC

GEO features game music with insider interviews, reader polls,



best music in the business. Who

Plus, download some great tunes

writes them and how do they do it?

SPOTLIGHT ON:

WORLD

### RPG REPORT

GEO Examines why RPGs have such a great appeal, and how they have influenced the gaming industry. GEO editors feature all of the past great RPGs, as well as point out which ones look hot in the future.



### with SaturnWorld. PC GAMER PALACE DAY

Join PC Gamer and some industry stars on the Palace for a chat.



### MULTI-PLAYER MADNESS

N64.com takes a look at the multi-player game library. Yes, Mario Kart 64 was fun, but is it still good in four-player mode? We tell what's coming up, what looks good, and how the four player feature measures up to gamers expectations.



### **GENESIS TREASURES**

A look back on some of the most influential and well made Sega Genesis titles ever made with Ultra Game Players Online. Plus, how these classics influence the games of today.



### **IGN EDITORS DEBATE**

See our editors duke it out in streaming video in a battle for console supremacy.



### SATURNWORLD POLL

The Saturn's in third place. Sega makes fantastic games. Should Sega make games for another platform? If so, which one?



SUPER PALACE DAY Join the IGN editors plus special



CONTEST The GEO Contest For Free Stuff. Check www.gaming-enthusiast.com



### guests on the Palace for a mammoth O&A session. **HEAVY GEAR DIARIES**

Starting today, Next Generation Online will begin closely following the development of Activision's eagerly anticipated follow-up to Mechwarrior 2. Expect to see anecdotes from the developers, new screen-shots and concept art.



WED. 30

### for details. N64 ADD-ONS

A full report on third-party peripherals from N64.com. Mad Catz, Interact, and Nuby will just a few of the companies whose steering wheels, controllers, Memory Paks will be rated.



**TUE. 22** 

### **BOOT REVIEWS**

Catch up on what's tops for your



### **ASCII CHAT**

ASCII will be present in the PSXPower Palace room to talk about two of their hot, new games, Felony 11-79 and Clocktower.

SATURN

The Last Refuge for the True Gamer. SaturnWorld brings you the latest worldwide information on Sega's premier 32-bit platform. the Saturn. Updated daily, SaturnWorld reports on Sega's triumphs and struggles, where it's been, and where it is going, with news, codes, reviews, previews, and the strongest Saturn community this side of the television screen.

PC with bootNet.com's latest batch

All events begin at 6 PM PST unless otherwise noted.







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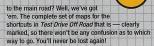
### TESTORIVE

### These aren't your father's shortcut's!

PUBLISHER: ACCOLADE
SYSTEM: PLAYSTATION

emember those long drives in the country with the family and how your dad always had to take a shortcut that was either twice as long or would get the family lost altogether? Don't you wish you'd had an accurate map to easily make your way back.

HUMMER



To feel the glory of bringing your Hummer across the finish line first, it takes the ability to cheat. Nobody gets anywhere in the offroad world by following a set path. Each of the trails off the main road

> have marked entry and exit points (although some aren't as obvious as others) and will shorten the distance to the finish line. Offered are the maps for all 12 courses. The



appear. They can be a bit misleading.

To accurately control your 4X4 beast, you need to constantly bounce between the gas and hand Brake. With a lot of games you can get away with just holding down the gas button the whole time, but with the condition of the track, snow, sand, etc., a lead foot will just send you into the trees. What you need to do, especially if you aren't completely sure about the next turn, is to tap the accelerator. This will give you more control when you have to react quickly to a situation. As for making a turn, you need to become comfortable with the use of your hand Brake. Your regular Brakes won't send you into any kind of powerslide and for the most part won't be very useful. To get the most speed and control in a turn, you need to quickly tap back and forth between the parking Brake and the gas peddle. Learn this skill!

Follow your opponents! The computer has no problem with cheating and will often take shortcuts. Following them will reveal some of the shortcuts, but there are more. That's what this strategy is for.

Note: The main road or actual tracks are marked in black and the shortcuts are marked in white. The check points which have to be driven through are marked by numbers — entry and exit points to the shortcuts are marked by letters.



DIRT TRACK
COUNTRY ROAD SHORTCUTS

Right after Check Point One, veer to the right just before the jump (A) and follow the darker green patch on the ground to Check Point Two (B). Before going through the second check point's gate, start turning right, so you can be set up for the entrance to the next shortcut. Go right, between the fare end of the bridge and the first tree on the right (C). Cruise between the two groves of trees and aim for the outcropping of rock to be on target for Check Point Three (D). Just after Check Point Four, look for the brown

rock path on the right (E).
Follow the path until
you hit the road and
Check Point Five

Shortcut C — just after



TRACK TWO

DESERT TRACK
JUMP SET SHORTCUTS

The first shortcut is just past the grove of trees after the starting line (A). There is a patch of dark dirt that points you off in the right direction. Stay to the right of the dirt mound, go in between the trees, following a tan path to the the main road (B). As you pass Check Point One and drive over the airplane, turn left at the base of the wing just over the fuselage (C). Stay to the right of the oak trees and left of the palm trees. Continue straight between the two groves of trees and aim for the space between the two cact (D) in order to be on target for Check Point Two. Turn right immediately after the checkpoint, avoiding the

trees on your left (E). Go between the rows of trees and eventually you will see the main road straight ahead (F). After Check Point Three, follow the rubble and veer right at a 15 degree angle just as the main road turns to dirt (G). Look to re-enter the road just to the left of the pylons before Check Point Four (H). As soon as you pass Check Point Five, go right at a 45° angle and follow the dark tan path (I), re-entering the track just to the left of the large mound (J).



### TRACK THREE

DESERT TRACK
SAND SPEEDWAY SHORTCUTS

This particular track has only one effective shortcut. Just after the gorge past Check Point Four, but before the sharp left-hand turn, drive between the crop of palm trees to your right (A). Follow the slightly darker dirt path, eventually tuming right onto the bridge to hit Check Point Five (B).

### TRACK FOUR

DIRT TRACK
RIDGE RUNNER SHORTCUTS

Just after Check Point Four, you'll notice a dirt path leading through the grass on your left (A). Follow the dirt path back up the roadway (B). An alternative route would be to (after Check Point Four) continue straight down the main road and veer right just before the gorge (C). Follow the pavement to re-enter the main road (D).





### TRACK FIVE

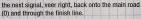
SNOW TRACK
DEVIL'S ELBOW SHORTCUTS

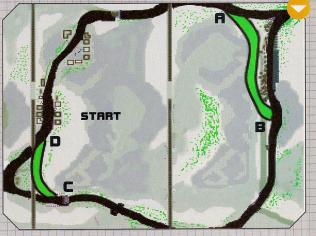
After Check Point Two, follow the main road and veer off between the only two barrels on the right that allow enough room for your vehicle to pass (A). The turnoff is almost a 90 degree angle and is easy to miss. Just as you're through the barrels, aim for the space between the little rock and the tree to its right. Continue straight in that direction, across the field of snow, until you reach Check Point Three (B).

Shortcut A — This is the only place to go between the barrels.

After Check
Point Five, turn
right onto the
railroad tracks
between the two
signals (C). Just past

between the two signals (C). Just past the next signal, veer right, back on





### TRACK SIX

SNOW TRACK

WINTER WONDERLAND SHORTCUTS

After the start of the first bend, to your right will be a row of barrels followed by a patch of pine trees. Turn right just after the trees (A). Follow the empty field of ice and re-enter the track to the left of the green barrels before Check Point One (B). Some distance after Check Point One, there will be a large formation of rock to your right. Turn right off the main road just before it (C) and drive between the right just before rocks and the trees. You'll come to a the big rock.

'Y' in the road where you'll want to stay right. You'll notice a shallow half-pipe to your left. You can follow it from above all the way to Check Point Two (D), although it could be more fun if you drive through it. Immediately after passing Check Point Five, turn sharply to your left before the second 'left turn' arrow (E). Cross over the track to the right of the rock mound and the left of the barrels Continue over a little bump and turn left cato the dirt path (F). Follow the path as it turns into dark ice to re-enter at Check Point Five (G).



### TRACK SEVEN

DIRT TRACK

DIRT DASH SHORTCUTS

From the starting point, immediately turn left (A) and follow the dark green path with the grey spots until you re-enter the main road before Check Point One

(B). As soon as you pass Check Point Three, look for a brown dirt trail (C) and follow it to Check Point Four. After Check Point Five, to your left will be a wide, light green road (a little hard to see) (D), Drive, to the left of the jump and across the dry creekbed to reach the finish line (E).

green path is hard



### TRACK EIGHT

DESERT TRACK

PHARAOH'S COURSE SHORTCUTS

After starting the race, go through the gorge and turn left at the ending point of the left canyon wall (A). Follow the dark tan path to Check Point One (B). From Check Point Three, you will drive along a ridge. When it flattens out, go left off the track (C). Cross some rocky mounds, and follow the dark tan trail to Check Point Four (D). Immediately after Check Point Five, go left off of the main road onto another dark tan path (E), pass the mound on your right, and reenter the main roadway (F) to cross the finish line.



### TRACK NINE

SAND TRAP SHORTCUTS

At the first bend after the start, veer towards the right past the 'Slow' sign instead of turning left (A). Follow the dirt path to Check Point One (B). There will be an obvious and very brief shortcut just after Check Point Two to the right. It can be recognized by the slightly lighter-colored dirt (C) and will lead you back to the main road (D). Just after the bend past Check Point Three, you will notice a road of gravel to your right, just after the grove of trees (E). Follow this route back to the main road and Check Point Four (F).

### TRACK TEN

DIRT TRACK UNDER CONSTRUCTION SHORTCUTS

From Check Point One, you'll take a detour up to the left (A), and follow the arrow road signs back to the main route and Check Point Two (B). After the last barrel past Check Point Three, veer off the road to the left (C). Follow the ridge of rock on your right and drop down through a niche (D) which leads into the canyon and Check Point Four.





In Test Drive Off Road, the quickest way to the winners circle is to cheat

### TRACK ELEVEN

SNOW TRACK SNOWBALL EXPRESS SHORTCUTS

Go straight from the start until you reach the first snow-covered pines to your left (A). Take a left there and go across the ice until you reach the main road (B). Take the jump on the left after Check Point Five (C) for a quick shortcut across the corner.



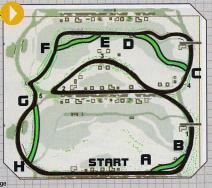


### TRACK TWELVE

SNOW TRACK PIPELINE WAY SHORTCUTS

Coming off the jump to the left just past the starting line, go to the left of the barrels (A) and you'll run into an ice path. Stay straight on the path until it veers left. Continue straight, crossing over the rocks that lead back to the main road (B). The instant you cross Check Point Four, make a hard left into the half-pipe (C). Follow the half-pipe back to the main road (D). The next shortcut is just after the log embedded in the road. Go left between the two boulders (E) and straight across the field of ice, up and over the large ridge of rocks, and back down to the main road (F). From

Check Point Five, the main road goes right. Stay



straight instead (G), driving between the two rocks and following the icy path back to the main road (F).











# out of 1

- Digital Diner

"...VR Baseball '97 is the new king of baseball games."

- PS Extreme



..a real contender for baseball game of the year - 92%."

- P.S.X.

"Beautifully textured polygonal players move with life-like grace."

- Game Pro



"VR Baseball will make you eat, sleep and live baseball."

- Game Informer



It's new, It's different. You may never go back to your old game again.



# VR BASEBALL '97

The Difference Is Real







Check out VR Baseball '97 at www.vrsports.com

Check out the official Major League Baseball™ web site at www.majorleaguebaseball.com







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re you ready for some football? That's right, my favorite time of the videogame season is coming upon us this month. Early looks at the first N64 football game, *QBC '98*, reveal the absolute best graphics I've ever seen in a sports videogame. I also unveil the first screen shot of Sony's NFL Gameday '98. It's the first PlayStation football game to go polygonal. Finally, EA's first crack at a 32-bit college football game looks to be right on

the mark. Lest we forget that football isn't the only game in town, a couple its newest hoops title for the Saturn. Finally, I have found a new favorite soccer game. Its name is International Superstar Soccer and it is unbelievable. Gotta go, the NBA and NHL playoffs are starting to get interesting.

Mike Salmon

MSalmon@gameplayers.com





No word on how the pitcher/batter is being done, but hopefully it will change from last year.

The big advantage with polygons is smooth animation and letter perfect uniforms



DEV. SONY INTERACTIVE

REL. DATE. AUGUST

rom the same talented group of developers that brought you NFL Gameday '97 and NHL Face Off '97 comes one of the last and most

promising baseball titles of the year. MLB '98 features full polygonal players and stadiums in a true baseball simulation.

The big deal here is that the developers claim to have finally speeded up the game by taking out the annoving loading time between innings and hitters. For a long time, I have been preaching

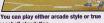
videogame baseball and finally, somebody is listening. What's even better is that all of the strategy, stats, and simulations in the game are going to stay intact as well. The shots I've seen look promising, but the true test is in the gameplay. Last year's pitcher/batter showdown was a bit slow and boring, but the developers have promised speed, excitement, and control. If all of these promises come true, then Triple Play '98 will have some serious competition.

about the need to speed up

I'll have more on MLB '98 and the whole Sony sports line-up in a special feature next month



exciting prospect of MLB '98.



### First Look!

NFL Gameday '98

**Published by Sony Computer Entertainment** Developed by Sony Interactive Studios

he first polygonal football game for the PlayStation is on its way. Last year, Gameday set new standards for gameplay and control. Now, with the smooth animation and crisp graphics, Gameday '98 looks again to be the odds on favorite for best football game of the year. I'll be visiting San Diego soon to get the full 'behind the scenes' scoop on this breaking title.



With the polygonal graphics and superb gameplay, it's going to be hard for anyone to catch Gameday '98.



The big advantage with polygons is smooth animation and letter perfect uniforms.

### N64 football is here and it's a thing of beauty!

000



PLIR. ACCLATM

DEV. IGUANA

M.S.R.P. SEPTEMBER

ports fans that own a Nintendo 64 have been ignored long enough, and with the sensational International Superstar Soccer (see review) and Quarterback Club '98,

they are finally getting something to cheer about

Quarterback Club has been improving dramatically from year to year, and this could finally

be the year it delivers the complete package. Iguana is once again developing QBC and the same team that delivered Turok's amazing graphics have been helping out with the polygonal engine. The end result is a football game that just

looks too good to be true. The polygonal players are amazing and. with the letter perfect textures mapped over the bodies, QBC '98 could easily be mistaken as an actual game on TV. If you don't believe me (although I highly doubt that), just look at the screen shots on this page for proof. QBC '98 is the first



(drop jaw here).

Even the stands look great, and the sidelines as well.

N64 game to use the system's high-resolution mode. which is why the game doesn't look

blurry like other N64 titles. However, no matter

how incredible the graphics are, it is the gameplay which will ultimately determine whether OBC '98 is a champ or a chump.

> One area QBC has always lagged behind in is features and extras. This year, they have caught up with full roster management, salary cap, full stat-tracking, and even play scripting. On the field, the game is going to take full advantage of all 14 buttons on the N64, not to mention the analog stick. I got an opportunity to play a real early version of the game and the analog stick is per-

Most of the other play mechanics were standard, but with several months of development remaining, it should finish up as my most anticipated sports game!



This year'sinterface is much sharper.



You'll have to make the big plays youself or lose!



This pass is incomplete, just like all the other Saint's passes...



The gameplay isn't complete yet, but you can already get burned by a strong defense.









1 All of the stadiums were beautifully rendered in 3D. 2 The high-resolution mode on the N64 makes all of these graphics possible. 3 Every uniform looks amazing, so you'll be able to see who's playing without anyone telling you. 4 The complete features include one of the better roster management set-ups around.

1 All 30 NFL teams are represented, including last year's Super Bowl teams. 2 With a memory card, you can save all the stats. 3 With the historical game option, you can replay key Super Bowl games and change history.







### It's homecoming all over again!

000

SYS. PLAYSTATION

0 PUB. EA

DEV. TIBURON

M.S.R.P. AUGUST

Every Division One team is repre-

sented in this game.

eeping up with its 16-bit tradition, EA is preparing a college football game based on the Madden engine. This marks the first 32-bit college football game from the sports giant, and

also gives us a glimpse at what Madden '98 might he like

The graphics have been re-worked to give the players a college look, the sprites have been

cleaned up and now the players have numbers on their jerseys. The biggest change from Madden to NCAA is the gameplay. EA has promised no more money plays, and a much tougher Al. Other gamenlay improvements include

tighter control (no more slipping and sliding) and a host of new moves. In other words. NCAA plays like Madden should have played, and adds all the options and features a college football game needs. Every division I school is present, plus a host of all-time great teams become available as you progress through the game. You

Classic college match-ups are the essence of NCAA Football. Every division I school is present, meaning you can lead the Horned Frogs to the NCAA title.

> can take any of these teams and play through an entire sea-

son culminating in a bowl game or a playoff, that is, if you're

able to get enough victories. All of this is standard college football fare, but the dynasty mode is where NCAA really stands out from the rest.

The dynasty mode allows you to take over as head football coach at a University for four consecutive seasons. Players get lost to graduation, while other players improve their skills from season to season and, of course, you have to recruit incoming freshmen. Recruitment success is based on your program's national power, and previous season. The dynasty mode gives NCAA football more replay value than any

football game around. NCAA Football should be exactly what college football fans are looking for.

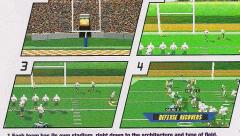
The graphics are nearly identical to Madden



All of the players are rated like their real life counter-



The usual array of moves are all present.



1 Each team has its own stadium, right down to the architecture and type of field. 2 Hey, you can see the town back there!!! 3 The practice mode allows you to work on plays against a defense or on your own to get timing. 4 The usual camera angles will be present, but as always, I play from the standard behind the QB view.

1 Nearly identical mechanics to Madden make NCAA instantly playable. 2 The replay allows you to get in close and argue those interference calls.

3 The dynasty mode gives you a chance to try your hand at recruiting and rebuilding.





# Bottom Of The Ninth 197/

### Take me out to the ball game...

00 -00



- SYS. PLAYSTATION
- PUB. KONAMT
- DEV. KONAMT
- M.S.R.P. AUGUST
  - 1 All of the real players and stats will be in the game. This year, they will track correctly as well.
  - 2 The cluttered screen isn't pretty, but the batting cursor operates with near perfection.
- 3 The player animations aren't spectacular, but they do get the job done.
- 4 The graphics haven't improved, but the same great control is there.

ust last year, Bottom Of The Ninth was the best arcade-style baseball game on the PlayStation. This year, the game is undergoing the essential changes to give it a chance against complete baseball games like Triple Play '98.

The best part of this game is still the pitcher/batter showdown that gives the player total control. The graphics have not improved and remain a major problem for the game. The lack of an MLB license means no real stadiums or uniforms. The plan is to improve on the simulation elements of the game, stattracking, and the depth of the season mode.

However, BON '97' is not ride going to come close to games like Triple Play '98' as in any simulation cate-gories. Instead, it is likely going to be the best two-player baseball game this side of World Series '98.

When I get a finished version of the game, I'll give you the final word on



The new cinematics before each at-bat look nice, but take way too much time.



this one.

# NEA REGION 497/

### Sega's back with a fade-away!

00000



O PUB. SEGA

DEV. VISUAL CONCEPTS

M.S.R.P. SEPTEMBER

1 The players are a bit chunky, but the smooth motions do help some.
2 All of the real players and latest rosters allow you to try Patrick and the Knicks against the mighty Bulls (starring Roster Guard).
I The animation on the

Knicks against the mighty Bulls (starring Roster Guard).
3 The animation on the fade-away is perfect.
4 Signature dunks for marquee players gives each team its own personality.

ega's slumping basketball series is finally readying for a return to the rendered hard-court. Once again, the features and moves are topnotch, only to be negated by sub-standard graphics.

The players are well-animated, but the churky polygons just can't compete with the smooth graphics of *In The Zone 2, NBA Shoot Out* 97, and *NBA Live* '97. The game will feature one-button or icon passing as well as a useful, and long overdue, lob pass. Other key features include signature dunks for marque players. This marks the first time this has been done since the days of the Lakers vs. Celtics on Genesis. As with last year's game, the control is impeccable, with

more offensive moves than any game on the market. The key to making *IMEA Action '97* a great game is going to be in the AI, which was the weakest part of last years game. After I get a chance to play around with this game some more I'll let you a Variety of in on the moves, like the same of the moves, like the moves of the moves of the moves of the moves of the moves, like the moves of the mo

A variety of moves, like the hook, fadeaway, lob, and leaner give the player





full scoop.

# International Superstar Societ



### The best soccer game, period.

00 -00

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SYS. NINTENDO 64

O PUB. KONAMI

O DEV. KONAMT

this game work.

PP.Pd≑ .9.S.Z.M ●

game and videogame as well.
Everything from the graphics
to the control to the Al is done to near
perfection. The animation of the players is the
best I've seen and the realistic motions can all be

urrently, International Superstar

game, but it's my favorite sports

Soccer is not only my favorite soccer

controlled. In fact, the level of control given to the player in *ISS* is brilliant. Headers, lobs, through passes, give and gos, curves, bicycle kicks, tackles, and even vicious fouls can all be easily called on in any game situation. The realistic soccer AI means that simply pressing shoot whenever touching the ball will not work. Instead, you are forced to use an offense to work the ball down the pitch.

This is currently the best N64 game available and easily the best soccer game on this planet.







### AUDIO & VIDEO

1 The replays showcase how impres

sive the graphics and animation are.

2 ISS isn't just a looker. It's got better soccer AI and strategy than any game around.

3 The graphics are gorgeous, but the player's movements are what makes

### GRMEPLAY

### SPECIAL





# Figuring Frank Thomas

### The Big Hurt does...

00 - 00



SYS. PLAYSTATION, SATURN

● PUB. ACCLAIM

DEV. IGUANA

● M.S.R.P. \$45.99

ith the abundance of baseball games coming out for the PlayStation, it takes something special to stand out.
Unfortunately, All-Star Baseball '97 is nothing special.

The game has all the features, decent graphics, and some pretty good AI, but there isn't anything that

hasn't been done before. The sprite-based players are sharp, but there are no textured uniforms on the players. The pitcher/batter interface is no different than the one used on the Intellivision. ASB '971s a decent qua

ASB '97 is a decent game, but it just can't compete with games like *Triple*Play '98 and is totally forgettable.



1 With a few generic body types and no uniform textures, ASB ends up with an anonymous look.

2 The swing animations aren't bad. 3 The fielding control isn't very good and every guy on the field throws the ball like a girl (no

offense, just a generalization)
4 The stadiums in ASB look great; too bad the players aren't as nice.







### AUDIO & VIDEO

### GRMEPLAY

### SPECIAL

GRAPHICS	7	INTERACTION	7	EXTRAS	7
MUSIC	7	BALANCE	7	PRESENTATION	Ь
SOUND EFFECTS	L	DEPTH	7	TNNOVATTON	7



hat a wondrous

we bring this back, so we have,

readers also!

Network Connection! Just look at all the

Reader's Game Ideas! Hundreds of you have

written in (most of you illegibly), and asked that

Not only that, but this month, we've also

allowed Francesca to answer her own letters! Now

that we're sure she can take your punishment and

dish it out as well, she's gonna be answering your

gaming guestions and making fun of our 'special'

sives (that's missives, not missiles), to:

Network Connections

ULTRA GAME PLAYERS

150 North Hill Drive

Brisbane, Ca 94005

So what are you waiting for? Send your mis-

time to be reading the

# Network

# CONNECTION

### LETTERS FROM OUR READERS...

### **SQUARE DANCE**

WHEN THE HELL IS SOUARE GOING TO MAKE GAMES FOR THE N64?!? I loved the Final Fantasy series, Secret of Mana, Mario RPG and just about all the others. My second question is are there any other RPG's in the works for N64 other goodies you'll find. We've expanded Network than Zelda? to six pages, because we're bringing back

Bryan Evans, Evanston, IL

> COONK Square hasn't

actually comitted to any N64 games, but it is believed that a Final Fantasy game will appear on the 64DD although Square

is admitting nothing. One of the first N64 RPGs will be Mother 3 (known as Earthbound in the US), but you'll be pleased to hear that an N64 version of Super Mario RPG is

### NO LUCK

I've been a loval reader since the first scrambled picture contest and I have some questions:

under consideration at Nintendo.

1. Maybe you should let people ask questions in All Access. Most people need help in games and will rarely ever find their tip in there unless they write you about it. 2. Is the Jaded Gamer writing from

an asylum?

Well, that's all, You better put this in the magazine or I'll abduct Brian Grady of Schenectady, NY and have him come play Time Killers with Mike and Cosmic Race with vou. Roger. Corey Lanier, Norris City, IL

ROGER>>> If you'll remember, Corey, Game Players used to have a column called 'Game Slayers' in which Jeff 'Lucky' Lundrigan (now deceased and departed to our sister mag. Next Generation) would answer questions on games from the befuddled masses. Through an in-depth scientific survey, we determined that 99% of people who wrote into the column reached puberty by the time they received an answer in print. These individuals had subsequently discovered something called 'Girls' and no longer gave a rat's ass about videogames. In other words, it didn't work, nobody cared, and no, we won't do it again.

Unfortunately, there is no asylum that would accept the Jaded Gamer as a tenant. Instead, the state has decreed that he be exiled to the UGP offices in the hopes that exposure to our sensible, calming influence would allow him to develop some 'Family Values'.

### CHRIN OF FOOLS

Me and my friends have been playing Mario RPG: Legend of the Seven Stars. We have five stars and all the guys and we're at the Land's End. We have nowhere to go. Can you tell me where to go? This is not a chain letter. Tony Bruno, Pittsburgh, PA

FRANCESCA>>> Are vou sure that this isn't a chain letter? You mean I can't make any money from it? Then what the hell am I doing reading this letter anyway?!?

### HOT TO TROT

One question: my moronic friend thinks that in Tomb Raider, you can jump on the statue in Lara's house, dive into the pool and she'll be

### MEET THE TERM

What makes you really mad?



Haggis jokes! I hate 'em!



What did you expect?



Getting my thumbs mixed up!



Traitor Slate's jump shot!



Asking what makes me mad!

naked. Is this true? **Neale Byrnes** Brandenton, FL

MIKE>>> Do you honestly think that if there was a way to get Lara naked, we wouldn't have already showed it in the magazine? This is a complete April Fool's joke and is by no means true. However, for those interested in seeing what Lara might look like without her clothes, I suggest a comprehensive internet search ('nude raider' might be good key words, but that's just a quess. I mean, it's not like we spend the better part of our work day just

tracking down peach-colored polygons... honest... ).

### IT'S A SECRET

I have noticed that you have been printing hidden messages in Ultra Game Players, such as the one on the cheese on page 118 in issue #96. Do these messages have anything to do with your new plans for world domination? D'oh! I wasn't supposed to say anything about that, was I? I'm sorry. No, Bill! Please! Not the Catholic school girl uniform and haggis! Your Faithful Servant, Alexander, ME

BILL>>> You're about half right, Faith (mind if I call you Faith?), but the real Secret Orders are generally issued only in the small print on the last page. The secret message you're talking about was only for the St. Haggis of Perpetual Indigestion Girl's Choir. I know THEY got it, 'cuz I've got the photos! Heh. heh. heh...

### BACK TO THE **FUTURE**

I am a long time subscriber. I have a few questions about the future. 1. In 2000, all TV's are going to be widescreen and DVD or HDTV. How is that going to affect the videogames of today? Are we going to have to buy a new system, a new adapter, or what?

2. I saw an advertisement for a converter for Nintendo 64 and Sonv PlayStation for \$15. Do they really work or are they a hoax? Tim Sargent, Joilet, IL

FRANK>>> Don't worry about it. Even existing TVs will be fine for years - adapters will be available allowing them to accept digital TV signals for the new HDTV standard. As for DVD that'll work on either TV system. Your console will see an improvement in picture quality on the new TVs. but otherwise will work as it does now.

The N64 converter simply allows you to plug in foreign carts (which are a different shape) and works just fine. PlayStation converters are more complex and are not really reccomended.

WHAT. A RUSH?

were only about half of the games

you said were going to be released

in March released on time? What

about Dark Rift and Blast Corps? **Evlise Weary.** 

Cordova, TN

Thanks for the release list. Why

ROGER>>> Well, besides the personal enjoyment I derive from misleading all the readers of UGP every month, the reason that half of the listings in the Release List are wrong is that game companies actually LIE to us! Maybe you can chalk it up to companies being optimistic about the development cycle, but more often than not, the dates they promise are missed. Just remember to take the Release List with a grain of salt (along with a tasty Margarita - heavy on the Teguila). You should be OK if you just take my advice.

Top Left: The UGP Team Yeah, we know we look like beggars, so just give us your spare change and shut up. OK? Top Right: Lara's breasts Lara Croft exhibits the protruding pounds of polygons that made her a household name!

NETWORK

Center: Francesca We're pretty sure she's not a vampire or anything dangerous

Looks great, plays great and it's less filling! Bottom Right: Zelda 64 Link slices and dices; he even

**Rottom Left: Dark Rift** 

makes Julienne fries!

MY RING ... YOU ARE IN MY POWER ... HEH. HEH. HEH!

STARE INTO

### VISIT OUR WEB SITE:

HTTP://www.ultragp.com

rrank: roconnor@gameplayers.com

BILL: bdonohue@gameplayers.com

MIKE: msalmon@gameplayers.com

ROGER: rburchill@gameplayers.com

rrancesca: rreyes@gameplayers.com

ULTRA GAME PLAYERS 105

### **ASK THE** INDUSTRY

e asked two of the industry's leading PR men to answer your questions this month, Mark Day - the PR supremo at Psygnosis - and Li'l Marky - his evil, wooden, two foot tall doppelganger just to see how their answers might vary.

1. How come games magazines get to play the games so early, and we have to wait until a Int later?

### MARK DAY

Game companies want to build anticipation for games before they are released, because stores won't stock games they think there's no demand for. Games magazines always want to be the first to let their readers see things. Put the two together and sometimes it does seem that the only games around are ones you have to wait six months for.

### I PL MARKY

They steal 'em. They climb into our offices and steal 'em. Often they'll kill our armed guards using their freaked-out Ninia skills. That Mike Salmon is the worst. He rides in through the glass doors on a Harley to steal the games.

2. Do you get upset if your games get bad review scores?

We have to rely on magazines taking a fair amount of time to really look at a game, because they represent a year or more of work and effort for the developers. No one would want their hard work dismissed in a hurry, If it was obvious that the reviewer had only played the first few levels, that would make me pretty mad. Gamers should read the reviews carefully and ask themselves. 'Does it sound like the reviewer has played the game thoroughly?" If that is the case, then the assessment is fair and no one has much to complain about. After all, magazines generally try to match games up with reviewers who are knowledgeable about a particular type or genre of game.

### LPL MARKY

Nah, I don't care. Programmers are invariably a bunch of illwashed French hippies who spend their whole time smoking foul-smelling French cigarettes and complaining about American cinema. If they finished the games on time and washed themselves every now and then. I might care more.



### EL CHERPO

I have noticed a problem in all of my N64 games: the graphics are just plain cheap. Sure, they look all silky smooth and pixel-free, but have you guys noticed how cheap it really is? Take Mario Kart 64, for instance. All the walls and even the ground look like cardboard! Another example is Star Wars. This game has every cheap looking background and blurry effect you could ask for. I just hope Nintendo doesn't continue this (cheap) trend in their future games Justin Colombi. Nipomo, CA

MIKE>>> I wouldn't say that N64 graphics are cheap (and I'm sure Silicon Graphics could show financial reports to argue the opposite),

but you do have a point about the blurry effect. The problem is that textures take up a great deal of memory, and the price of ROM chips is so high that textures have to be repeated. That's why every world in Mario has similar textures. The 64DD will solve this problem if it ever comes out, but until then, this is one of the few weaknesses in the mighty N64.

### ALL SHOW. NO GO?

Are there any codes for Suikoden? Also, what are the antiques for in the bathroom and can you do anything besides make the peeing boy pee on someone? Thank you. **Bobby Smith.** Ellinwood, KS

FRANCESCA>>> No. Bobby, as far as I know, there are no codes available for the game. To tell you the truth, there are seldom any codes for RPGs — that is, unless vou count Gremio's super fire-ball reversal counterattack. Just kidding. As for the antiques in the loo. well... they're pretty, aren't they? Kind of like the fuzzy blue carpet that your mom puts on the toilet seat. They're just for show, plus they're also totally non-functional. You can at least make the neeing boy pee. What more could you possibly ask for?

### HE'S IN LOVE

I'm not writing in to talk about games. I just want everyone to know that I have a girlfriend. Brian M., Lima, OH

BILL>>> Gee. Brian. that's really great, but you DO know that the blow-up kind don't count, right?

### SECRET SIGNS

On Pilot Wings 64, is there any secret to the Nintendo symbols seen on the top of the highest mountain in Ever-Frost Island and in the sky scrapers in mini-San Francisco and in Manhattan? Josh Laabs. **Detroit Lakes, MN** 

FRANK>>> Although the Nintendo sians do nothina except

### THE JADED GAMER



ow many times have you gone over to a friend's house for some hot racing action, only to be disannointed when the little whee inelete you drive with one of those 'behind the car' views?' I'm sure it happens all too often. Why, I hate to admit it, but there's even folks here at UGP that can only race that way! Sad. but true... Look, when you really drive a car, you're sitting inside, turning the wheel, stomping on the gas, holding on to that cold, frosty... oops, OK, forget that last part. Let's examine how hard it would be to simulate those behind the

car' views in real life!

First, you're gonna need someone else's car. The reason for this will be self-evident later, but for now, just horrow a friend's ride. Trust me on this one...

Next, we're gonna need some tools, A Sawzall is best for cutting the necessary holes in the roof, plus we're gonna need some assorted lengths of pipe, some rope, a high chair, some swim fins and a lot of duct tape.

First, cut the all-important control holes in the roof. We'll need either two or three. depending on whether the borrowed ride is an automatic or a stick.

After you cut the holes, duct tape your high chair to the back of the roof, making sure it's pointing forward (I know you probably got that part right, but just remember whose column this is, OK?).

Slide those long lengths of pipe through the control holes and duct tape 'em to the pedals. Do not mistake the horn for one of the pedals, as this will cause control problems later. Finally, duct tape a swim fin to the top of each

Now we're ready to rig up the steering. This is the most important part of the assembly, so don't blow it! Tie your ropes to either side of the steering wheel, run the ropes out the windows and up to the high chair. Voila'! Now we're finally ready for that all-important first drive!

Obviously, the point of this meaningless, destructive, and highly entertaining, demonstration would be lost if we didn't use someone who liked that 'behind the car' view as our test pilot. Believe it or not, this is where your duct tape comes in handy

once again!

Line your 'BTCV Flyer' up at the end of the driveway, making sure that your 'pilot' will have plenty of room to accelerate before turning onto the open road. With the tranny in neutral, start up that big Detroit engine and call up that little wuss for some real 'behind the car' view racing!

Once the 'pilot' has been securely fastened to the chair, ropes, and control swimfins with duct tape, and he's stopped crying and screaming for help, you're ready for the really important part! Pay attention...

Scream 'Here's your 'behind the car' view racing, wuss boy. Enjoy the ride!', slam the hoopty into gear, and enjoy the best 'behind the car' view racing you've ever seen! One word of warning: Make sure you jump off before the car gets going too fast, OK?

decorate the landscape, there is a way to warp from mini San Francisco to Manhattan without making the cross-country trip. You can also make Mario's face morph into Wario's by using the cannonball to shoot yourself at Mario's nose (on Mount Rushmore). Aah, you already knew that.

### READ THE BOOK

My sister is a wierdo. When she plays SNES she gets into it too much. Like in Mario, when she jumps, she lifts the controller up. Then, when she gets mad, she swears at it like this: 'I pushed the right button! #\$%^&\*! To hell with you all!' It really drives me nuts. What should I do? Oh. by the way, in issue #96, who caught Bill (at the place of lucky numbers) buying chean beer? Jacob Dickson. Oregon, IL

**BILL>>>** Wait a minute, Jacob! Your sister isn't weird. She's just been reading 'How To Beat The Hell Out Of Those Damn Videogames!' by, uh... me. By the way, if your sister has finished Chapter 6, and your folks can't find the fish hooks, the duct tape AND the chutney, do not, I repeat. DO NOT play Mortal Kombat with her. About the picture of the Place of Lucky Numbers, you don't need to know who took it. All you need to know is that I've been sending them their damn black mail money, OK?

### HOW IT WORKS...

Why do you have a

@gameplayer.com address after having a hard to remember address for so long? Where'd that 'gm' come from anyway? Anyways, here's how

- 3. Steal the software used to make
- the game.

RTII>>> Wow.

Austin. since vou

include the appro-

remembered to

priate bribes, I

guess I'll have

to answer

vour damn

letter.

Let's

start-

aet

edi

We

5. Volla! I did, and he looks more like bits and pieces of other graphics, mainly Ken and the logo, and whenever I use a roundhouse kick. I view Ryu's ending, and if you use the electric move, he looks like Roger (oh, the horror!), not to mention the dancing goats, but it's pretty cool! Austin the Plumber Boy. suffering from arcade machine electrocution, Mayo Clinic

who would respond by making to access Blanka in SF3! 1. Buy the machine. 2. Break into Capcom. 4. Reprogram. will never happen again, OK?

had to change the address to something simple, so 'really talented' readers like you could write us. The 'am' was put in so that our mail system would 'accidently' send most of our mail to General Motors, some of the ugliest cars in U.S. history. As far as the story about Roger and the dancing goats goes, ves, we knew he'd probably had a few too many margaritas, but we'd had a few too many as well, so, when Rog suggested we all take a little trip to 'The Farm', we all went along with it. We didn't realize that there would be dancing involved, nor that some idiot would turn on my... I mean, HIS videocamera and record the whole thing. We're all really sorry and it

Left: Street Fighter Austin figured out the code. He should be out of the Burn Ward any day now...

**NETWORK** 

Top Right: Suikoden Who needs codes, when you can make the statue pee?

er: Pilot Wings No, there's no secret symbols, but these guys sure can sing!

Left: Mario Kart 64 Hey, here's more of those really cheap graphics, Justin.

Bottom Right: Roger It's either vampires or goats; we can't really tell...

### OHHH. WE'RE OFF TO SEE THE WIZARD!

### ASK THE BIG BOYS!

Do you have something to say about a particular game company? Say it to their face! Write up vour question and send it to the usual address, c/o Ask The Industry.

### JADED GAMER...

Even thought the Jaded Gamer likes 'In the cockpit' views for his racing games, he once talked someone into riding a tricycle off a diving board, just to see what it looked like! Trust me, it was cool! Very cool!!! Hell, it was winter...

### GAME IDEAS!

Due to popular demand, ULTRA Game Players is bringing back Reader's Game Ideas. Send in your ideas to Game Ideas, c/o **ULTRA Game Players, 150 North** Hill Drive, Brisbane, CA. 94005.

### **GET A LIFE**

My game idea is called Mortal Kindbat. The object is to become friends with your opponent, Throw flowers and chocolates at your opponent to win his heart. Some of the combos are the Rin Smushy Kiss or the Hearty Handshake. This could be fun for hours or seconds, depending on how pathetic your life really is. Kosmith@siue.edu

Bill: Hev. this game IS fun for hours! I know, because me and Genghis play all day long on the weekends... Actually, I think Genghis just pretends to play (choke)... she won't even sit with me unless I put tuna on her controller... (sob)... I have no friends! Waaa!!!

### HEY, NOW!

There should be a game called The Misadventures of Baldy Bill. You try to escape from the place of the soft padded rooms. Your main weapon is the rabid kangaroo of Kukamonga. If you lose, you get a lifetime ticket to ride Dlknight@kwiknet.net

Bill: OK, listen up! This is the first and last time I'm putting a game in here that mentions me and soft padded rooms in the same sentence, mainly because of the judge who did that to me in the first place!

### LAUGH. CLOWN LAUGH!

My real cool game is called Happy Clown, Dead Clown. You run around with a butter knife and a shotgun that can shoot through aged cheese. The object is to kill as many clowns as possible, because the clowns are evil... I think... DragonVII@aol.com

Bill: Of course clowns are evil, Dragon! That's why you're allowed to use the shotgun. What I don't understand however, is the cheese reference. C'mon, cheese is our friend! That's where the butterknife comes in. I hear that the Nintendo 64DD version will have an actual cheese slicer built right in!

### MMM...SCION...

What does the fourth scion in Tomb Raider do? In level 4, Tomb of Zualopec, I raised all of the gates so I can get to the scion. Then I went into the room and shot the mummy to the left of Zualopec. I took the scion and went into the main room and pulled the lever to see if the door would open again, but it didn't. **Matt Herington.** Kechikan, AK

FRANCESCA>>> If I remember correctly, I think you have to return down some hallway that you made a left from, then pull another switch, jump over the water, then cross through the spikes. Make sure not to get hit by the bloody flying monkeys, then do five handstands, and grab a sandwich. Scions (especially the fourth one) go REALLY well with ham and cheese, or so I've heard.

### HOT TIMES

My room is really warm. What should I do? Mike Wolak, Pittsburgh, PA

**BILL>>>** Wake up and smell the bacon, idiot! You've fallen asleep in the oven again!!!

### BIG DEAL

Hey guys, what's the big deal about Mario? I mean, come on, this guy's supposed to be a plumber and his butt crack doesn't even show. And let's face it, the only way that fat freak could hurt someone is to jump on 'em! Frank, with me and you working together, we could take care of this so-called 'plumber!' Raise your controllers in pride! Kill the best! Kill the beast! P.S. No. I don't take medication. **Bradley 'Batman' Chacos** Temple Terrace, FL

FRANK>>> As you are no doubt well aware, the Nintendo 64 features hardware known as antialaising, which removes jagged edges from diagonal lines. What is less well-known is that the N64 also contains anti-assing hardware, which removes butt cracks from games, too. It also features tri-linear cleavage mapping too, in order to remove unwanted nudity.

### IT'S TRICKY

in Issue 84, you guys said Resident Evil had an extra gory ending if you beat it in another three hours with the rocket launcher. Is this true? Because I've tried it and it hasn't worked. I was just wondering if there's something special you have to do to make it happen? Well, thats all I have to ask. Jason Predoehl

Detroit. MI

FRANCESCA>>> Geez, Jason, how many times have you completed RE? I would figure that if vou've gone through it as many times as vou have to in order to get the Rocket Launcher, then you've had more than your share of gore by this time. But then again, you're probably one of those punks from the so-called MTV generation, eh? All desensitized to violence and everything. Best advice, Jason: Let it go. Life is scary enough.



Your mag is pretty cool. It seems to be informative and fair, and the new format works well. Me and my



### THE FAN SITE OF THE MONTH

BRETT'S GAMING SITE http://members.aol.com/skinsfan14/brett.html

**Brett's Gaming Page appears** to be another innocent fan site at first, but upon further inspection, one begins to see the great features and excellent potential this site has to offer. The page is devoted strictly to the Saturn platform. so PSX and N64 owners need not apply.

The site currently has no frames, so old browsers shouldn't have problems navigating. The site's graphics load up very quickly.

There are sections for news, previews, reviews, and codes. The news section is updated everyday with original content. The other section worth mentioning is the trivia section. Brett's site offers some Sonic trivia so good that it even stumped us!

**Brett's Gaming Site may** not be as big as some of its competitors, but it has a lot of character.

- 1 Saturn owners: welcome to Brett's Gaming Site.
- 2 News is undated everyday! 3 Brett's site has a variety of
- cool screenshots. 4 Be prepared for some tough

Send your fan-site ideas to: jmontes@gameplayers.com







neens have come un with some questions that we debate over after a session of Fighting Vipers, We'd appreciate your consideration.

1. Does Capcom have exclusive rights to X-Men titles?

- 2. With World Series Baseball 2. World Wide Soccer, and Madden '97, why isn't the Saturn considered a sport machine?
- 3. Can the PSX handle a arcade nerfect translation of Tekken 3? P.S. Sega Rules Baby! Sport B Detroit, MI

MIKE>>> First of all, you should stop playing with your peeps, and talking to them afterwards is just plain sick. Now onto the auestions

1. No, but they do have the exclusive rights to the characters in fightina games. 2. Because that is

while on the PlayStation there are solid names in every single catergory.

all there is

3. I'm confident that Tekken 3 will look every bit as good as it does in the arcade. However it might require some sort of RAM card that'll most likely come packed in with the game.

### SNOWED IN

First of all I would like to congratulate the ULTRA crew of this mag. Well now, on to my questions:

1. Are there special codes for .let Moto? If so, will you please tell me, er... us Jet Moto fans?

2. Any news from Koei? Is Ark of Time still coming out soon?

3. How about Wing Commander IV? I've seen nothing for consoles yet on this game. Do you have anything for us? Oh well, it's shovel time. again! Keep up the good work! Martin 'way too much snow up here' Cloutier Ouebec, Canada

ROGER>>> Martin, you freakin' Canadian, the Jet Moto codes vou covet are within this very issue. Ark of Time is available in the US on PC. with no plans for it to come to console at this time. As for Wing Commander IV, it is out and avail-

able for the PlayStation, But on a serious note. Martin. is there anything you can do about this 'Canadian' condition? I

mean, you guys have way

too much snow, are too fixated on back bacon and beer, and have managed to

mangle the glorious sport of Football by adding an extra player and playing it on a field the size of New Jersey. What's up with that?!? . Au revoir, sucker!

### HE'S MY PAI

Did you really break out of a mental hospital? If so, we have something in common...

Rekcut12@aol.com

BILL>>> Gee. that's... great. Why don't you just wait right here and I'll go make an ordinary, 'not to the police' phone call... But first, let's play a little game. You're the Pharoah and I have to make you into the Mummy with this duct tape. OK? Wow, you look really... Egyptian. Uh... OK, I'll be right back ... really ...

17/5

Top Left: Jet Moto Codes? We don't have no stinking codes, Martin.

Top Right: Tomb Raider OK, Lara's got the scion. <u>Let's</u> see her find the deli!

ПЕТШПЯН

Center: World Series Baseball Just one of a trio of sports games for the Saturn.

ottom Left: Wing Commander It's already out, Martin! Get a clue here!!!

Bottom Right: Mario 64 He's no plumber! Where the hell is his butt crack?

> WHAT NO GRAVYE

### SURFED ANY **GOOD WEB SITES** LATELY?

Drop us an e-mail with the URL. If we feel that it goes above and beyond the call of duty, we'll feature the page in a future issue!

### GAME IDEAS...

That's right, gang, the Game Ideas column is back! We're still trying to figure out what we can give to the winners, though. Hey, how about a nice 8 X 10 glossy autographed picture of Bill? And second prize could be two of the damn things...

# ULTRA GP

See anything you like?

Don't worry, it's on us!

elcome, gamer! You have just entered the ULTRA GP GameShop. Here you'll find many exquisite items that we've collected from all over the world, from the top gaming districts of Japan, to our own Silicon Valley. We're here to offer loyal ULTRA Game Players readers the chance to win loads of cool prizes each and every month. We seek out the hard to find collectibles, the stuff that the average gamer can't get his hands on. We also offer many ways to win, so that everyone has a real chance to get in

### HOW TO ENTER...

t wouldn't be fair to let just anyone enter our contests. We reserve the privilege solely for real hard-core gamers, and we weed out the casual players who just want to clog up our mail bin with extra entries. So, to prove that you really deserve the cool stuff listed on the next few pages, we're going to have to put you to the test. We've racked our brains to come up with 15 videogame-related trivia questions, ones that only serious gamers will know the answers to. Each correctly answered question will earn you one point, for a maximum of 15 points for 15 correct answers. You can spend your points anyway you like - you can divide them up between multiple contests or blow them all on one big prize. The number of points needed to enter a contest is listed next to the prize name. To enter a contest (or contests), write down the contest number(s) on a st card, along with the trivia answers to prove you've earned enough points (list the question number first, then the answer), and don't forget to also answer our tie-breaker question, which will be used in the event of a tie.

Send the post card to:

**ULTRA GP GameShop / July** 150 North Hill Drive Brisbane, CA 94005.

All entries must be received by July 10, 1997. Winners will be notified by mail. Now get to it!

Three winners get the chance to win a fantastic Toshinden movie bundle from the good people at U.S. Manga Corps. The bundle includes videos, animation Chroma-cels MPEG video CDs and posters of both Art Of Fighting and Battle Arena Toshinden. These action packed movie versions of your fave games are simply brilliant and not to be missed.

Turok is famous for huntin



## CONTEST QUESTIONS

<u>ColecoVision console released</u> On which version of *Namco* 

n the US?

In which year was the Name three of Namco

ame the type of processo Can you name the black processors — both <u>identi</u> cclaim's smash hit Turo andicoot's new abilities Name the developer of layStation (clue, it's Name one of Crash

Name any game with oned on this page)? incooked meat in it.

TIE-BREAKER



fuseum collection would

Pacmania?

some, but it's the number . Thirteen might be unlucky who was the boss character Who was the three eye to rule Game Play centers around which real **Crashed a couple of times** Who was the creator Racer car? Mortal Kombat 2? cold character? what, exactly? ne-hundred Think you're all cool because you can answer those easy-peasy questions

huh? Well check this out: Who would win in a fight and why: Bill Donohue, our Managing Editor, or Bill Nye, the science quy?



# **Dead Console Box** (2 points/2 winners)

• Free loser systems!!!

It's creepy, it's scary and it's worth its weight in gold (Not literally, just in case lawyers are reading this). It's the big box of dead consoles. Some of these legends will be worth a fortune one day...just not today. There's hours of fun squirreled away in this box for retro fans and museum curators alike. We can't reveal exactly what's included in this mystery box, but we can say this: Virtual Boy, Cdi, 3DO. And be afraid, be very afraid.





# Yaroze - The Legendary Black PlayStation (5 points/1 winner)

· Make your own games!

This prize is massive — truly massive. Yaroze is the name of Sony's crazy black home game development PlayStation. Not only is this the absolute coolest-looking console of all time, it's also the gateway to game development in the Nineties. Yaroze allows you to program (fairly limited) working PlayStation games simply by attaching your Yaroze unit to a PC. The package comes with a PlayStation, cool black accessories, all the cables you need and the software (again, you'll need a Pentium PC to use this properly) required to put together stunning homegrown PlayStation games.

Sony provides excellent support for this program, with libraries of graphics and sounds available on their Net Yaroze website. You can check out the site for vourself at: http://www.scea.sony.com/net/ There's tons of information there and you can fill up your brain with Yaroze-related goodness. And next month we'll take an even closer look at Yaroze and the wealth of games

emerging from this revolu-

tionary system.



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### LEGAL CRAP

**₩BPA** 

# DOCK BIRTHDAY BASH!

Next month is the one hundredth fun-packed, thrill-filled issue of Game Players and we'll be celebrating in style. A look back at the fear-filled early days of gaming and some of the faces that have come and gone. It's a pants-wetting party of epic proportions and an issue you can't afford to miss.

### **NINTENDO'S BIG SECRET**

Dream is the next big thing from Rare and it could well be the game of your dreams! We'll let you take a sneak look at the future of N64 gaming in our next ish!

### **MORE ON SEGA'S SATURN REPLACEMENT**

A sneaky update on Sega's new 64 bit hardware. What is it? Where is it? When is it? All of these questions will be answered next month. Probably...

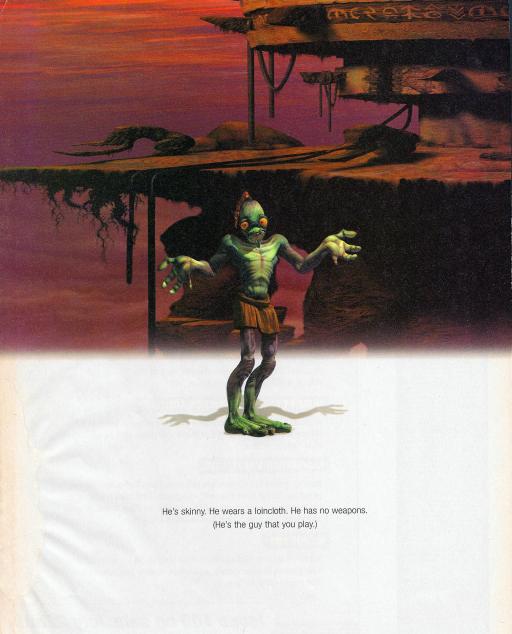
### **PLAYSTATION'S NEXT WAVE**

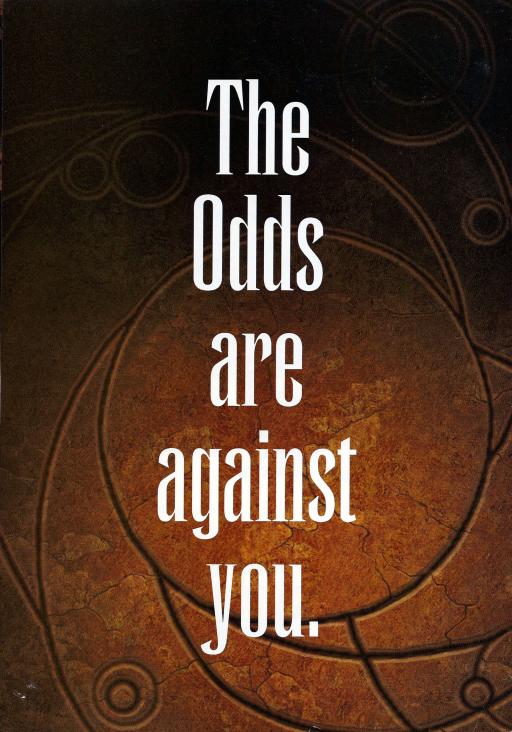
**New graphics techniques are bringing PlayStation and N64** graphics closer than you ever imagined. We'll take a look at the next wave of super-sharp, silky smooth, 3D PlayStation games and show you why 32-bit has years of life left.

### **M2 FOR YOU**

Yet more info on Matsushita's re-emerging 64 bit monster. The new games, the hot gossip and a launch date and price point that might surprise you...

Issue 100 on sale July 22nd!







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