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Exclusive  
PlayStation Review!



Saturn



PlayStation



Ultra 64



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# Ultimate

## Future Games



- Previewed!**
- Total NBA
  - Sega Rally
  - Krazy Ivan
  - Horned Owl

- Reviewed!**
- Magic Carpet 2
  - Boxer's Road
  - Destruction Derby

**Ultra 64**  
The Ultimate Verdict

**3DO Exclusive!**  
Defcon 5 - Doom beater?

**Next Gen Racers**  
Everything you need to know

**World  
Ultimate  
Future Games  
Exclusive**

# DARK STALKERS

Capcom lunge for the PlayStation's throat



3DO ■ JAGUAR ■ PC CD ROM ■ 3DO M2 ■ NEO GEO CD ■ ARCADE ■ 32X ■ CD-i ■ JAGUAR CD





**W**e've been working overtime this month to secure top exclusives before anyone else in the world. And Capcom's vampire-packed beat-em-up *Darkstalkers* is just the tip of the iceberg.

Not only will you find some of the hottest Next Generation gaming action blasted right open in our in-depth previews and reviews (*MK3*, *Destruction Derby*, *Fade to Black*, *Total NBA* and *Alien Odyssey*, to name just a few), but we bring you the most comprehensive look at 32- and 64-bit driving games ever undertaken. Racing games have never been faster, louder or sexier – how do they do that? We reveal all.

And why not chance your luck in one of our massive competitions? Consoles, games and tellies are waiting for you.



Marcus Hawkins (Editor)







Be the first to see shots of the sequel to *Ridge Racer* on the PlayStation

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# DarkStalkers

Ultimate bags the beat-em-up  
the rest of the gaming world  
is still waiting to see. Is it  
better than *Street Fighter 2*?



# Defcon 5



We get hold of  
the 3DO version  
of this sci-fi  
shoot-em-up  
before anyone!



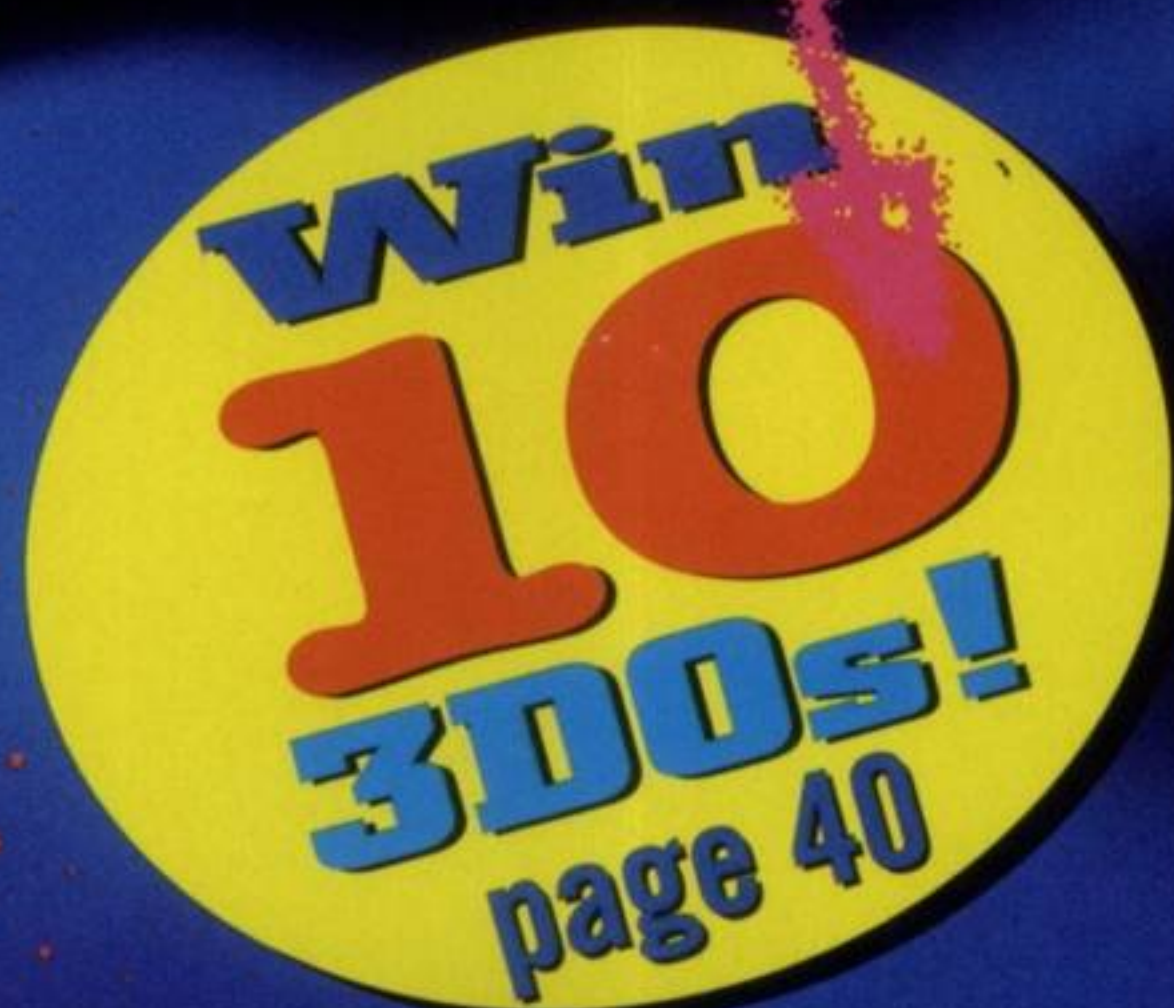
**Win**  
VIP trip  
to see  
**Species!**  
page 18



**Free!**

## Top PlayStation Supplement!

An exclusive 16-page  
explosion of tips free with this  
issue. If you're stuck in *MK3*,  
*Air Combat* or *Jumping Flash*  
country, you need this now!





on – turn to page 10 for *Ridge Racer Revolution!*

# Ultimate

## Future Games



### Section 1

**Exclusive!**

### MK3

**76** The PlayStation review all of you have been waiting for – is it really better than the classy coin-op?



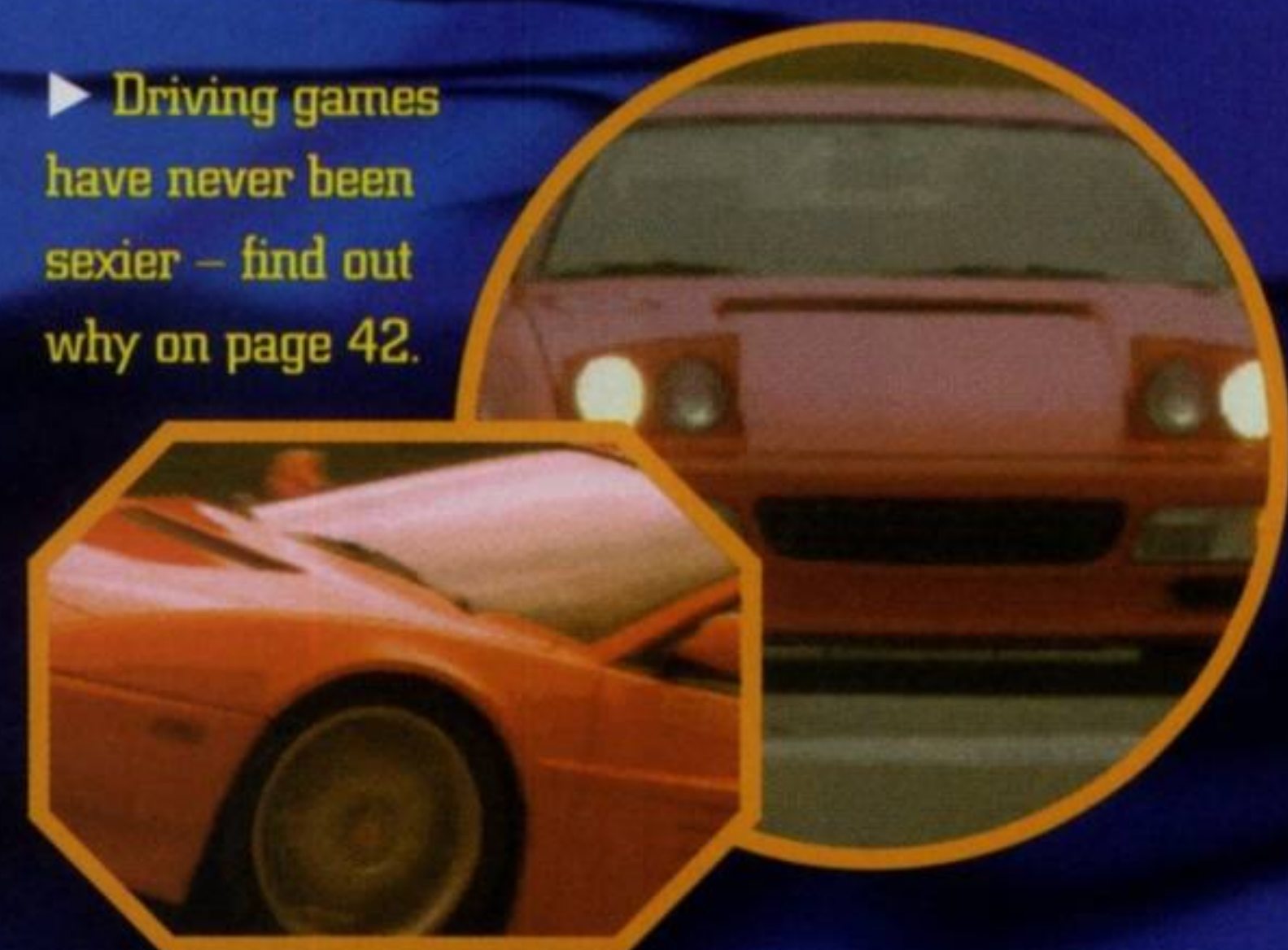
◀ We have the PlayStation review first!

▶ Exclusive four-page review starts on page 76.

▶ Driving games have never been sexier – find out why on page 42.

### Better than sex?

**42** Ultimate takes an in-depth look at the world of the Next Gen speed freak. How exactly did they make *Wipeout* so 'realistic'? What's the best racer on the Jag? And a look at *Sega Rally*...



### Ultra 64

**6** We have all the latest information on Nintendo's wonder machine. It's launched in Japan in a month's time, so you really need to be prepared. Let us be your guide.



### Destruction Derby

**68** This four-page review covers everything you need to know about Sony Interactive's long-awaited smash-em-up. Essential or not?



▶ Extreme driving action hits the PlayStation!

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### An A-Z Guide To The Ultra 64 Dream Team

The title, 'Dream Team' is self-proclaimed by Nintendo themselves, which seems a curious choice considering the likes of Gametek, who aren't terrible, but aren't exactly renowned either.

Each member of the Dream Team has been signed up to develop either software or hardware *exclusively* for the Ultra 64. If any of them want to release an Ultra 64 title on another system it must have a different title and slightly different content to the Nintendo version. Allow us to introduce The Dream Team:

#### Acclaim...

... are currently working on *Turok: Dinosaur Hunter* as their first Ultra 64 title. They will be making full use of their existing motion-capture technology, although how that will help them with dinosaurs is anybody's guess. There will also be a *Mortal Kombat* title at some stage.

#### Alias...

... who recently merged with Wavefront and Silicon graphics, have converted their 3D graphics software, PowerAnimator as part of the Ultra 64 development kits.

#### Angel Studios...

... are currently working on an as yet untitled Ultra 64 game. They are most famous their special effects in the film, *The Lawnmower Man*.

#### DMA Design...

... are most famous for *Lemmings* and *Uniracers* and are also currently working on an as yet untitled game.

#### Gametek...

... are releasing *Robotech Academy* as their first Ultra 64 title.

#### GTE Interactive Media...

... are not only working on an Ultra 64 title but are currently exploring the possibility of network gaming.

#### LucasArts...

... recently signed an exclusive agreement with Nintendo to develop one or more all new *Star Wars* games for the Ultra 64 according to our source in America. They are rumoured to be games based on the next three *Star Wars* movies. Not bad!

#### Mindscape...

... the artists formerly known as Software Toolworks are nearing completion on a killer basketball game called, *Monster Dunk*.

#### Multigen...

... are converting their 3D modelling tools for Ultra 64 development kits.

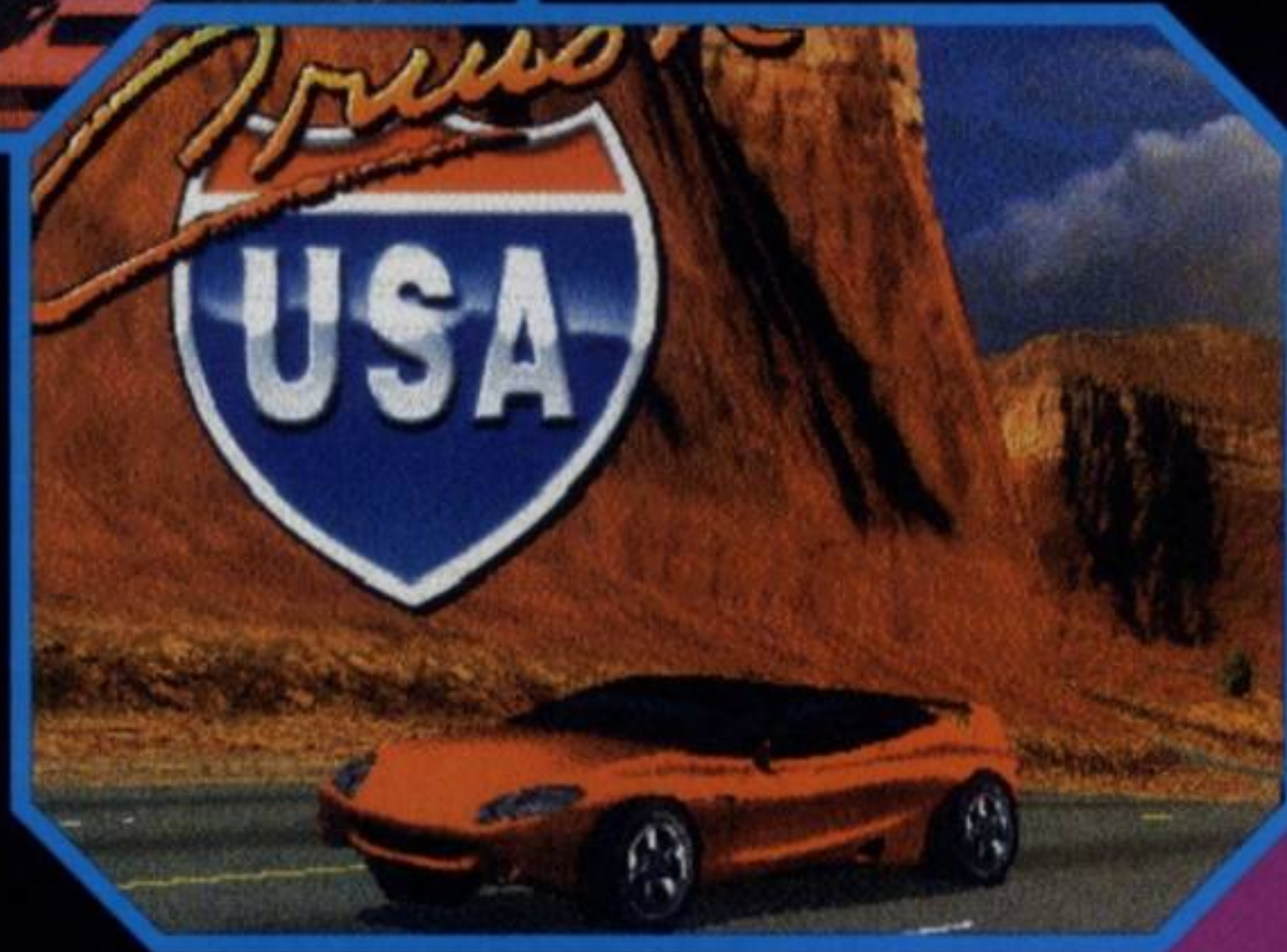
#### Nintendo...

... will be releasing *Cruis'n USA* and *Killer Instinct 2* together with an undisclosed amount of as yet unconfirmed titles. Nintendo are as open to the press as ever then. Cheers! We know that at least two of these titles are being created by Shigeru Miyamoto's development group at EAD. Rocking good news, they're sure to be top-notch, cream-of-the-crop titles. Can't wait!



◀ Traditionally, videogame trees are too small. Nintendo to the rescue!

▶ The Ultra 64 coin-ops were based on existing arcade technology. The home system will be much more powerful.



# Ultra

**N**ext month, at the Shoshinkai event in Japan, Nintendo will show off the Ultra 64 and ten of the games for the first time. Understandably we're excited about the prospect. This excitement in itself is quite remarkable when you consider that the machine was first announced a full two years and three months ago and in the time between then and now Nintendo have shown us nothing of the machine's capabilities. When we say nothing, we don't mean nothing except the odd screenshot, or nothing except the odd rolling demo. No, we

mean also-bloody-lutely nothing. The story of how Nintendo have maintained our interest in the machine is a good one, so here goes.

The date was August 16th 1993. Everyone had realised that the Next Generation thing was about to happen and of course, because of Nintendo's dominance of the games market,



it was *their* next project that people were most anxious to hear about. The initial announcement wasn't disappointing. The next Nintendo would be a 64-bit, 3D

machine which featured revolutionary Reality Immersion Technology and would retail at a piffling \$250. How we laughed. To back up their ludicrous claims they also announced that they would be working with Silicon Graphics, a company famed for its graphics workstations (costing tens of thousands of pounds) on which many a cinematic special effect had been created. How we laughed a bit harder. 'Who do you think you are kidding Mr Yamauchi?' we all cried. At the announcement, much as we would have loved to believe it, a massively superior console, featuring workstation technology, at a low, low price just didn't seem very realistic.

Early the next year Nintendo roped in a company called Rare Coin-it, noted for their games on the humble NES, but little else,





# 64

and asked them to produce a beat-em-up that would appear on an Ultra 64 coin-op. The plan was to get the public slaving over the coin-op before delivering exactly the same thing to the home sometime later. This was quite a neat idea in that, ignoring price points for the moment, the public would at least be able to see what the machine was capable of. As it turned out, when *Killer Instinct* and *Cruis'n USA* were shown off to the press late that year, the coin-op didn't actually contain any Ultra 64 hardware and instead the games were running on existing Williams arcade boards. This didn't seem to matter though, because everyone loved the games and sort of accepted that they'd be possible on the final hardware. And if nothing else, at least Nintendo would be able to boast two smart titles when the machine finally arrived. The

press' acceptance of this 'fake' hardware however was probably brought about by some of the developments of the previous months. The first interesting announcement was that the machine would be cartridge based, a decision that seemed a bit loopy when all the other hardware developers were going for the massive storage that CD ROM provided. One explanation at the time was that by omitting a CD drive Nintendo



would be able to keep the machine's price at the all important \$250 mark. At this point though we were all getting a bit disillusioned with it all and

**Paradigm Simulations...**  
... are most famous for being kings of the flight sim and are present working with Shigeru Miyamoto on an unconfirmed Ultra 64 title. Hmm, can anyone sense a sequel to *Pilotwings*?

**Rambus...**  
... created the extremely speedy bus for transferring information from the cartridge to the CPU.

**Rare...**  
... are working on building upon their SNES success with Ultra 64 versions of *Killer Instinct 2* and *Ken Griffey Jr. Baseball*. And let's face it, there's going to be a *Donkey Kong* title in there somewhere as well.

**Sierra Online...**  
... will be releasing an Ultra 64 version of their PC, World War I, shooty flight simulation, *Red Baron*.

**Silicon Graphics...**  
... had a hand in designing the Ultra 64 along with Nintendo. Thanks to them the chipset was completed in January and is better than anyone expected.

**Software Creations...**  
... have developed *Sound Tool*, a sound authoring utility for the Ultra 64 development kit. They are also working on a 3D Ultra 64 game.

**Spectrum Holobyte...**  
... are nearing completion of a *Top Gun* game, provisionally subtitled *A New Adventure*. It will be an arcade-style fighter plane simulation.

**Virgin Interactive...**  
... have almost finished the first Ultra 64 puzzle game, *Stackers*. It promises to be an innovative puzzler containing real-time 3D and bench-mark play mechanics (whatever they are).

**Williams Entertainment...**  
... will be releasing an exclusive Ultra 64 version of *Doom* (surprise, surprise). It will be developed by the original *Doom* creators, id Software. So far, we know that it will contain 3D rendered sprites, no pixelation and will probably be called *Ultra Doom*.

## And The Games...

Here is an unofficial list of Ultra 64 titles coming our way in the near future. That's unofficial! UNOFFICIAL!

- Killer Instinct 2* – Nintendo
- Cruis'n USA* – Nintendo
- Turok: Dinosaur Hunter* – Acclaim
- Ultra Doom* – Williams
- Top Gun: A New Adventure* – SH
- Mortal Kombat 3* – Williams
- Red Baron* – Sierra Online
- Robotech Academy* – Gametek
- Stackers* – Virgin
- Monster Dunk* – Mindscape
- Ken Griffey Jr. Baseball* – Nintendo
- Final Fantasy 7* – Squaresoft
- Star Wars Trilogy* – LucasArts
- Mission Impossible* – Ocean
- Metroid 4* – Nintendo
- Waterworld* – Ocean
- Pilotwings 2* – Nintendo
- Akira* – THQ
- Ultra Mario* – Nintendo
- Ultra Starwing* – Nintendo
- Frank Thomas Baseball* – Acclaim
- Ultra Mario Kart* – Nintendo





## ... In Brand New Look Shocker!

Now read this! Ultimate's sister mag, PC Attack gets a brand new look this month, as the action-orientated PC games magazine moves into the impossibly exciting pre-Christmas games frenzy. Sporting a new logo and even more in-depth editorial, the November issue will hit the shelves on October 12th, featuring an exclusive review and playable demo of Gremlin's *Actua Soccer* – which they describe as the most playable and visually staggering footy game there is. And it's just £3.99 with a staggeringly packed coverdisc! Get it – IT'S NEW!

## Japanese Charts

In the style of Bullseye – naturally.

iiiiiiiiiiin **One** – wash away those wash-day blues with *King Of Fighters '95* on the Neo Geo CD.

iiiiiiiiiiin **Two** – Watch your kiddies' faces light up with *Yoshi's Island* on the SNES.

iiiiiiiiiiin **Three** – Make your wife's day with his 'n hers matching *Robot Wars* on the SNES.

iiiiiiiiiiin **Four** – She'll never nag you to buy them again with this year's supply of *Zero Divide* on the SNES.

iiiiiiiiiiin **Five** – Everything will become crystal clear with this *Magic Knight Rayearth* on the Saturn.

iiiiiiiiiiin **Six** – It'll be summer all year 'round with *Virtua Fighter Remix* on the Saturn.

iiiiiiiiiiin **Seven** – Stay out of the black and in the red, you get nothing in this game for *Super Powerball* on the SNES.

iiiiiiiiiiin **Eight** – Don't let the grass grow under your feet with *Shining Wisdom* on the Saturn.

iiiiiiiiiiin **Nine** – We've had a lovely evening, I think we'll take the money and play *Ace Combat* on the PSX.

iiiiiiiiiiin **Ten** – Bully's special prize! Impress your neighbours with *Final Romance 2* on the Saturn.



concentrating on Sega and Sony who thankfully were beginning to show their wares. Despite this, a few details emerged that strengthened Nintendo's position. They teamed up with a company called Alias research, a company that developed graphics tools that had been used by special effects wizards like Industrial Light and Magic. If these guys were involved then the machine wasn't going to be a lightweight. Acclaim also signed up, indicating that on the games side, Nintendo were also gearing up for the big push. Oh, and if you're interested, it was around this time that the working title of **Project Reality** was ditched in favour of



Ultra 64 (or Ultra Famicom). No big deal, but another indication that things were firming up. This was the point at which *Killer INstinct* and *Cruis'n USA* were shown. But still Nintendo hadn't finished. Shortly afterwards an alliance with a company called Rambus was announced. Rambus technology is a complete mystery to most people but basically their expertise is in enabling super fast processing speeds.

Then came the news that everyone had been waiting for. Shigeru Miyamoto, legendary creator of *Mario* and *Zelda* would be working on some special projects. No-one knew what they were but inevitably there was a lot of speculation, most of the bets going on a sequel to *Pilotwings*. And if that wasn't exciting enough, there was also news of an enhanced version of *Doom*.

By January '95 Nintendo had also teamed up with communications giant GTE fuelling speculation about the networking possibilities of the machine and so now that the press were all fired up again (having seen this dream team assembled) Nintendo announced the final specifications. And what deliciously tantalising specs they were too (see the tech specs box for more anoraky details). As the year progressed more and more game

developers signed up and an impressive initial software list was beginning to emerge. Rumours of exclusive *Star Wars* games, *Castlevania* sequels, *Alien Trilogy* and *Final Fantasy 7* whetted our appetites further.

The final developments occurred just a couple of months ago with the first pictures of the machine itself (reproduced here for your delight) plus a vague (and not at all official) revelation that an add-on was being developed that would utilise unique mini-disc technology providing masses of storage and data retrieval at roughly eight times the speed of conventional CD drives. On top of that it was announced that the joypads would feature both traditional digital directional pads (like those found on SNES pads) plus an analogue joystick, perfect for flight sims or driving games.

OK, so we still haven't seen anything on the software front, but by assembling an unprecedented team of top-flight companies around them Nintendo have not only managed to suspend our disbelief, but managed to practically convince us that this'll be the most wondrous event since Moses came down a hill and said "You'll never guess who I just bumped into."

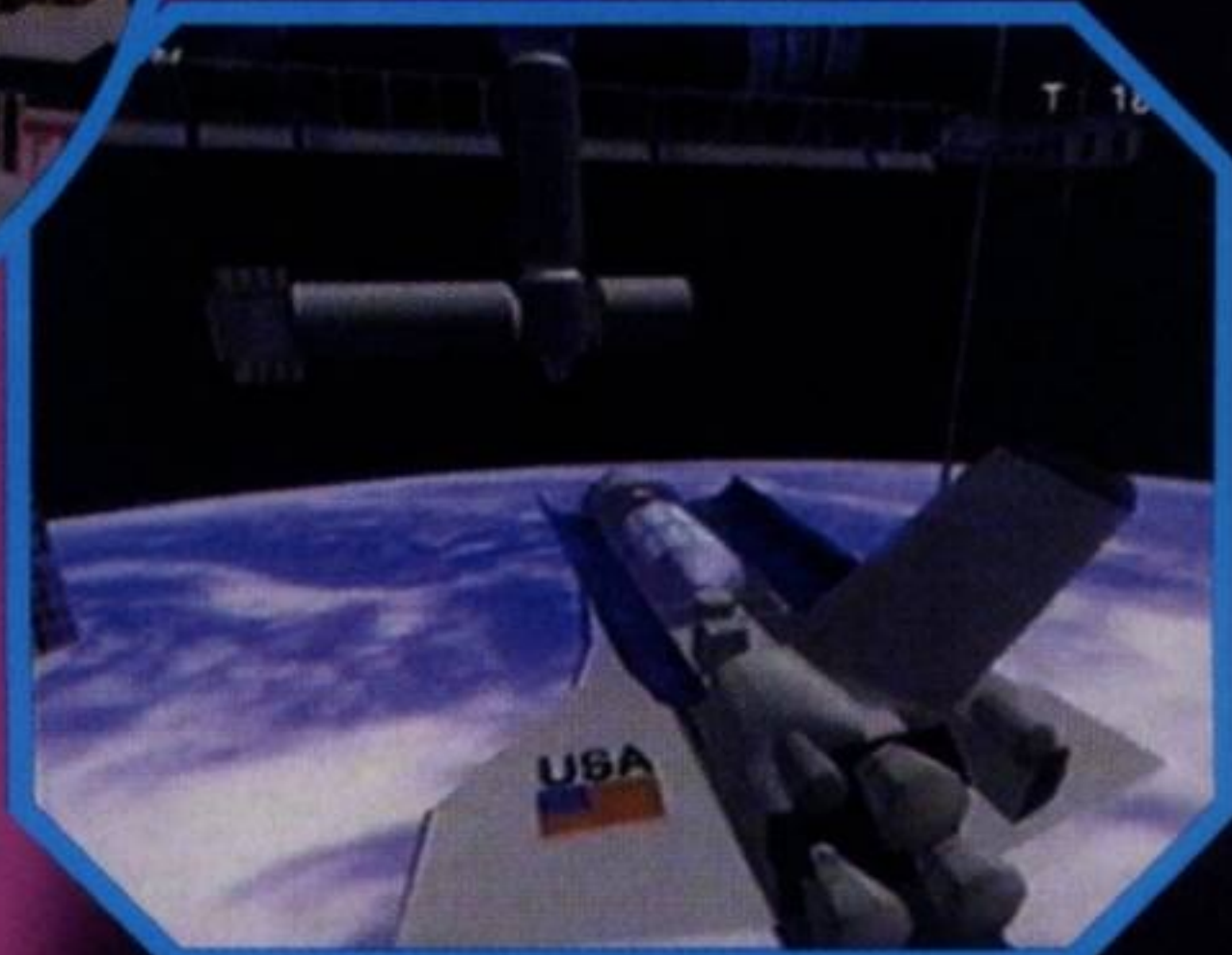
'One more month to go, one more month to goo-oo!'

◀ A Silicon Graphics demo, allegedly the U64 can do this.

▼ And it'll be able to do this, honest... well, maybe.



◀ This is Jago out of *Killer Instinct*. Bet he drinks like a girl.





tion. Prince will ditch the leopard-skin shorts for for more fashionable PlayStation attire. Top bloke or what?...TRUE LINES.....



# Tech specs



**H**ere they are then, the completely final technical specifications of the Ultra 64. When you take home your new Nintendo next year this is what will be inside it (unless of course Nintendo decide they can shove in a kitchen sink as well).

## Processing

640-bit RISC R4200 Reality Immersion engine  
105.8MHz with a 500Mb per second bandwidth  
3Mb RAM

## Graphics

64-bit graphics processor at 80MHz  
320x224 screen resolution with ability to display  
24-bit colour images at a resolution of  
1,280x1,020 (High Definition TV standard)

## Sound

64-bit DSP with 64 channels

## Fancy stuff

- 100,000 fully texture-mapped polygons per second
- Realtime raytracing (the tracing of rays)
- Realtime anti-aliasing (the smoothing of rough polygon edges)
- Load management (to prevent large chunks of scenery appearing suddenly out of nowhere)
- Tri-linear MIP-Mapped interpolation (a clever process that will make objects appears just as detailed in close up as they are in the distance)



▲ See that shark? Quite detailed isn't it?



▲▼ More piccies of *Cruis'n USA* and *Killer Instinct*. Why have we put them here? Because we can.



▲ And this is the same shark up close. There's no loss of detail due to the U64's Tri linear MIP-mapped interpolation.



**SPECIAL ISSUE!**

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## Ridge Racer Revolution – wahoo!

Most of the Ultimate team are drinking themselves into a stupor over the news that *Ridge Racer Revolution* (the sequel to *Ridge Racer*, unsurprisingly) is being released on the PlayStation in Japan in December. We've contained our excitement momentarily to bring you this rockin' good news – we can't hold it any longer: Yippee! Wahoo! Ra, ra, ra, ra, Hoorah!



▲ Not bad! Top rear-view mirror action. Cor!



▲ What's this, a new track? But of course.



▲ Those palm trees are new as well. It's all new!



▲ Good to see the old replay still remains.

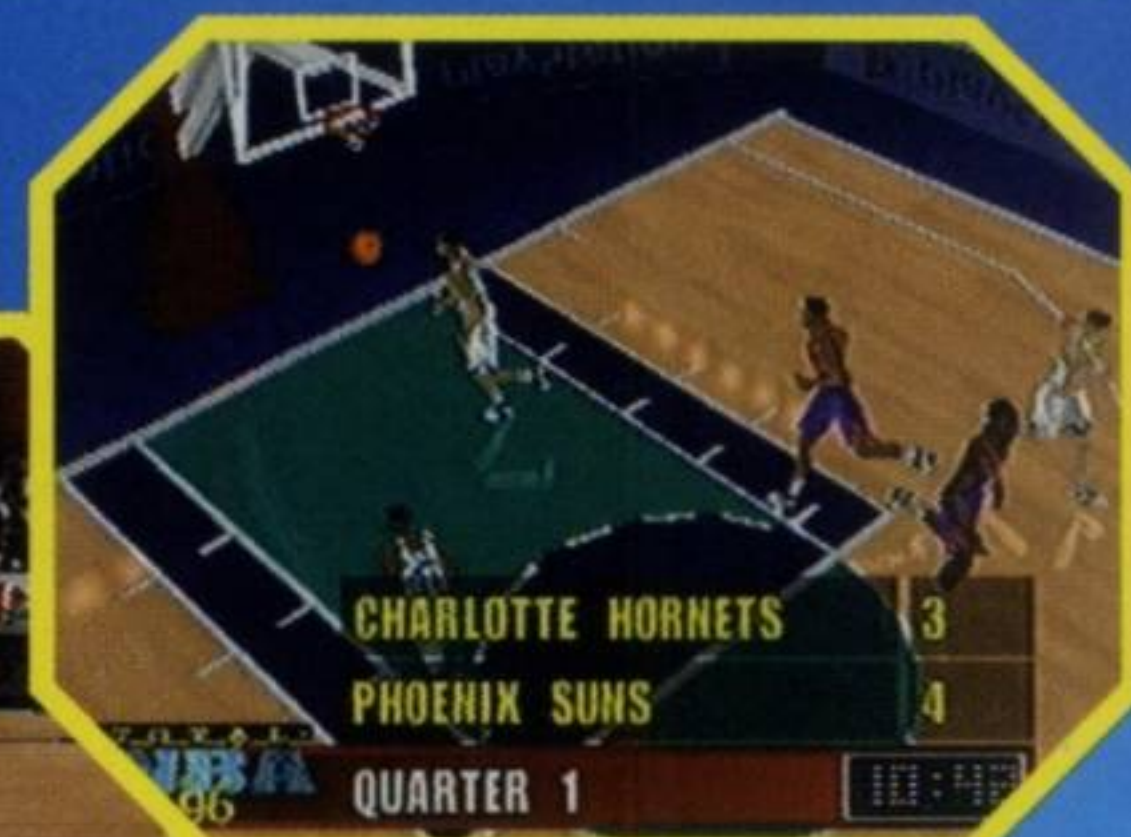


## BITS

**Shaka O'Neil** is one of three players from the NBA who cannot appear in the game because they are exclusively signed up with a sponsor. We don't know who the other two are so, erm, why did we mention them? To pad this box out a bit, that's why. Just a line and a half to go, nearly there, um, so how are you then? Family keeping well are they? Phew, it's over – see ya!



▲ Are basketball courts really that reflective? How odd.



◀ Doesn't the NBA logo look similar to the Snickers logo?

# Slam Dunking Total on to the Plays



It's 'Wow check this out', time again on the PlayStation with the awesome looking *Total NBA '96*. Sony Computer Entertainment are taking one of America's most successful sports association licenses and turning it into a fully motion-captured, 3D environment basketball sim. And it's gonna be brr-illiant!

Jules Burt who was responsible for *FIFA* and *World Cup Rugby* at EA

was poached by SCE to develop *Total NBA* for the PlayStation: 'The original concept of the game was by Sony's Phil Harrison and at the time no one was really interested in developing a basketball game. When we realised the power of the PlayStation and what we could do with full 3D motion-captured players there was no stopping us.'

From the little we've played of it, this basketball sim is gonna boast all the latest in gaming technology with characters in full real-time 3D able to spin around, slide and run as smooth as Shaka O'Neil's bald head! We are also promised 320 NBA players and 29 official teams which will have all the latest statistics for you anoraks out there.

SCE had their players motion-captured in the US where basketball is the second national sport.

Richard Lee, Software Engineer for *Total NBA*, wanted the game to be different from anything available on the market: 'To get everything right down to the last detail we hired an ex-NBA coach Patrick Kinnican who helped us on gameplay and made sure that the game plays like real basketball. We knew it was going to be difficult to get ten characters to run in full 3D without any major problems. But, we've been able to achieve this without losing gameplay.'

The 3D action on the courts (which are all replicas of real NBA courts in the US) is promised to be different from anything we've seen before, with full control of your player





► It's camera-angle-mongous mate. Some of them are just plain needless, though.



◀ There's no doubting the quality of the graphics, but sports sims often ignore gameplay.



# NBA tation

actions which, because it's in a real-time 3D environment, can be viewed from any camera angle you care to choose. The detail on the players features texture-mapping and gourad shading, but take it from us, this hasn't slowed it down one iota.

The game will also boast replay options, NBA league games, FMV intro of real game footage and an eight-player multi-tap option which is irresistible - you'll be able to battle it out in any combination with up to EIGHT MATES!

Contenders for the basketball sim of the Next Gen trophy are quite high with *Slam 'n' Jam* and *NBA Jam*, but Jules Burt takes no time out to worry about the opposition: 'Our product is completely different to what is out there at the moment. We have real-time 3D with some high-powered

gameplay. There is no basketball game currently available that gives the player full control over the player with such fluid movement. We are definitely going to be the front-runner in sports sims.'

As you can see from the screen shots this game looks shockingly lush and if the finished version plays even half as well as the one we had a go on, this should be an essential purchase. Look out for our exclusive review very soon to find out the Ultimate verdict.

Machine.....PlayStation

Publisher....SCE

Developer...In-house

Style.....Basketball Sim

Release.....Jan '96

Country.....UK

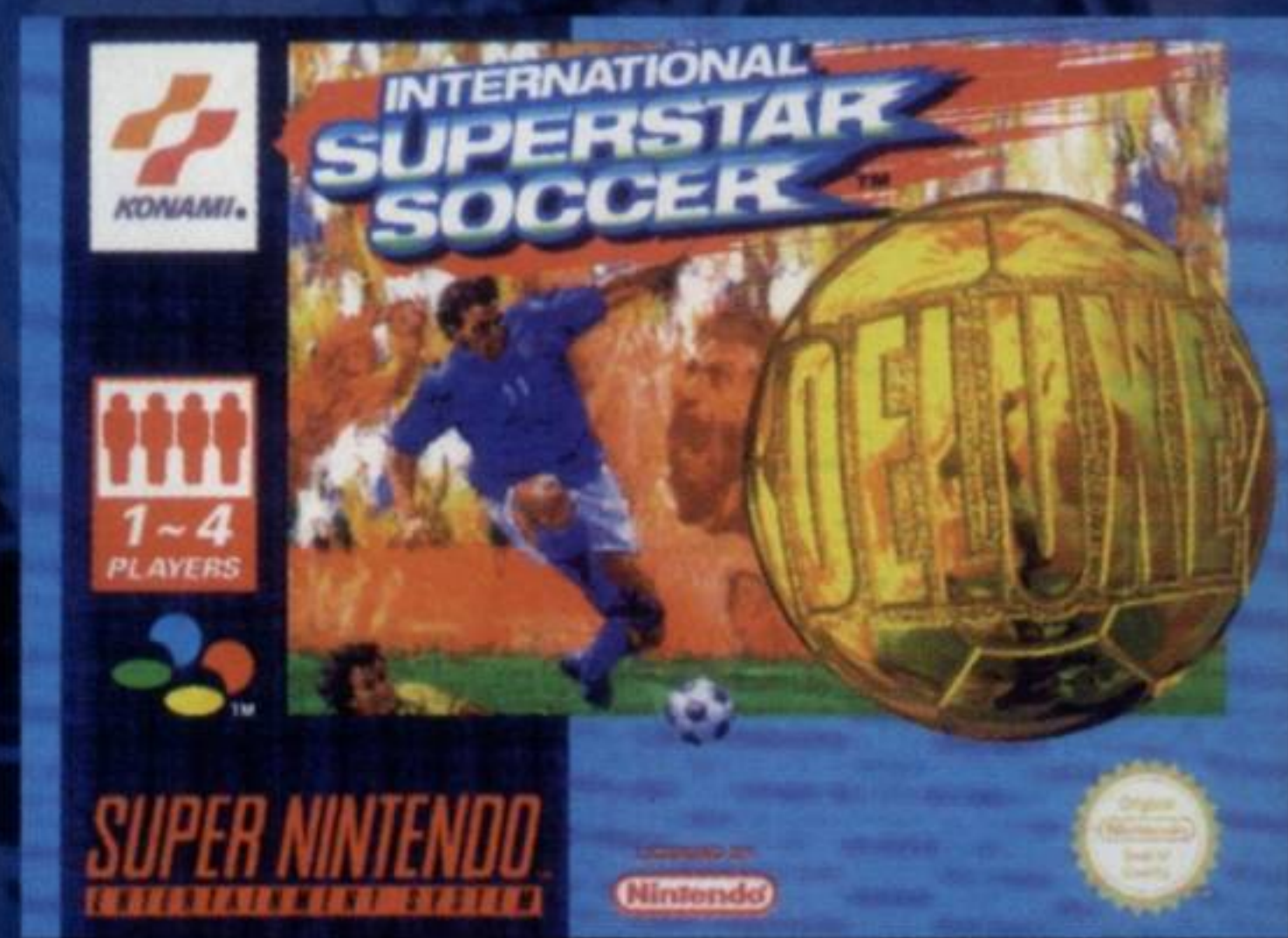


## INTERNATIONAL SUPERSTAR SOCCER



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You need  
**BALLS**  
to play this  
game...



The sequel to the "best ever" soccer game is about to hit the pitch. **ISS - Deluxe** is heading your way and when it arrives it'll kick every other footie game into touch. With realistic sprites making 36 teams of recognisable celebrity players, increased CPU intelligence, over 40 brand new features and an incredible four way play option - the question is to you have the (foot)balls to play?

New teams, new players, new stadiums, new strategies and new techniques - we've even got some new balls! The future of 16bit soccer is coming.

# It's Outstanding!

Release Date: 17th November 1995

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



...TRUE LINES... Sega of America have announced a 32X price-drop to \$99. That's around £65!

## JAMMA show news

Namco, Sega and Capcom revealed new titles at the JAMMA arcade convention in Japan recently.

Namco displayed *Soul Edge*, their *Toshinden*-esque beat-em-up together with two unnamed *Virtua Cop* clones, all for the PSX. Sega showed off *Indy 500* and a Formula One racer for the arcade together with *Virtua Cop 2*, *Fighting Vipers* and *Virtua Fighter 2* for the Saturn. Capcom revealed *Marvel Super Heroes*, *19XX* and *Rockman* for the arcade. More next month.

## Golden Axe: The Duel

As exclusively revealed way back in issue eight, the Japanese arcade smash *Golden Axe: The Duel* will be appearing on the Saturn any time now. Here are some exclusive shots...



▲ *Golden Axe: The Duel* has been developed by Sega's...



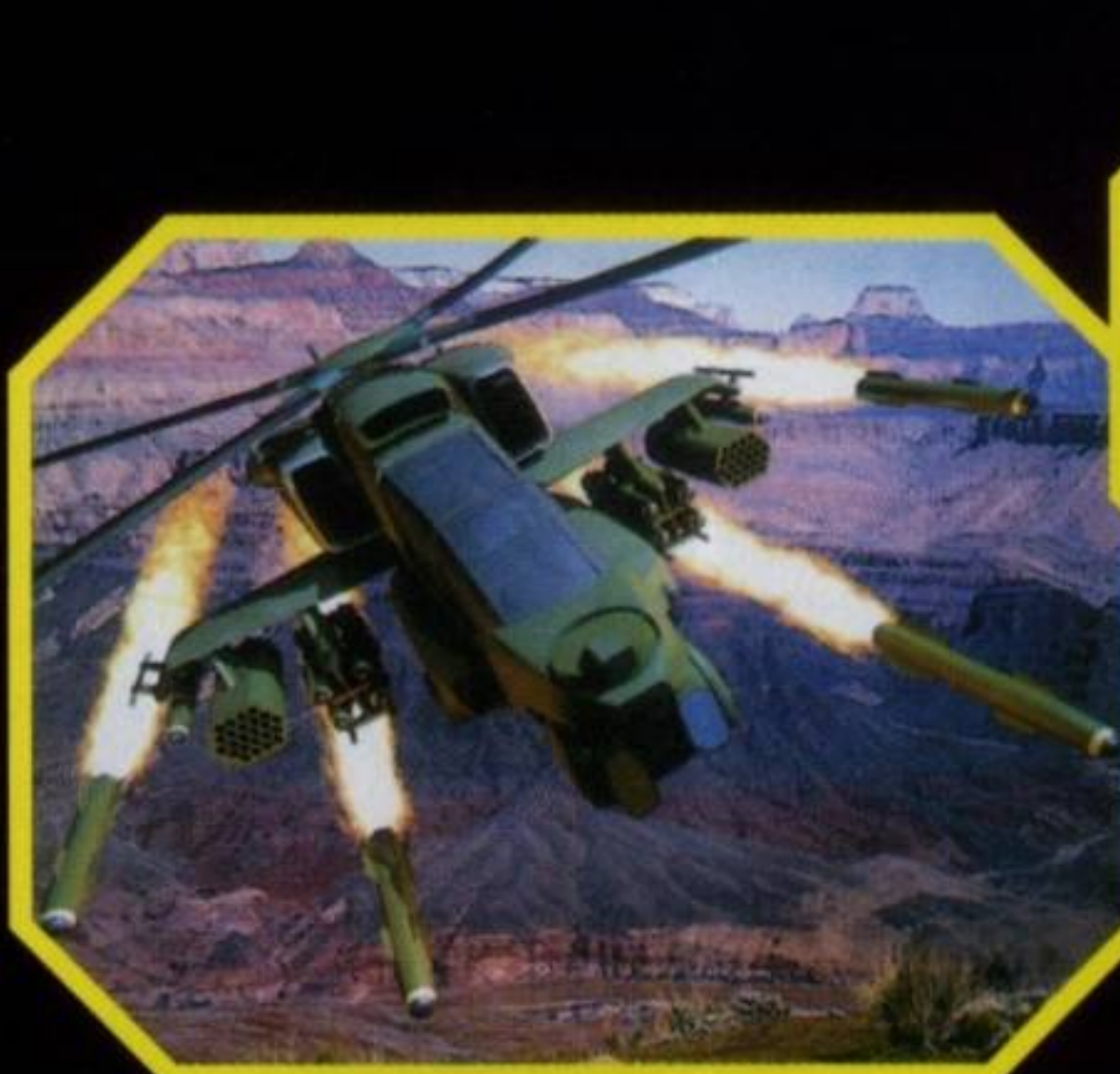
▲ ... AM1 R&D department. They used the ST-V board...



▲ ... to make the conversion almost arcade...



▲ ... perfect. Much like Namco's System 11 board. It looks brrrrr-iilliant!



◀ As usual, a stunning FMV intro. Lovely!



# Landing into the Next Gen is **Firestorm: Thunderhawk 2**

**R**emember Core Design's impressive action-packed helicopter sim on the Mega CD? Well, two years on those clever peeps at Core are finally developing a sequel for, you guessed it, the super consoles. And about time too if you ask us.

*Firestorm: Thunderhawk 2* comes fully loaded with 37 stages packed with fractal-mapped 3D terrains and all manner of polygonal foes.

Core have also tweaked the gameplay with the introduction of a virtual cockpit giving you a 180 degree combat view, so you can spin round and vapourise the bogies coming in at three o'clock. And all that malarkey.

*Firestorm's* lead programmer Marc Ivory is confident that this frantic blast-fest will be taking the Next Gen machines to some serious new heights: 'We are pushing the new games machines to their absolute limits. This game is going to be

faster than anything currently on the super consoles.' Brave words indeed, especially in the face of *Wipeout* and chums.

With an FMV intro, multiple camera angles (in and out of the helicopter) and in-game speech, this looks like it's going to make the handsome Mega CD version look plain silly. Let's hope so!

Machine.....PSX/Saturn/PC

Publisher....Core Design

Developer...In-house

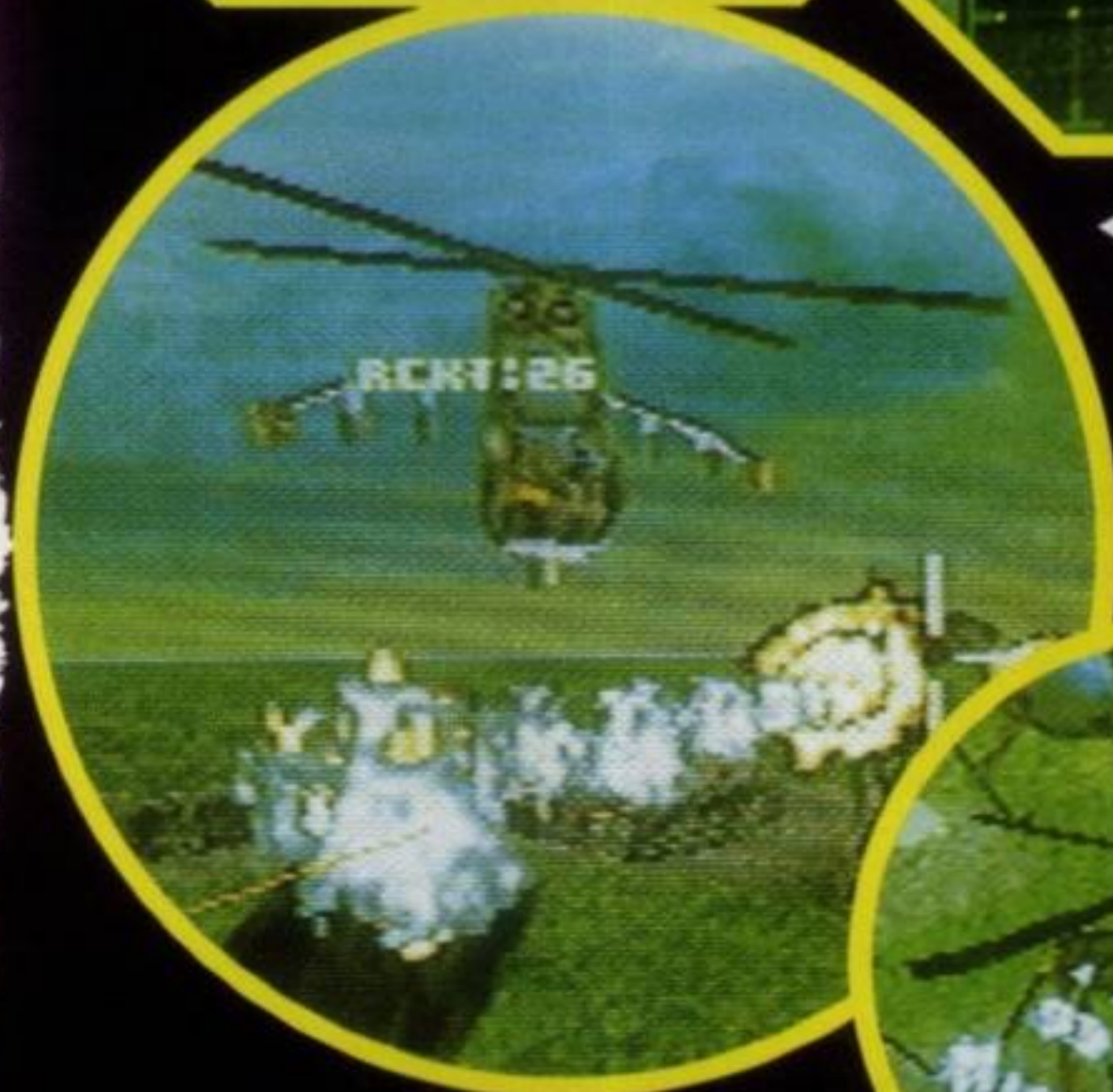
Style.....Shoot-em-up

Release.....Nov '95

Country.....UK



◀ Not too close fellas, you're heading for some ugly tangle.



◀ If the speed is right, this'll be massive.







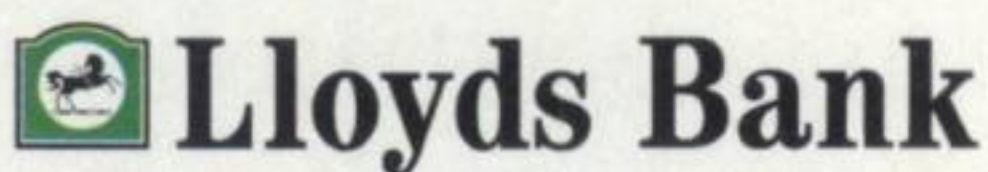
now you've  
left  
school

and got a

job,

isn't it time you  
stopped banking  
in your bedroom?

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Please use BLOCK CAPITALS NAME: ..... date of birth: ..... phone no: .....  
address: ..... postcode: .....

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Please send to: Lloyds Bank Plc, Freepost CV2870, Stratford-upon-Avon, Warwickshire, CV37 9BR

To apply you must be aged between 16 and 20 and provide evidence of full or part-time work or vocational training. The account is available for a maximum of two years. Lloyds Bank Plc is a member of the Banking Ombudsman Scheme, and a signatory to the Code of Banking Practice. Lloyds Bank Plc, 71 Lombard Street, London EC3P 3BS.



...TRUE LINES... Sega of America has announced it is to bring several arcade and videogames to the PC: *Ecco*, *Tomcat Alley*, *Comix*

Join the A-Team

# Ultimate

Future Games

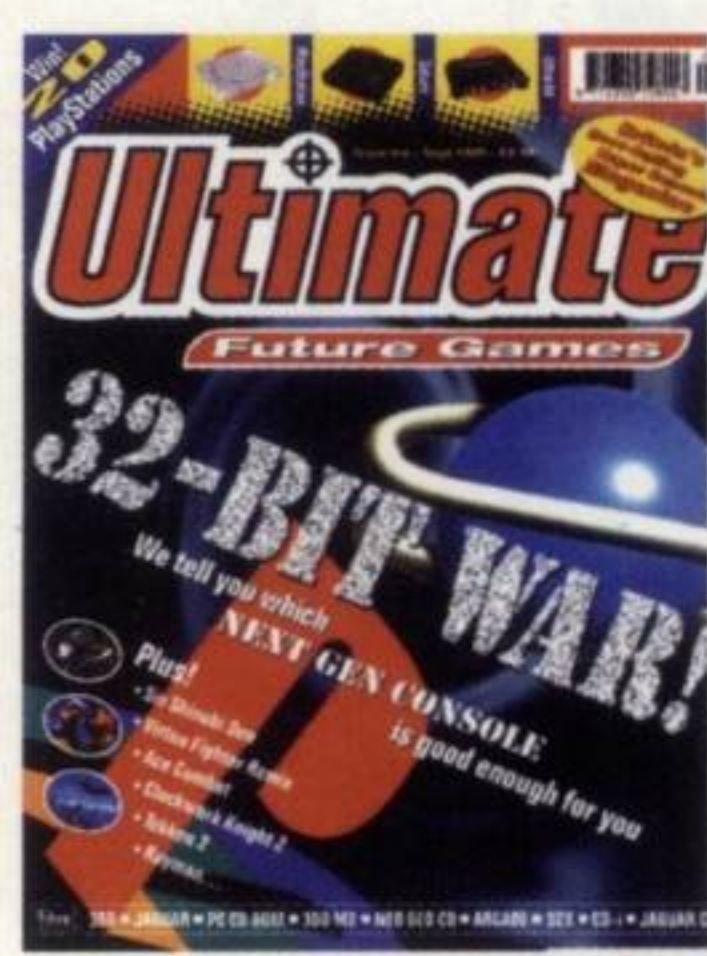
**Y**es, this could be your chance to break into the big league and swell the ranks of the UK's best-selling Next Generation videogame magazine.

Ultimate Future Games is growing so rapidly that we need new writing blood. If you fancy yourself as a bit of a writer and are keen to get on in the world of videogame magazines, YOU could be the person we need to speak to.

You'll need to have a sure and steady grip of the English language (to at least A-level standard or equivalent), be able to reach the final stage of *Panzer Dragoon* without breaking into a sweat and be a bit of a team player, and all that.

If you feel you fit the bill, then send your CV along with a 200-word review of a recent game and a letter stating why we should pick you, to: Staff Writer Vacancy, Ultimate Future Games, Future Publishing, 30

Monmouth Street, Bath, Avon BA1 2BW. This is not a competition, this a real job vacancy - get them applications in sharpish!



◀ The chance to use a big PlayStation pistol is not to be missed - wave it like Clint!

# Horned

**N**ot, as you might suspect, a game about birds of prey with, well, horns, but a smooth, first-person perspective shoot-em-up for the PlayStation.

*Horned Owl* is set in the year 2051 when Japan is in the grip of terrorism. The government has set-up a special team to combat the terrorists, made up

of military and police personnel. The trouble is, the government don't have much control over the members of the team and each time they go out on a mission, they end up destroying almost half the town (giving them the ripe old name of 'Demolition Men').

The economic situation in Japan is pretty desperate, what with criminally high unemployment and the replacing of factory workers with robots. Worse than that though, is a

robot terrorist group (called 'Metallica') which are frightening the population. The government has learned about a huge bomb they're about to plant, so they ready the Demolition Men...

There are two main characters in *Horned Owl*: Kuroto and Maruko, but obviously you can only 'be' one of them at any one time. There are also plenty of sub-characters, like Kate the 'operator' who guides the player

# Blam!



◀ Core Design are really shifting into gear with Next Generation game development.

# Machine

**E**arly next year, your Saturns, PlayStations and PCs are going to be leaping all over the shop, thanks to the explosive

power in Core Design's *Blam! Machinehead*.

The emphasis is really on ultra violence. *Blam! Machinehead* is a first-person

perspective blast-em-up set on the surface of a post-apocalyptic Earth and in that hallucinatory old place, Cyberspace. You take on the role of Dr Kimberley

...TRUE LINES... Watch out for Atari this autumn. They're spending £2 million on marketing, mainly on TV, between October and



# BITS

The visual designer for *Horned Owl* is none other than old Masamune Shiro. He specialises in futuristic police and is highly respected in Japan. This autumn, an animated movie adapted from one of his stories is to be released in the US, UK and Japan. Called *Ghost in the Shell* (Kokaku Kidoutai), it features some of the best animators in the business.

► One of the instantly obvious traits of *Horned Owl*, is the super smooth animation. It shifts like a rug on a shiny floor.



# Owl

through the game with her sexy old larynx. The most important point, though, is that you can also use a gun peripheral in the game. Not bloody bad!



Machine.....PlayStation

Publisher....SCE

Developer...In-house

Style .....Shoot-em-up

Release.....December '95

Country.....Japan

► The viewpoint 'furniture' looks close to that found in Core's other top 3D shoot-em-ups.



# head

Stride - a babe on a bomb, and it's your job to pass over the fractal-mapped terrains shooting up the texture-mapped polygon enemies. Heavily

promoted as being adult in content, *Blam! Machinehead* is targeted at an over-18 audience. So we can't wait to get our hands on it.

arcane (a:'kein) adj.  
requiring secret  
knowledge to be  
understood; esoteric.



# Ultimate UPDATE

## Sega Nomad Unveiled



As exclusively revealed by Ultimate last month, The Sega Nomad will definitely be released in the US Pre-Christmas. Firm news has recently emerged from Sega of America about the 16-bit portable Mega Drive to combat inaccurate rumours published by lesser magazines. We even got hold of a piccy! Here are the facts...

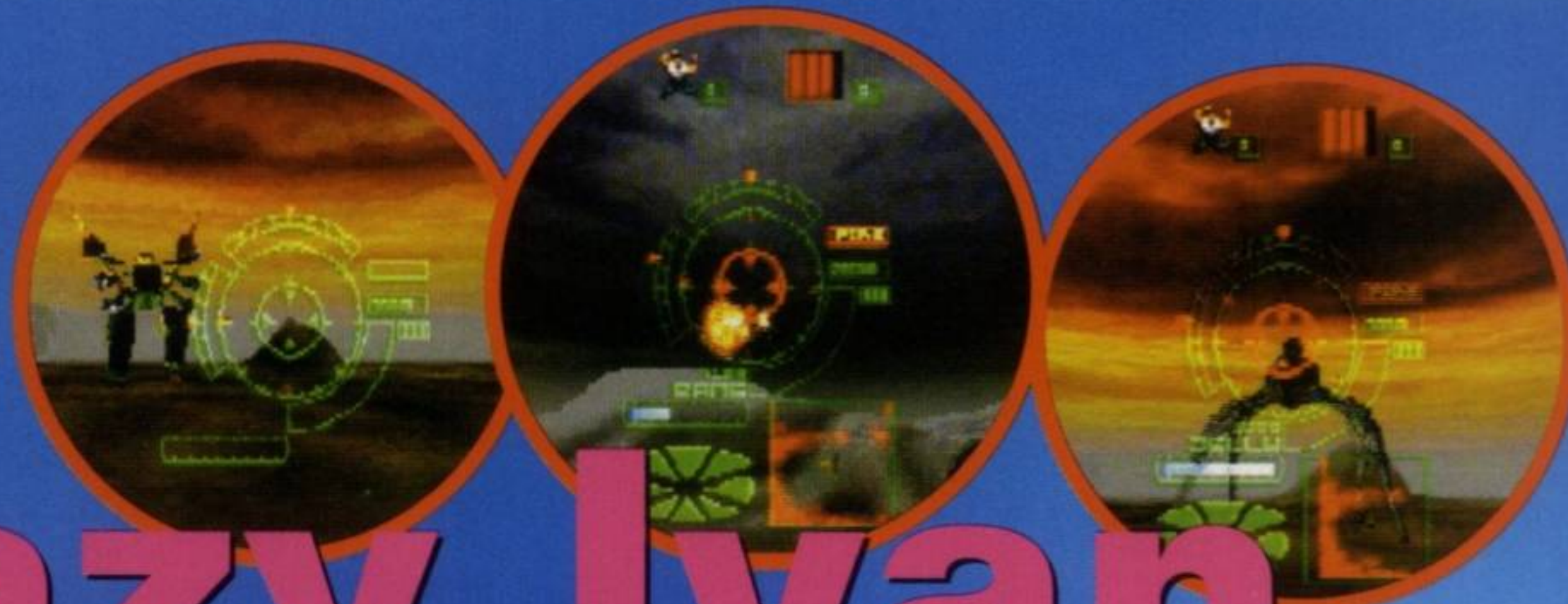
The Nomad is compatible with the entire library of Mega Drive titles currently available – that's more than 600 games. And the quality is reputedly exactly the same as the big screen experience.

The Nomad features a 3 1/4" full colour screen which also doubles for a television, with the optional adaptor. The six-button control system allows for the likes of *Super Street Fighter 2* to be played as it was originally intended, and for a head-to-head challenge you can even plug an additional Mega Drive control pad into the port. Blimey, it certainly sounds more desirable than the Game Gear!

The Nomad uses six AA batteries which last for around three hours. Hmm, that isn't very long is it? Anyway, other optional Nomad peripherals include: a television plug-in cable (making the original Mega Drive redundant), a rechargeable battery pack (which also lasts for three hours) and a car adaptor.

Sega UK will neither confirm or deny whether the Nomad will be receiving an official UK release in the near future.

► Open air *Doom*, what more could you want?



# Krazy Ivan



**F**or those new to this gorgeous-looking shoot-em-up (why didn't you read our exclusive Psygnosis PlayStation supplement?), we'd best start at the beginning. *Krazy Ivan* is set in the year 2018, when Earth has been invaded by aliens. The Russians are the only ones with the technology to defeat the hordes, and send you, Ivan, in your 40-foot, 50-tonne mech-warrior power-suit out to the enemies' domain in order to sort the beggars out.

This basically takes the form of a 3D, first-person perspective game set in

various terrain styles (Russia, Middle East, Europe, USA and Japan), with you blasting huge polygonal adversaries to kingdom come.

As for the game, well, it's an explosion lover's wet dream. The enemies all resemble animals in form, and as such move like them too. Some fly around in the air, others flail around like giant snakes, while many move around in the normal method. They all have varying degrees of armament, and their Artificial Intelligence reflects this. Once you've destroyed an adversary, tiny, madly-waving humans appear, and it's your mission to rescue as many as you can. But beware the intelligent enemies – rather than attacking you, they'll switch their attention to the little blighters you're supposed to be rescuing. The crafty little buggers.

One of the things that impressed us about *Krazy Ivan*, is the cinematic intro and cut sequences. They even rival the intro/end sequences of *Air Combat*. Praise indeed. We'll bring you a bit of an exclusive review next month, no, make that a full one...



Machine.....PlayStation

Publisher....Sony Interactive

Developer...In-house

Style .....Blasting Orgy

Release.....Nov '95

Country.....UK

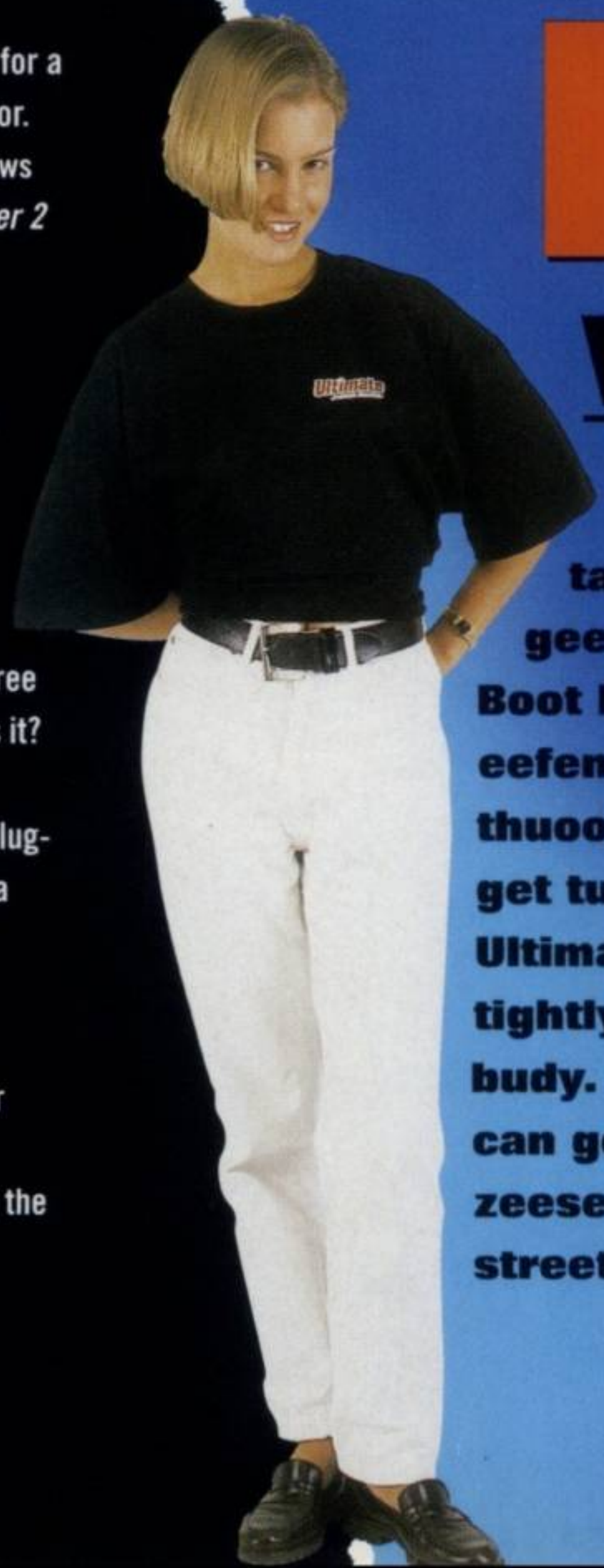
...TRUE LINES... recently issued a press release which is more than a little cagey about official US sales figures. Rumour has it

# Hot stuff!

**V**ell, soommer's been und gune and my tan's be-geenning tu fede. Boot I lufe autumn eefen mure, thuough, because I get tu veer my Ultimate T-shirt tightly next tu my budy. Und you tuu can get one ov zeese rather sexy street-credeable

pieces ooff clutheeng fur yourself oor, hey, your guriffreeend - seemply fill out zee form und send it, along with a cheque oor your credit card details tu us at zee address shown oon zee form.

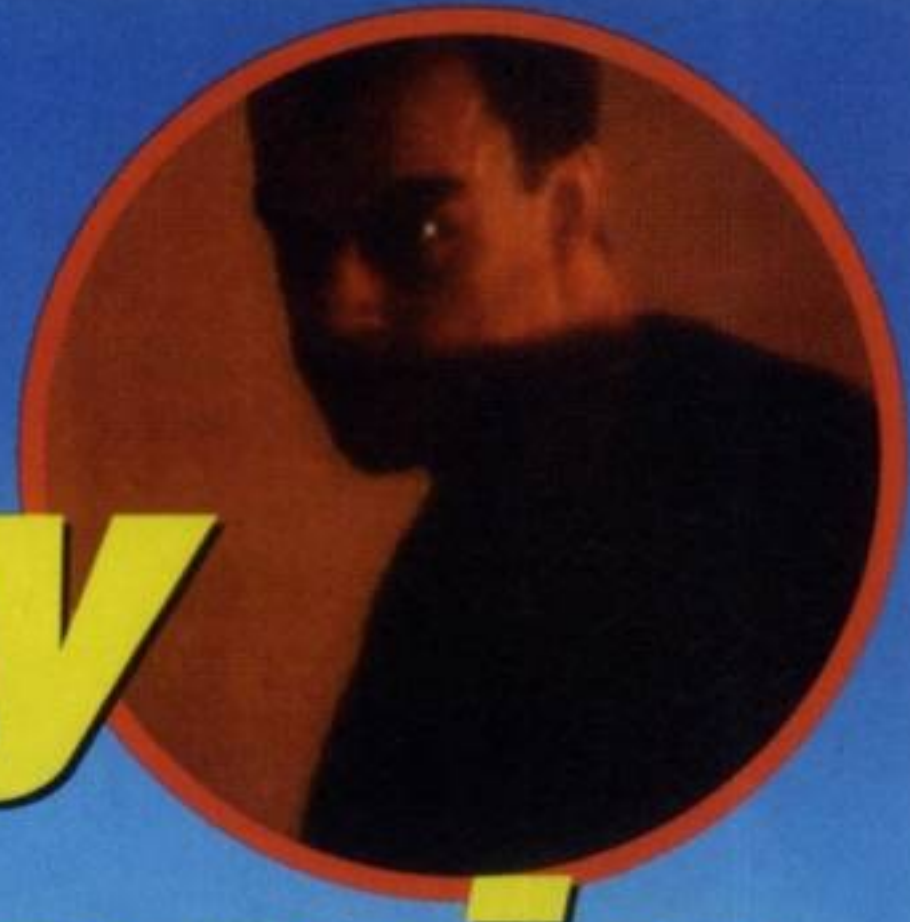
Eech T-shirt custs oonly £7.50 and thet incloudes postage und peckegeeng - but they're running out first sooo get your oorder in now! You nefer know, I meeght haff tu give you zee one ooffff my own back. Oooh, that's sorseee!





only sold 50% of predicted units. Nintendo of America ...

# Johnny Mnemonic



If Full Motion Video is your passion, you need look no further than Sony Interactive's *Johnny Mnemonic*. It's packed to the 'pits with the stuff.

Admittedly, the game wasn't particularly well received on PC, but the PlayStation version is being radically altered and from what we've seen, it's shaping up good and proper.

You take control of Johnny and must help him get to the bottom of his cyberpunk nightmare. The game takes the form of more or less an interactive movie as you move from atmospherically shot plot-

advancing sequences to interactive sequences, where your lightning reflexes are going to be tested to the limit.

We all have our preconceptions of what an interactive movie actually is, thanks to the tatty likes of *Dragon's Lair* and *Cyberwar*, but let's hope the release of *Johnny Mnemonic* goes some way to re-addressing the balance.



▲ That's not Keanu Reeves? Where is he?



that the few Virtual Boys stocked are being discounted already

## Ultimate T-shirt UFGTSH

Fill in and send back to The Ultimate T-shirt, Ultimate Future Games, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.

Please send me  T-shirt(s) at £7.50 each (inclusive of P & P).

Total amount payable  x £7.50 = \_\_\_\_\_

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On Thursday  
9th November  
Future Publishing  
will launch an exciting  
new roleplaying magazine

it will be called arcane  
read it

# arcane

the roleplaying magazine

- miniatures
- the internet
- board games
- tabletop games
- computer games
- play by mail games
- collectable card games

For more information on arcane, access the arcane homepage at <http://www.futurenet.co.uk/>



Babe turns beast horror flick



# Species

in free

VIP day-out extravaganza

**T**op lass-turns-lizard sci fi movie *Species* hits town this month, and if you like the work of H.R. Giger (the chap responsible for the rather scary creatures in *Alien*) then it's right up your alley.

The story begins in good old flares-filled 1974, when the world's largest radio telescope, located in a jungle basin in Puerto Rico, relayed a message to the rest of the Galaxy. That message contained information about Earth, its inhabitants and most importantly, the DNA sequences which make up the human cell.

Twenty years later, the message gets answered by one containing an alien DNA

sequence and friendly instructions on how to combine it with our own. The elite group of scientists who sent the original message believed they are in control and begin getting mucky up to the shoulders in a lethal cocktail of DNA...

To mark the release of *Species*, Ultimate and United International Pictures are offering five readers the chance to win a tippety top trip to London. You and a mate will travel to the Big Smoke, where your first stop will be London's Trocadero and Alien War. You'll then shift to the London Dungeons, the world famous Tower Records Piccadilly (where you get a free £20 voucher each), pop round to a West End

cinema for a screening of *Species*, before being whisked off to Planet Hollywood, London's only dining experience inspired by film, for dinner. Then you'll be on the train home courtesy of InterCity.

To be one of these lucky, lucky people and walk away with the star prize, simply tell us which three of these actors are behind Planet Hollywood: Hugh Grant, Harrison Ford, Charles Hawtry, Arnold Schwarzenegger, Bruce Willis, Chuck Norris, Billy Crystal, Jean Claude Van Damme, Sylvester Stallone and Mark Hamill. Send your entries to: Special Species Trip, Ultimate Future Games, 30 Monmouth Street, Bath, Avon BA1 2BW.

**Rules and that...**

1. Any winners under 16 must be accompanied by a guardian. Winners over 18 may be accompanied by a friend.
2. Only winners over 18 will be allowed to attend a viewing of *Species*. Winners under this age will be offered suitable alternatives.
3. Prize is as described above and does not include spending money. Aah.
4. There are no cash alternatives.
5. No employees of Future Publishing may enter. Ha ha ha.
6. The editor's decision is final. Oh yes.







PlayStation

PC  
CD  
ROM



*"...by completely re-thinking this classic and adding, quite literally, another dimension, Psygnosis have created a game that is as brilliantly original as the first Lemmings game. Buy it."*

**PC Attack 94 %**

*"Hugely entertaining game that's all but impossible to put down. Don't even think about missing this."*

**PC Gamer 94%**

*"3D Lemmings is the best head-scratcher money can buy. That's a fact."*

**Ultimate Future Games 90%**

# 3D Lemmings

BE AN INDIVIDUAL. JOIN THE MASSES



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...TRUE LINES... PC demos of *Sensible Golf* and *Screamer* are to be given away by Safeway with limited edition Pepsi multipacks

# Ultimate UPDATE



## Street Fighter 2 Gets Animated

The most requested video in Manga's history is launched this month. *Street Fighter 2 - The Animated Movie*, produced by Capcom and Sony Music Entertainment, is set in the not-so-distant future when civilisation is under attack. Your friend and ours, M Bison, is leading this assault and he's out to capture the minds and bodies of our friendly old Street Fighters to use in his attack on the world.

Thankfully, there are two people on Earth who have the powers to stop Bison - two legendary martial arts warriors. Guess who? Yep, Ken and Ryu are about to face their most deadly challenge. Will they succeed? Will Ken and Ryu put their differences behind them and save civilisation? Are you 15?

Then you really should get out and get hold of this classic 98 minute slice of anime. It only costs £12.99, too. If you have trouble finding the beggar at your local video emporium, try Maverick Mail Order on: (01989) 767 655.



## Get Animated! on The Hub

Get Animated! is a hands-on event at the Museum of the Moving Image (MOMI) which runs daily up to October 29th. From 10am-5pm each day, you'll be given the chance to contribute to an original animated short film, Going to the Pictures.

Being linked to The Hub (a creative Arts Council of England initiative available on the Internet), it will enable surfers to use the World Wide Web to watch the film unfold, download the film and even create sequences of their own (while traditional model animation will be taking place at MOMI). The film can then be seen on the silver screen, in the Museum Cinema at the end of October.

Get Animated! will focus on computer animation, editing, and perhaps most importantly, tutorials on the World Wide Web. Top stuff! Give MOMI a call on: (0171) 815 1331/2.



▲ Now you's don't wants to be getting cornered, does you's?

▼ He has diddy feet for a strapping great bloke. And he runs like a lass.



▲ Beware of red-booted criminal with knife in hand. Won't tell you again.

# Alone in the Dark

## Jack is Back

**I**nfogrammes are set to release the sequel to cult adventure game *Alone in the Dark* on the PlayStation and Saturn.

The strange bit comes to the actual title of the game. It's not, as some may think, a new entry in the series, but *Alone in the Dark 2* with a new name - the first game has yet to be released on the Sega and Sony machines yet, you see. It will still be known as *Alone in the Dark 2* when it hits the 3DO, though.

In this one-player game, you get to control Edward Carnby, a 'supernatural private eye' in California, 1924. Carnby has flown to the aid of his friend, Ted Striker, who is investigating the kidnapping of an eight-year-old girl, Grace Saunders by One

Eyed Jack, an evil bootlegger. The action itself is based in and around One Eyed Jack's house which overlooks the Pacific Ocean (and hence, also allows you to investigate a ghostly pirate ship moored nearby).

As in the original game, you'll have to investigate every crevice of the locations you visit to collect items to get you out of trouble and uncover more of the plot. But you'll also have to try and avoid the many traps that have been set for you as well as destroying any evil character you come across.



The game certainly has lots of lovely touches - the player can slip alternately between the roles of Carnby and Grace Saunders (with the gameplay suitably changing to accomodate the different sizes and strengths of each), there are several viewpoints for each situation (giving a better overall view of each location) and there's plenty of challenge in there - it's not going to be easy, that's for sure. And all for about £45 - not bad!

Machine.....PSX/Saturn/3DO

Publisher....Infogrammes

Developer...In-house

Style .....Adventure

Release.....Oct/Nov '95

Country.....UK

▶▶ He's only gone and lost his hairy-knuckled hands now! Top fella.



▶▶ You get to fight with a variety of weapons - but you'll have to find 'em first.



## BITS

**Alone in the Dark: Jack is Back** technical: Estimated playing time necessary for completion - 50 hours. 1,000 3D animations, 230 backgrounds, 600 modelled objects. Five difficulty levels. Three full-screen video sequences (25 images/second). Texture-mapping and Gouraud shaded characters. 3D animations calculated in real time.

...TRUE LINES... Tesco are to begin trial-selling a range of software titles in superstores across the UK... TRUE LINES.....



# The Console

# Barometer

Ladies and gentlemen, boys and girls, please comb your hair and give a nice big Ultimate welcome to Lisa The Bush - this month's top console know-it-all. Marvel as Lisa's bushometer indicates just how cuddly each console is...

**9/10** The fact that the machine is now actually available down the road in your run-of-the-mill Dixons or Woolies makes this the number one choice this month. And the fact that it's come in for under the £300 mark assures it the top spot. Admittedly, it doesn't come with a complete game, but the various demos available on the disc packed with the machine compensate for this. The vast array of software shown at the recent ECTS give it a boost as well.

**8/10** The PSX may have stolen some of the Saturn's thunder, but Sega are fighting back with some top quality upcoming releases. *Sega Rally* is looking very special, *Virtua Cop* certainly looks promising and *Virtua Fighter 2* is coming on a treat. The battle is well and truly on

**8/10** With 3DO remaining tight-lipped about the M2, and the software release schedule drying up, however briefly, the 3DO still can't compete with the big hitters. Could do better.

**6/10** Atari had a very good ECTS with amongst other titles: the brilliant looking *Zero 5* and *Mutant Penguins*. Add to this the CD add-on and *Virtual Helmet* and they're growing stronger by the month.

**5/10** With just one more month to go before this potential Saturn/PSX beater is released, excitement has reached fever pitch in Japan. This has kept Nintendo's 64-bit beast well up with the competition.



...TRUE LINES... Acclaim will be releasing the following Next Gen titles before Christmas: *NBA Jam Tournament Edition*, *Alien Trilo*

# BITS

The Mobile Suits themselves have been designed by the famous Japanese illustrator Mr. Yokoyama. He's renowned for his Mobile Suit designs and was responsible for those seen in *Kleek the Blood* and *Front Mission*. There are four basic Mobile Suit profiles in *ZXE-D*, and each comes from a different area: Siberia, Grand Canyon, Europa and Asia, to be precise.

# BITS

The action in *ZXE-D* takes place on 21st Century Earth. A hail of meteorites has fallen, containing an unknown metal. Baptised 'Plasmalite', it's discovered to actually be a special kind of energy. The population then proceed to build special Mobile Suits from Plasmalite: the *ZXE-D* (Zero Exertion). As countries search for more, things rapidly get ugly.

...TRUE LINES... The Korean Government recently unveiled plans to pump \$42.6 billion into its computer and videogames industry by the year 1997...



Can we really take more lovely-to-look-at-but-it's-a-bit-close-to-*Toshinden* scrap fests?



Beat-em-ups can never have names like *Scrapmaster Flash '95* or *Fight like a Sod 2* ever again. Because they'll pale



We've already seen that weapons, although a great idea in practice, can be rather a hindrance in beat-em-ups.

# ZXE Legend

There's certain to be not only the Mobile Suit-style memory cards, but a whole collection of toys, knowing Bandai.

Into insignificance when you've got titles like *ZXE-D Legend of Plasmalite* hanging around.

Bandai, combining their toy-making know-how and the high-end capabilities of the

PlayStation, are set to release *ZXE-D* before the end of the year. And, in a particularly quirky promotional move, four plastic Mobile Suits will be marketed alongside the CD ROM.

Japanese game fans will be rushing home with one of these 15 centimetre high models and connecting it to the cartridge ports of their PlayStations. They store the mobile suit configuration for

the player and keep all the scores and the experience level.

*ZXE-D* is rather like a hybrid of *Zero Divide* (reviewed this issue) and *Toshinden* in that it features armed-to-the-teeth Mecca and the player can nip around the enemy to attack from the side. The camera angles are also unsurprisingly impressive, with a lovely zoom capability.

As in *Zero Divide*, the players will be able to make use of the basic hand weapons provided (axes, lances and the like), but the main advantage of having Mobile Suits scrapping is that you can mess with the configuration of your character. You'll be able to choose the weapons you prefer and create your own Mobile Suit from the different parts of the four basic Suits. You can also choose your pilot from among eight. Once you find a configuration you find easiest to work with, you can

...TRUE LINES... *NBA Jam Tournament Edition*, *Alien Trilogy*, *Street Fighter The Movie*, *Mortal Kombat 2*, *NFL Quarterback Club '96*



# Ultimate UPDATE

## Explore the Internet on your TV

Yes, it's true - CD-Online and Philips Media have developed a system that allows you to access the Internet via your own TV.

To get into the system, you'll need a standard CD-i player, the Internet starter pack (which contains a 14.4 modem adapted to plug into any CD-i player and the CD-Online disc), an ordinary phone line and a subscription to CD-Online.

The pack should be available in the shops this month for around £99 (if you don't own a CD-i, you can buy a whole system for £500). Dial-up will normally be by local call to any one of 30 UK Internet points of presence. Getting online couldn't be easier - insert the disc and click on the 'LogOn' icon. An on-screen keyboard is provided and there are plans afoot to release a keyboard accessory.

You'll be able to browse the World Wide Web, explore Newsgroups and send and receive E-mail. CD-Online also maintains a set of homepages (<http://www.cd-online.co.uk/>) which offer information and hypertext links to other net sites, designed specifically for its UK TV-based audience. Groovy!

Has the future arrived? Are we seeing the the first signs that the TV and computer are destined to become one? If so, what are we going to do with all our old tellies?

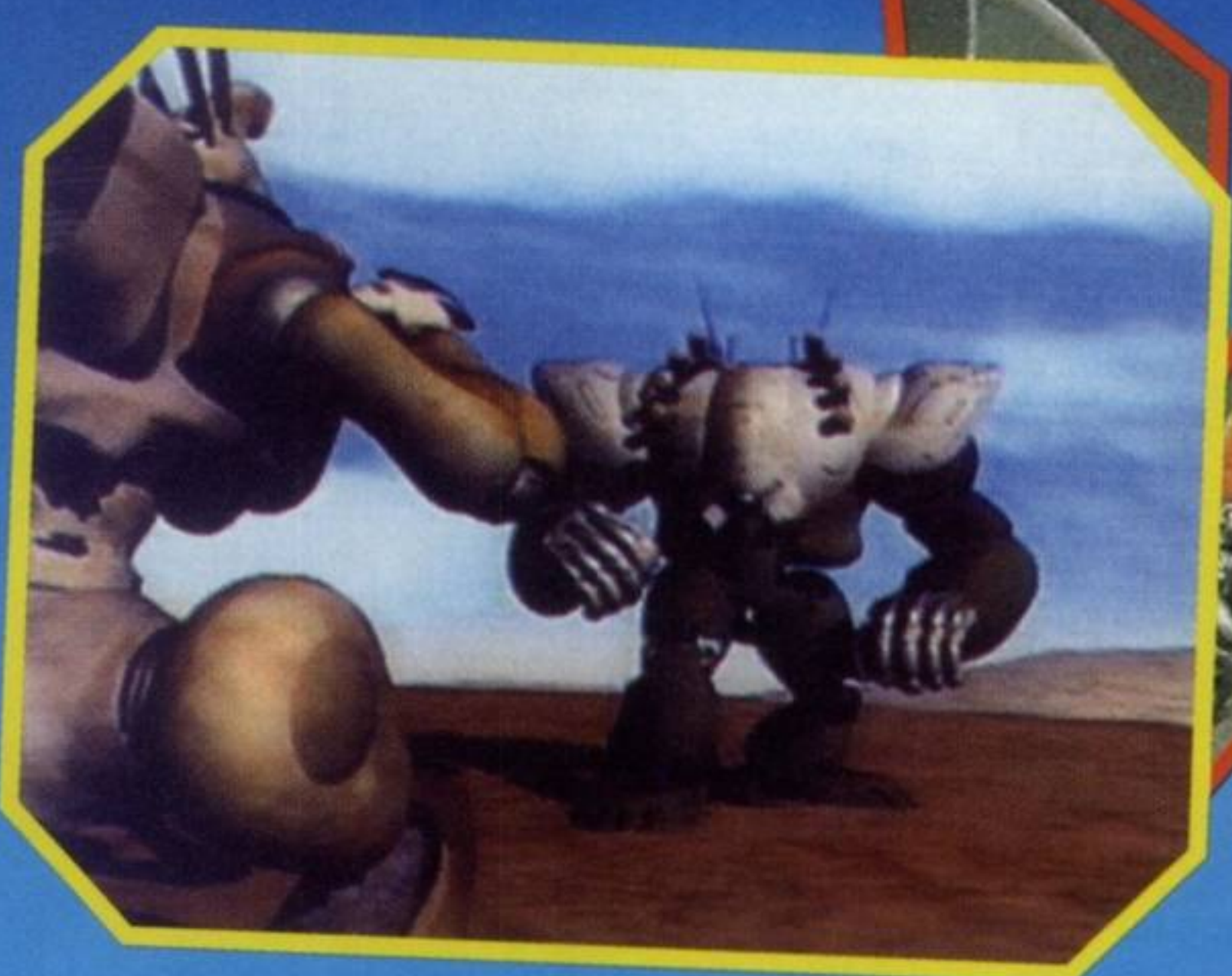
## Dip into 3DO

During October (most likely the first week), 3DO are planning to release *Multigame Sampler No. 4*. For just a fiver, 3DO owners will be able to sample the pleasures of *Bladeforce*, *Battlesport*, *Captain Quazar*, *Icebreaker*, *PO'ed*, *Space Hulk* and *Shockwave 2*.

Studio 3DO have also announced two new titles scheduled for the end of the year/beginning of '96. In *Snow Job* (sounds a bit rude doesn't it?), you play one Jock Lamont, an ex-New York City detective who races time and danger to save an ex-flame who is on the brink of uncovering a massive drugs operation. It features 45 minutes of video footage, with FMV sequences actually shot on location in New York.

The second title, *3DO Games: Decathlon* (which doesn't sound at all rude), set for a January '96 release, allows up to eight players to compete in this ten-event track and field sports game. Motion Capture technology has been used to turn professional athletes into on-screen characters and it already looks pretty special.

We'll have more on these top titles next month. Only a pleb would miss it.



# -D of Plasmalite

▲ And you can plug this bugger into your PlayStation - hurrah!

record it on your Mobile Suit memory card.

After you've successfully got through several bouts, the customised Mobile Suit can become even more adapted to the fighter's style. Ultimately, there is a choice of 256 different configurations, with the left arm, right arm, legs and body being able to be changed. Obviously, this means that different combinations will allow you to discover different special attacks. The likelihood is that Bandai will slowly release the necessary body part



◀ The zooming in and out of the 'camera', tracking the action, is certainly one of the smoothest we've seen yet.

combinations to achieve different special moves. This should really extend ZXE-D's shelf life - look out for it!

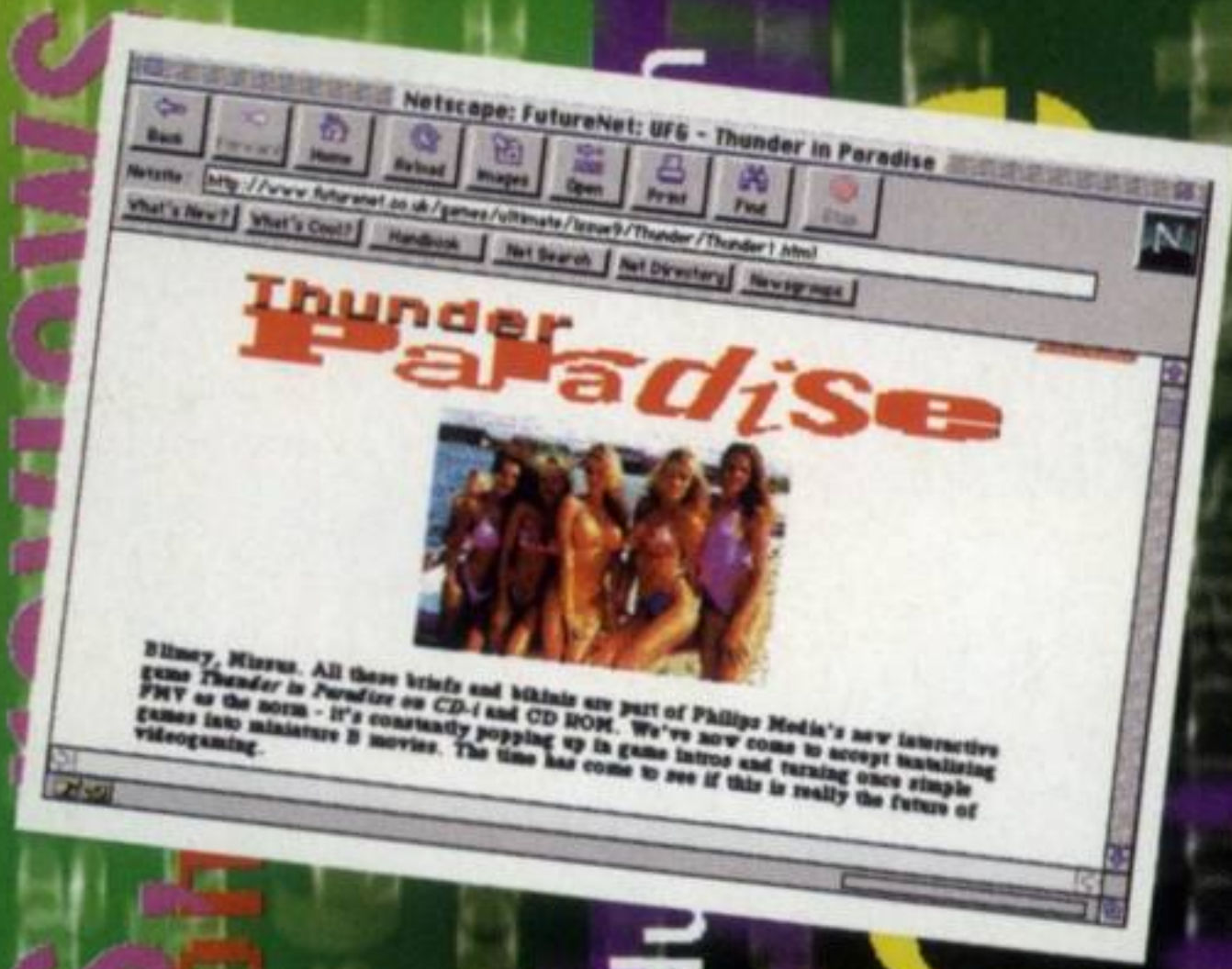


- Machine.....PlayStation
- Publisher....Bandai
- Developer...In-house
- Style.....Scrap-em-up
- Release.....TBC
- Country.....Japan





# Future Net



# Ultimate

## Future Games

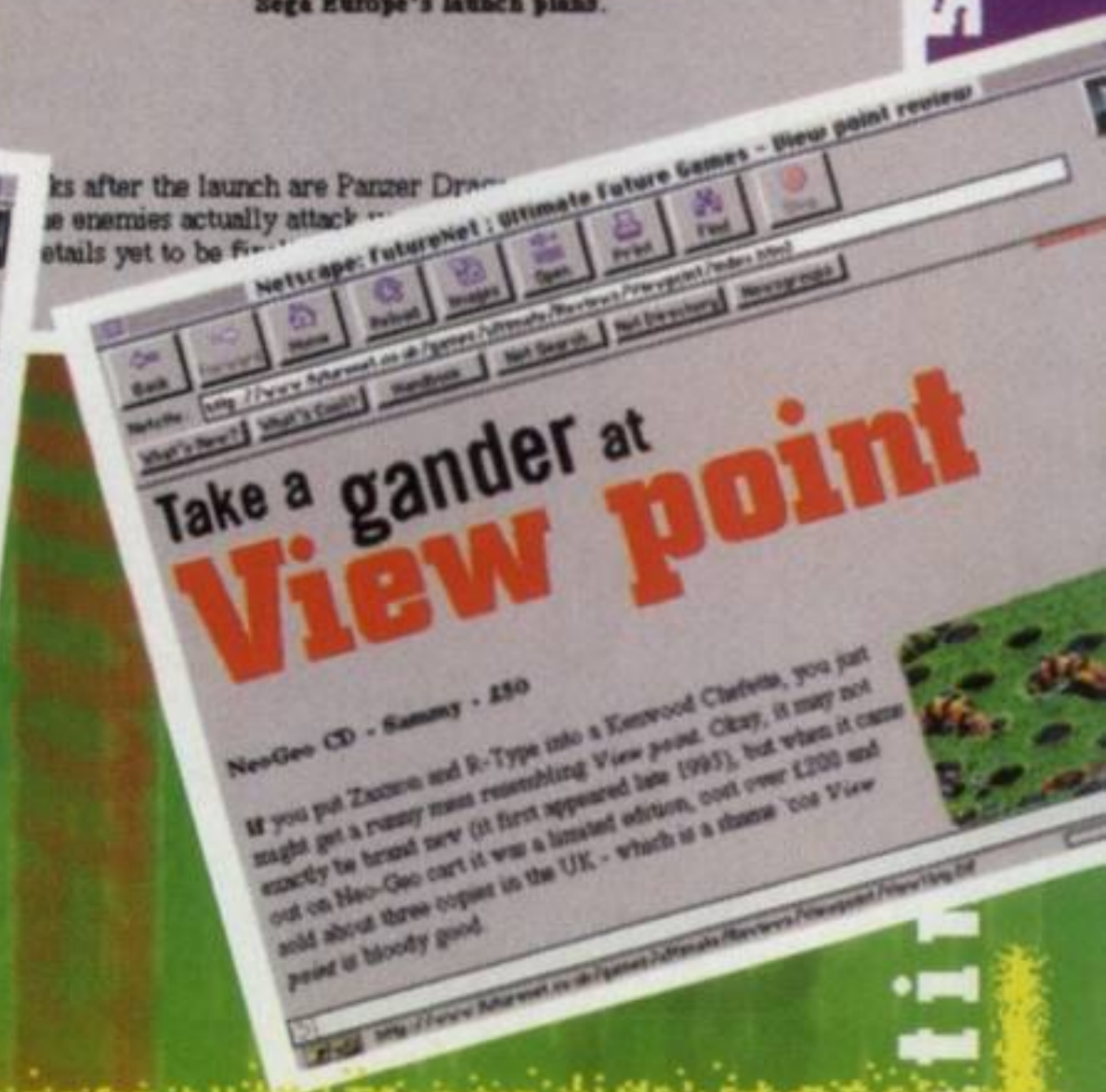
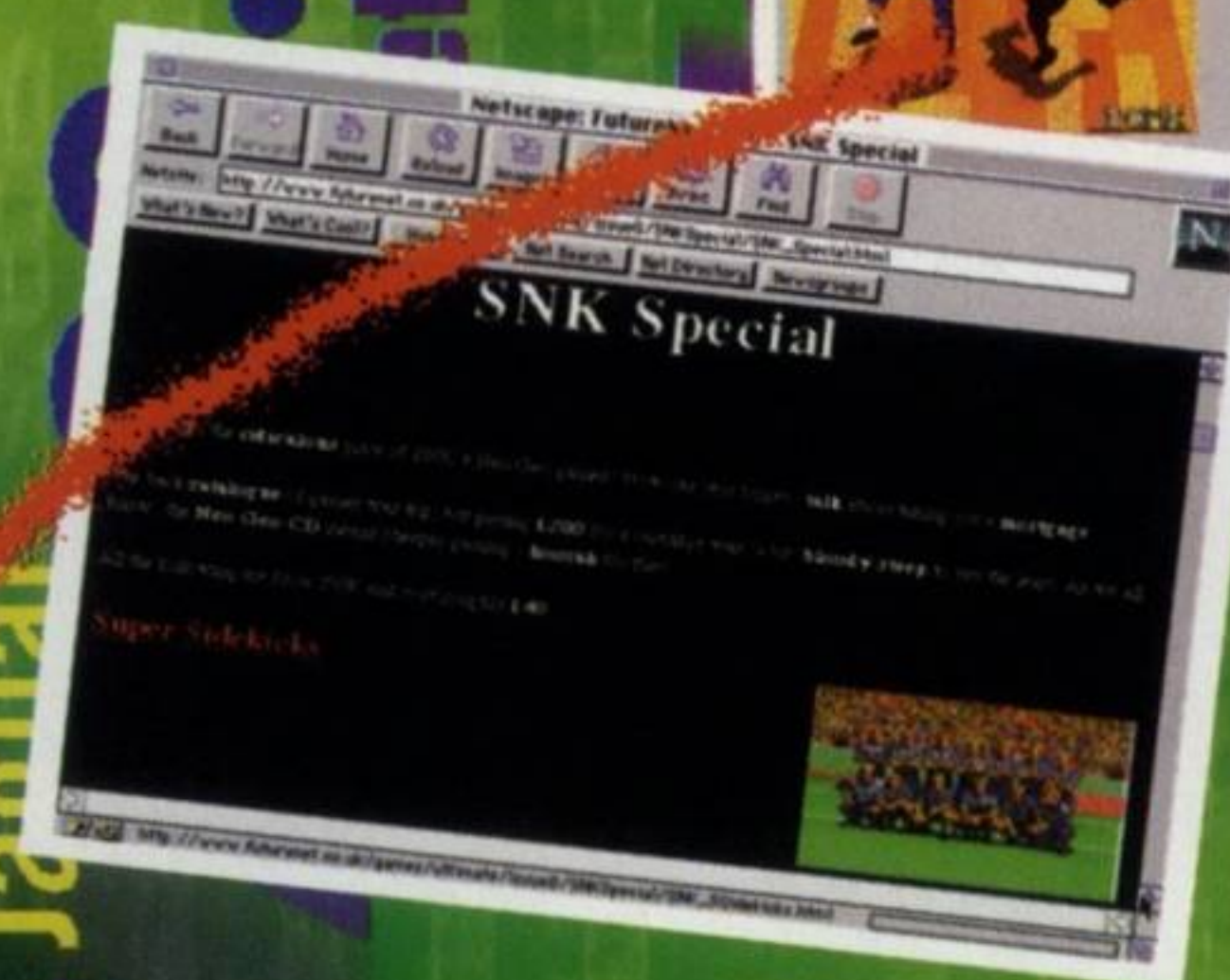
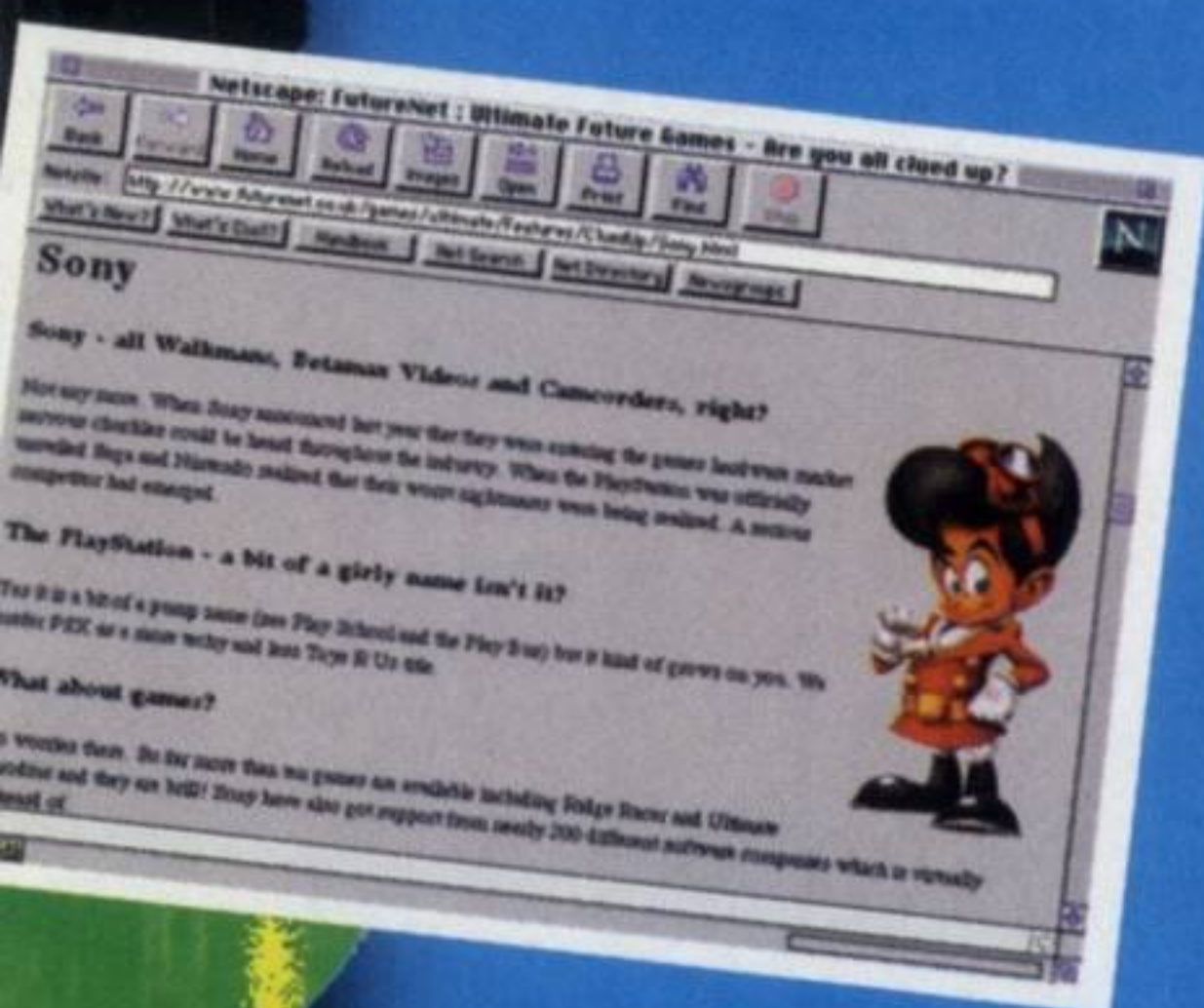
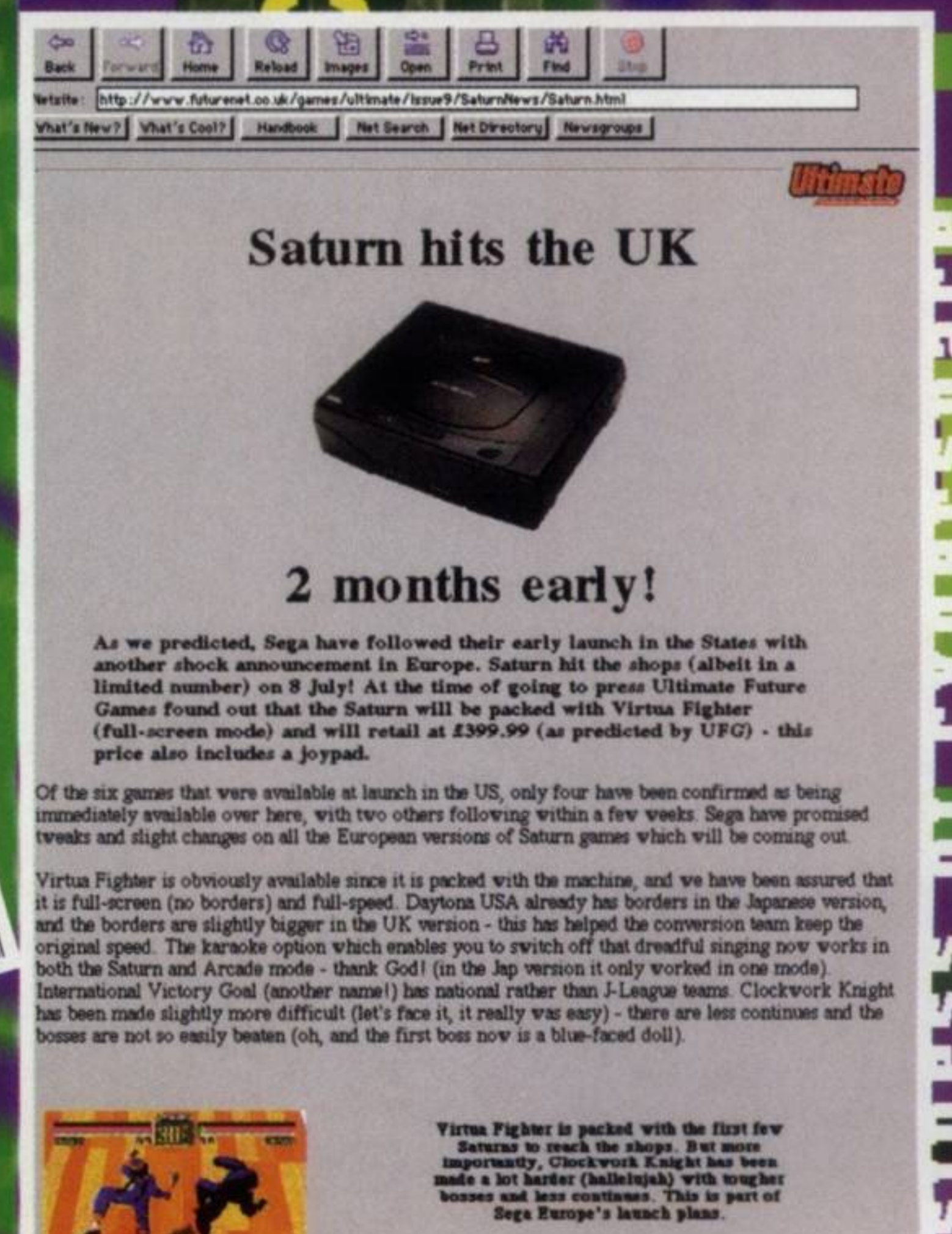
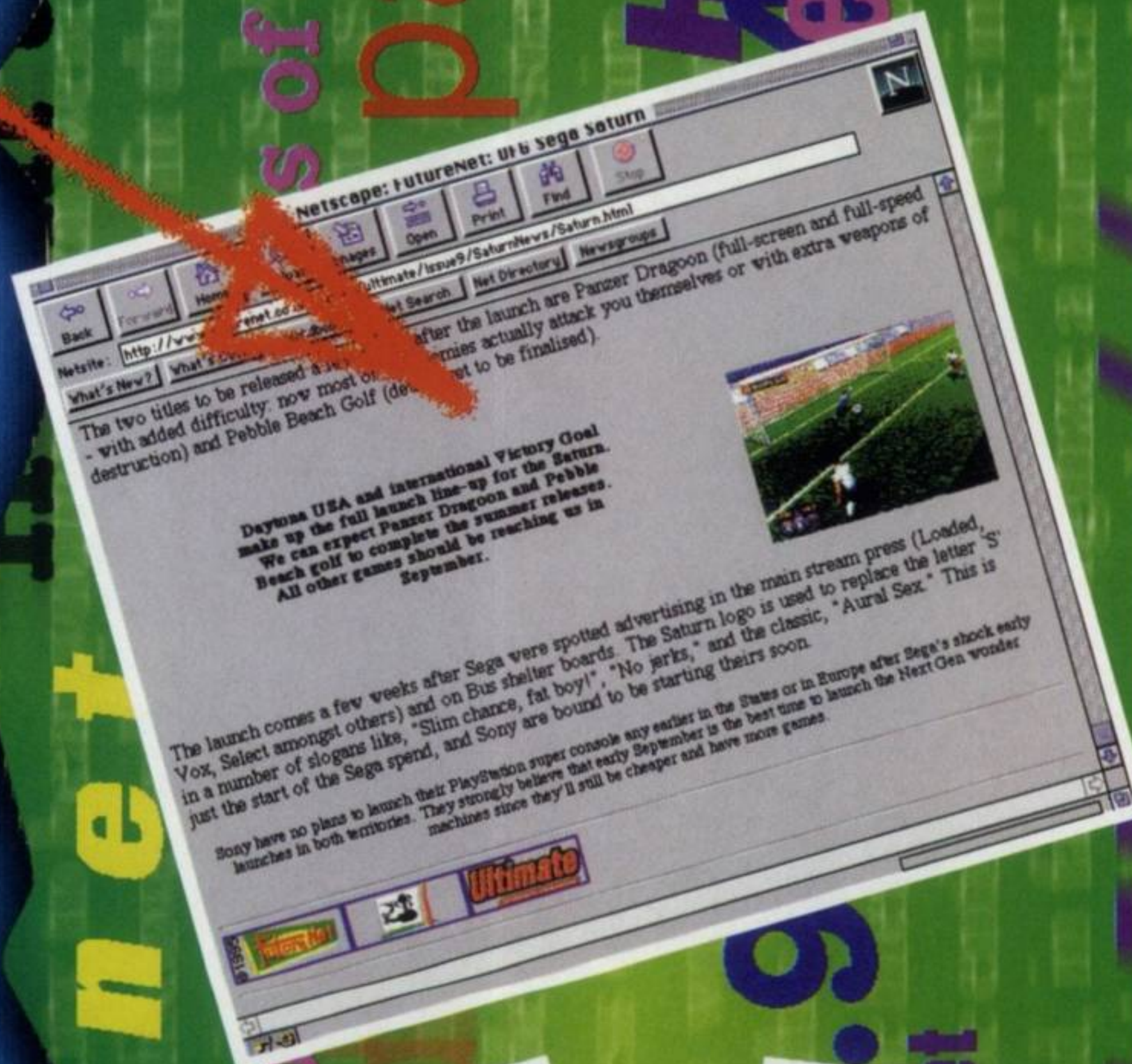
**U**ltimate Future Games - THE guide to the super consoles - has entered the Next Generation itself.

Accessed as part of the huge FutureNet site, you can talk directly to the experts, read the very latest news and gossip and even subscribe!

FutureNet also has the most up-to-date worldwide news service in Cyberville and lets you dive into tons of other top all-knowing magazines.

To get connected you'll need an Internet account, such as Demon or Cityscape, or a direct college connection. Then simply point your browser our way.

So come on - join us on the information roller-coaster. NOW!



Point your World Wide Web browser at:  
**<http://www.futurenet.co.uk>**





# Are You Up For The Ultimate Challenge?

**A**nd no ordinary challenge either. Ultimate have got together with Sony interactive and HMV to bring you the best Next Gen challenge ever.

Contestants will battle it out on *Destruction Derby*, *Wipeout* and *Assault Rigs* at HMV in November. The combined scores will be recorded and the person with the highest score on the day will win: entry to the finals, a PlayStation, copies of the above games as well as 3D Lemmings and Discworld, merchandise and most importantly of all, a years subscription to Ultimate! Two runners up will also win a game, merchandise and a subscription.

The first five heats will be held in HMV stores in: Birmingham, Reading, Manchester, Croydon and Glasgow, on the 4th and 11th November. The final will be held at Level One on 18th November. To find out more about the challenge to end all challenges, give Sony Interactive a call. Go on. Do it NOW!



▲ Contact Sony Interactive (0151 282 3000) for more information.

▼ This is your chance to smash up your mates and walk away with huge prizes!



## HMV CHALLENGE DATES AND ADDRESSES

**4th November**  
HMV, Argyle St,  
Glasgow  
HMV, Market St,  
Manchester

**11th November**  
HMV, High St,  
Birmingham  
HMV, North End,  
Croydon  
HMV, Friar St,  
Reading

**18th November**  
National Final  
Level one, HMV,  
Oxford St



### Frankenstein – through the eyes of the monster

Tim Curry (of Rocky Horror fame) stars in this interactive movie type arrangement as good old Dr Frankenstein himself. You take on the role of (surprise, surprise) the hideously deformed and universally hated, badly stitched, flat-headed monster on a quest to discover what has happened to you and your young daughter. An every day scenario.

Interplay are promising enormous 3D fully rendered environments featuring Frankenstein's castle, catacombs, gardens and secret passageways and numerous other gloomy settings. The game will also feature digitized voices, live action video and, ahem, chilling plot twists. Hmm. Do gamers really want to deal with the issues of mortality and man's right to tamper with the forces of existence through the eyes of a monster? Surely it would be more fun to track down this frightening monster and rip his lungs out, wouldn't it?



### Casper

The fifth biggest film of the year at time of going to press, *Casper*, is all set to make its Next Gen debut on the Saturn, PlayStation and 3DO later in the year. Interplay are taking full advantage of Steven Spielberg's stunning special effects and intend to follow the plot of the film of the film very closely. For those who haven't seen it yet, here's a bit of plottage...

Casper is a friendly ghost who lives in Whipstaff manor with his three ghastly uncles, Stretch, Stinky and Fatso. An evil lady called Carrington inherits the manor from her late father wants some hidden treasure.

The problem that Interplay face is the same as that of the film, when dealing with state of the art ghosts at least make them scary \*once\* in a while. Cuddly and cute can so easily equal tiresome and dull. If nothing else this will certainly be one of best looking games of the year.



# Gadgets

## Pioneer Car CD Player

**P**ioneer's top of the range car stereo features 100 disk memory for your complete collection of NOW THAT'S WHAT I CALL MUSIC cack. With this stereo even BROS will sound good with DYNAS, PSCAN, BSM, DSP, SLA and a remote control for when your lounging in the back of your passion wagon. It will even drive your car and control road rage if you programme it. Actually it won't - that was just a little joke, an unfunny joke. Available from Pioneer stockists for £800. For more information contact Pioneer 01753 789789.



## Safety Lock Keyring

**Y**ou could possess the safest belt-hook in the world with this combination keyring giving you the ultimate in security in a heavy silver finish. You could also use it as one of a pair of earrings or to lock up your PlayStation, so that your kid brother can't nick it. Very handy.

Available from SPECIAL EFX Mail Order on 01789 450915. All for £4 each



Phwoar gadgets! Let's have a fiddle, give 'em here. Now!

## Minolta Binoculars

**D**o you dream of Cream Cracker-sized pervy binoculars that are just 8.5cm wide and 18mm deep? The sort that you can sneak out of your top pocket for a cheeky little peek at the babe next door - or the one on the other side of town (thanks to super field of view at 1000m)? If you do then try these, you could even take 'em to the opera or go bird watching - birds of the feather kind that is.

Available from all good camera shops at £170.



## Dragon Ball Z toys

**A** legend in Japan, this beat-em-up is utter pants to play. Anyway, little toys have been made out of the characters, so you can play the game on your PSX or the toys in the sand-pit.

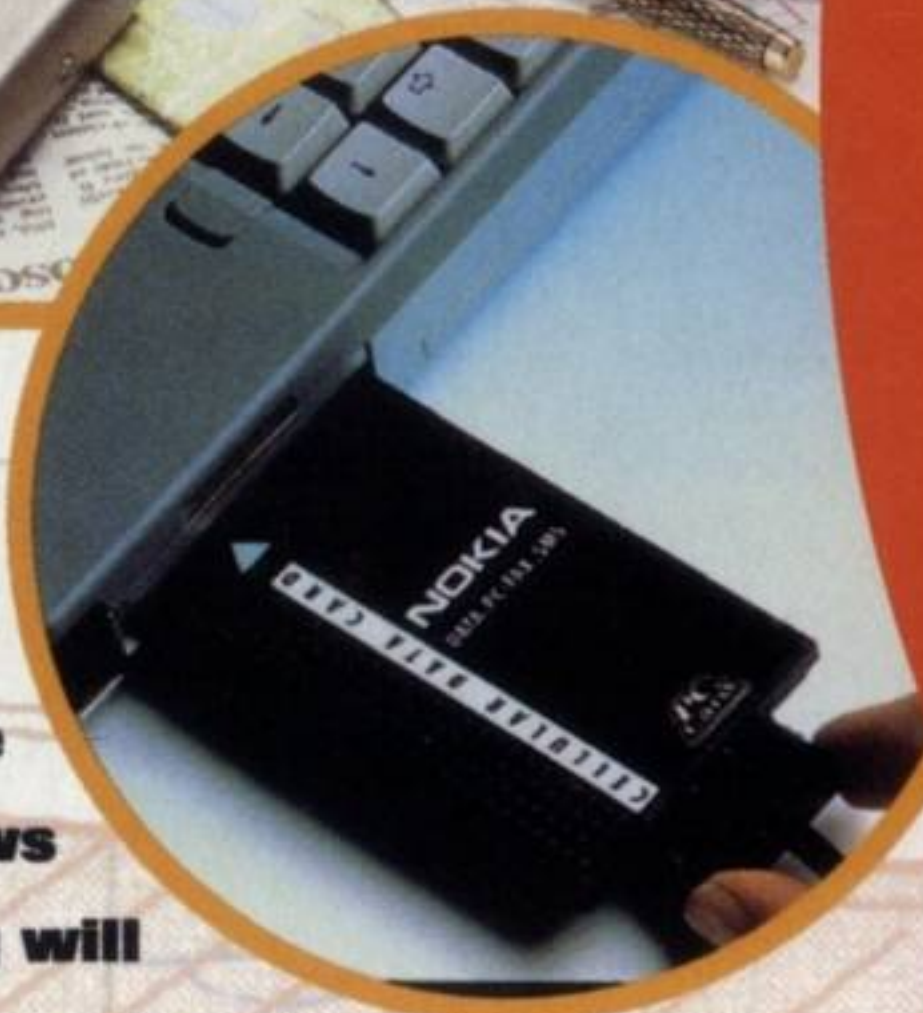
Toys available from Project K for £10 and the game, on PlayStation Import, for £60. Call: 0181 508 1328



## Cellular Data Card

**N**ow you can connect your flash Nokia 2110 Digital phone to any PCMCIA compatible computer and it works with Windows '95 and DOS. This cellular computing will allow you to send and receive faxes, check your E-mail or access commercial information services.

Available from DIP Systems on 01483 301555 for £549.



## Star Trek Key Ring

**S**tar Tre fans out there can view shots from all the movies at any time, anywhere with this Star Trek key ring. With focus button and space ship styling you can take a gawp at Spock's ears or a peek at Kirk's hair piece. There are 24 shots from all the movies.

Available from Future Zone and Clinton Cards for £5.



## The Fickle Finger

**T**his big point and shoot finger is great to get your mates soaked, just point the finger and squirt away.

Available from Leisure Time Products for £8. For more info call: 01483 720881.





### Hitachi Cinema TV

This is Hitachi's latest addition to its Cinema TV collection. Fitted with Dolby Surround and Pro Logic Sound, this 68cm model also comes with console stand, 70 RMS, superflat tube, picture in picture and a Digital Comb filter, giving you a top quality image like at the flicks - except probably more comfortable.

Available from Hitachi Stockists at £999, for more information contact Hitachi on: 0181 849 2000.

### Water Rower

This is definitely the ultimate exercise machine with a fool's-real factor of ten. This muscle builder comes complete with a 'Water-flywheel' that simulates rowing so realistically that you'll feel like you're on the canal with the Oxford/Cambridge boys. The Waterflower captures both the physical and physiological benefits of rowing according to the top man himself Jim Walker, GB's Olympic Oarsman - great if you can't swim.

Available from WaterRower UK: 01711 381 6663, prices start from £725.

### JVC CD Player

JVC's new toy, the XL P81 gives this portable CD player a 'Triple Shock Protection' system that maintains a perfectly stable CD play at all times. The TSP system is made up of Shock Proof Memory where signals are stored in memory if pickup fails, a High speed Pickup Servo which restores the position of the pickup if the music slips and Oil Dampers which consist of springs to absorb shock. There're loads of other techy bits and before we forget it also plays darned loud music.

Available from JVC Stockists at £149.99, for more info contact JVC on: 0181 450 3282.

### Silver Lighter

Impress the babes with this slick-looking lighter, whip it out and try not to set your girlfriend's hair alight - she'll love you for it. No really - chicks flip for it! Available from SPECIAL EFX Mail Order on 01789 480915. An absolute snip at £6. Or maybe not, eh?

### Waterproof Phone case

Now you can be hip, cool and phone your mummy when swimming with the fishes with Nokia's sandproof, mudproof, splashproof, dustproof and 'I look a prune proof' carry case. A bit needless but what the hell...

Available from Mobile Phone Shops for £10 and Ultimate are giving one away, Hoorah!!

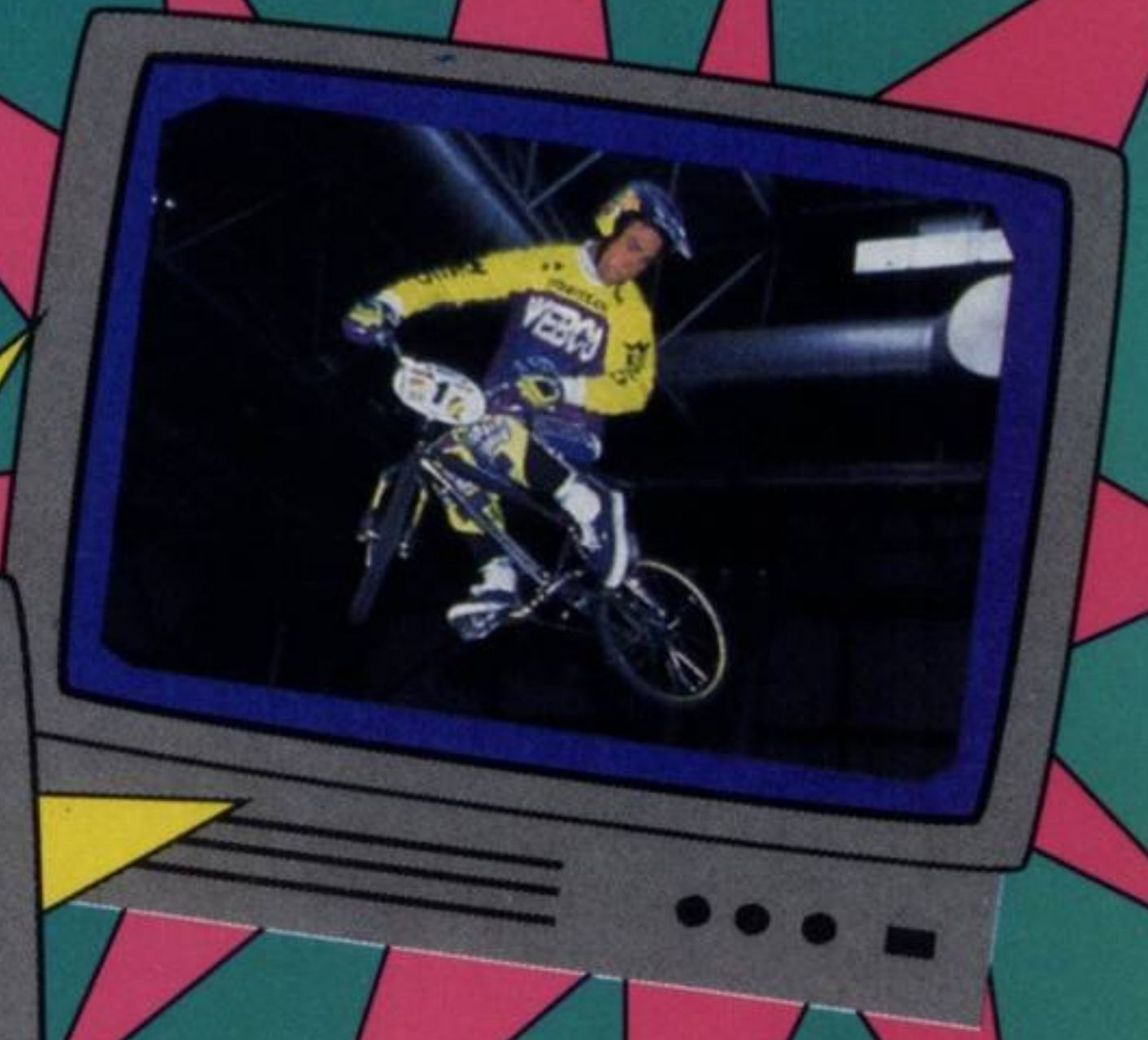
Just write in telling us your name and address and one lucky winner plucked from the bag will win a Nokia phone protector.

Write to: I've got a Mobile compo, Ultimate Future

Games, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.



# Join Us In October Behind The Screens!



## Big

## united

## LIVE



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"**CBBC's Live Show**" is 50 minutes of action with stars from TV favourites (like Get Your Own Back, Run the Risk, Byker Grove, Blue Peter, Fully Booked...), a Celebrity Gunge Challenge and surprise appearances by top bands in every show.

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26-29 OCTOBER 1995



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**T**ickets to Big Bash are **£6** if you are 16 and under and **£8** for adults. **BUT...** you can claim up to **2** children's tickets and **one** adult ticket **FREE** by calling our hotline **NOW!**

Tickets for CBBC's Live Show are **£6.50** on the door or **£5** if you book in advance, so don't delay - book today.

SPECIAL OFFERS  
SPECIAL OFFERS



When your character reaches the magical 1,000,000 points, special enemies appear. These are easily identified by a letter – E, X, T, R or A. If you kill all the E.X.T.R.A enemies you'll be rewarded by a special item. This will allow you to enter the EXTRA game, where all the enemies stop moving and you can have a ripe old time knocking them out.

# Mr Do

Many years ago there was an unassuming little puzzler that took the arcades by storm. And, at long last, *Mr Do* is making a triumphant return on the Neo Geo formats.

The actual concept of the game is identical, but now with the added bonus of two people

being able to play. To clear each stage you have to kill all the enemies (which have been substantially redesigned) or collect all the fruits that litter the areas.

There have been several improvements, though. The coin-op version only had 10 stages, but the home version has a total of 40 (a very sensible



▲ This is what it's all about – gameplay that sucks you in.

◀ Can you feel the pressure kicking in?



move). *Mr Do* also comes peppered with bonus stages. But you'll only be able to have a go on these if you manage to defeat a level boss (there are 10 of these bonus levels). And yet there's more – after every fourth stage you'll encounter a 'coffee break' stage (there's a total of nine).

*Puzzle Bobble* certainly entertained everyone here when it arrived – will this do the same.

Machine.....Neo Geo

Publisher....SNK

Developer ...Visco Corp.

Style .....Arcade-Strategy

Release.....TBC

Country.....Japan

## Ultimate UPDATE

### Ultra 64 reaches the premier league

THE (Total Home Entertainment) Games, the company responsible for the marketing and distribution of Nintendo in the UK and Republic of Ireland since the Japanese giant drastically slimmed down their operations over here, have clinched a two year advertising and publicity deal with none other than the FA Premier League.

This deal will give the SNES and Game Boy heavy exposure through ground perimeter advertising over the next two seasons. And, more importantly, it gives THE Games the chance to explore endorsement by the FA Premier League of its Next Generation system, the Ultra 64, as the official games console for the Premier League with rights to official endorsements for a series of 1996 games releases to be co-published with THE. That's big money rolling around there. And at least THE are beginning to talk more openly about the Ultra 64.

### Goldstar's new machine

Following up their recent launch into the 300 market, Goldstar are

...TRUE LINES... Commodore are all set to re-release the Amiga 1200 (renamed Amiga Magic) for £399. Cheap, eh?.....

## Get a load of

# Myst

Available on 7th December for £16.99, *Myst: The Book of Atrus*, is the first novel in a trilogy influenced by and devoted to the story behind the atmospheric adventure romp *Myst* (the Saturn version of which should be available in the shops now).



▲ Let's hope the book goes some way to explaining the bonkers...

In this first installment, written by the game's creators Rand and Robyn Miller, we learn of Atrus and his strange, haunted relationship with his cruel and vicious father, Gehn, and of the gift they share – The Art, a godlike ability to conjure worlds out of words. Feeling a responsibility towards the inhabitants of the worlds they create, Atrus saves a world his father has doomed to extinction. In doing so he seals his own

fate, so he escapes to the island of Myst... Let's hope it's not like the *Rise of the Robots* novel...



▲ ... relationship between the two brothers in the game.

set to delve even further into the multimedia market with the launch of three new CD-i players.

The first, the GDI 750, is a desktop machine which can play up to 74 minutes of full-screen, digital video from a single CD. The GPI 1100 and GPI 1200 are both portable CD-i players, with the 1200 having a built-in 5.6" LCD screen.

### Out on Video CD this month...

October is a bit of a musical month for Video CD. *U2: Zoo TV Live from Sydney*, *Dire Straits: Live on the Night*, *The Who: 30 Year Maximum*, *The Police: A History of...*, *Abba: More Abba Gold* and *Bon Jovi: Live* all arrive on 2nd October. *Forrest Gump*, *Star Trek 3 & 4* follow on the 9th, while *Bon Jovi: Crossroad*, *Rolling Stones: Gimme Shelter*, *Tommy: The Movie*, *Tina Turner: Do You Want Some Action?*, *Abba: Abba Gold*, *Chitty Chitty Bang Bang*, *The Black Stallion*, *Malice* and *When Harry met Sally* follow later.





Insert coin



◀ A maximum of 33 cars can compete in the race (less than *Daytona*).

# Looks lovely, sound

# but does



▶▶ As with every single other racing game, the in-car view provides the maximum thrill.



# shift

**S**ega and arcade driving games - a relationship that has given us coin-op fans some of the most thrilling rides-per pound ever. And Sega's AM#1 department are on their

way to emulate AM#3's *Sega Rally* success, with a journey into the-fashionably-popular-in-Japan American IndyCar racing.

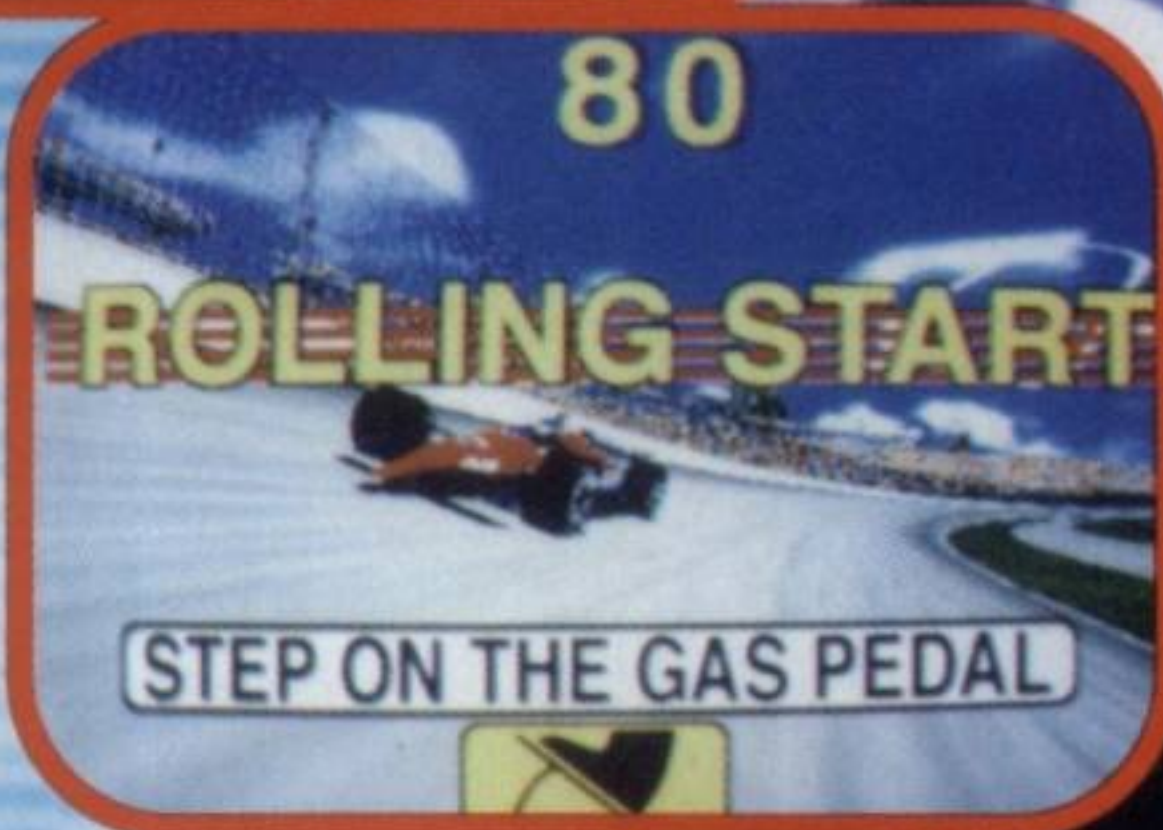
It's easy to see why *Indy 500* should be something special, though. It looks bloody lovely. Texture-mapping flies past at over 380 kmh, and when played with a deluxe-type monitor the sensation of speed is greatly enhanced (*Indy 500* is currently

displayed in wide projector format, though).

To prevent things getting rather dull (racing around an oval circuit can become very tedious), Sega have included three different courses. The *Indy 500* circuit is the one that reflects the real sport, and the one that probably will have limited appeal. The race on the second track, Highland Raceway, takes you through some breathtaking mountain scenery, steep climbs and stomach-churning descents.



▶▶ The *Indy 500* circuit. Rolling Starts give the game an authentic feel - looks a bit like *Daytona*, though.



▶ Bay Street is certainly the most testing of the circuits available - and it looks the business.





► The texture-mapping applied to the city circuit shifts past you incredibly fast.



nds great,

# Indy 500

like *Nigel Mansell?*

By far the most impressive – and challenging – course, is Bayside Street. This takes place around a city (so there's still a flavour of IndyCar), with you racing around the buildings and along the highways. The fences and concrete blocks that mark the course can prove the undoing of the amateur racer, but if you take everything slowly at least you'll have time to admire the texture applied to the buildings of the city and the rather slick tunnel sections. Bayside Street is certainly a

world away from the monotony of regular Indy 500.

Another feature that is certainly essential for a racing game is the ability to challenge the smug git sitting at the machine next to you. *Indy 500* is no exception. Eight cabinets can be linked together, which certainly makes the all-out racing of the normal Indy 500

course that bit more appealing. Currently, Japanese arcade-goers are shifting *Rave Racer's* way, but *Indy 500* is one of those games that has to be played many times to be fully appreciated – it shouldn't be long before you can test it out for yourself. Will it get a console conversion though? Reckon so!



▲ The Indy 500 track is very easy – perhaps too easy. Best be driving on the others, mate.

▼ *Indy 500* is based on the Model 2 board – the same used for *VF2* and *Sega Rally*.



▲ A view that gives you a superb view of the course ahead.



TRY THE 4 VIEW MODES BY PUSHING THE VIEW BUTTONS



◀ The tunnel sections are highly impressive – better than *Sega Rally's*.



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345589  
756456  
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255468

Ultimate



**Time for a change this month - so why not follow suit? Send us your sticky, stinky old views. Remember, Ultimate's the mag the industry reads, you could make a change...**

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

**No Good (Start the Dance)**

Where has the crossword gone to? I loved to do the crossword. Another thing - when you write your previews you no longer seem to put in the percentage of completion. A small aspect, I know, but quite handy. When you do a review, you no longer write machine the game is on, instead you just have to skip through the review and hope that somewhere in the writing you have been bothered to mention which

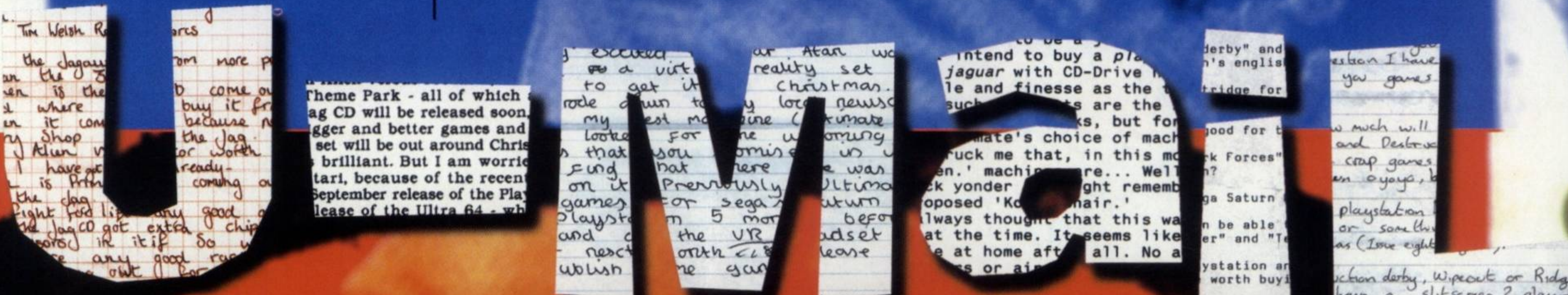
machine it is on. Another thing, where have the posters gone?

Although it looks like I've completely slagged off your mag I do truly think it's the greatest computer mag in the world. I will understand if you don't print this letter as it does go on a bit....

R. Pearson, Gedling, Nottingham

Blimey, something's got you right riled, hasn't it? Okay, the crossword has been temporarily

suspended (we've got so many games and features we need to cram in). You will find that every detail to do with a game has been placed neatly into that whopping great box at the end of each review. Posters? Same reason as the crossword. We think you'll notice the magazine's evolving for the better - we still have to stay ahead of the rest of the crowd. Oh yeah, what's with all this 'gone to' business? Only people from Devon slap 'to' on the end of things!



**Voodoo People**

I've noticed Ultimate has a couple of Ex Total! reviewers, so are you able to move from mag to mag in the Future Publishing Network? Ian McAllan, Stanwell, Middlesex

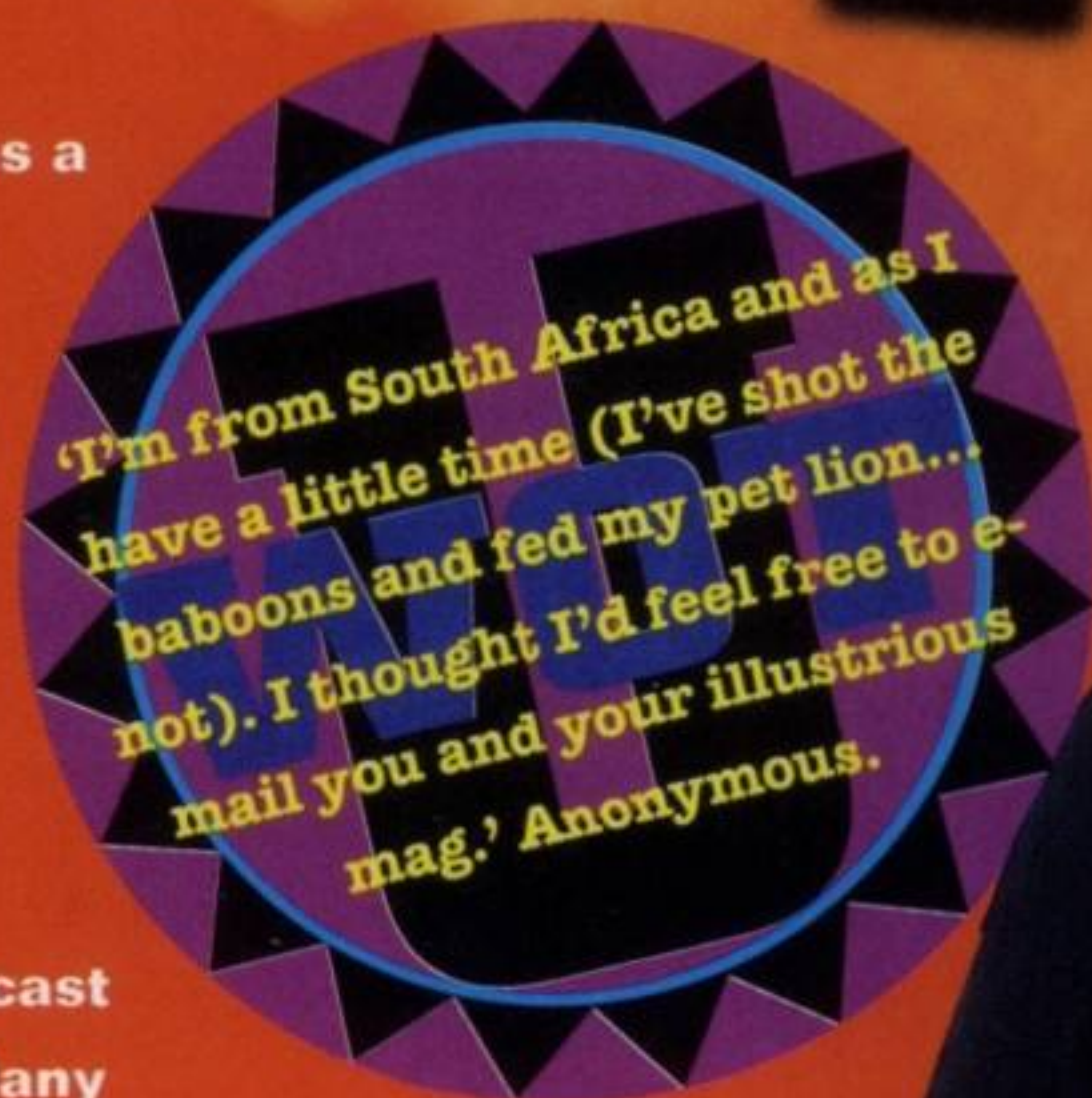
Dep Ed Sean is indeed cast from Nintendo stock. Many of us do move about the Future Publishing pipes like well-greased weasels, and so get to draw from the talents and knowledge of the best people in the business.

**Out of Space**

Why do magazines print reviews of crap games? If you play a game until it's dead and realise it sucks, don't waste space on it - if it sucks, don't print it. Like this letter! Hyper X



▲ An example of a thoroughly crap game that looked initially promising. See what we mean?



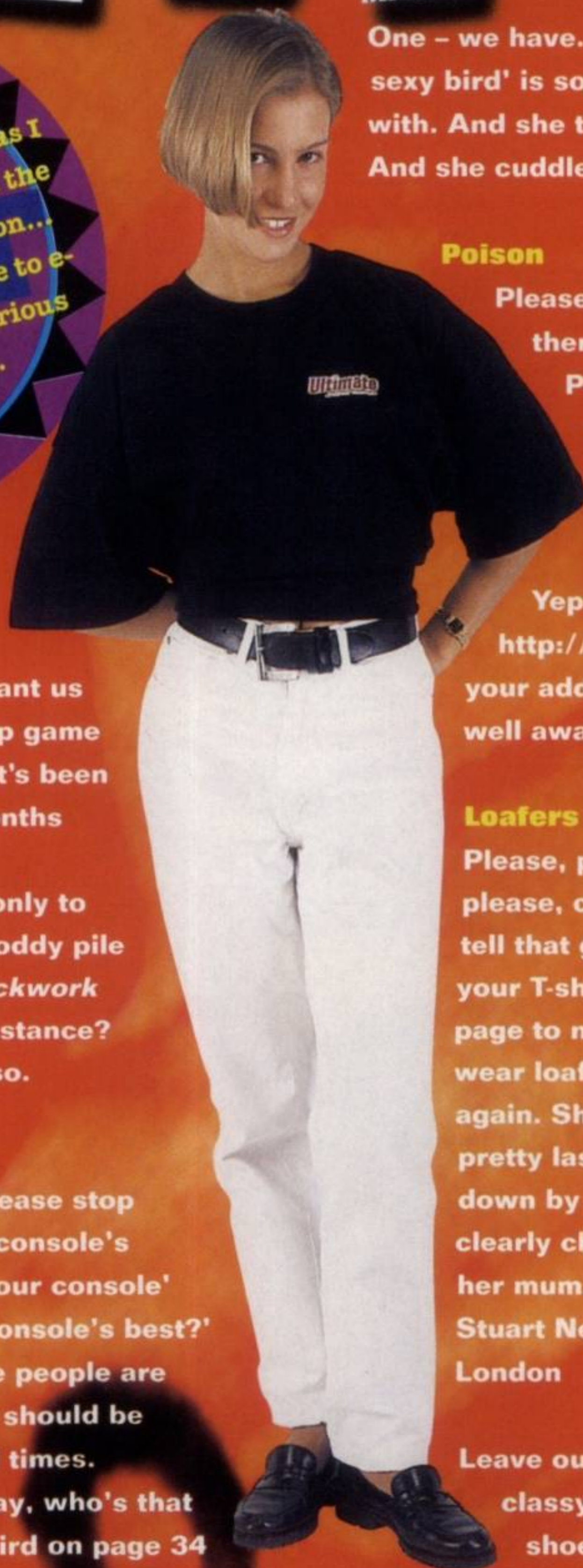
*'I'm from South Africa and as I have a little time (I've shot the baboons and fed my pet lion... not). I thought I'd feel free to e-mail you and your illustrious mag.' Anonymous.*

Are you sure you'd want us to drop a crap game if it's one that's been hyped for months and is hotly anticipated, only to turn out a shoddy pile of mup - *Clockwork Knight*, for instance? Didn't think so.

**Wind it up**

Would you please stop printing 'My console's better than your console' and 'Which console's best?' letters. These people are very sad and should be ignored at all times.

By the way, who's that rather sexy bird on page 34 of issue 10? Please print a bigger picture of her. Chris Clarke, Clevedon, Avon.



One - we have. Two - that 'rather sexy bird' is someone we work with. And she thinks we're great. And she cuddles us. So there!

**Poison**

Please can you tell me if there is a 3DO Home Page on the Net? If so, what is the address? J Culver, E-mail

Yep. Simply enter <http://www.3do.com/> as your address and you'll be well away.

**Loafers**

Please, please, please, can you tell that girl on your T-shirt page to never wear loafers again. She's a pretty lass let down by shoes clearly chosen by her mum. Stuart Newman, Clapham, London

Leave our Lisa alone. A classy girl needs classy shoes. That pair cost her £200 you know. There's nothing wrong with sensible footwear. Nothing at all.

**Flock Of Seagulls**

How things change, eh? One minute you're the lead singer of the early '80s band, Flock Of Seagulls and the next you're promoting T-shirts in Ultimate Future Games. Jamie Mole, Exmouth, Devon

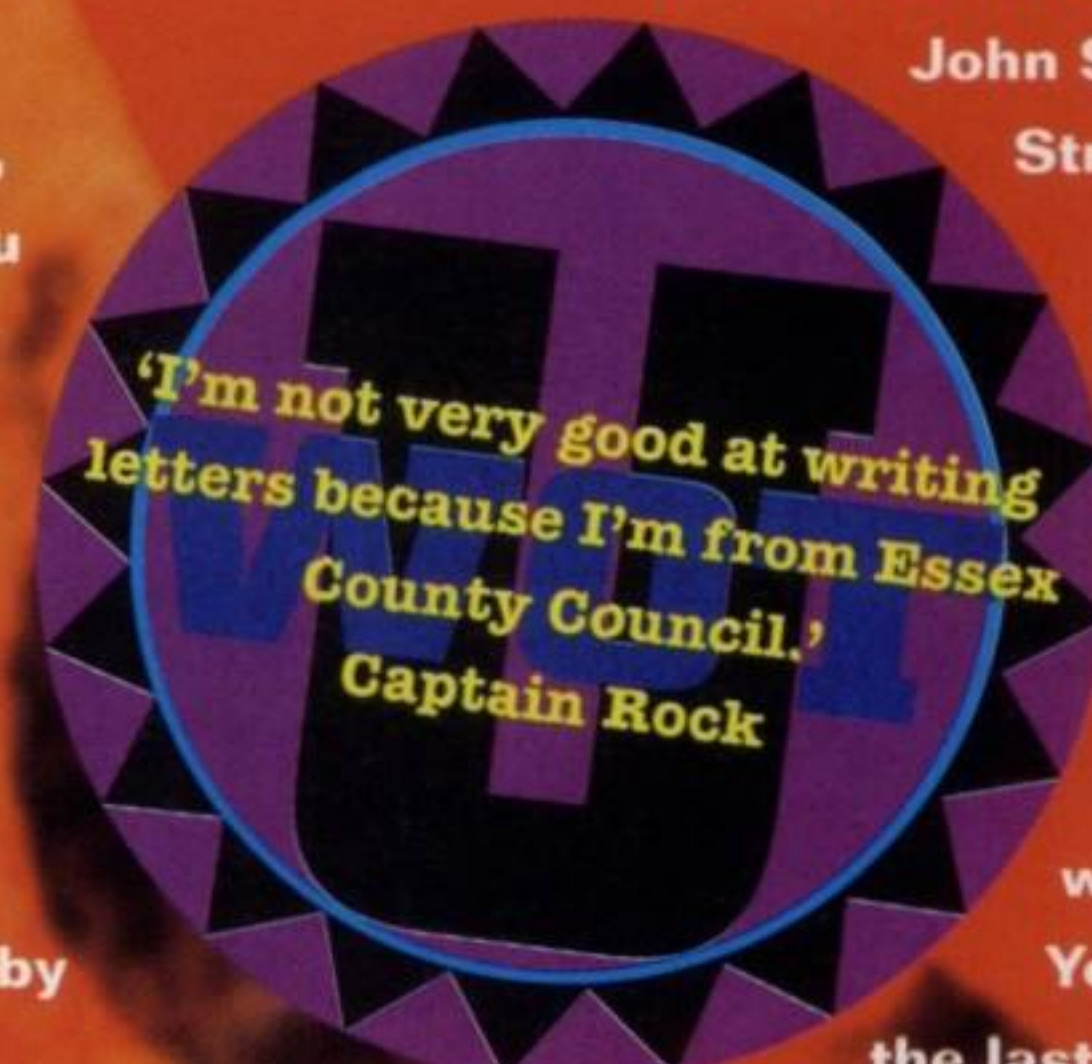
The more things change, the more hair stays the same, Jamie.

**Mad Fish Disease**

Where did you get that mad fish featured on last month's Ultimate cover? Is it from a game? Is it the official PlayStation mascot? Where the hell did it come from?

John Stevenson, Streatham, London

The fish in question is an Ultimate creation which is so pleasing, we thought we'd cover on it. You haven't seen the last of him!



*'I'm not very good at writing letters because I'm from Essex County Council.' Captain Rock*





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# Ultimate UPDATE

## Loaded

Contrary to what other so called 'leading' magazines would have you believe, the potentially superb Gremlin blaster *Loaded* is not yet complete. Ignore all reviews as only one character is in place at the moment and the finished game will not be available until at least mid November. For the real low-down on *Loaded* check out our exclusive *real* review in our next action packed issue.



▲ Here in the flesh is Mamma! The only character in place so far.

## Houston, we have a problem

With the Tom Hanks movie *Apollo 13* riding high in the American box-office and due for release in the UK in the next couple of weeks, Ultimate have

got together with Paradox Video to giveaway 10 Apollo related videos to you lucky lot. The two vids in question are *Apollo Story* and *Apollo 13 - 'Houston, We've Had A Problem'*. Both videos are presented by Patrick Moore and chronicle the story of the Apollo 13 space mission which was dramatically cut short after a serious power malfunction on the spacecraft.

Five readers can get their grubby little mitts on these two vids by simply coming up with three more amusing Patrick Moore anagrams than these: Motorcar Pike, Armpit Cooker, Atomic Porker, Moo Tracker PI and Primate Crook. Come on, you can do better!

Send your entries to: Patrick Compo, Ultimate Future Games, 30 Monmouth Street, Bath, Avon, BA1 2BW. Closing date November 2nd '95.



▲ Rumour has it that Patrick Moore actually reads Ultimate and not GamesMaster at all. Wahoo!

## BITS

*Tilt* has been the dream of programmers the world over ever since *Pinball Dreams* touched on the potential of the 3D pinball sim genre. The player's-eye perspective gives an even more 3D feel than *Galactic Pinball* on Nintendo's Virtual Boy. We want it now. Come on Virgin, hurry it up for goodness sakes. Don't you just hate waiting for things?

# Tilt



◀ Hmm, chrome! We like chrome. It's shiny. We like shiny things. They're good.



**T**he problem with pinball sims lies in their inherent pappiness. It's simply not good enough to merely try and imitate your average pub table. What games players want are pinball sims that not only

capture the look and feel of real pinball, but expand on it and make you want to turn your back on the ancient coin guzzler down at your local. Well, Virgin are nearing completion on what is already being touted as the best console pinball game ever, *Tilt*.

*Tilt* is a two-perspective pinball sim. The player has the choice of toggling between 2D overhead and 3D players-eye views. It seems a strange choice as surely everyone is going to

plump for the brrr-iiilliant 3D perspective but at least the option is there. What really makes *Tilt* stand out from the crowd are the gob-smacking graphics. How have they made it look so special? Well it's a little like this...

The developers, NMS took real pinball tables apart and recreated each element in the SGI-based rendering package, PowerAnimator. They then pre-rendered around 75 images of the table allowing the game engine to only display the

...TRUE LINES.....NBA - *In The Zone* and *MLBPA 3D Baseball* - all in development for the PlayStation and/or Saturn.

# Peddalling Hot into

# the Next Gen is

# Burn



▲ If the Super Console versions manage to up the speed this could well be unmissable.

**H**oorah for the CD-i's seedy world of puzzle solving, shooty action splattering its blood onto the PlayStation and Saturn early next year.

*Burn: Cycle* debuts on the Super consoles with all the bizarre characters and mind blowing gameplay of the original - expect Sol Cutter to be

## BITS

*Burn: Cycle* was originally developed for the Philips' CD-i player, and went on to be a great success. In fact, so popular was it that it is now been made available for PC CD ROM and Mac. Its combination of glossy presentation and challenging puzzles help to make it what can only be described as the first truly interactive movie.





◀ Fully rendered tables can be viewed from almost any perspective at any time. Sss-exoxy!



relevant ones as the ball travels around. The raw power of this design software also allowed NMS to display a very impressive variety of transparent and reflective textures - including the silver surface of the ball which actually reflects whatever is around it. Clever, clever - always thinking!

Tilt will be released on the PlayStation, Saturn and PC in time for Christmas, or at least in time for the January sales - oh we don't know, but neither do

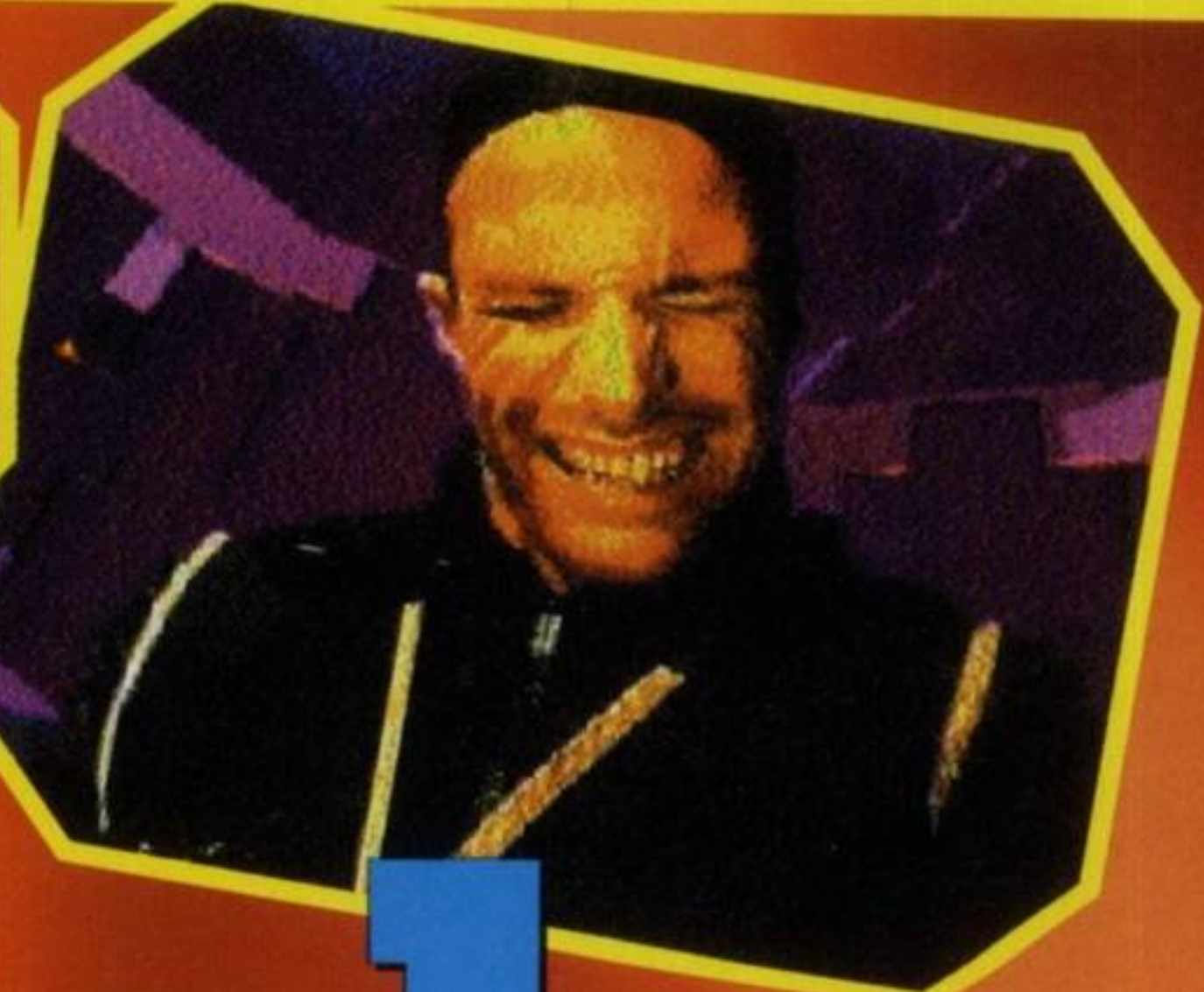
Virgin so arse off. Anyway, as always, Ultimate will carry an exclusive review next month. Count on it.

- Machine.....PlayStation/Saturn
- Publisher....Virgin
- Developer...NMS
- Style.....Pinball Sim
- Release.....Dec'95
- Country.....UK

Rumour has it that ISS Deluxe is also being converted.....



▶ That's curry farts for you. Hot bottom!



# :Cycle

blasting around the gaff in true Total Recall style. This conversion will also boast smoother FMV and even more blood-fest gore and bonkers barmy music.

If the original is anything to go by then this step up onto the PlayStation and Saturn could be very special indeed. Let's hope so. And let's hope it's soon.

- Machine.....PlayStation/Saturn
- Publisher....Philips
- Developer...Trip Media
- Style.....Interactive movie
- Release.....TBC
- Country.....Japan

# There are videogames magazines...



## Call up Sony

There's now an official dedicated hotline - The PlayStation PowerLine - which runs 24 hours a day, seven days a week.

The service has been created for anyone who is desperate for a bit of PlayStation action, and it offers technical specifications, club information, new release updates, hints and tips on hardware and Sony games, plus news and configuration advice. Blimey.

(0881) 505 505 is the number to call, but you'll need a touch tone telephone to make use of the service. Calls cost 39p per minute peak rate and 25p at all other times. Which is a bit cheaper than most dial-and-listen 'services' on offer.

## Swagman

This nightmarish little adventure from Derby's Core Design is set for release on the Saturn, PlayStation and PC early next year.

It already looks and sounds stunning, with Silicon Graphics Workstation-modelled backgrounds and characters, polygonal texture-

# I want YOU!



...TRUE LINES... Sony are creating a dedicated PlayStation games arena in the Ministry of Sound nightclub in London. They're also

mapped bosses, fully rendered cut scenes and in-game speech. The mixture of action/puzzle gameplay also ensures that there should be enough to keep you entertained over its 20 sprawling levels.



## Tomb Raider

Another title due for the same time on Saturn, PlayStation and PC from Core Design is *Tomb Raider*.

It's a 3D action adventure game that takes place in a light-sourced, texture-mapped environment filled with polygonal (hurrah!) enemies.

You play Lara Cruz, a world famous explorer, as she attempts to unlock the secrets at the heart of several ancient mysteries. It's just like Indiana Jones and everything - only you're controlling the action!

*Tomb Raider* also features a rather special cinematic camera system and over 2000 frames of animation on the main character. Preview coming up...



► At last! A two-player PlayStation shoot-em-up.



# Wolf Fang

**X**ING have launched themselves well and truly into the Next Generation by converting the arcade submarine shot-em-up *In the Hunt* [previewed on page 38]. But they're also

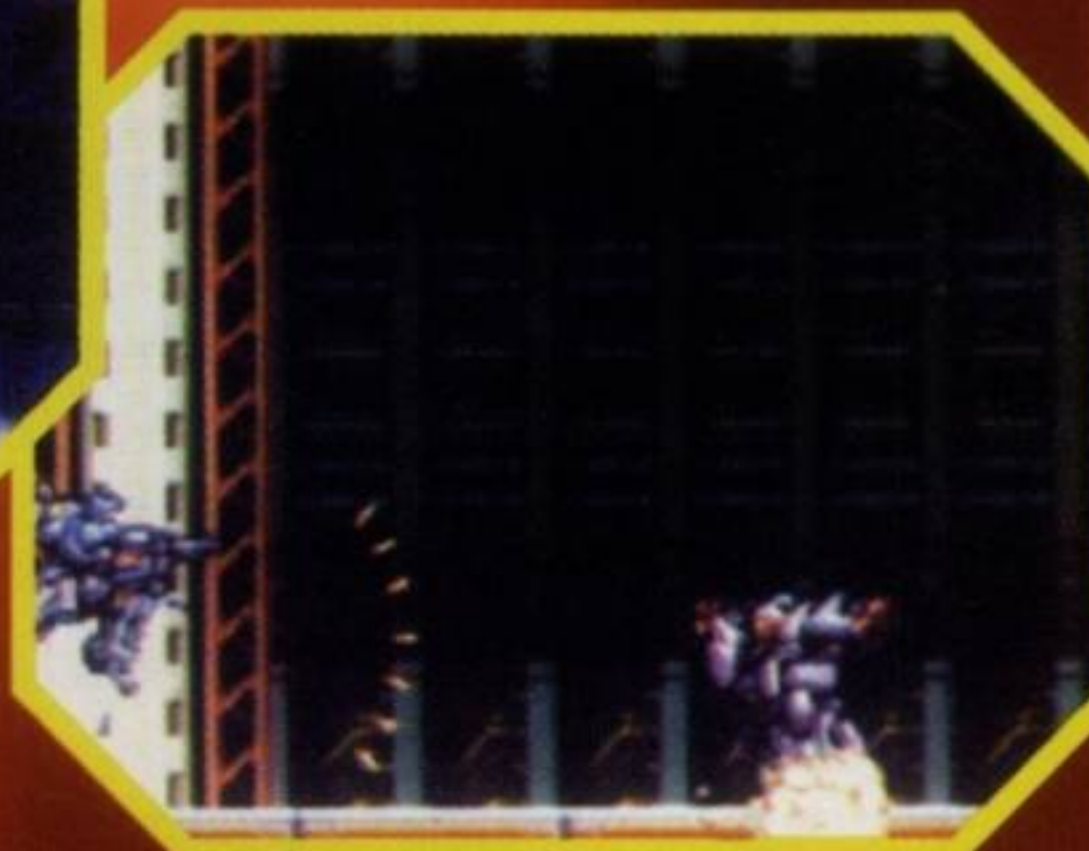
currently adapting Data East's coin-op hit *Wolf Fang*.

*Wolf Fang* is certainly right up the alley of 'Mekka' fans (the Japanese name used to describe Mobile Suits and robots). Before entering the battle, there's the chance to select the three sections that are to compose the robot's frame, namely: body, arms and legs. Each part

chosen has a bearing on your mobility, strength or attack power. The choice of body corresponds to the choice of main weapon: guided missiles, grenade launcher, flame-thrower etc. The choice of arms determines your side weapons:



▲ Will *Wolf Fang* really be much better than *Rapid Reload*?



▲ The action isn't just restricted to flying at high speeds through the air.



**U**ltimate have teamed up with Sony to give you the chance to win the newest, biggest and loudest Sony telly in the world with a fully loaded PlayStation to blast *Wipeout* across your street.

The Super Trinitron Wide Screen Television comes bursting with all the top gadgetry from a vertically flat screen to a 'Smart Mode', which fills your widescreen with minimal distortion and makes *Tekken* look super dooperly ace. The telly also comes with Zoom mode which means no black bars on the top or bottom when you're rip roaring around on *Ridge*.

With this £1000 telly we're throwing in a PAL PlayStation and a bundle of games including *Ridge* and *Destruction Derby*. All this top of the world entertainment could be yours for nowt by answering three simple questions:

1. Who invented the television?
2. Who provides the music for the Sony car stereo ad?
3. How many selectable cars are there in *Ridge Racer*?

Now rush them twitching entries to: Give Me That Telly NOW You Gits Compo, Ultimate Future Games, 30 Monmouth Street, Bath, Avon BA1 2BW. Oh, and no-one from Future Publishing can enter. Y'hear?

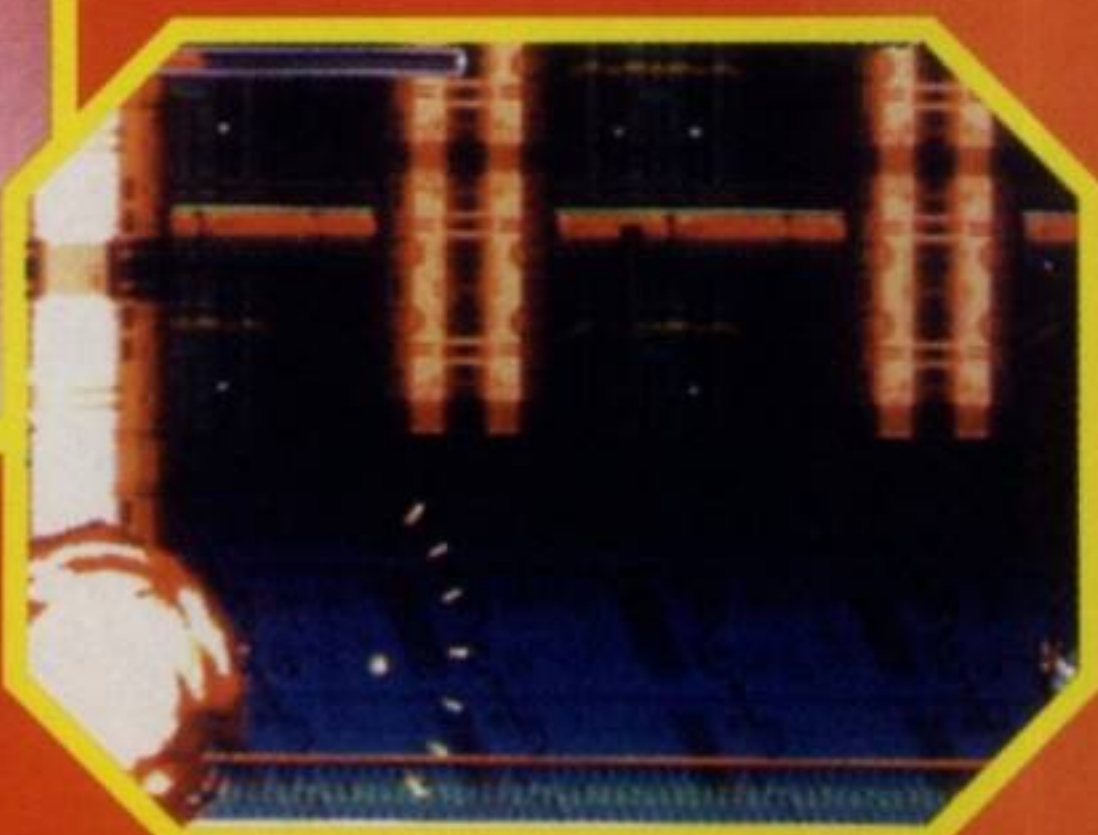


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▲ Could this be the Next Generation Probotector?

▼ A-ha! The old invisibility power-up, eh? Clever.



laser sword, axe and many other tools of destruction. Your choice of legs will determine the method of movement (naturally) – even with the option of moving around on a cushion of air or squeaking around on a set of oily wheels.

This Mekka orgy should satisfy the hungriest of shoot-em-up addicts, and will undoubtedly attract the attention

of SNES owners towards the PlayStation. Review coming up real soon...

- Machine.....PlayStation
- Publisher....XING
- Developer ...In-house
- Style .....Mekka Blaster
- Release.....Nov '95
- Country.....Japan



◀ The choice of parts for your robot limits the amount of aliens you can destroy.

# And then there's...



## The Official PlayStation Magazine

### On sale mid-September



## Shoot for Loot!

Virtuality, leaders in the field of immersive Virtual Reality entertainment systems, are launching a game developed by none other than Sheffield's own Gremlin Interactive.

*Shoot for Loot!* is the first game show to be played in cyberspace, and in the tradition of the best game shows there's a wacky host and his two bimbettes to guide you through the game.

The prize up for grabs? The holiday of a lifetime, of course. But in Virtual Reality. You're going to have to be the sharpest shooter in town to win it – simply hit your own coloured targets, step on gold coins and go for the giant golden dollar at the end of each level. You'll also have to avoid the other contestants and the hideous monsters that will try to end your holiday-grabbing antics.

*Shoot for Loot!* can be played by up to four players and there are seven levels of difficulty to challenge your sharp shooting skills. Watch out for it on the Virtuality Series 2000 SU (Stand Up) machine.



## UK Top Ten CDs

- |                            |        |
|----------------------------|--------|
| 1 Star Trek: A Final Unity | PC     |
| 2 Indy Car Racing          | PC     |
| 3 Mechwarrior 2            | PC     |
| 4 Panzer Dragoon           | Saturn |
| 5 Terminal Velocity        | PC     |
| 6 Discworld                | PC     |
| 7 Pebble Beach Golf        | Saturn |
| 8 Apache Longbow           | PC     |
| 9 Dark Forces              | PC     |
| 10 Daytona USA             | Saturn |

## Out this Month

In line with the recent release of the PlayStation, its releases this month are pretty action-packed: *Air Combat* (£45) – tipped right up in our exclusive PlayStation supplement this month, *Mortal Kombat 3* (£50) – also tipped in our free supplement, the highly disappointing *Cybersled* (£40), *Discworld* (£40) and *Destruction Derby* (£45) (reviewed on page 68).

## UK Top Ten Carts

- |                            |      |
|----------------------------|------|
| 1 Brian Lara Cricket       | MD   |
| 2 FIFA Soccer '95          | MD   |
| 3 Theme Park               | MD   |
| 4 Primal Rage              | MD   |
| 5 PGA Tour Golf 3          | MD   |
| 6 Super Bomberman 2        | SNES |
| 7 Primal Rage              | SNES |
| 8 Zelda – Link's Awakening | GB   |
| 9 Street Racer             | MD   |
| 10 Cannon Fodder           | MD   |



◀ The aliens you interact with are certainly 'mad'. Official.



◀ A planet built of discs. Novel, that.

# Dorioki



**T**here have been a fair few curiously named games appearing this month, and this strange little number is certainly no exception.

It's to be brought to the PlayStation by Banpresto (a subsidiary of Bandai that specialises in video, and more particularly, arcade games).

But instead of simply stockpiling the conversions of their arcade titles (*Dragon Ball Z*, *Pretty Sailor Moon* and the like) they have decided to turn their talents to developing an original title for the PlayStation.

*Dorioki* (?) takes place in a parallel universe completely designed and modelled in 3D. The player will have to explore the strange world of Espasy, piloting a four-armed robot named Terminus. This is a bit of an odd world – created from platforms floating in the sky and filled with pyramid-shaped buildings covered in strange hieroglyphics and a reasonable mixture of cyborgs, both friendly and rather unpleasant...

The game already looks stunning. Admittedly, they are not real-time PlayStation pictures, but are pre-calculated on an SGI workstation. The backdrops are rich and fantastically detailed though, and even the applied texture-mapping is impressively glitch free. Let's just hope it's got the playability to match...

Machine.....PlayStation

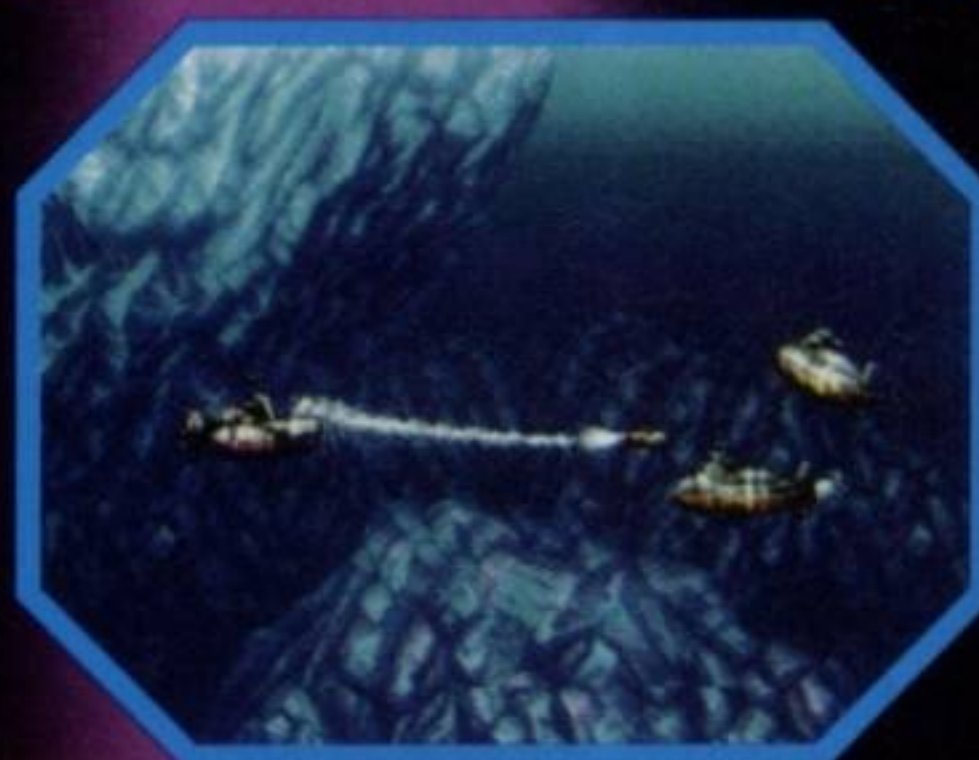
Publisher....Banpresto

Developer...In-house

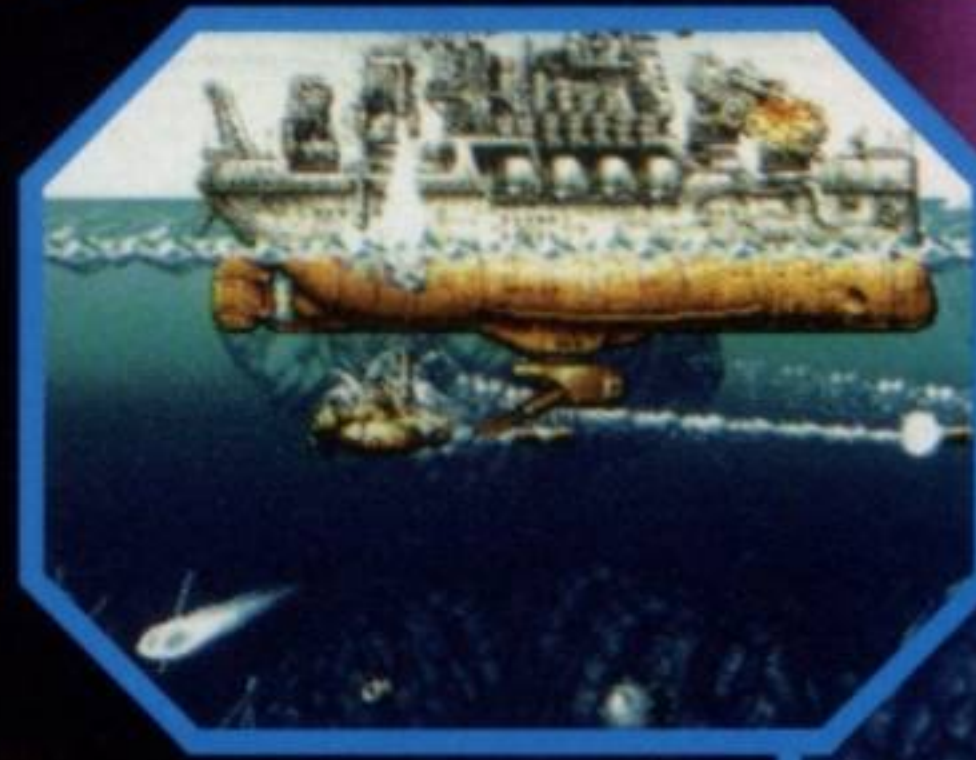
Style.....Adventure

Release.....Dec '95

Country.....Japan



◀ Classic gameplay, whopping explosions...



◀ ... and it looks bleedin' gorgeous.



# In the Hunt

**B**it of a peculiar fish, this one. It's a horizontal blast orgy which takes place between the bed and surface of the sea.

The story behind it concerns the evil organization DAS, which launched huge magnetic weapons into the seas and oceans of the world. And, in a rather unsurprising move, they're threatening the

safety of all the large cities that are close to the water.

Coincidentally, at that time Japan was carrying out tests on its secret submarine in the southern Atlantic Ocean. This well-equipped submarine is composed of two different sections: 'Grando Via Male', piloted by Jin Takara, and 'Grando Via Female', piloted by Lei Takahara. These two submariners are husband and wife (a sort of Mr and Misses Cousteau), and it's their task to

sort out the problems under the waves. But will they be better at Ecco the squeaky old dolphin in doing so? Watch out for our review to find out.

Machine.....PlayStation

Publisher....XING

Developer...In-house

Style.....Shoot-em-up

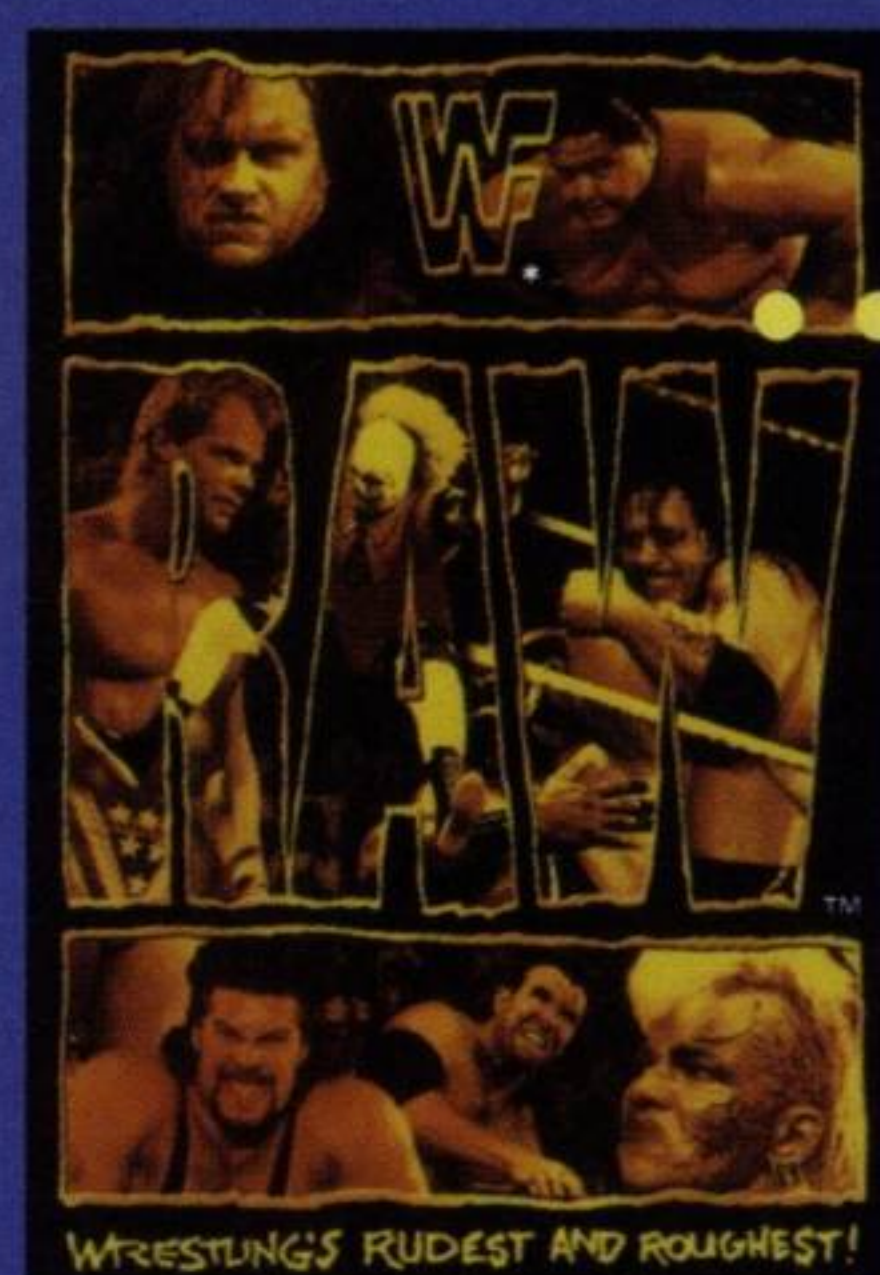
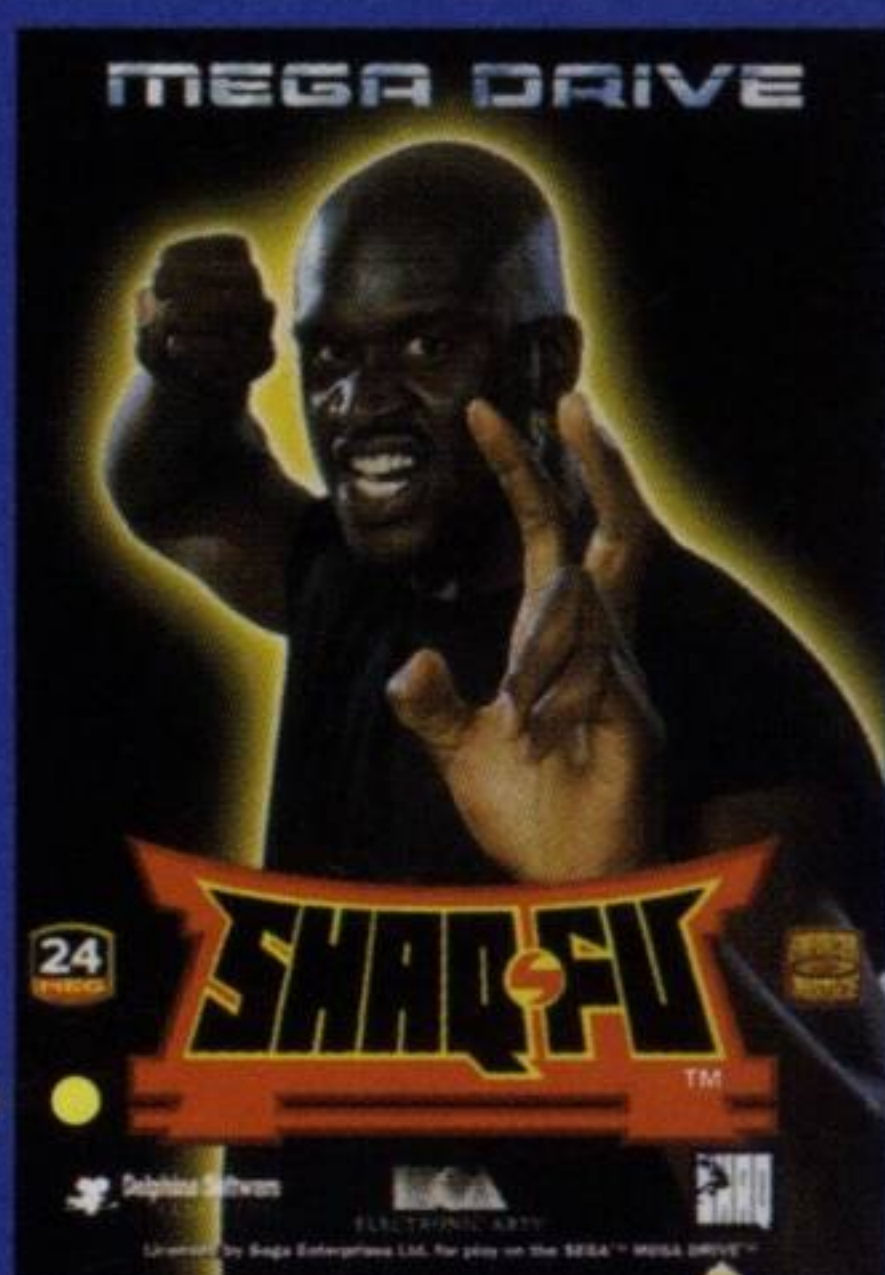
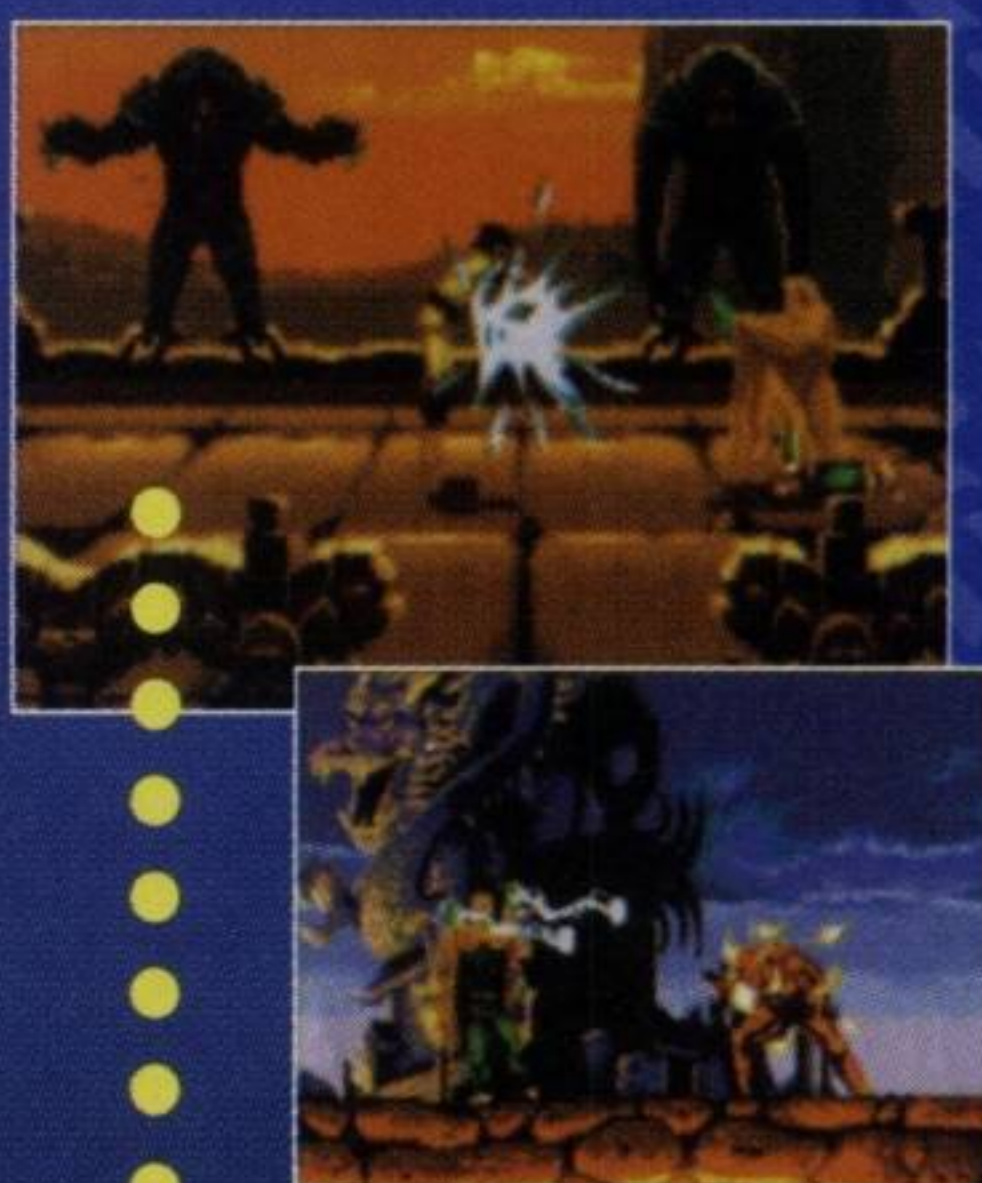
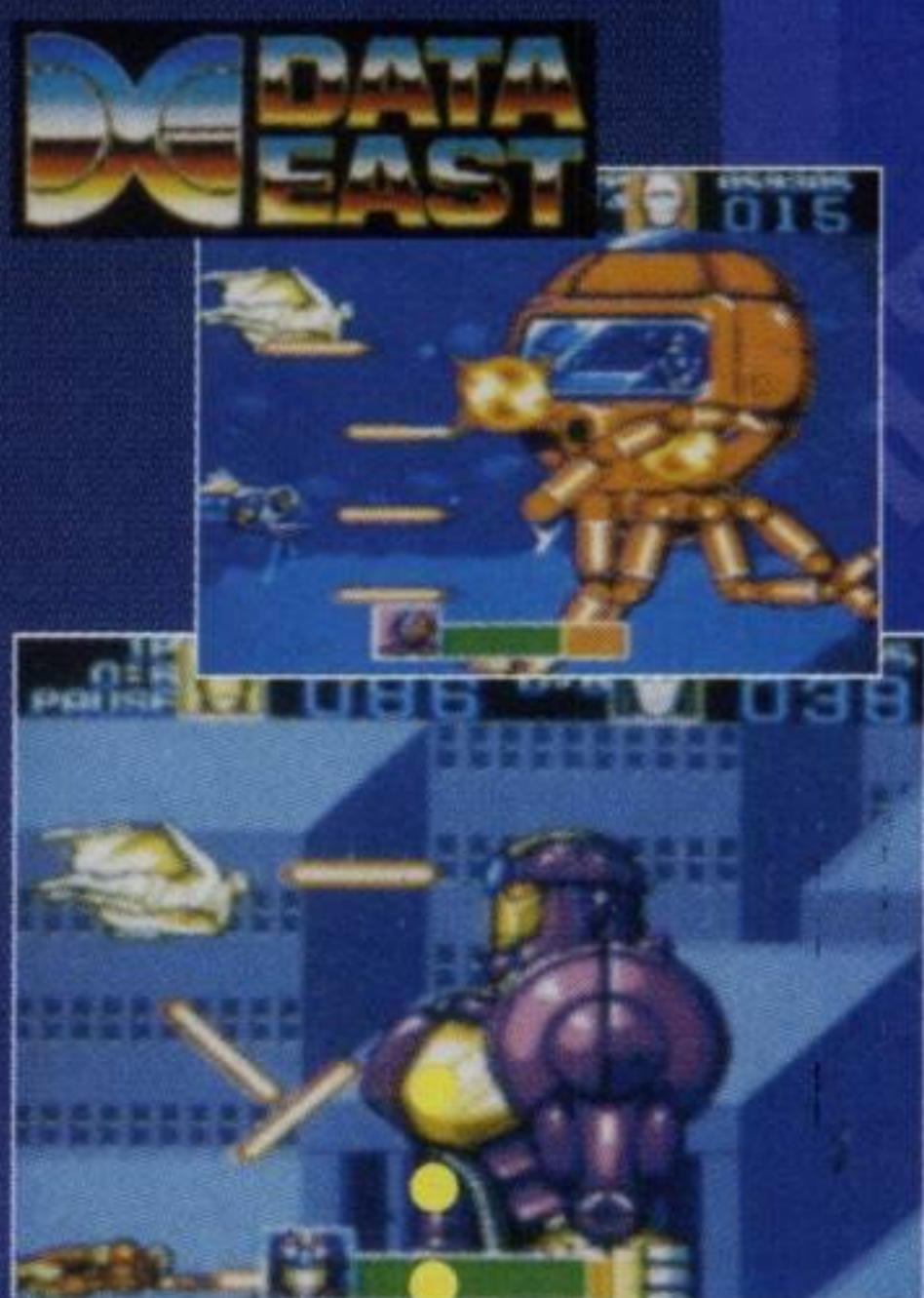
Release.....October '95

Country.....Japan



# THE ONE YOU CAN'T AFFORD TO MISS!

# HELP!



## MEGA DRIVE

All of the games in this strictly limited edition multi-pack have been donated free of charge by Acclaim Entertainment, Data East, Electronic Arts and Virgin Interactive Entertainment. All profits from the sale of this pack will be donated to a number of leading charities including The Prince's Trust.



exclusively available at

# WOOLWORTHS





# Ultimate UPDATE

## Bluffer's Guide to... Electronic Arts

You need never fear when it comes to a gobbing game facts contest – Ultimate Future Games is your statistic spittoon. Rinse your chops with our knowledge and gargle on Next Gen know-how. And always be good to your mother. Let's love Electronic Arts...

Erm, I really should know about them shouldn't I?

Too righty you should. It was back in 1982 that W.M. (Trip) Hawkins realised how important PC game and entertainment software was. Trip (then a marketing executive at Apple Computers) and a bunch of associates started up Electronic Arts with just 10 employees. By 1986, EA had become the number one developer and supplier of entertainment software in the US. Everybody knows that.

They started off small, then?

Oh yes, like a tiny kitten trapped in a vice. But by 1989, EA had begun expanding globally, opening branches in Asia, Europe, Australia and throughout North America. They then went on to acquire Distinctive Software (which became Electronic Arts Canada), Origin Systems and Bullfrog. Then, in September 1992, EA joined with Victor Musical Industries of Japan (a section of the JVC empire) to form EA Victor. This is based in Tokyo and translates and publishes EA's games in Japan. To date, EA have picked up over 600 awards for creative and technological quality and market appeal and innovation.

What about the future then, eh? Eh?

So you wanna know about the future do you? Well, with the help of their top producers, EA established the Advanced Entertainment Group, their mission to look into the future at a world beyond 16-bit technology. They then began to develop a new approach to game development. The Artist Work Station, as the new system was named, is a system of proprietary software tools and hardware interfaces which



◀ The FMV section is gert lush. We love it too bits.

◀ You're armed to the teeth. Well, not quite to the teeth but well armed.

# There ain't nothing odd



▲ You should see this in motion. It's so speedy! A winner for sure..

# Alien Odysssey

## apart fr

**P**C action adventure comes hurtling onto the PlayStation and Saturn early next year with graphics that'll make you go 'Phwoar,' phwoar!

Developers Argonaut have made full use of BRender technology in developing the game characters which have total freedom of movement.

They've also used some exciting FMV for an awesome looking hovercraft level which includes blasting aliens and dodging trees at hyper sexy speeds.

We're promised that the super console versions will look as menacing as the PC and still have the variety of gameplay. Your object is to get yourself and your alien friend off a

allow developers to create new games quickly. It also allows EA to adapt their games to other systems – 3DO, Sega, Nintendo etc. Is there no stopping those talented geezers?

So they're gamed right up, then? Good God, yes. We've already seen how they've saturated the 16-bit market with quality sports titles and their contribution to the 3DO is immeasurable. They're already set to inundate the PlayStation and Saturn with FIFA '96, NHL Hockey and Road Rash amongst others and will continue to develop on 3DO (as well as supplying the Jaguar with a tasty amount of titles).

So they're set for world domination then are they? Well not quite, but provided they keep coming up with top notch sports titles there'll be no stopping them.

# win! Ten Golds



**Y**es, it's part two of our latest Next Gen hardware giveaway! If you want to get yer digits round the black, slinky coolness of a Goldstar 3DO, pay attention to the next couple of paragraphs...

To win one is simple. All you have to do is answer the question printed this issue and next (and get

hold of a copy of issue 11 through our back issues page if you haven't already cut out that coupon). When next issue's coupon is printed, send all three into us pronto.

Ten lucky winners will then each receive a Goldstar 3DO on the morning of December 2nd. It'll be freezing then too, so you'll be glad to stay in and have a pop at FIFA. Best of British to one and all.



system that will allow PC users to play group-gamers around the UK. Sounds top to



about



▲ Cor, pointy clickyness! That's PCs for you I suppose.

## The Web is growing...

The latest cyber-trippy addition to the World Wide Web is 3DO hardware and software producer Panasonic. Hoorah!

The site is stuffed full of information on their new FZ-10 REAL player, the latest on M2, and yet more tippety-top news on Panasonic's actual game releases. It also features a UK dealer finder - point to a place on the UK map and discover your local Panasonic 3DO dealer. There's also a chance to win an FZ-10 and tons of

runner-up prizes. Top stuff. The address is as follows: <http://www.cks.com/ukweb/panasonic3DO/>. Check it out now!

The site you really should be hanging around, though, is still the Ultimate Future Games site - just a small part of the massive FutureNet. Within this huge location you'll be able to dip into every Future Publishing mag, check out the charts and access one of the most up-to-date news services on the Net. Point your browser at: <http://www.futurenet.co.uk/>.



## Section 2

### Ultimate Racing

Ultimate investigates the world of the Next Gen racer. Here, we talk to the industry about what makes a good driving game, what are the most important factors they take into account when developing a racing game, and where exactly the future of the racing game lies? Have we already seen the ultimate racer? ..... 42

### Desert Island Discs

We asked games industry experts and celebrities what six games they would take with them if stuck on a desert island. The results were sometimes surprising, often shocking, occasionally obscene and definitely bonkers mad in the face. Oh alright then, the results were just plain interesting and a jolly good read. .... 52

### Healthy Gaming

Are games good for you? Do they turn us into gibbering idiots? Would we be better off just passively watching telly? Do they cause epilepsy? Or do they aid attention and memory? All these questions and more will be answered as Ultimate ask the experts what the effects of gameplaying are. Read on - your life may depend on it ..... 58

# om the Aliens

foreboding planet. There are puzzles, sub-plots and some top shooty action as well as over 120 different locations with numerous enemies and bosses and some secret sub-missions that make this game go on for ever. Well nearly, anyway.

Mark Washbrook, Senior Producer at Argonaut is looking forward to the Next Gen

conversions: 'We plan to make the PlayStation and Saturn versions of *Alien Odyssey* the same as the PC, you will not loose any of the graphical detail or gameplay.'

This top-looking, smooth-styling, action-packed game is gonna be something to look forward to in '96. So, erm, look forward to it.

Machine.....PSX/Saturn

Publisher....Philips

Developer...Argonaut

Style .....Action Adventure

Release.....Mid '96

Country.....UK

PC users prepare to upgrade their 'now slow' computers. Get a console then fools!.....

# tar 3DOs

1. All three coupons must be cut out of the magazine (no photocopies - thanks).
2. Multiple entries are fine but again, no photocopies.
3. Employees of Future Publishing can't play. So there!
4. Entries to be sent in only on completion of all three coupons that's next month, y'all.
5. The editor's decision is final. And he means it.

## Question Two:

Who is the founder of the 3DO company?

answer

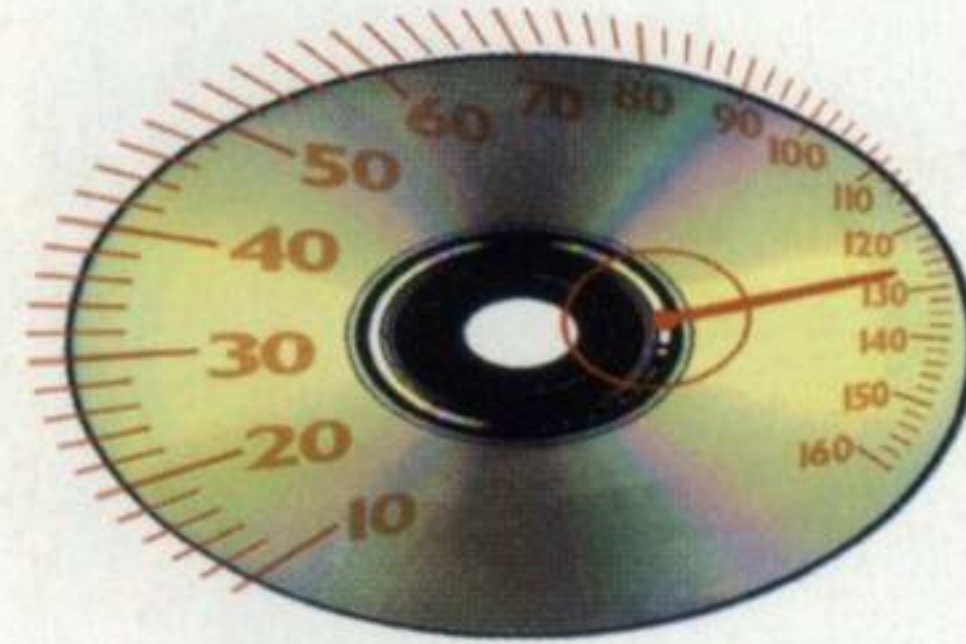
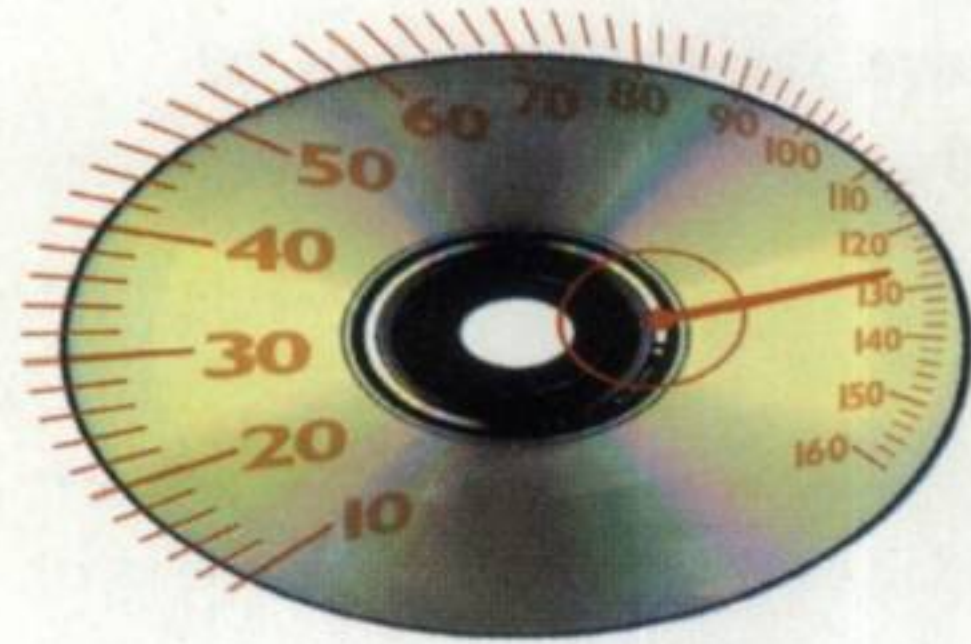
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**T**here's no doubting the power a good racing game can have over us. The concept is mind-sappingly simple - go as blindingly fast as you can and avoid hitting everything. Yet the kick that you get from doing so is the most intense and rewarding of any style of videogame. With the Next Generation machines spewing out amazing graphics and music you could slap on your stereo it's no wonder the fiercest battle is going on in the driving arena. Here we tell you everything you need to know...



# DRIVE

**D**riving games, along with beat-em-ups, have fuelled the tiresome debate over which machine is best.

Yes, *Virtua Fighter* set the ball rolling as everyone waited to see what the PlayStation could pull off in

retaliation. But once *Ridge Racer* appeared on the home market, attention really shifted to the racing arena. Both Namco and Sega have a phenomenal reputation in the arcades when it comes to driving games, and from the launch of Namco's *Ridge Racer* all eyes were on the Saturn and its conversion of *Daytona USA* that was under development by Sega's AM#2 department.

It's true to say that *Ridge Racer* regenerated interest in what was a flagging genre. Every SNES title began being compared, rather unfavourably, to the seminal *Mario Kart*, and



*Virtua Racing* marked the best that Mega Drive owners were going to get. The Next Generation slapped the racing genre into life, though. The first game that really showed off the excitement that the new breed of consoles could generate was the 3DO, with the classic looks and playability of EA's *The Need For Speed* and the pensioner-pummelling antics of the FMV-



## Research...

**G**ames, no matter from what genre, have to reflect reality in some way for maximum enjoyment to be gained from them. The better platform games give the impression of weight and gravity to their characters' movements. *Imagine Jumping Flash*

without the 'convincing' sense of depth). Sports games have to reflect the real game by their very nature. And the same has to be said of driving games. But how exactly do you capture the physics and motion of a vehicle for a videogame? The answer is research. Packets of the stuff, all over the place.

Take the Rage Software-developed *Powerdrive Rally*. A hit on the 16-bit machines and soon to be released on Atari's Jaguar, this was a game where practical research was essential if the momentum and 'feel' of actual rallying was to be captured accurately.

Many of the *Powerdrive Rally* production team members went

on a rally course at The Forest Experience in deepest Wales, while Peter Johnson (programmer for *Powerdrive* and over 20 other games) had driven single-seater Formula First cars at Silverstone, competed at a large Go-Kart track and taken a course in race techniques. Peter explains why: 'The rally course was useful in that it allowed us to get the handling of the car as close to the real thing as possible and also allowed us to ensure that we correctly made use of the co-driver speech which is a major feature of the game - as you go round the course he's there reading the pace notes and telling you what's coming up so you can get into position.' And, likewise, the AM#3 development team for the arcade smash *Sega Rally* spent months sitting behind the wheels of the new Celica GT-Four WRC and Lancia Delta Integrale '92 WRC, the two cars from the game.

Clearly, in some games, research is either not required or is plain bloody impossible. Psygnosis' (or Sony Interactive as they're now known) *Wipeout* and *Destruction Derby*, both fall neatly into these categories. Martin Edmondson, founder of Reflections (the company responsible for bringing *Destruction* to life) explains: 'Most of the research for the game I had already done years ago, since I've been going to watch real destruction derbys and stock car racing for years. During the year's development of *DD*, I went to about 50 races, mainly in the south of England, Midlands and east coast of America. The drivers are absolutely crazy - they make the game look quite tame! Their tactics seem to be: find a pile-up and head full pelt into the middle of it. I even had a go myself and have the bruises and chipped teeth to prove it!'

When it comes to edge-of-the-seat futuristic racing, the



▲ *Powerdrive Rally*: The Jaguar's finest racing game?



# THE NEED FOR SPEED



◀ *Wipeout*: setting the standard for hover racers.



▲ *Wipeout*: How do they know hovering feels like this, eh?

◀ *Road Rash*: from 3DO to Saturn and PSX

rich *Road Rash*. In fact, so impressive were the 3DO versions of these, that *The Need For Speed* has been improved for recent release on the PC, while *Road Rash* is set to drift onto the PlayStation.

It's the combination of fast

frame-rate, smooth texture-mapping and genuine 'un-tinny-videogame-like' sounds that have made the Next Generation racing games leap like a cornered mongoose into the pleasure sacks of us punters. Sony Interactive's ground-

breaking *Wipeout* has been the ultimate thrill ride so far and proves how seriously developers take racing games. By roping in cult bands and designers to get involved with the whole artistic feel of the project they've shown the way

that racing games must go if they are to succeed – because, importantly, underneath the gloss, there's a solid game to boot, which plays just as you'd expect a game featuring hover-vehicles to play. As Nick Burcombe from Sony Interactive

likes of which experienced in *Wipeout* and Sega's *Gran Chaser*, you're certainly limited by time period. Nick Burcombe, the man responsible for adrenaline fest *Wipeout*, explains: "Anti-Gravity" machines are not exactly the sort of thing you can research, unfortunately... as far as I'm aware. With no personal experience of hovering (I?), sadly I have no idea what it's like! The interesting point I've

noticed is that everyone who has played it seems to think that this is exactly what hovering would be like(I?), but this is obviously a little presumptuous! So why didn't the Saturn's Next Generation hover-racer generate such feelings? 'I have only seen the very early demonstration last year on a short video, certainly not enough to judge it on. I have heard it has some nice ideas in it, but the general opinion so far, from various

▼ *Wipeout*: a near-perfect marriage of style, music and speed.



people that have played it, is that it's not as good as *Wipeout* – I think I'll wait and make my own mind up.' One thing's for sure, though – practical research is fundamental to the

▼ With more courses than *Ridge*, is this the ultimate PlayStation racer?



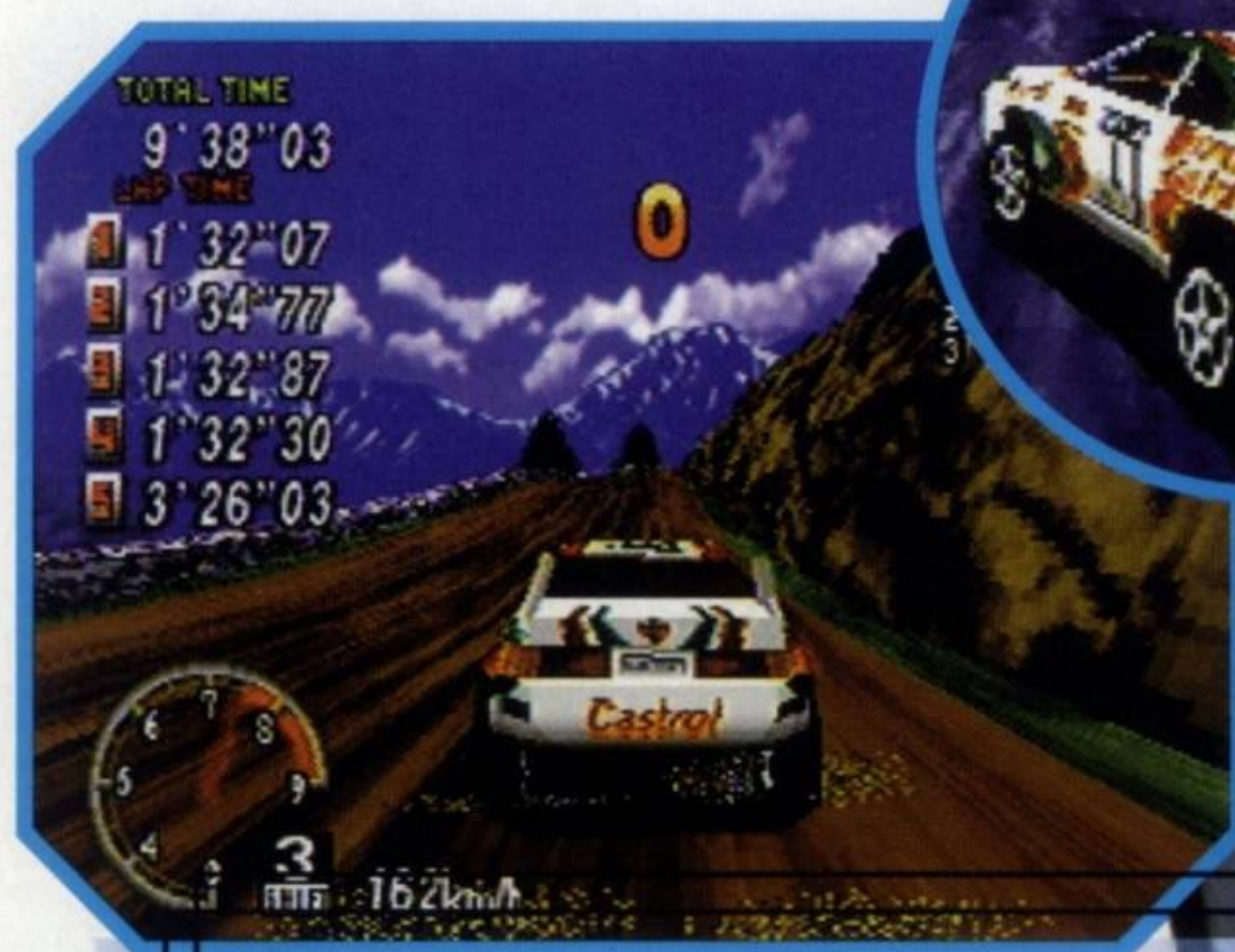
design of a good racing game. With the amount of good-looking, 3D racing games hitting the Next Generation, the thing that is certain to distinguish the good from the bad, is the amount of research a company spends making cars in a driving game sound, look and move like the real things. Just take a glimpse of *Race Drivin'* on the Saturn or *Club Drive* on the Jaguar. Clearly, the developers of these two gems have never even seen a real car let alone driven one. If they had, the games wouldn't stink of rotten corpses left out in the sun.



▲ *Gran Chaser*: Loads of good ideas, just not very well executed.



# Sega Rally



▼ The eight-player link-up version is still prominent in the arcades.



▲ *Daytona USA*: A phenomenal hit as a coin-op, certain to sell bucketloads for the home.

explains, there were three key elements to getting the motion and feeling for *Wipeout* just right: 'First, the rotation around the axis (rolling the craft), which obviously couldn't happen if you had contact with

the floor (i.e. wheels) therefore suggesting the craft is airborne. Second, the 'buoyancy' of the ships when landing off a jump, the fact that the camera returns to a fixed height above the track surface, giving the player the

feeling of being repelled by the track itself. Last, the ship's 'weight', the sliding on corners when using air-brakes really isn't the same as the skidding sensation experienced in games like *Ridge Racer*, you're obviously not attached to anything.' But Nick would rather spare the *Ridge Racer* comparisons. 'With regards to that particular 'feel' of the

ships, I would personally draw more similarities with games like *Thrust* and *Oids* before drawing them with *Ridge Racer* or *Daytona*.'

## Rock 'n' Roll Racing

Sound, too, is something most developers consider all important (and as Sony Interactive are proving with their *Wipeout* audio CD, it's worth investing money in a 'genuine' soundtrack). Admittedly, in the past the music and effects heard in racing games has ended up sounding rather watery when compared to the pace of the on-screen excitement. But now, software companies are putting







The game that all Saturn owners are patiently (okay, okay, not exactly patiently) waiting for is the

gorgeously fast, dreamily smooth *Sega Rally*. Only two tracks are in any state of completeness, but already the quality is beginning to seep through.

There are four cars to choose from (both manual and automatic versions of the New Celica GT-Four WRC and Lancia Delta Integrale '92 WRC), which are identical to the cars that compete in the World Rally Championship. As you play, you

can select two different views (Driver's Eye and View From Behind), and at this stage it seems like it's a driving game that you're going to have to learn by using the external view first. This is purely because the handling is so close to actual rallying. You may very well welly it along the straights, but come across a corner and you're going to have to apply some serious opposite lock.

A lot of research went into the game (with the programmers from AM#3 spending hours in the actual cars). This is a Sega title you must watch out for.



day, it feels like you're out on some lazy weekend afternoon outing to Bournemouth with your parents.

you've just filled your tank with kangaroo juice. So to speak.

Jason Kingsley of Rebellion (programmers for *Chequered Flag* on the Jag) reiterates this, commenting that the most important aspects are 'Game control 'feel' and frame-rate.' Nick Burcombe from Sony Interactive goes further. 'In my experience there are a few simple attributes, each being equally important, that make up a good driving game. First, a good, simple control method that is responsive and does exactly what the player expects when the player expects it to and when the player needs it to. Second, a fast, smooth frame-rate, so the player can see and judge the on-screen action accurately.' But surely something's missi... 'And last but not least, my personal

favourite - speed! The faster the better in my book. The sensation of travelling at high speeds in a 'death-if-you-crash' environment is something I would only like to simulate rather than experience.'

It seems that there are indeed three factors that are the key to turning a racing game from ropey old tat into an unadulterated adrenaline-rush: responsiveness, frame-rate and, how could we forget the beggar? - speed. Yes, lovingly textured polygonal graphics do help enhance the overall experience (*Ridge Racer* or *Wipeout*, despite their speed, handling and rapid frame-rate wouldn't be such all round explosive experiences if it wasn't for the speed.

## But what makes a good driving game?

The impossible question. But surely the most important feature is speed - and gobloads of it. There's no point - no matter how detailed the texture-mapping on the polygons, no matter how ridiculously beefy the engine noises, or for that matter, how slick the handling of the cars - if, at the end of the

Sean Cooper, Producer on Bullfrog's *Hi-Octane*, agrees. 'The feeling of speed is top of the list. You don't want it to feel like a Sunday drive in the country, you want it to feel like a drive in a Ferrari at 160mph through the centre of London, and to top it all off the use of guns to eliminate those other competitors - why over take them when you can just blow them away?'

But speed mustn't be confused with frame-rate. A racing game, or any style of game for that matter, can be as fast as it bloody well pleases, but if the frame-rate isn't quick enough, it's going to feel like

in a lot of effort to get the audio track exactly right.

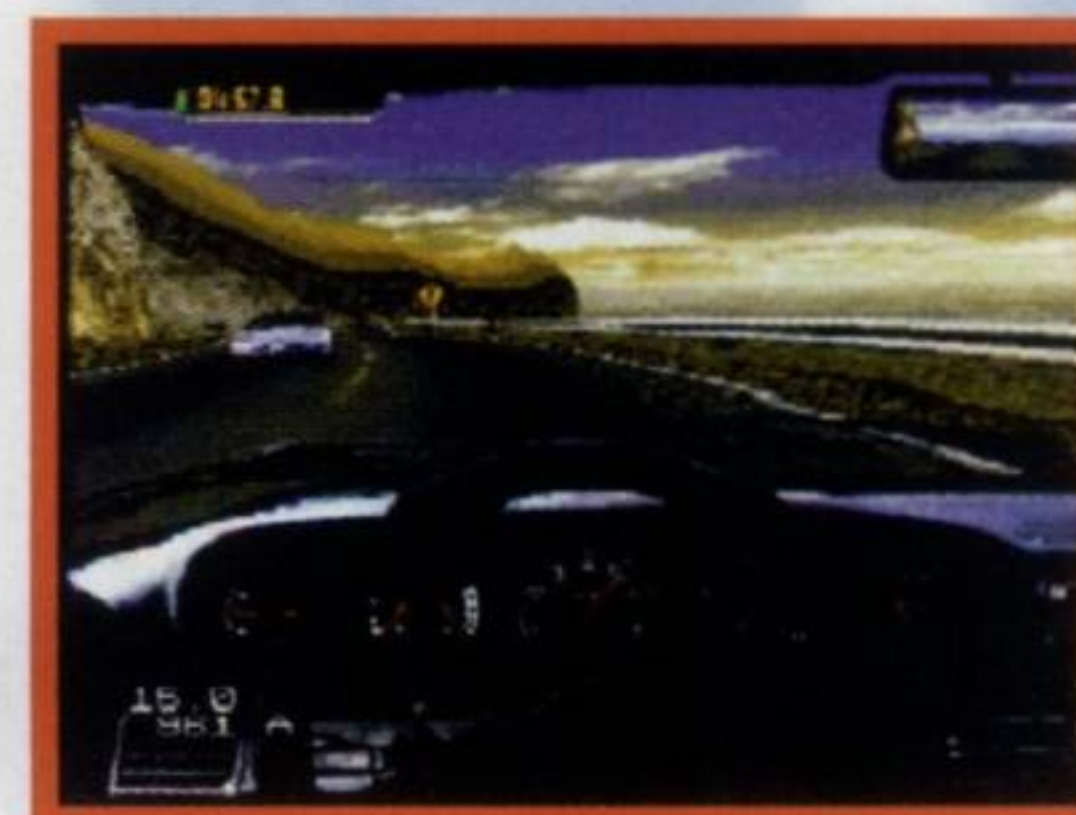
Take Gremlin Interactive, for example. They've taken into account the Doppler effect when putting together their latest PC driving fest, *Fatal Racing*. Doppler's Principle is the law that concerns the change of wavelength when a source of vibrations moves towards or away from us (you know, like when a fire engine goes nee-nar-nee-nar-NEE-NAR-NEEey-nar-nee-naar. Ahem).

But *Ridge Racer*, with its one purring engine, ker-azy commentator and six techno-driven soundtracks shows that as long as the sound's packed with excitement and energy,

multiple and realistic engine noises aren't essential. You can even play your own music CDs as you peg it around (though this wasn't a planned feature and the tracks are sampled

randomly as the game attempts to load the data from where it expects the game music to be).

Andrea Griffiths from Electronic Arts, also points out how surprisingly important the





## ...and Realism

One of the most important features a programmer can give to a

driving game is the elusive element of realism. Previously, as long as a game played effectively, authentic elements could be

customised or sacrificed completely. Games like *Top Gear*, *F1* and, although not in the same class, *Mario Kart* and *Street Racer*, all rolled on getting the gameplay just right rather than emulating real-life.

However, with the processing power of the 32 and

64-bit machines, developers have much more room for not only incorporating realistic looks and sounds in their games, but combining realistic handling with satisfying playability. Hoorah!

One of the games that features all these elements is *The Need For Speed*. Not only is the 3DO (and to a greater extent the new PC CD ROM version) peppered with FMV footage of the actual cars going through their paces, but each car's handling is exactly like the real thing - the cars which have the highest speed have the highest speed in the game. The cars that have faster acceleration have the fastest acceleration in the game. Each handles vastly



▲ *The Need For Speed*: the most realistic driving game yet.



▼ *Sega Rally*: faithfully captures the flavour of the real sport.

▼ *Destruction Derby*: multi-player link-up madness on the PlayStation.



sound actually is, particularly in relevance to their own *The Need For Speed*, and its authentic car samples. 'Music adds to the atmosphere of the game. It has to be right and well suited otherwise it can become annoying and thus piss off the player.' Sean Cooper, the producer of Bullfrog's *Hi-Octane*, a combat-packed PC racing game that is heading for

both Saturn and PlayStation, goes one step further. 'Sound is the most important part of any game. It adds atmosphere, tension and it makes you feel like you're actually there. Also, you need to hear a missile whistling as it comes up on your arse.' Well of course, erm, not that we've actually experienced missile-on-arse action for real.

## Making tracks

Having great sound and phenomenal speed is one thing (well, two things actually), but if the update isn't up there with the speed, you're going to get a glitch-packed experience indeed. *Daytona* was the racer that exhibited this rather too much (admittedly, so do other games, but *Daytona* was a very high profile release), but Sega have worked hard to stop this ruining the conversion of *Sega Rally*. And it shows.

Sony Interactive's in-house developers overcame this problem somewhat in *Wipeout*,

by masking the horizon with pieces of scenery in the foreground. But *Destruction Derby* has cured this problem altogether. How? Martin Edmondson from developers Reflections, explains: 'Track building was a problem we specifically wanted to avoid, but there are two problems. First of all, if you have a large track like *Daytona* you can't draw infinitely into the distance for reasons of speed. Second, the PlayStation's hardware will only allow objects to be drawn up until they reach a certain distance anyway. Since in *Destruction Derby* you can

# Better t



different to the next - more so than in any other racing game.

This was achieved through close liaison with American car mag Road and Track - the statistics used to create the realism come from Road and Track's own road tests, and they even helped contribute to the look of the game through their impressive photographs. Electronic Arts have even taken the detail level down to the noises coming from beneath the bonnets of each sportster - again, sampled from the real thing on the test track. And the sequel is sure to not only feature more cars and more tracks, but even more features that increase the realism of the experience considerably.

▼ The Need For Speed: the chance to sit behind the wheel of some...



Even those driving games which don't opt for a first-person game engine can get realistic elements in there

► ... top, fast lass-magnets. That can only be good.



engine, managed to include some realistic touches. Peter Johnson from Rage takes up the case: 'A few games suffer because they are struggling to get the 3D graphics up on the screen and hence playability falls by the wayside - you don't feel in control of what's going on. Instead of falling into that trap we decided at the outset to try to combine that elusive '8-



potentially see every item of scenery at the same time (and all 20 cars) we had to develop our own detail reduction system to optimise the speed of the game while keeping everything within the PlayStation's display limits. Luckily, we wanted to keep the track size quite small anyhow to maintain a high density of cars (10 car pile-ups look better than two or three!) Let's see that again

The extras also play an important part in making the game a pleasure to initially play and something that has a long shelf life (driving games, by their very nature, are meant for short, electrifying burts, so it's something you'll come back to time and time again).

An 'extra' which has now become a fundamental part of the gameplay is that of racing 'views'. No driving game worth



► Hi-Octane: a racing game with the emphasis on violence.

its salt these days is complete without being able to alternate between different viewpoints. Even so, there still is only one mode to race in for the serious gamer: first-person, in-the-bleedin'-car view. Not only does this accentuate the speed, but it allows you to control the vehicle more accurately (try playing Ridge Racer with the outside view and you tend to overcompensate rather too much). Although, in games such as Daytona and The Need For Speed, it's essential to view the game behind and above the car, as the control method reflects reality a lot more and has you

▼ Club Drive: much hyped Jag racer that was... a bit rubbish.



▼ Virtus Racing: The cars remain polygonal to keep up the speed.



needing to constantly adjust the car's position.

A lot of racing games are opting for the shoot-em-up element. Wipeout, Gran Chaser, Off World Interceptor, Crash 'n' Burn, Mega Race and Hi-Octane all go for the explosive

# man sex?





bit' playability with the icing Next Generation graphics can bring, such as the way the realistically-cast shadows give depth to the picture and the lighting on the car changes as you move through the dark areas. I also like the different weather effects and the way the

snow builds up around the track in the winter levels as you play.'

Perhaps the biggest hurdle to try and overcome when putting realism into a game, is the fact that generally the player is sat on a

chair in a warm room, trying to steer a car around a track with a six-button pad. When you pay a visit to the arcades, you actually get to sit in a seat that swallows you up, control the car effectively using gear stick, brake and accelerator, and perhaps most importantly,

experience the feeling of drifting, weight and 'kickback' through the steering wheel. Peter Johnson holds a similar view: 'Instant response to the player's input helps make a good driving game. As a driver in the real world you know where your wheels are and you can feel the grip fade, allowing you to counter steer before you go into a skid. That's one thing the 3D games will lack until we get controllers with built-in feedback - then we'll be motoring (pun intended).

Controlling the games with a joystick is like one of those old 'It's



a Knockout' games, with a blindfolded contestant at the wheel of a car and someone shouting 'left, left, right, left' at them.' Well, something like that anyway - sort of.

approach. While *Destruction Derby* bulks out the racing with the all-out destructive stock-car sections. In fact, the original plan was for the game to be solely crash-em-up based, but it was wise to include the racing element. It's also bursting with options, which certainly help you tailor the game to an individual's requirements.

The replay facility, although not an 'essential' is something most developers do their best to include. *Ridge Racer* has its final lap replay with multiple camera angles, *The Need For Speed* comes complete with its highlight reel, while the most impressive by far is *Destruction Derby*. This has a cinematic style which allows the player to define their own replay by choosing different camera points to watch your racing from. As Martin Edmonson from

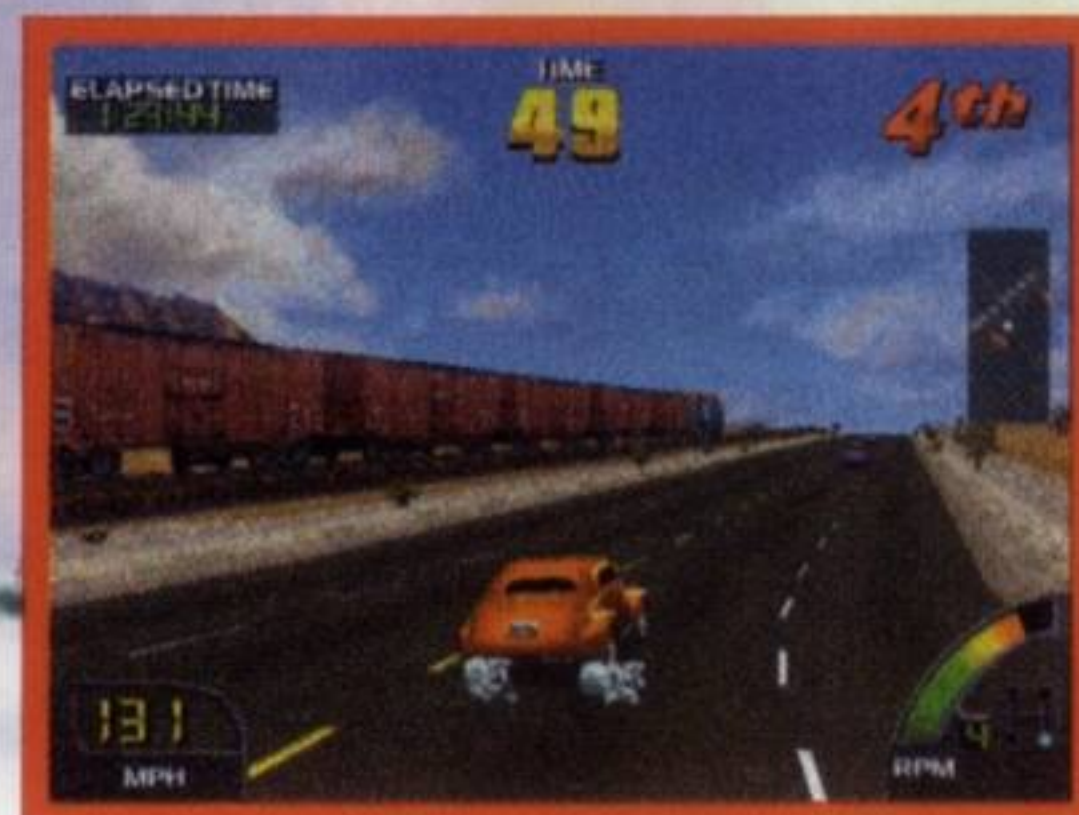
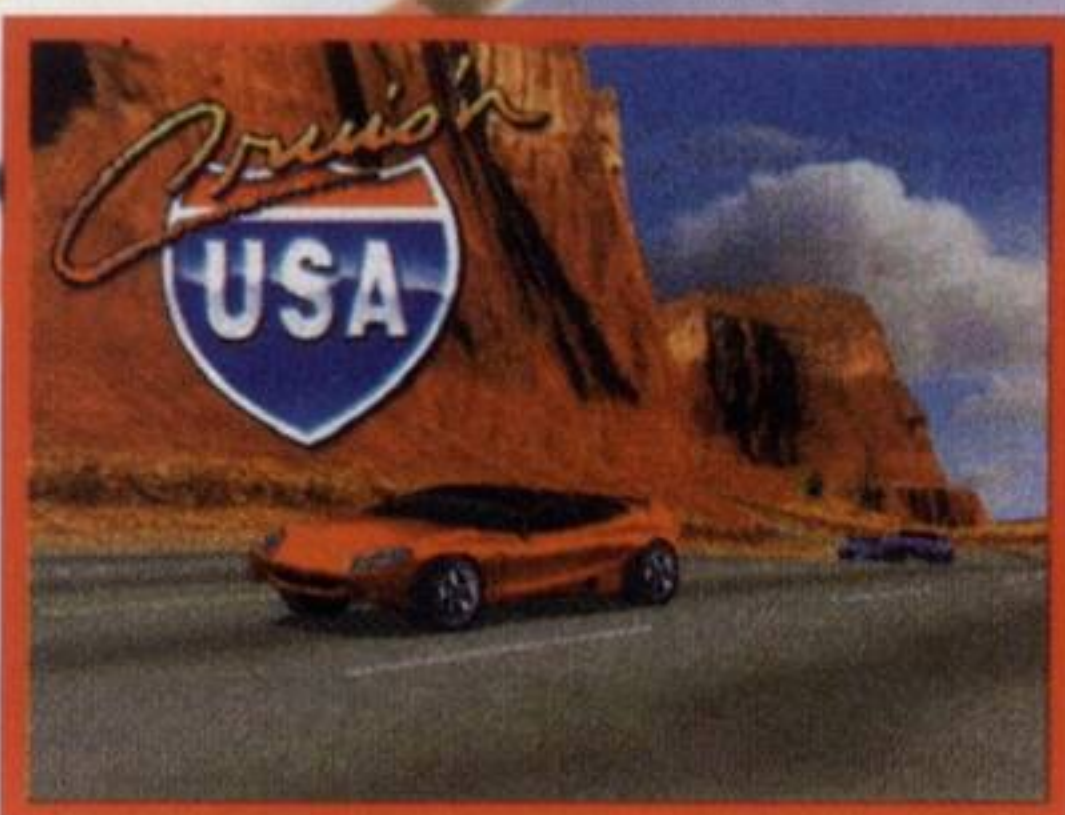
Reflections explains, the process is surprisingly simple: 'The game program maps the camera and its point of interest along a spline curve between these points. By setting points close together the camera will move very slowly, but if you increase the distance it can be made to sweep across the track at up to 350mph! The maths involved is relatively simple so this is calculated in real time, i.e. only the control points are stored and/or saved off to the memory card.'

The Next Generation racers are also shifting the sensible way when it comes to multiple player action - link-up. The PlayStation is currently leading the way with link-up racers, thanks once again to Sony Interactive and Sega are sure to follow (though not with *Sega Rally*). Once Namco, the

masters of the pure racing game, begin releasing games with the simultaneous multi-player facility incorporated, things are really going to start picking up. Developers are continuing to strive for faster speeds, track update, frame-rate and playability on the consoles that have just arrived - sequels are planned for the best titles. There's a sequel to *The Need For Speed* under way, and although *Wipeout* was a tour de force, the sequel, with promised enhancements technically, graphically and in gameplay is in 'Conceptual Design' phase. Indeed, most UK developers are planning a Next Generation racing game of sorts: Rage's next project is a driving game with a twist, the version of Bullfrog's *Hi-Octane* hitting the consoles features extra tracks, extra weapons and speed,

Codemasters are releasing *Micro Machines* on the Next Gen formats, Millenium are putting the final touches to hover-orgy *Cyberspeed*, while Vivid Image are set to release an updated *Street Racer* on the Saturn and PlayStation. But the 64-bit machines, 3DO M2 and Nintendo Ultra 64, remain untested in this arena. Yes, Williams' arcade hit *Cruis'n USA* is coming to Nintendo's cartridge machine, but Nintendo really need to develop their own stunning titles if the machine is to fulfil everyone's expectations - especially with the likes of *Rave Racer* and *Ridge Racer Revolution* waiting in the wings to steal the glory.

The battle of the racing sims is essential to the success of any given console. The PlayStation has taken the initial lead, but not for long! Hoorah!





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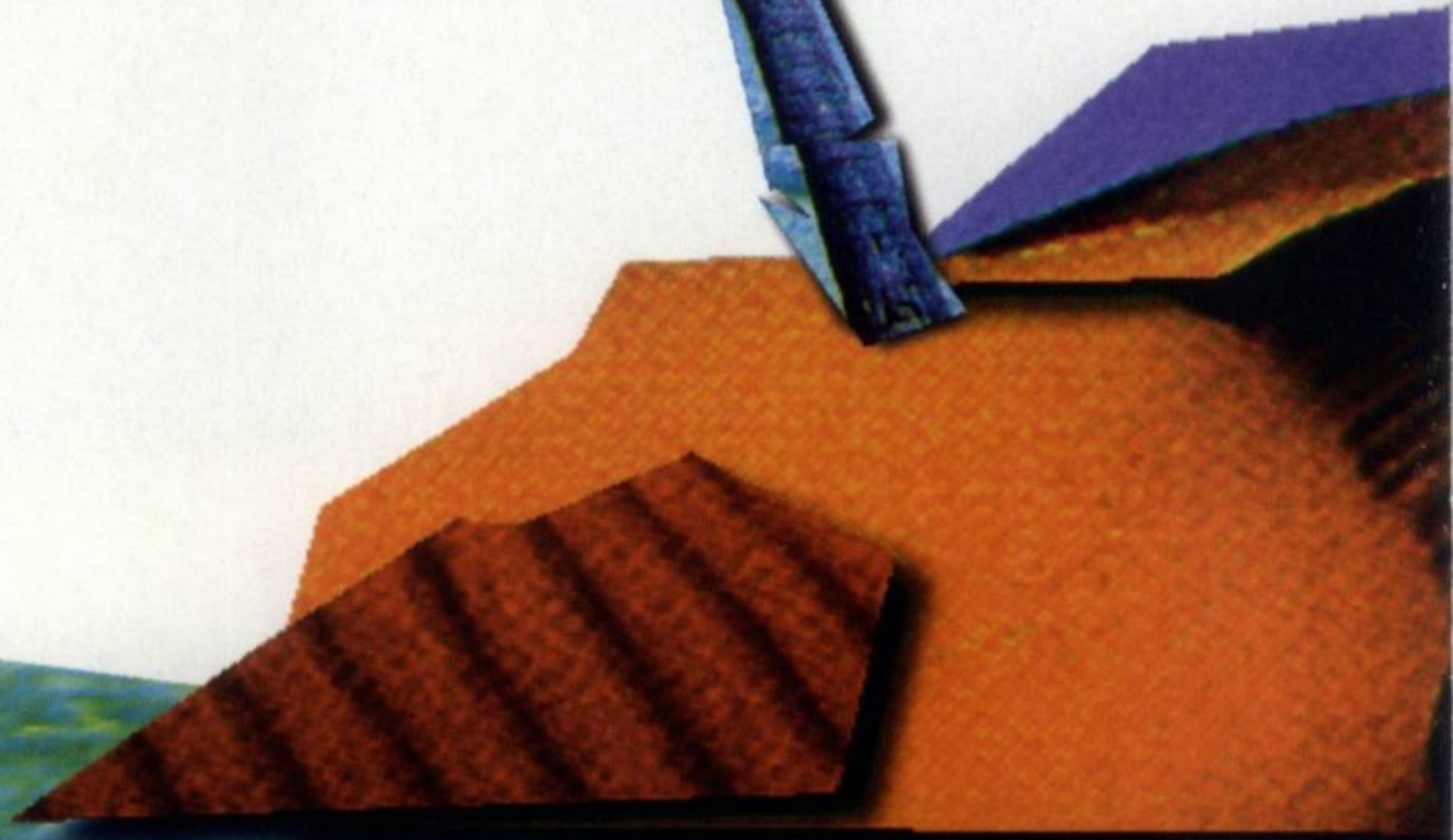
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**P**icture the scene: You're stuck on a desert island with nothing but palm trees, golden beaches and coconuts to entertain you. Suddenly you stumble upon a futuristic looking chrome hut. Slowly you enter, only to find every console ever produced rigged-up to several big-screen TVs - but you can't find a single game anywhere! You wipe the dust off what looks like a games cupboard and a genie appears. He grants you six games of your choice to keep you occupied during what *could* turn out to be an unlimited stay - yes, Desert Island Discs are the name of the game and we want to play the game with you. It's a big decision. Do your favourite games stand up to repetitive play? What would you do? What would you choose? Tough, isn't it?

We asked seven industry figures what their selections would be and, most importantly, why? Here's how they voted...





**Name**

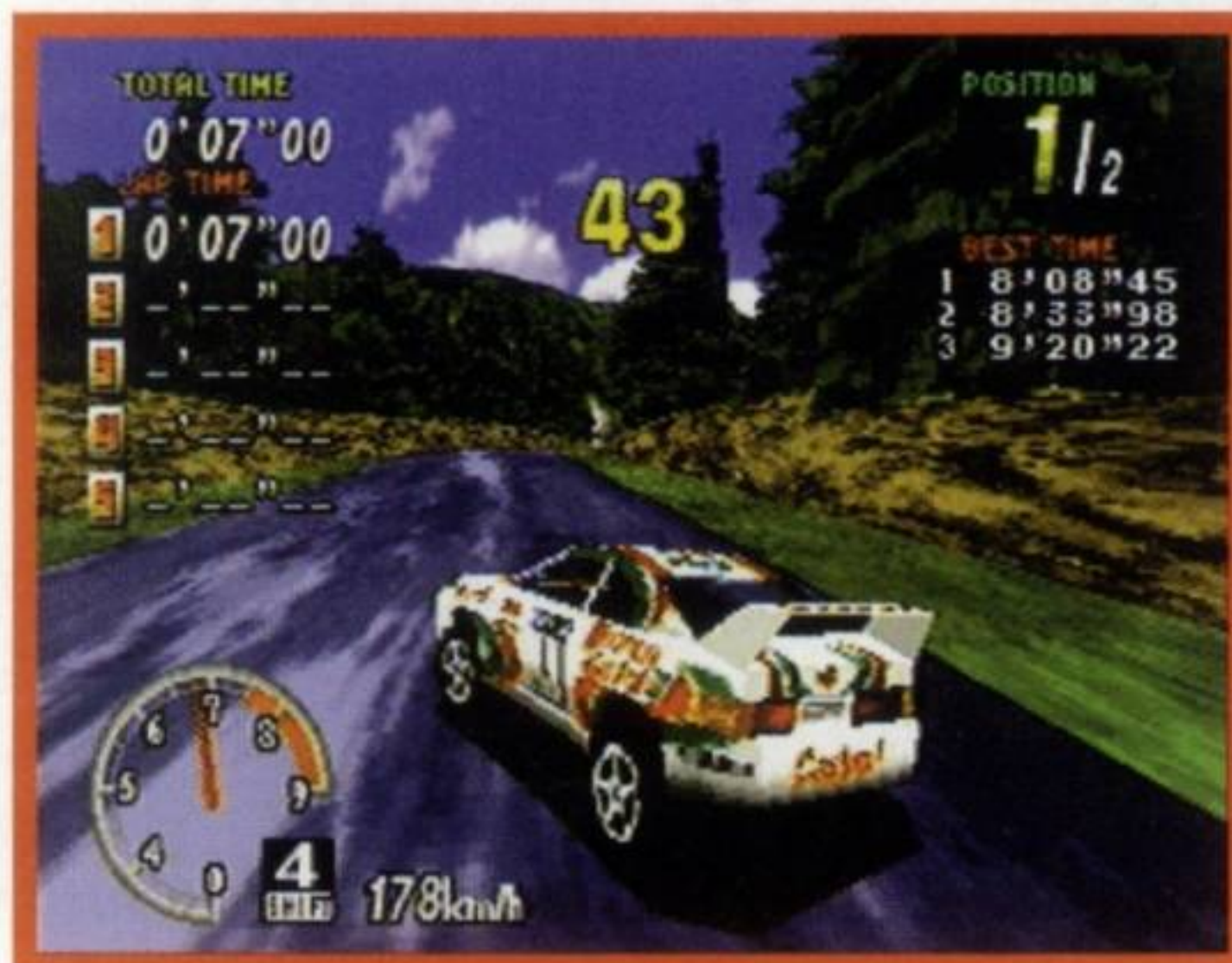
Declan Brennan

**Who are you then?**

Very loud, pint-sinking Irish geezer from out of Ocean.

**Combat - Atari VCS**

'For those of you old enough to remember, it was a game bundled with the system. I would have been happy if they'd never made any more software after that.'



▲ 'Sega Rally officially wees from a great height on other driving games.'

It was pure gameplay - two blokes zipping around a maze trying to blow one another to kingdom come. No special moves, no hidden characteristics - just astronomical amounts of fun.'

**Doom - PC**

'What can I say that hasn't already been said? Given my position as top PR bod at Ocean I shouldn't really go on about another company's products, but Doom is better than the winning entry in the world fantastic championships taking place on the planet Top during the international week of sensations.'

**Super Bomberman 2 - SNES**

'Seeing as I haven't managed to blag a copy of the latest version,

I'll just have to take the earlier version of the greatest SNES game of all time along with me on my island paradise. There's nothing quite like dropping a jellybomb on the G-bomber with only seconds left on the clock, to win a tense best-of-five series and claim Bomber supremacy.'

**Premier Manager 3 - PC**

'A game where I can fulfil totally unrealistic ambitions of making Derby County the richest and most successful club in the history of football.'

There are few games that can take such vast chunks of my sordid little life away without me really noticing. I'm sure that I could happily spend the rest of my life playing Premier Manager 3 without eating, sleeping or stopping to go to the toilet (which on my island would be a rather depressing hole in the ground).'

**Sega Rally - Arcade**

'What a great desert island this is! Sega Rally officially wees from a great height on all other driving games in the history of everything, ever. I sincerely hope that there will be a man or indeed top Girl Friday on this island for some deadly serious head-to-head action.'

**FUTURE GAME**

**Hornet - PlayStation**

'None of you have seen this yet, obviously, as Ocean are still developing what I can assure you is one of the sexiest PlayStation games ever!'

Now I know this is cheating slightly but I don't get excited that easily and this 3D shooter has some of the most gorgeous graphics and downright vicious gameplay that I have ever seen. I am certainly taking it to my desert island.'

**Name**

Andy Kerridge

**Who are you then?**

Highly talented PlayStation programmer for Mindscape.

**Mario Kart - SNES**

'Okay, it's a bit retro, but it's still the most playable two-player race out there (hang on, if I'm on

a desert island, I won't be able to play two-player... DOH!).'

**Tekken - PlayStation**

'One of the PlayStation's early games and already a classic. Great gameplay, hidden moves and awesome graphics - what more could you want? Can't wait for Tekken 2 - aw heck, that's

another two-player game... ah, never mind.'

**Panzer Dragoon - Saturn**

'Seems to be getting a mixed response this one. It's certainly the best looking game on the Saturn so far and plays like a classic blaster (cool, this is a one-player game... I'm getting the hang of this).'

**CyberSpeed - PlayStation**

'Okay, okay, so this has to be on my list 'cos it's my next release

and I've got to plug it eventually. Anyway, it is a cool game!'

**Ultimate Parodius - PlayStation**

'There's no way we could get away with such a crazy and apparently drug induced game - come on, killer syringes?!? Once again, classic blaster style with a Next Gen flavour. Loads a colour, loads a sprites and little slowdown - and you even get the original too!'

**FUTURE GAME**

**Hyper realistic Doom - Any**

'I had to mention Doom somewhere didn't I? The game that took the industry by storm and is still losing companies millions in lost work! A real version of this is bound to get the adrenaline flowing - that's of course assuming that it doesn't scare the crap out of you and give you a heart attack.'



▲ 'One of the PlayStation's early games and already a classic. Great gameplay, hidden moves, awesome graphics.'



▲ Would you get a bit bored racing around a track on your own?



**Name?**

Steve Jarratt

**Who are you then?**

Managing editor at Future Publishing, currently editing the Official PlayStation Magazine.

**Ridge Racer - PlayStation**

'Best god-damned racing game ever written. I never tire of playing this - I'm only just now getting grips with powersliding which has opened a whole new challenge to the game.'

**Pilotwings - SNES**

'Another game I keep going back

to, the sensation of flying has never been bettered even in all the dreary, but oh-so-accurate flight sims. I love this game and have been waiting five bleeding years for a sequel!

**Jumping Flash 2 - PlayStation**

'Same exhilarating gameplay, but with better graphics. Like my other choices this one's more about the visceral experience than the actual gameplay.'

**Virtua Fighter 2 - Saturn**

'I'm not a great beat-em-up fan, but I prefer the Virtua Fighters

to the Tekkens, simply because the graphics are better (cue extended argument). If I have to have one, it has to be a stunning texture-mapped sequel.'

**Yoshi's Island - SNES**

'Yes I know it's a 16-bit game but until Sega or Sony get their act together and make platform games as good as the Mario series, I'm stuck with this one (after all it is a stonker).'

▶ Now you just can't beat a bit of Ridge, can ya?

**FUTURE GAME**

Pilotwings 2 - Ultra 64

'It has to be Pilotwings 2 with the power of the Ultra 64 behind it. It should be one of the best games of all time and a major bleeding head trip... It's the game I really can't wait for.'



**Name?**

Sean Cooper

**Who are you then?**

Producer at Bullfrog who drives around in a very fast car and has tons of dosh.



▲ Wahey! Top skiddy action only let down by rubbish track-update.

**Daytona - Saturn**

'This is so fast, I love the absolute sensation of speed.'

**Micro Machines - SNES**

'As you can see I'm bit of a speed freak. The eight-way play makes the game for me.'

**Samurai Showdown - Neo Geo**

'Now we're on to my second obsession - fighting games, although

unlike driving games I don't practise in real life. I love the

two-player option and beating up my mates is ace.'

**Virtua Fighter - Saturn**

'The best reason for buying a Saturn and all of the above.' Erm, do you mean your obsession with beat-em-ups or all of the above games? Eh?

**Super Mario Bros - SNES**

'This is a classic that cannot be bettered so far. Mario must have induced millions into buying a games console that could last you a lifetime and I guess on a desert island that is a huge plus.' Yep, you'd be a fool to completely write off the SNES all right.

**FUTURE GAME**

Syndicate Wars - PlayStation

'Syndicate Wars is my future choice with an original concept. Packed with loads of arcade action and a certain amount of strategy and you can drive cars too! What could be better?'



▲ Look at our shadows. They're in some strange wire-mesh pattern.

**Name**

Darryl Still

**Who are you then?**

Top PR Manager bloke for Atari.

**Rocketball - CBM 64**

'A real oldie but a real player for those long, lonely nights, especially with Girl Friday in two-player mode.'

**Tempest 2000 - Jaguar**

GamesMaster (who are they? - Ed) called it the game of the decade - there's nothing else like it. I could spend years on an island and never finish it.'

**Doom - any format**

'It just had to be in here 'cause it's the ultimate, especially with the link-up cable on the Jag. I would wait until Girl Friday arrives then we would link up, Jag's that is, and go for the death-match.'

**Any football management game**

'There is one on my ST that I have been playing for years. It's a mail order supply title so I hope I get a post box.'

**Sim City 2000 - PC**

'Obviously, to plan my expansion

on the island and build up my metropolis, after all, Girl Friday and I are sure to expand the population! But seriously, this is a great game.'

**FUTURE GAME**

Attack of the Mutant Penguins - Jaguar

'Not yet released, but close to final and one of the most interesting, innovative and funny games I have ever played. You people are in for a treat with this

one - believe me, you heard it here first.' And we'll be hitting you with a review next issue...



▲ 'Obviously to plan my expansion on the island and build up my metropolis.'



**Name?**

Archer MacLean

**Who are you then?**

Programming genius – the brain behind such titles as *Drop Zone*.

**Star Raiders – Atari 800**

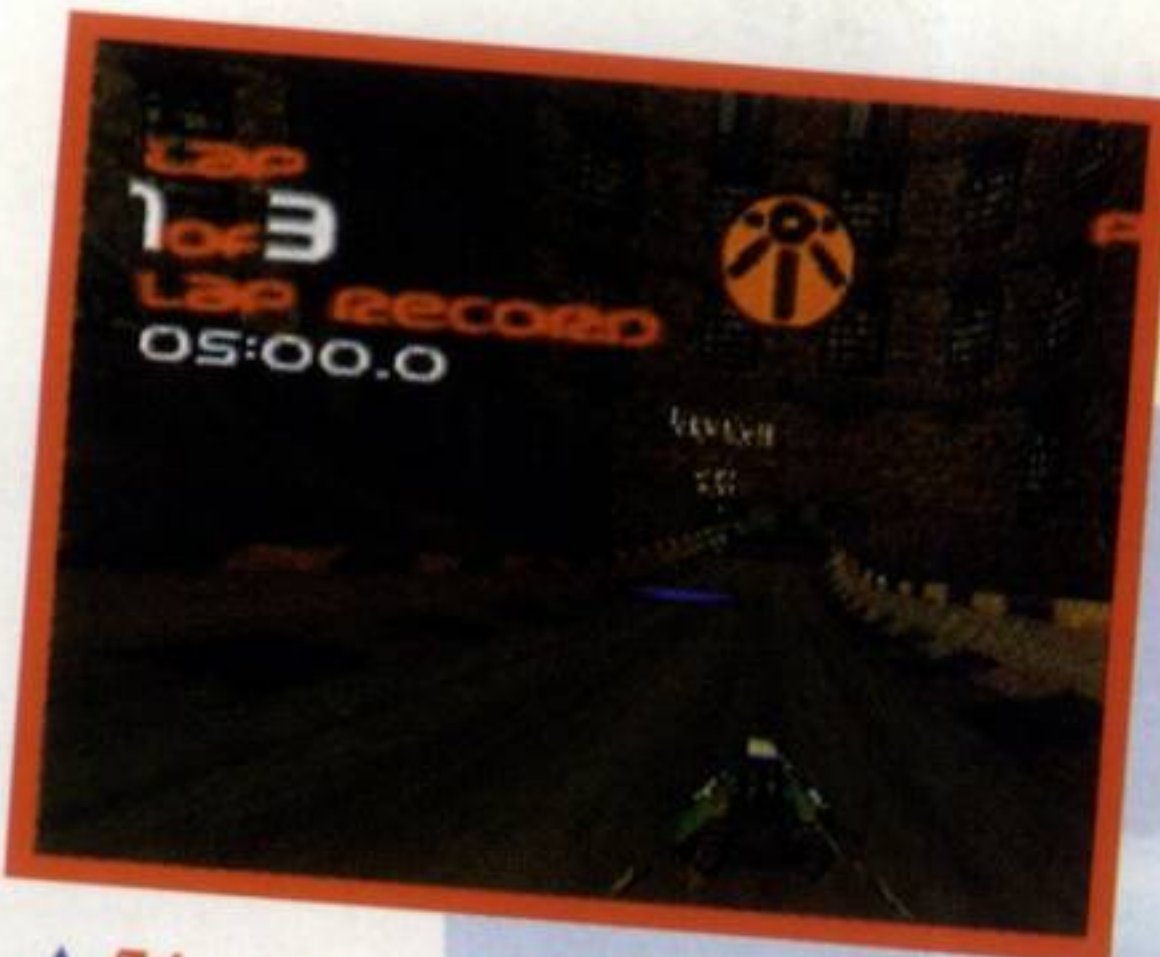
‘Simply because in 1979 it was the most incredible leap into 3D gaming experienced by anyone who played it. I broke two joysticks and a chair avoiding aliens and asteroids.’

**Tetris – GameBoy**

‘I bought a Game Boy a couple of years ago on the way to a ski-trip. I played this version so much that I ended up dreaming about where to put the blocks.’

**ECCO – MegaDrive**

‘I didn’t initially like this one but I had to review it for a TV show so I forced myself to learn it. In retrospect its gameplay and use



▲ ‘It’s so fast and there’s so much potential in the Next Gen...’

of the machine was really impressive.’

**Jimmy White’s Snooker – Mega Drive**

‘This was the most technically challenging program I have ever written. The final version was faster than the Amiga and pixel perfect with a full 3D screen. It’s just my masterpiece.’

**Super Dropzone – SNES**

‘There is enough adrenaline-pumping, joystick-bending,



▲ Racing games don’t get much better than this. Not yet anyway.

finger-twisting addiction to keep any shoot-em-up freak busy for decades. Also it is easy to learn but difficult to master.’

**FUTURE GAME**

**Wipeout – PlayStation**  
It’s so fast and there’s so much potential in the Next Gen, just think what we are going to get in the future.’



▲ ‘... adrenaline-pumping, joystick-bending, finger-twisting addiction.’



▲ Wipeout is certainly a popular desert island disc. Boys ‘n’ toys, ah?

**Name?**

Marcus Hawkins

**Who are you then?**

The Editor of this very magazine.

**Ridge Racer Revolution – PlayStation**

‘The best thing ever? For sheer thrills and edge-of-seat excitement, this has to be the only racing game worth being stranded alone with.’

**Virtua Fighter 2 – Saturn**

‘The beat-em-up that’ll keep you

going for months. Sega at their best once again, and throwing the gauntlet down to Namco and lovely old *Tekken 2*.’

**Super Mario World – SNES**

‘The game that kicked the platform genre squarely in the gizzard and ran off laughing.’

**Tetris – Game Boy**

‘The puzzler that’s kept me sweating on the loo for far too long now. Especially therapeutic when your girlfriend’s got a

strop on and has disappeared ‘round her best mate’s. Not that I’d know, of course.’

**Loaded – PlayStation**

‘To get rid of some of that tension, you really need to have a top bit of blasting action. Even if you manage to complete all the levels, you can kick back and listen to the *PWEI* songs on the soundtrack.’

**FUTURE GAME**

‘Well, it’s got to be thick, fast and

bloody loud with it. How about a racing game with a soundtrack from *The Prodigy*? And it’ll be on the Ultra 64. So there!’



▲ Everyone’s talking about Loaded – and that bloody lovely soundtrack.



▲ Phwoar! *Rave Racer*! Nobody picked it as a future game. What?



▼ *Virtua Fighter 2* – the hype has been bigger than that for any beat-em-up on the PlayStation.

# Your Turn

**A**nd now we’re asking you. Write and tell us what your three Desert Islands Game selections would be, and why? Enclose a photo and the best ones will not only be printed in U-Mail every month

but the sender will receive oodles of Ultimate goodies. Get scribbling and don’t be too obvious!





# RAI GAMES FESTIVAL

**FREE!**  
Giant Ridge Racer  
& Toshinden Poster

## Racing Just Got DEADLY

Forget Formula One...

Ditch Mario Kart...

Destruction Derby – PlayStation  
Need For Speed – PC  
Micro Machines '96 – Mega Drive  
WipeOut – PlayStation  
Fatal Racing – PC  
Sega Rally – Saturn

Plus Reviews of:  
Yoshi's Island – SNES  
Rayman – Jaguar  
Bomberman 3 – SNES  
Bug – Saturn  
Fears – Amiga



**ON SALE 28 SEPTEMBER**



# Healthy Ga

# in the

Do your parents blame *Tekken* for your aggressive attitude? Has your girlfriend nagged you about spending more time dribbling over *Daytona* than her new hairdo? If you're nodding your head in agreement then the so called evils of videogaming could be robbing you of your youthful tendencies.

Ultimate delves deep into the mind to see if Next Gen gaming is eating away at our personalities or expanding our minds. Heavy stuff.

**H**oorah to those special people at the DTI (Department of Trade and Industry), who after exhaustive research, concluded that there is no link between epilepsy and hammering around on *Ridge*. Back in 1994 Lord Strathclyde, Consumer Affairs Minister, announced

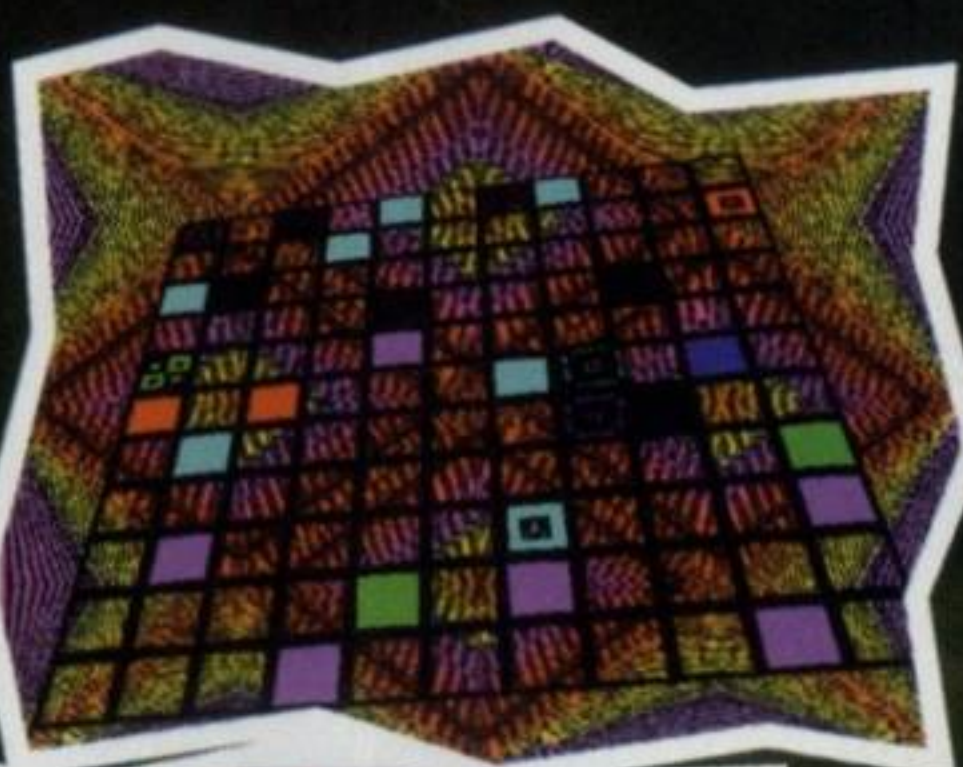
in Parliament that: 'Playing videogames very rarely triggers epileptic seizures in people without a known history of epilepsy. There is no evidence that photosensitive epilepsy can be caused by playing videogames.'

After hearing something like this in the Parliament House you'd expect doctors, parents and lentil eaters to leave us gamers alone and make super-console gaming part of the National Curriculum. Well, we are still far from graduating in beat-em-up history (even though most of us could). With the likes of Dr. Pam Harvey, a Lancashire school teacher, our hopes of positive gaming are somewhat dashed: 'Videogames can be very obsessive and violent causing a great deal of harm to children. Games can become socially isolating and therefore lead to aggressive actions against others. Children steer away from other hobbies like sports and board games which can expand the mind and body. We should also take note that 150 video gamers each year trigger off their first seizure of epilepsy.'

This does sound quite shocking and might put the heebie-jeebies up a few of us, but don't bin your super console yet. What good ol'

Dr. Harvey

► According to *Endorfun* this grid of pretty colours will make you think happy thoughts. Yeah right! Get real will ya?



◀ After playing this game you'll have to play *Ridge* to chill out and relax again.



## Endorfun

**O**ozing its way on to our Next Gen consoles is Time Warner's stress free and life stimulating *Endorfun*. But is it fun?

With subliminal messages to make you feel 'good', simply move a cube around a basic grid matching the colours as you progress through the levels. It's pretty simple and there are no flashy VF polygons or *Tekken* style texture-mapping.

The game doesn't seem to have stretched the programmers minds and it will not ease the mind-blowing buzz of hard-core gamers. It does have good intentions but Next Gen gamers will find it boring and repetitive.

► There are loads of different levels on this game but with repetative gameplay it boring you senseless.





# Jumping Next Gen

The transformation of the strapping lad below took place in one *Jumping Flash* session. Begin at the top and follow his hideous progress downwards.

**Ultimate**  
Future Games

## Section 3

forgets is that the flickering in videogaming and television that causes epilepsy is very rare. There have been no reported cases where videogaming has been the sole cause of epilepsy – it sometimes can trigger a lying illness. There have been reports that games like *MK* and *SF* make us go out and batter old grannies, but as we all know this is far from true.

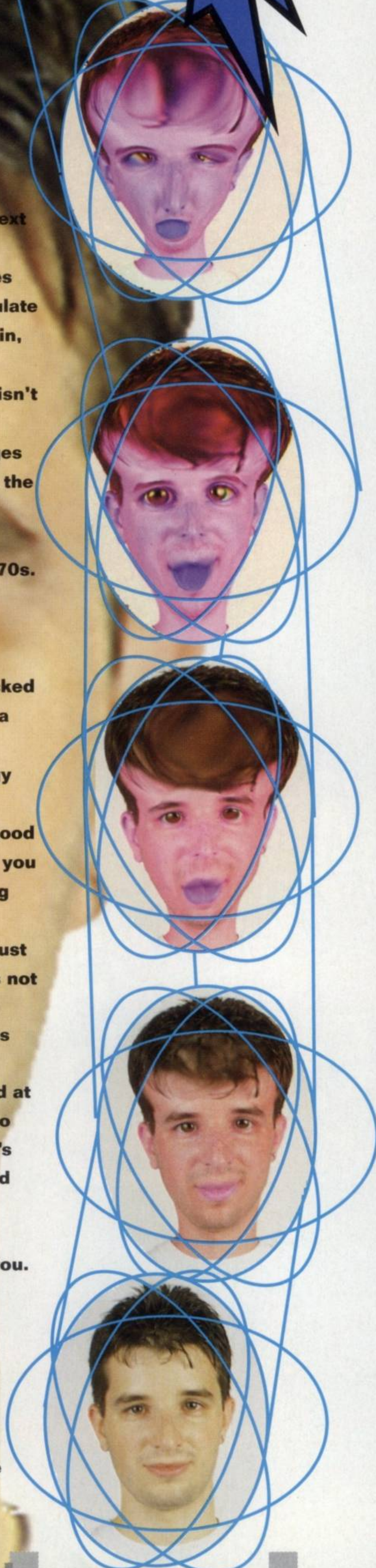
Dr. Guy Cumberbatch, Aston University, researched videogames and found no evidence to support the idea that children are encouraged to commit violence as a result of hard-core gaming: 'Children who say they have copied videogames all say that they mimick when in pretend or play situations. Games can be very therapeutic and a good escape from the pressures of everyday life. Kids and adults just wanna have fun.' Exactly.

Therapeutic games are all the rage at the moment with the release of Time

Warner's *Endorfun* for our Next Gen consoles (see box). It contains subliminal messages which are supposed to stimulate the brain to release endorphin, which is the natural body chemical that relieves pain (isn't that Paracetamol?).

These subliminal messages are a bad thing according to the DTI who banned subliminal messages in advertising campaigns back in the late '70s. Pictures of products were flashed during commercials which were too fast for the human eye, but the brain picked them up, making you desire a product for no good reason. Louise Goldstein, psychology teacher and mother of two hard-core gamers sees the good in computer games but says you should steer clear of messing with the brain: 'Videogames release a lot of tension, it's just harmless fun. They know it's not real and enjoy escaping into their dream world, but games that contain subliminal messages should be targeted at older audiences. You can't go around messing with a child's sub conscious mind – it could affect them for ever.'

Facts show that videogaming is not bad for you. Toffee-nosed gits who don't understand the concept of videogaming usually don't understand the progress of technology and that we just want to immerse ourselves into a fantasy world. They're idiots and we're not.



<b>Blazing Tornado</b>	Saturn .....	.66
<b>Boxer's Road</b>	PlayStation .....	.74
<b>Darkstalkers</b>	PlayStation .....	.60
<b>Defcon 5</b>	3DO .....	.64
<b>Destruction Derby</b>	PlayStation .....	.68
<b>Discworld</b>	PlayStation .....	.91
<b>Fade To Black</b>	PC CD ROM .....	.72
<b>Ground Stroke</b>	PlayStation .....	.83
<b>Jumping Flash</b>	PlayStation .....	.87
<b>Killeak The Blood</b>	PlayStation .....	.92
<b>Kingdom: Far Reaches</b>	3DO .....	.83
<b>Magic Carpet 2</b>	PC CD ROM .....	.71
<b>Mechwarrior 2</b>	PC CD ROM .....	.80
<b>Micro Machines</b>	CD-i .....	.73
<b>Mortal Kombat 3</b>	PlayStation .....	.76
<b>Need For Speed</b>	PC CD ROM .....	.90
<b>Outlaws Of Dynasty</b>	Saturn .....	.89
<b>Race Drivin'</b>	Saturn .....	.86
<b>Rapid Reload</b>	PlayStation .....	.92
<b>Rayman</b>	Jaguar .....	.80
<b>Ridge Racer</b>	PlayStation .....	.87
<b>Riglordsaga</b>	Saturn .....	.92
<b>3D Lemmings</b>	PlayStation .....	.66
<b>Total Eclipse Turbo</b>	3DO .....	.90
<b>World Heroes Perfect</b>	Neo Geo CD .....	.74
<b>Yoshi's Island</b>	SNES .....	.81
<b>Zero Divide</b>		

sub conscious mind, it could affect them  
with the brain



◀ 'Is your blood as thin and weak as you?' cries Demitri. 'Nah, get out of it, goofy chops.'

They're dark, *they* they stalk in

# DARKS

World Ultimate  
Future Games  
Exclusive



Capcom and beat-em-ups - a marriage made in hell. Hell for the competition, that is. They've saturated the market with some of the most memorable titles ever and still they manage to pull out all the stops.

The Street Fighter series is legendary, and they've only recently seen fit to rejuvenate the successful game engine and bring it slap bang straight into

▲ John Talbain 'The Werewolf Hurricane' was actually born in England in 1940, you know.



# stalk, the dark they're, er...

# GIKERS

the mid-nineties with *Street Fighter Alpha*. But *Alpha* isn't the first of Capcom's titles to have moved back to a more classic, 'cartoon' look. *DarkStalkers* was the first. A brave move away from Capcom's usual tried and tested approach, and one that rightly attracted a lot of attention from the Japanese specialist press and gamers alike. But was it too close to *Street Fighter* to make it worthy of acclaim? Didn't

seem to be. Well, the PlayStation version has been a long time coming - has it really been worth it?

'Ooh yes, Missus' comes the reply. For Capcom's newest Next Generation game, without any shadow of a doubt, is the best 'traditional' beat-em-up to have appeared on the Next Gen consoles. **It reeks of quality - from the instantly accessible**

**classic Capcom playability to the beautifully crafted visuals, it stinks of the stuff. Can't you smell it?**

Yes, so can we, but first, for those of you who haven't had a go in the arcades because like us you've been working 'till

midnight far too often, or something - here's a brief plot rundown: Ten of the greatest animated monster warriors from around the world have gathered together to compete in the fight of their



▲ Talbain's moves include a Climb Laser and a host of Beast Rushes.

▲ Demitri's Chaos Flare can be pulled off in mid-air and when combined with a Special does more damage.



◀ Launched in 1984, *DarkStalkers* proved a highly popular coin-op, especially in Japan, and has been one of the most long-awaited conversions.





◀ Capcom are really pulling out the stops for the Next Gen consoles. Roll on Street Fighter.



▲ 'My power is the fury of the beast. None can overcome it!'

◀ At the bottom left you'll see Anakaris, the Mummy. He's definitely one of the more difficult chaps to master.

▼ Raptor turns into a nastier ghoul if you complete the game as him.



▲ Morrigan Arnsland is the Queen of the Demonists. She's a Succubus and comes from Scotland. And she's a top babe.



lives – to reign as the ultimate Lord Master/Mistress DarkStalker. Each contestant must battle it out in the usual two-out-of-three round contest and, as the in-game sample proclaims, winner says, loser pays. Not the most ground breakingly original plot in the world admittedly, still, you want to hear about the game...

The first thing that you'll notice about *DarkStalkers*

(clearly), is the breathtaking graphics. Okay, we're not talking texture-mapped gouraud-shaded polygonal hulks here, but the characters are superbly designed, and seem very crisp and clean against the lush backgrounds. All too often Next Gen programmers seem to use every special effect at their disposal rather than concentrating on speed and gameplay. Not Capcom, oh no.

Not frightened by the likes of *Tekken* and *Virtua Fighter*, they've stuck to what they do best, create utterly addictive and beautifully playable games. They also appear to have retained their sense of humour by stacking the game with a host of horror movie extras. Now you can get to try out Demitri Maximoff – the Vampire's – Midnight Pleasure move, Jonathan Talbain – the

English Werewolf's – Rising Beast Rush and Anakaris – the Mummy's – Cobra Blow. One of the things that certainly impresses about *Darkstalkers* is the creativity that's gone into the special moves. Yes, most of the methods of achieving them are rooted in the familiar, but there are several lovely ideas in there: the ability to block in mid-air (once you jump in, pull back and any anti-air attacks will be





◀ Lord Raptor is the Undead Rocker. He's also an Australian ghoul.

▶ His moves include Death Hurricane and Hell's Gate.



Capcom - kings of the beat-em-up...

Street Fighter Alpha is currently doing the arcade rounds, and is the Capcom beat-em-up you must play. Mixes classic gameplay with a look for the nineties.



Marvel Super Heroes is the latest Capcom beauty to make use of the game engine developed for DarkStalkers. 'Be' Spiderman, Juggernaut and Wolverine.



X-Men: Children of the Atom combines a screen that scrolls vertically as well as horizontally and some unbelievable special moves. Well, they are X-Men...



Vampire Hunter: DarkStalkers' Revenge features new moves, including Super Special Moves and an Auto Guard and Chain Combo feature.

▲ Wahey! A Bat Spin - a move that 'drills' your opponent. Not bad.

blocked), block cancelling and reversal attacks, and the Special Meter found at the bottom of the screen. Each time the character pulls off an attacking move, the meter begins to increase - once it's full, it begins flashing and all the special moves cause extra damage, while new ones become available...

It's a breathtaking arcade conversion. Impressive stuff.

# Ultimately

## Bat-packed

- Looks gorgeous
- The Saturn gets the sequel

90%

Machine: PlayStation  
 Publisher: Capcom  
 Developer: In-house  
 Price: TBC  
 Players: 1-2

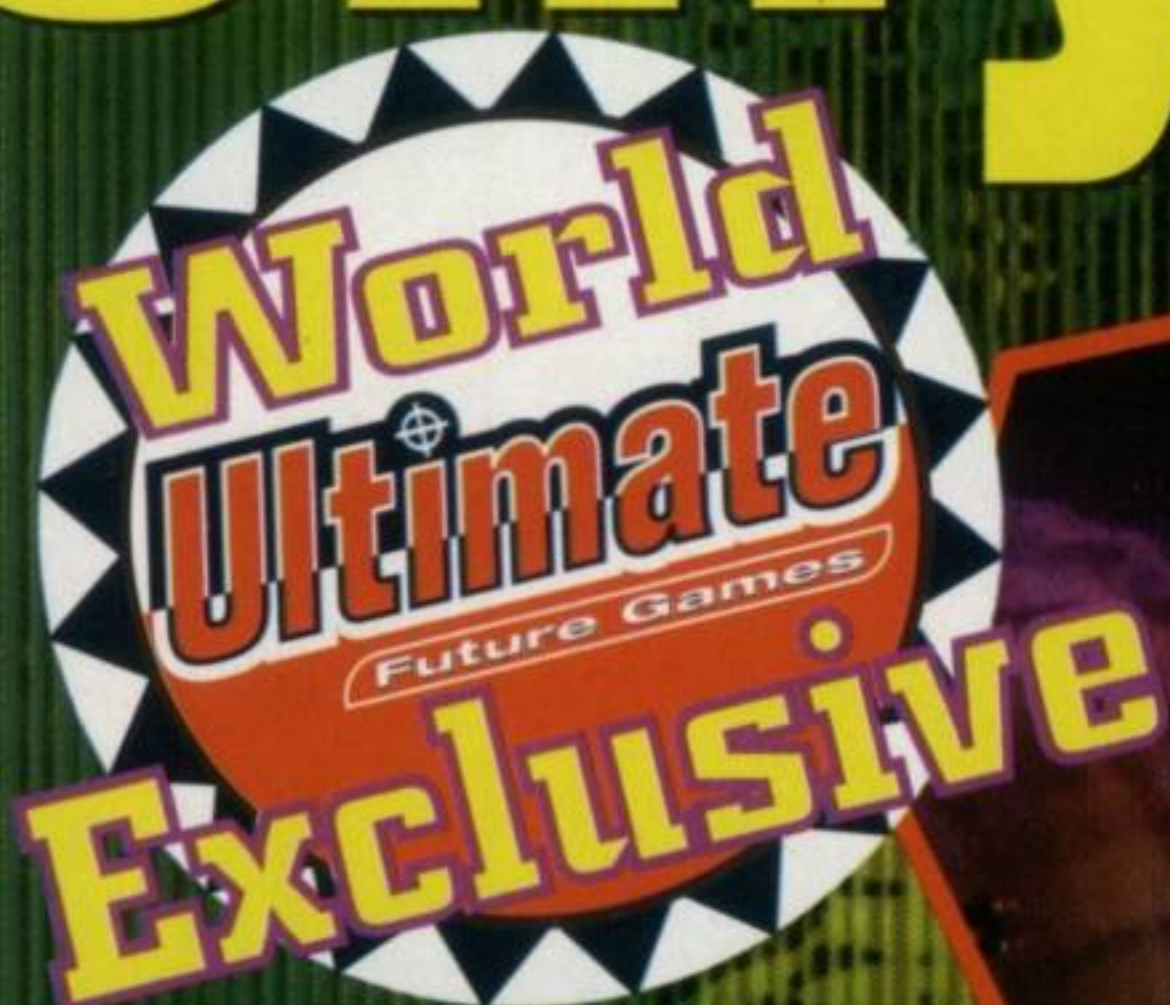
JAP

▶ The game was so popular, an animated series has been created. But, as always, the game's much better.

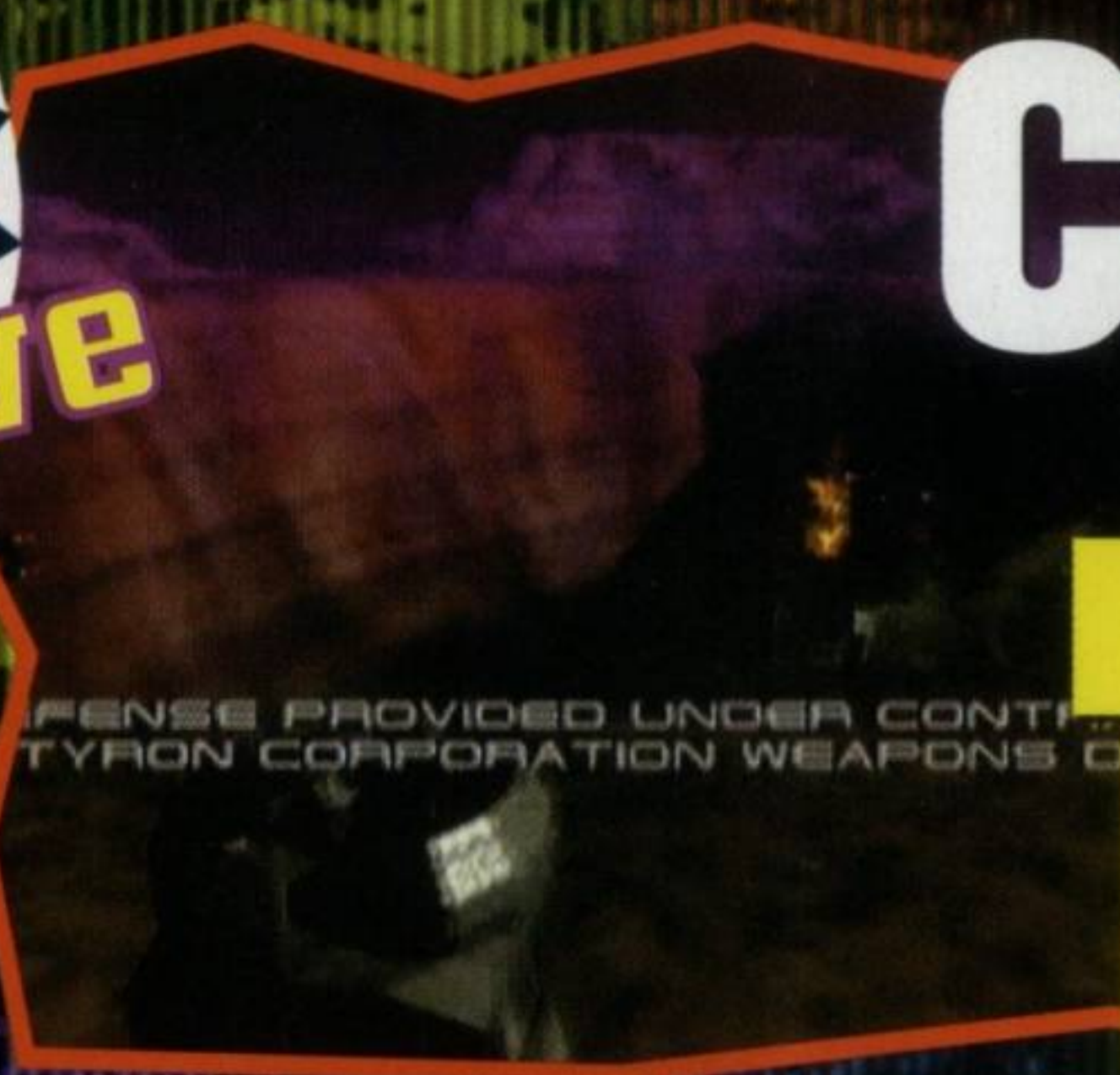




# Only Ultimate



► Ooh, very flash. What a bunch of show offs, eh? Look at us, we can render FMV intros!



# could bring

# Defcon

# as a funky

## BITS

The PlayStation version of *Defcon 5* is even better than the 3DO version – it's official. We've got a copy right here in our trousers but because of timing we couldn't print the review – doh! Don't worry, next month we'll have yet another exclusive review to satisfy you demanding lot. Just how much better will it fare? You'll have to wait and see.

**H**oorah!! It's here in the Ultimate office, and we're the first in the world to bring you the lowdown on Millenium's mind blowing strategy blaster.

First things first – what an intro! The 3DO has never seen such atmospheric FMV – surprisingly it isn't needless either. Vital clues

to the plot are contained within its lushness and a full viewing primes you for the lonely battle ahead. Hoorah!

*Defcon 5* definitely sets new standards for the 3DO and is crammed with a great mixture of gameplay, stunning looks, and one heck of a challenge – all set in a *Doom*-like environment.

You're a top cyberneer aboard the mother of all ships, *Defcon 5*. The ship is being dismantled and you're the last sucker left on the ship, as it

happens, to organise all the defence software. Suddenly the ship comes under attack, the first time in 200 years, and you have to escape, set up the defence system and figure out what's going on. Seems like an effort, but then so is having sex – and this lasts longer

There are so many things to do in this game and the options seem to be endless – it's not just about wandering around some levels waiting for things to happen. Not much, anyway.

The turret and hanger levels are great fun and the smooth limo service between them is a bit like the London Underground but much faster and doesn't smell of wee.

You start off in Hanger A and must negotiate your way to the control room for your briefing (tip of the century – control room is in Admin level six). The corridors you walk through are all different and texture-mapped beautifully. The smoothness of your walking and corner turning abilities feel as slick as a *RR* power-slide.

The VOS (Virtual Operating System) is a great added feature

which is navigated in 3D – the programmers made a real effort here. This basically tells you what the hell is happening and what you can do about it.

Another great little gadget is 'Droid control' which can be placed anywhere giving you full control of your friendly droid's actions. These are your only protectors, well, apart from a filthy great bloody laser-rifle.

Toby Simpson, Producer of *Defcon 5*, is proud of his team and himself, if truth be known: 'It has been painstakingly slow to get all the aspects of this game to run together, there is so much to do in *Defcon 5* that you really do feel that you're stuck on a ship and the whole world is against you. This is definitely Next Gen gaming that pushes the hardware to the limits and looks great at the same time – something which others have found hard to pull off.'

We have to agree with Toby who, incidentally, knows how to sink a pint by all accounts. This is an utterly playable and totally engrossing title for the 3DO and a must for all Next Gen gamers. The only problems are that the control system is a bit tricky at times and you just don't know what you're doing. Still, that's probably the whole point. We don't want to be spoon fed, do we? *Defcon 5* is a pleasant surprise that, for once, can't be finished in a couple of days – a rarity these days. Get it.

## Ultimately

### Deffaning

88%

- ⊕ So, so varied
- ⊖ Over-sensitive controls

Machine: .....3DO  
 Publisher: .....Sony Interactive  
 Developer: .....Millenium  
 Price:.....TBC  
 Players: .....1

UK



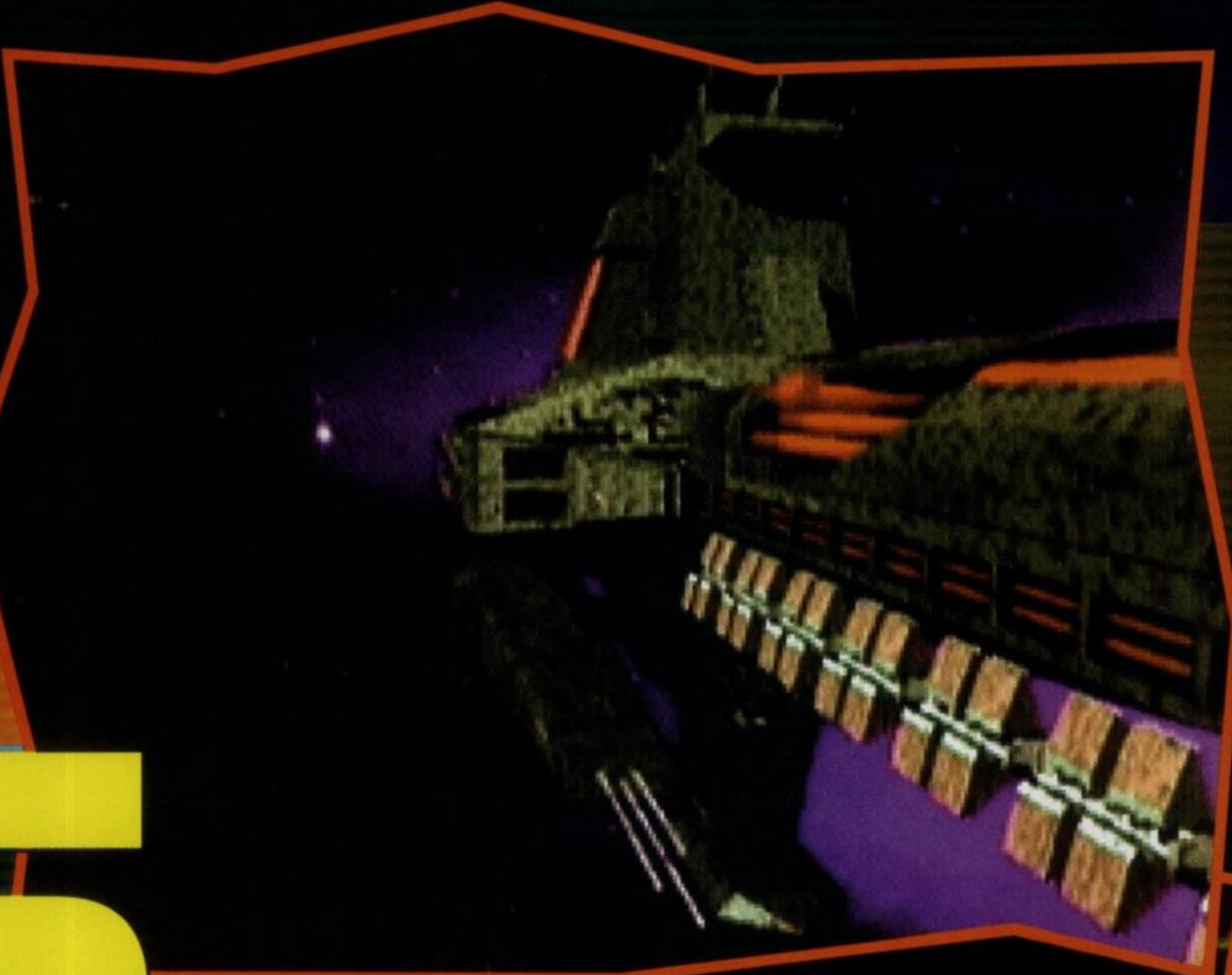
# you on 5 world exclusive



◀ Smoother than any version of *Doom*.

▶ Yes, yes, the cliched *Star Wars* ship shot.

▼ Lovely lady with a gravely voice. Wahey!



▲ Too many empty rooms for our liking. Where is everyone?

▼ Cor! A bit of droidage. Aim it just right to take his head clean off.

▼ That panel display indicates how long you've been playing and when your girlfriend will get a stroop on.





**Wolf**

Quick and effective but can be mistaken for a girl with that hair. Don't mess with him.



**Fire Bird**

This geezer's special move involves spinning head-first off the ropes into his opponent.



**Zama**

Bit of cool dude, some lovely long boots, check out his back-breaker, it's truly awesome.



**Saigo**

This Big Daddy sort of bloke spins your around by your legs and bungs you out of the ring.



*Wrestle with your Saturn in*

# Blazing

or maybe just play



PETIT TEST

**3D Lemmings**

PlayStation • SCEE • £40

It's *Lemmings*, it's in 3D and it works. What more needs to be said really? Not a lot.

As reviewed last month on the PC, *3D Lemmings* arrives on the PlayStation as an almost identical conversion. Again you can select cameras, and even play from a *Doom* perspective. It's all very jolly and the best version yet. So there.

With new abilities and 100-odd levels it's a must buy.

**Ultimately**

**Puzzley**

- ⊕ Gameplay and appearance
- ⊖ Too few abilities

**90%**

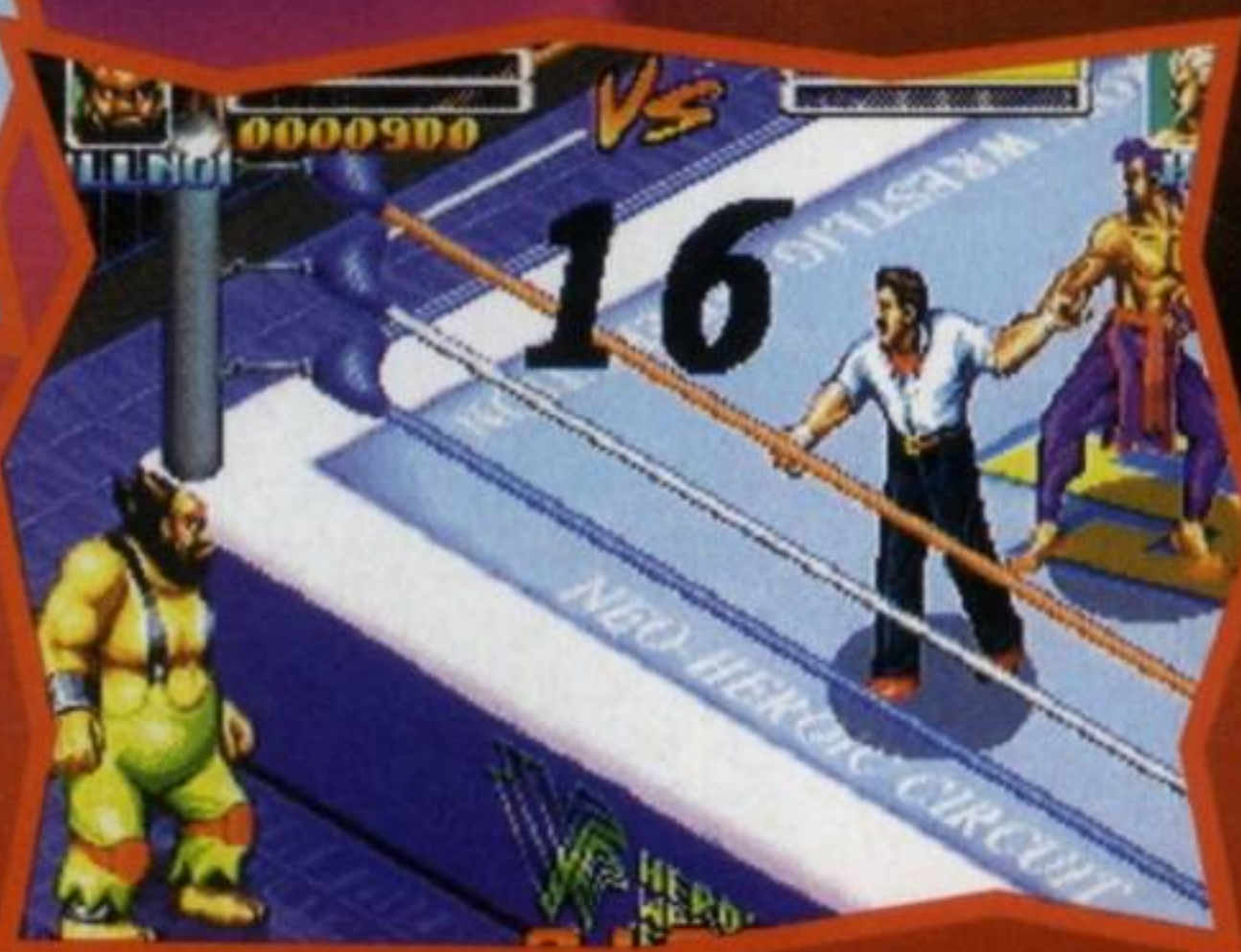
**Y**ou would expect a Next Gen wrestling game to be jam-packed with polygon-frenzied fighters grappling with bustin' death-holds and body-slams, not this one. Human Entertainment have come up with characters that look like they've come straight

out of an SNK beat-em-up and sneaked onto Sega's super console inadvertently.

You get eight spritely looking characters to choose from, ranging from a fat cowboy look-a-like to a masked warrior who has an incredible resemblance to Vega from *SF2*. You come fully loaded with tons of moves but it's when and what to pull off that's absolutely

baffling. The key config consists of joystick and button combinations to pull off moves but they only work if you're in the right position - it's no use trying to body-slam someone when they're nutting ya and you're stuck in a satan's-death-grip. A good tip is to try Eric's back cruncher when you're in close - it's spine-cracking.

You do, however, get to perform all the major wrestling techniques - if you can figure them out. Bung your opponent out of the ring or get on top of the ropes for a rib-splitting



▲ Everybody's shadows are perfectly circular. It's scaring me. Help!

◀ Aahh, look they're holding hands. That's what being a '90s man is about you know.



### Hyate

Looks like Vega out of SF2. All he needs is the claw. He's got an awesome head-butt.



### Eric

This Ryu lookalike has a body slam that will turn anyone into a pancake. Well almost, anyway.

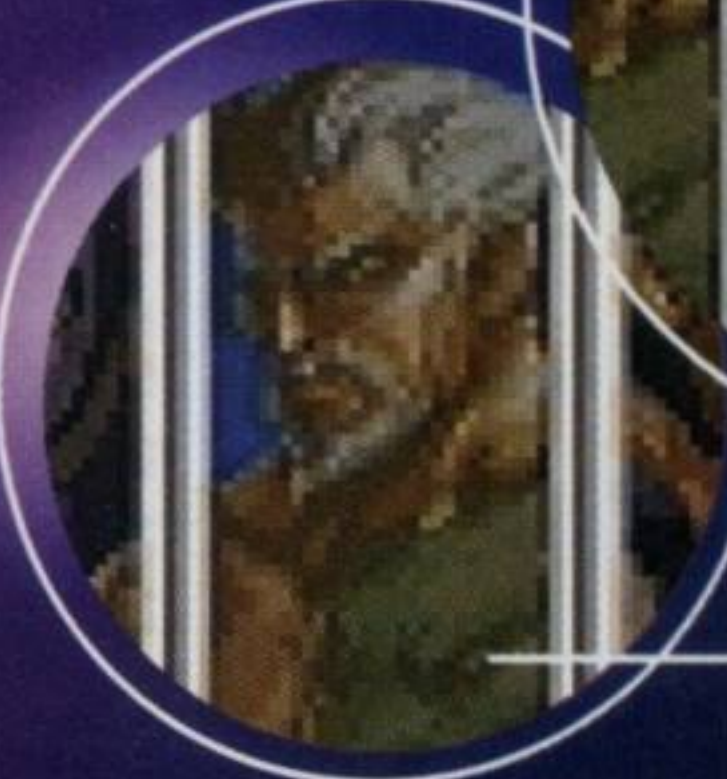
### Bullnoi

Dresses like a clown but looks like mean mother of a tank, watch out for his jail balls!



### Ho

There is always an old and wise master and here he is. Not bad for a pensioner!



▲ So jam's pouring out of my bottom is it? Enough of your condimentary accusations. Take that foul pig, and that...



# Tornado

## ay the game, eh?



body-slam, this is great if you're playing Jailbreaker Bullnio who resembles our own Giant Haystacks. Tackling a few combinations will wear down your opponent and a goose-neck-grip will hold them down for three seconds – then sniff the sweet smell of victory. You can also scrap on the ringside, but you'll have to go some – you only get 20 seconds before you're counted out.

As in all wrestling games there are tons of options, you can fight around the world or pick yourself a team to fight with, but your best bet is to grab a mate, have a row with him and practice pulverising his head into the canvas. Top fun for all the family. Guaranteed!

The thought of a wrestling game on our super consoles sounds quite exciting, it's shame that *Blazing Tornado* isn't. Colourful but Dullesville

▲ Check out beardy's slipper-stamp special move. Truly frightening!

## Ultimately

### Crippled

45%

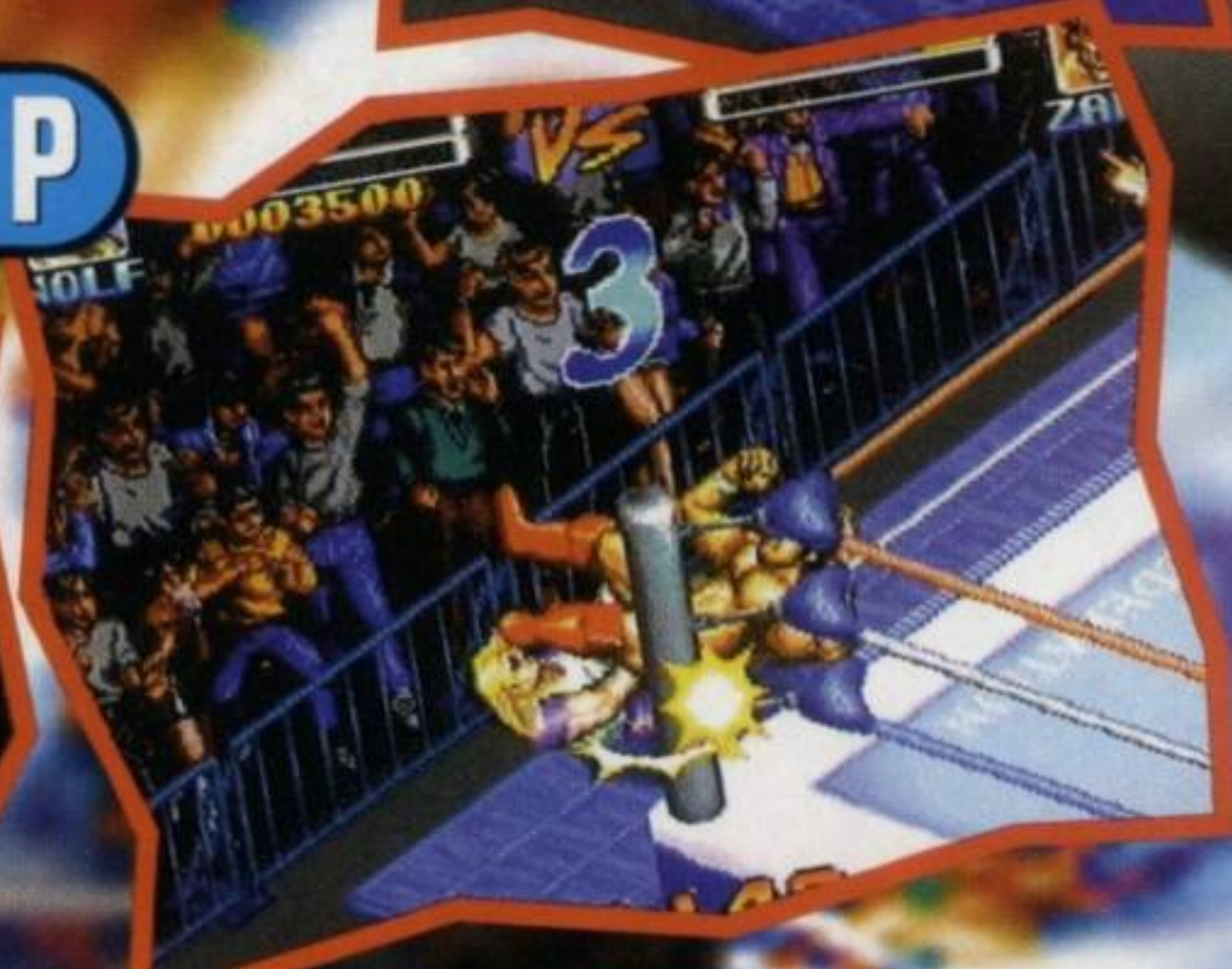
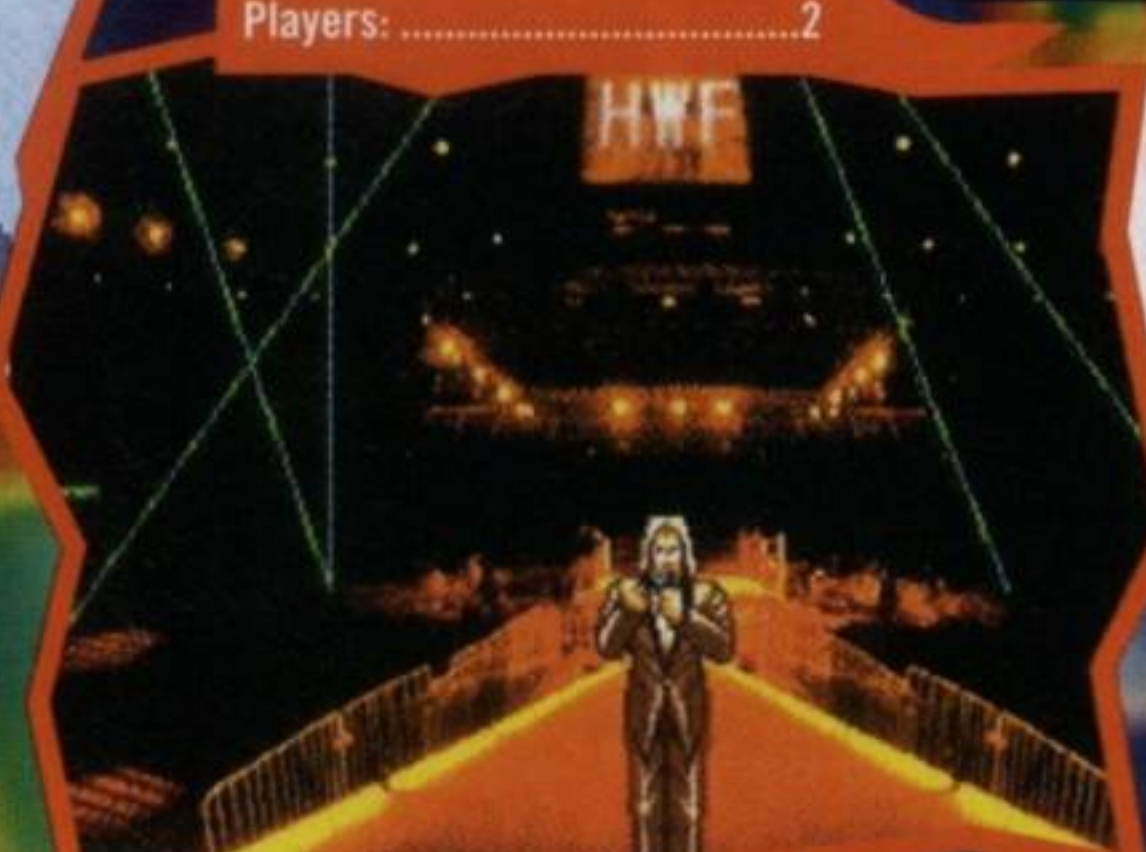
- ⊕ Tons of moves
- ⊖ It's 16-bit gaming

Machine: ..... Saturn  
 Publisher: ..... Human  
 Developer: ..... In-house  
 Price: ..... £55  
 Players: ..... 2

JAP



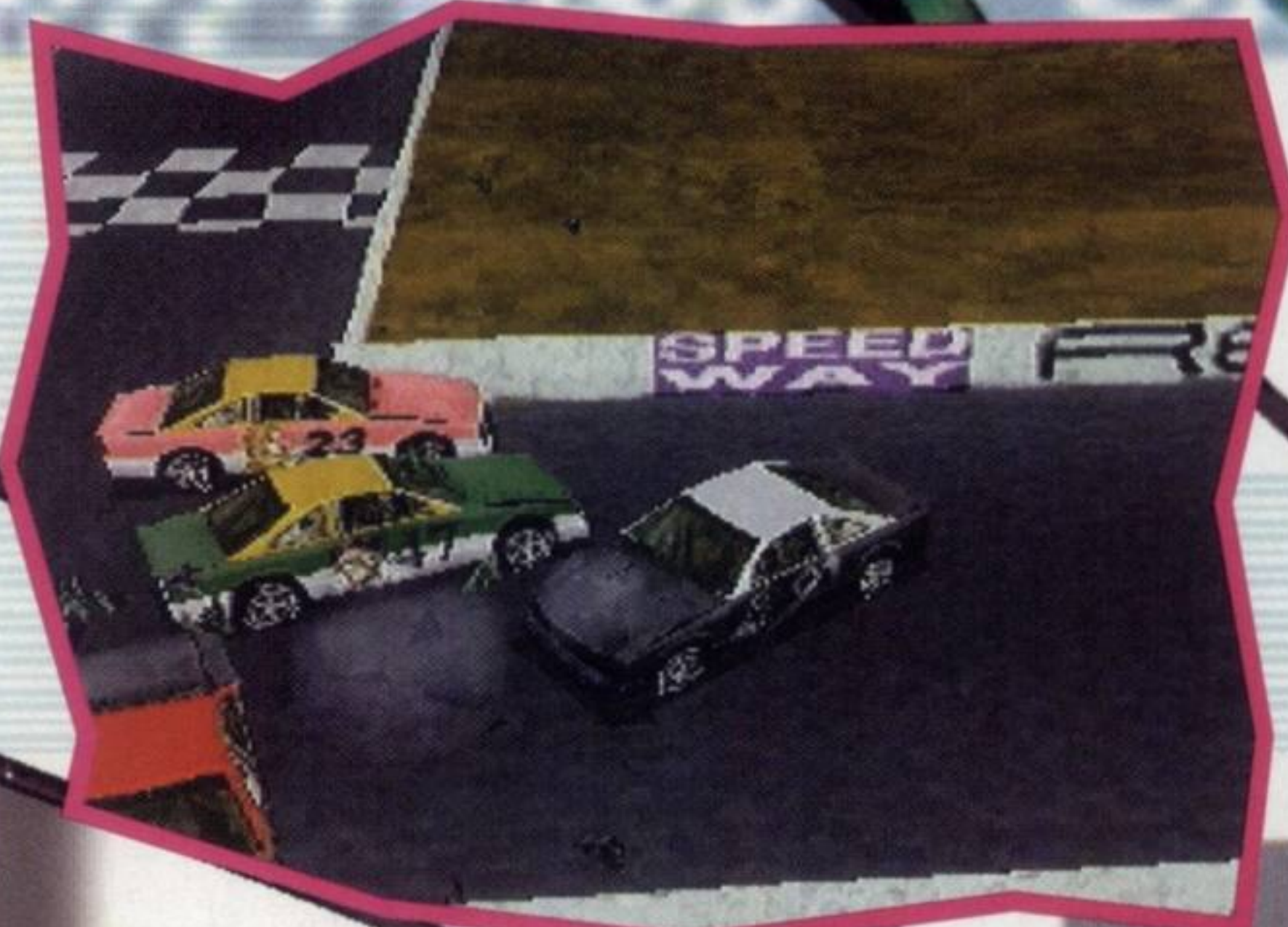
▲ Smell my pit! Go on, take in a long deep breath! Enjoy.





there's a real

**Ultimate** review sector

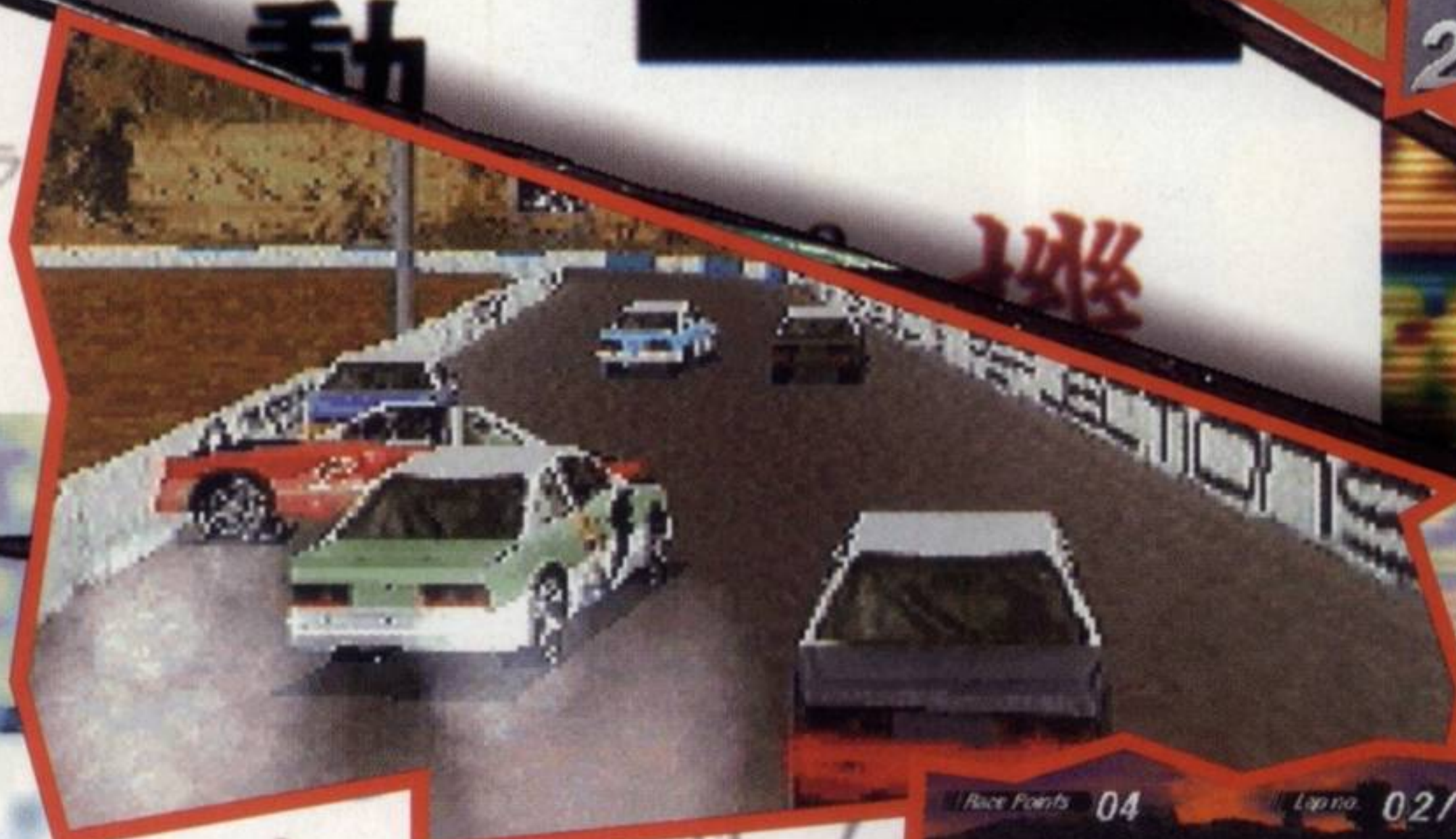


▶ You just don't get the same sense of realism from this perspective. Avoid it.



no holds-barred, single-minded crash-bash-n-smash affair

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ディスクは "PlayStation"  
国内仕様) 専用のソフト  
Japan Only  
エージェンシー・サンラ  
NDAI 1995  
MADE IN JAPAN



▲ These graphics are as silky as Dave Wilkie.



# DESTINY

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68 Ultimate

It all comes together in satisfying unison



# and definite feel of quality to the whole thing

**O**ne game more than almost any other has set the eyes of Ultimate foaming, sent the ears into some kind of giddy stupor and caused much sweaty, greasy dancing of the light, slightly blonde Ultimate leg hairs. One game more than almost any other, although masked slightly by the hype-heavy releases of some of its Next Generation rivals, has come to herald the true beginning of the latest level of games. But quietly. From the back. In a sort of whispery, woman-like voice. And one game more than almost any other

has 'Destruction' in its title. *Destruction Derby*. From Sony Interactive.

A lot's been made of a game based upon a 'sport' (a term Americans use for anything involving more than two men) with no apparent rules or regulations, and a sport where reckless driving is right up there with glory, honour and multi-million dollar shoe-signing sponsorship deals. Still, taking a look at the screenshots, it's not hard to see why. Go on. Have a gander. We'll wait. Right from the start, there's a real and definite feel of quality to the whole thing, with cars colliding, smoking and splintering in

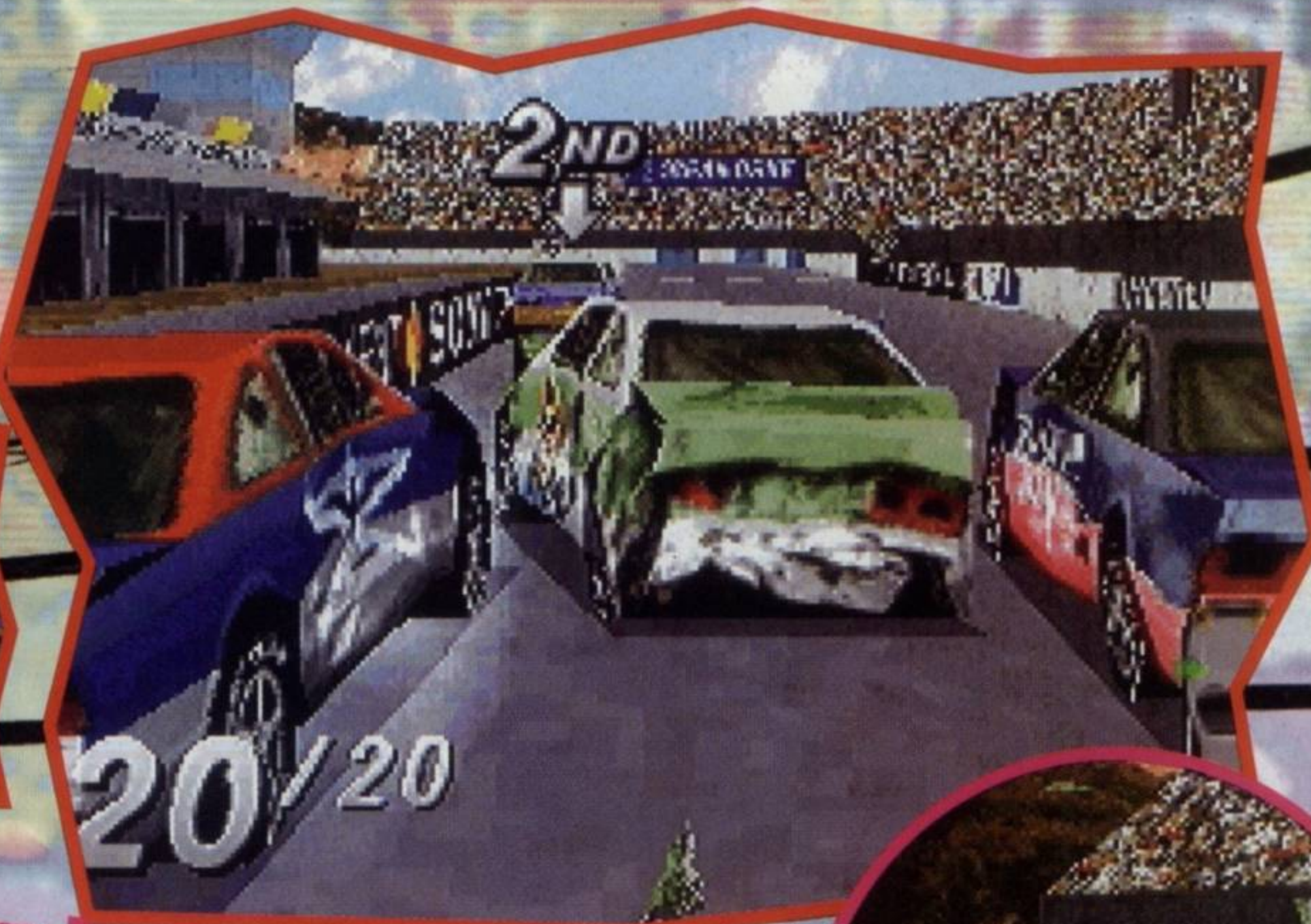
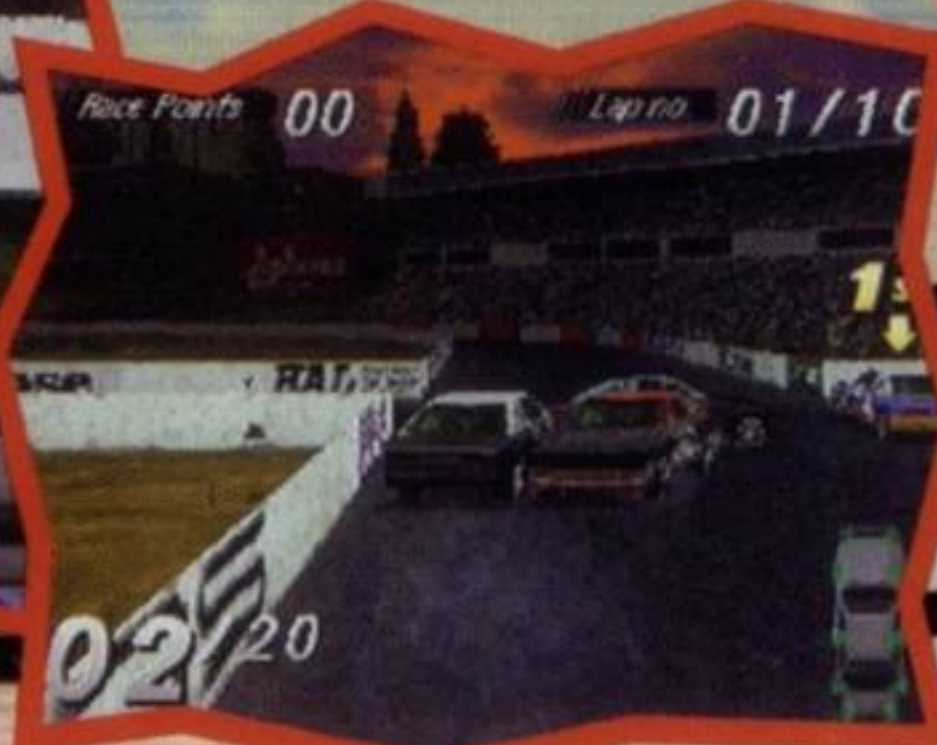
disturbingly real, whiplash-inducing, er, 'accidents'. The sheer quivering mass of mathematics involved in shifting half a dozen of those perfectly-formed polygons - let alone up to 20 - is a frightening and understandably difficult barrier to break, and, although for the most part the programmers have done more than we ever could have expected them to. The odd on-screen twitch or slight, beery-eyed slowdown effect slightly taints what is essentially one of the best-looking PlayStation games to

grace Sony's fancy box of technical japery.

Sound is also startlingly good, with the obligatory metal-on-metal and flesh-through-glass effects used free 'n' frequently throughout each race. There's the over-excited, easily-impressed and stupidly-loud voice of God that offers you company from time to time, chucking encouragement and kind words your way, all basking in glorious CD sound and reinforcing the racey, spacey, off-yer-facey atmosphere.

◀ Ads in games, eh? Is it a good thing? Let us know.

▶ These cars take an awful lot of damage.



no apparent rules or regulations



# less... Destruction Derby

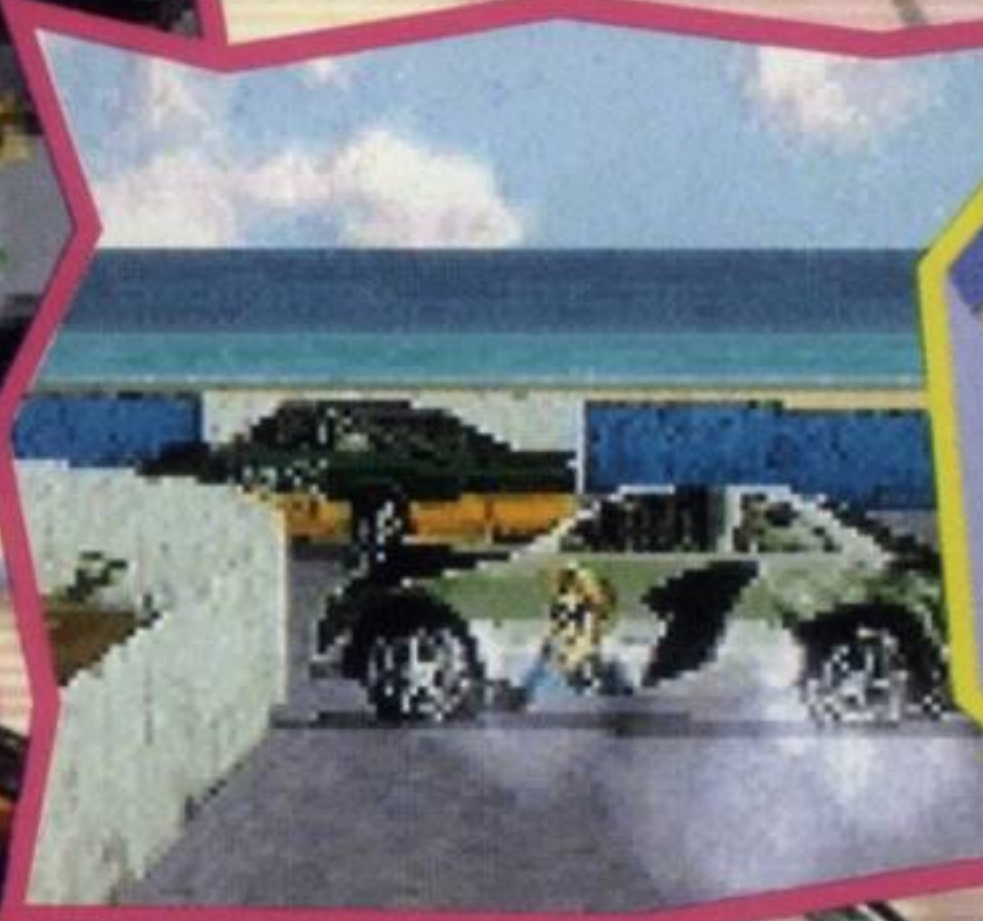




Not enough of a racing angle to win over hardened drive-em-up fans.

It's a shame that MC2 is a lot easier than the first game.

There are 23 new enemies to outsmart.



# BITS

Reflections currently consist of founder Martin Edmondson, programmer Mike Trognon, Russell Lazzari, a programmer highly trained in the art of 'C' language, Robert Trognon, another 'C' language hoffer, William Musson, holder of a BS in computer science, and Phil Baxter, who likes dogs and swimming. In fact they all like dogs and swimming.

The organisation of the options, for a game obviously aiming for an anarchic, anything-goes feel, is (uncharacteristically) comprehensive and very well thought-out. The four racing styles add variety to what had all the potential of being a flaccid, drooping, initially-exciting but substance-lacking effort, with the link-up option in particular coming in for a good kissing from the commendation fairy. There are, in all, four ways to bend yer fenders - Wreckin' Racing (racing on a variety of circuits, with the aim being to score points by spinning and

wrecking enemy cars), Stock Car Racing (where points are decided on where you finish up rather than who you finish off), Destruction Derby (taking place inside the ominously named 'Bowl', where the aim is to destroy and survive) and Time Trials (pitting the player solely against the clock). Each section is very polished, with some of the options divided into even more sub-sections. The replay mode, for example, is not only extremely well-designed, but unusually effective. And novel, too. Not in a fake-plastic-finger or exploding-sneezing-powder-pen way, but novel in a bloody-hell-that's-brill kinda way. Move the floating camera around the screen to where you want to film a certain part of the race from, do so, and then move on. Once you're done, put it all

together to form a comprehensively-created, stylishly-mastered film of your on-track conquests. An undeniably boring experience for your mates to endure, but 'novel', 'neat' and 'cute' all the same. It all comes together in satisfying unison to act sort of like games-within-a-game, which, although very well done, is where Ultimate's only real gripe lies... in finding out exactly where the main game is... It's a bit baffling. Although the programmers started to mould *Destruction Derby* into a full-on, no-holds-barred, single-minded crash-bash-n-smash affair, they also decided to shove a racing option into its sticky, quality-packed bowels, in an attempt to extend the lastability and vary the gameplay. Which, to a point,

has worked. The only thing is, though, that while this was obviously a positive move, it's nevertheless meant that the game's had its sense of direction marred slightly. Which, for a game involving driving, is more than a bit troublesome. It just can't seem to decide which of the two styles should be more important; which should be stressed more, and so both have earned relatively equal footing. But - and here's the problem - this has been carried out to such a degree that the two actually start to detract from one other, as little Johnny Gamesplayer starts to suspect that the programmers have gone from obvious ultra-enthusiasm to slightly doubtful, less confident half-heartedness. Not such a good thing. Still, that's a

essentially one of the best-looking PlayStation games to grace Sony's fancy box of technical jargon.

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¥6,800  
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**Wreckin' Racing** sees you taking part in a wreck-em-up race, in which points are earned for spinning cars. For a 90 degree turn, you'll earn two points, while a 180 degree spin will land you four points, and 360 degrees will get you a whopping 10 points. Oh - and wrecking cars beyond the point of possible repair will earn you 10 points as well! Huzzah!

# Magic Carpet 2

The original *Magic Carpet* is one of the best PC games. That is not opinion - it is fact. Bullfrog developed an incredible engine that, if running on a suitably smart machine, delivered a game packed with manna-collectin', ugly enemy-blastin', spell-castin' swoopin', zoomin', blastin' joys. It was second, at the time, to none.

The sheer size of the

game along with its music, sound effects, sensible level progression and tough learning curve bolstered Bullfrog's reputation, bumped up Peter Molyneux's bank account and brought glee to PC gamers the world over.

So how to follow such a game? Well, Bullfrog took the obvious choice and made the sequel exactly The Same - Only Better! More, bigger and varied baddies, whole new scenarios - with each level having a distinct feel and look - and a few

tweaks to the *Magic* engine to allow the 1995/6 generation of Pentium owners to enjoy even greater *Carpet* speed and super smoothness.

While the content, speed and controls are much The Same (Only Better), it's the progression and level design that have received the most tinkering. The effect is to make it easier to get into for novices.

If you ain't got *MC1*, get this instead - it's The Same (Only Better). Oh just get it anyway!



▲ You also manage to acquire the more powerful spells too early.

## Ultimately

### Shagpile

90%

- It's The Same (Only Better)
- It's The Same (Only Better)

Machine:.....PC CD ROM  
 Publisher:.....Bullfrog  
 Developer:.....Electronic Arts  
 Price:.....£45  
 Players:.....1-8

UK

▼ Why have they all got tinted windows?

► Wahey! That's more like a destruction derby. Top fun for a while but not very competitive.

criticism applicable to many of the eager-to-please newly-released games these days, and one which looks set for a happy future as more and more programmers get to grips with super console technology. Joy of joys - roll on the sequel. It's on the way.

Still, despite that minor irritation, *Destruction Derby* looks set to play an important part in selling the PlayStation over the next few months. Gameplay-wise, it's got the initial adrenaline-flushed impact it needs, and manages to sustain the player's interest with not only some very tidy gameplaying techniques, but some of the best in-game

cosmetic touches to have been seen yet. Positively and undeniably the best wreck-em-up we could have hoped for. Or anyone could have hoped for, for that matter.

## Ultimately

### Smashin'

88%

- A wife-load of options
- Bit half-hearted in places

Machine:.....PlayStation  
 Publisher:.....Sony Interactive  
 Developer:.....Reflections  
 Price:.....£60  
 Players:.....Loads

UK



Destruction Derby looks set to play an important part in selling the PlayStation over the next few months

**Notable graphical effects** include the seemingly independent trails of smoke that follow damaged cars, the way that car wheels move separately to the car's body, and the impressively-created backdrops. All this makes *Destruction Derby* not only a game that plays well, but a game that looks more than healthy, too. Not bad!



BITS

Haven't we seen you somewhere before, fellas? Well, if you've ever seen *Another World* or *Flashback*, the chances are you'll have seen young Conrad strutting his admirably-animated stuff around their ground-breaking PC environments. If you haven't seen either of those games you've clearly spent the last four years locked in a dungeon.



▲ It's that old fight or flight conundrum again. Quick, run away!



▲ Behind the puzzles, some blasting action. Behind the bars, a baddie.



# Fade To Black

**A**rguably the PC's strongest for big, good-looking platform adventure puzzlers. And that's just what we've got here. *Fade To Black* is essentially *Flashback* - or any of countless other find-the-keys, solve-the-puzzles, kill-the-baddies games - but viewed from a pleasing *Alone In The Dark* over-the-shoulder 3D view.

Once you're suitably impressed by, and then kind of used to, the perspective, it then reverts to this tried and tested adventure formula, and whether or not that formula floats your boat is completely up to you. The animation is, admittedly, great, and numerous cut-away

scenes are impressive (for the first one or two viewings anyway). There are plenty of levels, puzzles, baddies and weapons to make for a solidly playable romp, but despite all that FTB does, before too long, start to feel like one of so many other games. Solid and good looking, but hardly pushing the envelope of gaming ingenuity.

## Ultimately

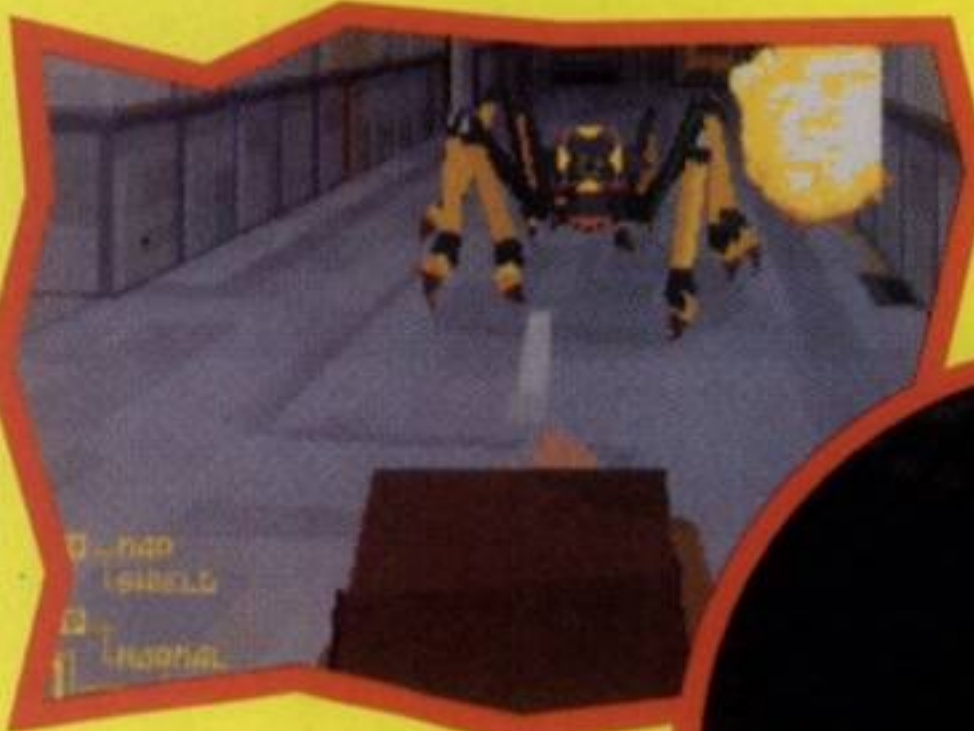
### Puzzling

80%

- ⊕ 3D perspective, puzzles, size
- ⊖ Haven't we seen this before?

Machine:.....PC CD ROM  
 Publisher:.....EA  
 Developer:.....Delphine  
 Price:.....£40  
 Characters:.....1

UK



◀ Monsters and puzzles in 3D. What more could you ask for?



▲ The border around the action screen displays your attributes and items.

# Does Kingdo Far R reach far

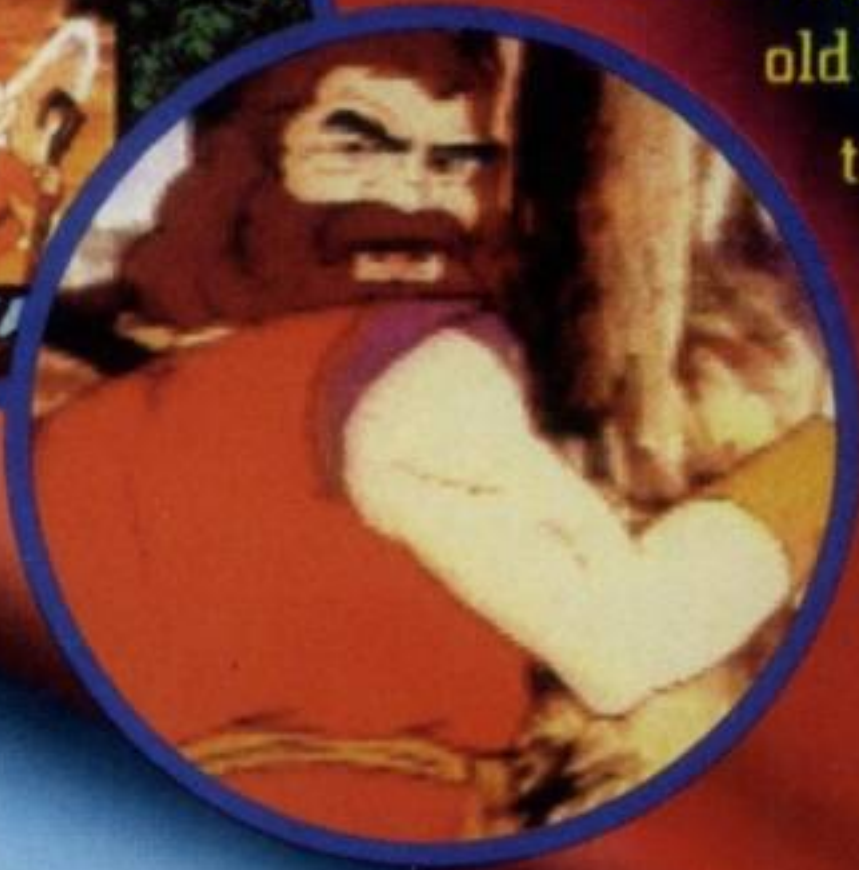
**N**ames and games that feature dragons, eh? What's that all about? You begin to lose track of exactly who's who when you've got people called Daelon, Drakesblood, Lathan, Plague Magician and Princess Grace Delight bandying about in an interactive cartoon environment unleashing magic scrolls and generally trying to find the Relics of Mobus. Hmm.

It's your job as Lathan Kandor, the great magician Daelon's apprentice, to reunite three relics from the Hand of Mobus (the Hand was separated during the cataclysmic fight in Alktesh between the brothers Mobus and Torlok, incidentally. It represents complete rule and authority in the land of the Five Kingdoms, so it's a top little thing indeed).

The adventure itself takes the form of more or less an interactive cartoon. But it's not quite as unnecessarily frustrating as *Dragon's Lair* or *Space Ace*. Instead, the cartoon action is restricted to a window on the left-hand of the screen. Once you've moved to a new location (via a map screen), you get to watch a piece of film, then make a decision. These can



◀ There are tons of stereotypical bearded old Charlies to try and intimidate.







◀ The cartoon itself is of a pretty high quality, though.

# m The reaches enough?

take the form of using one of your items - be it a scroll or other magical item you've collected along the way - or to run your cursor over the screen itself in order to interact with the scene in some way.

There are two difficulty levels to *Kingdom: Apprentice and Wizard*, but even on the former easiest setting with its reduction in tricks and traps, things can get decidedly irritating. One false move can lose you a life in a most irritating way - take a wrong turn on the map and you die. It's a pointless process of learning by misfortune (yes, most things are learnt by making mistakes, but just by selecting a wrong

location to visit? Get aht!). That's never right is it?

There's probably enough here to satisfy the cravings of the simplest child (and after all, Interplay do promote *Kingdom* as providing 'hours of family gaming fun!'), but at the end of the day, it would probably be more enjoyable to sit down and watch the cartoon.

## Ultimately

Lore-ful

- ⊕ More interaction than normal
- ⊖ It's the first in the series

43%

Machine: .....300  
 Publisher: .....Interplay  
 Developer: .....Virtual Image  
 Price: .....£45  
 Difficulty Levels: .....2

UK



▲ The map. You can magnify the sections to identify locations.



## BITS

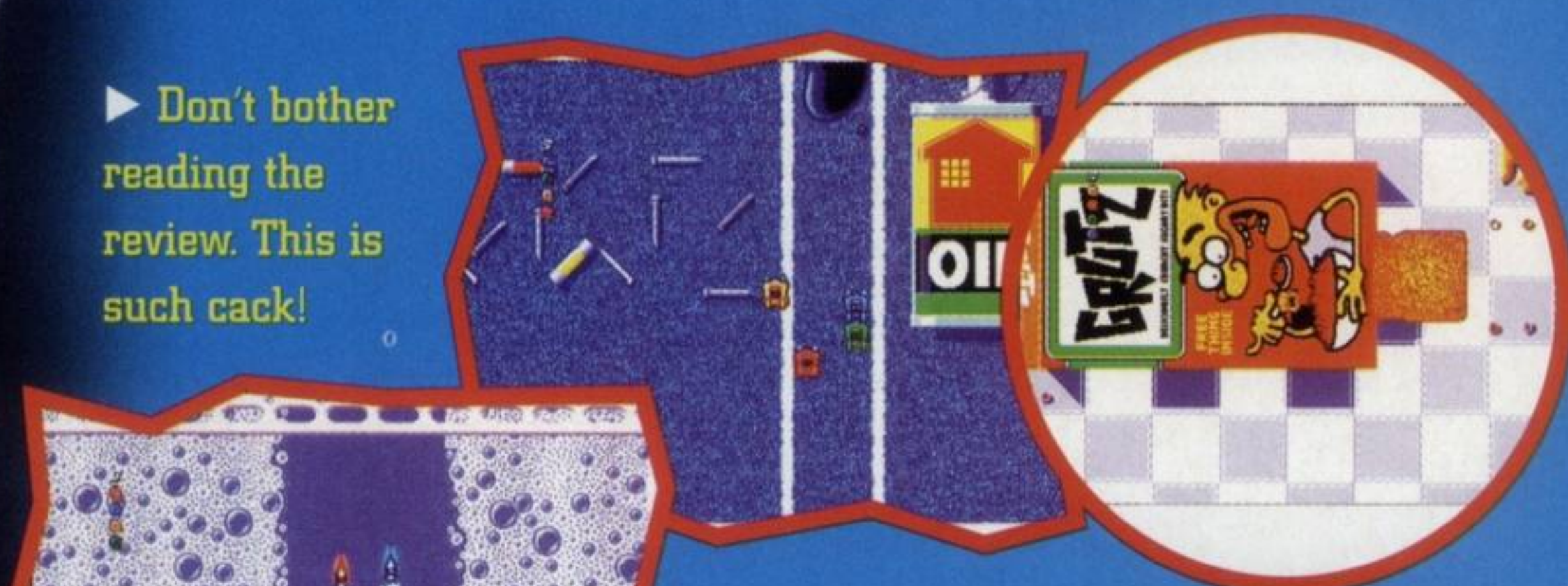
**Kingdom:** *The Far Reaches* allows you to play as an Apprentice or Wizard. If you choose to play at Apprentice level, you begin at Daelon the wizard's mansion, where he provides you with the scrolls and places you in a desired part of the kingdom. If you move to the more advanced Wizard level, you begin with nothing, smack bang in the middle of the city of Glendoe.

# Is CD-i Micro Machines

the worst version yet?



▶ Don't bother reading the review. This is such cack!



**Y**es it is! This is complete pump and utterly offensive in every respect. You would have thought that only a troop of particularly stupid chimps could screw-up this conversion and you'd probably be correct. Whoever converted this travesty needs a good kick in the pants and no mistake. What's the problem? It looks 8-bit at best and runs at about a third of the speed of the Mega Drive original.

The tracks from the original version are all

in place, but unlike the SNES version there's no four-player option. Very poor. So poor in fact that in two-player mode you have to share a joypad. What is going on? *Micro Machines* has been transformed from one of the most playable games ever to one of the most rancid.

Never have you seen what's bad about videogames so singularly personified. We're genuinely offended that this is the finished version. The NES and Game Boy versions were infinitely quicker, more involving and graphically superior. No, I've never known a game so cack before. Never, never, never, never. Never known a game so cack before - cue guitar solo...

## Ultimately

Appaling

- ⊖ We didn't pay for it
- ⊖ The worst CD-i game ever?

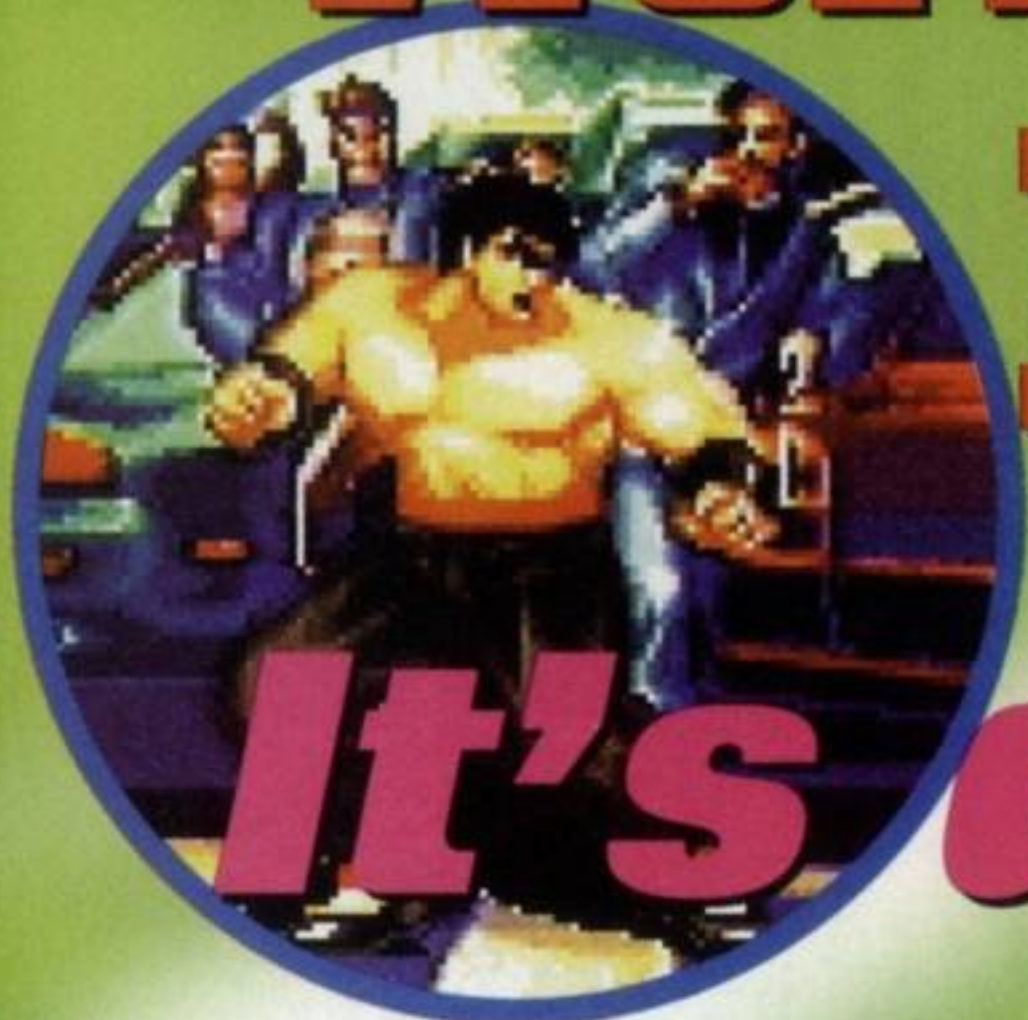
9%

Machine: .....CD-i  
 Publisher: .....Codemasters  
 Developer: .....In-house  
 Price: .....£35  
 Players: .....2

UK



# Is World Heroes Perfect?



It's doubtful

The fourth in the *World Heroes* series predictably arrives along with the modest subtitle *Perfect*. Blimey, those Neo Geo boys are a confident lot – let's see if that confidence is justified...

No it isn't. Yes, this is a slight improvement over the first three *World Heroes* titles, but that's simply not good enough. They're cashing in, don't stand for it!

So, what's different about it then? Well, new Ultimate Attacks believe it or not – that's it. No new characters whatsoever. The new attacks are good, don't get us wrong but does it really warrant a whole new game? Hmmm.

Of these new attacks Hanzou slices the shimmering light, Fuuma performs an exploding-atomic-crash and a fireball-slug-trick, Kim Dragon

has acquired a dragon-super-finish, Janne can now do the fire-bird and the angel-arrow, J. Carn enjoys a fire-blast, Muscle Power likes nothing better than the super-dangerous-giant-breaker, Brocken has a lot of luck with his German-explosion – oh the list goes on.

The graphics have been tweaked slightly and the speed remains as fast as ever but this is nothing new and so, slightly pooh. Boop, boop-a-doh!

Ultimately

Predictable

61%

- Great arcade conversion
- Same as its prequels

Machine:.....Neo Geo CD  
 Publisher:.....SNK  
 Developer:.....In-house  
 Price:.....£45  
 Rip-off:.....Yes

UK

Wahey! I can see your packet big fella. Well, bigish anyway.

Where do you buy orange slacks that bright?



BITS

Another new feature included in *World Heroes Perfect* is the Hero Gauge. When it fills up (i.e. when you hit your opponent), one of your special moves will do extra damage. And not just a bit of extra damage – oodles of it. Also the new Ultimate Attacks will become nigh-on lethal. Two of these and it's curtains for any opponent. Definitely worth trying to pull off.



Why do polygon characters have to look so wooden?

Weighing

in the

Boxe

With Tyson out of jail and Bruno actually winning in the ring instead of on the pantomime stage, the world has gone boxing bonkers. The PlayStation cashes in on Don King's bouting mayhem with the release of the long awaited *Boxer's Road*.

Developers, New, have made full use of the PlayStation's power and produced a complete 3D environment for this boxing sim. The boxers are gourad shaded polygons and could be mistaken for relations to Sega's *Virtua* team, but this polygon frenzy gives the fighters more movement without the limitations that sprites provided back in the world of 16-bit boxing games.

Your fighter's movement can be quite slow at times but this game is like no other Next Gen beat-em-up, boxing adds a flavour of realism. The four main buttons are geared-up to lash-out left and right jabs and hooks and the shoulder buttons make you sway, duck, uppercut and

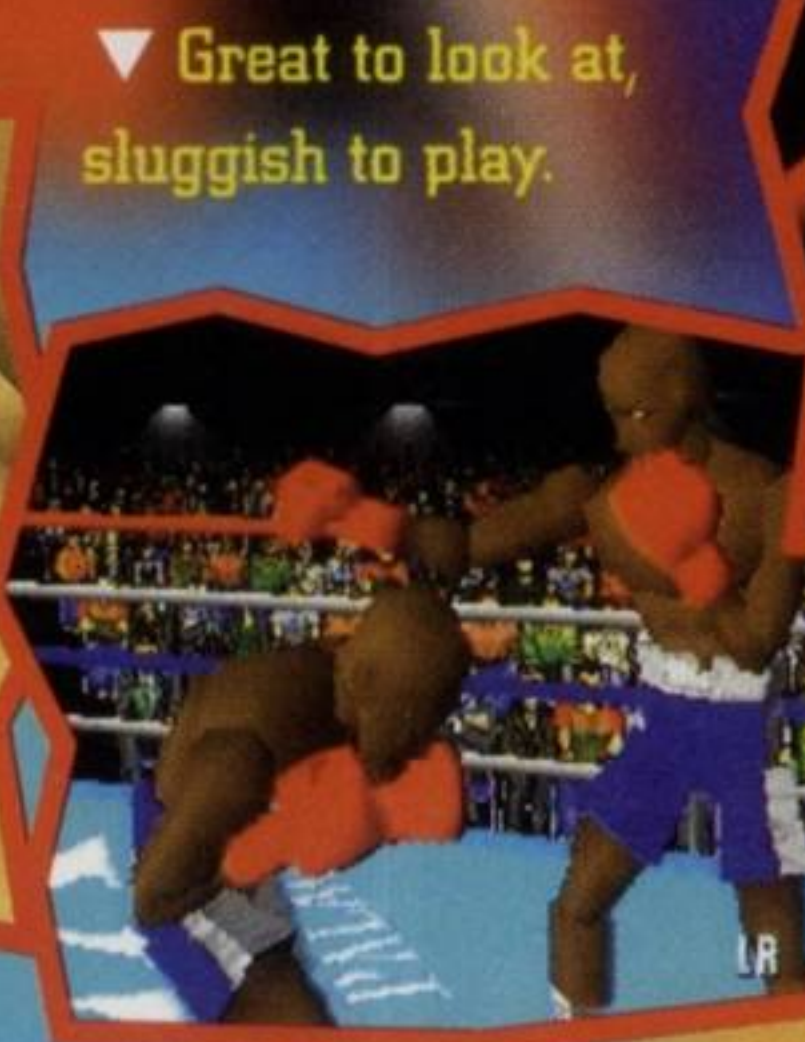


That guy on the left has very slight wrists for a middleweight.





◀ That looks like one uncomfortable belt.

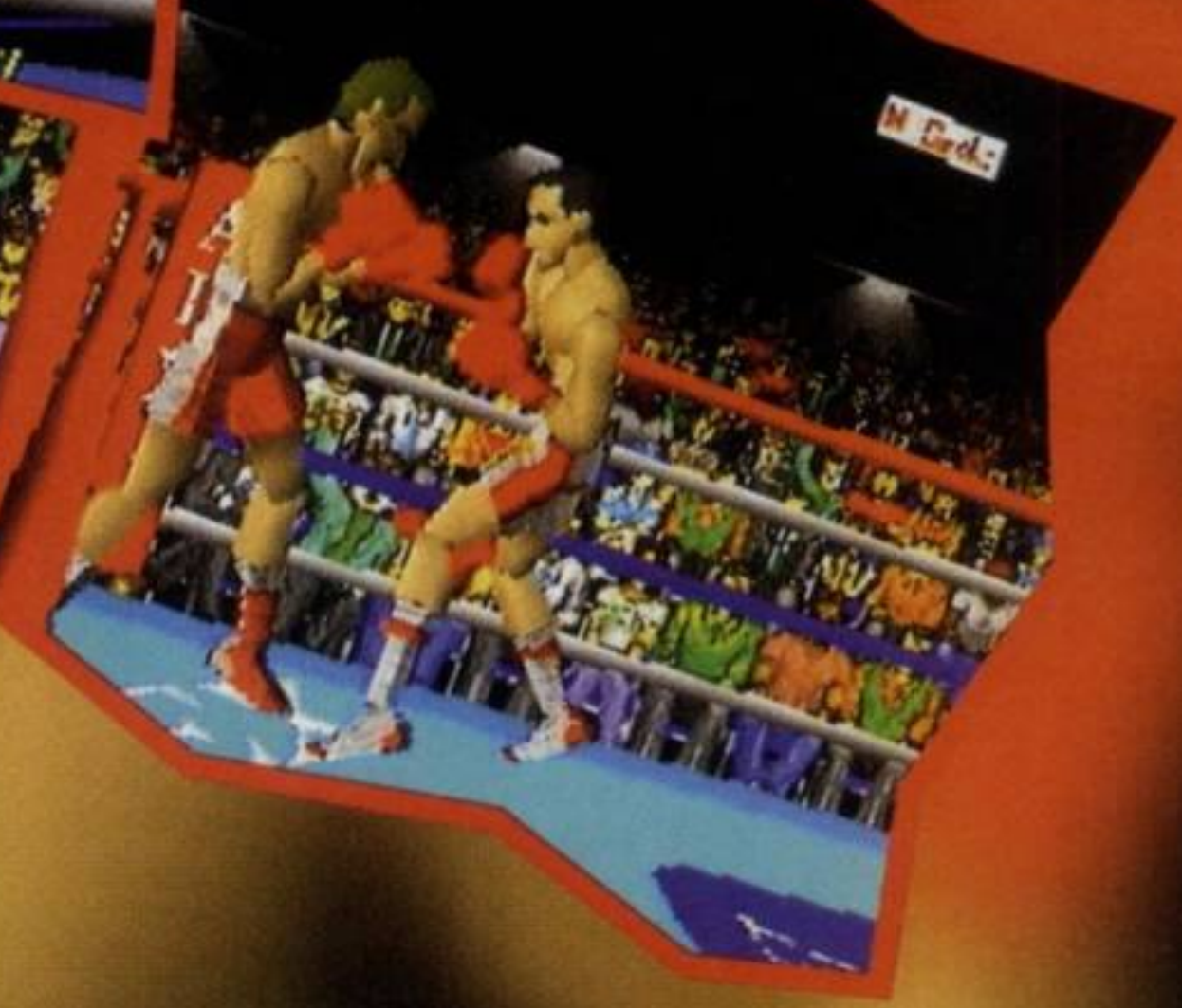


▼ Great to look at, sluggish to play.

18	THROWN	HIT	AVERAGE
STRAIGHT	21	3	14%
HOOK	89	33	37%
UPPER	41	22	53%
SPECIAL	0	0	0%
TOTAL	151	58	38%

▼ The side-on perspective is the only way for two players to play.

▶ Well that's a handy perspective. Cheers then!



# in at 16 stone

## PlayStation corner:

# r's Road

weave like, erm, Sigourney Weaver. If you plant one straight on your opponent's jaw his head cracks back just like when Ali fought Foreman in the famous Rumble in the Jungle. Or any other fight for that matter.

There's no chance of getting bored with this game with so many options, from choosing your boxer's weight to a training mode that even Mr Motivator would find hard to follow. You can even work your boxer through a pre-fight build up taking him through everyday training sessions which include sparring, weight training, skipping and practising the infamous boxer's dodge. There's also the option to choose what your boxer eats so you have full

control over sugar levels and fat intake. How interesting.

When you make it to the ring there are over 20 different camera angles to choose from. Many of these have no use at all, but because of the 3D environment you can view from sky high to first person perspective, which is best in one-player mode, but if you're fighting your mate for the World Heavyweight title you have to choose the side-on view.

The game can get quite frustrating and sluggish because it's so difficult to pull off combinations, even after practice. Control over your player is quite trigger happy and to score a punch you have to be bang on target. So if you wanna

be a champ and not a chump don't go swinging like an ape, you gotta go in and place those punches - you know what I mean, 'arry.

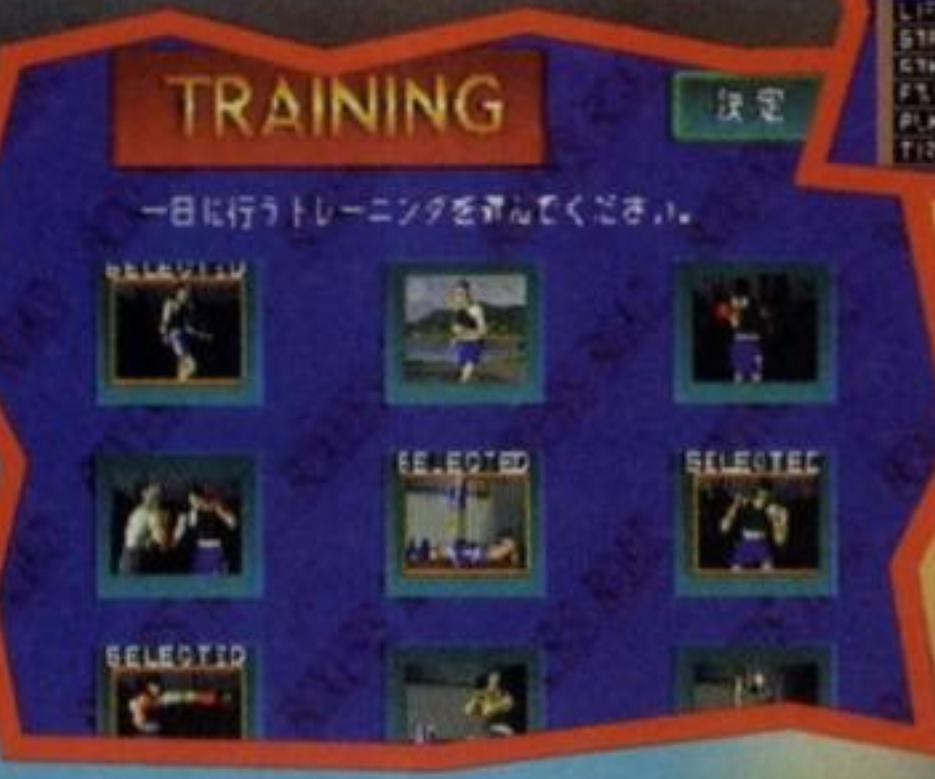
This is definitely a step forward in boxing sims which could have only happened in the Next Gen. The graphics are superb, it's just such a shame that the sluggish gameplay robs Boxer's Road of points, big time. It's nigh-on impossible to pull off the special moves unless you've had loads of practice so novice boxers will have to stick



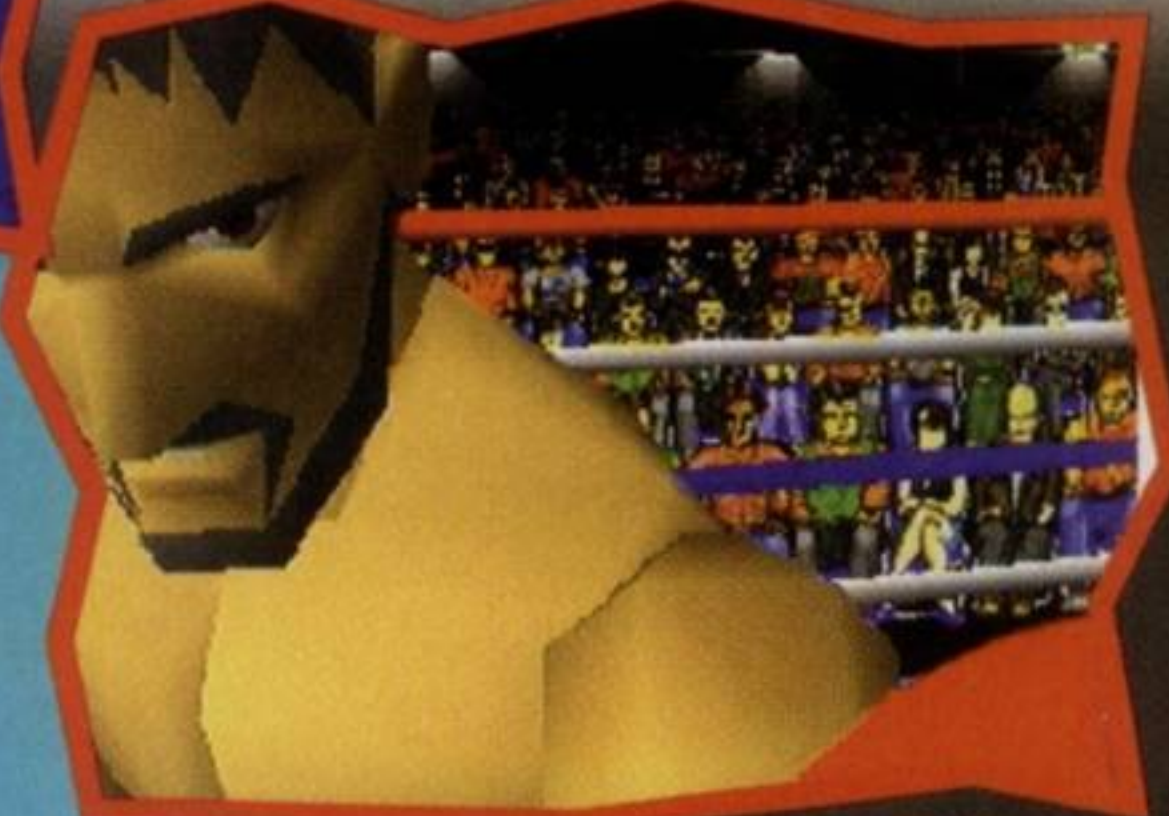
to jab, jab, hook. This game does take some time to get used to, but put in the hours and you'll be rewarded by endless options. In the end this is a slow but jolly strategic punch-up.

**Ultimately**  
**Jabbing**  
 75%  
 ⚡ Endless options  
 ⚡ Slow and heavy weight  
 Machine: .....PlayStation  
 Publisher: .....New  
 Developer: .....In-house  
 Price: .....£60  
 Players: .....1-2  
**JAP**

▶ Choosing meals? What's going on? Will the sequel contain a toilet paper option?



▶ The training mode is a nice addition but can get very tiresome at times.





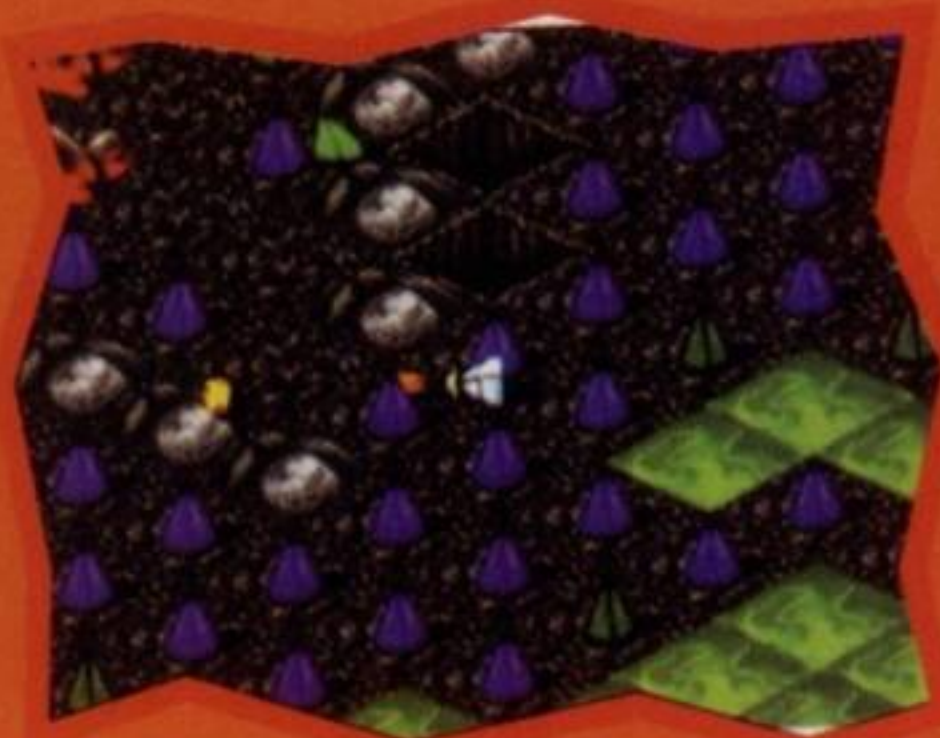
# Blood, guts and carnage in

# Mortal Kombat



## Icebreaker

**Pyramids, plasma and far too many Dudes...**



**O**h dear. Things are going to get decidedly cool at Camp 3DO if games like *Icebreaker* manage to scrape through.

Looking at it from a very superficial level, Panasonic had a pretty reasonable idea on their stubby hands: guide a plasma blaster around a field of different-coloured pyramids, blasting some, ramming others and avoiding ones that chase you. Pack in 150 levels, a smooth difficulty level and a pulsing soundtrack and you're on to a winner. In a perfect world, maybe.

The actual execution of the idea is a bit mup, you see. The game is a bugger to get into in

the first place - there's too much front end for its own good, and the options screens take an age to load up. Get into the action proper and by Christ will you regret it. You roam around the field of different pyramids (which randomly change colour) being chased by the, ahem, 'Mobile Dudes'. But the scrolling of the isometric landscape is just so slow and jerky that it's a painful experience to watch (and awfully slow to actually play). Can you smell something?

There's also not enough variety packed into the levels - admittedly there are 14 different types of 'Dudes', but there are seemingly endless levels filled with them. The fact that should you bang into a fatal Dude or get hit by a Seeker, you die - well, that's it. One chance is all you get. Very frustrating.



◀ Sektor turns Cydrax into Cydrax the '70s fizzy apple drink.

**I**f you ever wanna see the almighty PlayStation quake with fear then load up *MK3*, this latest addition to the *Kombat* family tree is oozing with blood, gore and punky babes ready to rip your heart out.

All this gruesome and highly addictive beaty action screams into the Next Gen thanks to the *MK* posse at Williams, in America, who have programmed all the arcade versions. With this in mind we get a smooth, gruesome and highly addictive beaty coin-op conversion for the PlayStation. Top geezer Mike Abbot, Vice President of



## Ultimately

### Frigid

- Buckets of levels
- Far too frustrating

**29%**

Machine: .....300  
 Publisher: .....Panasonic  
 Developer: Magnetic Interactive  
 Price: .....£45  
 Levels: .....150

**UK**



▲ Liu Kang farts rockets - it's official! Now that's a special move...



# BITS

We can't wait for the *Mortal Kombat The Movie* to hit screens in the UK this November. At time of going to press it was number one in the US for the third consecutive week. *Street Fighter The Movie* didn't even manage to hit the number one spot for a single week, but then again it was without a doubt one of the biggest let-downs in recent cinema history.



◀ Help! My head's too small for my ridiculous body!

▶ Jax's frayed clothing special move.



# Mortal Kombat 3

## Tee hee hee

Software and Music at Williams, says that his top *Kombat* team made the coin-op conversion as smooth as Liu Kang's bicycle kick: 'With over 200,000 lines of code to convert for the PlayStation having the best *Kombat* team available made life easier and the game an exact reproduction of the coin-op.' Are you suddenly experiencing *deja vu*? Yes we're always being told that a game is arcade perfect and then are hopes are dashed – until now that is.

We can honestly say that *MK3* is one of the best conversions seen since *Tekken*. The characters look identical to

the arcade version and the gameplay is as fast as Sonya's killer-leg combo. We also have all the special moves and fatalities at hyper speeds with no graphical glitching whatsoever. There are also some hidden extras and the sound has been remixed specifically for the PlayStation's stereo capabilities.

Mike Abbot, that top geezer again, has implemented some other extras as well: 'Apart from identical graphics and gameplay to the arcade, the PlayStation will contain panning, so that

when you're taking a beating and your characters are on the left of the screen – that's where the music will come from – it'll be like having surround sound. We have also programmed *Kombat* codes for secret game play that give you the hidden characters.' Check out this month's tips supplement.

As we all know the reason for *Mortal Kombat's* success is the awesome gore and brutality. Well, we've definitely not been spared in the latest version of this brutal blood bath. There are fatalities, babalities, animalities and friendships galore. *MK3* also comes fully

loaded with new characters like Stryker, a fascist cop with a knee-jolting electric gun and Sheeva, the four-armed punky babe from hell – with a fatality that dismembers you in seconds. The game also contains old favourites like Sub Zero and Sonya who are faster and have some new special moves. So there's something for big time *Kombat* followers and new players alike. Move over *Street Fighter*? Hmm.

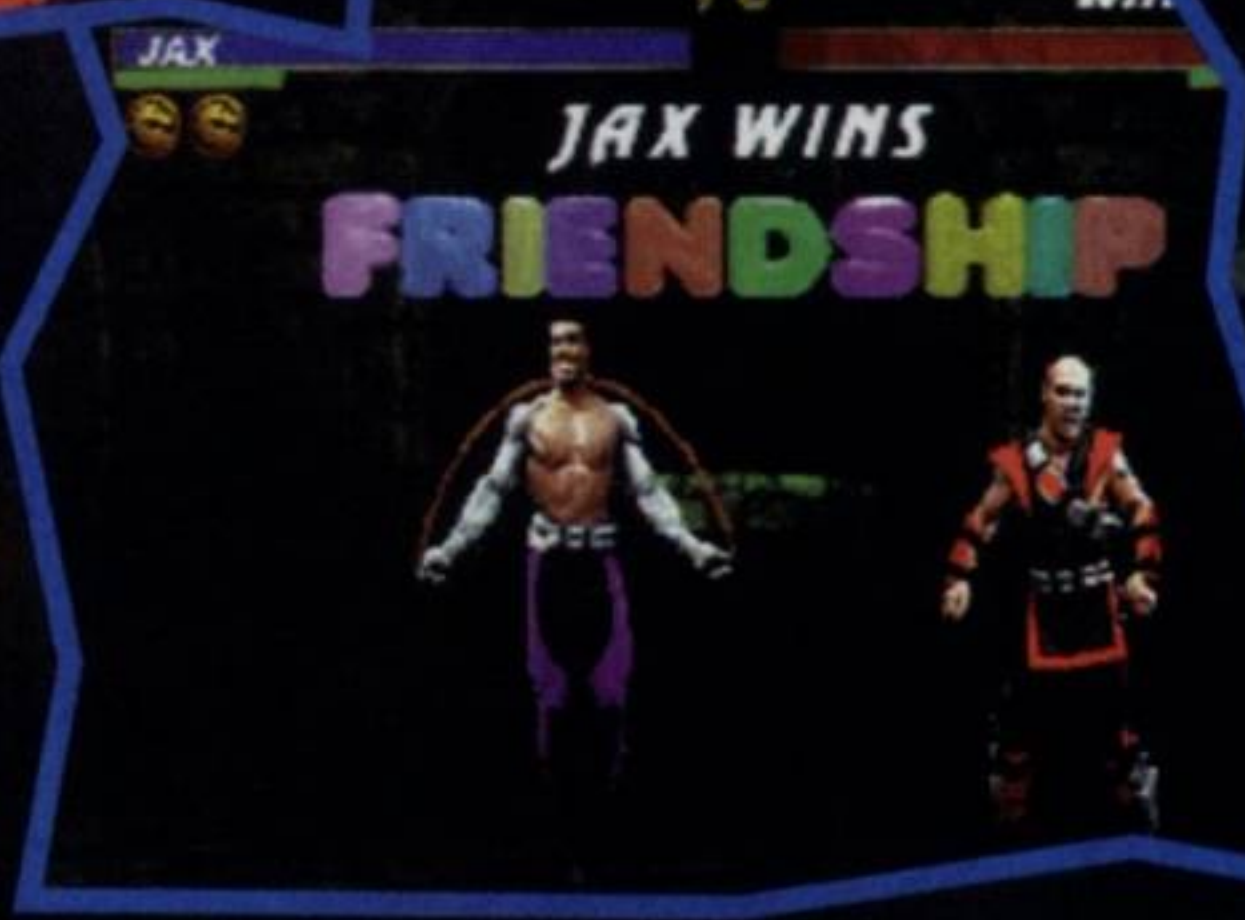
The moves are quite basic i.e. short kick, long kick, short punch and long punch and you're still equipped with the normal throws and special

▼ ...Two play at that game, as Kung Lao demonstrates. Watch out! He's gonna draw mud!

ROBERT SMITH



▼ Get yourself a bigger skipping rope mate. He's had that since he was 12, you know.



▲ Kano holds the A and the I in the hope that it will give him some much needed artificial intelligence.



▼ Kung Lao is presented with one of those Rorschach tests. He sees somebody sawing a trumpet in half.

WINS: 03 77 WINS: 00  
LAWO LIU KANG



◀ I want the ketchup first. No give it to me. Splat. Now look what you've done.

WINS: 02 27 WINS: 00  
SINDEL JAX



▼ You might have got four arms but I've got a fluorescent two-man saw.

▲ Sindel's chewing-gum-head special move proves unsuccessful once again. Give it up, girl.

WINS: 34  
KUNG LAO



moves, but the secret to becoming a master on *MK3* is performing combos and completely annihilating your opponent. Try stringing a few moves together and finishing with an animality, this is where your player becomes a beast and rips an opponent to death - it's so cool, it really is!

The new backgrounds and the ability to morph into different characters is excellent, especially when you're getting your butt kicked and you morph into Kung Lao - throat cutting days are here again.

Mark May, Tools Programmer for *MK3*, produced a programme which made the

PlayStation conversion nigh-on perfect: 'All the digitised characters look so good on the PlayStation. Because of the vast amount of memory available we were a bit worried that the characters might look dated and distorted, but with my tools programme we produced a 100% port conversion from arcade to the PlayStation.'

The game runs close to the coin-op as possible and can be hours of endless butt kicking fun for anyone. Work your way through the different stages from Novice to Warrior, watch out for the fearsome bosses 'cause they take some beating.

This version is unlike the others and you will definitely not get the feeling of 'been

JAX

▼ Press **B**, **L** and watch him perform a serious back breaker.



▶ Old but quick, like pensioner falling down a flight of stairs.

LIU KANG

SHEEVA

▼ Four-armed babe who loves ripping out your innards.



▶ We all know she's got some neck-breaking legs.

SONYA

SINDEL

▼ Scary punk-looking girl with Munsters type hair.



▶ He's meaner than any Gladiator! Easily.

NIGHTWOLF

STRYKER

▼ New to the *MK* family, this fascist copper is slow but lethal.



▶ One from the original *MK*. He's got an awesome freeze.

SUB-ZERO

KABAL

▼ This predator-looking character has an evil eye-spark.



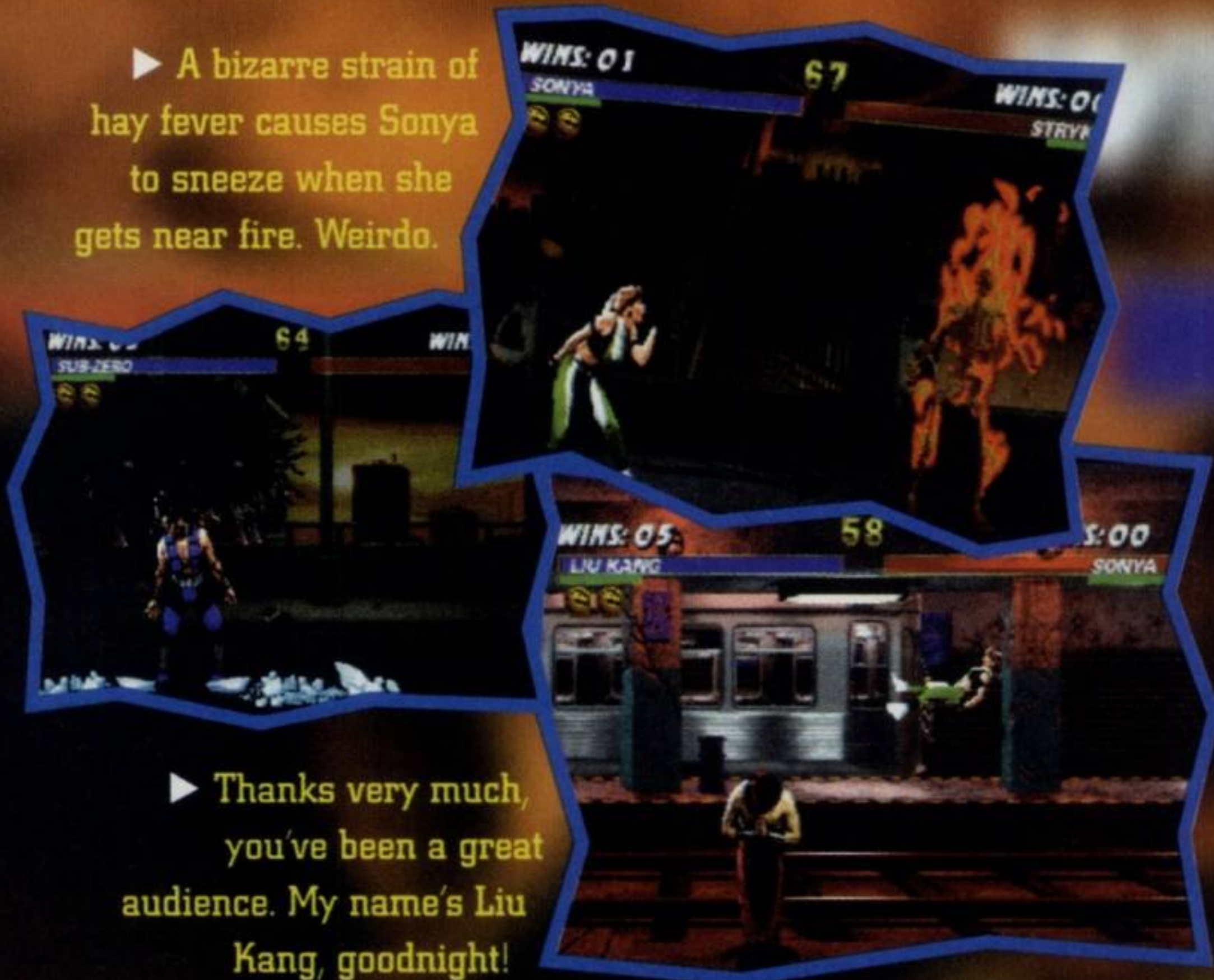
▶ One of the old favourites. Back with bigger knives.

KANO



# TOTAL FOOTBALL: AS READ BY ALL DISCERNING SERBIAN ASTON VILLA STRIKERS (CALLED SAVO)

► A bizarre strain of hay fever causes Sonya to sneeze when she gets near fire. Weirdo.



► Thanks very much, you've been a great audience. My name's Liu Kang, goodnight!

there, done that'. There are tons of moves to get your fingers around and characters that will test the hardest of gamers.

MK3 is bloody gory fun even if the idea is a bit dated. It may not be as pretty looking as Tekken or Toshinden but there's plenty of blood and trying all the special moves will give you years of gameplay. Get it!

## Ultimately

### Kombatastic

89%

- ⊕ Top gory action
- ⊖ Not as pretty as Tekken

Machine: .....PlayStation  
 Publisher: .....SCE  
 Developer: .....Williams  
 Price: .....TBC  
 Players: .....1-2

UK

SHANG TSUNG

▼ This evil dude enjoys nothing better than triple fireballs.



► He ain't one of the best, but try his teleport uppercut. Gruesome!

SEKTOR

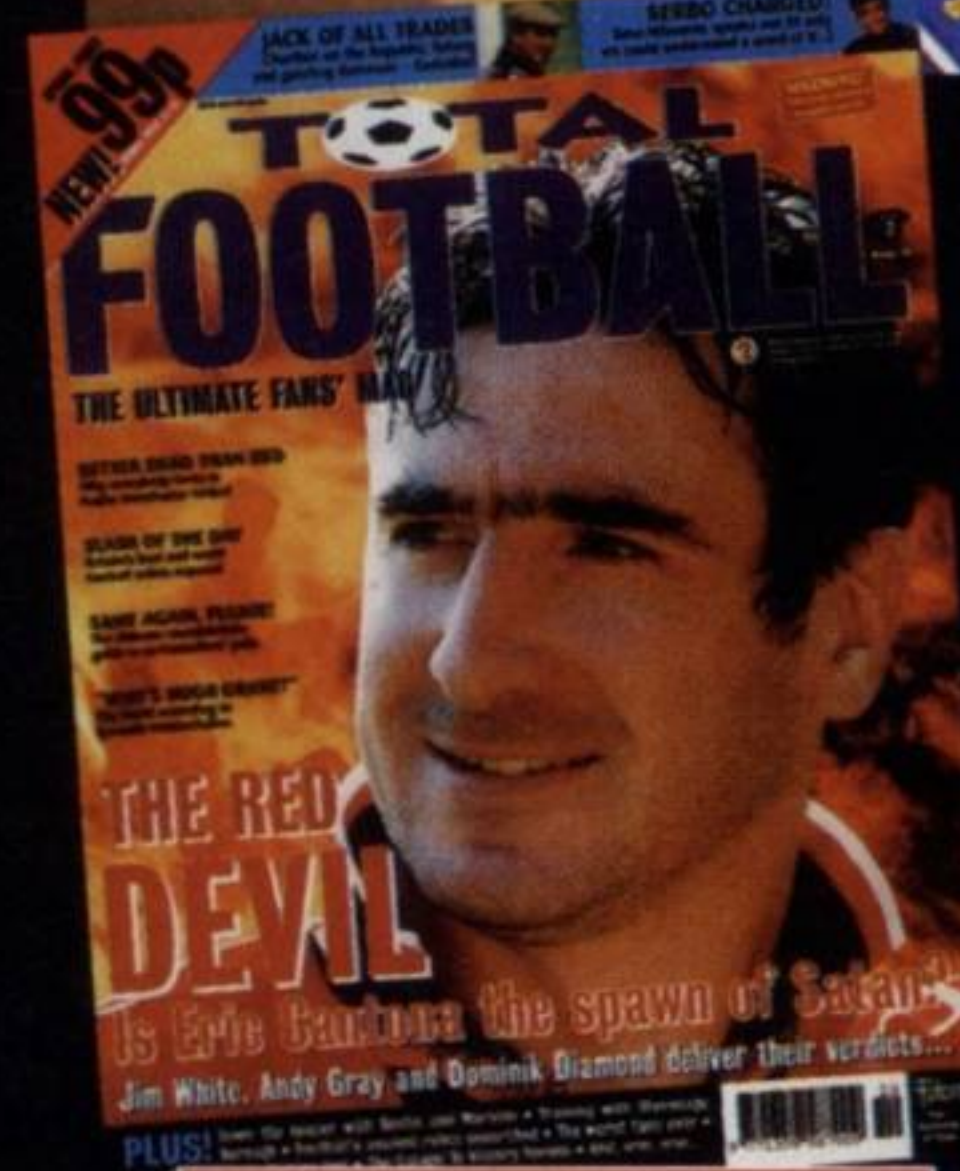
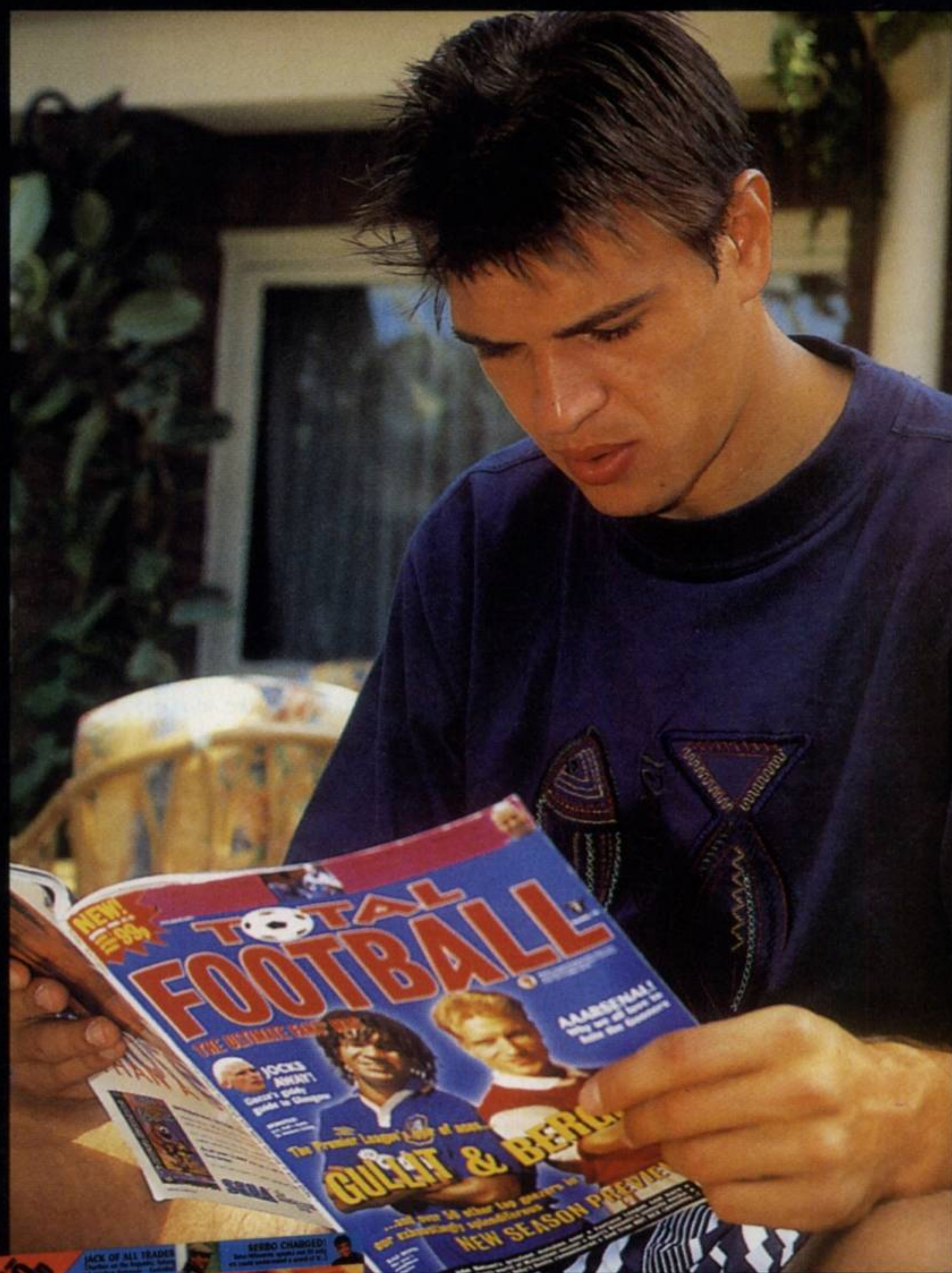
KUNG LAO

▼ Still lobbing his metal hat around like oddjob out of Goldfinger.



► A robot version of scorpion with an excellent teleport.

CYRAX



ISSUE 2  
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WARNING!  
This mag contains  
naughty words!





▲ Cute and slick like an oiled kitten.

◀ Check out the big hooter on Rayman! What an ugly sod!

# Rayman spills onto the Jag

Check out last month's reviews and you'll see bonkers mad animation hitting the PlayStation, now Jag owners can share some of Ubi Soft's gorgeous-looking platforming mayhem as *Rayman* debuts on the Jaguar.

Packed with 70 levels and bonus stages a-plenty, this game looks super-doooper on any format. The Jag is a lesser machine than the PlayStation, as we already know, but still does justice to the colourful scenery of *Rayman*.

Again, the main problem is that this is a two-dimensional platformer with gameplay as old as the hills trying to survive in

the Next Gen. Also we have to do without the sexy PlayStation CD quality sound, which is a bit of a bummer. It's simply not good enough.

This is still a pretty good traditional platformer and a must for all Jag owners.

**Ultimately**

Goygeous

80%

- Great graphics
- Too many leaps of faith

Machine: .....Jaguar  
 Publisher: .....Ubi Soft  
 Developer: .....In-house  
 Price: .....TBC  
 Players: .....1

UK

► The beanstalk cuddling level. Odd!



*Yoshi's Island* will not be Shigeru Miyamoto's final SNES game as other games mags would have you believe. Not only has he recently completed *Mario RPG* but according to our man in Japan, Shigeru is almost done on an as yet unknown title, rumoured to be the long awaited follow up to *Zelda*. What a far-too-talented geezer he is.

BITS

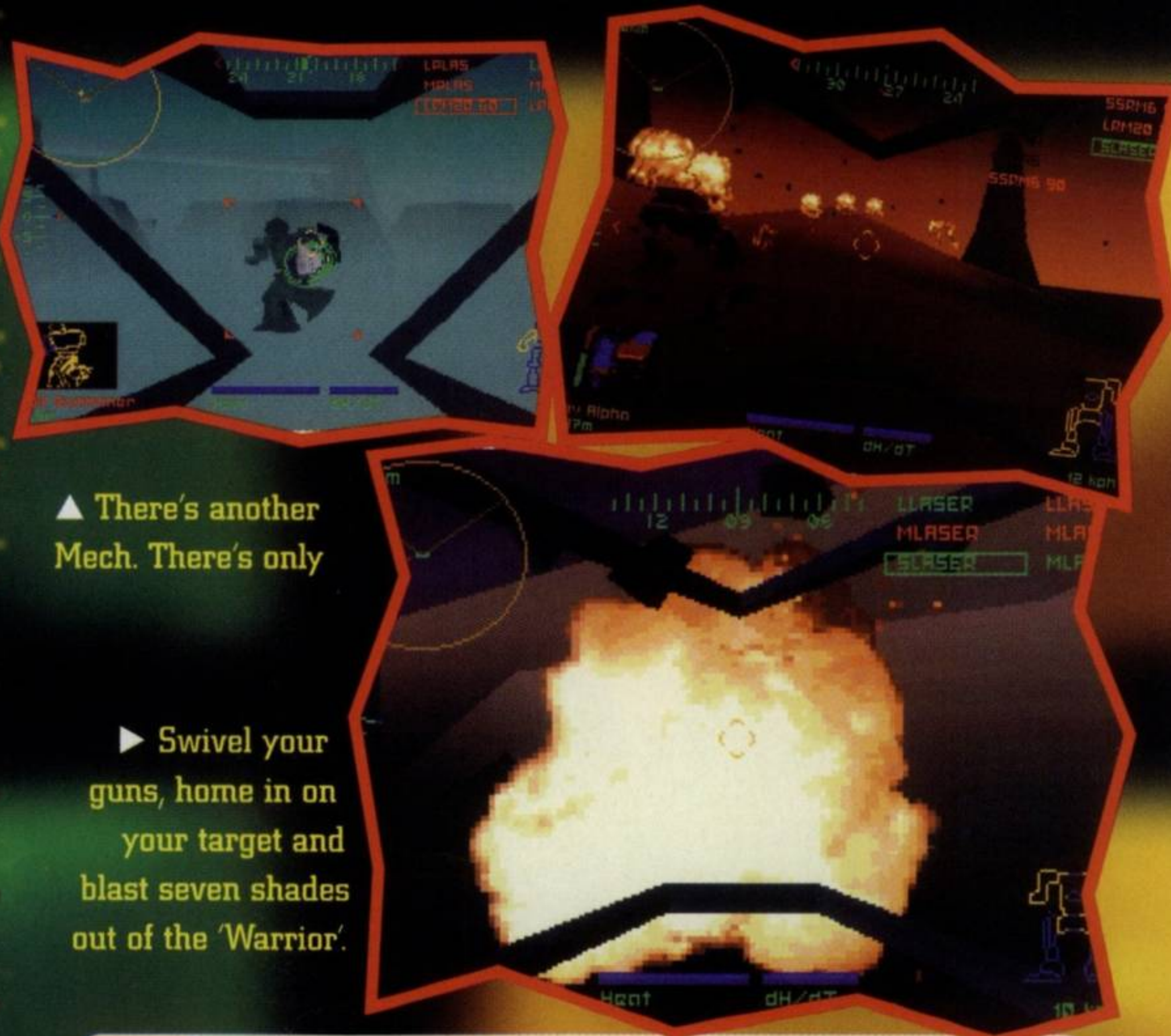
# Mechwarrior 2 – electric

Plodding 'round an almost-featureless, polygonal land, sweating your 'nads off in a clumsy robot-suit, blasting seven shades out of other sweaty robot suit-wearers doesn't sound much fun.

And guess what – it isn't. Well, it certainly isn't at first. Sure, there's a storyline, and there's sort-of 'Good' and 'Bad' clans to claim allegiance to, the suits are chunky and there are a range of weapons, but the

gameplay and, for the large part, the graphics are far from exciting. What a shame.

The basics of the controls are straightforward enough – directions, waddling around and shooting, for starters and once you've grasped these it's time to explore, and get blasting. We've always thought that blasters were supposed to be fast and exciting or strategic and worrying, but *Mech 2* seems to try to get the best of both worlds, and somehow falls down the chasm in the middle. Easy mistake to make.



▲ There's another Mech. There's only

► Swivel your guns, home in on your target and blast seven shades out of the 'Warrior'.

BITS

**Blast your ears off.** Although *Mechwarrior 2* doesn't look like the most exciting game around, the sounds far outstrip the visuals. Crank up the volume, chill to the simply, spooky in-game music and thrill to the explosions. Oh dear, this is starting to sound like a duff press-release.



# MechWarrior 2 boogaloo

However, after playing for some time, your *Mech*-controlling skills get a little slicker, and, by keeping perpetually on the move and on the look out, and by progressing to trickier and more 'action-packed' sectors, the whole game grows on you and you're driven to destroy more *Mechs* - it becomes *very* important.

Yet somehow it still feels like making your own fun. There are a few other niggles, too: to make the baddies varied, some are simply bigger. This just means that they're easier to hit, but take more shots, and their size slowed things down on our 486-

DX50. The variety of weapons seems quite superficial too. It doesn't matter what you shoot the buggers with, they still go down eventually.

Sorry, being a *Mechwarrior* and shooting others just isn't exciting enough.

**Ultimately**

Plodding

69%

- Plenty of baddies
- Too slow to be exciting

Machine:.....PC CD ROM  
 Publisher:.....Activision  
 Developer:.....In-house  
 Price:.....£50  
 Players:.....1

UK

▶ Now, is this fella a member of the Jade Falcon Clan or the Wolf Clan? At this range you'd better decide fast before you shoot him.



▶▶ This is as good as the action gets, close quarters random blasting.



▲ A bird, yesterday. And not even a particularly fit one. Sorry.



◀ This is the best *Mario* game ever. It's official!

# Mario takes the back seat in Yoshi's Island

**F**our years of toil at the hands of the world's most respected development team has produced the greatest platform game yet seen. And, yes, it's on that most resilient of 16-biters, the SNES.

You pick up the reigns as Yoshi himself in this, the sequel to *Super Mario World*, having taken on the task of safely ferrying baby Mario (don't ask) to his parents, who are waiting at the end of 48 levels of glittering platform action.

The custom Super FX2 chipper, rumbling within the game's belly, has allowed Shigeru Miyamoto's fertile imagination to move into

a hitherto unseen gear. While the game plays in true *Mario World* tradition, it spews forth the kind of elements you'd normally expect to see on 32-bit formats: screen-high bosses, independently rotating sprites and layer upon layer of clever gameplay twists and turns spice up the action from start to finish, which takes a long time.

It's perhaps the Super Nintendo's swan song, and we can only sit and gibber at the prospect of such programming and design talent when unleashed on the Ultra 64...

**Ultimately**

Gosh-worthy

91%

- The pinnacle of playability
- No UK release until Feb '96

Machine:.....SNES  
 Publisher:.....Nintendo  
 Developer:.....In-house  
 Price:.....£80  
 Levels:.....6

JAP

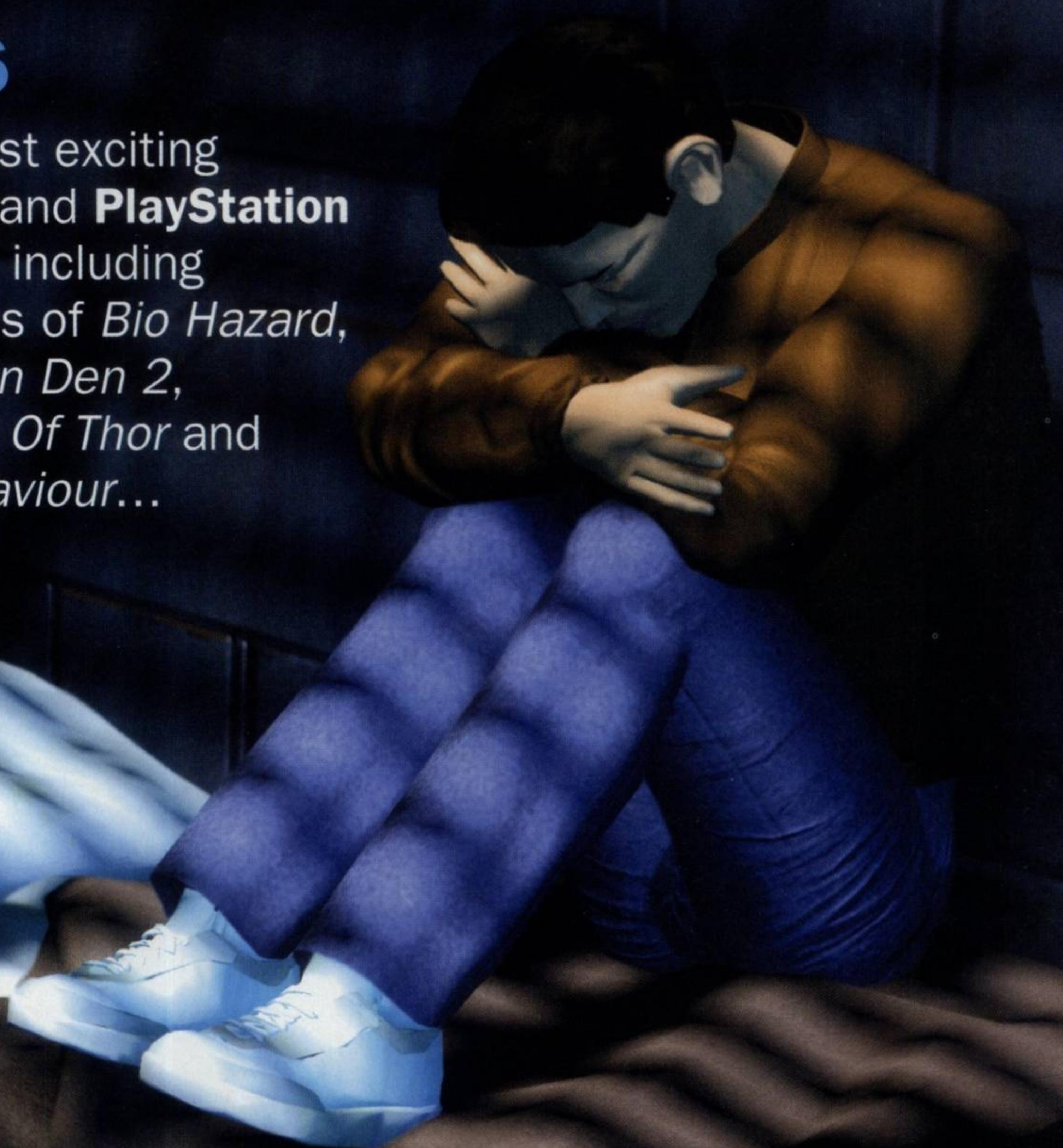


# 3DO

Is 3DO still kicking? **Edge** asks the company's chief executive, **Trip Hawkins**, what the future holds, and digs up all the latest information on **M2**

## Plus

The most exciting **Saturn** and **PlayStation** games, including previews of *Bio Hazard*, *Toh Shin Den 2*, *Legend Of Thor* and *Dark Saviour...*



Magazine  
of the year



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# Ground Stroke

looks great,  
plays rubbish – unlike

## Martina Navratilova

**T**ennis games either work or they don't, it's not difficult. The players can either get around the court reasonably quickly and perform a variety of shots or they can't. Namco's *Smash Tennis* for the SNES set the standard for all tennis sims to follow last year, quickly followed by *Pete Sampras* for the Mega Drive which looked more realistic but couldn't match the fun factor. So, the 16-bit world seems to have its tennis sims well and truly sorted, but can the Next Gen provide an equally impressive line-up? Silence on court as the first of 'em makes its debut.

*Ground Stroke* then, any good or what? Well, in a word – no. It simply doesn't come close to either of the aforementioned classics. What, you don't believe us? Okay the graphics are truly stunning as you can see from these screen shots, but overall it stinks, honestly.

The court can be viewed from almost any angle you care to indulge in – we counted seven and that doesn't include the vertical and horizontal split-screen modes which can also be viewed from said angles. Confused? Don't be. These angles include overhead, first-person, circular-sweeping and numerous other bonkers ones.

Onto gameplay – can you smell something? Hums doesn't

it? It's the subject of this paragraph, here's the problem: You simply can't return the ball! It's so unresponsive that the ball is actually past you by the time your racket starts moving. Add to this the slow court coverage and the lack of difficulty settings and it's just a frustrating mess. The one redeeming feature lies in two-player doubles – the rallies actually last for around four shots! That's *four* shots!

All the usual tennis options are in place including: three surfaces, eight thinly disguised players ranging from Sunrise (Sampras) to Cappuccino (Sabbatini), singles or doubles matches and a two-player mode. Yes all very good and 'cor what a looker,' but what's the punchline? It's simple, there isn't one. Looks great but honks of old corpses in an oven.

### Ultimately

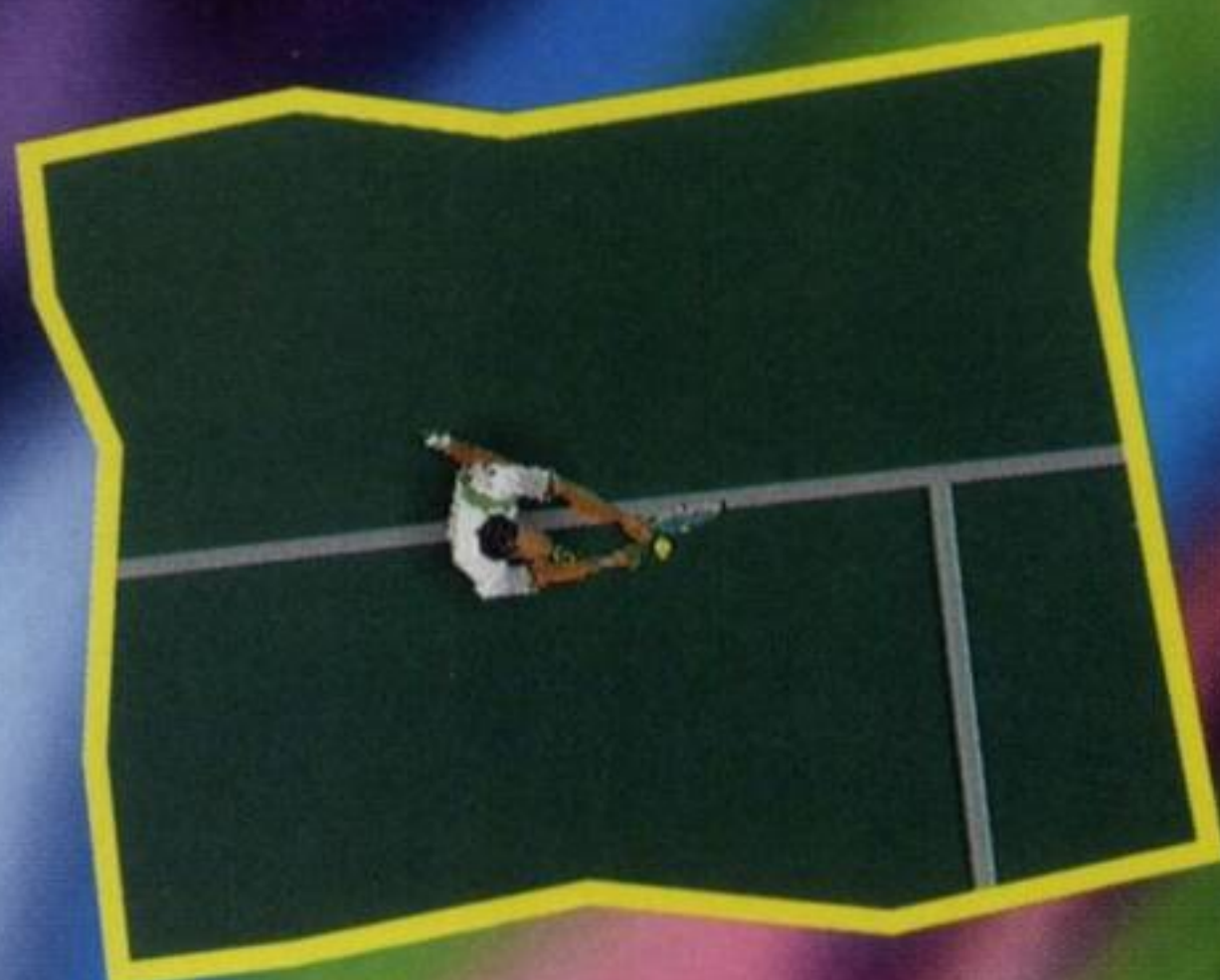
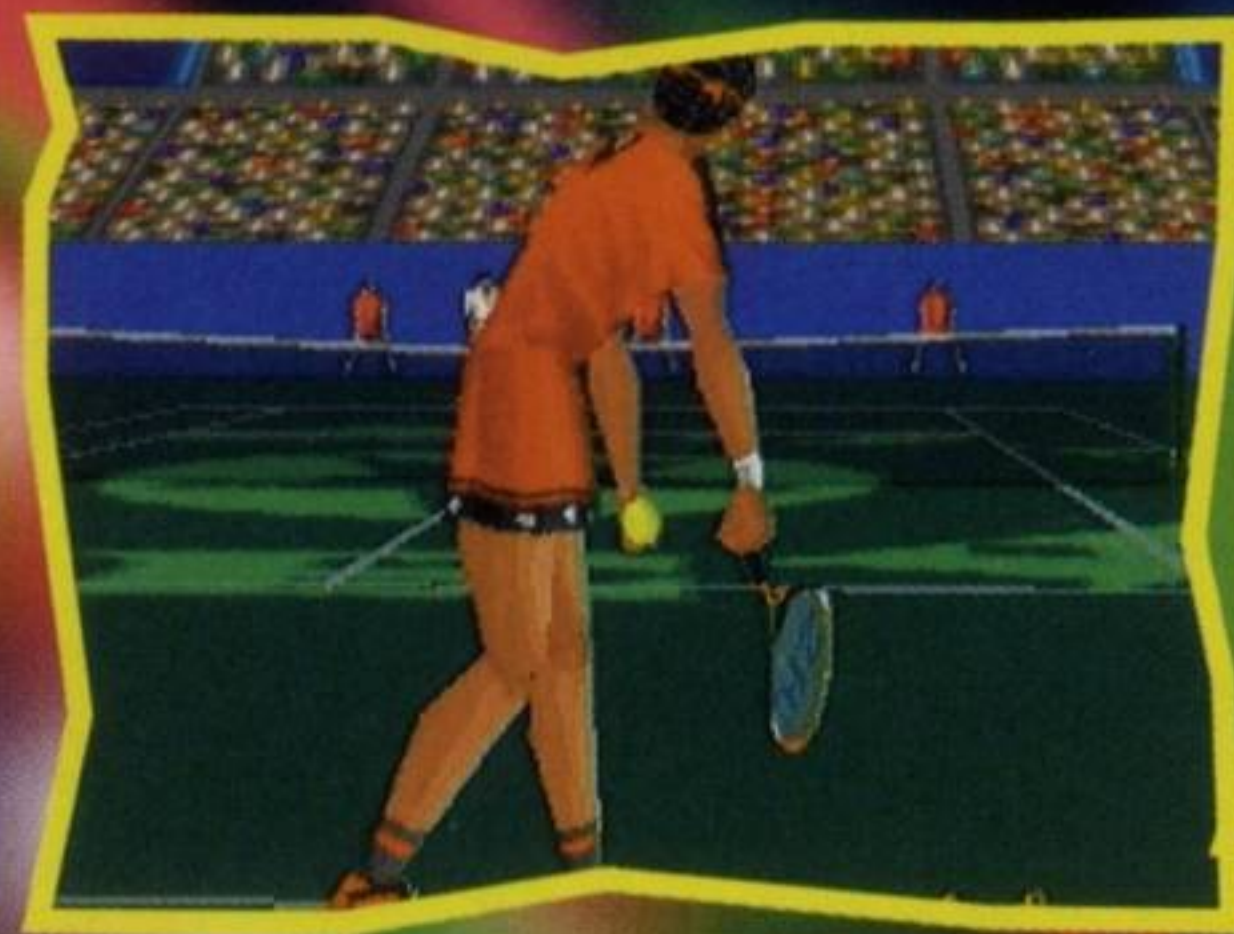
Messy

53%

- Looks gay-geous
- Plays worse than Pong

Machine: .....PlayStation  
 Publisher: .....SPS  
 Developer: .....In-house  
 Price: .....£60  
 Players: .....2

JAP



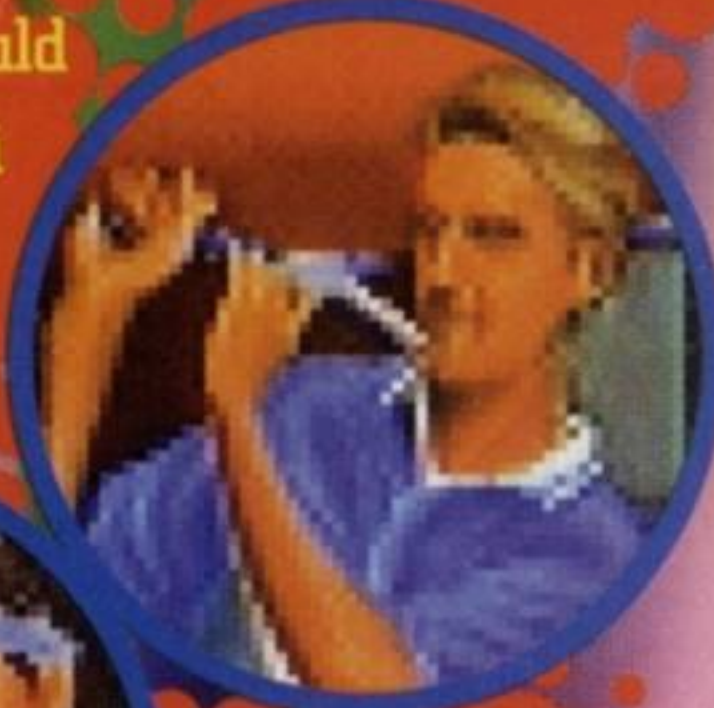
► That'll be the world famous Legacy then. Very poor.



◀ Let's here it for Sunrise! Just a slightly camp name.



► Guriffis? Could that be Steffi Graf? Well of course it is.



◀ Sabbatini is now known as Cappuccino. The developers are...



► ... just plain ker-aazzy! They'll do anything...



◀ ... those zany fellas. Oh it cracked us right up! We...



► ... laughed like never before. We didn't think...



◀ ... it was lame at all! It's just so funny! Ha ha.



▲ Once in split-screen mode each player can toggle between any of the seven perspectives. Take our word for it, the overhead view is the only playable one.





# SO YOU WANNA BE BIG (IN TIME FOR CHRISTMAS?)

Do you want an attractive, muscular body? Have you noticed the 90's woman's preoccupation with guys with sculpted physiques? Have you noticed the rise and rise of Chippendales, Versace Models, muscular actors etc? Would you too like to build an attractive, hard, muscular physique? If not, stop reading, if you do here is the way.

Building a good physique is not easy. You may have wasted money on manuals, on joining 'keep fit' gyms with clueless, self-centred instructors, spent a fortune on magazines learning the 'ways' of the 'champs', sent off for expensive 'no weights required' gimmicks. You may have wasted all this money and still had zero results and then gotten bored and stopped! We don't blame you, 99% of our clients went through all this themselves until they discovered the RIFFAST muscle building programme, based on the very latest American scientific concepts. This explosive new system is 100% natural requiring only 4 x 30 minute sessions a week from the privacy of your own home. It gives fast and phenomenal muscle growth in just 6 weeks, yes, 6 weeks! By Week 8, gains are even greater. Suitable for all persons aged twelve and over.

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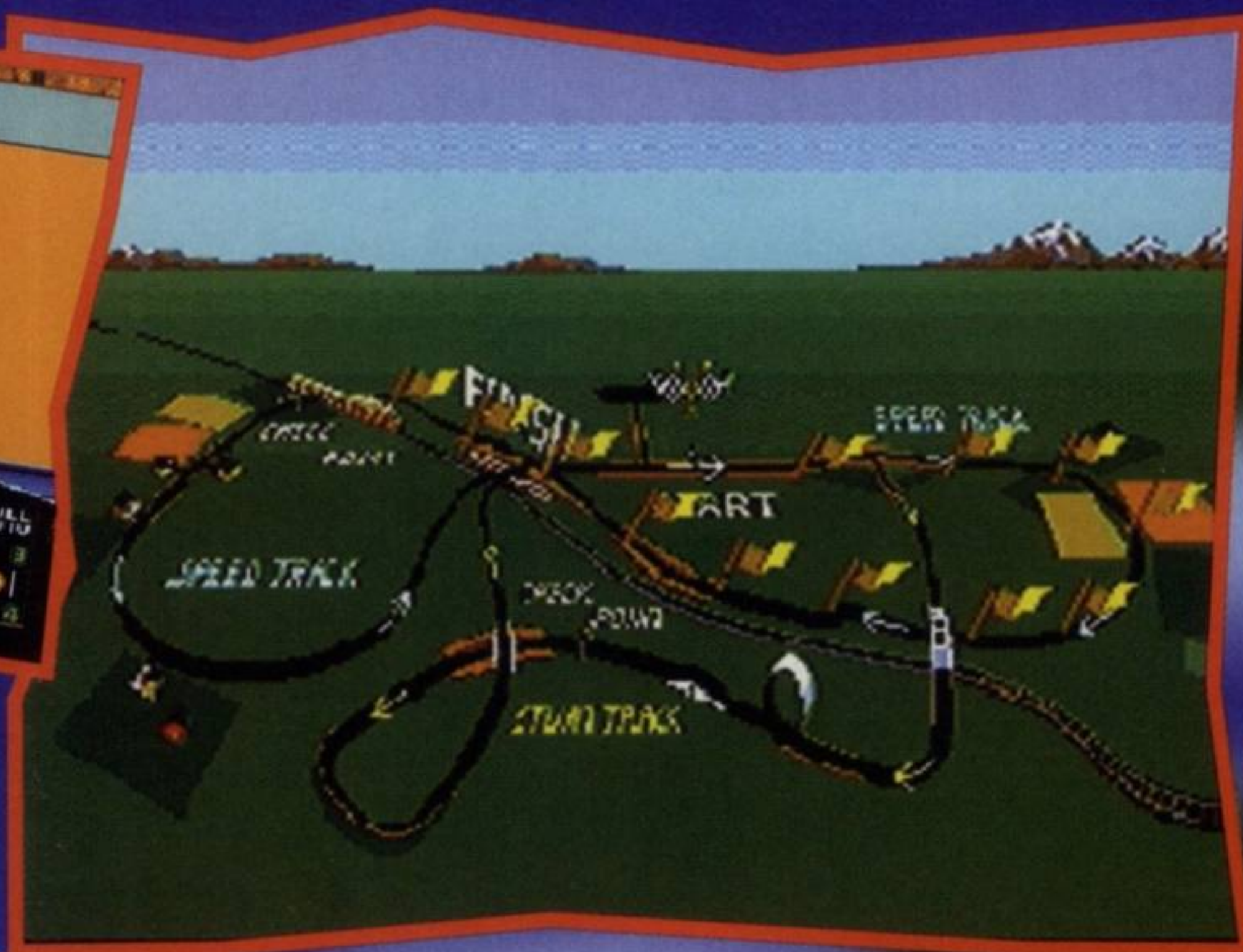


## Ultimate review sector

▼ The in-car view gives you a wicked look at the high-tech dash. No really.



▲ There's a chance to get a spectator's view of your crash sequences with the replay.



◀ The Super Stunt Track has a stomach churning loop-the-loop, jumps and banked corners just like Alton Towers – but slower!

# Crawling straight into

# Race Driver

## and it can

### BITS

**Andrea Simpson** from Time Warner Interactive puts UK Saturn owners' minds at rest. 'We will not be releasing *Race Driver*' over here in the UK as we will be concentrating on *Virtua Racing*, which gives you more Next Generation graphics and gameplay for your money.' Thank goodness for that. But why was the game produced in the first place? Eh? Answer that!



▲ That's the super turbo-powered milk float that races around with a lotta bottle. Hmm.

**W**hat we need, to protect our holy super consoles, is a game guru who sits on the pearly gates of the Next Gen and only allows in software that is worthy of our 32-bit technology. Sadly, until that day comes we have to put up with toilet like *Race Driver*' staining our purity.

This coin-op conversion hasn't got any better since leaving the arcade and 16-bit systems, it's still just as cack, if not more so. You have the same eight polygon vehicles to choose

from, including a twin-turbo, super-charged milk float – driven by a little fella named Ernie, presumably.

If you're thinking about roaring around the three tracks then think again – these cars chug around like asthmatic snails with flu – and the steering handles like a feather in blancmange. The Super Stunt Track, which we were first graced with in the arcades, is still there including loop-the-loops and a crud looking jump that any granny could pull off in a rusty Robin Reliant.

With the high-tech specs of the Saturn and all the fancy graphics that super consoles



# the bin drivin', stay there.

can churn out, in *RD* we get nowt, apart from a teeny bit of texture-mapping on a barn door. If you're hoping for smooth scaling like in *Daytona* then keep well away from these race tracks - the only thing smooth about this game is the CD case.

There are some crunching sound effects when you prang your car into the wall or go over the edge and look out for the ZX81-type fireball effects in the replays. Oh yeah, before we forget, there are some lovely cardboard cut-outs of Jersey cows for you to knock over. It just gets better and better.

*Race Drivin'* insults the intelligence and makes the

Saturn seem more like the Game Gear - it should have stayed in the arcade or even better in 'Atari's ideas book'. We thank our lucky stars and Time Warner Interactive that we won't be seeing it over here in the UK - if you wanna laugh get your mate to buy it.

## Ultimately

Cack

20%

- It's staying in Japan
- It was developed

Machine:.....Saturn  
 Publisher:.....Time Warner  
 Developer:.....In-house  
 Price:.....£60 Import  
 Cars:.....8

JAP



► Qualify for the championships by completing the course in record time.

▼ The Speed Track isn't speedy!



PETIT TEST

### Ridge Racer

PlayStation • SCEE • £45

Hoorah! At last we in the UK can squander the slick moves of *Ridge* in our own rooms. As everybody must know, this game features some of the best texture-mapping ever. Phwoar!

We still only get one track but you can roar around on it backwards then try your wits on the extended version. Like always the PAL conversion is letter-boxed and runs slightly slower, but it's still unmissable.

## Ultimately

Converted

91%

- It's over here
- It's slightly slower



PETIT TEST

### Jumping Flash

PlayStation • SCEE • £40

Robit lollops over to the UK PlayStation with a totally tweaked PAL version. This 3D rabbit jumping platform game has been speeded up slightly for quicker gameplay and extra bonus levels have been added - remember the disappointment of the six level Japanese version? Well fear not, they've sorted it!

This was good before, but now it's jumpingly ace.

## Ultimately

Tweaked

89%

- More levels
- Letter-boxed





# Add Zero Divide

► Not enough levels to be classed a classic.



# by four ...who wrote that rubbish?

**W**hat has bizarre polygon creatures, is texture-mapped right up and is a superbly playable beat-em-up on the PlayStation? *Toshinden*? Well of course not, it hardly contains bizarre polygon creatures - now does it? It's *Zero Divide* of course, but what was the original point to this paragraph? Never mind - read on.

Developers Zoom give us the choice of eight spectacular looking characters, from a frenzied dinosaur called Draco, to a strange looking robot called Wild 3 who gets very trigger happy with his pump-action laser-rifle. You battle it out in a *Virtua Fighter*-style arena which

is particularly impressive when in scrolling-camera view - however, there's no option to change your view while fighting. There's a great bonus when you slip out of the ring, instead of falling and crushing yourself to death there's the chance to hold on in *Cliffhanger* style and pull yourself back up.

As always you battle through the characters to meet the final boss who, curiously has a seriously bad breath special move (stop eating those garlic burgers, mate). The surround-panning camera gives the 3D environment of this game that *Toshinden* feeling and some of the special moves are simply stunning. The speed could do with tweakage at times when

you're jumping or going in for the counter-attack - there seems to be an annoying action delay.

The three control buttons are, somewhat predictably: punch, kick and block, but with a few combinations and loads of practice there are some cracking specials to pull off. Check out Zero's four-hit combo which will put any opponent on the deck and then jump on their skull for lasting effect.

*Zero Divide* makes full use of the PlayStation's custom chips with some spectacular colours and brilliantly smooth scrolling (no 16-bit glitching here). Unfortunately all this colour and action can sometimes become overwhelming - you sometimes get the feeling that you don't know what's going on. The characters are definitely not your average beat-em-up

fighters and because of their size and gourad shading, arms and legs fly about everywhere with no blur.

Oh yeah, before we forget, there's a great two-player mode which is top fun if you complete the game. This is definitely what the Next Gen is about but could have had more options and fighters. Most people will steadily finish this game and its three difficulty settings.

Basically, this is good PlayStation beat-em-up action.

## Ultimately

Smooth

80%

- ⊕ Polygons galore
- ⊖ No real test

Machine: .....PlayStation  
 Publisher: .....Zoom  
 Developer: .....In-house  
 Price: .....£60  
 Players: .....1-2

JAP



▲ What's that blue cloud all about then? Answers on a postcard please.



▲ Some nice new touches but not enough for our liking. Roll on the sequel.



► After about half an hour's play, it all gets annoyingly easy. What a shame.







▲ Hang on, I'm 16-bit at best!



▲ These leg joints don't look very sturdy at all. No wonder he lost!



# Beat-em action in Outlaws of the Lost Dynasty but no John Wayne

▼ Is that bloke a basketball player?



▼ Innovative perspective but same old gameplay.



**Y**ou would expect Next Gen scrap-fests to follow in the blood trails of *Virtua Fighter* and *Tekken*, but sadly that's not the case and we have to put up with pillow-fighting pansies like *Outlaws*.

You get to choose from 11 colourful characters, tarted up in traditional Japanese fighting kit, that look like they've just hopped out of *Samurai Showdown* for a bit of a rumble on the Neo Geo. They also come tooled up with swords and nunchukus which, unfortunately, don't rip your head off or slash you to pieces, which is a darned shame.

SF style rotational pad movements allow you perform special moves, check out the girlish foot stomper, but it ain't the skull-crashing stuff that you'd expect from the Saturn. Hardened gamers like us will not be pushed in completing this import and thank

goodness the UK will be spared from this shambolic effort.

There is a two-player option if you wanna bore your mate with some face-slapping pseudo action, but it's definitely not worth stopping in for. If you do wanna laugh then check out the evil looking blue boss and his little wizard companion.

We hope that Next Gen developers won't clutter up our super-consoles with cheap and nasty games that are churned out to make a quick buck - like this one. We want serious beat-em-up action - none of this sluggish, ear-flicking playground nonsense. Rubbish!

## Ultimately

Outlawed

35%

- ◆ Classic genre
- It's a bit wet

Machine: ..... Saturn  
 Publisher: ..... Data East  
 Developer: ..... In-house  
 Price: ..... £50  
 Players: ..... 1-2

JAP



◀ That blue fella's like a dog on heat - a rabid dog at that. Get off!







# 3DO's

# Total Eclipse

# Turbo



◀ Watch the closing steel jaws in the tunnel sections.



◀ Collect the square icons for firepower power-ups.

**W**ith 18 months to play around with you would have expected those anoraks at Crystal Dynamics to have tweaked *Total Eclipse*, for the PlayStation, to total perfection. Well, we're sorry to say they've done diddly-squat in this respect. It's much of a muchness.



You're still firing your way through space against the evils of the Drak-sai and the whole trip is still as tedious as ever. The landscape levels look pretty cool but they still don't push the PlayStation to boiling point - we



know that the little grey baby is capable

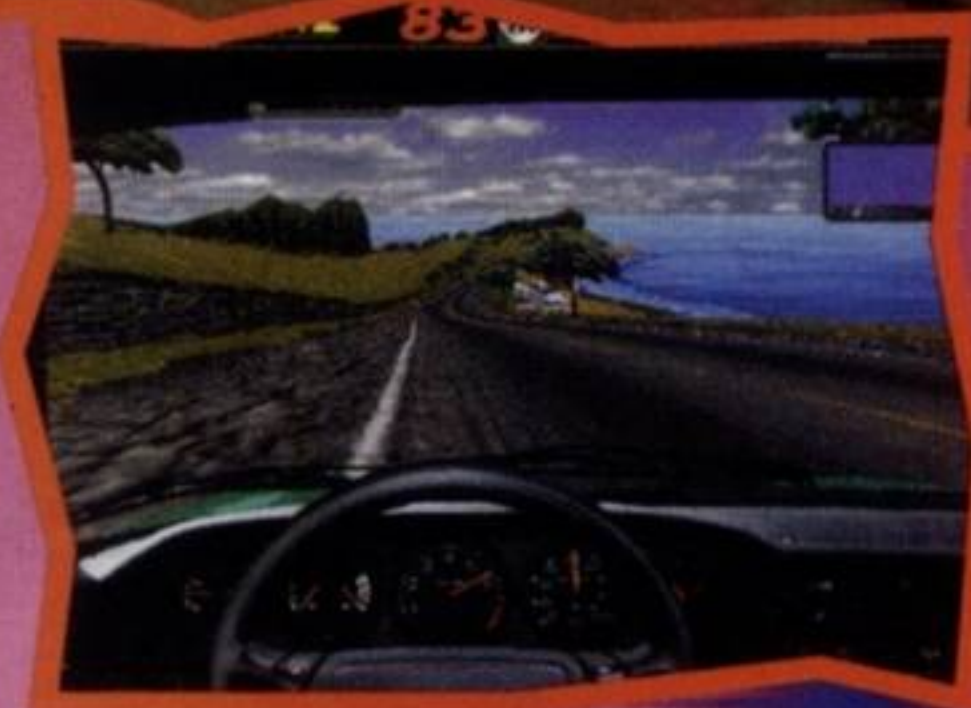
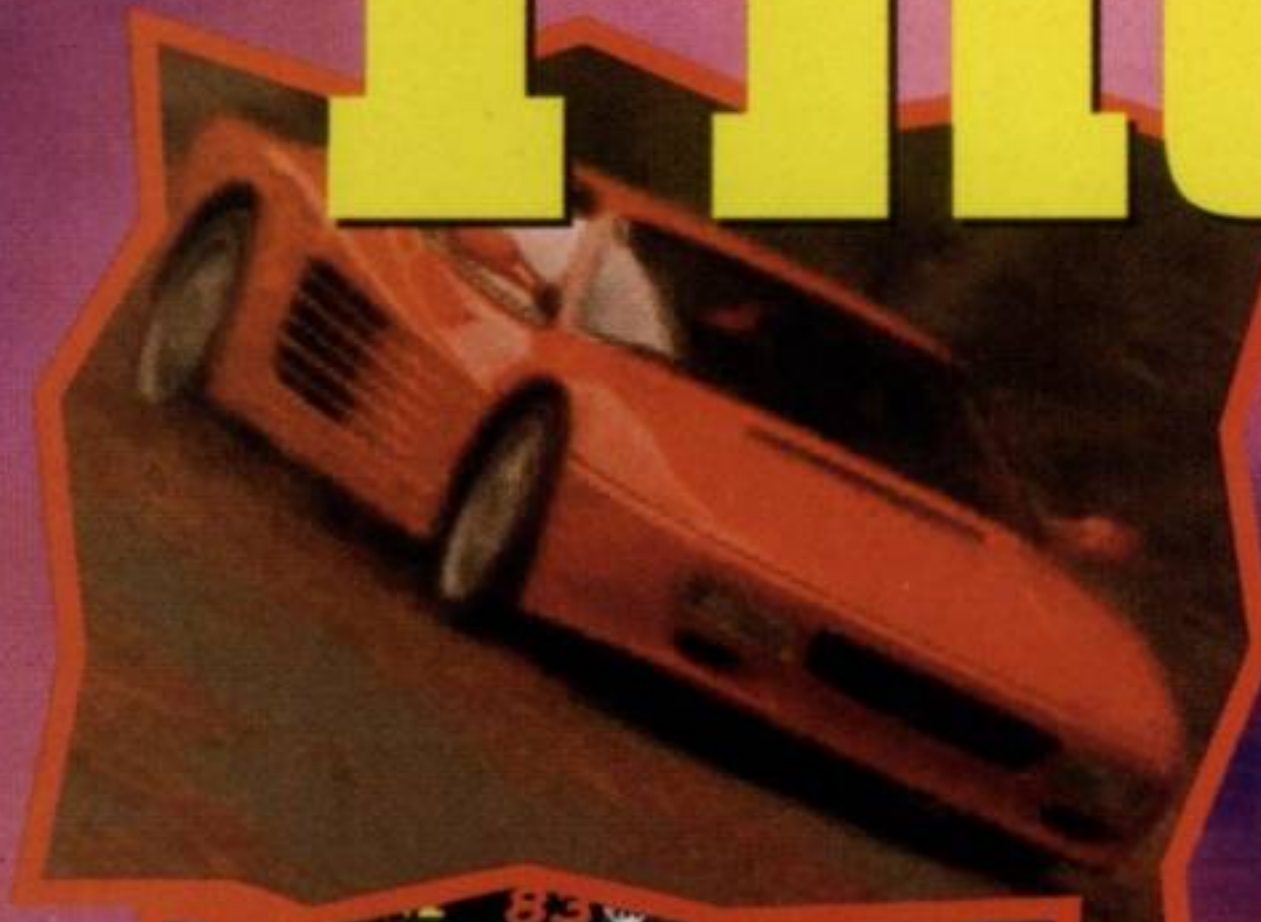
of so much more than this.

As with the 3DO version the tunnel levels are very hard to complete and whatever you target your super-doooper guns at, it never seems to blow up. There is, however, a save option

after each level so you never have to look back once you've managed to trundle through. Firing your big blaster also seems to slow you down leaving you a bit of a sitting duck.

As Next Gen blasters go, this is definitely one you should leave on the shop shelf. *Total Eclipse Turbo* is far from it. *Total Eclipse Yawn*, more like.

# The Need For



▲ The best racing game ever on the PC? Could be.

**N**nnnnnyooowm! That's the noise of a Pentium 100 overtaking a 3DO - on the inside! And d'you know what? It even had time to flick the Vs and cheekily sound its horn.

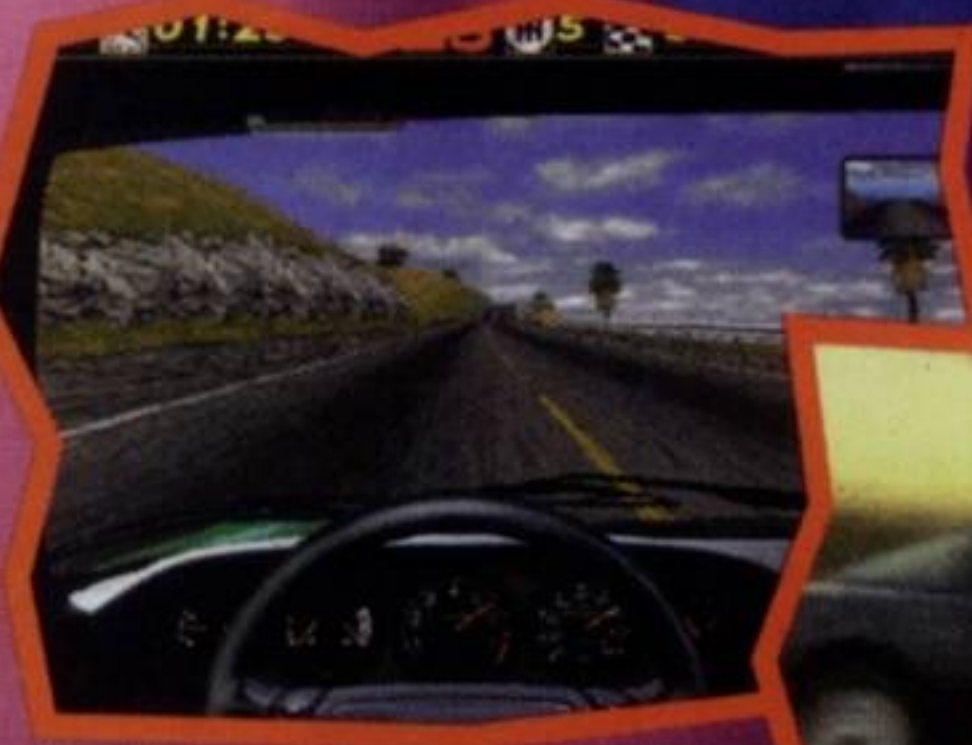
The PC's port-over is breathtaking. But what's this? Somebody found the hand-brake key, jammed it on and we're spinning down a beautifully-detailed track, through some extra-slippery snow, in an almost-real car. Does this spell disaster? No, controlling - even

failing to control - high speed skids is half the fun.

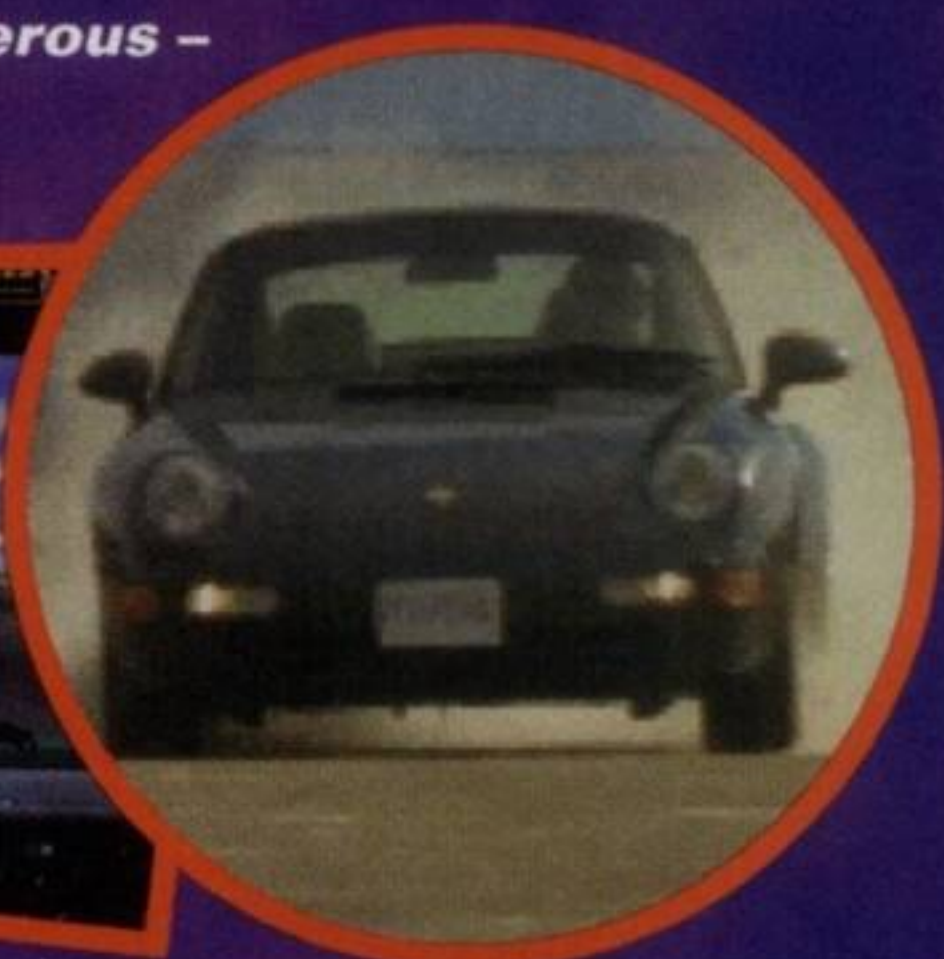
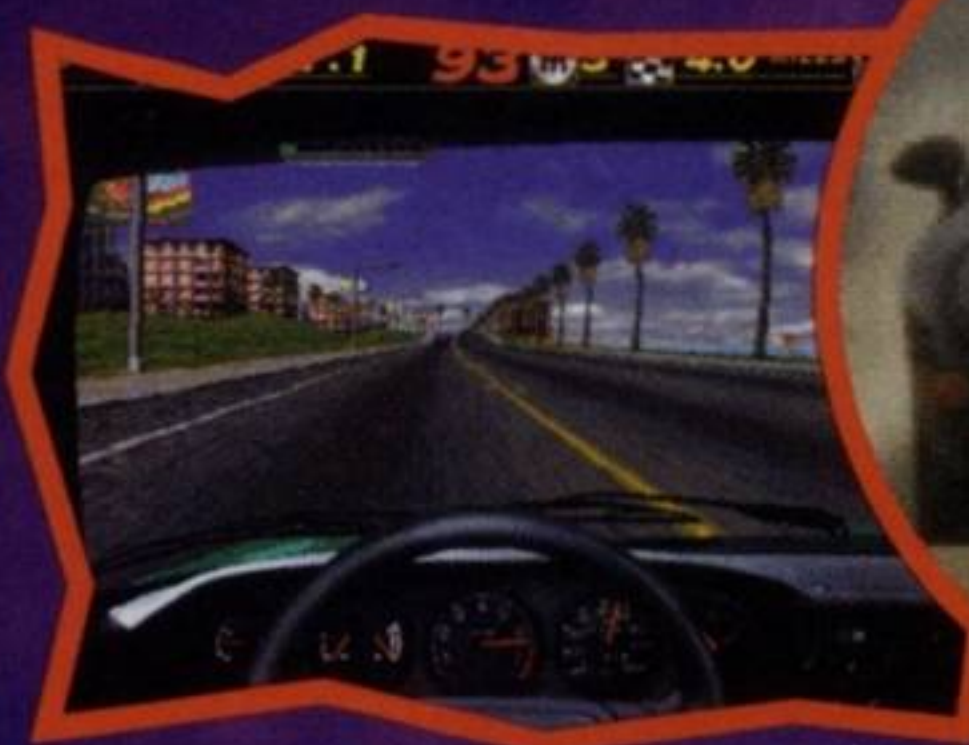
There's a rash of high quality arcade racers lining up on the PC's starting grid, and EA's *The Need For Speed* takes pole position. The tracks are smart and varied, the cars *feel* fast and look cool - just like the real cars they're modelled on - and the driving's responsively accurate. The whole game design neatly threads its way down the treacherous mountain pass that divides driving simulation from lunatic jumps,

stunts and gimmicks. It's the best thing ever - well, nearly.

The handling and convincing speed effects are the basis for a brilliant game, but it's when you consider the driving options available that this game's true character rounds the corner and runs you down. Get a steering wheel. Get another. Get a mate. Get a network lead. Now get driving the grin off his face. It's brilliant! Don't worry - even if you haven't got a mate, you can recreate amazing - and yes, *dangerous* -



◀ Top cut-away car action. This is not a game for girls. Sad but true.





▼ These things take quite a number of hits to destroy – nab those power-ups mates!



PETIT TEST

### DiscWorld

PlayStation • SCEE • £40  
Terry Pratchett is not a normal bloke, is he? In fact he's completely mad in the face and really should see someone about his twisted imagination. Still, on the upside his material does make for good gaming – as this illustrates perfectly.

You join Rincewind and chums as they stomp around on a giant turtle, or something. It doesn't really matter – this is a highly enjoyable pointy-clicker.

### Ultimately

Tippety-top

89%

- ⊕ Very, very, funny
- ⊖ Very, very, strange

### Ultimately

Yawnesville

40%

- ⊕ It's a blaster
- ⊖ Same as the 3DO version

Machine: .....PlayStation  
Publisher: .....BMG  
Developer: .....Crystal Dynamics  
Price: .....TBC  
Players: .....1

UK

# Speed

driving thrills by entering the head-to-head mode. Head-to-head? Face-to-face, more like! Yes, like the 3DO version, you can drive into oncoming traffic AT LUDICROUS SPEEDS!

Upcoming PC racers *Fatal Racing* and *Screamer* will need to find every last ounce of programming power and every last smidgen of horse power to beat *The Need For Speed* to the chequered flag.

► What *are* those slits down the side of that car?



### Ultimately

Adrenaline-y

92%

- ⊕ Fast, accurate and varied
- ⊖ Only fast on P90 or above

Machine: .....PC CD ROM  
Publisher: .....Electronic Arts  
Developer: .....In-house  
Price: .....£45  
Cars: .....8

UK

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PETIT TEST

## Killeak The Blood

PlayStation • SCEE • £40

You expect shoot-em-ups to be in-yer-face blasting bazooka mayhem but sadly this eery *Doom*-like game has lost its bonkers crazy gameplay.

The scaling is as smooth as a baby's botty and there's texture-mapping galore – even the music is death churning. The only thing letting this blast from the past down is the waiting around. Things don't happen.

**Ultimately**

Waiting

- Smooth scaling
- It's boring... yawn

65%



PETIT TEST

## Rapid Reload

PlayStation • SCEE • £40

Formally known as *Gunners Heaven* this platform shooter comes bombing its way on to the UK PlayStation all amo'd up.

With six stages, area bosses and loads of blasters to choose from, this is a 16-bit game enhanced for our super console. You still get the black borders but speed and fast furious action is still the major player. Flawed but fun really.

**Ultimately**

Blasting

- Fast and furious
- 16-bit gaming

71%

# Cranial numbers flash Riglo



▲ Musashi is engulfed by a huge blue sphere (right), but the traditional tinkly bell noise tells you right away it's just a Cure Spell. Phew.



**D**espite expectations, *Riglordsaga* is another turn-based strategy RPG. And we use the term 'RPG' so loosely that it's in danger of falling off.

You see, any Sega gamer familiar with the *Shining Force* titles will recognise the playing style instantly. But what you might not be expecting is the complete absence of narrative sequences, or introduction, or character interaction. This drops you straight into battle upon skirmish battle, where the only advancement of the story comes from the few lines of dialogue exchanged with bosses. The plot is so gossamer-thin that you could fold it into a miniature



▲ 'I told you we wouldn't catch anyone with such a big net.' Hurk, hurk – how irreverent we are in the company of serious strategy gaming options.



▲ The dungeon, from the spider-in-the-corner...



▶ ... and as seen by a fly heading for said cobweb.







◀ Oddly, Arthur and his cohorts look suspiciously 'soft' – like raggy dolls.

▶ When any game regurgitates that hackneyed 'ye olde scroll' effect, we expectorate in sympathetic union.



# once more in riglordsaga

Jackie Collins novel for your niece's doll's house.

A question for you. What is the point of rendering a fully three dimensional world, lavishly detailed and viewable from almost every angle and perspective, if your characters can still only move and act in two dimensions by counting off the squares like Monopoly pieces? Once you've got accustomed to the visual pizzaz and surface gloss it'll hit you that you might as well be playing a board game. An okay board game, sure, but a board game nonetheless.

Remember *Gauntlet*, and how the orcs would flock straight towards your exact position without having the intelligence to realise that there was a wall blocking their path? The lesser creatures in *Riglordsaga* suffer the same problem. Fine for an eighties arcade fantasy shooter, rubbish for a nineties strategy game.

Even then, the outcome of every individual fight is almost completely unpredictable. You might expect a strapping young lad swinging a filthy great

sword to lop more limbs than a rheumatoid old purse-snatcher with a whittled stick, but the random damage inflicted by your party of fantasy stereotypes is a constant surprise. Trying to plan a tight strategy with a handful of characters when you don't know if your archer will inflict two points of damage or 200 points doesn't exactly endear you to the system. Even if you reckoned yourself to be an experienced strategy-head, whose distended mekon-like cranium contained a second brain ideally suited to the processing of RPG battle tactics, *Riglordsaga* would set you cursing and sweating in your cagoule.

No, if we wanted computer wargames that play like this we could have held on to our Amigas. *Riglordsaga* impresses with its character-led visuals, but it's at the expense of both decent strategy and a rollicking storyline. In many ways it's as disappointing as last month's *Arc The Lad* on the Playstation, reminding us that we have yet to see a true Role-Playing Game



◀ The thief's shortbow has a range of just 15 feet. We'd have been stuffed at Agincourt with blokes like that.

for either of these 32-bit super consoles.

*Riglordsaga* will inevitably find its fans – it went straight into the number one slot on its first day of release in Japan, outselling all titles on every other console – but we won't be too disappointed if it never sees a translation for the West. Better RPGs coming...

## BITS

**Riglordsaga's developers**, the Japanese design team Micro Cabin, made an appearance in the very first issue of UFG. We reviewed their extraordinarily similar 3D game, *Powers Kingdom* (known as *Guardian War* in the West), and were equally unimpressed with its humdrum gameplay. Unfortunately *Riglordsaga* is selling ridiculously well in Japan.



### Ultimately

Battle-weary

59%

- ⊕ Marvelous environment
- ⊖ Where's the Role-Playing?

Machine: .....Saturn  
 Publisher: .....Sega  
 Developer: .....Micro Cabin  
 Price: .....£50  
 Characters: .....8

JAP



# EDGE

## SPECIAL EDITION

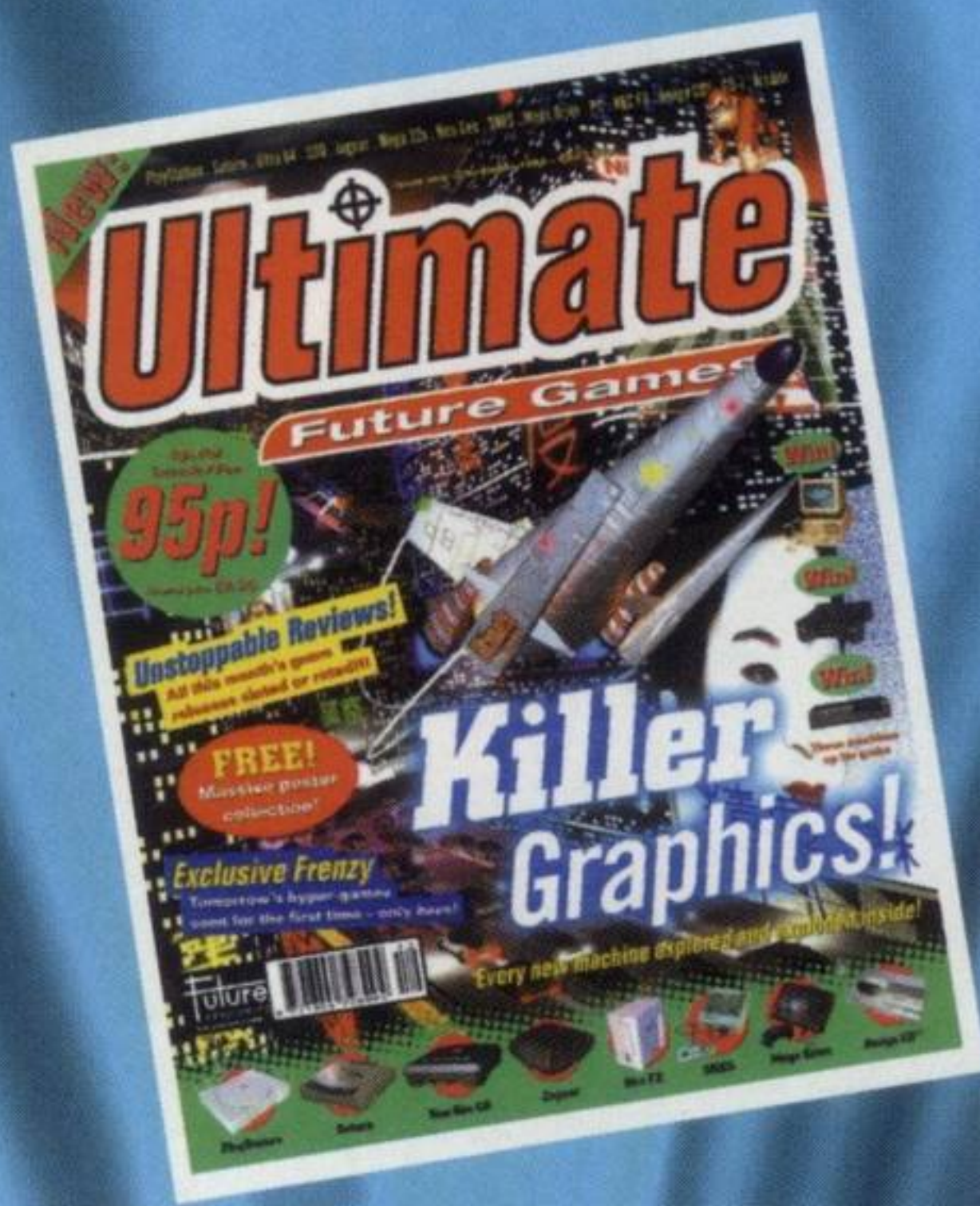
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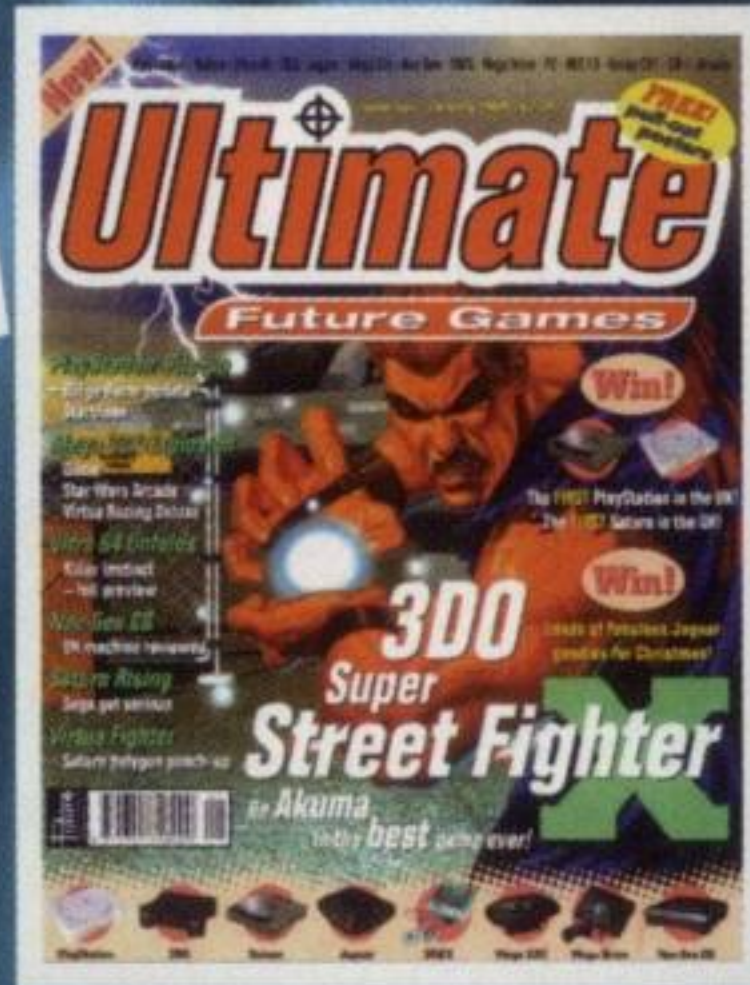
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**5** ▲ Sega throw a heavy punch in the face of the competition with their first shoot-em-up, *Panzer Dragoon*. We also review *Return Fire* for the 3DO. Plus! Check out our free poster map of the gaming world!

# Back issues



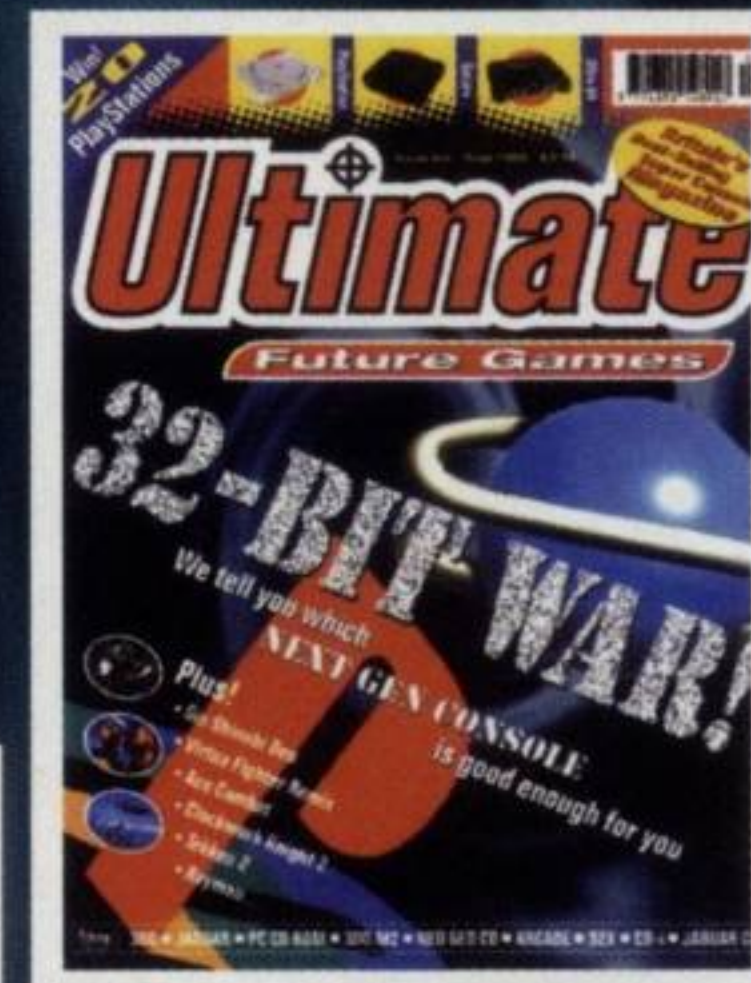
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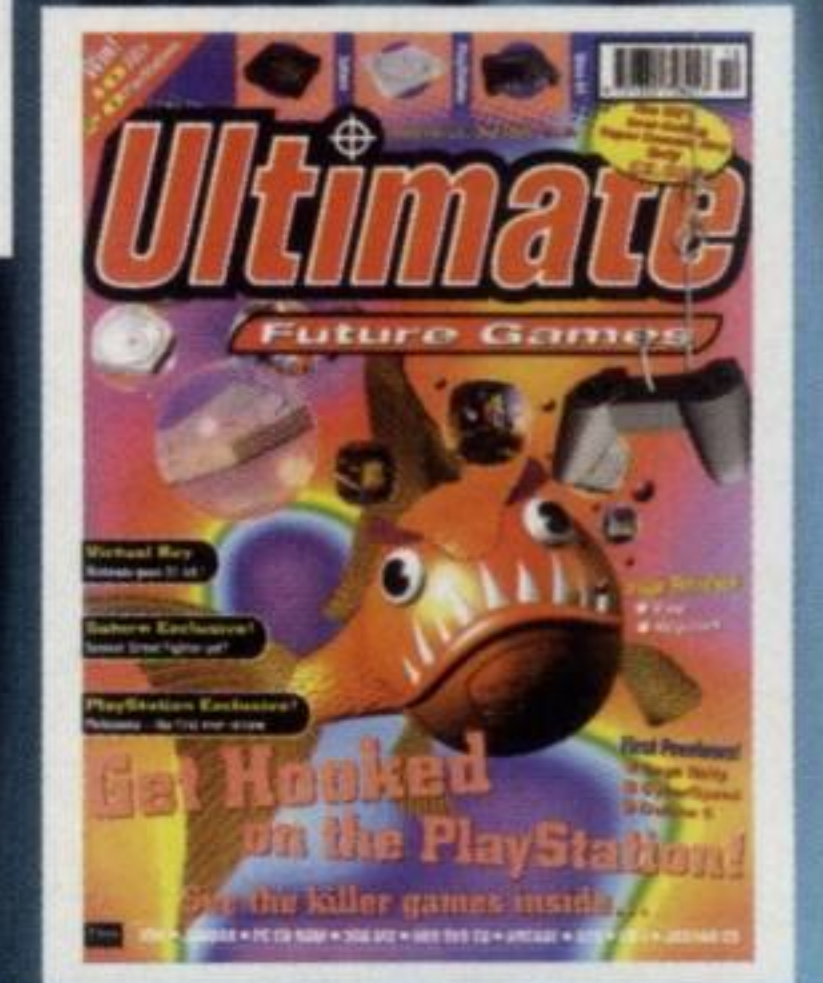
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Back issues



# 3<sup>rd</sup> Degree

Have you ever wanted to strut up to the software companies' doors and scream TELL ME! TELL ME! TELL ME! Well this is your chance - send us those questions that have been itching away at your brain to the usual address and we'll hound the people in the know until they squeal.

## Sega

- 1) Will *Sonic Arcade* be released on the Saturn as its first (and hopefully only) *Sonic*-esque game, or have Sega relegated *Sonic* to the walls on *Daytona* and *Metal Head* and promoted *Knuckles* to the rank of flagship?
  - 2) How many games companies are making or going to make games for the Saturn?
  - 3) What's happening on the 32X software front? Is *Virtua Fighter* the only game in development?
- Thomas Parish, Warrington**

- 1) No, but there may well be a *Sonic* game on the Saturn.
- 2) An ever-increasing number.
- 3) We will continue to support the 32X. Games in development include: *Kolibri*, *X-Men*, *FIFA*, *Virtua Hamster* and *Spiderman*.

**Mark Maslowicz, Sega Europe**

## Atari

Is the Jaguar a 64-bit machine or not? If so, why are Atari bringing 16-bit games on a so-called 64-bit

machine? And why are Atari taking so long to get *Rayman* out? Should I sell the Jaguar and buy a Sony PlayStation?

**Derek McKnight**

Yes, Jaguar is a 64-bit machine. It runs on a 64-bit bus, has two 64-bit graphics processors, together with two RISC processors running at 32-bits each and a fifth chip to control I/O. The central point is that it can process 64-bits of data in one go.

Atari are not bringing out 16-bit games, although there are some conversions from 16-bit games which have been enhanced. Look, for example, at the difference between the Jaguar version of *Syndicate* and the SNES or Mega Drive one. Other titles, such as *Super Burnout* - which was unfairly criticised by the press - runs at a staggering 60 frames per second. You cannot get faster! All Jaguar games have used at least 256 colours and there is not one title in its library that could run on a 16-bit machine. While we are producing major titles like *AvP* and big polygon games such as *Iron Soldier*, we do also like to ensure that our games concentrate on the most important aspect, which is playability. Big FMV CD titles may look good, but are ultimately usually shallow and disappointing. You should also be aware that 24-bit graphics are the optimum available to any coder, so to 'look 64-bit' is a bit of a misnomer, the extra power should be used for speed! Which is definitely a good thing.

Finally, vis a vis PlayStation - remember that the Jaguar is a cartridge machine with a maximum of four megabytes storage. The new CD machines have 790Meg, yet with *Rayman*, for example, Jaguar manages to achieve exactly the same look and feel as the PlayStation. Also, look at the Jaguar CD add-on, available by the time you read this.

**Darryl Still, Atari UK**

## 3DO

Why aren't 3DO advertising on TV yet?

**Steve Anderson, Sheffield**

The fact is that the 3DO systems have been selling as fast as Panasonic could make them. Last winter, the demand continued to surpass supply so, creating additional demand with TV advertising would not have been great business. This Christmas however, with both Goldstar and Panasonic making 3DO systems, we have the opportunity to think a bit bigger. I can't share our marketing plan publicly, but look for far more volume in our advertising. Have you seen the 3DO promo videotapes in the stores or the Panasonic cinema advertising? Check it out.

**John Edelson, 3DO Europe**

## Nintendo

I am writing to congratulate Nintendo on the Virtual Boy. My friend recently brought one back from the US and the 3D effect is amazing.

*Mario's Dream Tennis* is one of the games he brought back and I cannot fault it. Although everything is in red, the graphics are good. The control pad is easy to handle and apart from getting a sore neck from

leaning forward, it is quite comfortable.

I will definitely consider buying one. Just two questions though: have you any idea when they will be released in the UK or the number on the price tag?

**Ian, Childwall, Liverpool**

We cannot confirm a release date yet but assume that the price will be in line with the US pricing which is \$179.95 for the unit and \$39.95 for a game.

**Ruben Lawrence, Nintendo UK PR**

## Sony

What exactly is a 'blue' PlayStation, and where can I get hold of one from?

**James Pinder, Plymouth**

A de-bugging PlayStation is blue. If you're a developer you can have one, primarily they're for development use, not consumer as they're much more expensive.

**Caroline Stokes, SCE Europe**

## 3DO

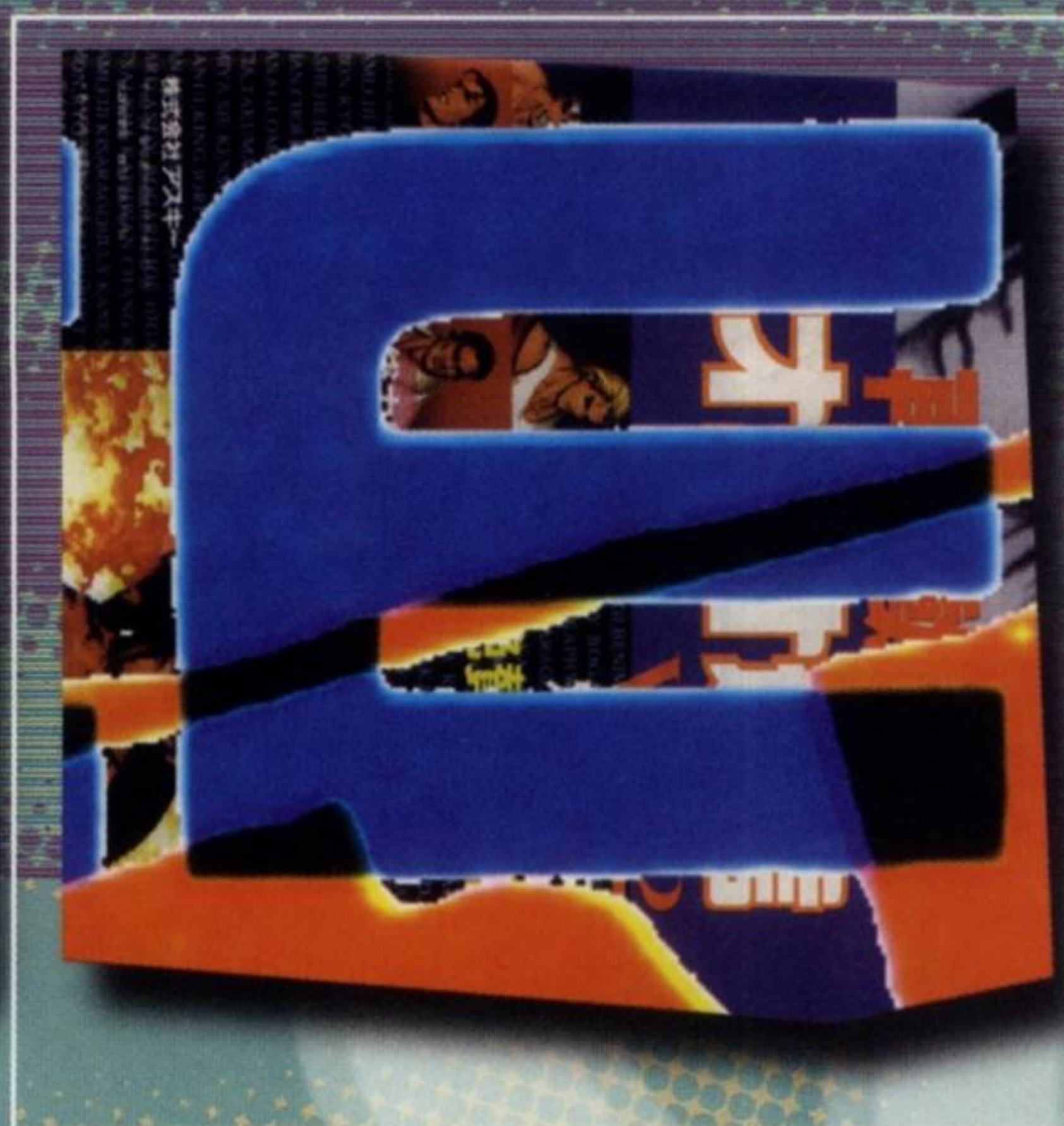
Are there sequels for the brilliant games *The Need for Speed*, *Return Fire* and *Myst* planned for this year or what? I'm gagging to know.

**Lee Roy, Bristol**

A sequel for *Shock Wave* has been announced by EA for November which has totally re-tuned gameplay. It should be a major simulation. There is talk both of a *Return Fire* data disc and a *Return Fire 2*, although nothing definite has yet been announced. Watch out for news in the very near future.

**John Edelson, 3DO Europe**





### Sega

I have recently purchased a Jap Sega Saturn. I was aware that there was some clipping in the game *Daytona* but I was very surprised that it continued into the end sequence when each track has been completed. Here the console need only show a pre-programmed sequence that should be perfect. Is this just sloppy programming on Sega's behalf or is there something else going on? This even happens in the arcade game *Sega Rally*, but it is no way as bad. Are Sega unable to program racing games because this does not happen in games like *Virtua Fighter Remix*?

Adam, London

Check out *Sega Rally* on the Saturn -- next to no clipping.

Mark Maslowicz, Sega Europe

### Atari

I myself am a Jaguar owner and a big Atari fan, having owned five Atari machines over the years. Having read every single issue of *Ultimate Future Games* I have never found your magazine to be unfair, anti-Atari or in anyway against the Jaguar or the Jaguar CD.

In fact, your magazine has not only provided the reader with excellent and fair reviews of all Jaguar software (it's not your fault the new batch of

Jaguar games is utterly abysmal -- it's Atari's third party developers), but also gave the first in-depth look at the Jaguar CD (and software) and now the first look at the VR headset.

It is Atari that do not seem to give a damn about giving the Jaguar the games the hardware has the power to provide.

Ross Sillifant, Holsworthy,

As we have been communicating on a personal level too, I know that by now you have seen the excellent supplement that UFG put together on the Jaguar and that this has shown you how many great games we have coming. Atari have a continuing policy to develop top quality, innovative and original titles and the fruits of our two new development centres set up secretly last January are beginning to ripen.

Darryl Still, Atari UK

### Sony

Are we going to be able to watch Video CDs on the PlayStation?

PP, Millbrook, Southampton

That's not what the PlayStation's made for. It's a GAMES machine. Lovely FMV, though.

Caroline Stokes, SCE Europe

### Sony

What peripherals will I be able to buy for the PlayStation?

Russell Wiltshire, Weston

Memory card, controller, mouse, link cable, Euro AV cable, multi-tap, ASCII pad, ASCII stick and Neg Con ranging from £19.99-£49.99. They're all worth getting.

Caroline Stokes, SCE Europe

### Namco

I'm a great fan of Namco and I'm glad that they have made their game converting deal with Sony. After drooling over your pictures of Namco's sequel to the ever-popular *Tekken*, I began wondering if *Cyber Cycles*, *Air Combat 22* and *Cyber Commando* were being converted to the PlayStation?

Alistair Griggs, E-mail

We have no plans to completely convert those three coin-op titles for the home videogame platforms at present, but our *Air Combat* for the PlayStation is similar to *Air Combat 22*.

For your reference, the above answer does not mean there is no chance of converting *Cyber Cycles* and *Cyber Commando* in the future at all. Of course there is a chance, but we do not know at present. Regarding PlayStation *Air Combat*, it was developed to play more suitably at home than *Air Combat 22*. As you know, the complete conversion from coin-op to home video is not always the best way. Therefore, perhaps there is no chance of a complete conversion of *Air Combat 22* in the future.

Tsuyumi Toyoda, Namco Japan

### Sony

Why do some PAL games run slower than the NTSC versions (and have borders), while others don't? *Ridge Racer* is distinctly slower than on a UK machine, but from what I've seen of *Wipeout*, it runs at almost the same speed with considerably smaller borders.

Clive Norris, Manchester

PAL TV standard is defined as 50Hz update or 50 frames per second and NTSC runs at 60Hz. PAL benefits from having a larger display area made up of more vertical pixel lines. PAL TV standard modulates colour better.

In order to make a game fill the screen on NTSC the game will use 240 vertical pixel lines. In order to fill the screen on PAL, 272 are needed. The extra 32 pixels mean more graphics are needed to fill the extra space -- meaning more graphics have to be stored in VRAM. In a few cases where the NTSC game was written first, it was not possible to accommodate the need for the extra graphics. This means a few games are letterboxed -- dividing the extra 32 pixels into two bands of 16 pixels top and bottom of the screen. This is the 'letterbox' effect. The effect on the PlayStation is much smaller than on Sega or Nintendo 16-bit machines where the border was often larger and the technical constraints even greater. Without going into deep techno speak, the PlayStation is much easier to do 'full screen' PAL than older machines.

The PlayStation hardware allows programmers to use the full 272 pixel lines for their screen image -- and if this is planned into the game from the start of development it will be possible to make a PAL version that is full screen without any problems whatsoever. *Basketball*, *Wipeout* and *Destruction Derby* are examples of this. *Ridge Racer* was written for NTSC in Japan before the PAL hardware was finished. That's what happens with import games.

Caroline Stokes, SCE Europe



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**PlayStation Primal Rage  
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Part three**

**Ultra 64  
launch details**

**Reviewed:**

**Loaded  
Striker '96  
Alone in the Dark –  
Jack is Back  
Krazy Ivan  
Thunderhawk 2**

**In-game music grows up!  
Chemical Brothers, Leftfield, Pop  
Will Eat Itself, Orbital... how the  
entertainment boundaries are  
starting to collapse!**

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– out Wednesday 1st November**

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computers.'* – SYDNEY J. HARRIS



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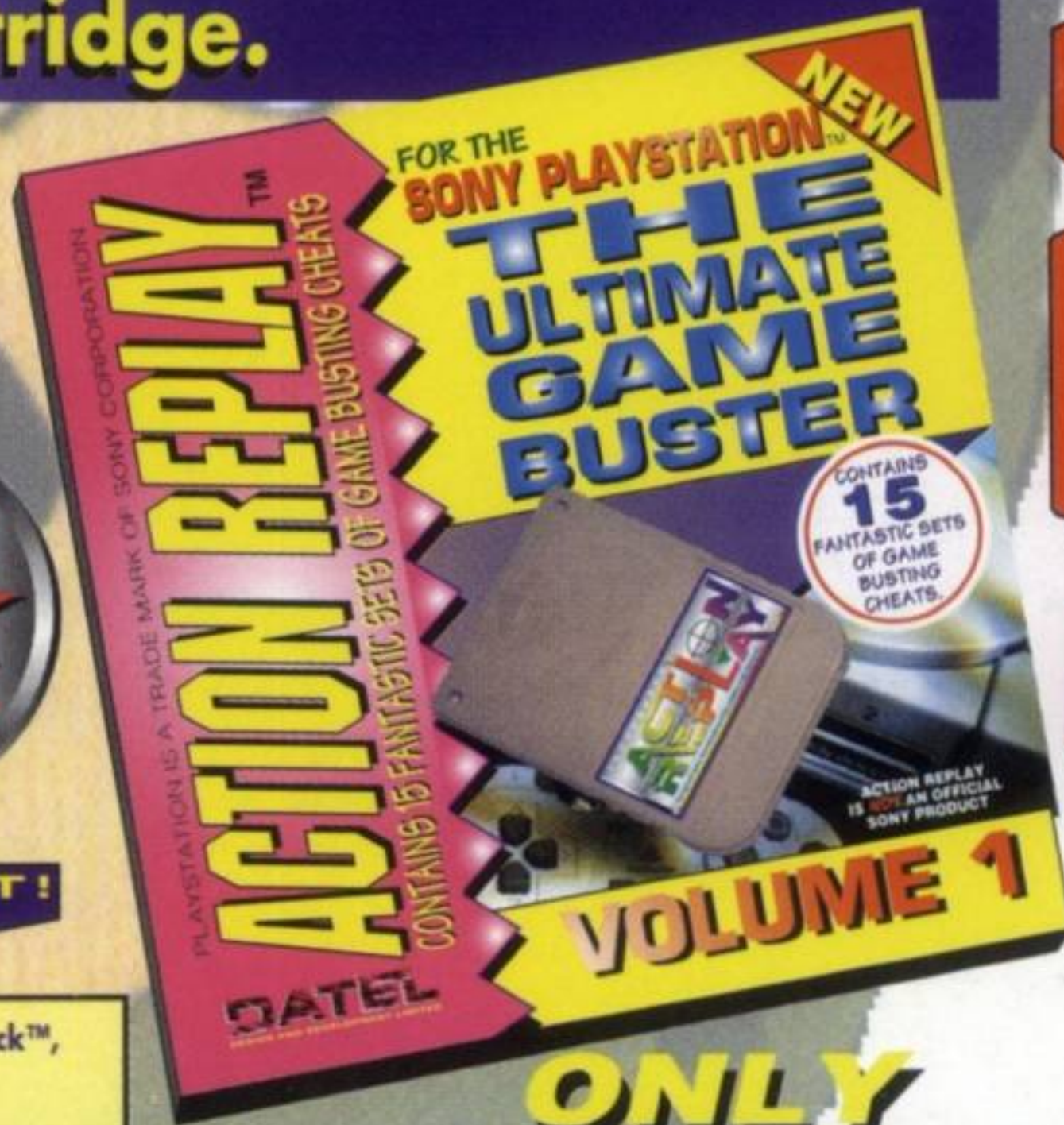
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MUM THINKS  
THEY'RE DESTROYING MY BRAIN.”

*“His new video games*

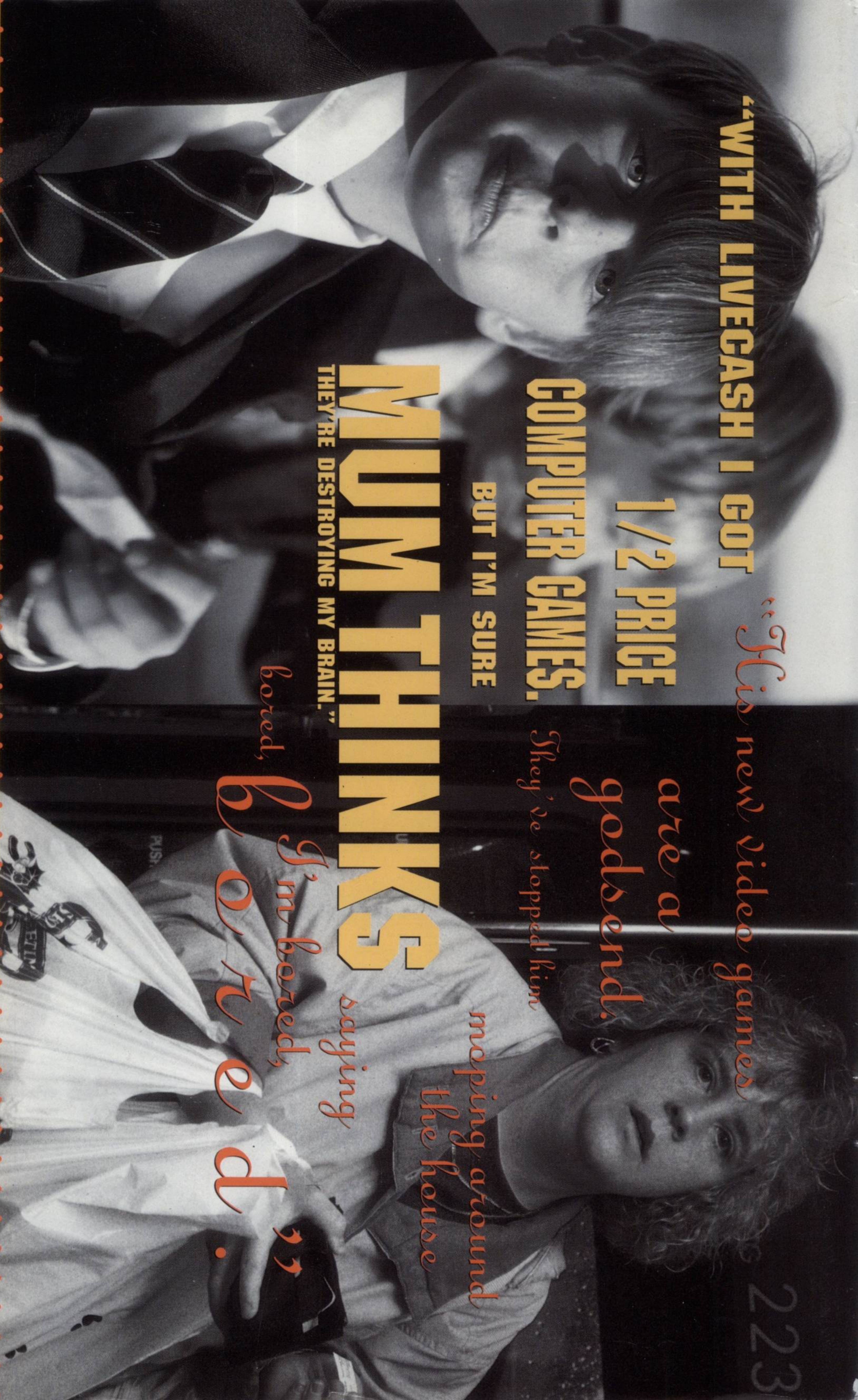
*are a  
godsend.*

*They've stopped him*

*mapping around  
the house*

*saying*

*“I'm bored,  
bored,  
bored.”*



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