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# Ultimate

## Future Games

### PlayStation Pile-up

Ridge Racer update  
Starblade  $\alpha$

### Mega 32X Explosion

Doom  
Star Wars Arcade  
Virtua Racing Deluxe

### Ultra 64 Unfolds

Killer Instinct  
- full preview

### Neo Geo CD

UK machine reviewed

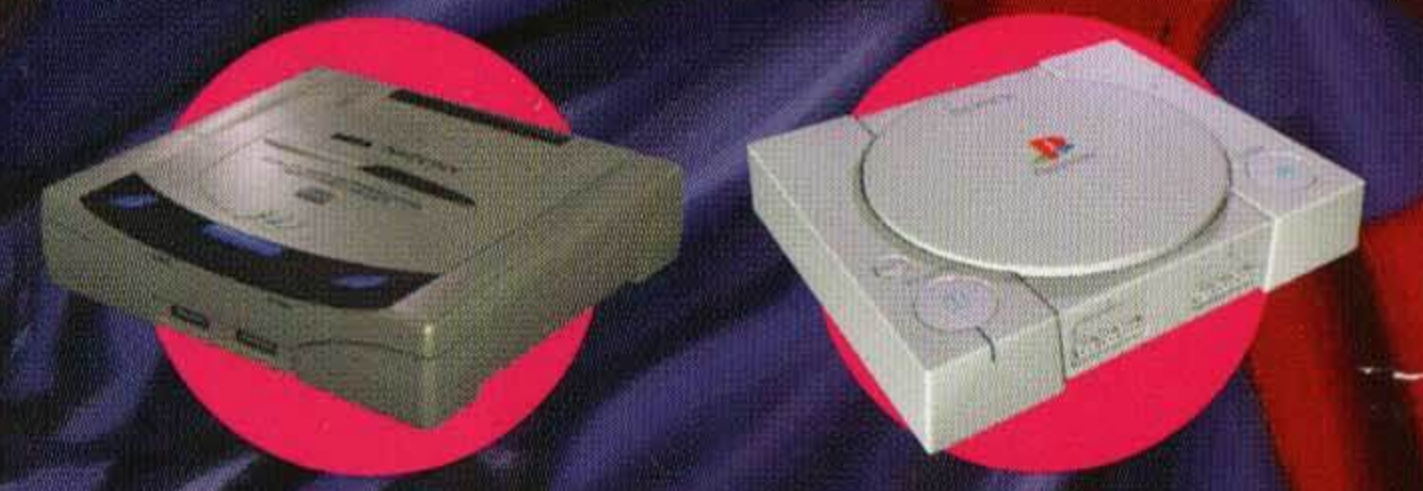
### Saturn Rising

Sega get serious

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# 3DO Super Street Fighter X

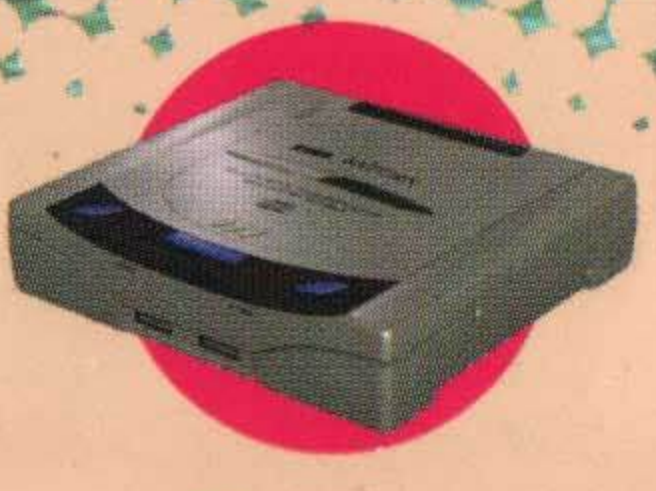
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PlayStation



3DO



Saturn



Jaguar



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# BEAT THE



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92%

**Superplay**  
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91%





# TRAFFIC!



# STREET RACER

**IT'S A RACE RIOT**

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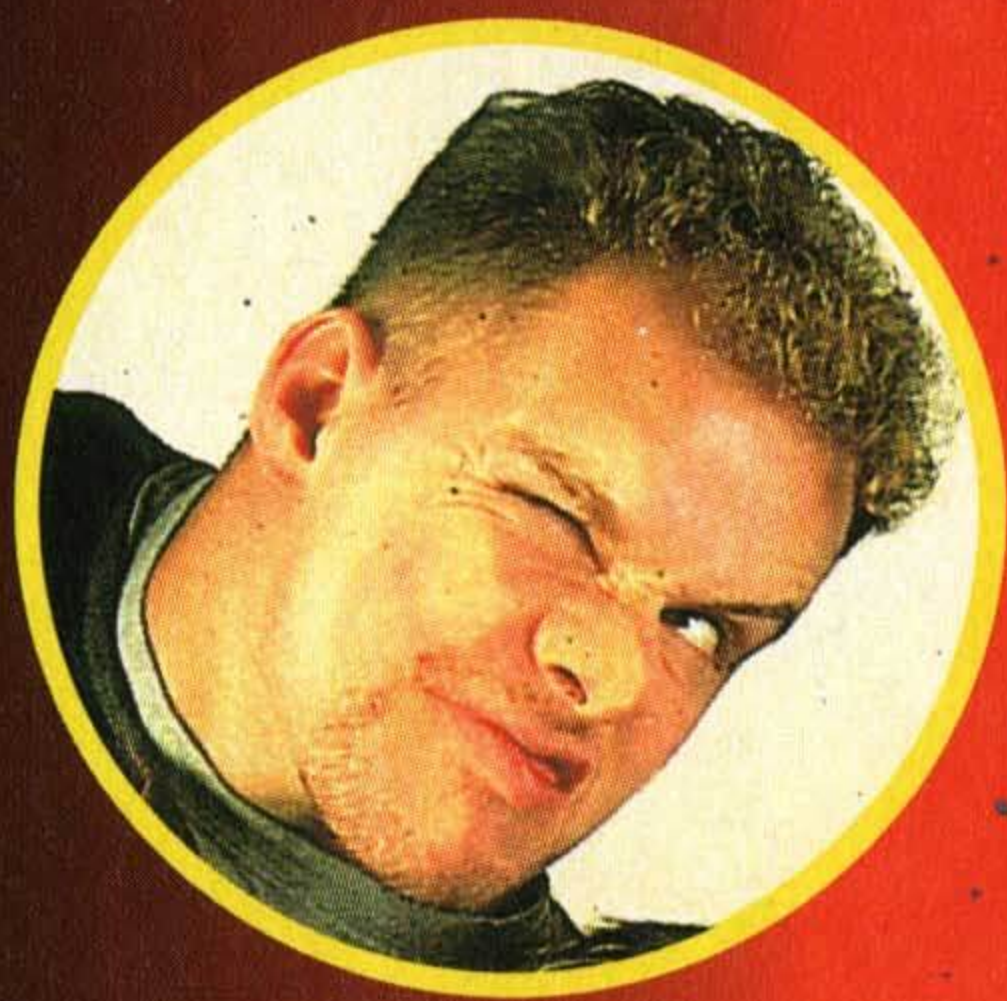










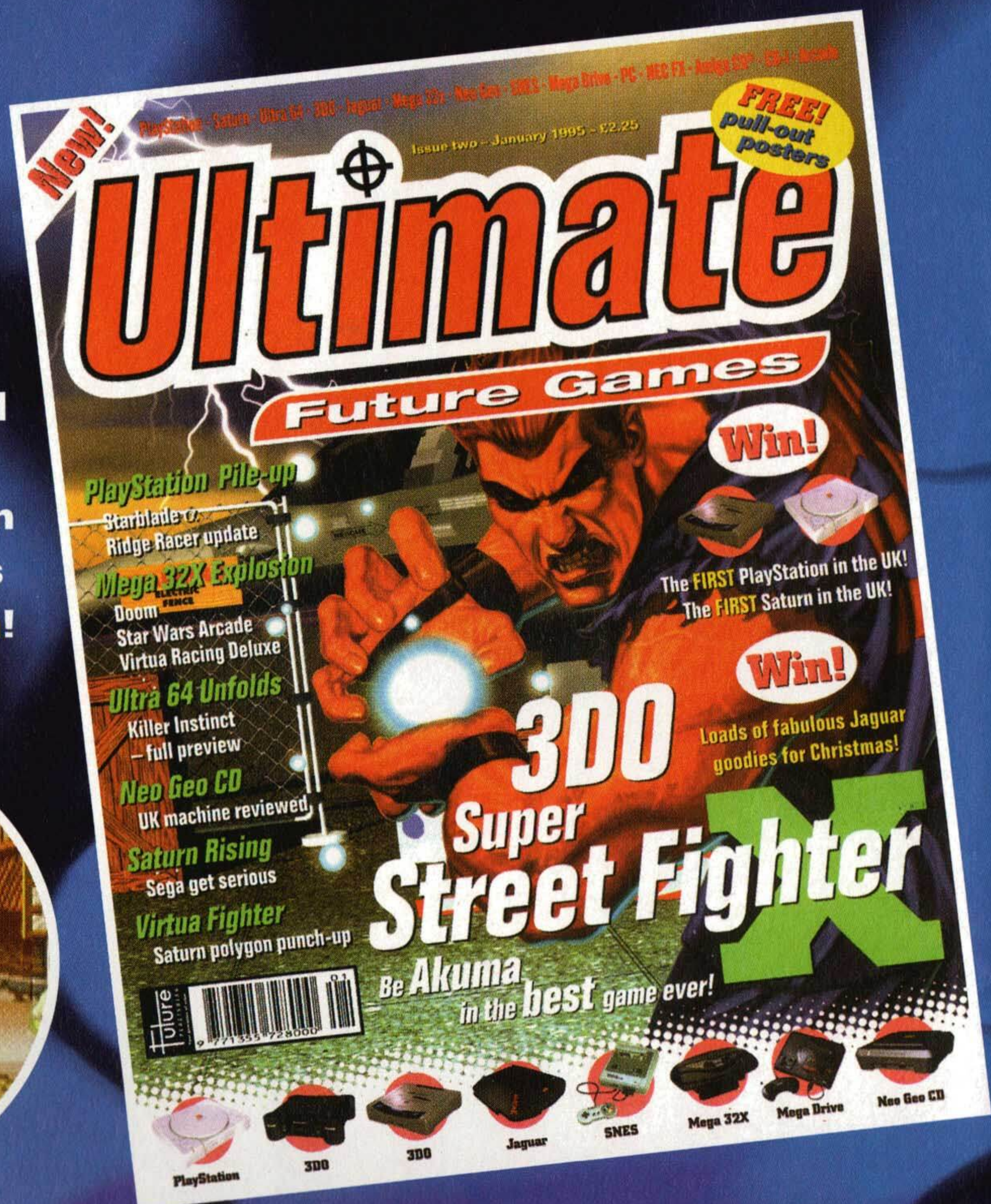


**S**till reeling from the fantastic first issue? Well, stop reeling now 'cos it's time to get on with reading the unbelievably even better second issue. Your senses will be overwhelmed by stunning previews like *Killer Instinct* and *Virtua Fighter*, leaving your body's defences helpless against reviews like *Super Street Fighter 2 X* and *Virtua Racing*. So be warned – this isn't a mag for the faint-hearted. Good luck.

**Frank, Editor**

## Cover feature

**80** First review of the best home version of *Street Fighter 2* ever. *Ultimate* had an exclusive look at the only copy in Europe, so join us as we 'be' **Akuma!**



# Super Street Fighter X

## PlayStation

**10** It's sold out already in Japan. We find out why they love it over there...

## Saturn

**18** The latest news on the Saturn universe.



## Killer Instinct

**12** In test sights in the US this has been the most popular coin-op ever. And it's heading for the Ultra 64. Will it be worth all the hype? We reckon it will...

► Will *Killer Instinct* get the Ultra 64 off to a roaring start?





# Ultimate

## Future Games

### Neo Geo CD

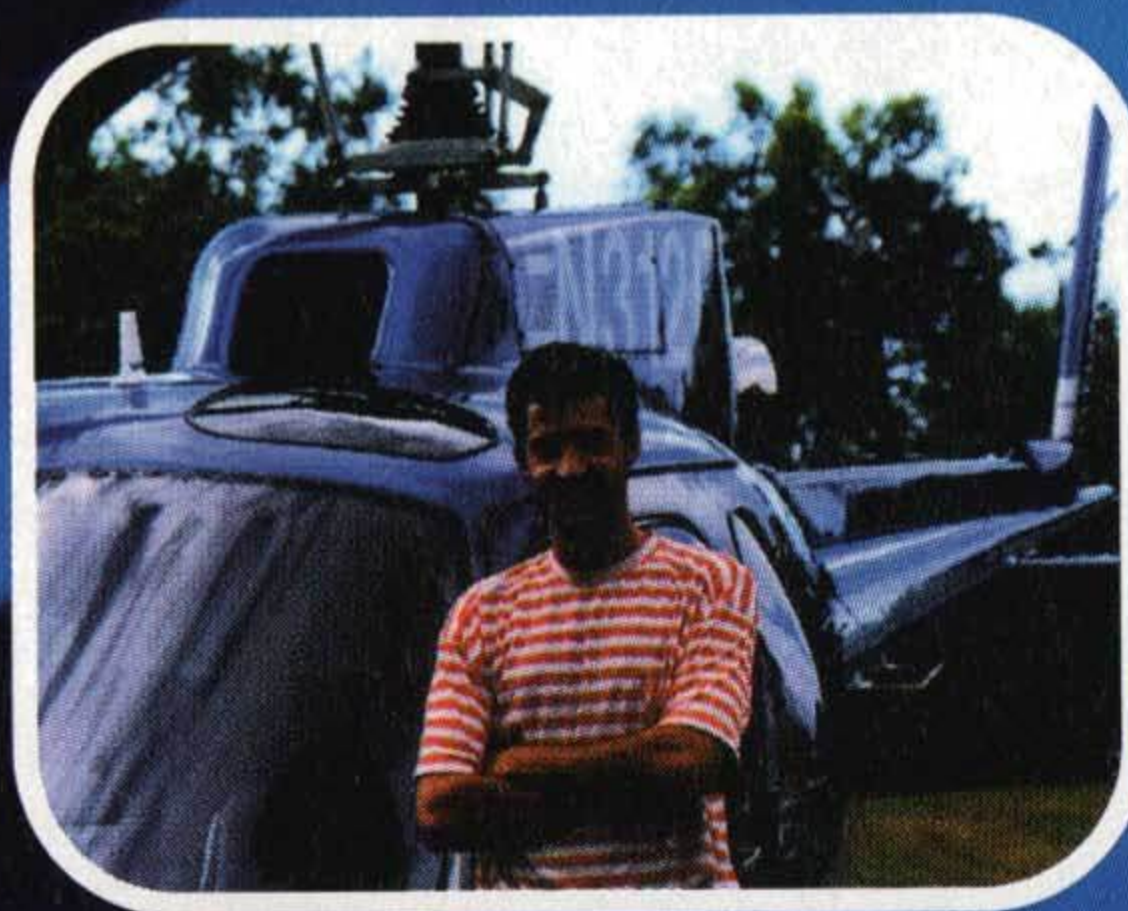
**52** It used to be the connoisseur's console, but now it's come down to a price where it can compete against the big boys of the console world – Sega and Nintendo. Why? Because now there's a CD version. We take a peek at the first crop of games...



### Filthy, Stinkin' Rich

**76** Money, money, money, it's so funny... unless you haven't got much. But we interview three game-types who have... tons.

► *Earthworm Jim* paid for this chopper. Part of it. Maybe...



### Judge Dredd

**72** Finally, Old Stoney Face makes it to the big screen. *UFG* went to see the filming of Acclaim's ad for the game of the film of the comic.

▲ We tell you how *Mega City One* is shaping up. We've been there, you see.

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Crucial previews and the hottest news.

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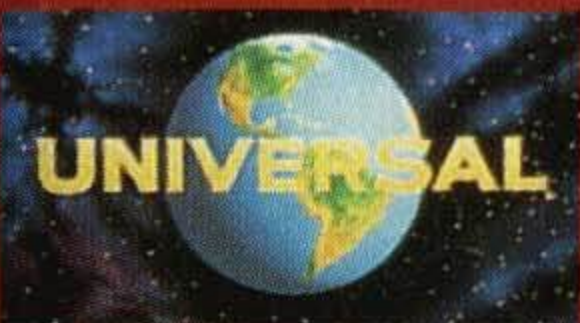
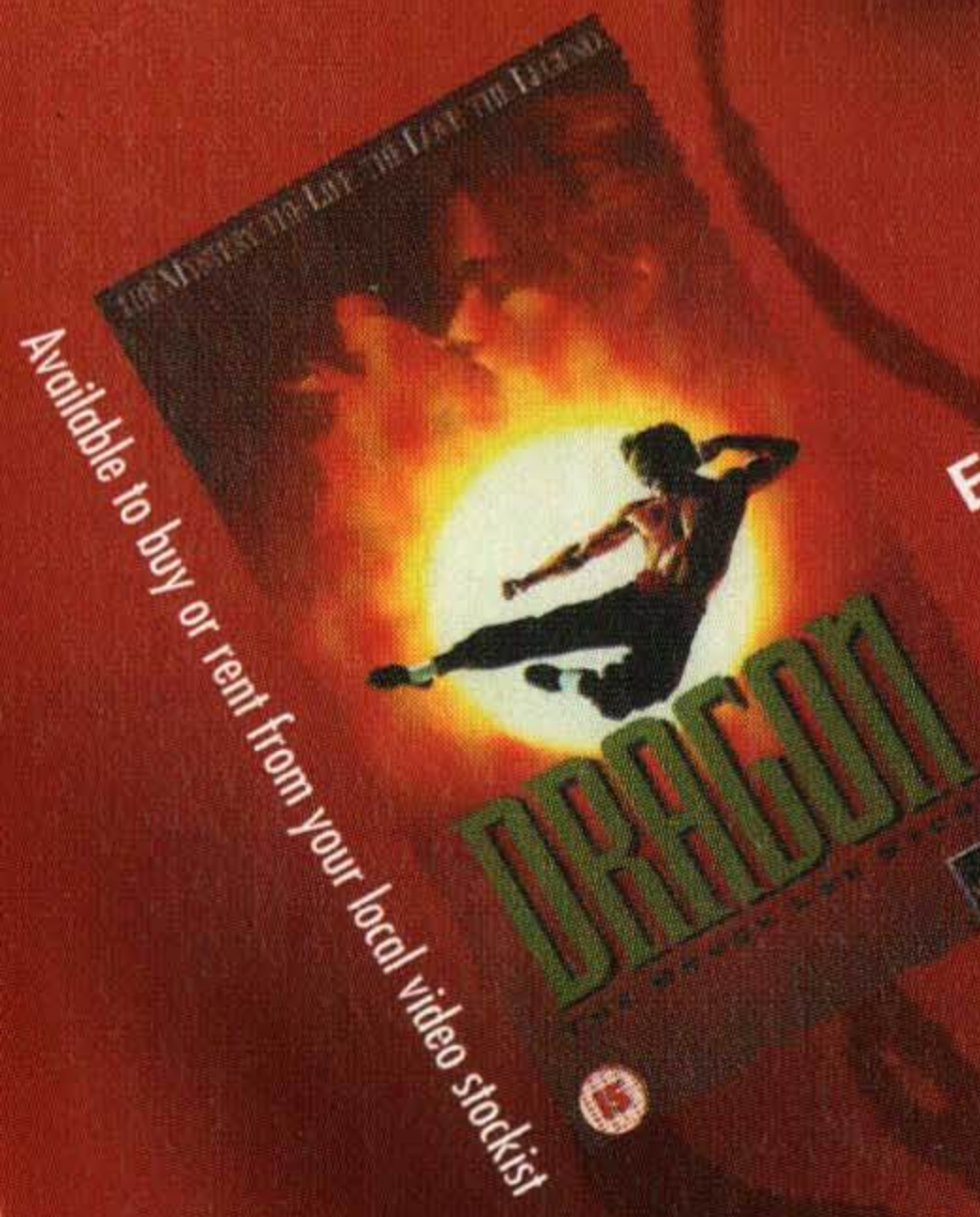
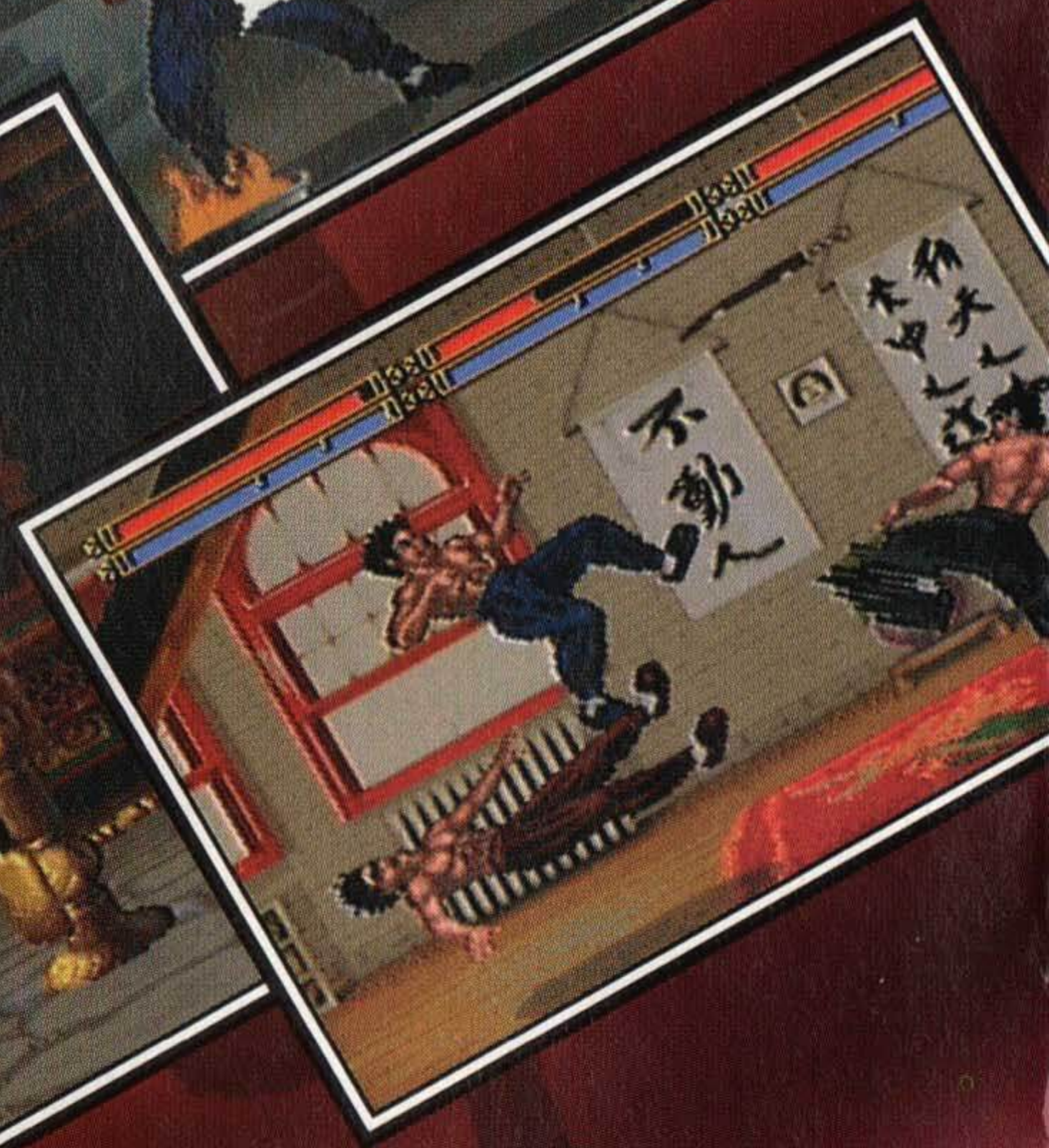
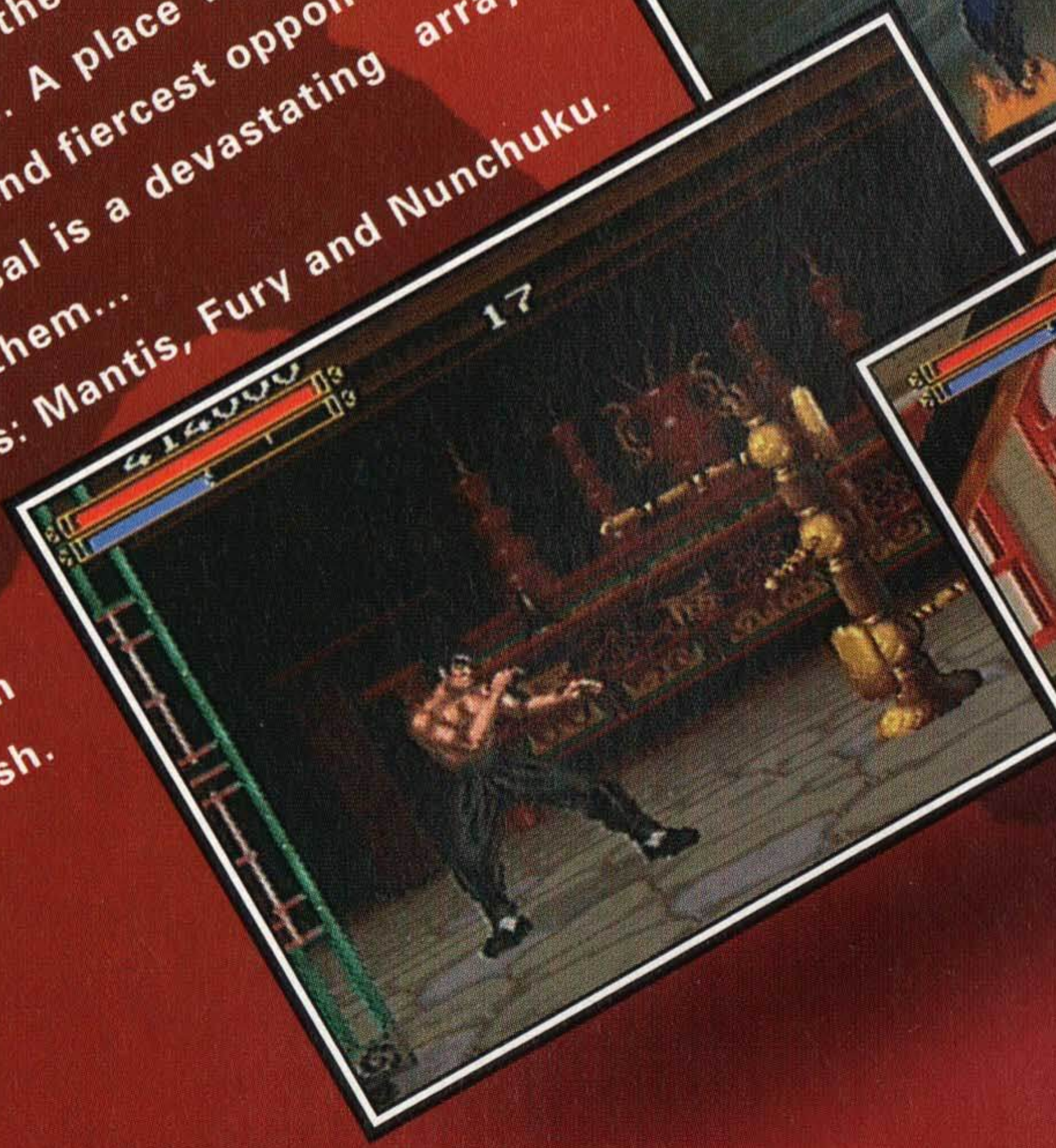
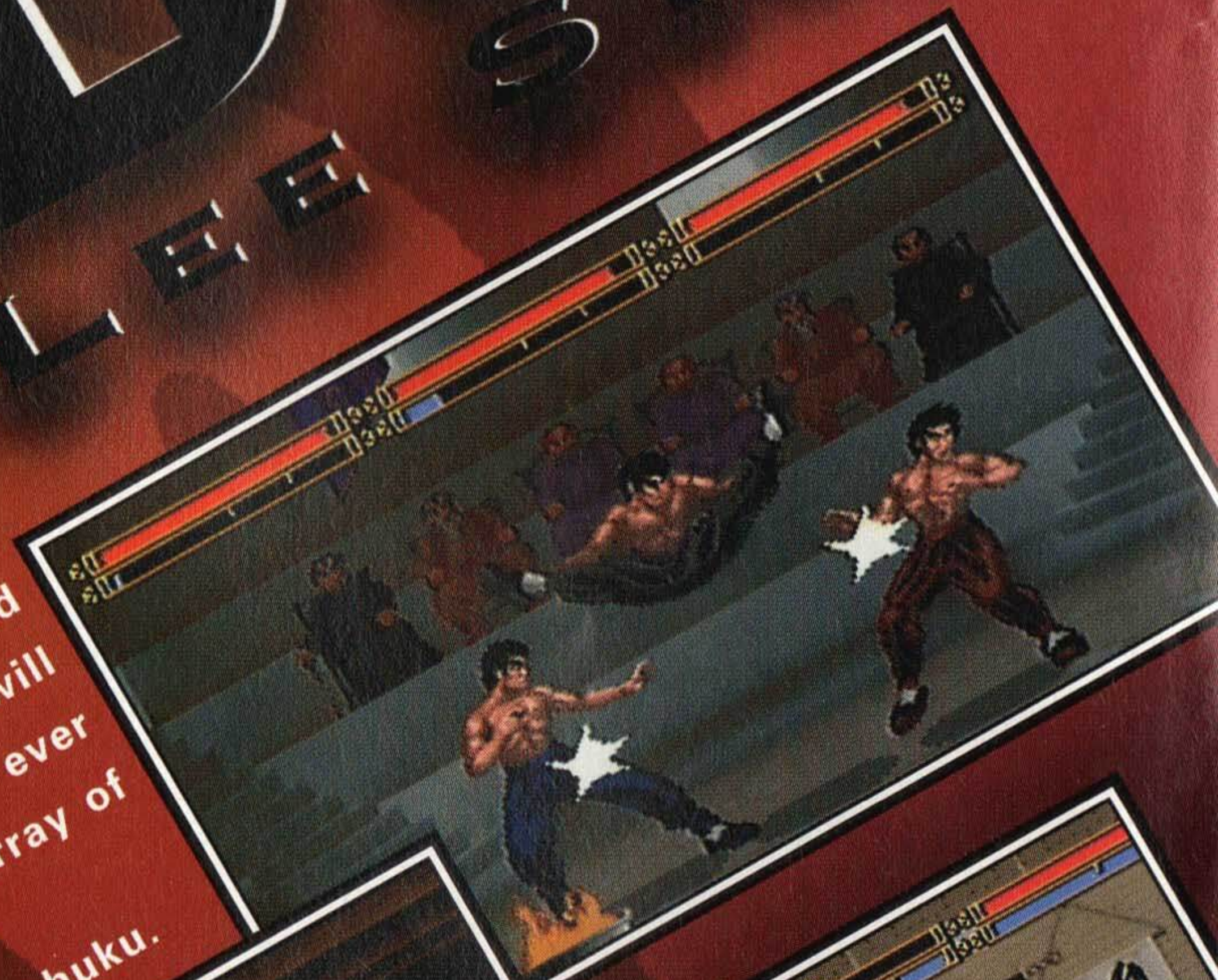




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Ultimate 2

# Up-front

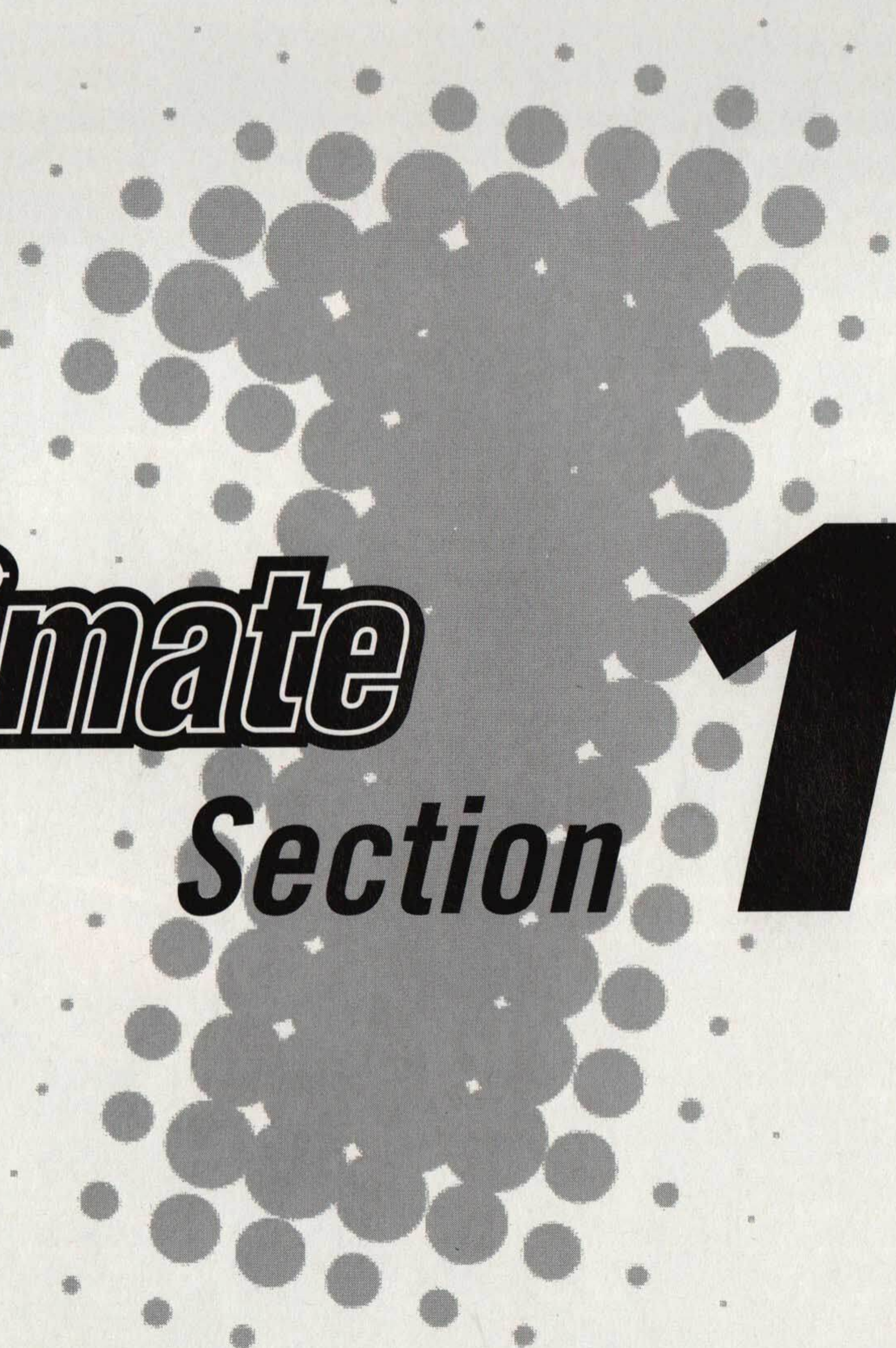
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# Ultimate Section 1





# PlayStation

**T**he Sony PlayStation is almost upon us. The Japanese consumers are convinced, the industry is behind it, and it cannot fail. As a matter of fact, it has already succeeded before it's even launched. The advance orders indicate a 100 percent sell-out. Not bad for a machine that nobody has actually played yet.

At a recent press conference, Sony invited hundreds of Japanese journalists to witness the unveiling of hardware, software and most importantly, prices.

## The PlayStation is...

...confirmed at a gob-smackingly affordable ¥39,800 which works out to approximately £250. This makes it the most affordable CD console around, cheaper even than Commodore's CD32. More importantly in Japan, it's cheaper than the Neo Geo CD.

## The software line-up is...

...just as dramatic as the price. From day one, Japanese players will be able to get their sweaty palms on the hottest arcade conversions, the weirdest puzzle titles and the most impressive original games for ages. The biggest spook story is that the

games will come on distinctive, and somewhat creepy black CDs, to distinguish them from normal CDs. Weirdola.

## But is everything going to...

...go Sony's way in the next generation console war? According to our Japanese sources, PlayStation fever has cooled considerably, and the Saturn, which is being released at the same time, could be the eventual winner, with the Japanese going for the machine that plays their favourite beat-'em-up - *Virtua Fighter*.

Both machines will sell tons, sure, but by next month we'll be able to tell you which one's won the first battle.

## The games

On December 3rd, you'll be able to buy **eight games** for the Sony PlayStation and, frankly, only a few of them are going to appeal to us Brits.

Two racing games head the line-up, Sony's own *Motor Toon GP* and, more importantly, Namco's *Ridge Racer*.

Japanese trade pundits expect both titles to achieve nearly

100 per cent saturation - in other words they expect every PlayStation owner to **buy both**.

The other six games are a rather **dodgy-looking** line-up, including *Philosoma*, a scrolling shooter, *Power Baseball*, *Ultimate Parodius* and *Tama*, a weird puzzle game with elements of bonkers SNES title *Cameltry*.



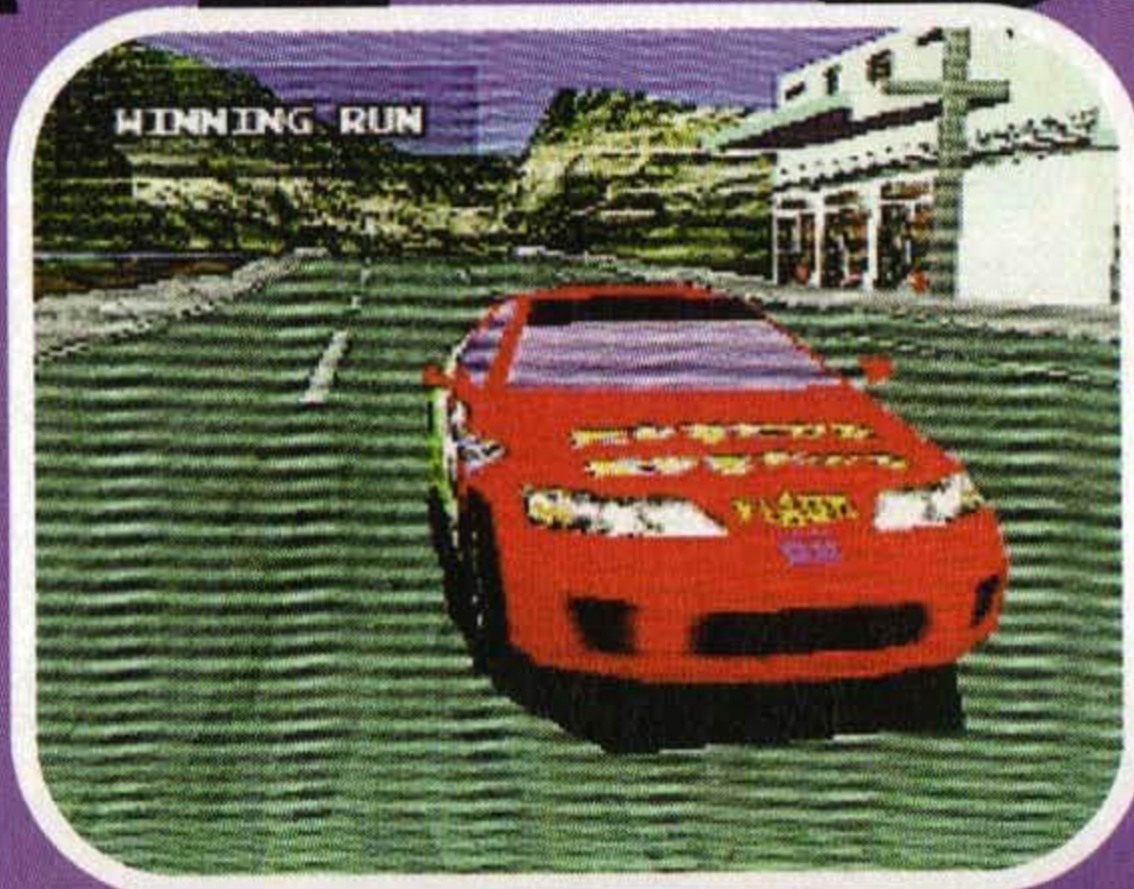
▲ The most anticipated machine in the history of video gaming. But this is the first machine from giant corporation Sony. The hype has begun to ease (thankfully) in Japan, but only because of Sega's powerful ad campaign for the Saturn.



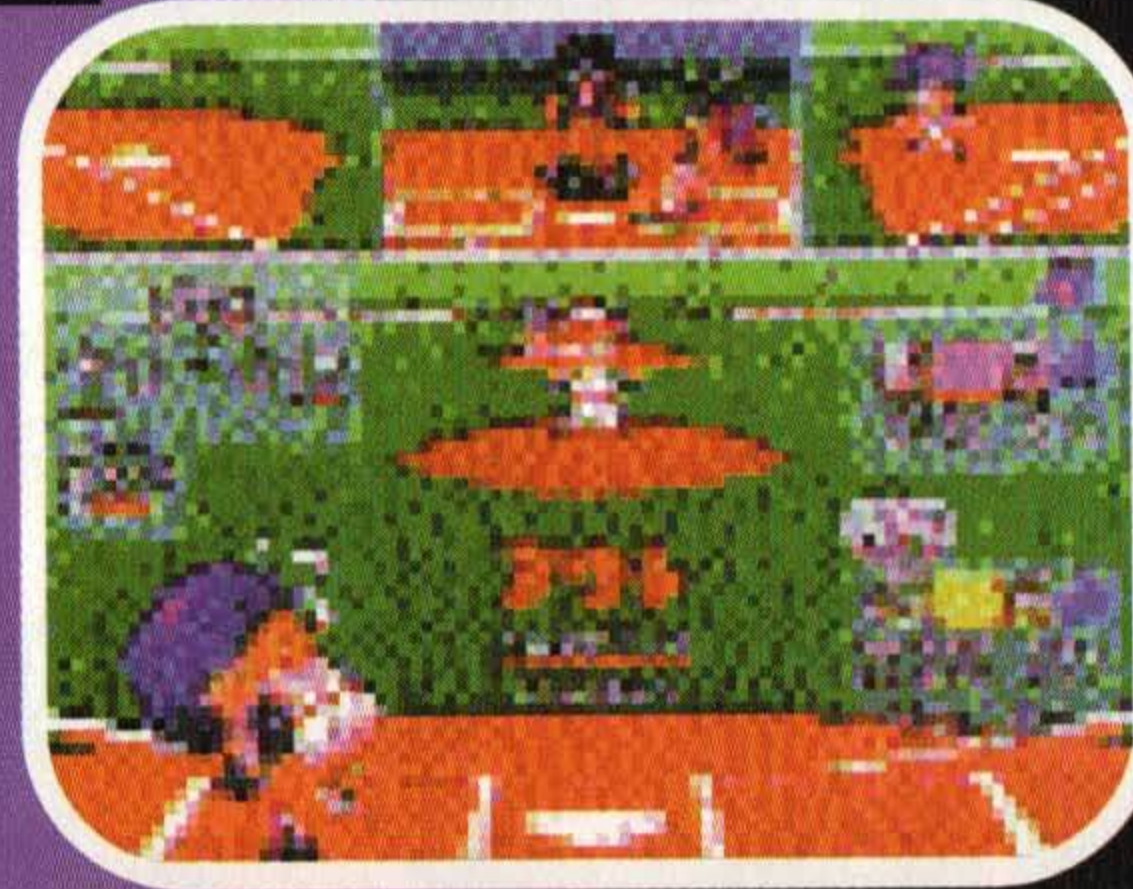
# PlayStation Paradise



▲ Previously known as *Poly Poly Circus*, *Moto Toon GP* looks to be one of the more fun-packed PlayStation releases. It's fast, slick, and is filled with some of the cutest drivers...



▲ The fabulous *Ridge Racer* gets worthy treatment for the home circuit. The Japanese are plain mad for it, especially since it went on show in hundreds of toy shops...



▲ *Power Baseball '95* is currently being given that lucky Konami touch before its December release date. Baseball-sims are either hit or miss, ahem, but this looks entertaining...



▲ *Tama* is certainly one of those games that stands out from the crowd, and no mistake. Guide a blue blob around a set of increasingly weird labyrinths. *Hmmm...*

## Add-ons

Initially, the PlayStation will ship as a **stand-alone console**, but Sony plan to release a **peripheral pack** comprising a **mouse**, a **memory card** (to slot in just above the joypad ports) and **connection cables** for link-up play.

This pack should be cheap, hopefully less than **£50**, but the PCMCIA cards used for memory are a bit expensive at the moment. These cards will be used for **save games** and other, un-announced features.

Most exciting of the forthcoming add-ons is Namco's groovy **NegCon Controller**, designed almost solely for driving

games. As you can see from the picture below, the controller is **split** in the middle and the two halves can be twisted to simulate a steering wheel. It feels a lot **better** than it looks, honest, guv, and we reckon it should be a winner.



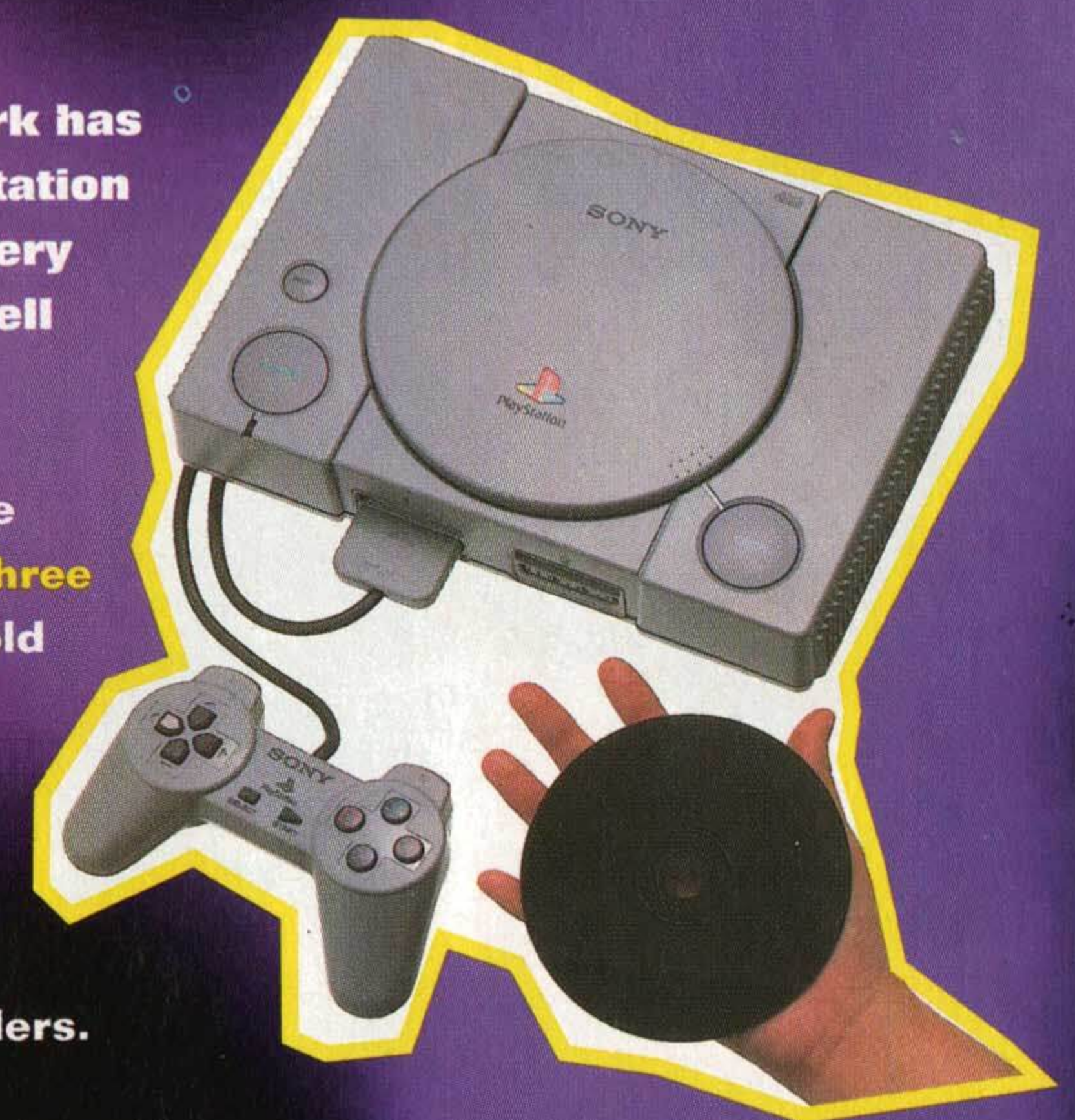
▲ It might look like an instrument of torture but the NegCon Controller should add a new edge to driving games.

## Where are they?

Sony's massive distribution network has ensured that the PlayStation is for sale in almost every shop that's willing to sell the beast in Japan.

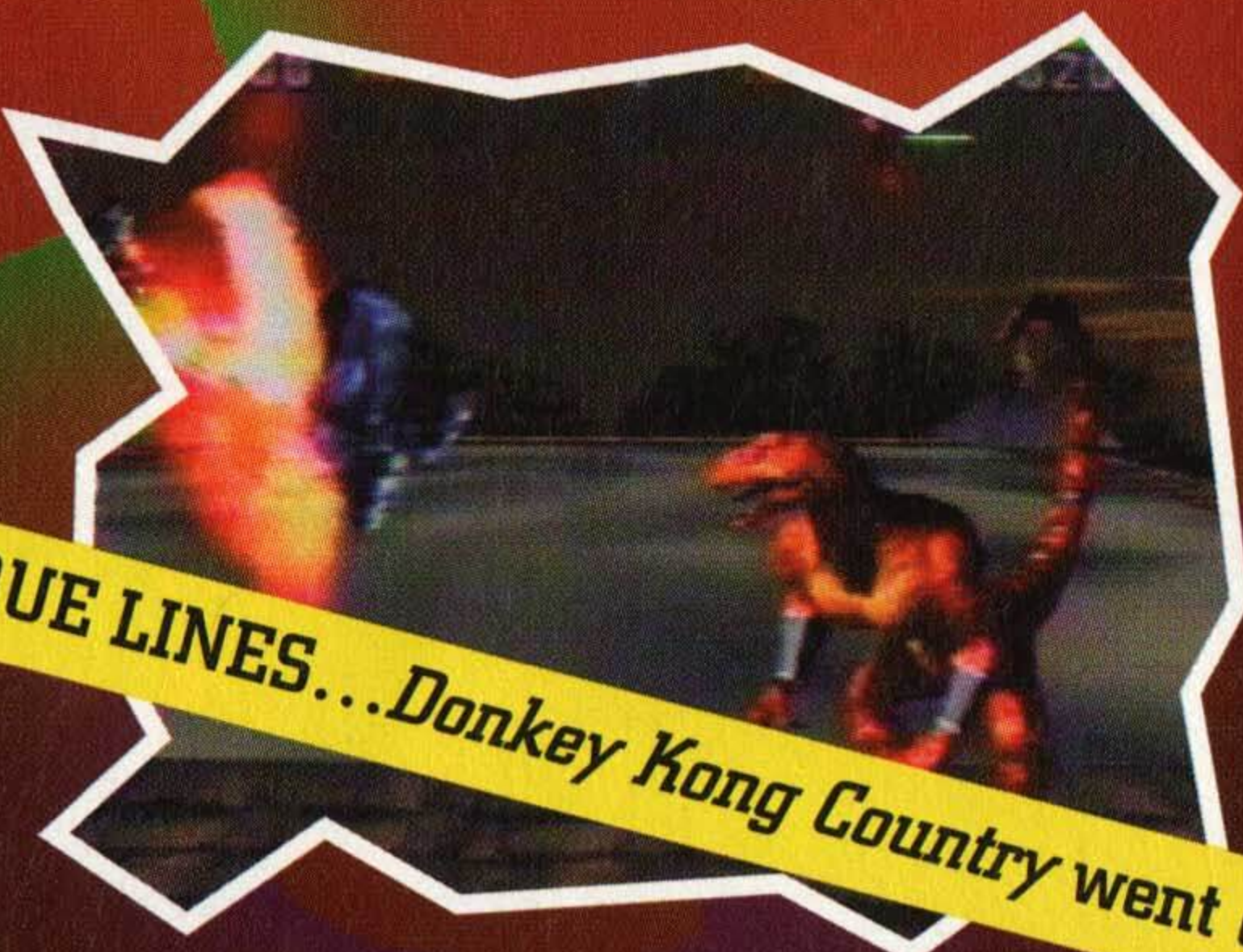
A huge total of **seven thousand** stores will have stocks of the machine. **Three thousand** units will be sold at normal video game stores, while the rest will go through places like toy shops and electrical retailers.

Since the PlayStation has already **sold out** on advance order, supplies getting through to the UK will be in short supply and probably



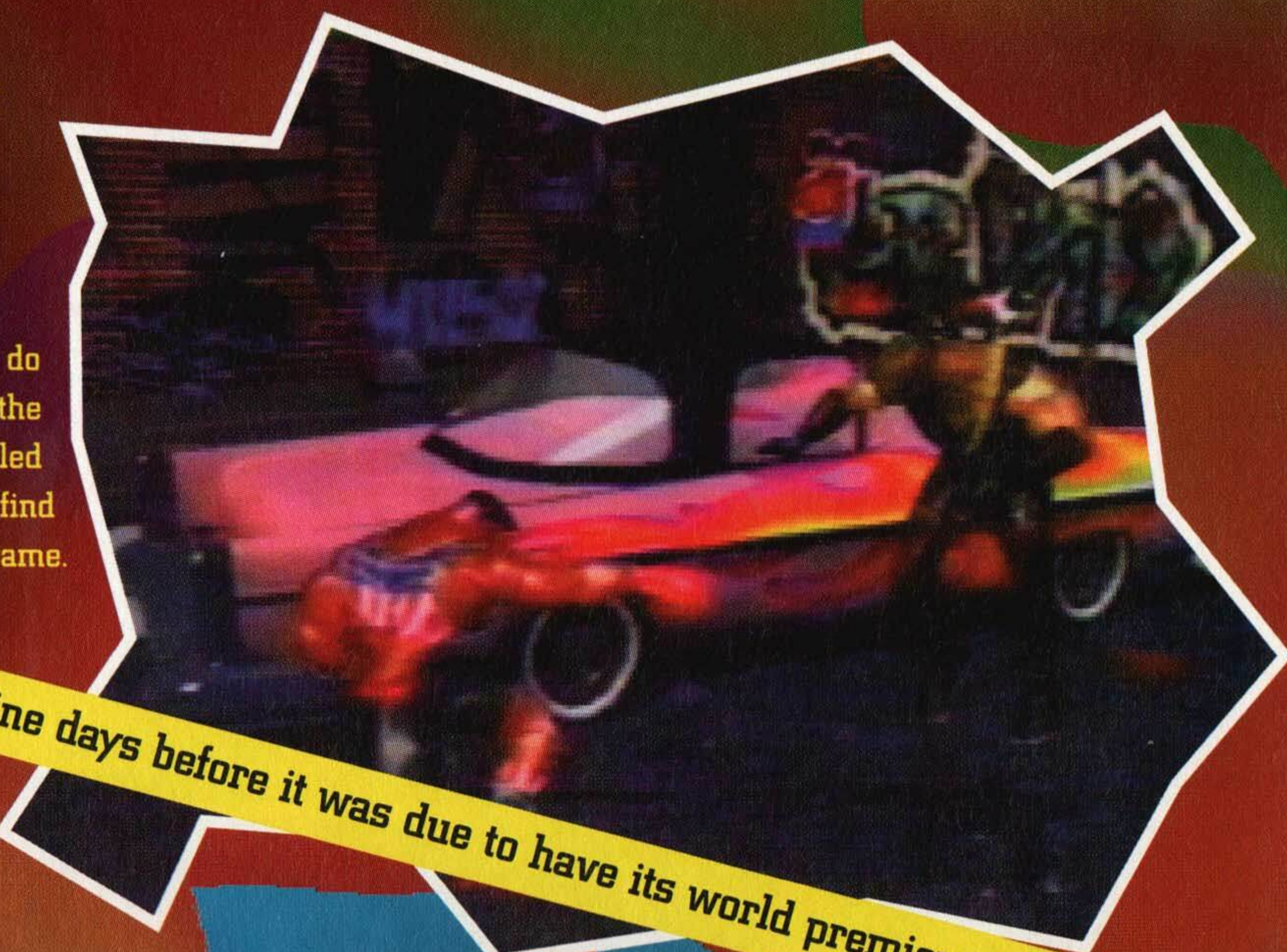
**extremely expensive**. Prices will definitely drop after Christmas, though, when there will also be a **bigger** catalogue of software to buy.





◀ Riptor, the savage-looking guy in the scales, certainly has more accessible moves, if you're new to *Killer Instinct*.

▶ These shots do not really do proper justice to the exceptionally detailed backgrounds you'll find through the game.



...TRUE LINES... Donkey Kong Country went on sale in Dublin at least nine days before it was due to have its world premier on November 18th.

When the Ultra 64 becomes reality, will **Killer Instinct** beat all other beat-'em-ups?



TOP CHEATS

**Super Metroid** SMES: A sneaky way to kill the tough Draygon boss. Enter the room and destroy the four guns. Stand near to one side and let the Draygon pick you up. Now select the grappling hook and use it to latch on to one of the destroyed guns. The boss will now get a shock it won't forget.

▶ The Ultra 64 version of *Killer Instinct* already has much to live up to, and the coin-op isn't properly out yet.



**T**his, perhaps more than *Cruis'n USA*, is the game Nintendo are building the Ultra 64's foundations on. If this doesn't live up to initial promise, then the Ultra 64's publicity campaign could hit the rails completely. However, we happen to know that *Killer Instinct* is, in fact, an awesome piece of programming, and possibly the best beat-'em-up ever.

*Killer Instinct* features the first fully-rendered, interpolated sprites ever. Interper-what? Well, similar in style to *Donkey Kong Country*, the graphics were created on SGI workstations and ported on to the Ultra 64 system.

The sprites aren't just nice graphics, they exist as real 3D objects and can be manipulated properly on the Ultra 64.

This means that when characters fight, they look very



# Ultimate UPDATE

## Nintendo has sold more...

cartridges this year than in any other in its history making it the largest video games company in the world. Also, for the fourth year in a row Nintendo has come top of Japan's list of most outstanding companies! For the fiscal year 1994 (that's May 1st 1993 to April 30th 1994 to you and us); Nintendo held a 62 per cent share of worldwide home video game revenues. The listing was part of an annual ranking of total corporate excellence conducted by *Nihon Keizai Shimbun*, a publication equivalent to The Financial Times. The next two companies on the list were Sony Music Entertainment and Fuji Film. What this doesn't show is that Nintendo have lost a lot of market share, especially in the States and Europe, with Sega making big gains.

## Virtua Racing is set to...

make its 32-bit console debut thanks to the surprising intervention of Time Warner Interactive. They are currently developing this stonkingly successful racing game for the Sega Saturn, and already the screenshots look highly impressive, with obvious visual

differences to the original game (the views certainly take in more of the polygon landscapes). Time Warner are also in the throws of developing *Tama* (a 3D puzzle/maze affair) for the PlayStation and Saturn, and in conjunction with Atari, the classic *Race Drivin'*.



▲ *Virtua Racing* will be out for the Sega Saturn.



▲ All those lovely views on a 32-bit home console!

▲ The two-legged chap with the canine teeth is very spooky, with a special bat attack...

▲ Unlike M. Bison, TJ Combo is also rather a wiz with his knees in close-up attacks.

◀ In addition to claws, teeth and tail, Riptor is also blessed with pink spittle.

▲ He might not look it but Spinal is one of the more troublesome opponents. Bandanas are special, though...

▲ The rather gorgeous Orchid is quick with the splits. She also comes armed with a glowing staff.

solid and very real. The same techniques are applied to the backgrounds, which move in convincing perspective as they scroll. The huge number of animation frames are increased further as the Ultra 64 'in-betweens' the character sprites (in other words, it makes the movement from one position to another look smoother).

The game itself is a monster hybrid of *Street Fighter 2* and *Mortal Kombat*, taking the best

elements from both. The characters are varied and exciting, with the usual complement of special moves.

It should also be pointed out that the music in *Killer Instinct* is among the best ever heard in a video game (let's just hope some Norwegian DJ doesn't do an acid house remix of it).

Do we like it? Yes indeed we do. *Killer Instinct* is hot. And it'll be in your local arcade very soon. It will blow *Mortal*

*Kombat* and *Street Fighter 2* out of the water and you'll be able to play it at home late next year. Hold your breath.

Machine.....Ultra 64/arcade

Publisher.....Nintendo

Developer....Rare

Style.....Beat-'em-up

Release.....Early '95 (arcade)

Status.....99% complete





Mega 32X

Like, hey, man it's

# Cosmic Carnage

SO just chill, okay?

Some of you may have seen this futuristic beat-'em-up doing its stuff on the 32X promotional film seen at the large shows this year. If you didn't you don't what you missed (well apart from the queues, the crowds, the overpriced coffee, the strange people in anoraks, etc).

Now *Cosmic Carnage* is on the verge of release, and it looks brilliant!

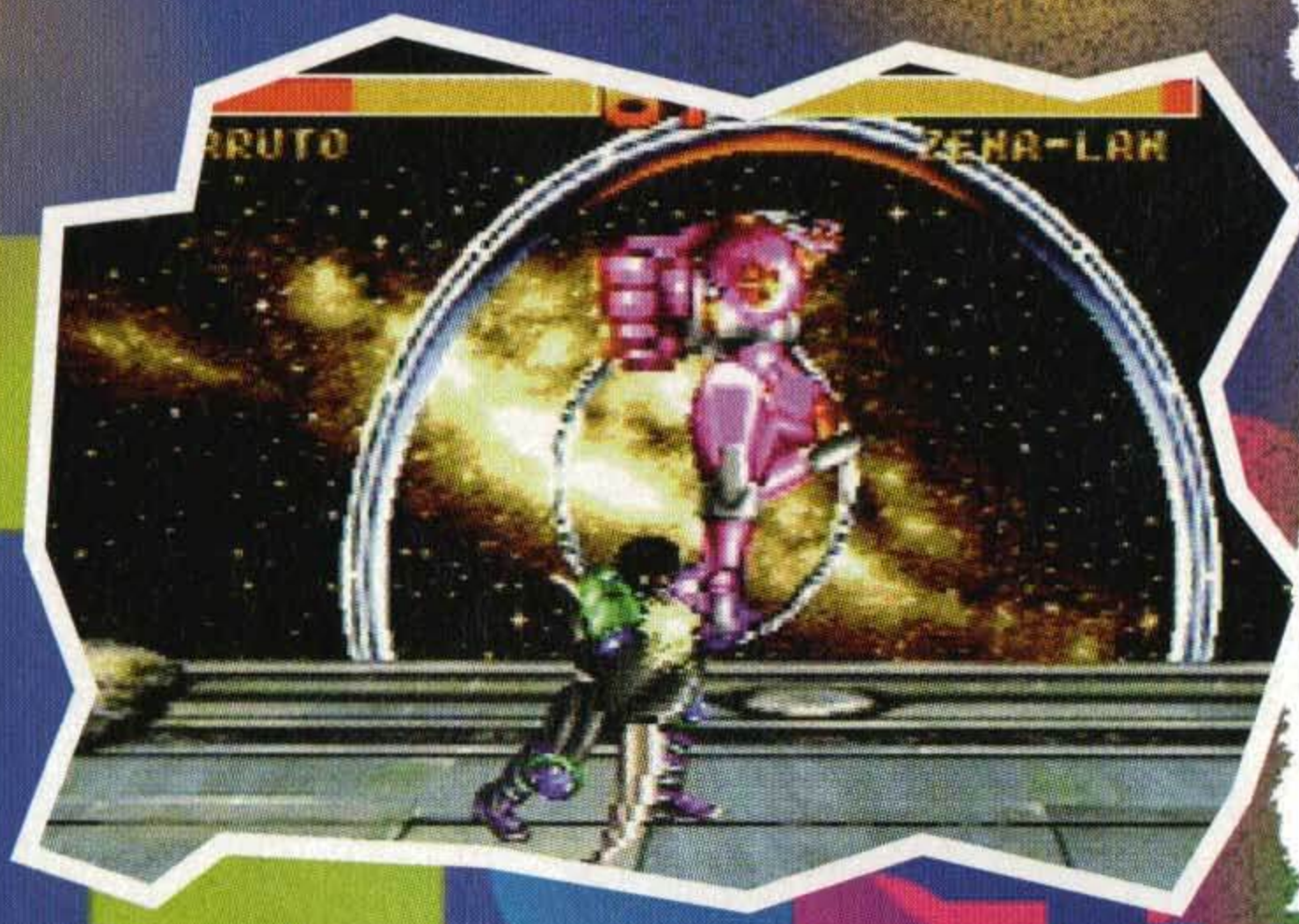
There's a choice of eight frighteningly horrific combatants, each armed with oodles of spicy special moves. These are accessed mainly

▶ The snake chap will try to squeeze away your life if you get in too close.

using the *Street Fighter 2* techniques, but there's also a touch of the *Kombat* BBFHP-type action.

The variety of moves is also affected by the type of armour and weaponry you choose to give your fighter.

Sega are currently considering what age rating to award it, as the blood spillage count is high, but we should be print a full review soon (we're all over 18 here on *Ultimate*, you see).



▲ A novel feature in *Cosmic Carnage* is the more you get hit, the more you lose your armour and special attacks.



Machine.....32X

Publisher....Sega

Developer...Sega

Style .....Beat-'em-up

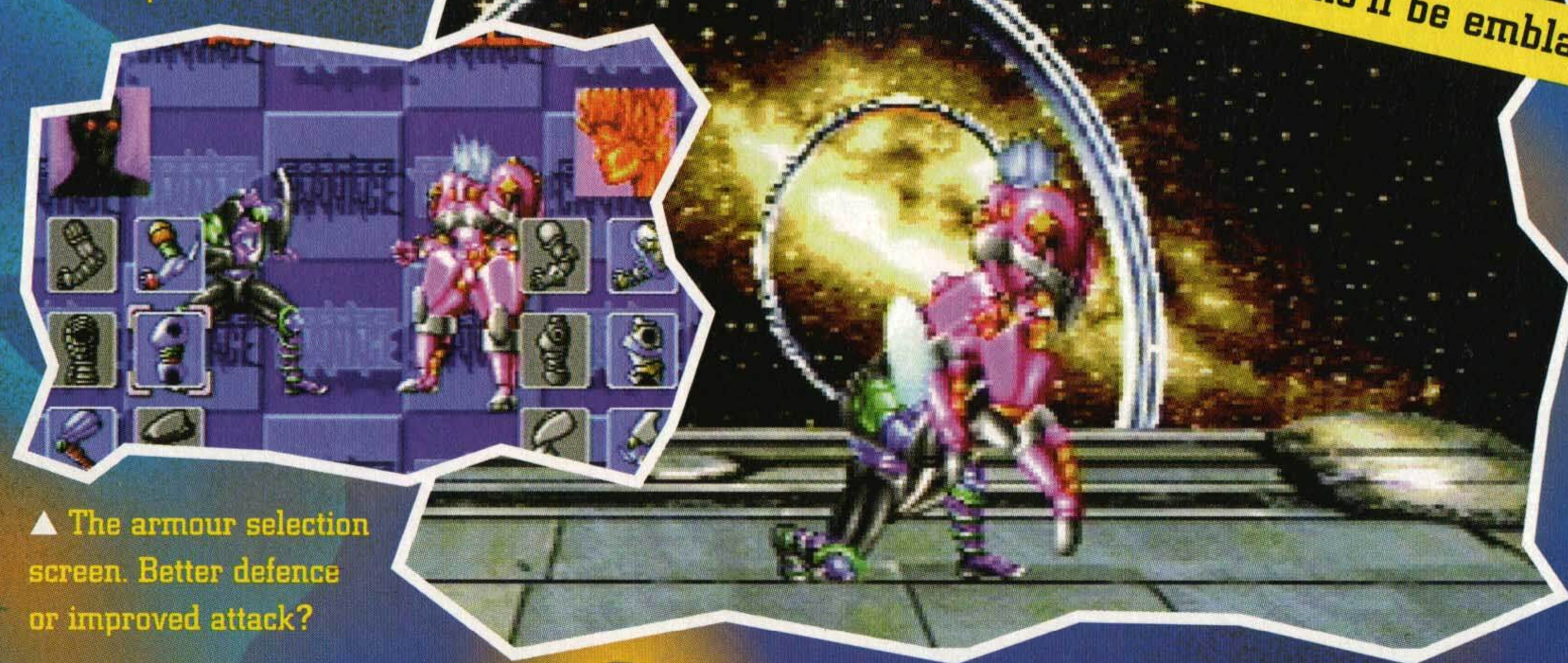
Release.....Mid 1995

Status .....75% complete

## TOP CHEATS

**Stunt Race FX** SNES: If you beat the expert class tracks you will get the chance to ride the motorbike. Go to Free Trax and when you come to the overpass, jump. You will glitch through to the upper level allowing you to save loads of time and set incredible records.

▶ The perspective zooms in and out as the characters zip about in combat.



▲ The armour selection screen. Better defence or improved attack?

## Ultimate UPDATE

William Hill has opened...

...the first book ever on what will be the number one game this Christmas. The chart in question is the one published for the week ending December 20th. The odds on the runners at the moment go like this:

- *Earthworm Jim*, 2-1
- *FIFA '95*, 5-1
- *Super Street Fighter 2*, 5-1
- *Donkey Kong Country*, 6-1
- *Mortal Kombat 2*, 10-1
- *Sonic and Knuckles*, 12-1
- *Micro Machines*, 16-1



*Earthworm Jim* – favourite to top the Christmas chart.

Is this the best reason...

...yet to buy a satellite dish? Rapidly-expanding network, The Children's Channel, has announced two new video game-related programmes.

First up will be *Cheattflash* which will be just a couple of minutes long, but which will run up to four times a day. That starts this month.

Early in the New Year, a *Bad Influence* spin-off, *Bad Level 10*, will be shown at the weekends.

Violet Berlin presents both shows.

A beat-'em-up worth...

...waiting for is *Van Battle* on the Saturn. The fantasy setting may put off those people who've had bad RPG experiences, but the impressive visuals should win even these over.

It certainly has a Ray Harryhausen feel to it, boasting some very fine detail in the

graphics. An insider at Sega hinted at how well it played, but we'll reserve our judgement until we get an extensive play of it.





all  
the  
top  
releases



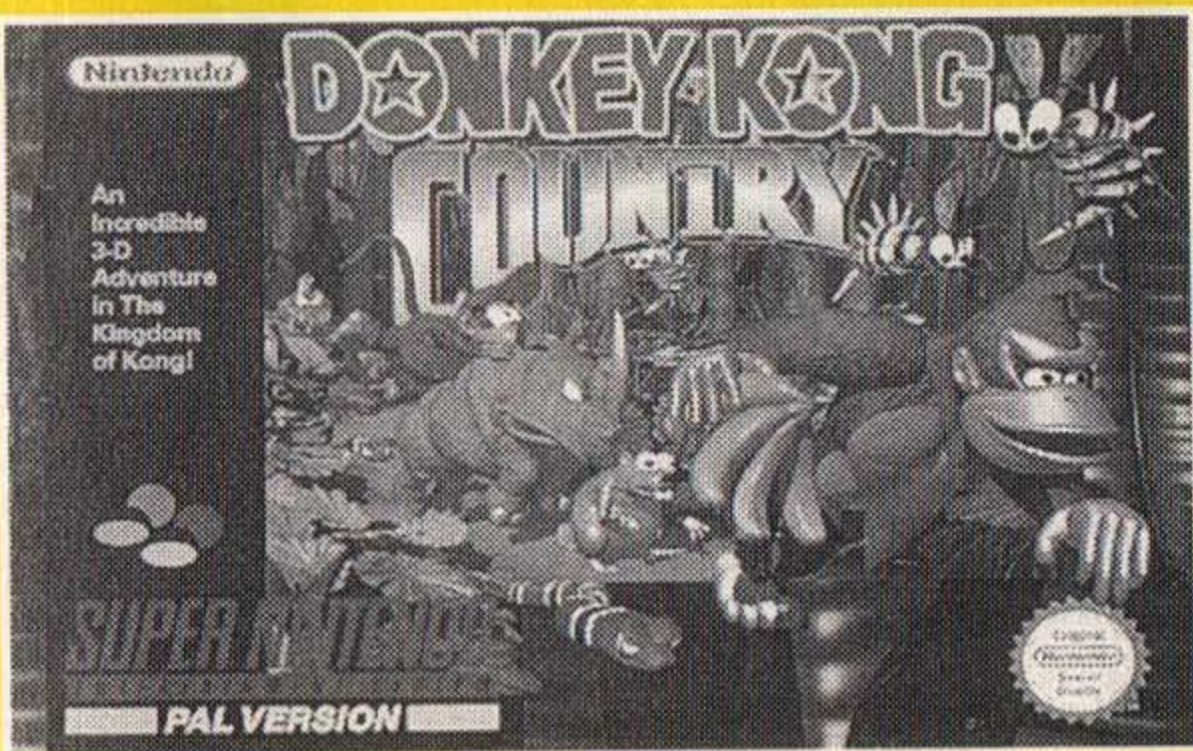
there ain't nothing...  
...like a game!

the  
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play

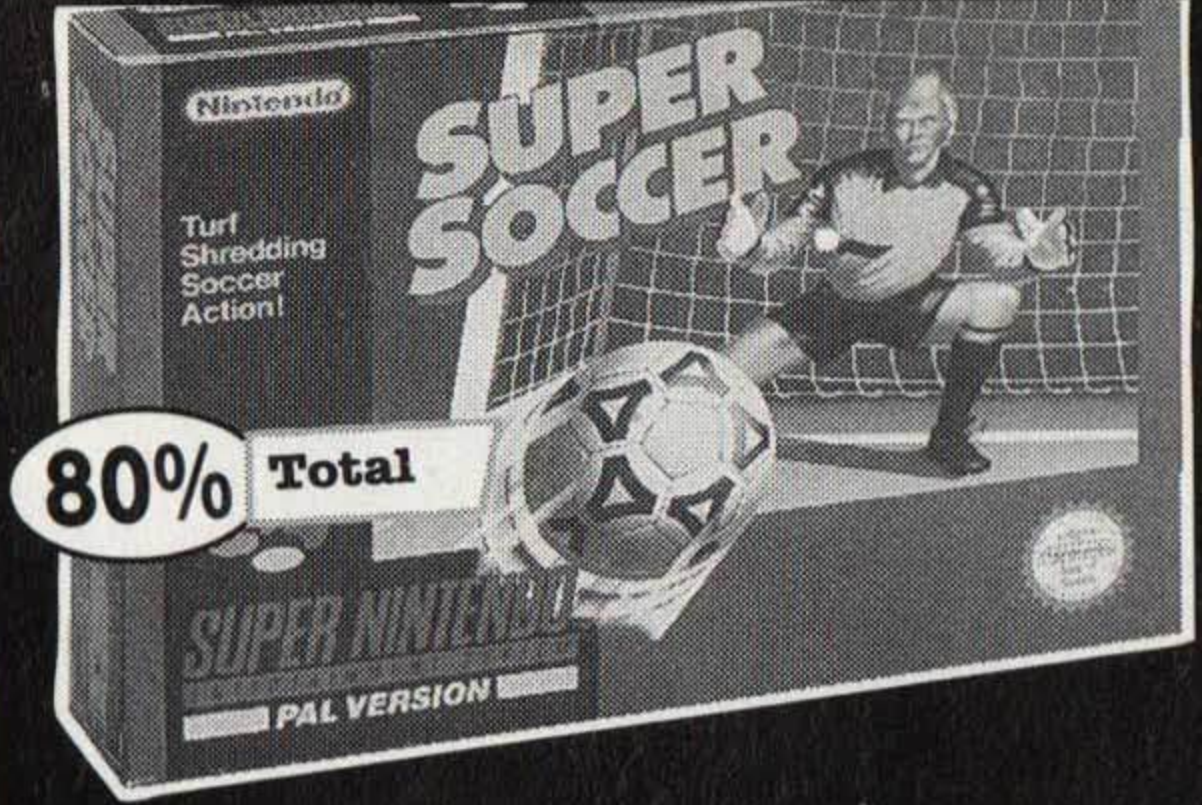
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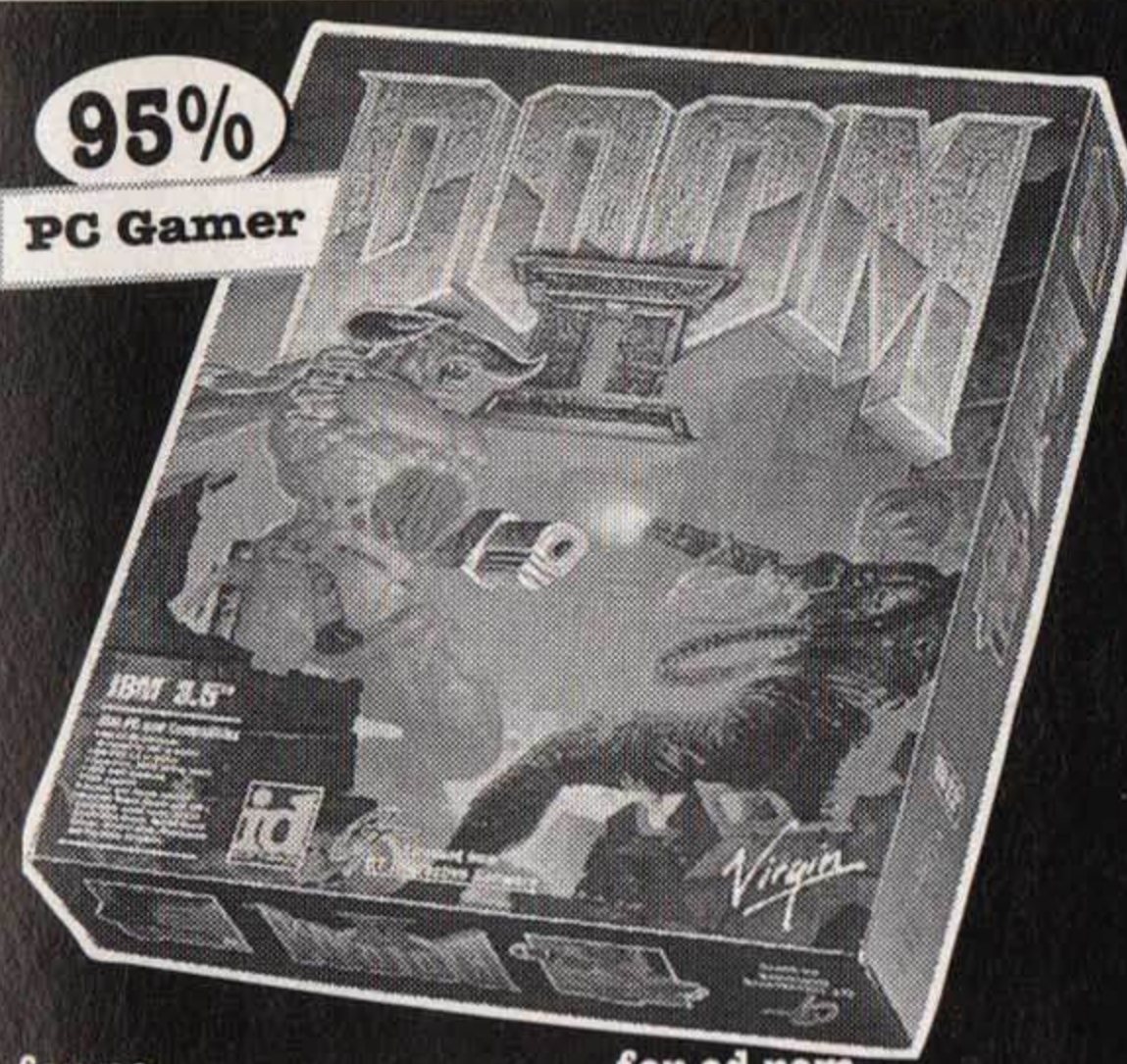


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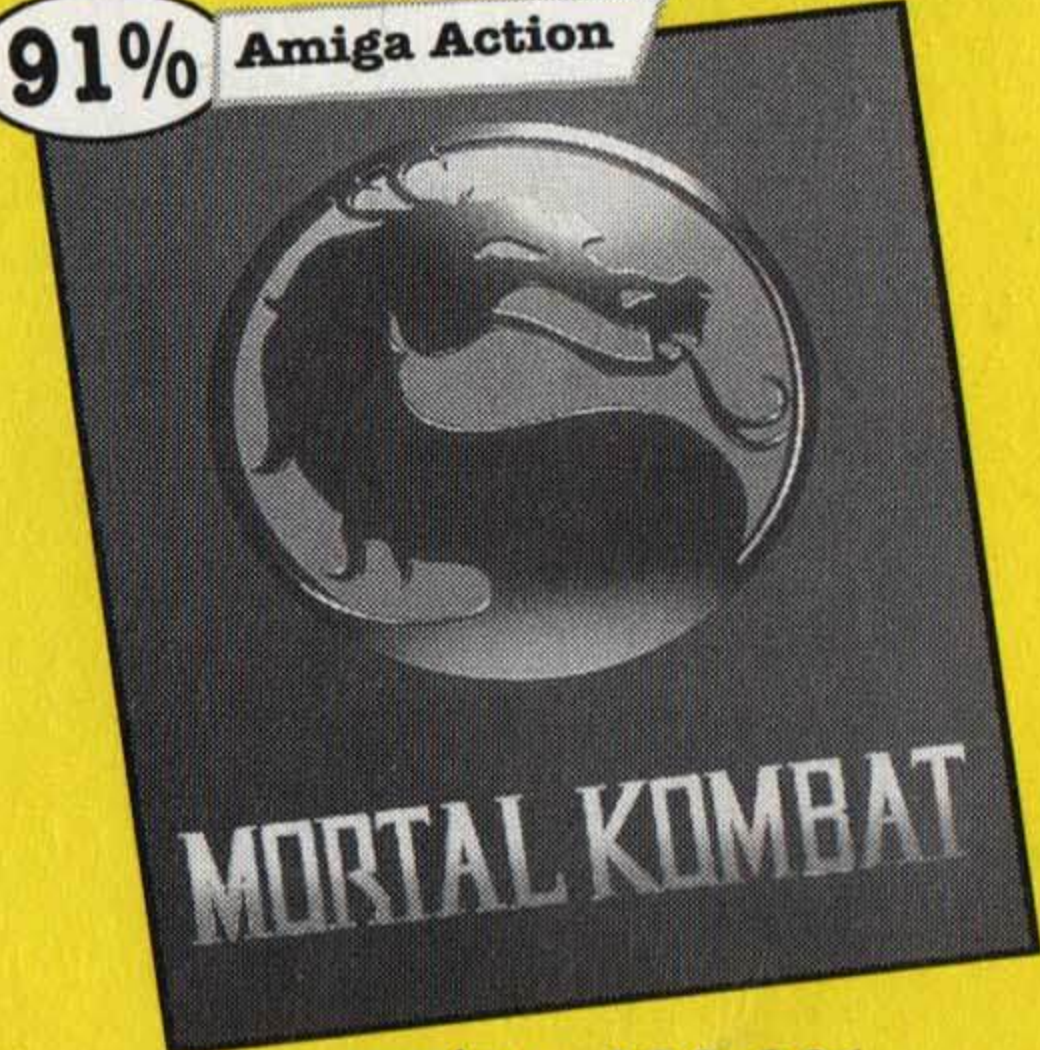
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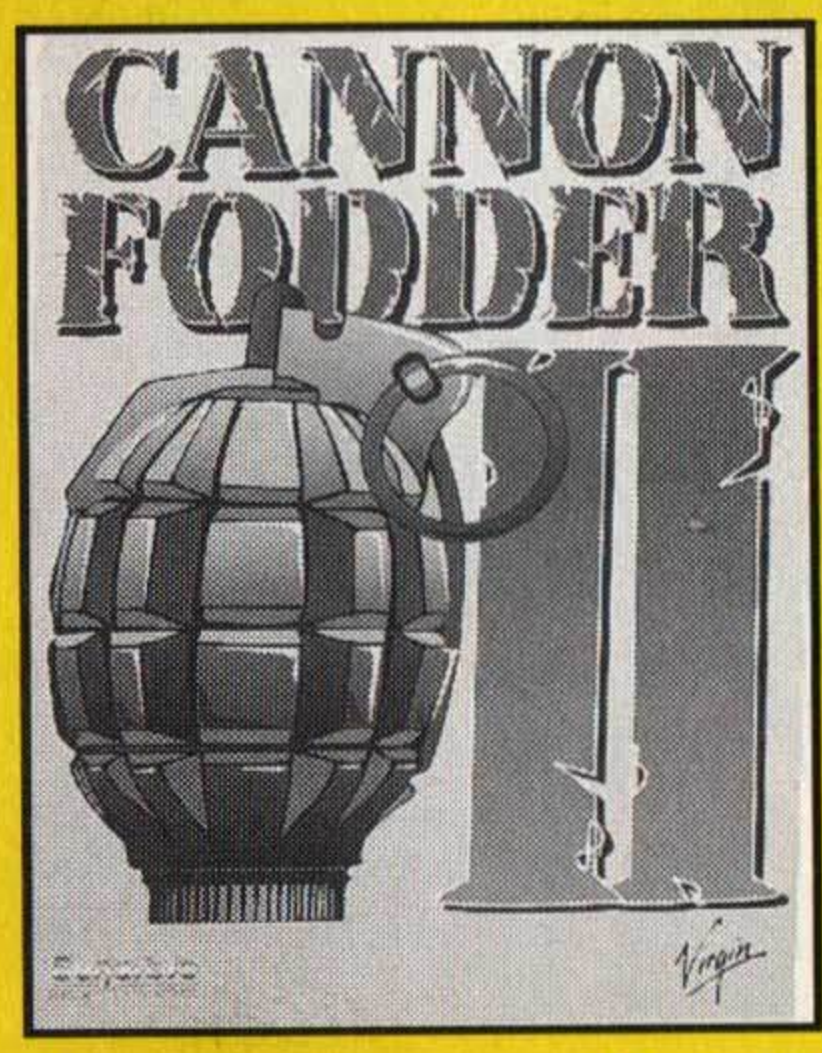
all i want for xmas...

...is at Future Zone!

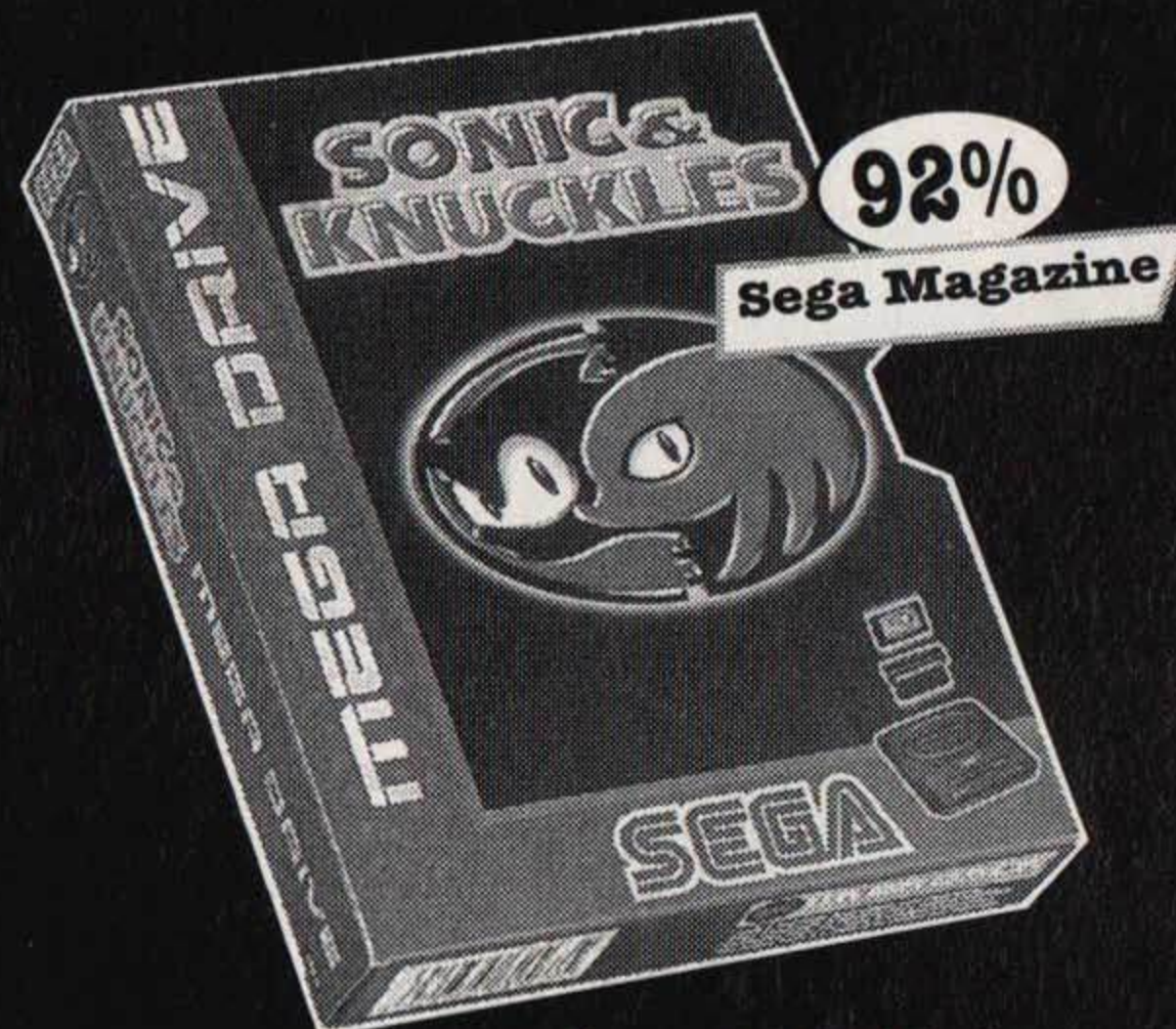
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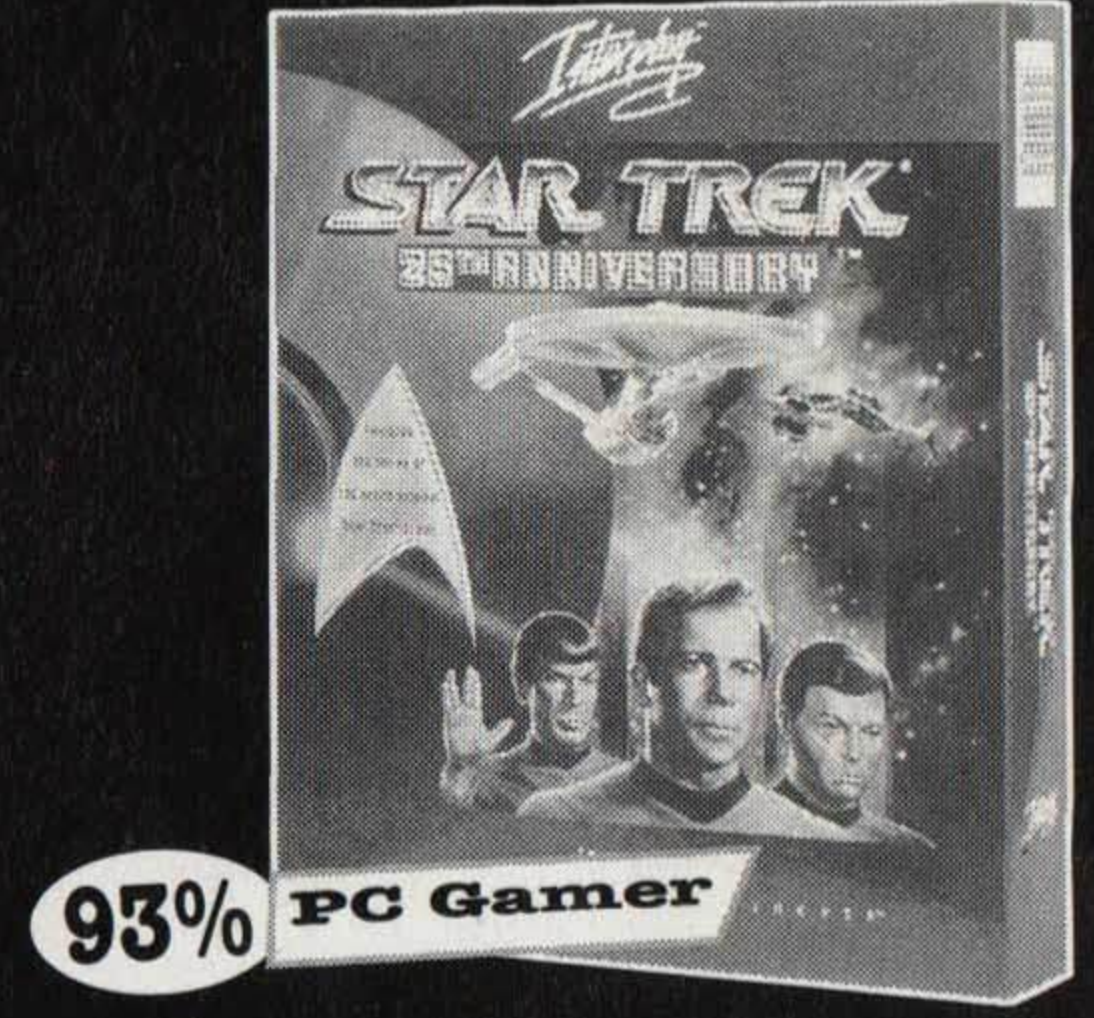
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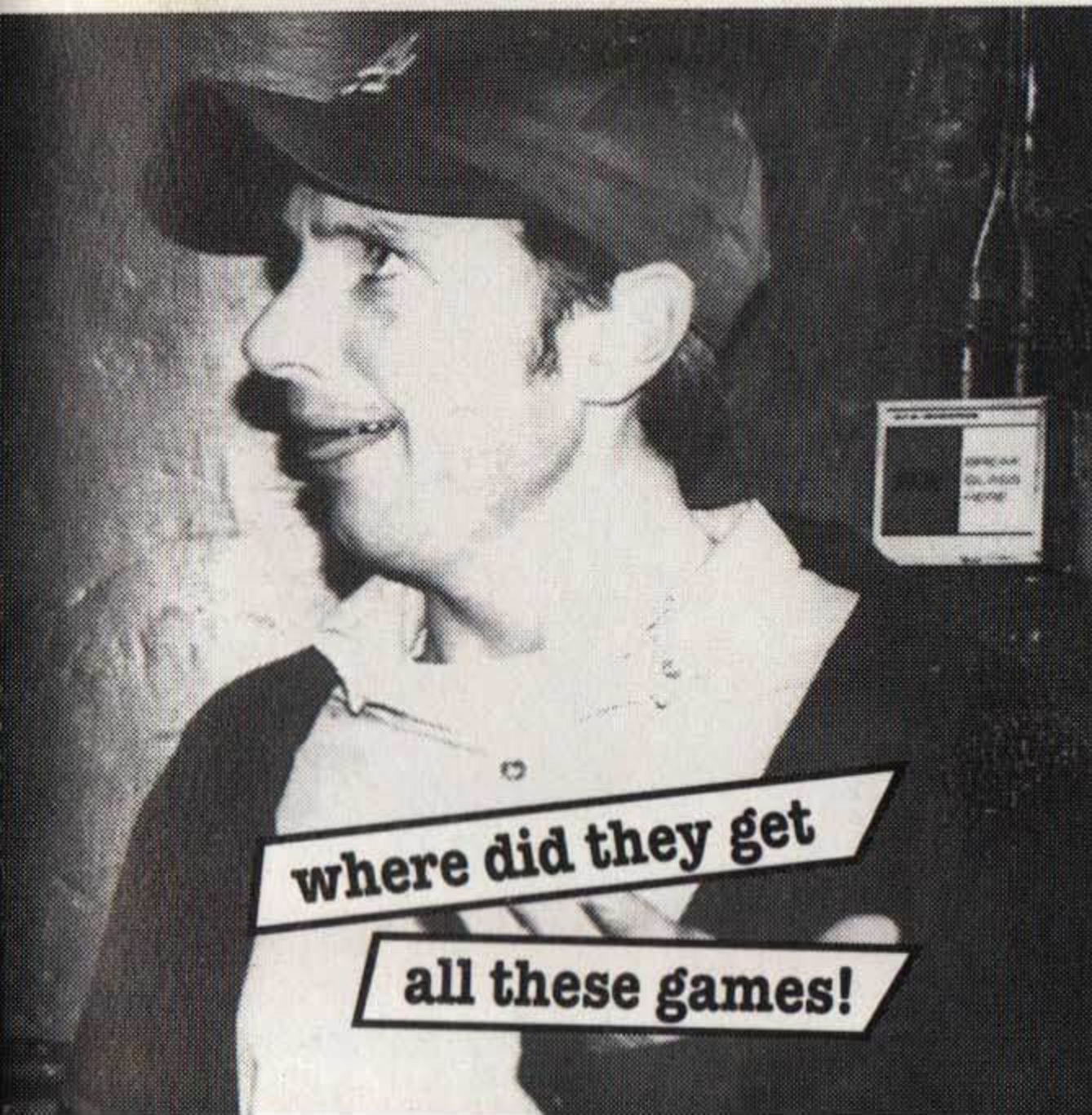
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Psst. Wanna Know  
something about

# MK3?

Well,  
read on...

**Y**ikes! Great gosh-a-mighty and all that. Williams have started to reveal details about their next big project, *Mortal Kombat 3*. I'd say, "the long-awaited *Mortal Kombat 3*" but it seems only five minutes since the last one.

The spanking new characters are being filmed as we speak. There are more characters than ever before (no surprise there, seeing the leap from *MK1* to *2*), so this is a hellishly long process. They'll be digitised and ported onto arcade hardware as sprites.

**Williams did consider...**

...using rendered graphics, but felt that real actors would

enhance the dramatic feel of *MK3*. Besides, Williams are distributing *Killer Instinct* and there would be surely be some conflict of interests otherwise.

The good news for *MK3* freaks is that the gameplay will remain pretty much intact. Sonia and Kano are the only characters retained

from the original *Mortal Kombat* generation (albeit considerably altered), with Smoke and Jade making a hidden appearance yet again, but all the other characters are new.

**Rumour has it that...**

...the actors playing the characters from *MK2* felt they weren't receiving enough financial reward from Acclaim, and so refused to appear in the third installment, but we remain slightly sceptical.

More like the designers (Ed Boon and John Tobias) don't want to rest on their laurels, and put out a limp, formula, sequel. The word is that you'll see the same degree of improvement and style as you did between the first two.

There'll (unsurprisingly) be oodles more hidden ingredients, but let's hope that the basic gameplay has as much longevity as *MK2*. Too much emphasis these days is placed on secret elements in games, but a great portion of *MK2*'s charm was that there was so much to discover. And there'll be more babality/fatality-type moves.

Things are looking up in the house of *Kombat*. Be sure *Ultimate* will keep you posted with the latest developments as and when we get them.

**"...You'll see the same degree of improvement and style as you did between the first two. There will (unsurprisingly) be oodles more hidden ingredients..."**



# The braces are down, the sleeves are rolled, but will **Tekken**

It looks like familiar territory with Namco's latest arcade and ripe-for-the-PlayStation-treatment offering.

At first glance, this may appear visually to be a clone of a certain other highly popular punch-'em-up, but the texture-mapped *Virtua Fighter*-style polygon contenders have a greater 'personality' about them. If that's

possible with computer-generated shapes.

There's a sumptuous selection of half a dozen characters with some, like the military mongrel Pole, being rather peculiarly proportioned (very large torsos, very weedy legs). There's a leotard-smothered token girlie, who does happen to be a very gorgeous thing and

bears not a passing resemblance to the blonde bint from *VF*.

The characters in *Tekken* do seem to be blessed with a greater variety of moves. Dragon (the guy in the scarlet get-up) tends to perform better with his feet, for some unexplained reason, throwing people while rolling and kicking like a true beauty. Pole, on the other hand, could effortlessly

be compared to Guile, and likewise tends to pick up and throw people, while Jack, identified by a pair of grey terry-towelling pantaloons, seems to enjoy the odd wrestle.

The whole slick bundle moves fluidly, with wonderfully beefy sounds to match, and should be a console conversion to watch out for. Not half!

Machine.....Arcade/PlayStation

Publisher....Namco

Developer...Namco

Style.....Beat-'em-up

Release.....TBA

Status .....75% complete



▲ The backgrounds certainly look more lush than those from *VF*...

▲ Here's Dragon using his cheesy feet. On a girl!



**TOP  
CHEATS**

**Jungle Book** Mega Drive: Pause the game and press ABABBA to reduce the time. UUDLRRLRBA to reset the timer and fill the weapons. BAABBAABABBA to skip to the next level. CAABCA to go directly to the snake boss with one life. BADCARLARD to view the end of game sequence. LARDBALLCRUD will turn all the sprites upside down.

# Is **Striker** on the ball?

Have we a FIFA International Soccer beater on our hands? Well, if the progress of Liverpool-

based Rage Software's *Striker* is anything to go by, we could well have.

The seemingly ubiquitous FMV footage of FA Cup match action is there, giving an atmospheric flavour of real-life armchair footy. The essential *Striker* playability seems to have made its way over from the SNES intact as well.

◀ Yes! A tree constructed of balls right on the pitch. Yes!

The breathlessly-fast indoor game has also been kept from the SNES version, which is good news if you like a game where the ball bounces off the walls like some mad pinball.

The teams are all of international stock, and before kick off you get the obligatory tons of information about their

fitness, form, shoe size, etc... you know the score.

▼ Wahey! A rather special map in the corner. Wahey!



Machine....3DO

Publisher...TBA

Developer..Rage

Style.....Footy sim

Release.....Early '95

Status .....95% Complete

**TOP  
CHEATS**

**Outrunners**, Mega Drive: On the title screen press left, right, left, right, B, C and A. When you go to the car select screen you will be able to select the Virtua car which is the fastest thing in the game. Which is a bit of an unfair advantage, but then that's why you read these bits of the mag, isn't it?



# The first in our regular *guide to the latest* **Saturn news**

**W**anna know what's new in the Saturn universe? Then you're in the right place. Here's what's going down...

## Myst

The fab-looking game is set to be one of the first Saturn releases. It features some of the best rendered graphics ever and is huge in size and scope. The bad news is that it's weird, hard to play and massively obscure. Still, older players with bonkers logic will love it.



## Joystick

The first Saturn add-on is this massive joystick. It's just a joystick really. High quality build and plenty of rapid fire switches, but a joystick nonetheless.



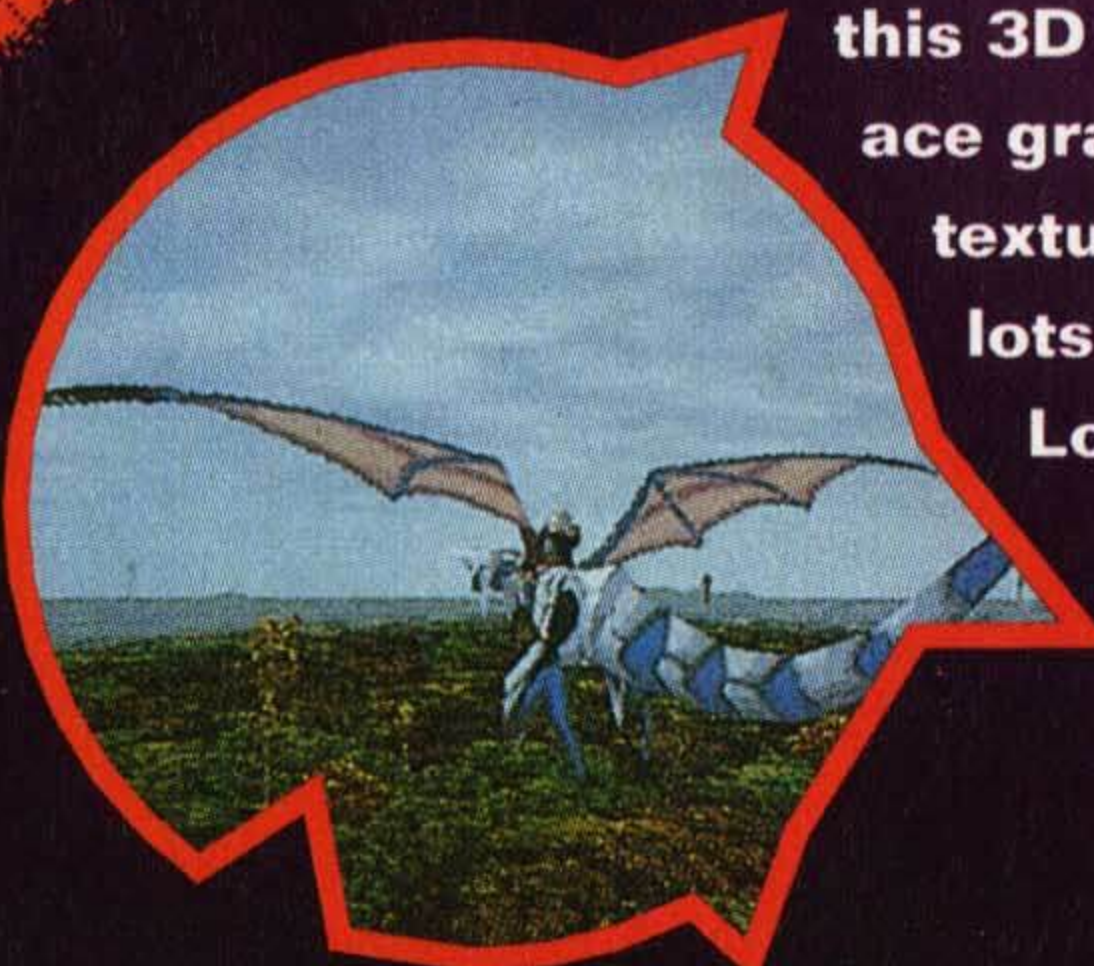
## Daytona

*Daytona USA* is on schedule for release early next year, and it's looking damned good. The polygon count is up, the texture-mapping improved and, at the last count, the frame rate was way above 20 per second. Hurrah!



## Panzer Dragoon

The most exciting-looking Saturn game of the lot, this 3D shooter features ace graphics, fab texture-mapping and lots of stuff to shoot. Looks better than *Virtua Fighter* anyway.

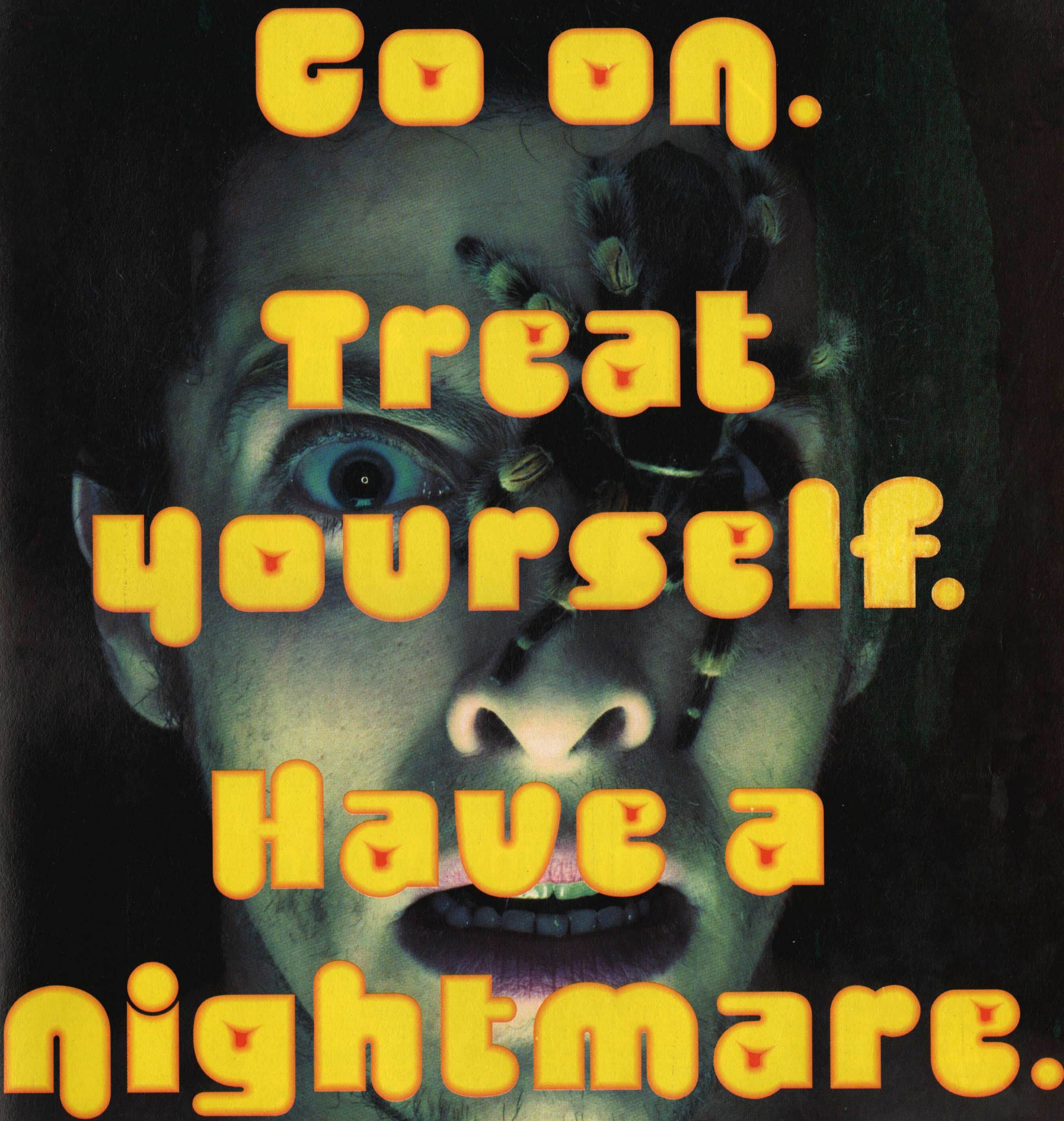


## Magical Knight Reiaasu

Smart-looking RPG adventures ahoy. *Magical Knight Reiaasu* is easily the dreamiest looking number-flasher on the market. Yes, get attacked randomly by monsters and hit them until numbers appear above their heads.







GO ON.  
Treat  
yourself.  
Have a  
nightmare.

**ECSTATIC**

18

The world's first virtual-movie computer game.

This game was developed by Andrew Spencer. Animation by Alain Maindron.

an  
Andrew  
Spencer  
game

CD-ROM  
**ECSTASIS**





3DO

**TOP CHEATS**

**Sonic The Hedgehog 3**, Mega Drive: When the Sega logo disappears and the screen goes black, press up, up, down, down, up, up, up and up as fast as you can. A chime will sound if you have done it fast enough. Scroll down the title screen to bring up the sound test to get into the level select screen.

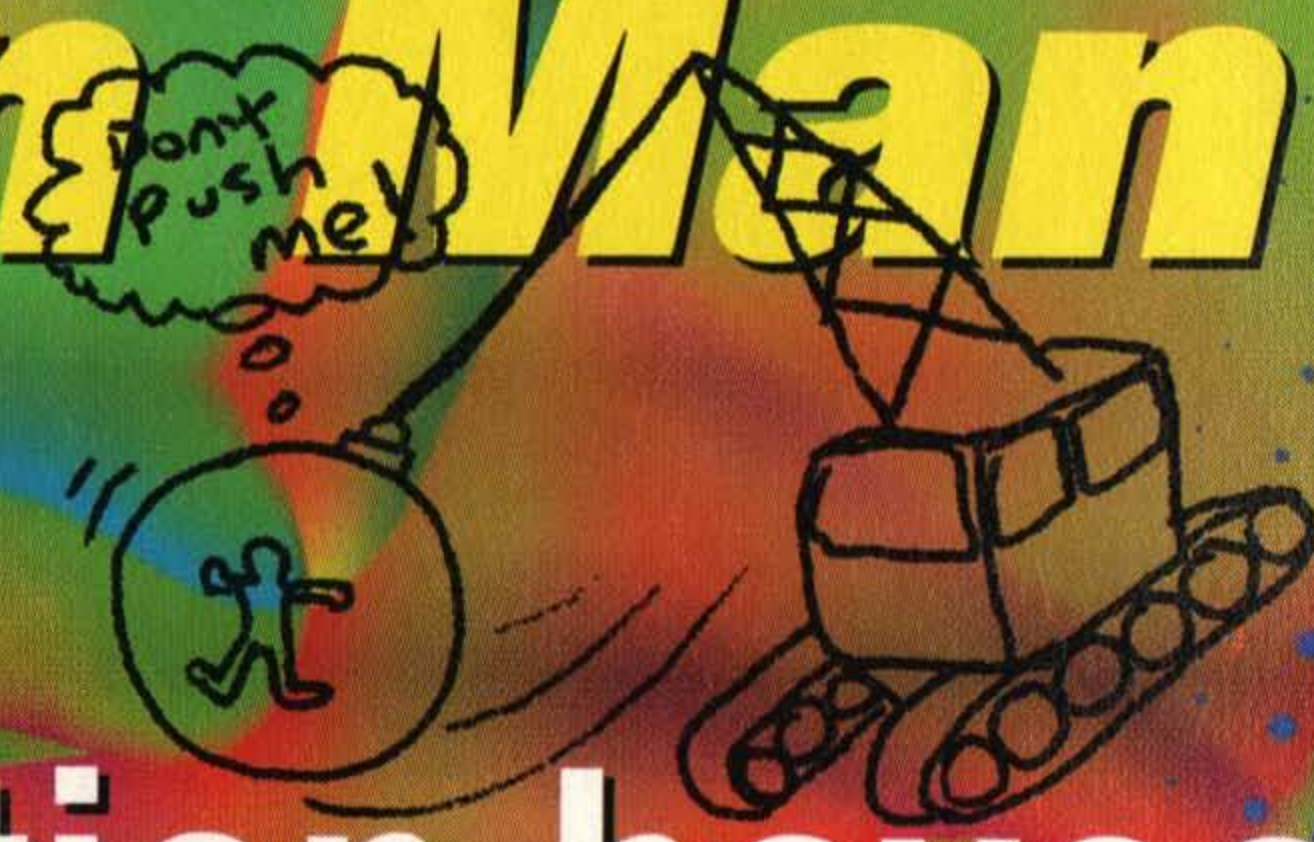
► They fought as the flames licked around them... strange, I'd agree to settle any differences elsewhere and run like hell.



▲ Smoking can ruin your health, especially if you drop the butt in oil.

► Luckily your enemies are too thick to get organised and attack en masse.

# Call in the wrecking crew, 'cos **Demolition Man** is here to create full motion havoc



**TRUE LINES...A Goldstar 3DO player will be launched in the UK early next year. Sanyo have also just released their 3DO player in Japan...**

**T**his here *Demolition Man* game boasts a pretty impressive first. It features scenes which the stars of the film, **Sly Stallone** and **Wesley Snipes**, recorded specially for use in the FMV sequences.

While these sequences will be in the Mega CD version as well, you can bet that the 3DO version will look the lushest.

The game's a mix of shoot-'em-up and beat-'em-up action with you in Sly's role, armed with weapons powerful enough to blow helicopters out the sky, and accurate enough to pick off snipers you can hardly even see.

Wesley Snipes, complete with peroxide hairdo and lack of

acting talent, is hanging about, ready to make life difficult for you. A bit like a milk carton. Only slightly more deadly.

**Machine.....3DO**

**Publisher....Virgin Interactive**

**Developer...Virgin Interactive**

**Style .....Shoot'n'beat-'em-up**

**Release.....December**

**Status .....80% complete**

◀ Watch out for that grenade!



## U-Turn

January 1992...

It was a month of sequels, with no less than five big-name releases following up mega-selling predecessors, including *Barbarian 2* (68% Amiga Power), *James Pond 2* (90% Sega Power), *John Madden '92* (93% Sega Power), *Oh No! More Lemmings* (82% Amiga Power) and *Populous* (see below).

And remember *4D Sports Boxing*? Not many do. But it could be argued that it was the forerunner to all the *Virtua* games we get these days? Pity it wasn't much cop (79% Amiga Format)...

**Game of the month (it's a tie... sort of):**

<i>Populous 2</i>	Am	95%	(Amiga Format)
<i>Populous 2</i>	ST	95%	(ST Format)

**Well-deserved kicking of the month:**

<i>Mercs</i>	MD	45%	(Sega Power)
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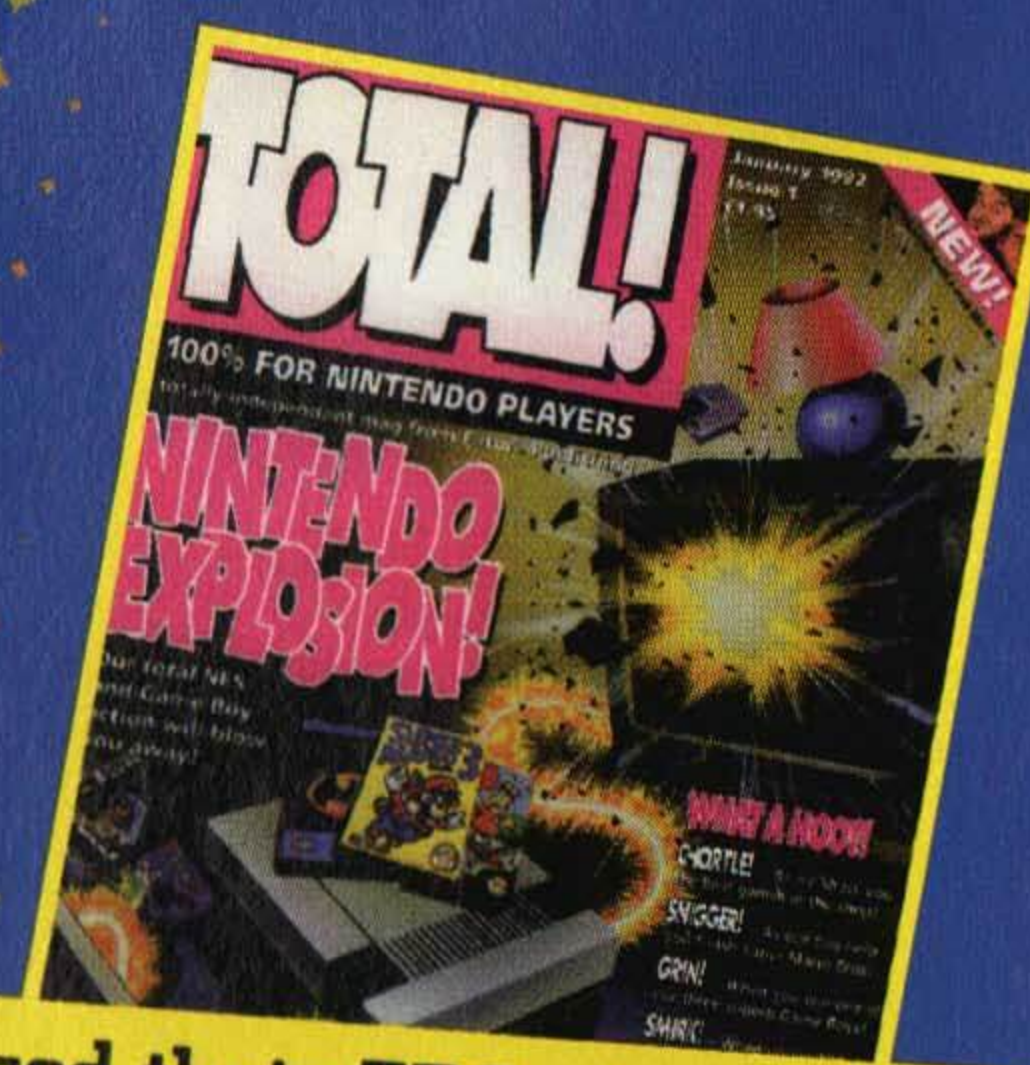
**Honourable mentions:**

<i>Decap Attack</i>	MD	93%	(Sega Power)
<i>Microprose Golf</i>	Am	90%	(Amiga Format)
<i>Smash TV</i>	Am	81%	(Amiga Power)
<i>Streets of Rage</i>	MD	91%	(Sega Power)

**News '92...**

... Commodore announced details of a TV advertising campaign for the CDTV. Did a lot of good, didn't it...?

... *Total!*, the first independent Nintendo magazine in the UK, was launched by Future Publishing and changed the face of video games mags as we know them (a bit like we did last month)...



... An April 1992 UK launch date was announced for the SNES...

**Sega Chart Jan '92**

- 1 *Sonic the Hedgehog*
- 2 *Castle of Illusion*
- 3 *PGA Tour Golf*
- 4 *EA Ice Hockey*
- 5 *Road Rash*

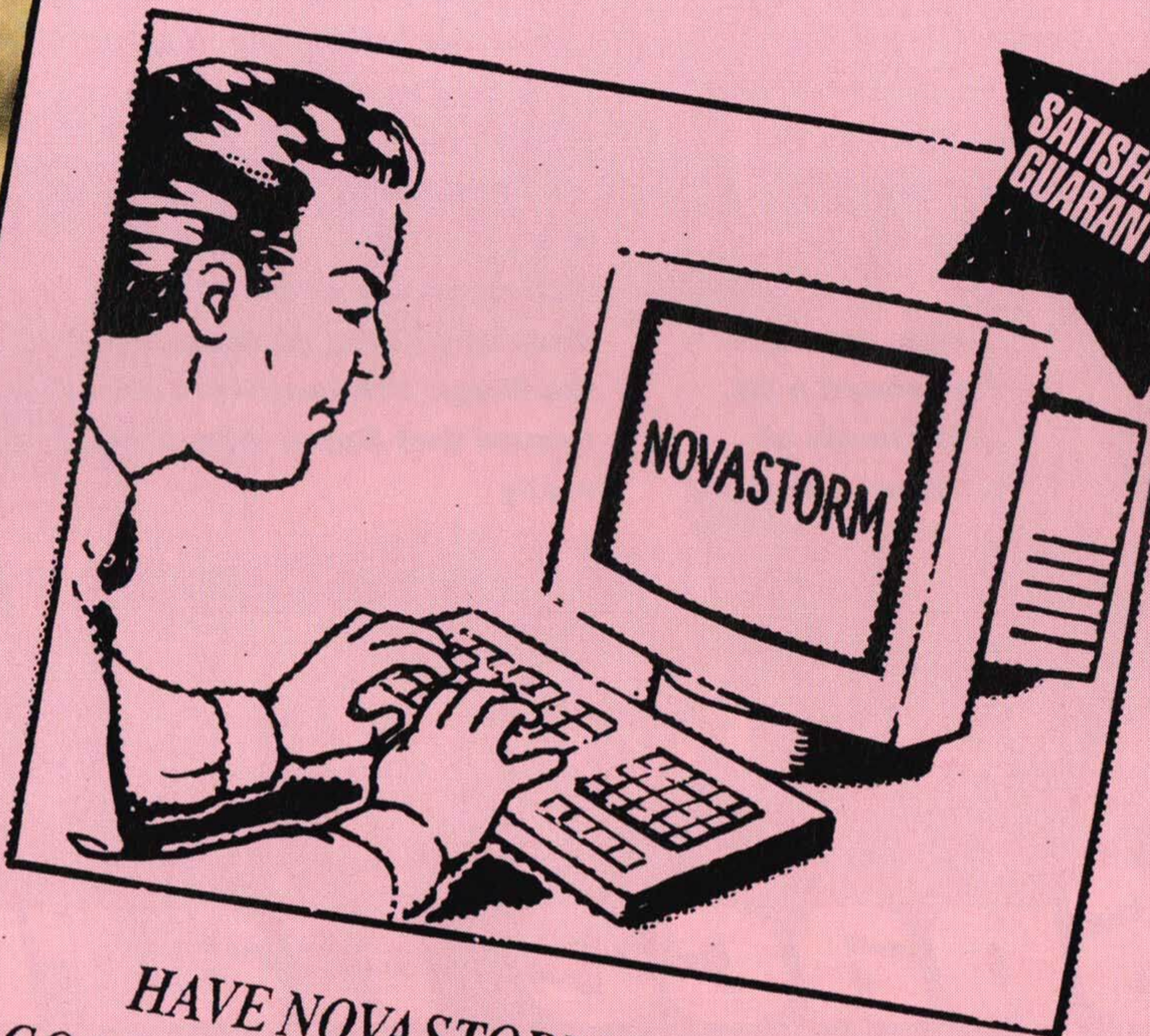
**Amiga Chart Jan '92**

- 1 *Lotus Turbo Challenge 2*
- 2 *Alien Breed*
- 3 *Mega Lo Mania*
- 4 *Final Fight*
- 5 *Return To Europe*





# EXECUTIVE HAND RELIEF.



HAVE NOVASTORM GIVE YOU A  
GOOD SPANKING AND BANISH NAUGHTY  
STRESS FROM THE OFFICE.

NOVASTORM



The space combat computer game.

CD-rom  
Mega CD

7896512



Mega 32X

Hungry for some action?

# Super Afterburner

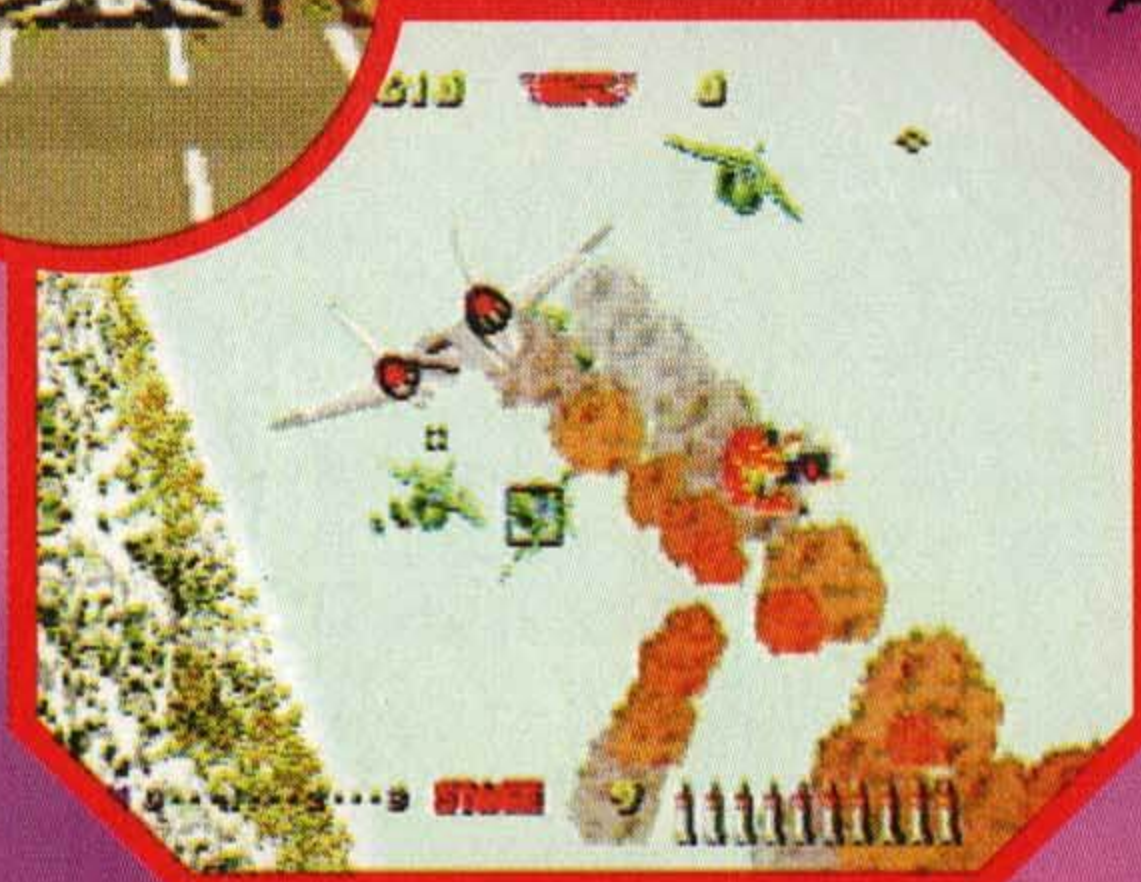
should satisfy your every need



TOP CHEATS

**Sonic and Knuckles**, Mega Drive: Sold your old, original Sonic the Hedgehog cart at the local car boot sale? Shame. You won't be able to use this cheat, then. Because if you plug a *Sonic* cart into *Sonic* and *Knuckles* and press A, B and C together when the gang appear on the screen, you will get to play a bonus game.

▼ Each of *Super Afterburner's* stages takes place against different scenery.



► The action gets even more confused than this...

**T**here's going to be no shortage of bleary-eyed 32X owners once this and *Super Space Harrier* get out of Sega's big, bulging bag of special things.

A corker of a conversion, *Super Afterburner* faithfully recaptures the chaos of the original dinner-regurgitating, sit-in arcade machine. Fly around a lot, avoid loads of missiles and shoot

everything that moves. Or doesn't move. Okay, you might as well have a pop at everything.

It's no exaggeration to say that it captures the speed of the original, because, well, it does exactly that.

It's faster than a bald weasel scurrying through a buttered section of household drainpipe, and, as a result, can be ferociously unpredictable.

Luckily, it's being released at a lower price than normal 32X games, and the £10 off vouchers being packaged with the Mega 32X hardware should ensure that *Super Afterburner* really takes off.

Machine.....32X

Publisher....Sega

Developer...Sega

Style.....Shoot-'em-up

Release.....January '95

Status.....95% complete

▼ Sometimes the dogfightin' swines will come at you from the rear.



Welcome to the Fantasy Zone

# Super Space Harrier



Are you ready for it?

► The infamous dragon ripe for a good pummelling.

◀ There's a real feeling of speed in *SSH*.



▲ These monolithic faces need only one fiery blast - but they're zippy...

**S**hoot-'em-ups should be part of every video game player's nutritious breakfast, and what better way to start the day than with a large, fibre-filled helping of classic coin-op convertage?

This is exactly what we've got here. Some cynical tykes may murmur in hushed, rasping tones that *Space Harrier* has been

converted to death, but never before has it been done so effectively. In fact, all that's missing is the big wobbly booth and a whopping great joystick.

Dusting down such older titles may not be deemed to be the way to push the Mega 32X into the next generation, but Sega are confident that the price (about £10 cheaper than other regular 32X carts) and the arcade perfection achieved here, should satisfy just about everyone. Wahey!

Machine.....32X

Publisher....Sega

Developer...Sega

Style.....Shoot-'em-up

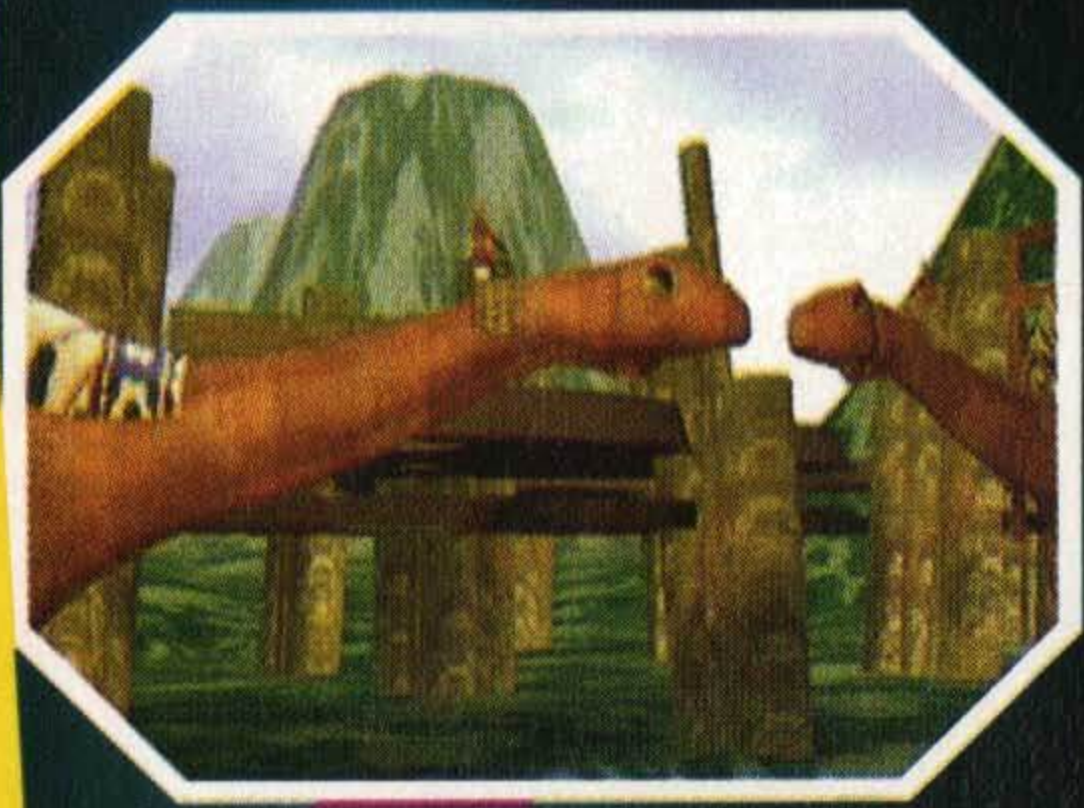
Release.....January '95

Status.....95% complete





True Lines.....Did you know that to get into the Amiga CD32 Top 20 a game needs to sell a mere 80-odd copies a month? Even the last Sonia single managed to shift more.....



◀ "So, Mabel, how did you get on in those auditions for *Return to Jurassic Park*?"



▲ "Spielberg wants me for a bit part..."



▲ "...But to be honest I'm afraid of getting typecast."

More dinosaurs than you could fill a Metro 1.1L van with.

# Lost Eden

— a palaeontologist's wet dream.



**S**et in a land of mythical and, it has to be said, somewhat raving bonkers legend, this soon-to-be-released offering from Cryo (the people that brought you *Megarace*) cashes in the current dino craze.

With its heady mix of stylishly-rendered graphics and graceful animation, you could be forgiven for expecting it to be an adventure-type game. In fact, you'd be completely right, as it is, in fact, a prehistoric romp of the pointy-clicky variety. The plot

is the usual good versus evil stuff, but the graphics lift it out of the ordinary.

The game environment was rendered using Autodesk's 3D Studio (a brill program being used by many game designers these days), and *Lost Eden* is brimming with about 50 cinematic sequences. Let's hope it plays as good as it looks.

Machine.....CD-i

Publisher....Virgin

Developer...Cryo

Style.....Adventure

Release.....Early 1995

Status.....85% complete



▲ Wes Studi (top baldy) plays Sagat in the *SF* film.

Street Fighter, the...  
...Movie, starring Jean-Claude Van Damme as Guile, is set to hit cinemas in America about now, a couple of months after *Double Dragon* battles its way to the screen. In the film, written by *Die Hard*'s Steven E de Souza, Guile goes up against M. Bison in an attempt to save 63 captured relief workers.

Capcom have risked tons of money on the movie. Van Damme alone nabbed \$7 million of the \$40 million budget. But Capcom's president Kenzo Tsujimoto is 100 per cent behind the project and even briefly appears in the movie.

The soundtrack album should be interesting. American Football player Deion Sanders makes his debut on the album's title track alongside rap star Hammer. Public Enemy and Ice Cube also contribute tracks.

Sad news for British *SF* fans is that to date, the movie still has no distributor in the UK. Apparently it's too expensive and not famous enough.

## Separated at Birth

**N**orman Wisdom and Diddy Kong? Do they share genes? The world should be told!

Do you think any celebs look like game characters? Send your suggestions to Separated at Birth, *Ultimate Future Games*, 30 Monmouth Street, Bath, Avon, BA1 2BW.



EEK, eek, OOK ook ook

Oooh, Mr Grimsdale



### TOP CHEATS

**FIFA Soccer**, Mega CD: At the options screen press CCCAAA for invisible walls, BACBC for curve ball, CABCCBAC for crazy ball, AABCCAA for the dream team, BABBBBBB for super power, AAAABBBB for super goalie, AAAABC for super offence and BBBBCC for super defence.



▲ "Keep circling... air traffic control are on strike again."





You've never seen anything like this before. Donkey Kong Country is the world's first fully-rendered video game. To produce it took 22 years work on 6 SGI work stations and one XL

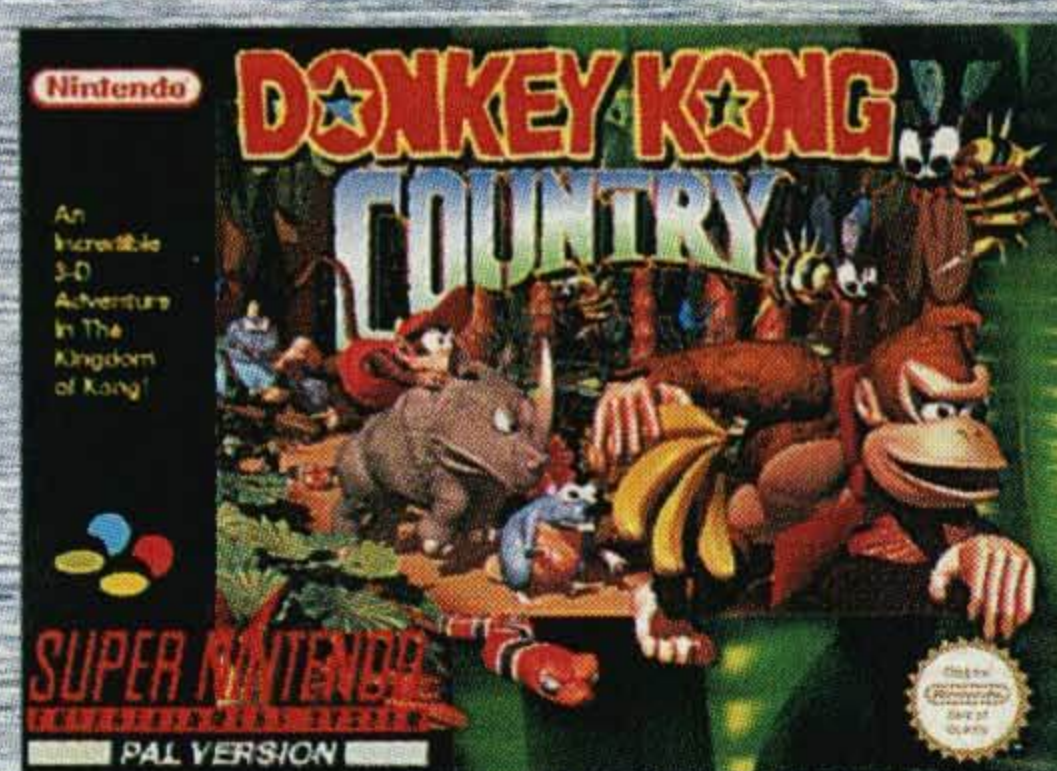
Super Computer. The graphics are 3-D. The playing arena is 32 megabit. The levels number 111. (No, that's not a misprint - one hundred and eleven). But the most amazing aspect of Donkey

For more information about this game, call or write to Nintendo UK Entertainment, Con



**IT'S TAKEN**  
**22 man years,**  
**32 MEGS,**  
**32,768 COLOURS**  
**and 1 super computer**  
**TO MAKE HIM LOOK THIS**  
**GRUESOME.**

Donkey Kong Country is that you don't need a 32 bit machine or a CD-ROM system to play it. Because Donkey Kong Country is only on the Super NES. So go and grab one now. You'll go absolutely ape.



Consumer Services, Parham Drive, Boyatt Wood, Eastleigh, Hampshire SO5 4NU. 0703 651010.





TRUE LINES...Steven Spielberg, ex-Disney exec Jerry Katzenberg and ex-music company supremo David Geffen are ploughing an amazing

Better than  
the arcade original, it's

# Starblade Ultra

a real looker of a shoot-'em-up

► The future of shoot-'em-ups is shaping up.



▲► Here's a fun thing: try and spot the differences between these two shots. Which is from the PlayStation?

**Y**oinks! Namco's superb *Starblade* coin-op has actually been improved for the PlayStation!



The arcade game featured ground-breaking polygon technology, which, amazingly, has been improved for the home version. The huge starships and vast space stations have now been fully texture-mapped and look even better than before.

The explosions, music and sheer cinematic depth of this game detract from the fact that it's actually just *Operation Wolf* in space. Seriously, all you have to do is point and shoot. You have no control over your

spacecraft, you simply head in a pre-defined direction.

But if pure, undiluted blasting action is what you're after keep your eye out for this.

Machine.....PlayStation

Publisher....Namco

Developer...Namco

Style .....Arcade

Release.....Early '95

Status .....60% complete

TOP  
CHEATS

The future  
of law enforcement is

# Crime Crackers

An RPG that blasts away the opposition

► So very cute, but with such a tense atmosphere.



**R**PG? RPG? Action game, more like. This is being heavily pushed by Sony as a **hardcore** RPG, but it's actually a **leisurely** action game.

Admittedly there's an awful lot to think about – you have to crack codes, **solve puzzles**, etc – but you also have to shoot stuff.

The game is set in a **robot-infested future**, controlled by an evil super-computer. The good news is that you are a heavily armed future agent on a mission to save the world.

This plays sort of like a cross between **Doom** and **Final Fantasy**. Although the statistics-related RPG

bits have been refined to a point almost beyond recognition, they still exist and the game has the same **complex** feel of a typical RPG.

*Crime Crackers* does feature some very smooth **polygon action** and some utterly convincing texture-mapping. The other creatures you meet in this 'world' move convincingly and smoothly too.

The music however, is a tad **cheesy**, so let's hope that changes when this sees the light of day in Blighty.

◀ The game obviously has RPG roots, as you can see here.



Machine.....PlayStation

Publisher....Sony

Developer...Sony

Style .....RPG/Action

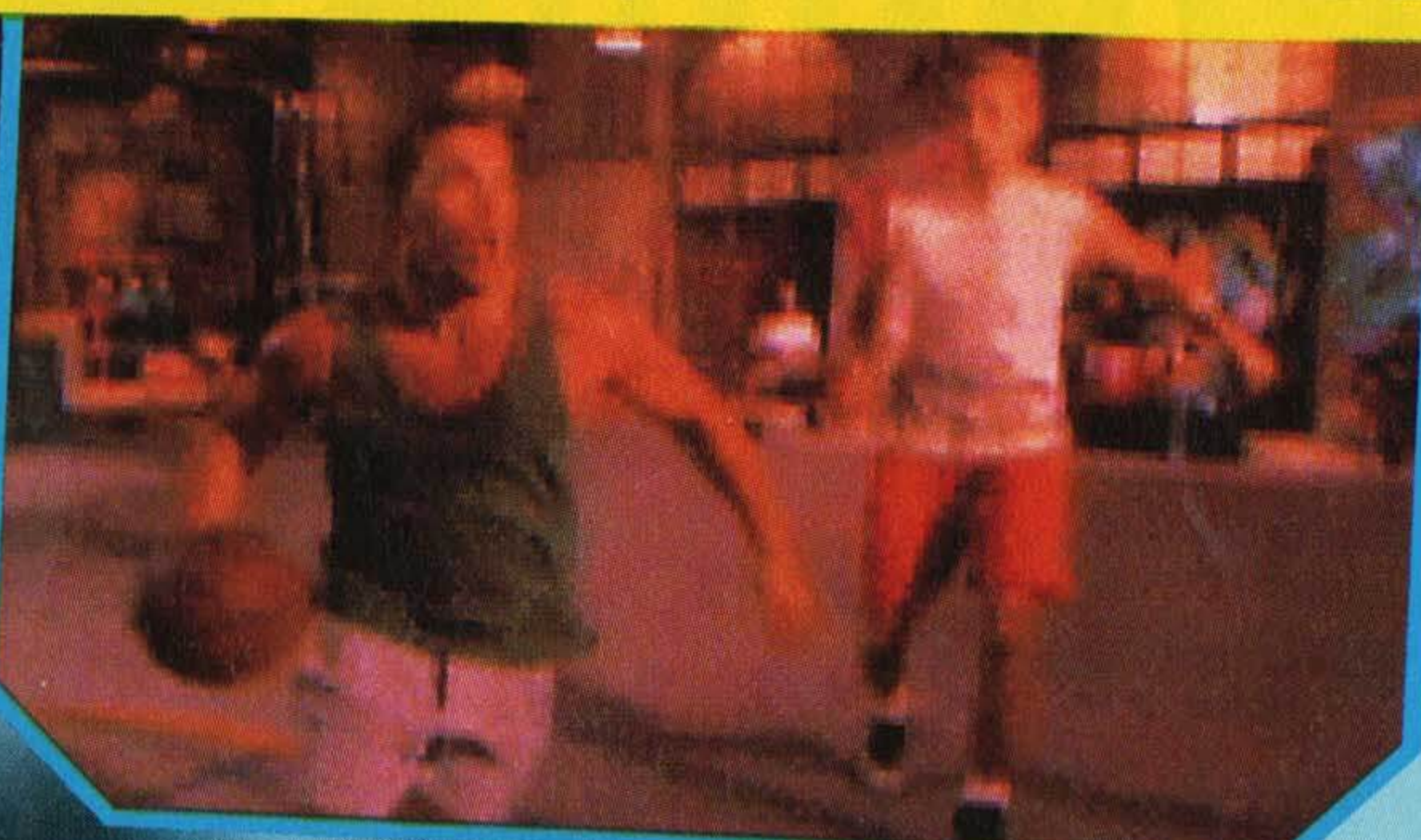
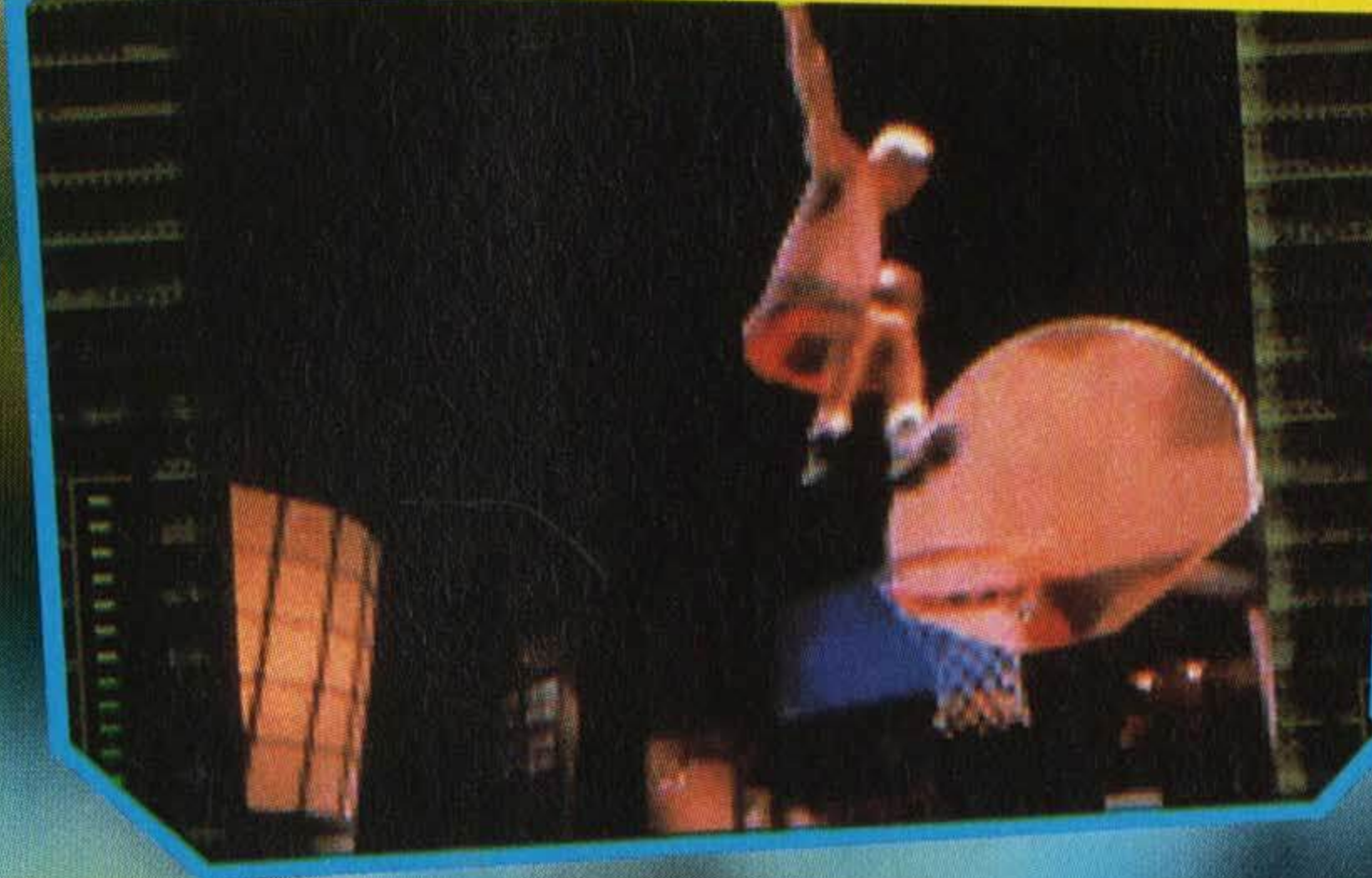
Release.....TBA

Status .....90% complete



\$2 billion a new multi-media company which will have a software production division. The first project will be an *Earthworm Jim* TV series.

**Ultimate**  
**UPDATE**



▲ Stunt double ahoy! *Slam City* is just fit to burst with fall guys.

▲ Some FMV footage no less. It's just brimming with the stuff.

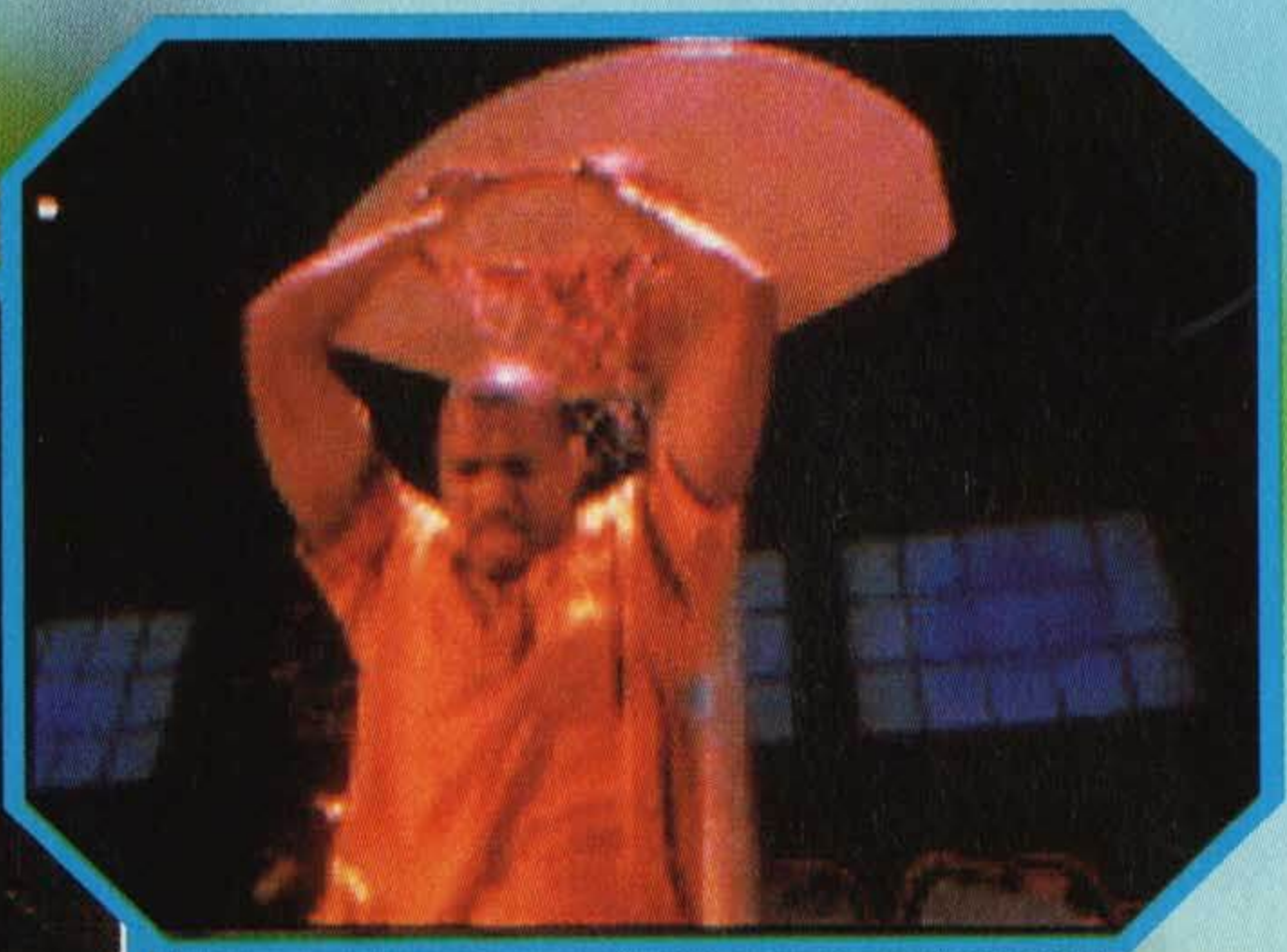
You'll need 'Ace' 'Fingers' in  
**Slam City**  
with **Scottie Pippen**  
if you're going to cause a 'Smash'

**S**cottie Pippen. Scoottiee Pipppeeeen. A name you'd be proud to give a freshly-born pedigree Burmese cat.

But by wind and kidney, it is, in fact, the name of a so-famous-we've-never-heard-of-him NBA All-Star basketball wizard, and this, as they say, is his game.

Having more of a cinematic feel than previous Digital Pictures releases, the gameplay involves one-on-one, slam-dunk-type challenges carried out against five challengers, and instead of accumulating points, you earn respect (it's beginning to sound like some corny US sitcom).

Each character had a stunt double for filming purposes, and the whole unashamedly stunt-packed package is presented by Louise Bjerregaard as Brittany, surely the soundest lass in basketball history.



▲ This chap looks rough. Avoid him in the showers afterwards, okay?

▲ Helium-filled basketballs are a serious option these days. It's for safety reasons, you see. They can really hurt if they hit you. Serious bruising stuff.

- Machine.....Mega CD/3DO/PC
- Publisher....Digital Pictures
- Developer ...Digital Pictures
- Style .....FMV basketball
- Release.....November
- Status .....99% complete

**3DO's future is starting...**  
...to look even rosier following the news that *Super Street Fighter 2 X* (as reviewed on page 80) is causing great excitement in Japan, where 3DO's operation is still relatively small, but growing. 200,000 units are expected to shift before Christmas, and Panasonic's new, sleeker FZ-10 console can only attract further sales.



Panasonic get in on the 3DO action with this model.

As you can see from the shot below, the joystick has also been made more palm-friendly. It's been reduced in size, the action buttons rotated into more natural positions, and the stop/play buttons made much more easily accessible. Pressable, even. It's far less cumbersome than the original pad and sits superbly in your hands.

Can't wait for Panasonic's six-button joystick to be released to coincide with *SSF2X*...



New improved 3DO joypads – far less cumbersome.

**Leslie Nielsen hosted ...**  
...the first ever Cybermania US Games industry awards ceremony at Universal Studios in Hollywood in November. There were 27 awards in all, and *Seventh Guest* won the Best CD Game category while *Sim City Enhanced CD ROM* was voted Best Simulation.



*Seventh Guest* nabs a CD Oscar in Hollywood.



Trailers



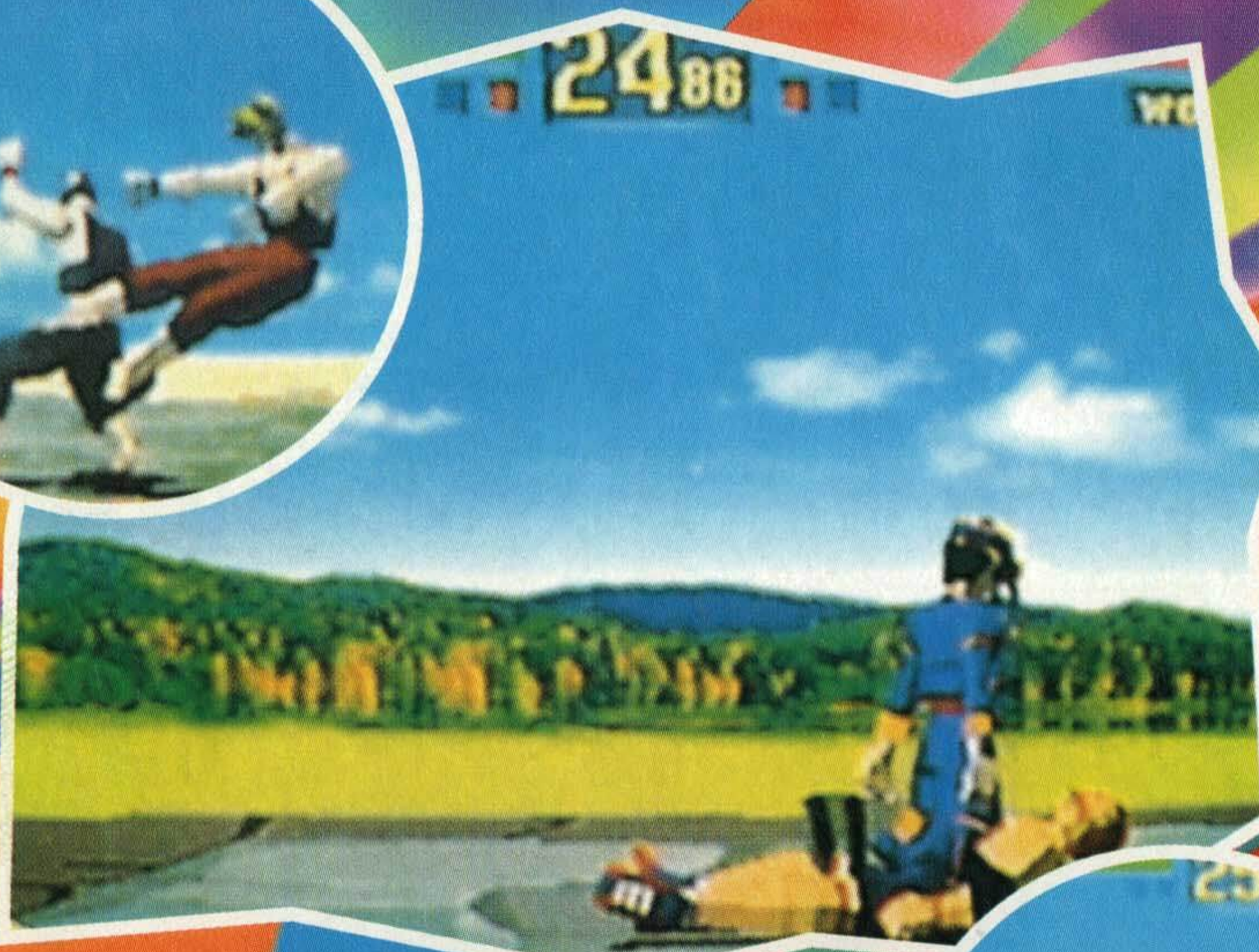
Saturn

# Street Fighting's

## for squares...

# Virtua Fighter

► Wolf isn't quite as muscular as he is in *Virtua Fighter 2* but, for us, he remains the toughest character. Except when he's, er, getting floored by Akira.



►► Saturn *Virtua Fighter* is certainly easier to control thanks to a pad set-up option, allowing normal, beginner, arcade and special configurations.

**A**t the time of going to press, Sega's Saturn has already sold out on pre-release orders. The reason - *Virtua Fighter*.

After a slow start, *Virtua Fighter* became one of the biggest grossing coin-ops in Japanese history. People are buying Saturns just to play it.

The reasons are obvious. The incredibly smooth polygon characters, the attention to detail and the cinematic scope of the game left jaws dropped.

Initial criticisms levelled at the gameplay were swept away in a tide of enthusiasm which built up over several months.

*Virtua Fighter* is deep.

The Saturn conversion is hardly arcade perfect. It's almost

half as smooth, with far fewer polygons. The overall effect, however, is almost identical. *Virtua Fighter* on the Saturn is a graphical masterpiece.

The characters behave in the same way as their arcade counterparts. The gameplay is complicated, sure, and the multiple viewpoints simply add to the confusion, but this complexity is what made it so popular in Japan.

Machine.....Saturn

Publisher....Sega

Developer...Sega

Style.....Beat-'em-up

Release.....November 94 (Jap)

Status.....99% complete

◀ Sarah really is the cutest of the fighters, and here she is receiving an ungentlemanly shoeing from Akira, the cad and bouncer.

► It's Kage-on-Kage action amongst the sand dunes of Stage 7. Gritty stuff, we reckon.



TOP CHEATS

Mortal Kombat 2, Mega Drive: There's an extra

fatally move in the Mega Drive version called a Fergality. Choose

Rayden as your character and when you are asked to finish your

opponent press back, back, back and block to turn your enemy into the

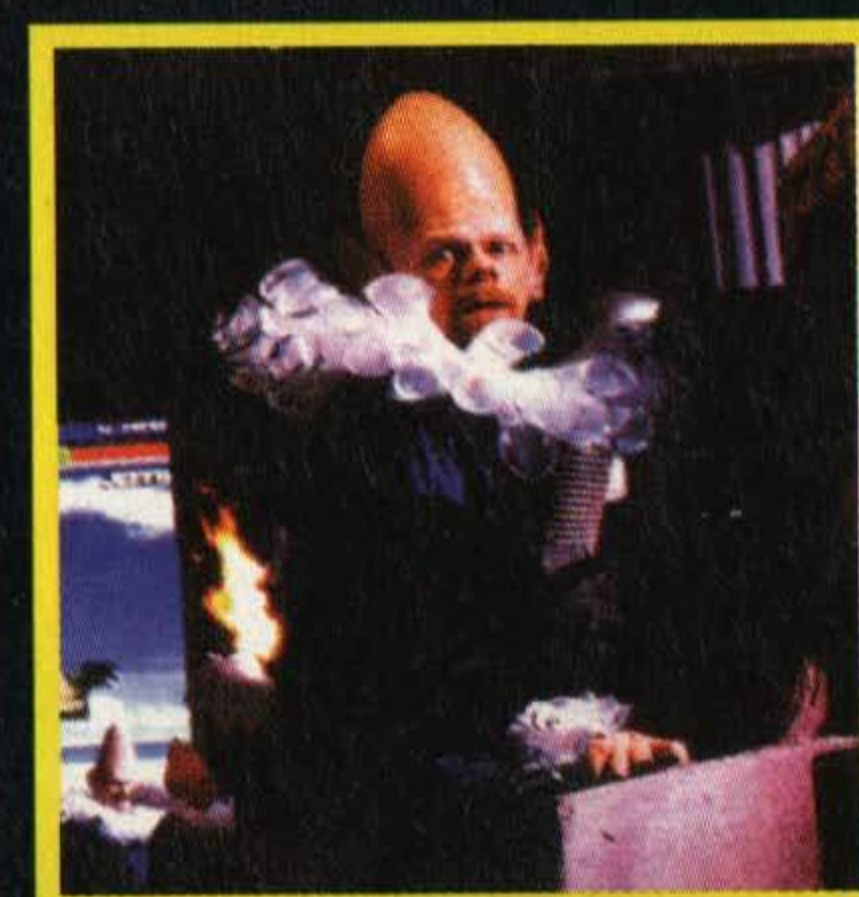
programmer. Fergus McGovern of Probe.

Ultimate



## The next generation...

...hype war is well under way in Japan. To coincide with the street-date of 22nd November, Sega have launched a massive bonkers barmy ad campaign. Picture the scene: the planet Saturn. A factory lined with banks of *Virtua Fighter*-filled monitors. Rows of pointy-eared cone-



Oh no! The Tefal people have invaded Japan!

heads beavering away beneath billowing ruffs and blue smocks, putting together Saturn consoles.

Spinning around as we enter, they panic and put on masks that turn them into ordinary people. They all jump onto pushbikes laden with Saturn consoles and proceed to cycle through space towards earth, where they start

distributing the pieces of next generation hardware. And the slogan? 'Saturn from Saturn'.

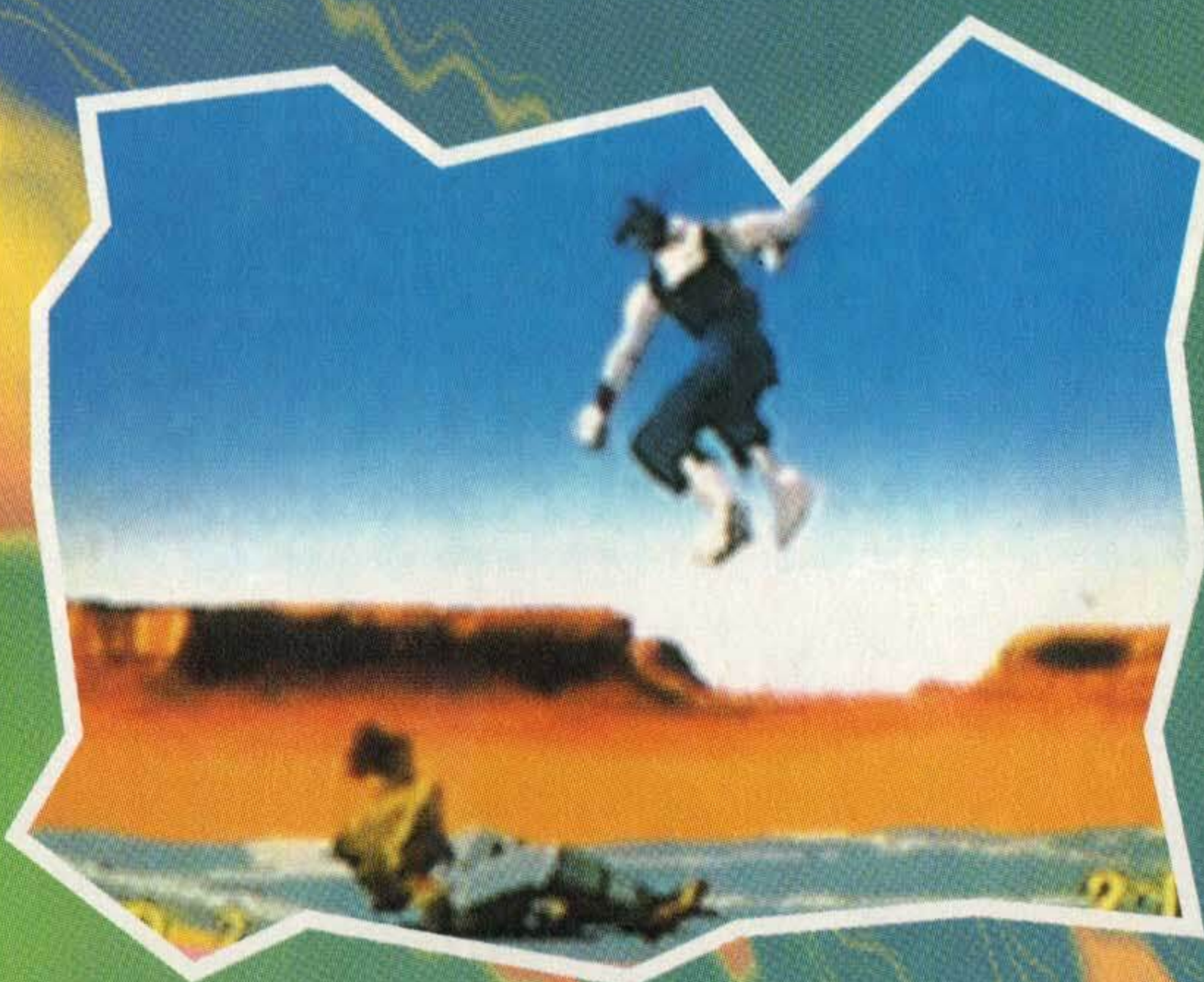
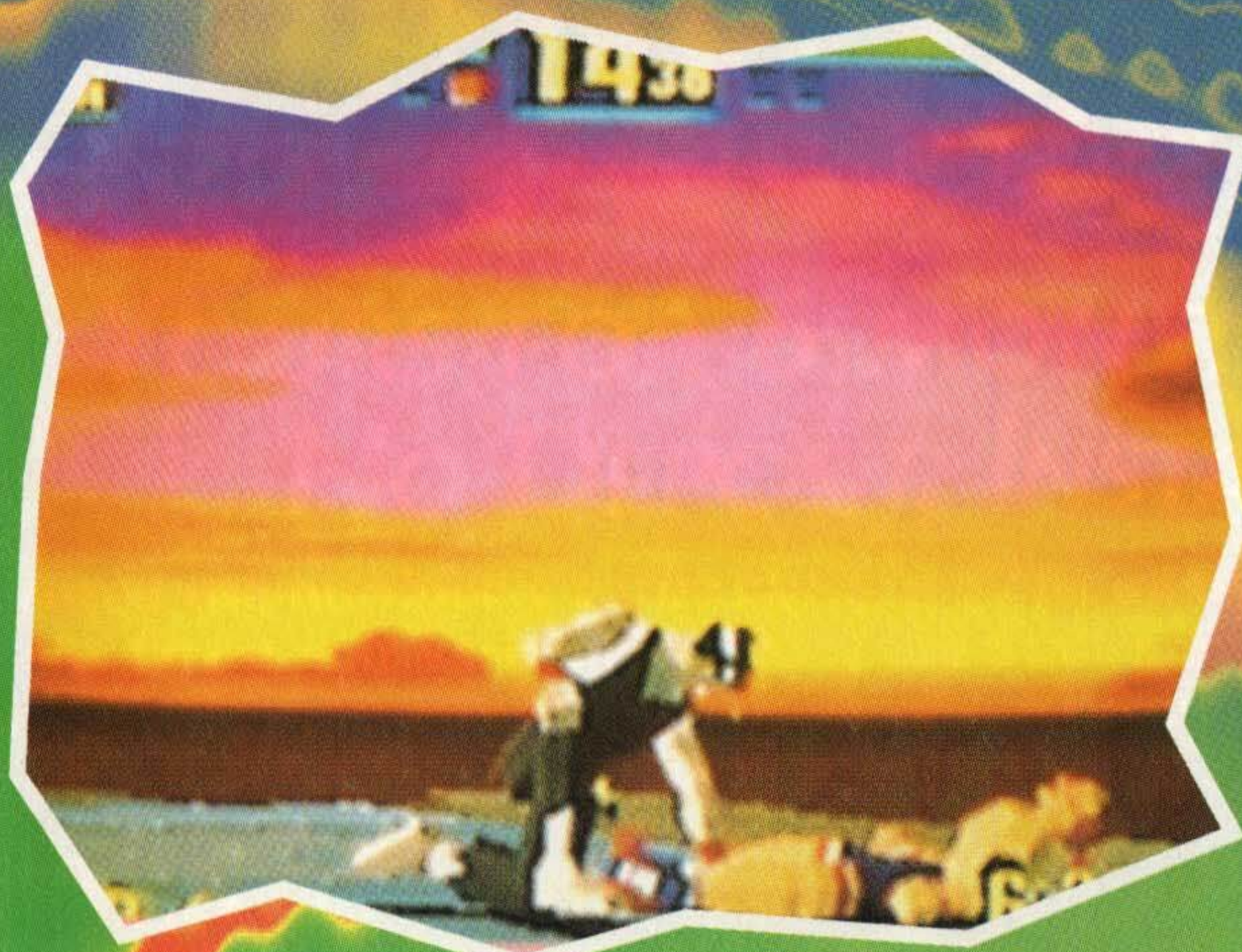
## Spot that grab...

Yep it's another compo for eagle-eyed readers (what, you mean you've got eyes on the side of your head?). Er, anyway, it's spot that screen shot time again. All you've got to do is identify the section of a screen shot that we've printed below - it's from a screen shot printed somewhere else this issue.

The prize. A game of your choice from the ones we've reviewed this issue. Send you entries to: Eagle Eyes, UFG, 30 Monmouth Street, Bath, Avon, BA1 2BW. Get your entries in by December 31st.

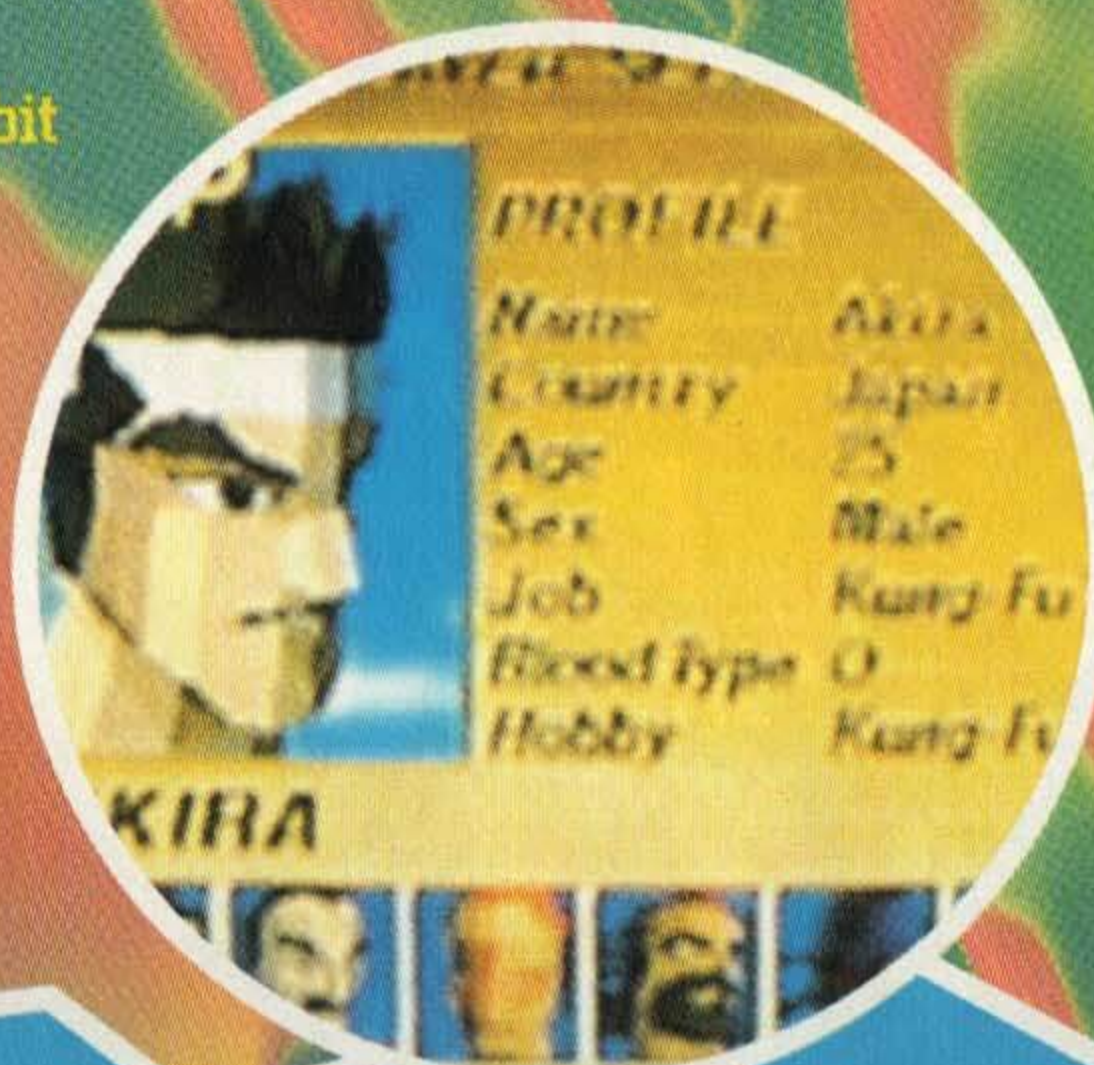


# Inter is big in Japan



▲ Jeffrey's another old bare-chested toughie. A tough cookie, you might say, if you were partial to clichés. But, er, he's also on the floor...

▶ Akira might look a bit square and not at all like Ryu, but as we've seen, he's smart.



▶ The stinky might of Kage faces the innocence of the youth, Akira. And he's getting a right kickin' too.



▲ Don't pick a blonde in this game. They bruise easily, you see. Something to do with genetics. Jacky's not that bad though...



▼ You won't have time to take in the sunset on Stage 6. Not if you're to come up trumps, that is.



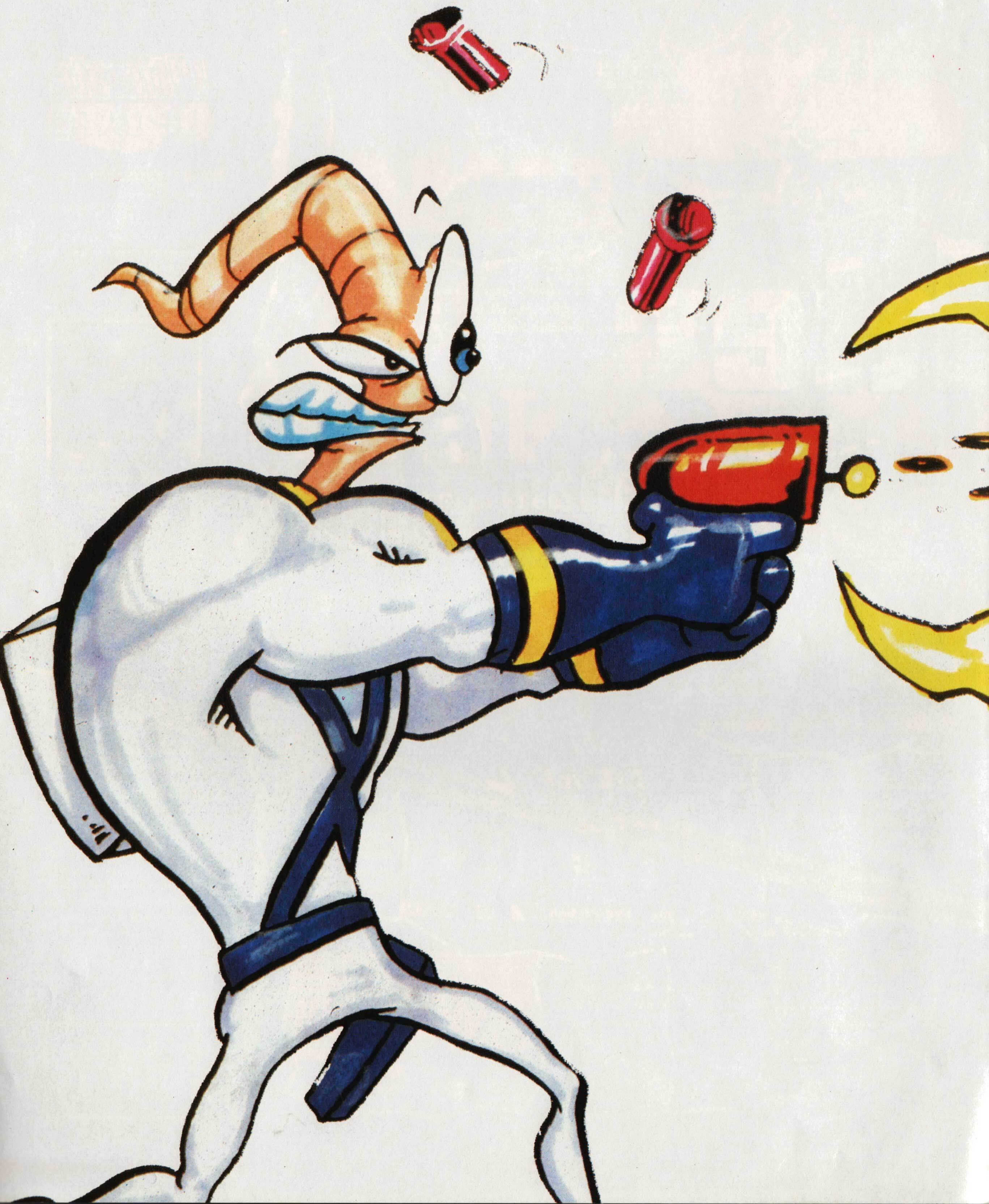
they will be charging software developers a higher price to get a developers' license. So Samurai Shodown will now set you back £50.....



◀◀ The fights may be over in a flash once you get past 'Ready', but the repeat facility has been retained in the home version.









A WORM'S GOTTA do  
WHAT A WORM'S  
GOTTA do.



# EARTHWORM JIM™







Be afraid. It's

# Twin Goddesses

with the juicesome twosome

A subtle blend of Super Street Fighter 2, Mortal Kombat 2 and Oriental Ninja Vixen Fiesta Special would go down a treat in any household, wouldn't it?

Well moisten my lips and kiss me silly (er, I think I'll give that a miss - Ed) if Polygram's Twin Goddesses won't be pouting and thrusting its way onto a PlayStation near you in

the near future, for it is, indeed, just such a concoction.

"It's a Street Fighter 2 clone," you may immediately fear, but it's all spooky and everything with a distinctly fantasy element. There's also a dash of Mortal Kombat digitised tomfoolery about the main characters, but the other adversaries maintain a cartoon-like appearance.

You get to play one of the two lycra-clad maidens, Nina and Syllin, and battle your way through to Carmilla, an evil claw-handed witchtress. The whole show is a bit saucy really, and we can't wait.



▲ Legs almighty! As can be seen, the gals love kicking. And pulling hair.

Machine.....PlayStation

Publisher....Polygram

Developer...Planet

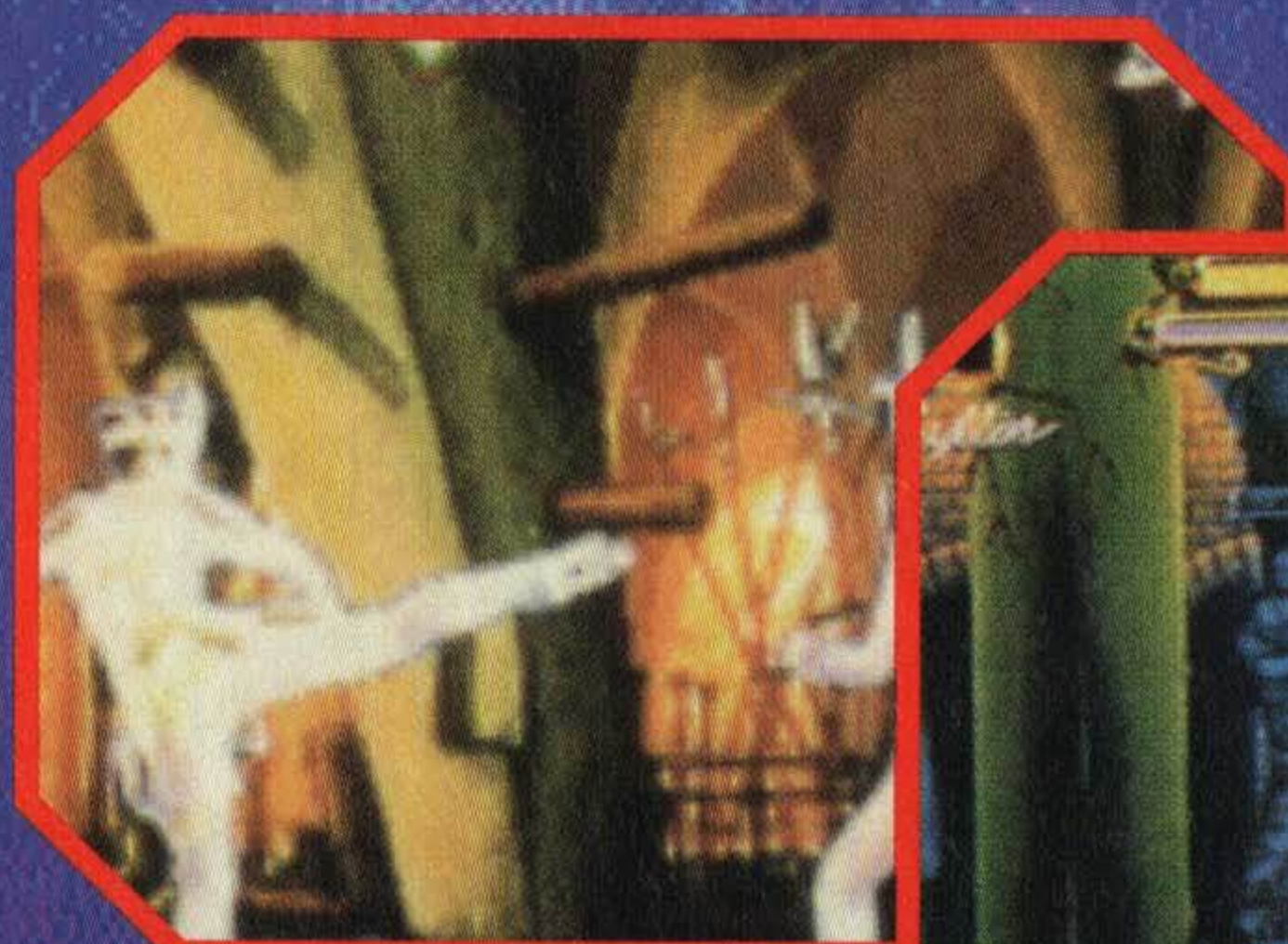
Style .....Beat-'em-up

Release.....Mid '95

Status .....70% complete

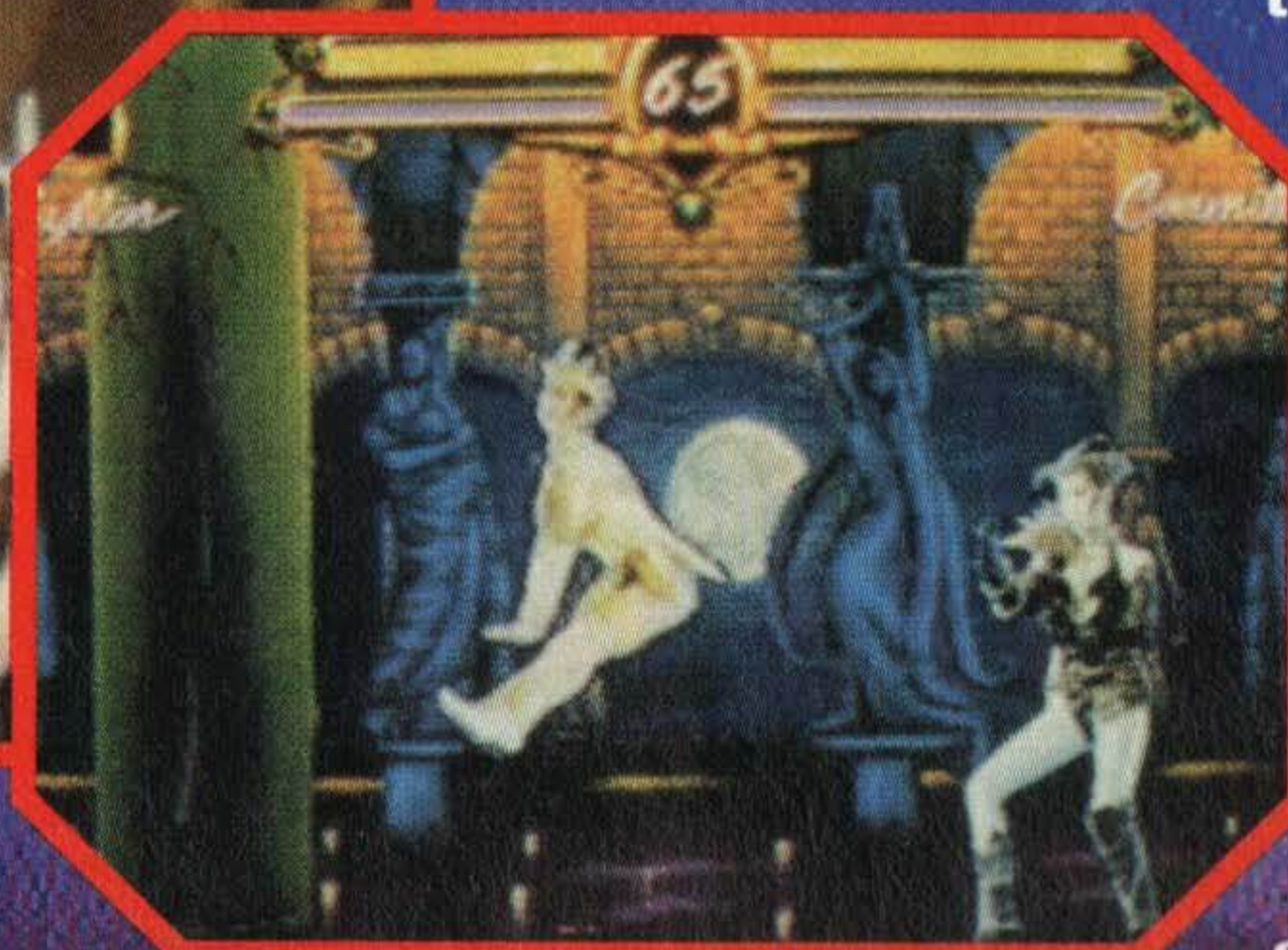
TOP  
CHEATS

Castlevania. MegaDrive. Go to the options screen and set the BGM to 05 and the SE to 073. Go back to the screen that says PRESS START, now press Start and open the next screen, press up, up, down, down, left, right, left, right, B and A. Go back to the options menu and you will now be able to select an expert skill level and start the game with nine lives.



▲ The detail in the backgrounds is superb.

▼ 'Kiss my arse, Dragon woman.'



Is it just a myth or can

## Legend of the Gods of Combat

sweep the floor with Virtua Fighter?

This is the PlayStation's answer to Virtua Fighter. And from what we've seen, it actually looks better than the Sega 3D masterpiece.

It's just as smooth and has the bonus of weapons. The clash of steel, the thud of flesh

on flesh, the smell of blood. This is what we want!

There are only six characters from which to choose, but each has a huge range of moves, both secret and conventional.

Strangely enough, they're not really gods. Just blokes (and a girl) with big sharp things. If I was a God, I'd be suing for defamation of character.

Like Virtua Fighter, the action is followed by a computer controlled 'camera'. The graphics rely heavily on advanced

Gouraud shading techniques and they look superb. Along with the classy animation they create a real sense of perspective.

The game is only 70 per cent complete at present, but already we hear rumours of a mysterious hidden boss character. Mind you, what beat-'em-up would be complete without one?

Machine.....PlayStation

Publisher....Takara

Developer...Takara

Style .....Beat-'em-up

Release.....Mid '95

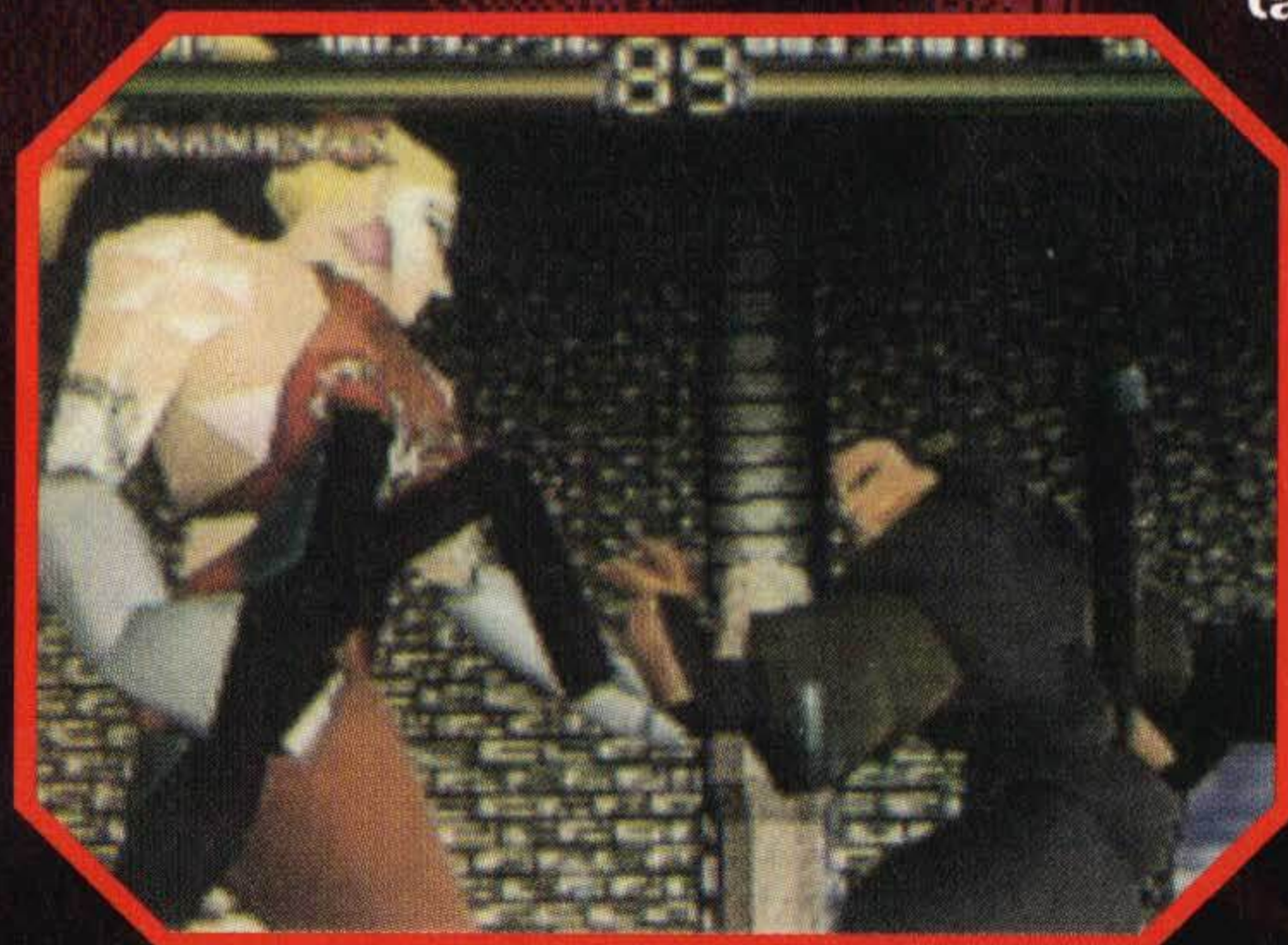
Status .....80% complete

◀ This really is a special kind of game. You just wait...



▲ The Japanese gameplayers are flipping for this smart beat-'em-up.

▼ The smooth animation really should have Virtua Fighters worried.





.....TRUE LINES... The Virtual Boy is out now in Japan and costs the equivalent of £200. See page 65...

Ultimate  
UPDATE

# You can't get quicker than a quick Corpse Killer especially if he's come over all zombie...

**Advance orders for...**  
...the PlayStation and Saturn in Japan have been so overwhelming that the new generation consoles have in effect sold completely out, a month before they hit the shelves. Even these pre-orders were restricted to one per customer. The Neo Geo CD has also shifted in huge numbers, and is proving very difficult to get hold of. This means that importers in this country will have a tough job obtaining sizeable quantities of the machines unless they too had ordered well ahead of the launch date.

**Super Motocross will...**  
not be reaching the high street along with *Doom*, *Star Wars Arcade* and *Virtua Racing Deluxe*, as part of the 32X launch catalogue. It'll now appear in the shops some time in January instead, with *Super Space Harrier* and *Super After Burner*. It's hoped that 25 titles will be available by Easter '95. The 32X is also now to come with six software discount vouchers, four offering £10 off individual 32X games, with two additional £5 vouchers.



Super Motocross won't be out until 1995 now.

**JVC's version of...**  
...the Saturn – the V-Saturn (or RG-JX1) managed to completely sell out in Japan... before Sega's own Saturn did! In a move befitting a giant electronics company, the V-Saturn comes with an MPEG port at its rear (not to be confused with the cartridge port on the top). An MPEG cartridge will then be available for about £50 which will allow you to experience true FMV and films and everything.



- Machine ...3DO/MegaCD/PC
- Publisher...Digital Pictures
- Developer..Digital Pictures
- Style .....FMV shoot-'em-up
- Release.....December
- Status .....98% complete



▲ Winston Crum was infamous for his knife-holding-jaws japey.

**Y**ep, you've got to be a bit nippy in this game if you're to avoid spending the rest of your life, or rather animated death, as a corpse wandering aimlessly around the Caribbean (and being mistaken for an American tourist!).

Actually, that doesn't sound all that bad, I suppose, but as part of a five-man Navy SEAL team, you have been sent to this tiny voodoo-rich island to assassinate the evil cadaver-rouser, Dr Hellman

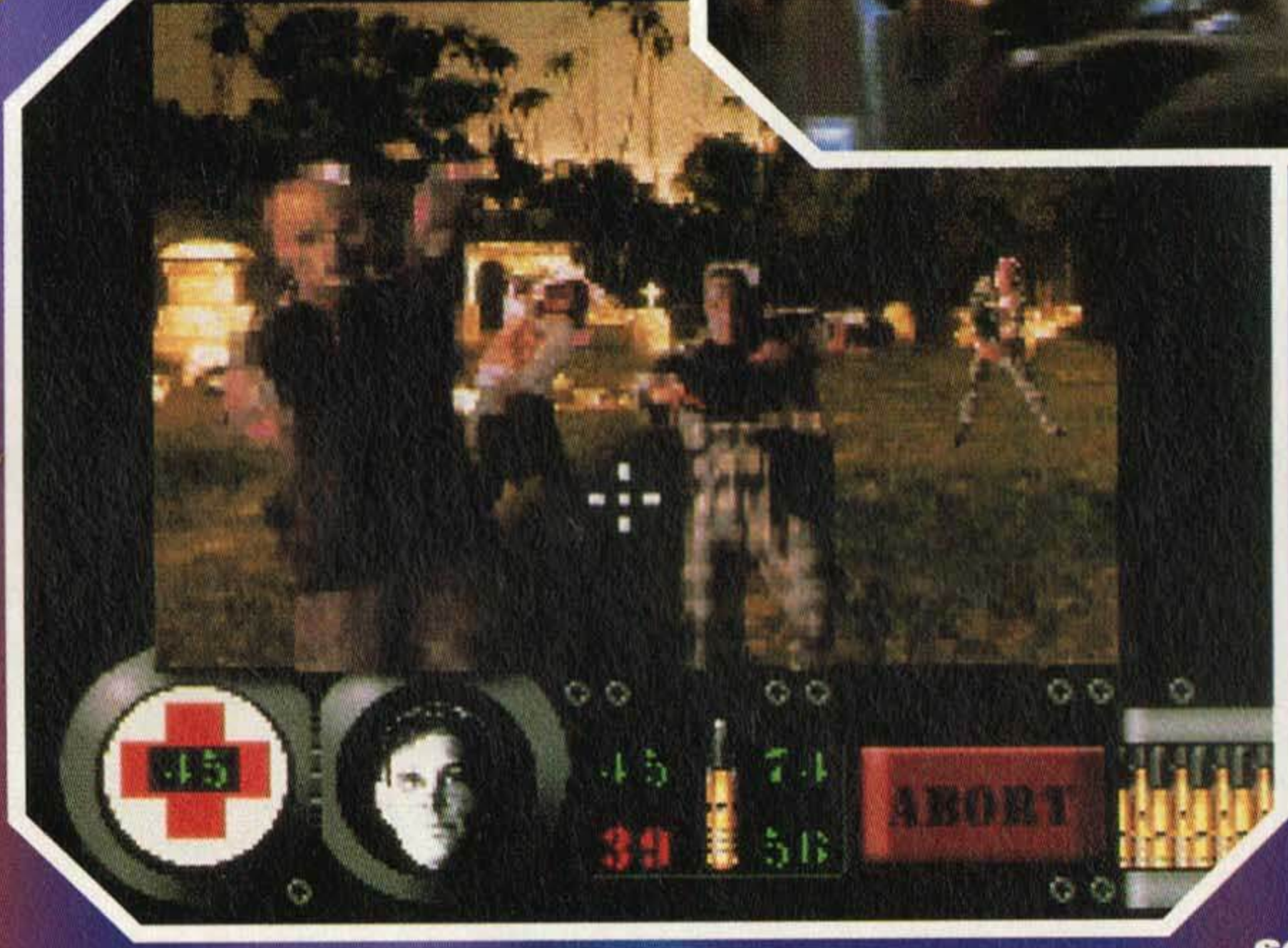


► The evil doctor, mixing up a brew. Green, but tasty, we're told.



► Hellman was mad all over his head. And he found it hard 'being' with women, it is said.

▼ 'Tis scary is this. So shoot for all your worth my friends.



It's similarly structured to *Ground Zero Texas*, in that you can visit a variety of locations, watch some FMV footage, then blast away at loads (and I do mean loads) of scantily-clad,

(presumably mayonnaise must play a large part in his nocturnal voodoo rituals).

Unfortunately, wouldn't you just know it, you're immediately bitten by one of his pet zombies. It's then a race against time, as you try to rescue the

rest of your team, rub out the grave-digging Doc and stop yourself turning into a fully-fledged Texan in Bermuda shorts... er, I mean zombie.

◀ Holidays in the Caribbean seem bloody troublesome. The tourist board can't be happy.

perpetually hungry flesh eaters. But you can obtain helpful clues if you feel the need, from the eminently lickable Julie Barnes, a tabloid journo, and Winston Crum, a colourful local who can turn voodoo plants into a zombie antidote (no stereotyping there, then). This looks like it could turn out to be a scarily successful combination of a horror FMV movie and shoot-'em-up. Undead good, maybe?





## 3DO/Mega CD

▼ Blimey, someone's in a spot of bother, aren't they?

▼ The camera pulls back when you go into a special move.



▲ There's over two hours of glorious footage in *Supreme Warrior*. Luckily, you can interrupt it if you've seen it before.

### Hong Kong Phooney?

# Supreme Warrior more like...

**I**nteractive martial arts movies, eh? The games industry isn't exactly saturated in them, is it? Well fret no more, and let Digital Pictures be

your **saviour** with their new oriental flavoured cinematic-style game experience.

A first-person perspective FMV beat-'em-up has always seemed a very **interesting** concept, but how would it work

in practice? Well, pretty **effectively**, if the first glimpses of *Supreme Warrior* are anything to go by.

There are 14 regular moves and blocks available to your **pad-happy** thumbs and fingers, with an in-game feature of being able to collect and build up a number of special moves.

And you'll need those special moves if you're to ultimately defeat the evil **Fang Tu**. It's 16th century China, and in true 16th century Chinese tradition, he's after the other piece of a **super-powerful** mask,

which you just happen to have in your possession (put the two bits together and stick the whole thing on to **transform** into Jim Carrey, presumably).

But you'll first have to tackle his henchman, the **Warlords** (Earth, Fire and - snigger - Wind) and each of their two bodyguards. It ain't gonna be easy, so get those fingers **limbered** up.

Machine.....3DO/Mega CD

Publisher....Digital Pictures

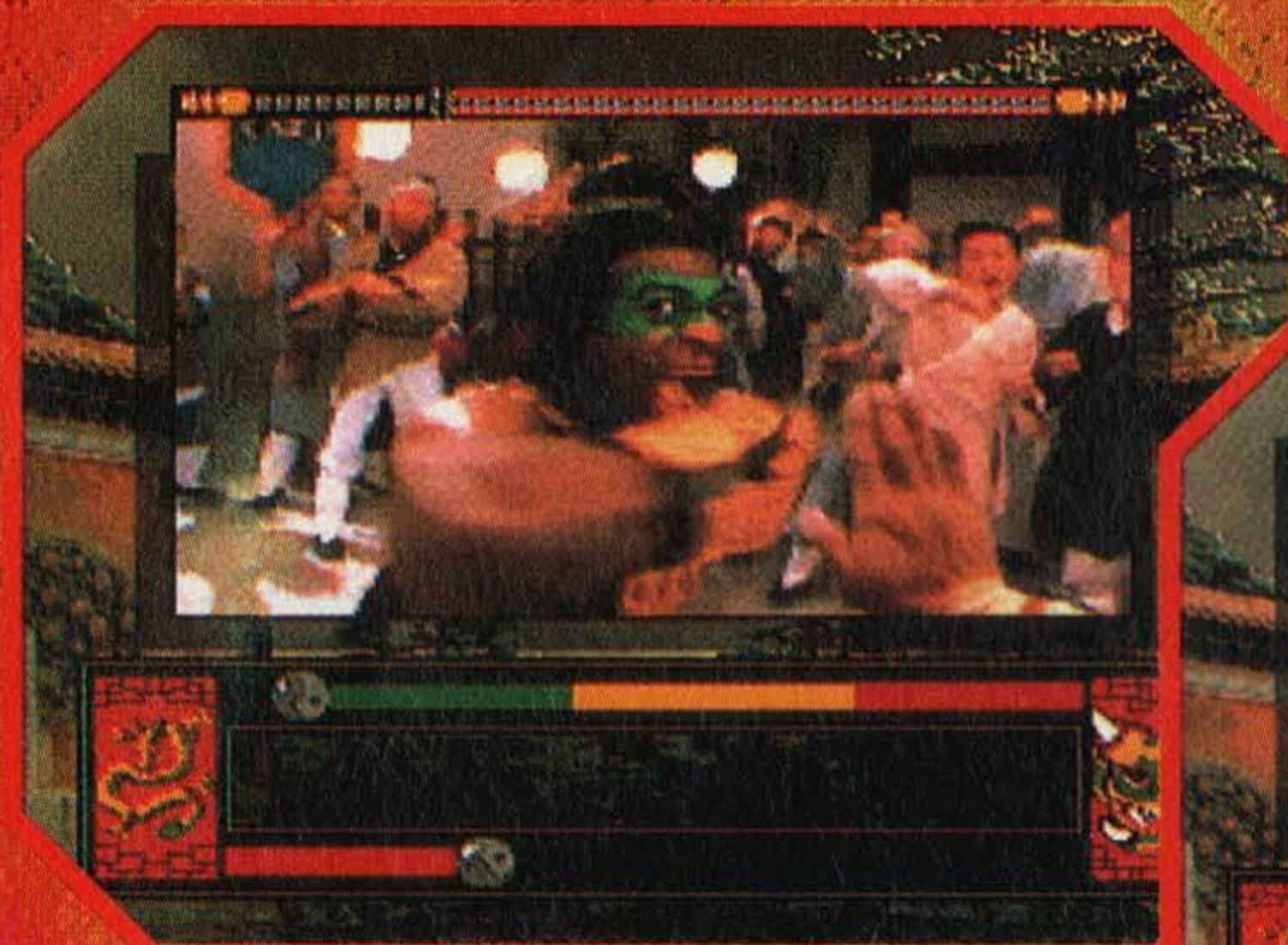
Developer...Digital Pictures

Style.....FMV beat-'em-up

Release.....TBA

Status.....80% complete

▼ Your guide will always remind you of your duty.



▲ The sound effects are very entertaining with some hilarious spitting noises.



## TOP CHEATS

**Sonic and Knuckles.** Mega Drive: Have you got stuck on one bit of one level, and are desperate to see what the other levels look like? Try out these level codes for the hedgehog's latest outing. 3659 8960 3263, 2966 3193 9023, 2921 0274 3999, 3137 7423 1487 6699 8191 7375, 3099 6111 4047 and 3482 7986 3167



# Win

## Communication's what you need

**I**t's good to talk. But it's cooler to send secret messages using an infrared beam. And that's exactly what the Casio Club Magic Beam Diary lets you do.

Forget the information superhighway. This is the newest trendy way to get that

message across. You can type in a message then beam it across the room to a mate - as long as he's got a one of the things as well. Which is why we're giving them away in pairs. Three lots of 'em, in fact.

Each one costs £80, and as well as zapping messages

TRUE LINES... If you divide the amount of money that Nintendo is spending on promoting *Donkey Kong Country* (£2.5 million) in the



► The first few missions all occur against the throbbing heat of this lava field backdrop. It's faintly beautiful.



▲ The power-ups are essential if you're to get very far into the game.



▲ The landscape zips away beneath you at a fair cracking pace.



**D**id you know the human race is complacent? Did you know computers take care of everything? Did you know nothing can go possibly wrong? But, lo and predictably behold, it has.

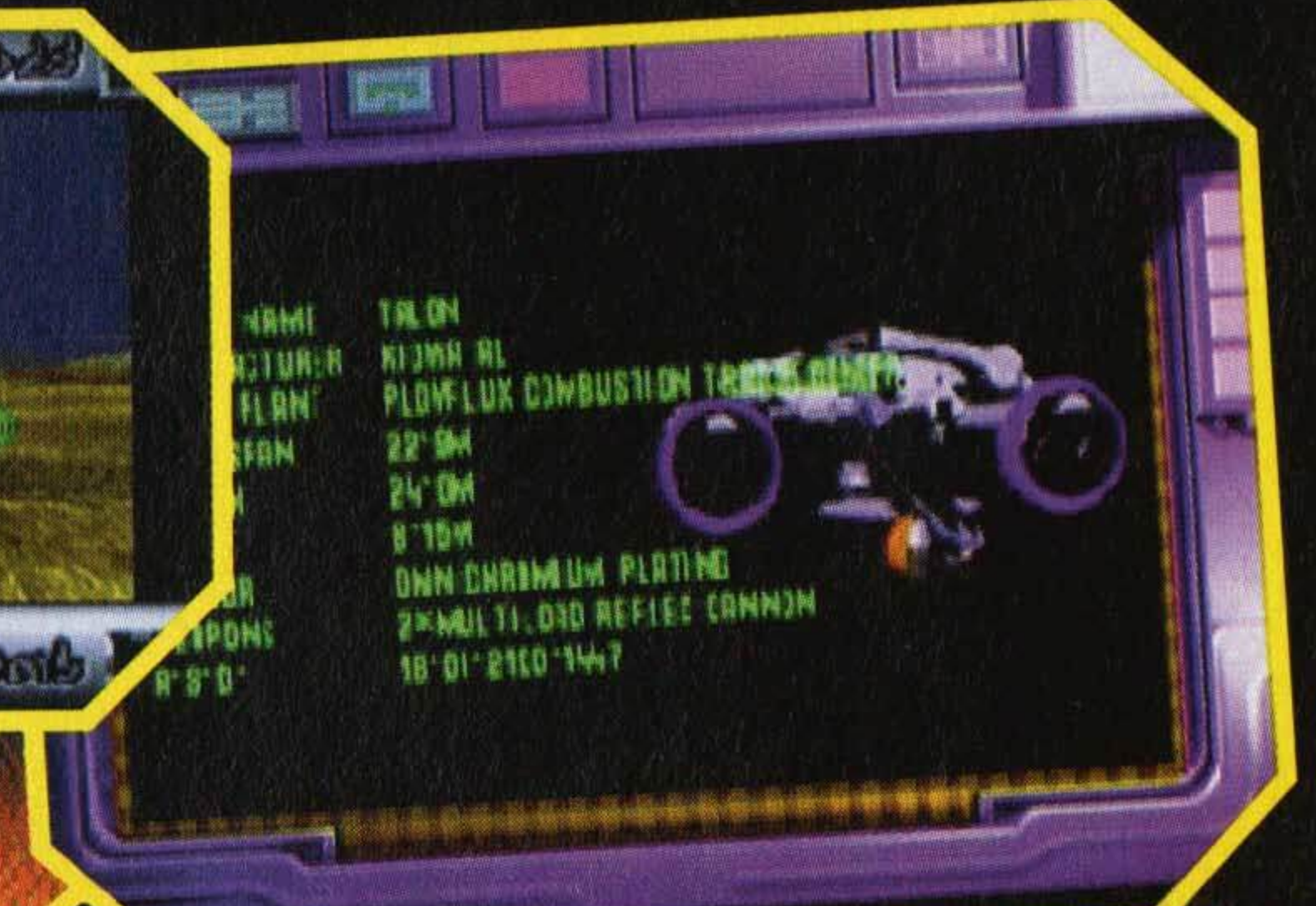
Just like the notion raised in *Terminator*, the computers have revolted, and you, piloting the Scavenger 4 space fighter, must **skim** your way o'er glaciers, 'twixt canyons and 'neath **cityscapes** to reach the omnipotent Scarab X.

Lovingly stacked with some spiffing graphics and a throbbing, **trip-happy**

▼ Will I make the power-up before that wave of fighters moves in?



▼ These screens detail your ship and explain the targets you must attack.



soundtrack, this really is a blast fest of **stimulating** proportions. There's a limit to where your buzzing little craft can go within the confines of the game, but there are more than enough waves of enemy craft and power-ups to **satisfy** the most demanding shoot-'em-up head.

A frequent sprinkling of smoothly-animated scenes help pull you into the story and give you a breather between the **hectic bursts** of action. Looks to be simple, fast, blasting fun.



▲ This is one of the more scary villains. Beware of its flying attack, won't you?



The computers are angry in

# Novastorm

Very angry indeed...

Machine.....3DO

Publisher....Psygnosis

Developer...Psygnosis

Style .....Shoot-'em-up

Release.....Early '95

Status .....99% complete

around you can also use the diary and fortune telling features, as well as play the two-player battle-mode game.

So, how do you go about winning a pair of these snazzy little items, then? Easy. Just tell us: **Which two computer game characters would make**

**the best couple and what would their offspring be like?**

The best three entries will win a pair of Casio Magic Beam Diaries each. Send your answers to: **It Takes Two, UFG, 30 Monmouth Street, Bath, Avon BA1 2BW**, to get here no later than 31st December 1994.

# Win



UK by the number of copies they are initially shipping over here (200,000), it works out to £12.50 spent on each individual copy

Ultimate



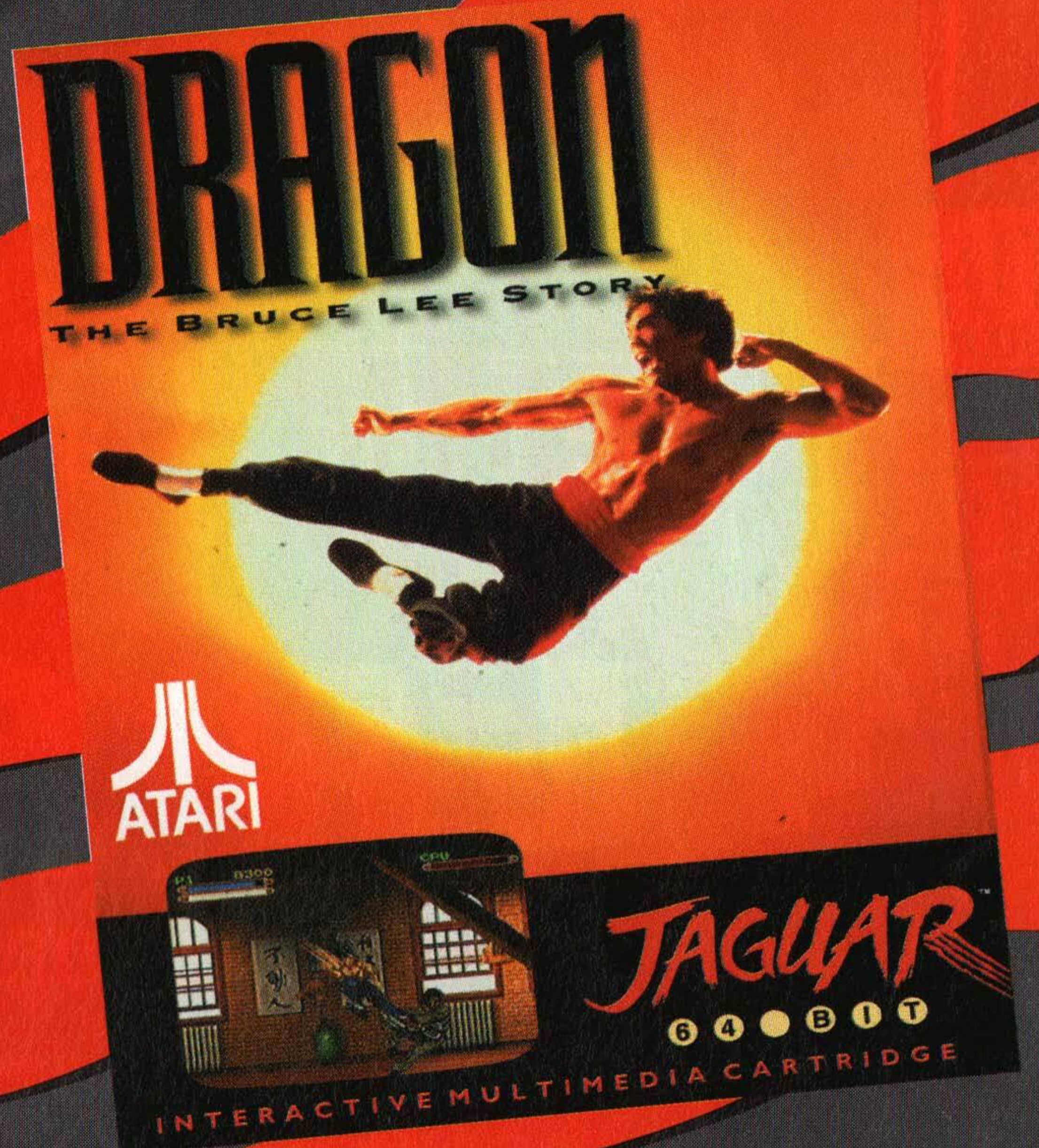
# THE BIGGEST CHRISTMAS



**ATARI**



# GAMES THIS

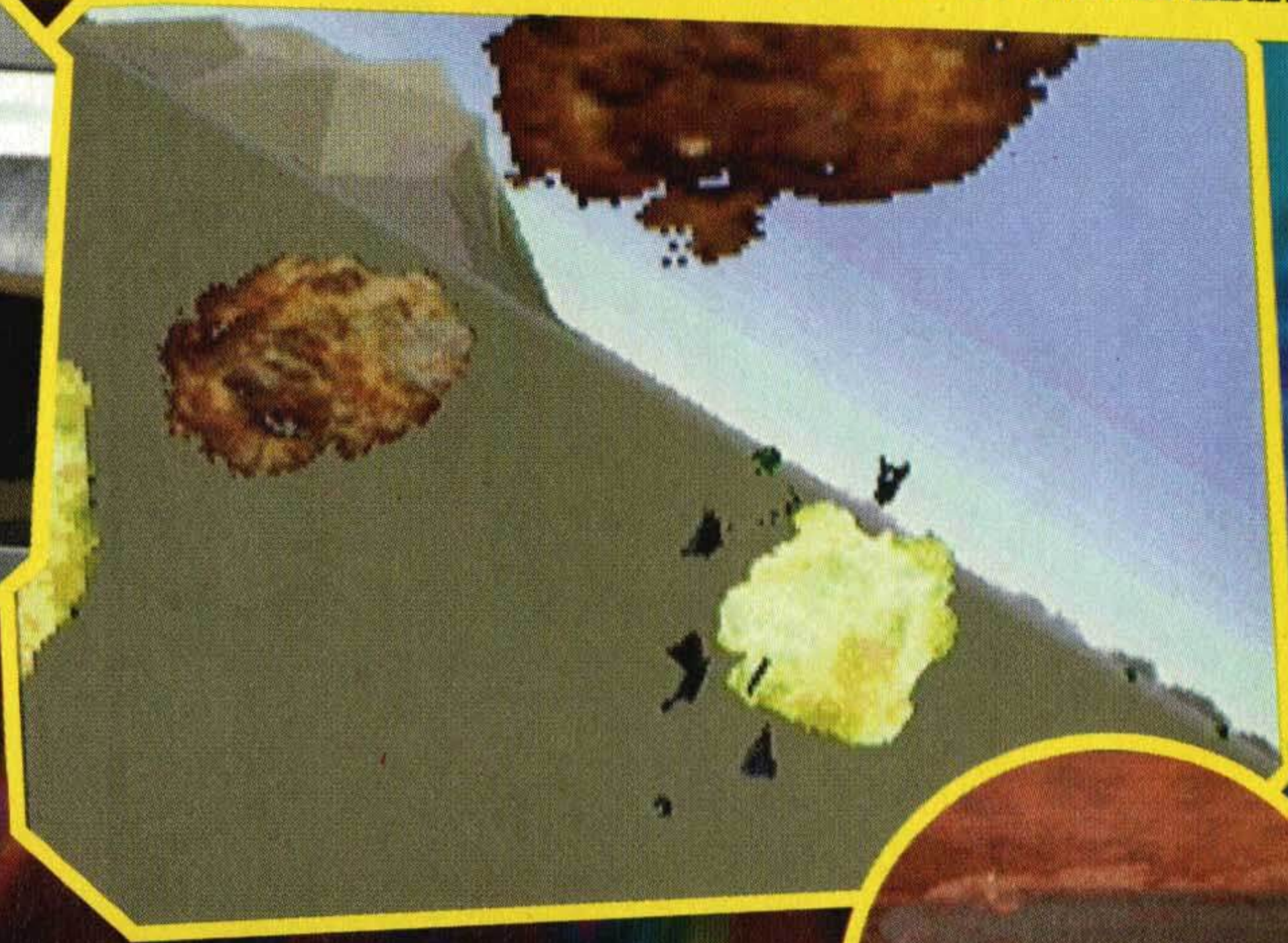


# JAGUAR™

6 4 ● B I T



...TRUE LINES... TV ads for *Earthworm Jim* have been banned by ITV's advertising watchdog organisation, the Broadcast Advertising



▲ The intro shows your secret base and all the lovely aircraft.

▲ Explosions come two-a-penny in *VR Stalker*, all golden and brown.

The United States needs you!

# VR Stalker

Every chopper pilot's nightmare

**'N**obody thought it could ever happen over American soil'. But it did, apparently. You see, it was back in the year 2001, when the New Age Cooperative Council invaded America.

Unfortunately, the US government became complacent after the end of the cold war and the Desert Storm affair and got rid of all their defence. However, the military had already started a covert operation which

▼ This here's the VR booth you're based in. Sleek, eh?

involved you, codename 'Stalker'. Cocooned in a VR simulator pod it's your job to pilot various stock-piled attack craft using remote control.

The missions take place across the US, each having a clear objective such as securing communication lines. There's a choice of aircraft for each mission, and since you aren't physically in them, when one gets destroyed you can continue with another (there are six in all, each with different capabilities and handling).

With three viewpoints and oodles of weapons this appears to be a welcome combination of sim and shoot-'em-up.

Machine.....3DO

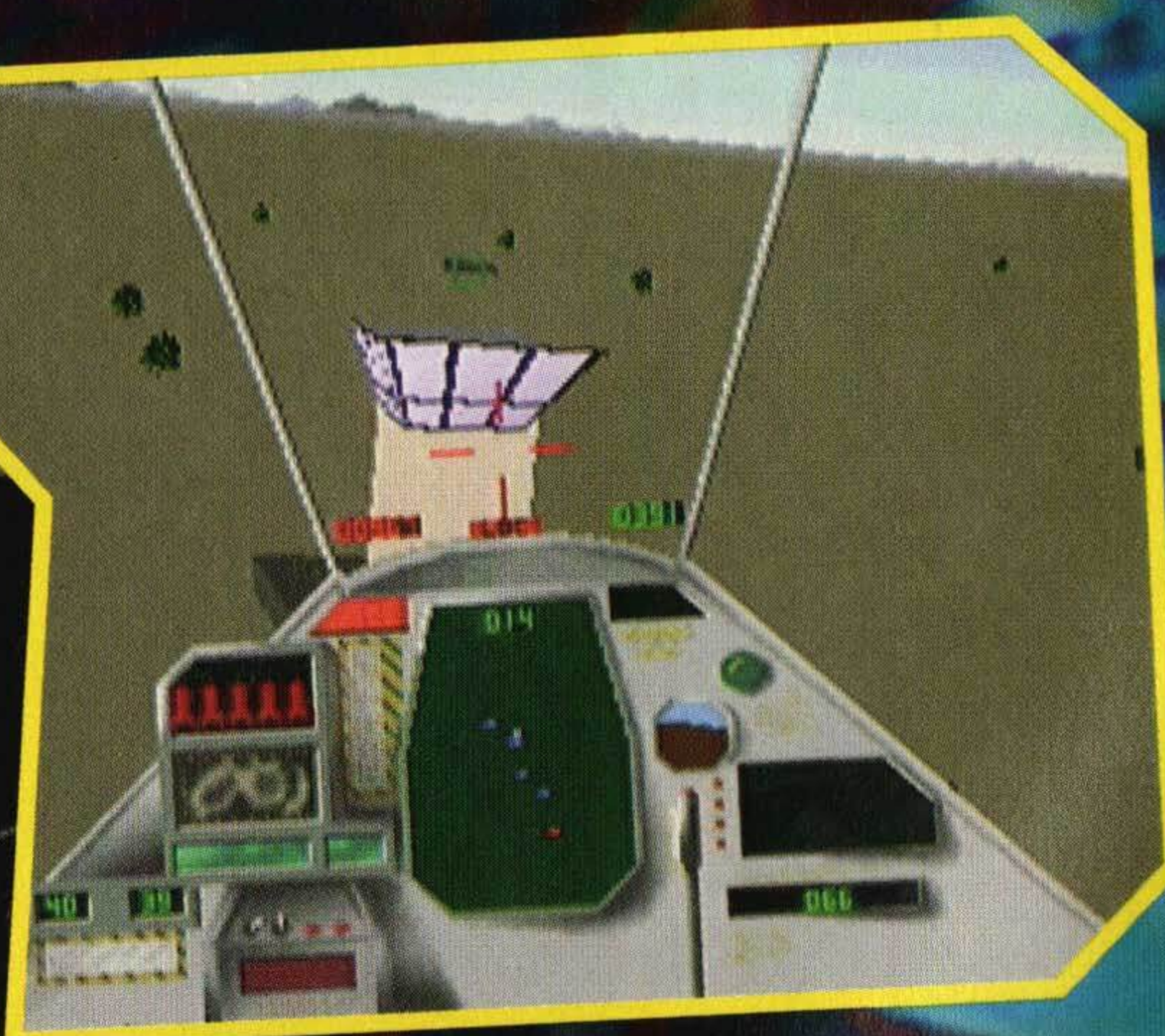
Publisher....American Laser

Developer...Morpheus

Style.....Air combat sim

Release.....Early '95

Status.....98% complete



▲ This is your first task. Destroy the tower in Utah and clear the skies. And in an A-10 and all. Wahey!

## Ultimate Awards

"And I'd just like to thank..."  
Yes, it's time for us to give a little thanks back to the wonderful world of video games. Or not...

**Most-blatantly-Long-Johns-wearing-protracted-death-scene-in-a-shoot-'em-up...**

...The entire chorus of *Mad Dog McCrees 1* and *2*.

**Biggest-gap-between-quality-of-intro-and-quality-of-game...**

...*Star Control 2*

**Best-performance-in-a-supporting-role...**

...Diddy Kong

**Worst-performance-in-a-supporting-role...**

...Wesley Snipes (*Demolition Man*)

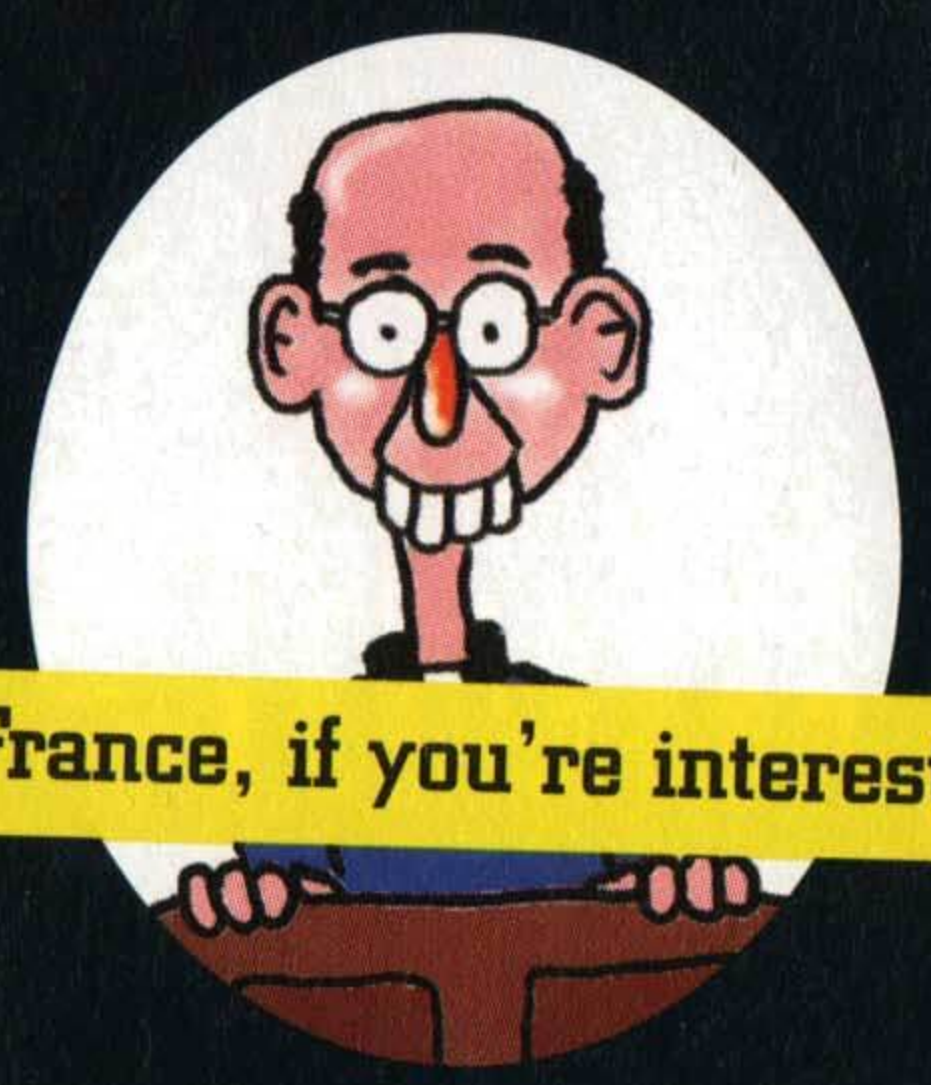
TOP CHEATS

Theme Park. PC: Trying to create Disneyland and keep ending up with Euro Disney? Well then, enter your nickname as HONZA. Then when you are in the game press CTRL Z, ALT Z and SHIFT Z to get all the rides and shops. Then press CTRL C at any time to get tons and tons of cash. Voila, game complete.





Council Clearance. But the ads, which feature a worm-eating old biddy will be shown in Germany and France, if you're interested....



# Charts

## UK Cart Chart

1	Urban Strike	Mega Drive	Electronic Arts
2	Sonic And Knuckles	Mega Drive	Sega
3	Stunt Race FX	SNES	Nintendo
4	Mortal Kombat 2	Mega Drive	Acclaim
5	Sonic The Hedgehog	Mega Drive	Sega
6	Mortal Kombat 2	SNES	Acclaim
7	Super Mario World	SNES	Nintendo
8	Sonic The Hedgehog	Mega Drive	Sega
9	FIFA International Soccer	SNES	Ocean
10	Sonic The Hedgehog 2	Mega Drive	Sega

## UK CD Chart

1	Doom	PC CD ROM	Virgin
2	Rebel Assault	Mega CD	JVC/Marubeni
3	Theme Park	PC CD ROM	Electronic Arts
4	Arcade Pool	CD32	Team 17
5	Encarta	PC CD ROM	Microprose
6	Rebel Assault	Mega CD	US Gold
7	The Seventh Guest	CD-i	Philips
8	PGA Tour Golf 486	PC CD ROM	Electronic Arts
9	Priveteer/Strike Commander	PC CD ROM	Electronic Arts
10	Sonic CD	Mega CD	Sega

## The Ultimate Top 10 games of all time

**W**e reckon this chart is bound to cause a bit of controversy. It certainly did in the office, anyway, along

with causing a couple of hospitalisations. But after much deliberation (in other words, shouting, swearing

and using biros in a way in which they weren't intended) we came up with our 10 best games of all time...

1	Super Mario World	SNES	Nintendo
2	Tetris	Game Boy	Nintendo
3	Defender	Arcade	Williams
4	Marble Madness	Arcade	Atari
5	Pac Man	Arcade	Namco
6	Nemesis	Arcade	Konami
7	Street Fighter 2 Turbo	SNES	Capcom
8	Daytona USA	Arcade	Sega
9	Super Bomberman	SNES	Hudson Soft
10	Home Alone 2	SNES	THQ

**D**isagree? Thought you might. So we're giving you the chance to have your say. In a few months we're going to publish a mammoth readers' poll of the best games ever.

So send your Top 10 on a postcard, please, to I Know What I Like, *Ultimate Future Games*, 30 Monmouth Street, Bath, Avon, BA1 2BW. The poll will be worked out on a points

basis with the games you make number one getting 10 points, number two getting nine points and so on. That way, we'll get the most accurate results ever. Make your opinions known!

## Reverend Pete's Pious Pulpit

**H**ello-lujah my fluffy flock. I can feel the communal pulse leap as it speeds through the communal pulmonary artery, and your joyous juices begin to flow, with the prospect of a few minutes browsing through my column.

I've been having a bit of a fist frenzy this month with the lads at the local borstal. As we got down to the knuckle-pumping action, a thought crossed my shiny pate. The world of beat-them-ups is riddled with filth. And filth of the frilly, sweaty, sexy kind, I might add.

Take *Super Street Fighter 2 X* Grand Master Challenge, for example. Long, lingering name and consequently long, lingering shots of ladies' swollen thighs. The way Miss Cammy flaunts her stern during a climax, it's... well... it's...

Anyway, the boys were mightily impressed by the girl-on-girl action of *Twin Goddesses*. But I, for one, remained rigid to its charms. Proper ladies never fight. Proper ladies never leave hair clogging up the bath plug-hole, either.

There's nothing I like more than receiving a bit of buns-bruising punishment for my sins, but that's nothing compared to the thrashing I received when I revealed *Supreme Warrior* to the lads. The hot, physical action had me worked into such a frothy frenzy. It really is most unnecessary, and, I believe, unhealthy.

Must be off now, though, my moist mass, as I'm due for an exploratory rectory examination. Such is life in the clergy. Goodbye.



# Double your chances...

## 'cos we have

## not one, but two

# PLAYSTATIONS!

## up for grabs!



Answers on a postcard to: Not Another Bloomin' PlayStation Compo!

**Y**ep, the Sony PlayStation must be the most **eagerly-awaited** console ever and we've got two to give away.

Frank's personally travelling all the way to **Japan** to pick up these prizes himself, so that you could be one of the first people not only the **UK**, but in the **world** to own one of these gorgeous black boxes.

All you have to do to win one of these **incredible** prizes is identify the following three PlayStation game screenshots, then send your answers, on a **postcard** please, to Not another bloomin' PlayStation Compo, Ultimate Future Games, 30 Monmouth Street, Bath, Avon BA1 2BW...

A

B

C



The winner will be picked from a skip on the outskirts of Bracknell. Get your entries in by December 31st 1994. Future employees, dental trainees and old Welsh ladies may not enter.



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A



B



C

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**SUPER NES**

\* = NEW GAME

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**GAMEBOY**

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Coin-Op

# Ultimate Future Games Preview

# X-Men

## Children of the

**T**his is what we've been waiting for. A beat-'em-up from fist-friendly Capcom, featuring the bulging biceps of those infamous Saturday morning Marvel superheroes.

It's shaping up to have all the ingredients of a top-notch game, with gorgeous graphics, Q-sound S/FX and a choice of well-hard characters, each with their own distinctly different



▲ It's hard to keep up with the comings and goings of the various X-Men, but the bunch in this game seem to be the group from the cartoon version...

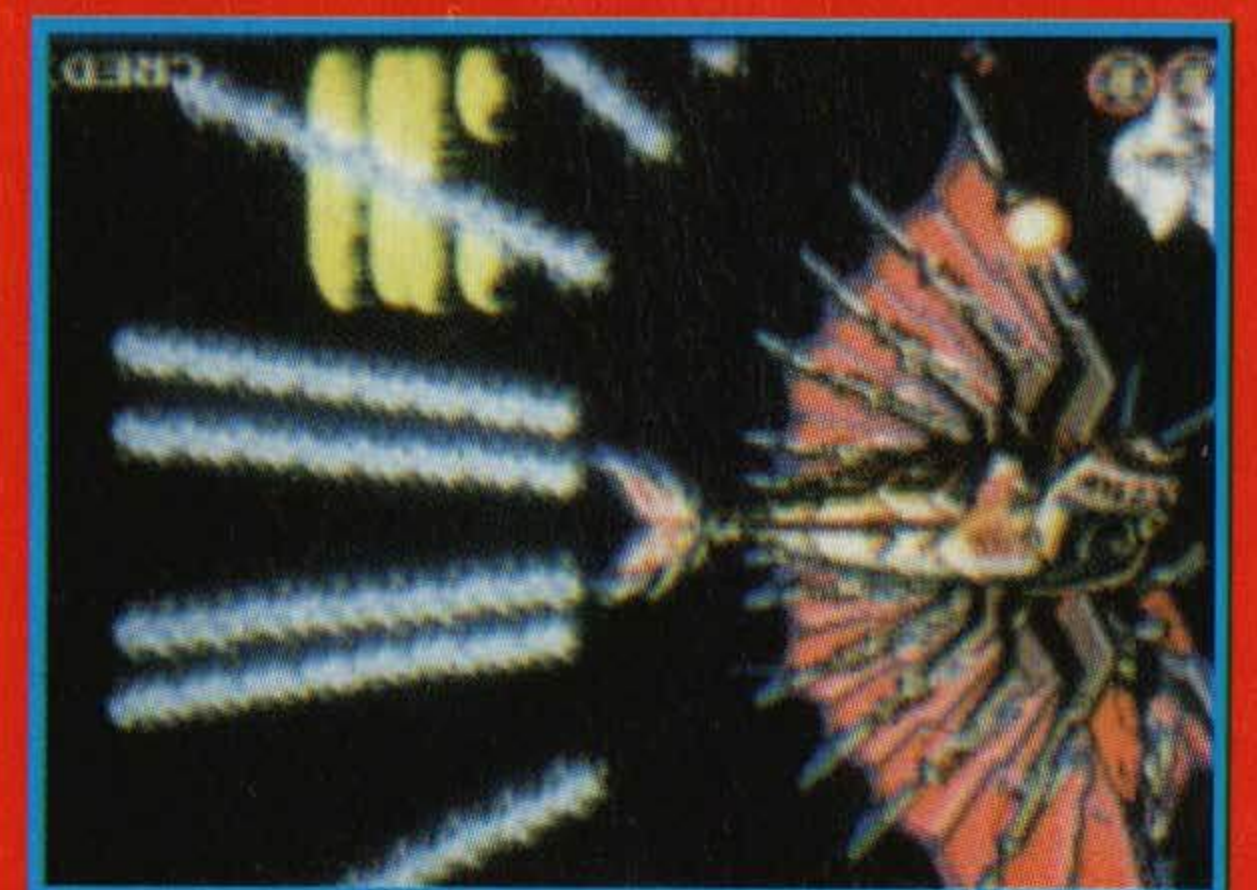
Even though there has never been a more exciting time in the home console arena, the future of the arcades is looking even brighter with some hot titles on their way over from the mighty shores of Japan. Join us as we take a peak...



## Darius Gaiden



▲ 'Gaiden' actually means 'battle', and this is certainly a fight for life.



▲ This here beastly is the Folding Fan. Beautiful yet frighteningly hard.





▲ If I was Cyclops, I'd see about getting a lucrative licensing deal with Ray-Ban.



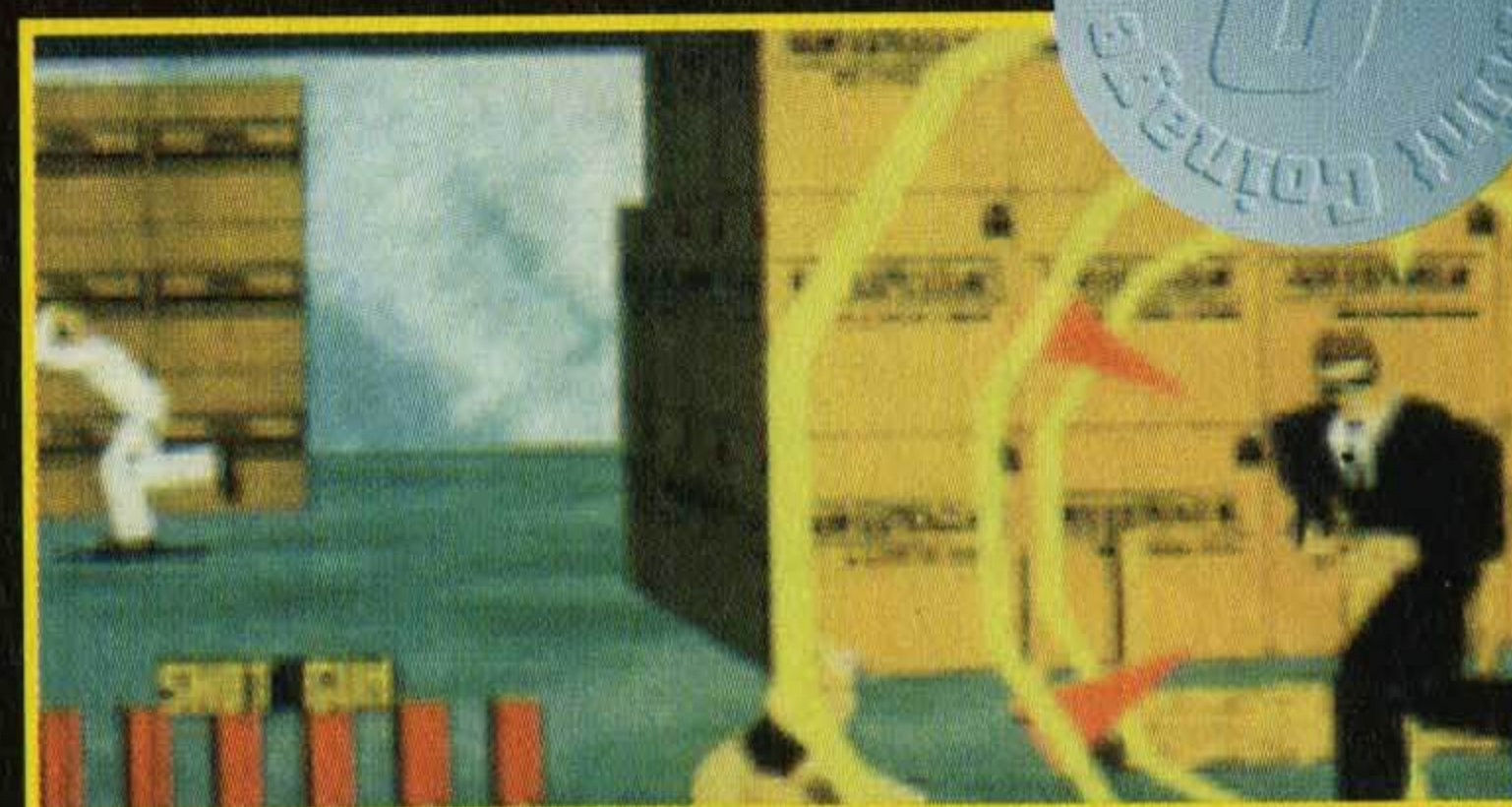
▲ This might seem a bit of an unfair match, but you can never tell what powers some of these mutants have.

You'll soon be dashing down the local arcades to catch a glimpse of this top-quality

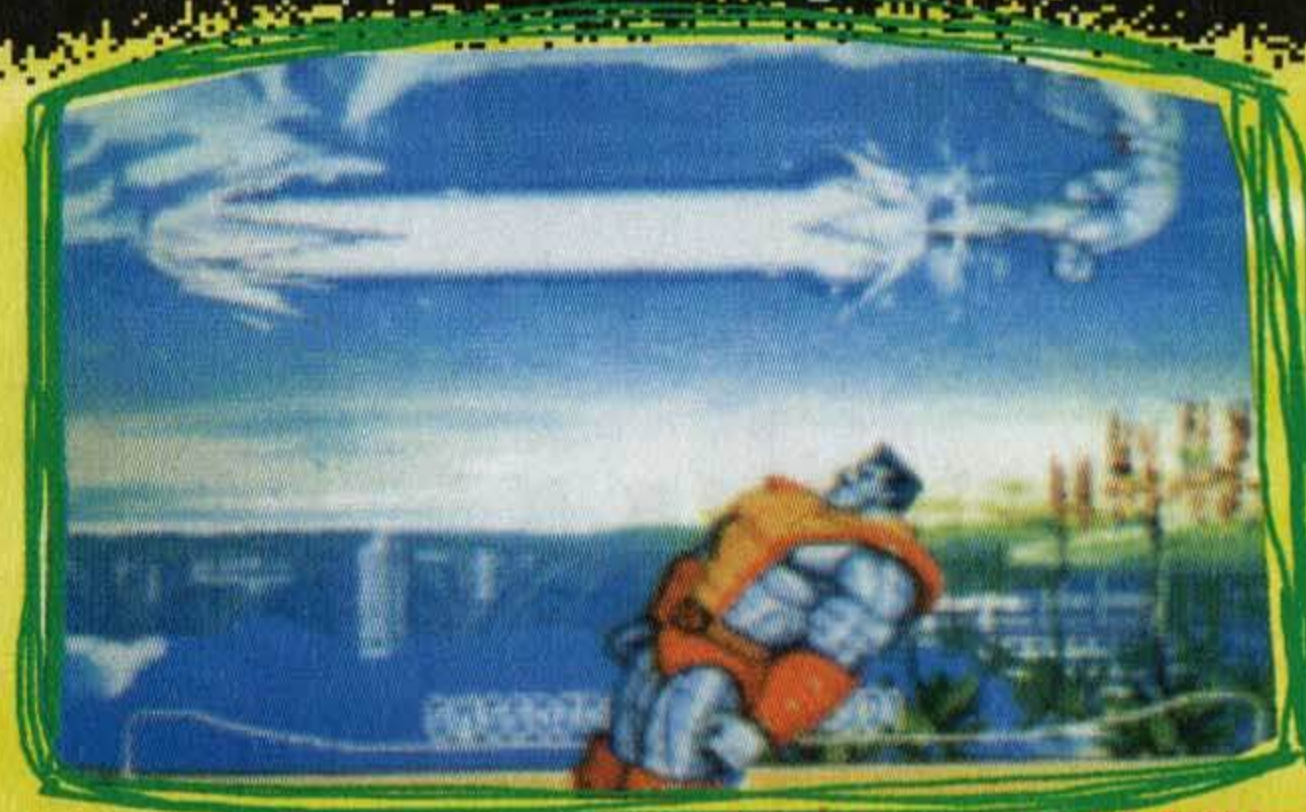
release, which is sure to be immediately rushed onto the new consoles. Trust us.

# Virtua Cop

▲ These shots are from the first level of *Virtua Cop*. The 'lock on' sight is huge!



▲ Lots of *Reservoir Dogs* action beckons, and you get a real meaty plastic pistol to wield.



# Atom

attributes. These include old faves like Wolverine and Cyclops plus a selection of rather nasty supervillains, including Spiral, Omega Red and Silver Samurai.

Another huge pulling point, which sets it head and shoulders above the other *X-Men* scrolling arcade beat-'em-up offering, is the one-on-one action. It feels similar to Capcom's other recent arcade hit *Darkstalker* (which is heading for the PlayStation).

# Ace Driver

## Racing Evolution

Wahy, it's Namco with another driving game and everything! *Ace Driver* has to take the prize for the

slickest racing game in a long while, though.

The scrolling's as smooth as a well-greased child and it plays

shockingly fast. A Formula One flavour has been added to the sit-in units, each built out of unspeakably bright plastic, and having names like 'Team Red Lightning' and 'Yellow Cyclone Racing'. That should be enough to get even the most uninterested passer-by digging in their pockets for change.

There's the same *Ridge Racer* sense of 'being there', with responsive controls, selective racing viewpoints and

far too much gourad shading by anyone's standards.

This really is suited to the thrill-packed bursts of play the coin-ops offer, and is everything *Virtua Racing* should have been.



▲ Daman Hill continues the British tradition of Formula One racers...



▲ His eyebrows must be Mansell's cast-off moustaches, we reckon.



## Ultimately

Powerful

89%

So smooth, so fast  
Er, it's Formula One



# When Titan

## Saturn



**N**ext month, both Saturn and PlayStation go on sale in **Japan**. Because of the way Japanese punters buy hardware, the winner in this latest console **war** will be decided on day one.

But this time things are a little **different**.

Both Saturn and PlayStation are released within a week of each other and according to

the companies involved, both have already **sold out** on pre-launch orders.

This Christmas, the battle to dominate the Japanese video game industry takes on **incredible** proportions.

**Ultimate Future Games** will be there. Tune in next month to find out which console you need to die for...



# S Collide . . .

## PlayStation



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# Ultimate

Future Games

On sale  
January  
1st 1995



# Bluffer's Guide To... Nintendo

For the complete Nintendo novice, here's your instant, freeze-dried, easily-digestible, fat-free guide to impressing your mates with your gaming knowledge.

## Nintendo – the Super NES, Game Boy and Ultra 64, right?

Right. But don't forget the NES – The Nintendo Entertainment System. Its 8-bit processor may seem a little archaic, but the NES (or Famicom as it was called in Japan) single-handedly created the concept of console video gaming (so they'd like us to believe), and brought gamers classics like *Zelda*, *Mario* and *Mega Man X*. You know, the kind of game where gameplay wins over graphics, from a time when platformers weren't all cast from the same mould, blah, blah, blah, kids today don't know they're born, etc...

## Have they go in on the VR scene?

Sure have. Well, sort of. With the Virtual Boy, which is a hybrid of the GameBoy and a Viewmaster – now you can play games in glorious mono, 3D graphics by peering into a pair of Sci-Fi binoculars.

## So just what is the Ultra 64?

Expected to be released in late '95 (early '96 in the UK) for around £250, this 64-bit console is set to revolutionise gaming in your home (of course). Software has already been developed.

## Super... Ultra... Mega...?

Yes, you do wonder if these console manufacturers will ever run out of suitably powerful-sounding adjectives to call their machines. I mean, after 'Ultra' just where do you go? The Nintendo Really Rather Good 128? The Sega Look It's Amazing Really System?

## Where did Mario come from?

Although it's widely believed that the first *Mario* game was *Donkey Kong*, it was, in fact, the early-'80s Game & Watch classic, *Cement Factory*, which paved the way for all manner of platformers, puzzlers and racers.

*Mario* is the design brainchild of Shigeru Miyamoto, who's name is whispered in reverential tones by hardened Nintendo fanatics. He's

widely acknowledged as the finest games programmer in the world. Apart from any games with *Mario* in the title, he's the brain behind *Donkey Kong Country* and the Game Boy's *Donkey Kong '94*. In short, without him, the game world would be a much poorer place.

## So where did Nintendo come from?

Nintendo started in Japan over 100 years ago as a playing cards manufacturer. Then came Nintendo's first licensing deal with Disney, and huge success with Mickey Mouse-backed cards. After success with toys like the Ultra Hand (why does that sound strangely familiar?), Nintendo found their niche in electronic entertainment, and the rest is recent history.

## Are Nintendo better than Sega?

Worldwide the market share between the two is pretty equally split. But while the Game Boy has outshone the Game Gear and the NES overshadowed the Sega Master System, the SNES has generally come out second best to the Mega Drive which is very popular in Europe and the US.

The future? Well, the Sega Saturn, which is out in Japan now, has got the Japanese very excited while Nintendo are pushing back the release of the Ultra 64 even further. Will Nintendo be left behind? It all depends on the quality of the games. And whether the platformers all look like they've come out of the same mould.

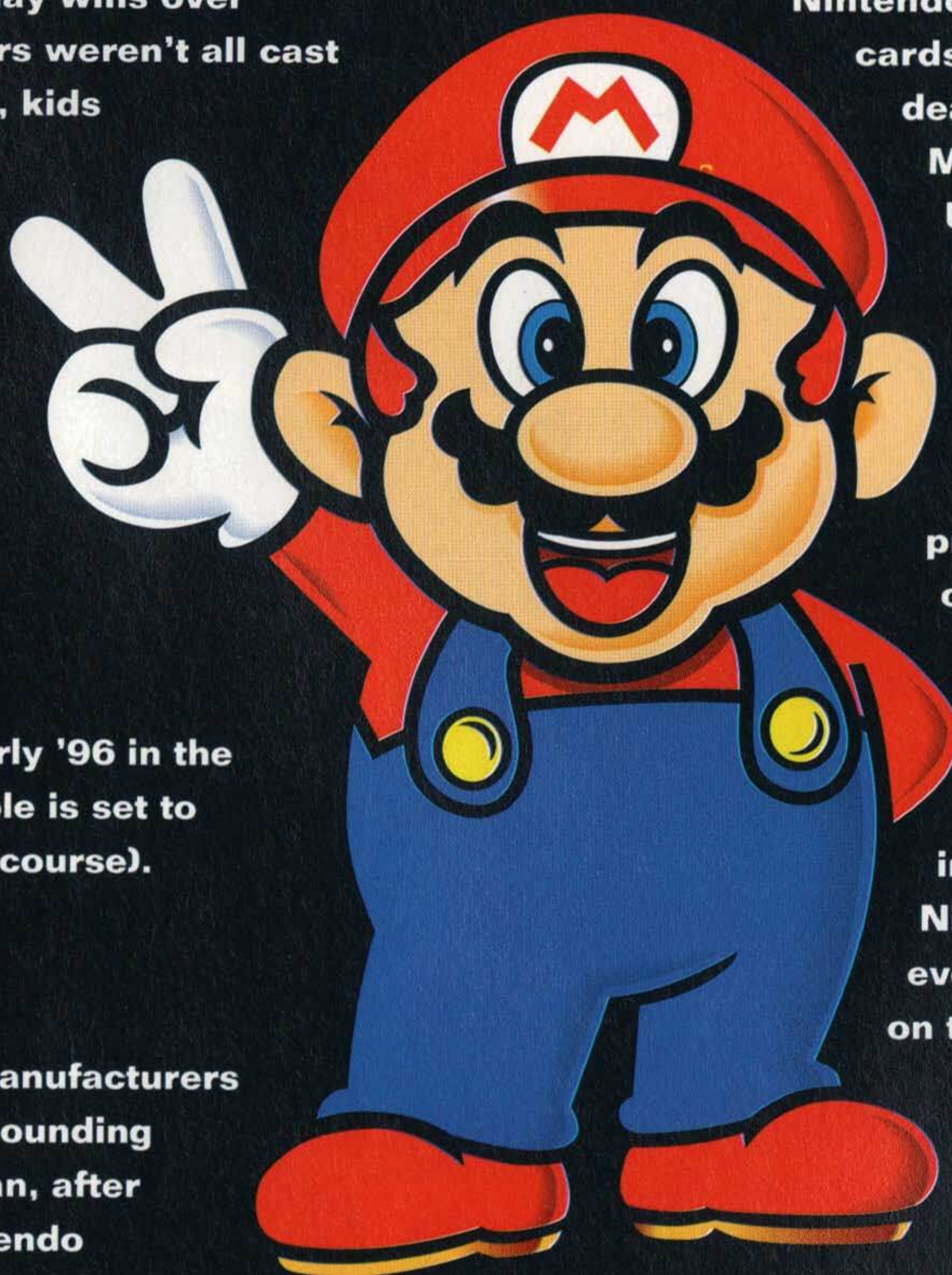
## Where can we see the Ultra 64 software?

*Cruis'n USA* and the beat-'em-up, *Killer Instinct*, which are likely to be the first Ultra 64 releases, are getting an arcade airing during 1995 in Williams coin-op machines.

## But don't Nintendo kill and brainwash?

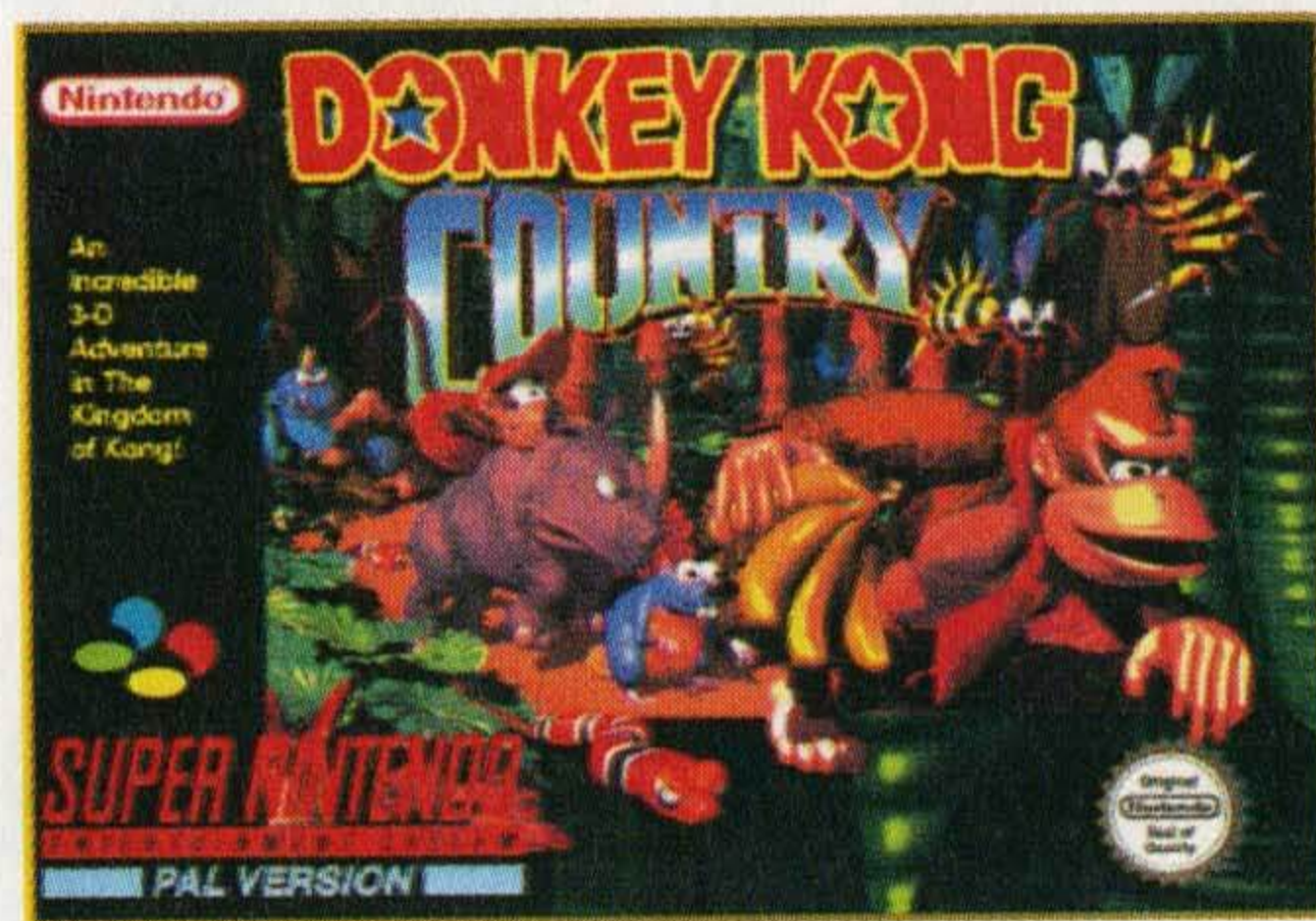
No. There was a daft spate of 'Nintendo Killed My Toddler' headlines, but then again, Freddie Starr ate my hamster.

And with the multi-tap, which with games like *Super Bomberman* lets up to four people blow each other to smithereens, the Nintendo corporation has done more than any other to promote friendship and happiness. No, really.

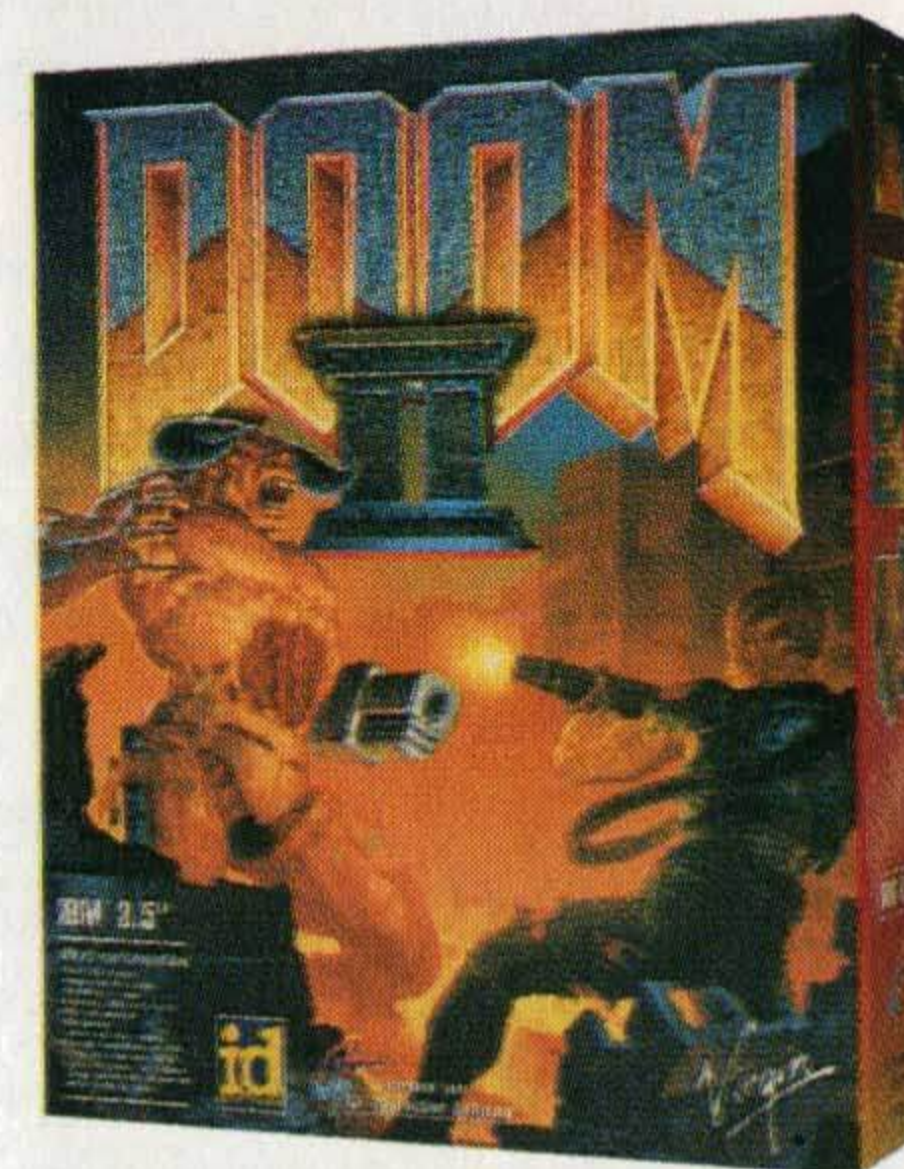




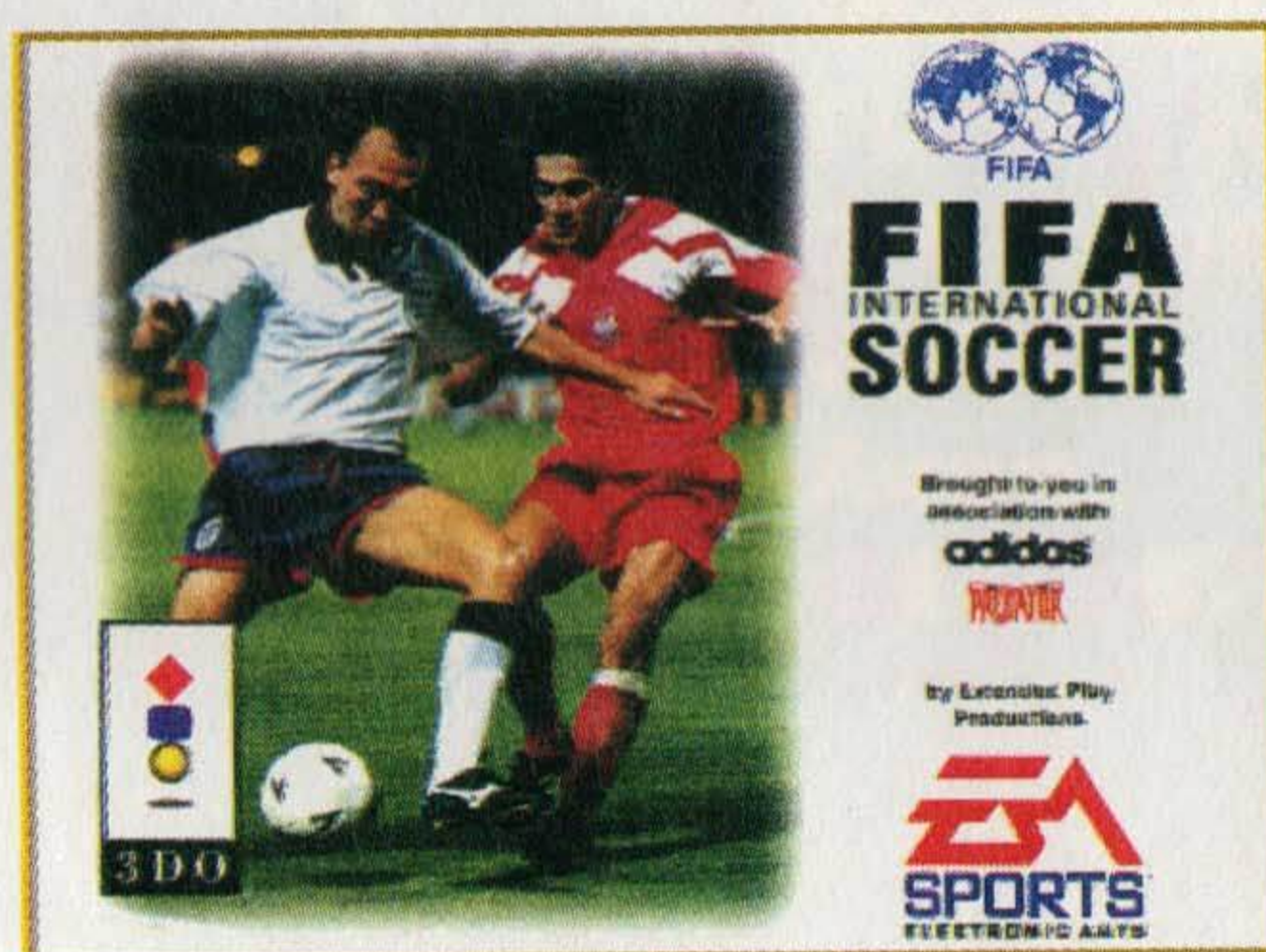
# Silent night...



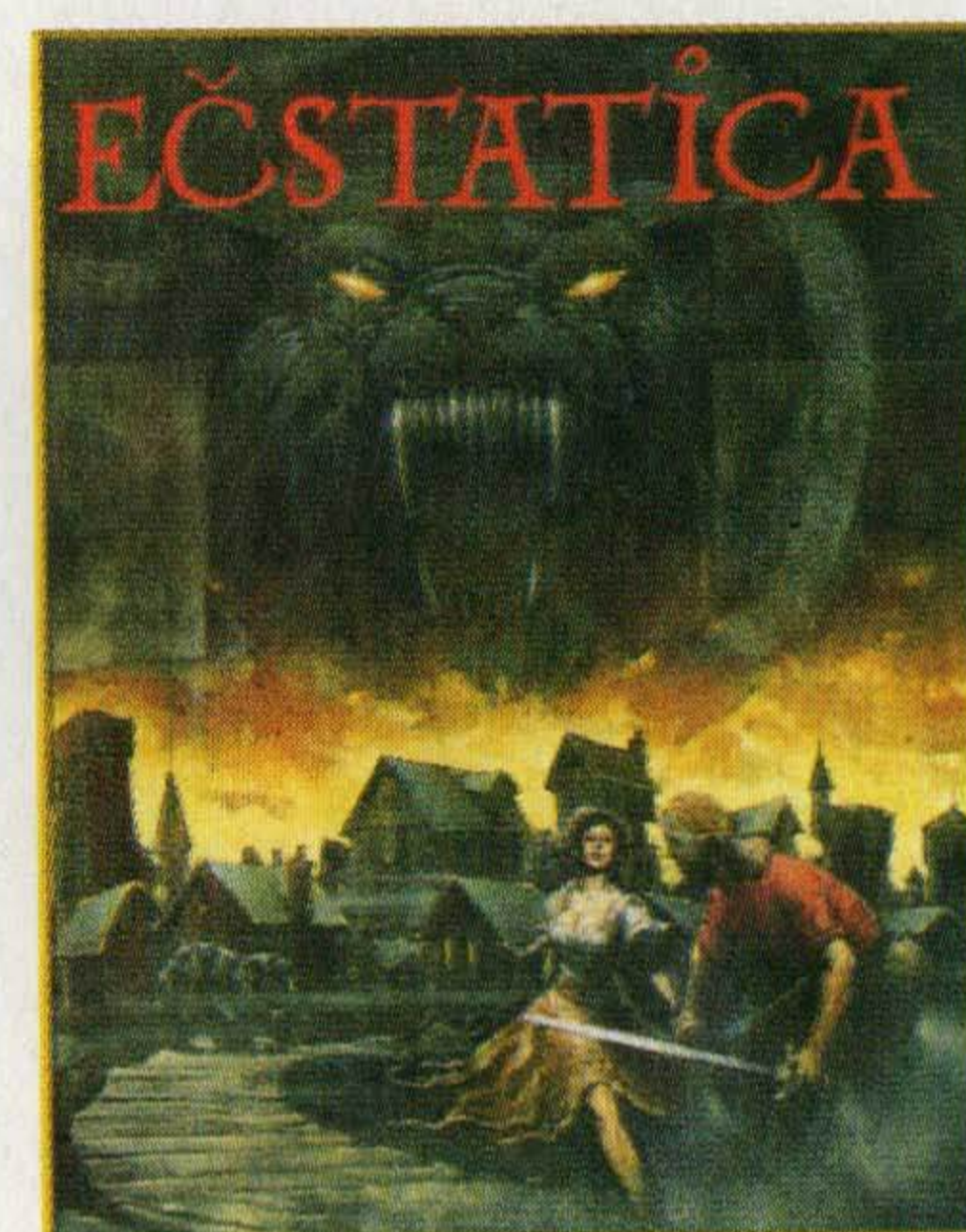
**DONKEY KONG COUNTRY**  
SNES



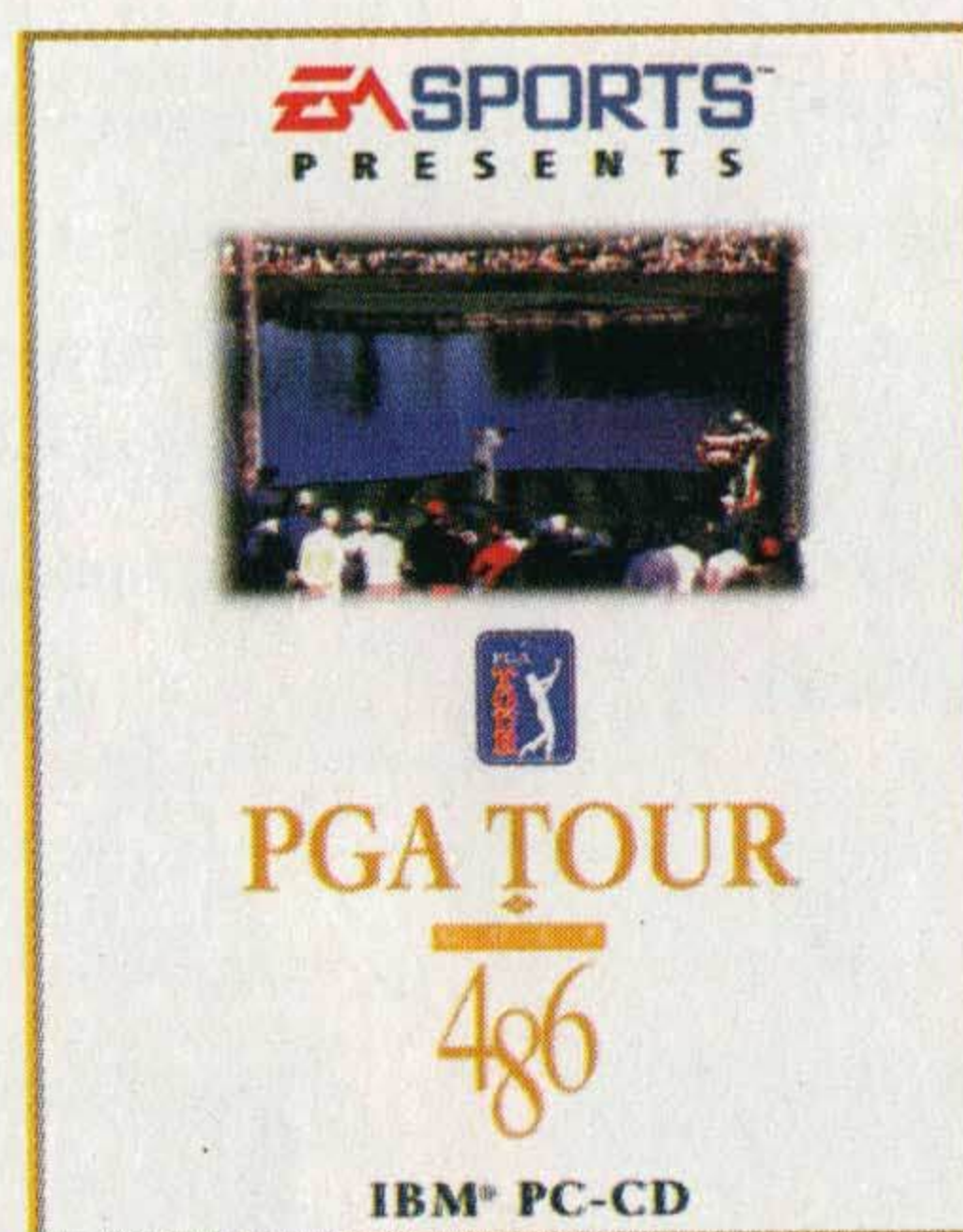
**DOOM II\***  
PC/PC CD ROM



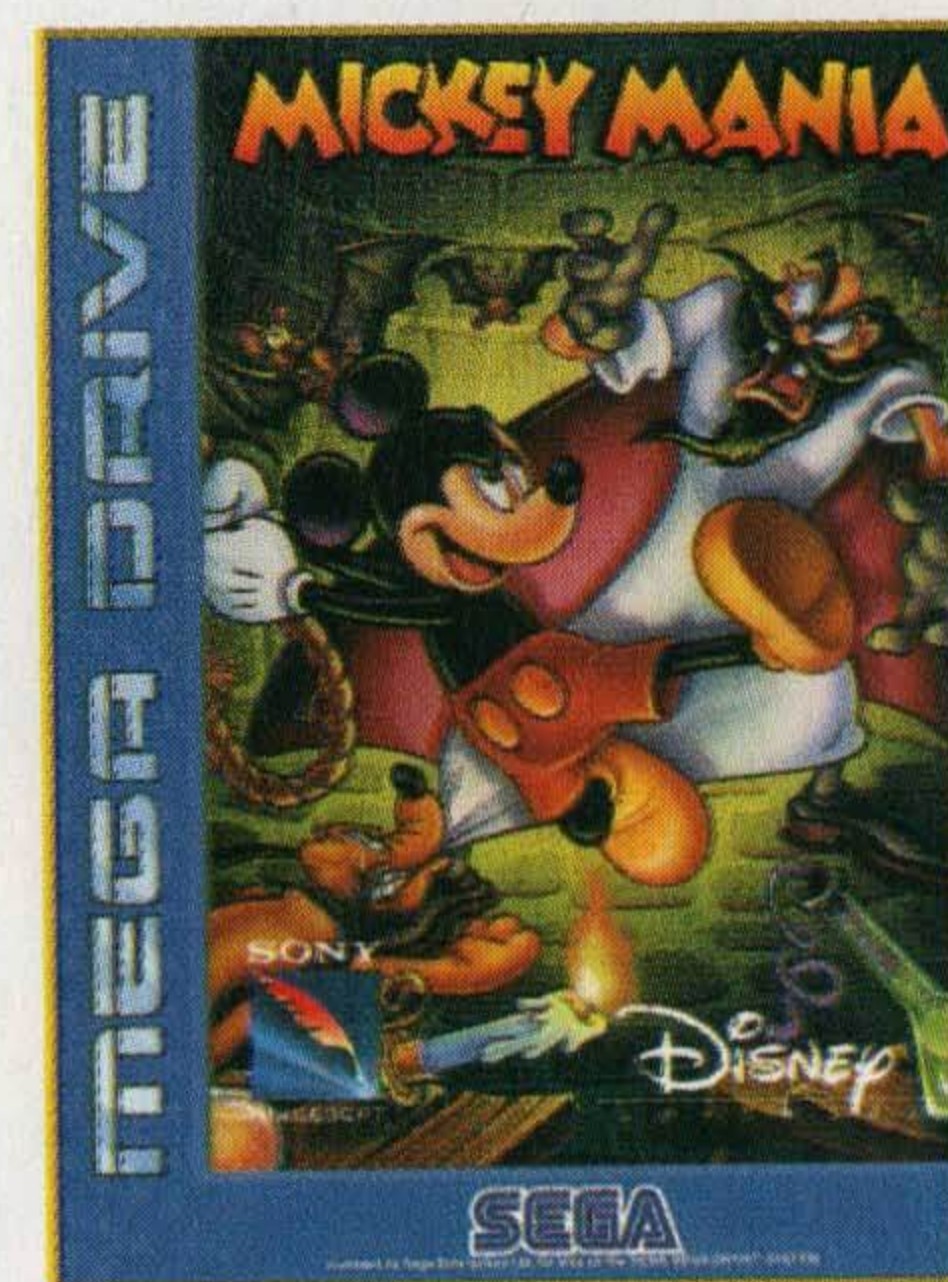
**FIFA SOCCER\***  
AG/3DO/PC/PC CD Rom/SNES



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# HMV

*Everything but silence for Christmas*



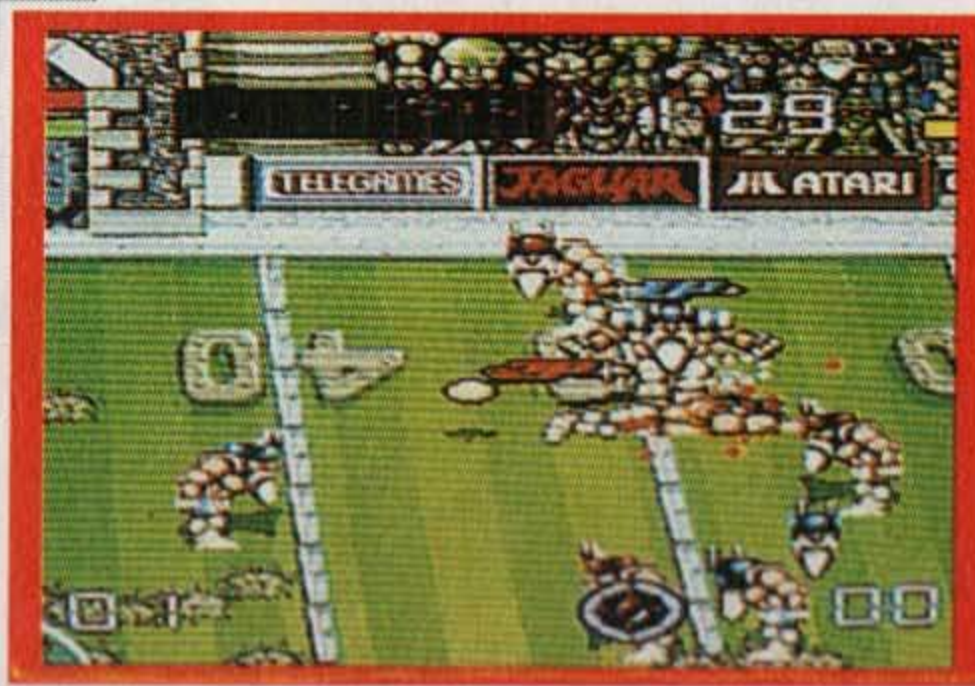
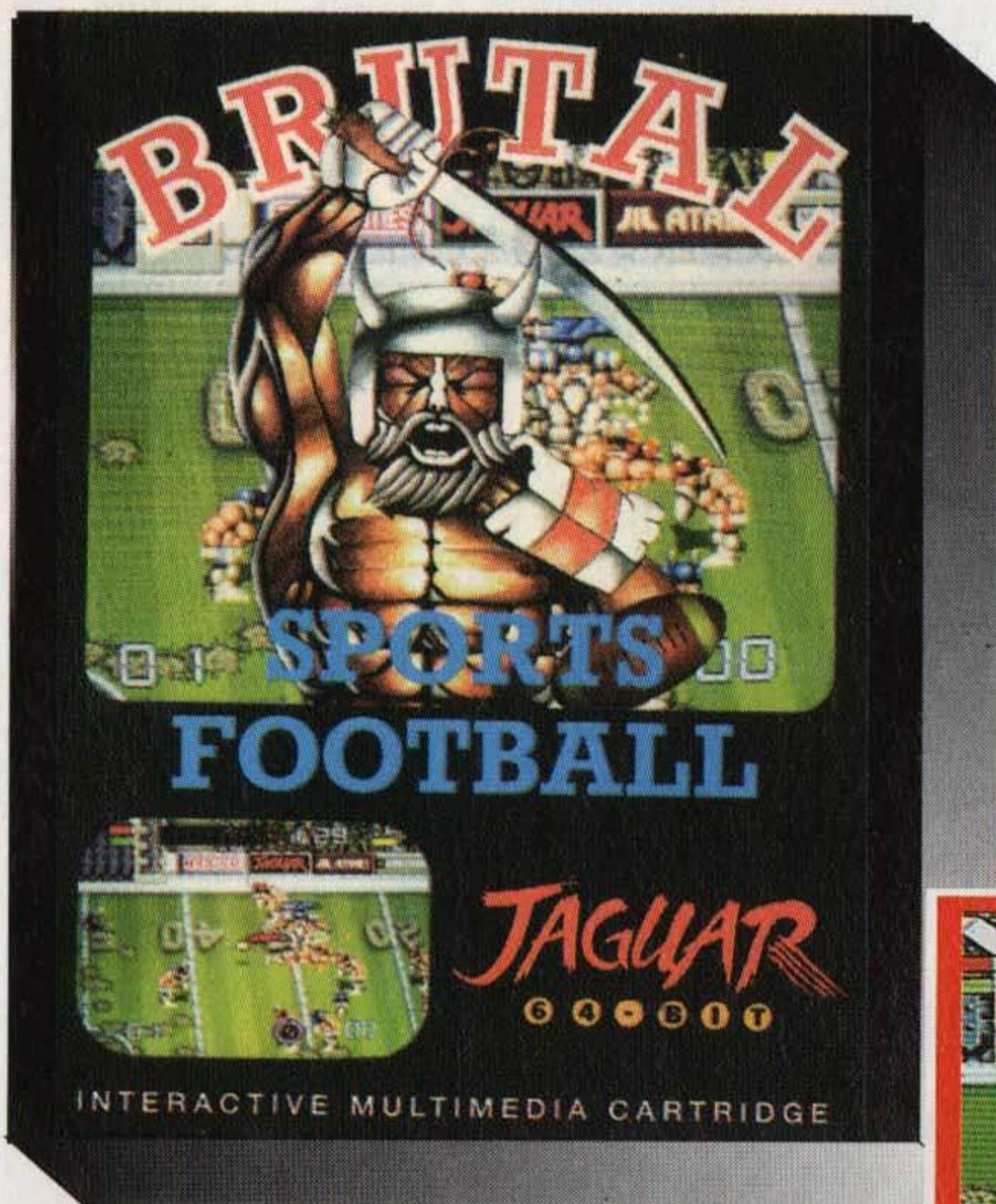
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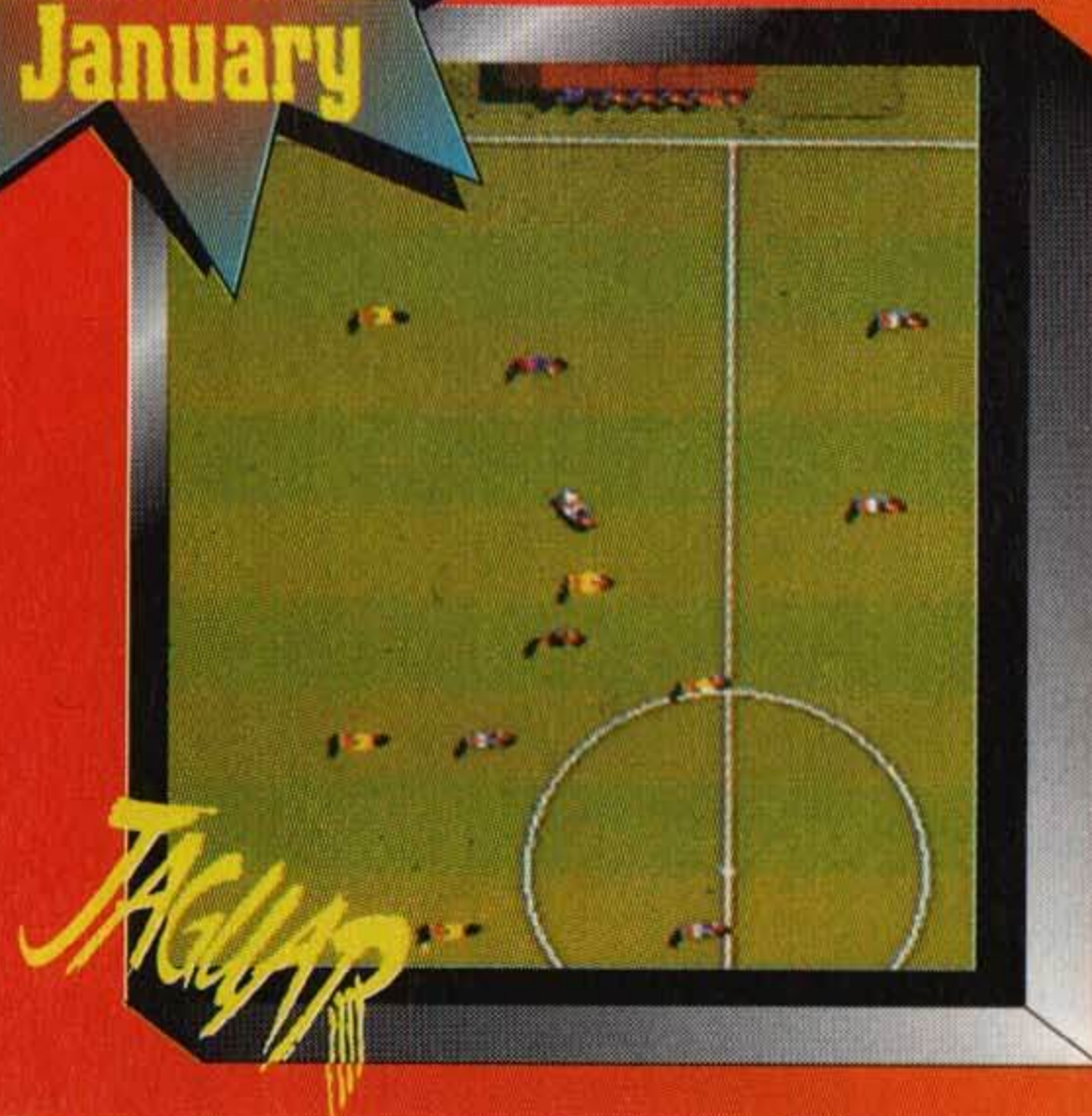
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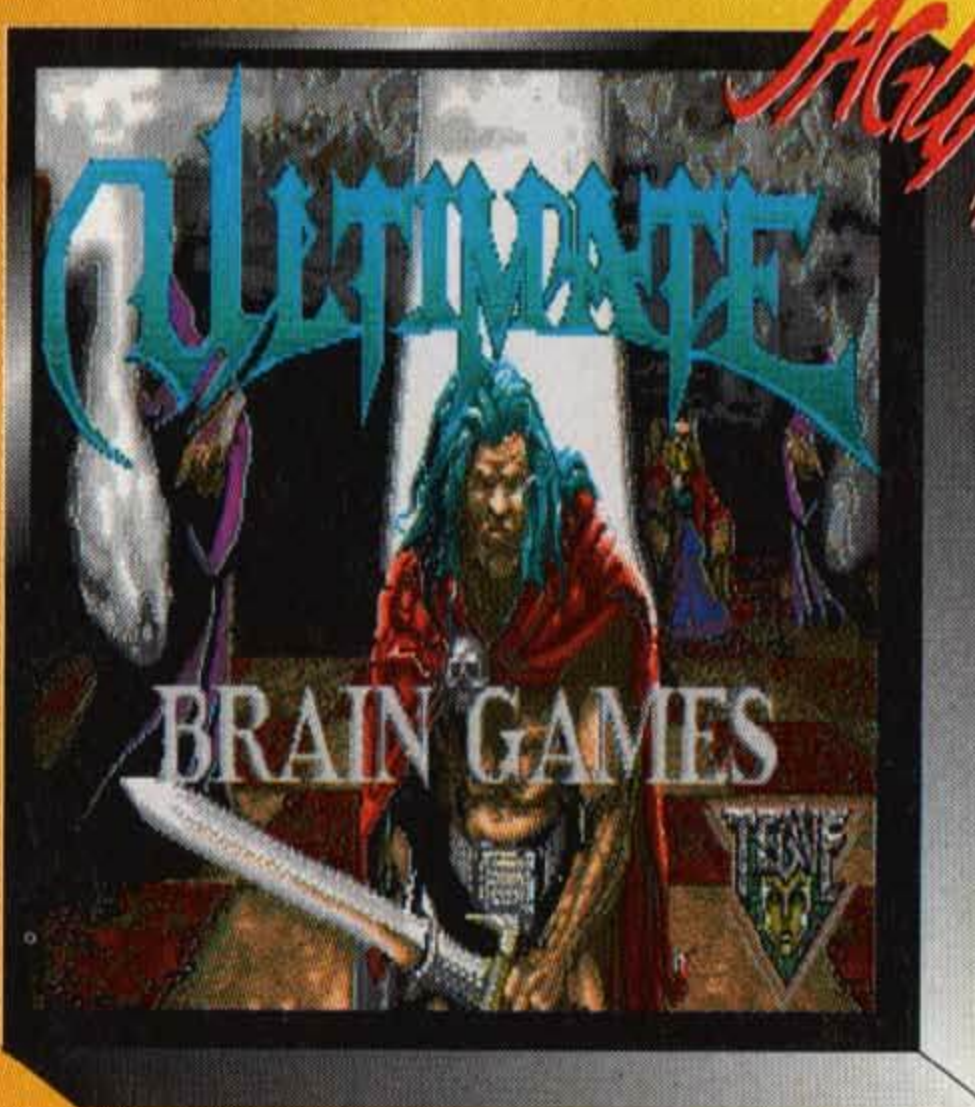
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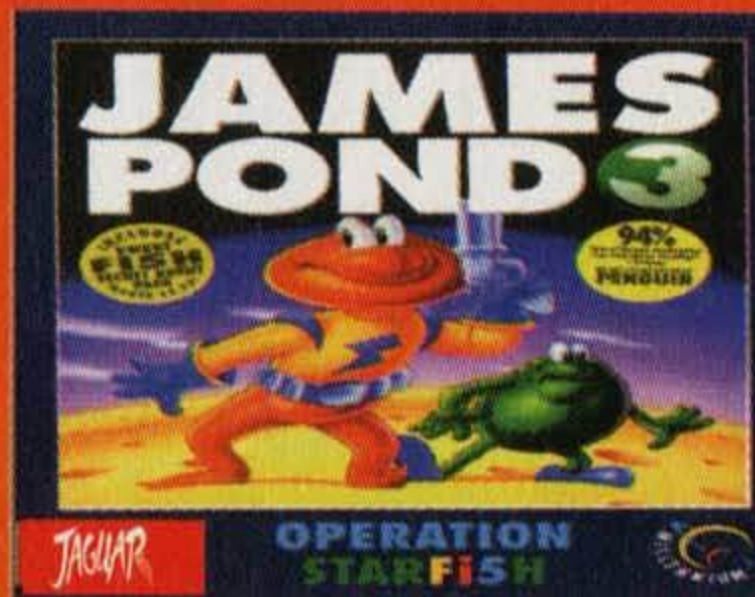
### PREVIEW

### PILE

### JAGUAR



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# Specials

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Thanks to compact disc technology the Neo Geo is no longer an elitist console for the rich. But now you can afford it, is it worth buying?
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Nintendo now say that the Ultra 64 won't be reality until 1996. We ask, is it worth waiting for?
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Does earning millions from programming make you happy?

# Ultimate Section 2

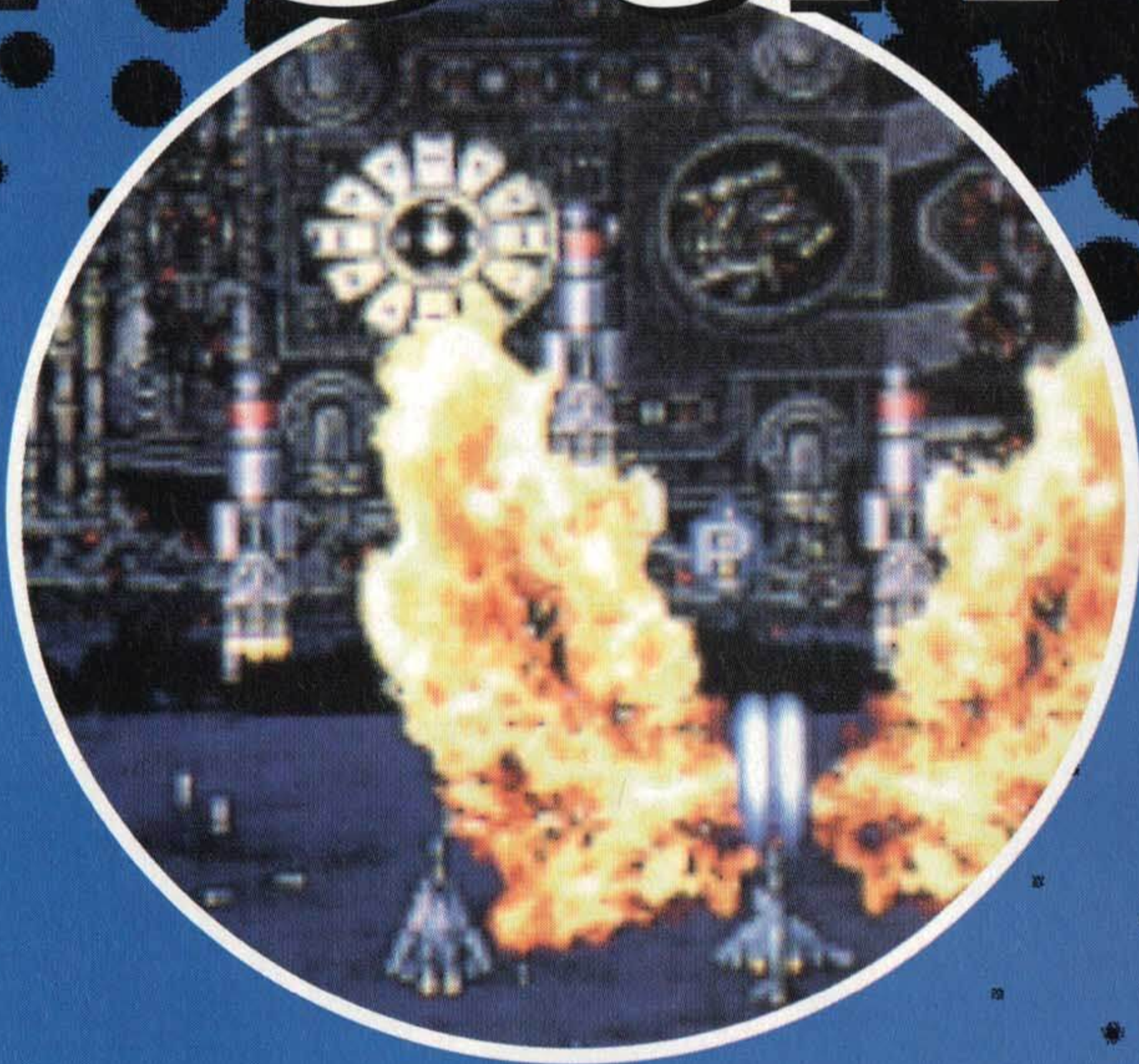
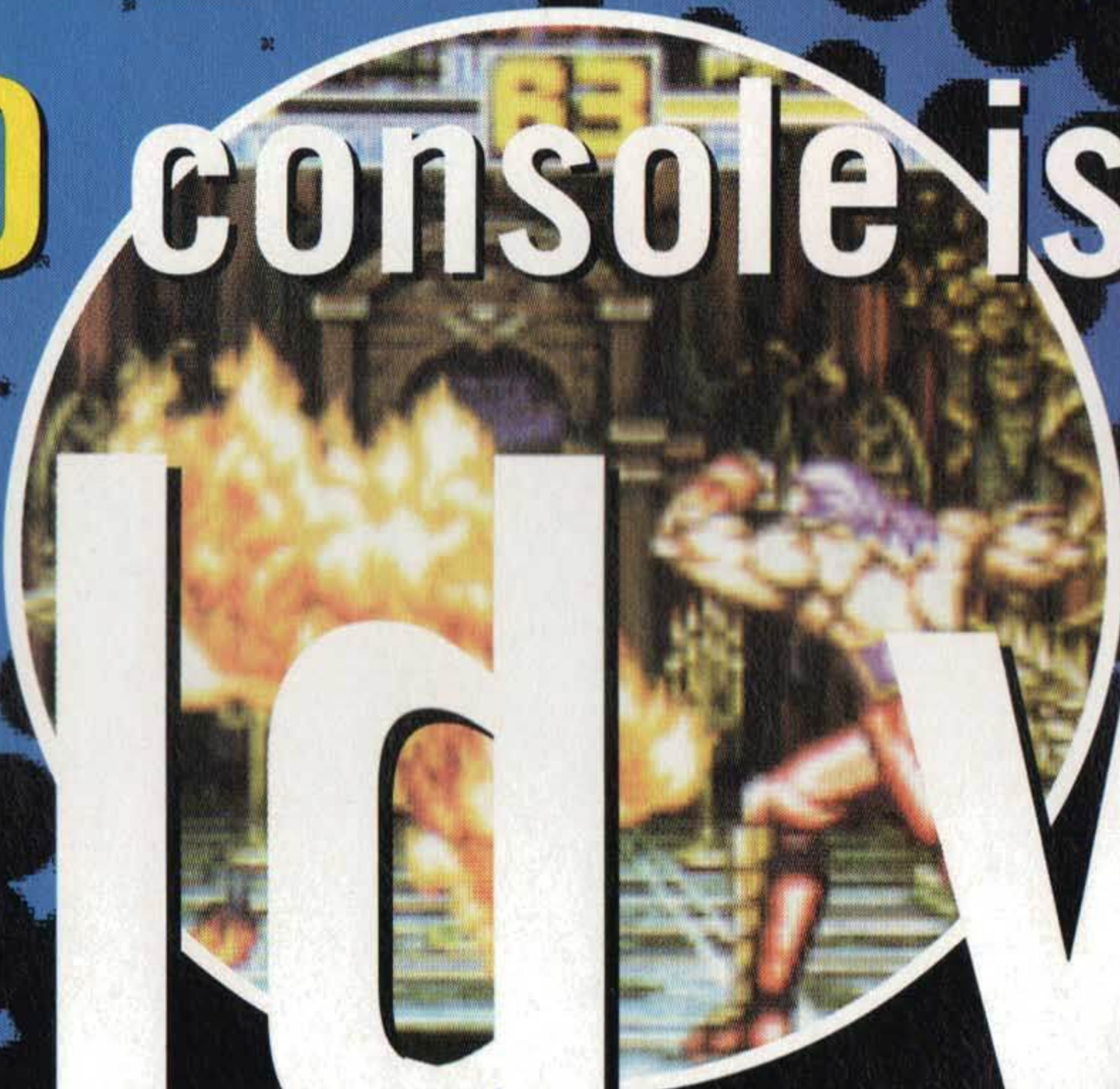
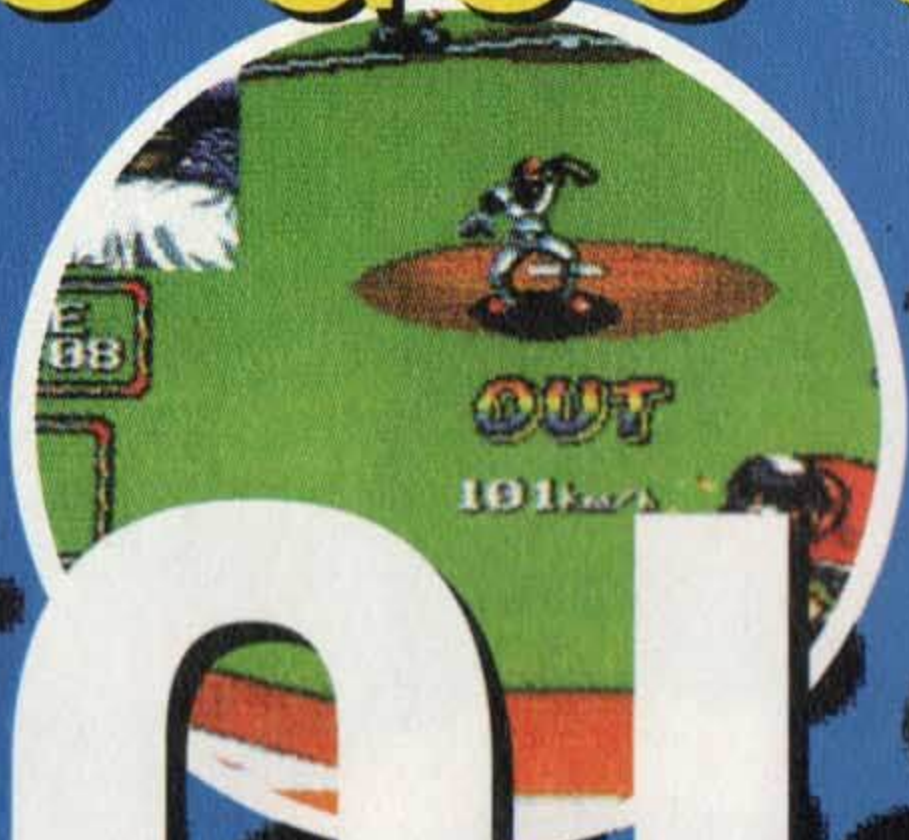


**Neo Geo**



The **Neo Geo CD** console is here at la

# Would you



## The first games

Initially, five Neo Geo CD titles will be available when the machine is launched (well you don't want to just sit there and admire its blackness). And they're not exactly a mixed bag, as you'll discover...



### King of the Fighters '94

A bonkers cross between *Fatal Fury* and *Art of Fighting*, with fabulous graphics and scaling. It features characters from both games and a rather amusing **three-player** battle option with the computer **controlling** at least one of the three fighters.





If you don't like **beat-'em-ups** then skip to the next feature. We're here to talk about the **Neo Geo** and the **Neo Geo** is all about fighting games.

In fact, about 70 per cent of all Neo Geo games are beat-'em-ups, which is a hell of a statistic.

Until now, though, the Neo Geo has been a rich person's plaything. But, for your delight and delectation is the **Neo Geo CD**, released in the UK this month. At least you can **afford** the software now.

Technically, it's pretty much identical to the original Neo Geo. A couple of 16-bit processors (one **dedicated** to graphics), a good sound chip and brilliant sprite-handling are all firmly enmeshed in the new sleek, **flip-top** case. The machine is sturdy and attractive, looking better than the limited edition front-loading version.

Price? Not bad, but not good either - **£399**. What you have to do is weigh the cost of a Neo Geo CD against the price of the upcoming rival systems and ask yourself if you're **prepared** to wait. *Fatal Fury* and *Art of Fighting* fans will already be **decided**. But if **variety** is your thing, you're already **scuppered**. The Neo Geo CD has a total of just 25 games planned which aren't beat-'em-ups.

### The machine

There are **two versions**, but in the UK, we'll only get the most up-to-date. The original Neo Geo CD player had a motorised front-loading tray. **Groovy** and clever that may be, but it's also **expensive**.

The newer version features a flip-top lid, which makes the machine both **cheaper** and more attractive. It's compact, especially in comparison with the original cartridge-based machine. It's also

st, cheap 100 mega shocks for all...

# believe it?



## Samurai Shodown

Perhaps the greatest **contender** for the *Street Fighter 2* crown, which isn't surprising since it's by the same team. SNK **nicked** the *SF2* design and programming team from Capcom and set them straight to work on this little baby. Lots of **weapons**, amazing music and some gobsmacking sprites. It plays as well as *Street Fighter 2* and looks a damned sight better.



## Super Sidekicks 2

Top quality **footie** sim which at least makes a change from beat-'em-ups. The scaling of both pitch and players is a **sight** for sore eyes. The unique 3D **Goal Kick** feature gives it that extra bit of character. This has to rank as the **best** sports sim on the Neo Geo. The crowd noises are great, but the rules are a bit **bendy** and weird.



## Art Of Fighting 2

A bit like *Art of Fighting*... well, **identical** in fact. But with the addition of some **new characters** and plenty of new moves. This features the almost obligatory **scaling** as the characters get closer together, and, of course, dozens of spectacular **hidden moves**. Again, this is great stuff, though not quite up to the standard of *Samurai Shodown*.



## Top Hunter

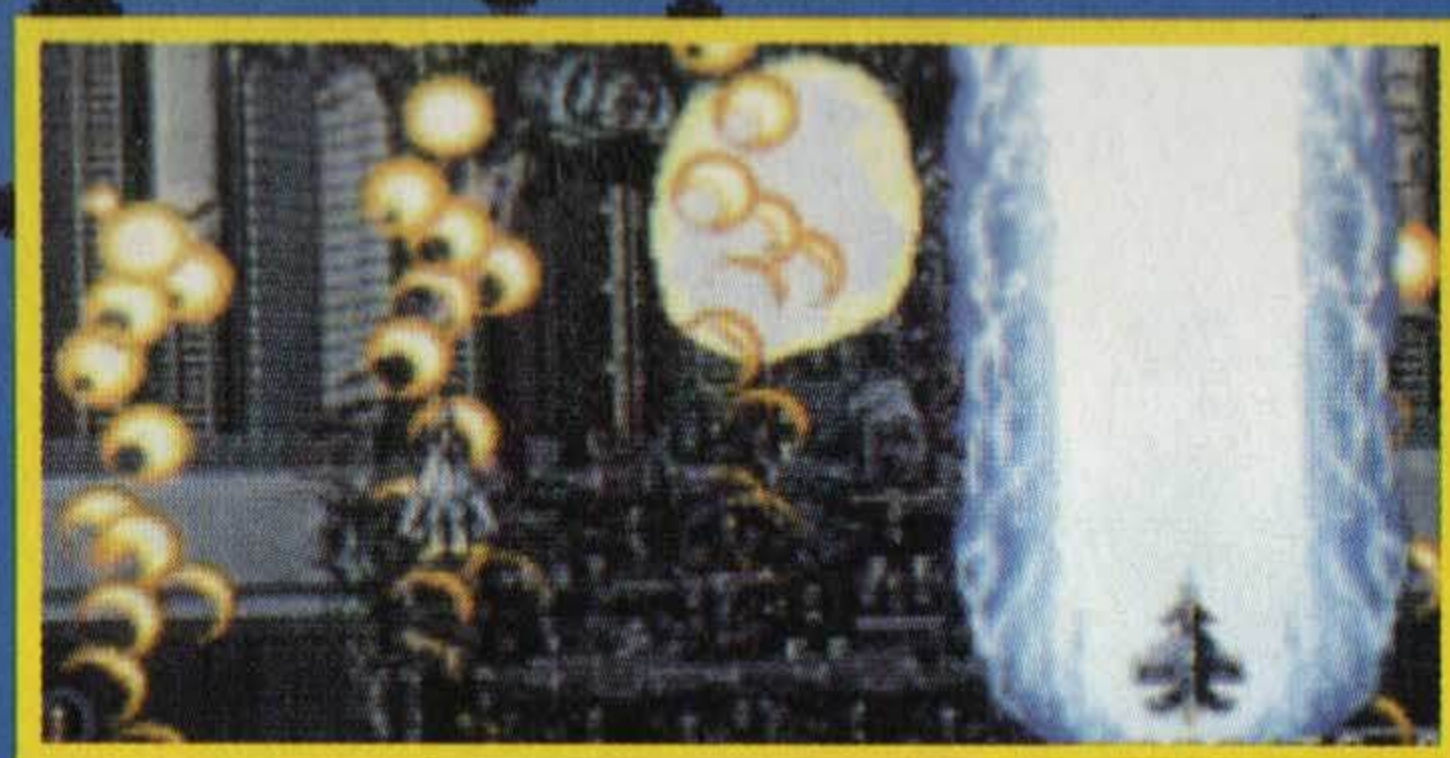
Well, at least it's **not** a beat-'em-up. It is, in fact, a platform shooter, with **stunning backdrops** and a ludicrously short playing area. You will finish this on **day one**, which is a shame, because it plays really well. This **criticism** applies to most Neo Geo games, but less so to this one, since it doesn't cost £250.



# Let's get technical

- 1 First up there's a 16-bit 68000 processor for general game generating-type tasks.
- 2 16-bit graphics processor with scaling and rotation for sprites/backdrops.
- 3 Decent sound chip, excellent with both FM and direct samples, featuring a rather amazing 13 channels. Unfortunately sound often eats up cart space.
- 4 Erm, a load of RAM, 7 Mega Bytes to be exact, which is what makes it so blimmin' expensive.
- 5 No cart slot.
- 6 It has virtually no specific 3D abilities, although technically speaking, the machine should be able to generate polygons as well as an Amiga (no sniggering there at the back).

# Release dates



▲ R-Type-style explosions ahoy in *Aero Fighters 2*, due out about now.

## Out now:

*Nam '75*  
*Alpha Mission 2*  
*Top Player's Golf*  
*Puzzled*  
*The Super Spy*  
*Burning Fight*  
*King of the Monsters 2*  
*Art of Fighting*  
*Fatal Fury 2*  
*Last Resort*  
*Baseball Stars 2*  
*Football Frenzy*  
*Samurai Shodown*  
*Super Sidekicks 2*  
*Magician Lord*

*King of the Fighters '94*  
*Top Hunter*  
*Aero Fighters 2*  
*World Heroes 2*  
*Thrash Rally*  
*Blue's Country*  
*Ninja Commando*

## December

*Art of Fighting 2*  
*Samurai Shodown 2*

## January 1995

*Aggressors of Dark*  
*Combat (that's one hell of a name - Ed)*

well constructed, sturdy and good looking. There's no shame in having this baby under your telly.

The Neo Geo CD also has a better range of video outputs than the old machine. Plug this into any TV and, if you have a decent SCART system, it'll be full screen.

## The joypad

The joypads, it has to be admitted, are a bit pump. They don't weigh much and feel fine, but the direction controls are uncomfortable, which is especially annoying after years of perfectly good cross-key-type pads. Still, they're a damn sight better than the clicky and over-large joystick alternatives.

## The package

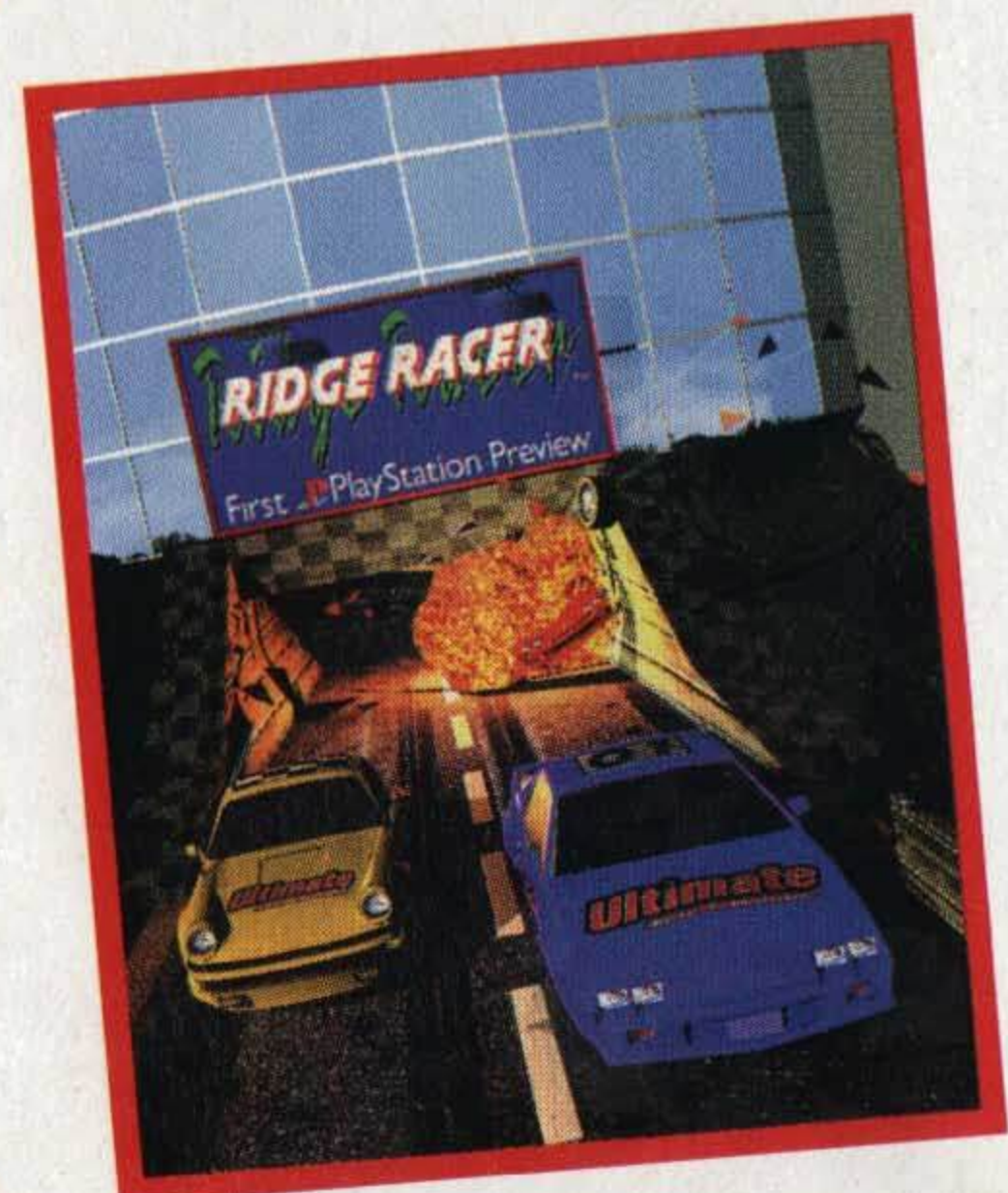
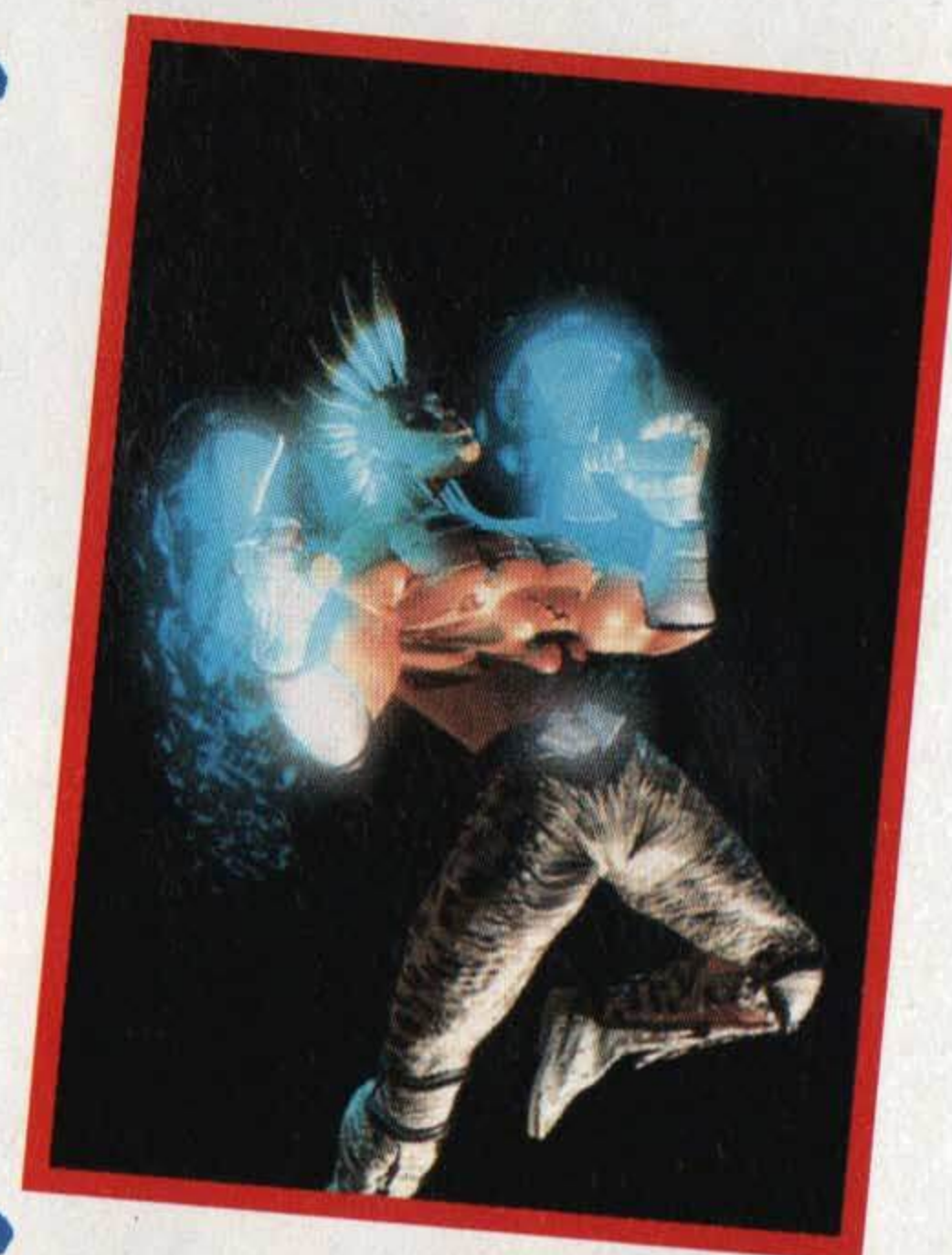
You can buy the Neo Geo CD in two packages. You can get the machine, one joypad and *Fatal Fury* for £399, or the deluxe edition with two pads, *Fatal Fury*, *Super Sidekicks* and *Last Resort*. That little lot will set you back £499.

Which, incidentally, is the same as an imported Saturn.

## So you want one, eh?

Well then, place your order with New Generation, who are handling the UK sales and distribution of the mighty Neo Geo CD. You can contact them on 061 652 3143.

# Poster section





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# Ultra 64

Are you prepared to wait until

# 1996

for this project

to become *reality?*

# 1996

**W**hich is the most powerful of the new consoles? Is it the PlayStation, is it the Saturn? Could it be the NEC FX? Well, according to Nintendo it's going to be the **Ultra 64**. Something of a hefty claim, especially considering that even Nintendo's lead developers still don't have finished development kits.

Rare, who've been helping Nintendo and SGI with the hardware development, have the nearest thing to a finished Ultra 64 console. This takes the shape of an admittedly compact computer board, upon which runs the mighty *Killer Instinct*.

Nintendo went to the lengths of showing UFG the board in order to ensure we didn't go back to the office assuming it was running on a giant Silicon Graphics machine or something.

So what's going on? Nintendo are launching the Ultra 64 in Japan almost a year after Sony and Sega unveil their machines, and it probably won't reach the UK until 1996. Why are they prepared to wait so long, allowing Sega and Sony to build up such a great lead? The Ultra 64 will also be a cartridge-based machine. Do Nintendo think CDs are a poor medium?

Well, it's all a lot more complicated than that. They ►



# Ultra 64

have a lot of **money** invested in cartridges and they can charge **more** for carts than they can for CDs. This is what has kept Nintendo as Japan's most **profitable** company for four years running. CDs could jeopardise that situation.

Nintendo are believed to have **revolutionary** memory compression techniques under wraps at the moment, which makes sense, since both *Cruis'n USA* and *Killer Instinct* are reported to weigh in at around **100 Megs** when converted to Ultra 64's finished format (as soon as it's finished that is).

At the moment, only **four** games have been confirmed for release on the Ultra 64, a rather small number given that the PlayStation and the Saturn each have more than **100 titles** on the way. Having said that, at

least two of these games exist already and look fantastic.

The **first third-party** game to be announced was *Turok: Dinosaur Hunter*, from Acclaim. "Turok who?" went up the cry. Cynical observers suggest that *Turok* was chosen by Acclaim because they didn't want to waste a **larger** license on a single format release. *Turok* will appear **only** on Ultra 64.

## Exclusivity is what...

Nintendo are pinning their hopes on. A deal with Williams to keep *Mortal Kombat 3* as an Ultra 64 exclusive has already **fallen through**. Sony have already signed that conversion for the PlayStation.

So how do things **look** for Nintendo? Well, to be honest,

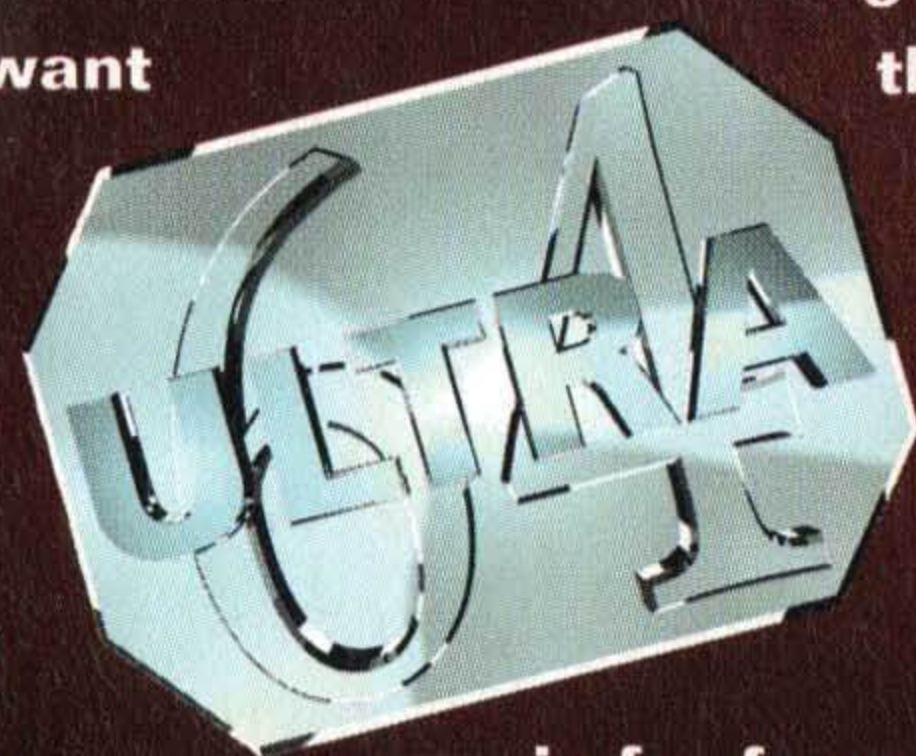
things look pretty damned good. A recent announcement went to developers intimating that the Ultra 64 would produce the same level of **performance** as the Indigo Workstation, a super-powerful wonder-machine. As long as Nintendo optimise the SGI hardware, it will be possible to manufacture Ultra 64 at the **\$200** price point they have promised.

The games industry is far from sceptical. As a matter of fact, both Sony and Sega are both very **cagey** when the subject of Nintendo is broached and while public bravado maintains that Nintendo is no longer a **threat**, neither Sega nor Sony have any real idea what the Kyoto-based giant might be up to.

The Japanese market is **easy** to predict. Japanese consumers always buy the best product. Price and marketing are less important than **quality**. If the best games appear on the PlayStation, they will buy the PlayStation. If the best games appear on the Saturn, they'll buy the Saturn. Nintendo are **banking** on this fact. The Ultra 64 will be launched almost a year after Sega and Sony unveil their machines, and that's an awfully long time for them to build up a **dedicated** user base.

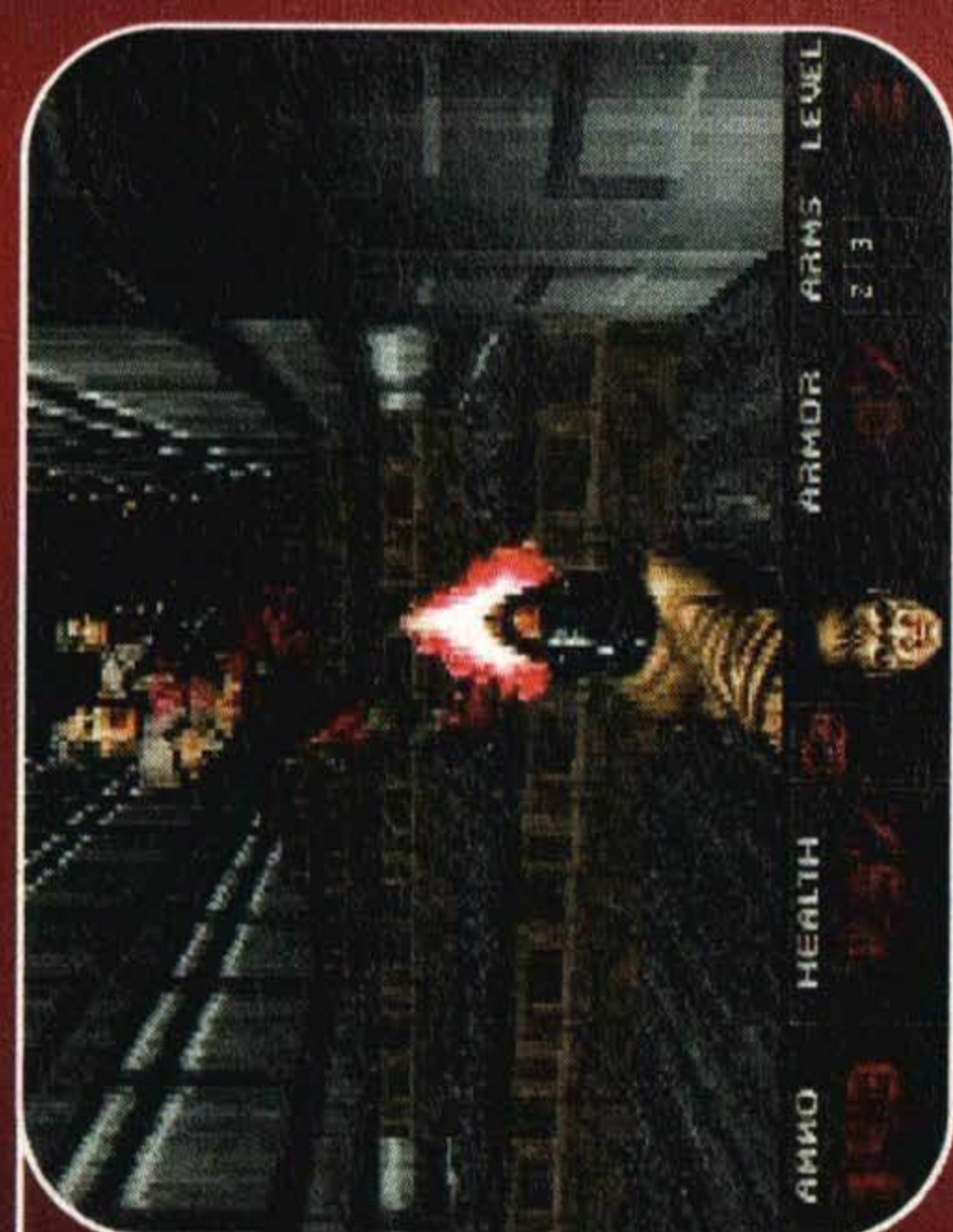
## So who's going to...

...win? We don't know for sure. What we do know is that next Christmas, everything will go bonkers. There will be a war. To quote Sega's president, Hayao Nakayama, "There will be **chaos**". He's not wrong.



## The Fantastic Four

**T**o date, only four games have been confirmed for release on the Ultra 64. *Doom* (what a surprise), *Killer Instinct*, *Turok: Dinosaur Hunter* and *Cruis'n USA*. There will be *Mario* and *Zelda* games, but these have not been confirmed. Miyamoto, creator of *Mario*, has also hinted that he'd like to revisit themes explored in *Pilotwings*. As for the four definites, let's have a look...



### Doom

Classic 3D gameplay and tried-and-tested console credentials mean this is ideal for conversion. *Doom* on the Ultra 64 would feature incredible graphics and more intelligent, realistic baddies.

### Killer Instinct

This we've seen - quite simply the best beat-'em-up so far. Great gameplay, staggering graphics and saucy tunes. If this is a hit in arcades early next year, it'll pave the way nicely.

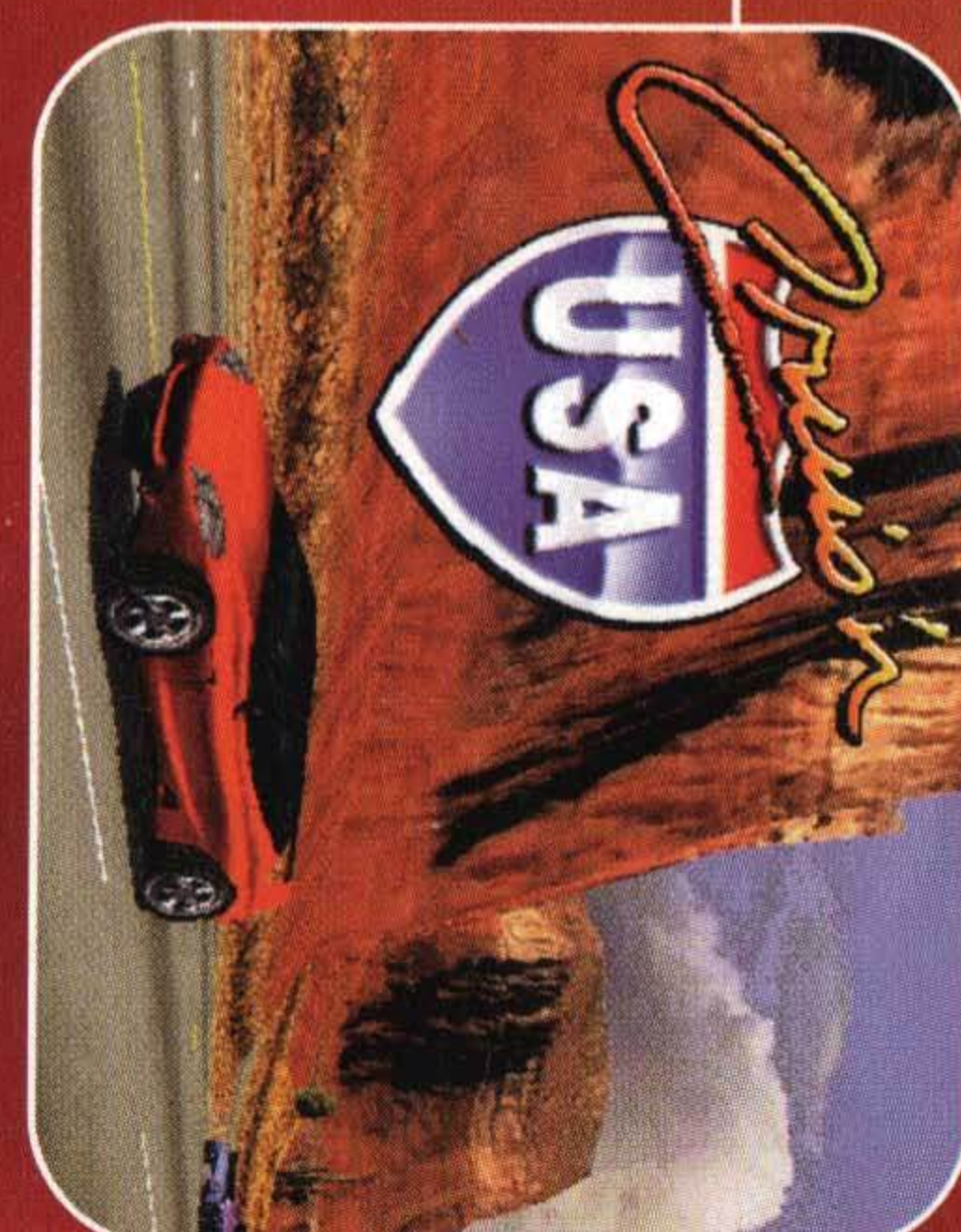


### Turok: Dinosaur Hunter

There aren't many details on this beast at the moment, but sources suggest a violent platform romp with rendered graphics, sort of like *Donkey Kong Country* with a harder theme.

### Cruis'n USA

Fab 3D driving game. Lacks the visual punch of *Daytona*, but beats it hands down for straightforward fun. Crash into cars, discover hidden secrets, drive very fast.





## Tech Specs

Well, at the moment, your guess is as good as ours, but this is what we reckon the final hardware should end up looking like:

### Sound

Advanced multichannel PCM sampling chip, with lots of nice digitised voices built-in.

### Memory

Will need at least 1 Meg of RAM to support high resolution, true colour graphics. Possibly more.

### Processor

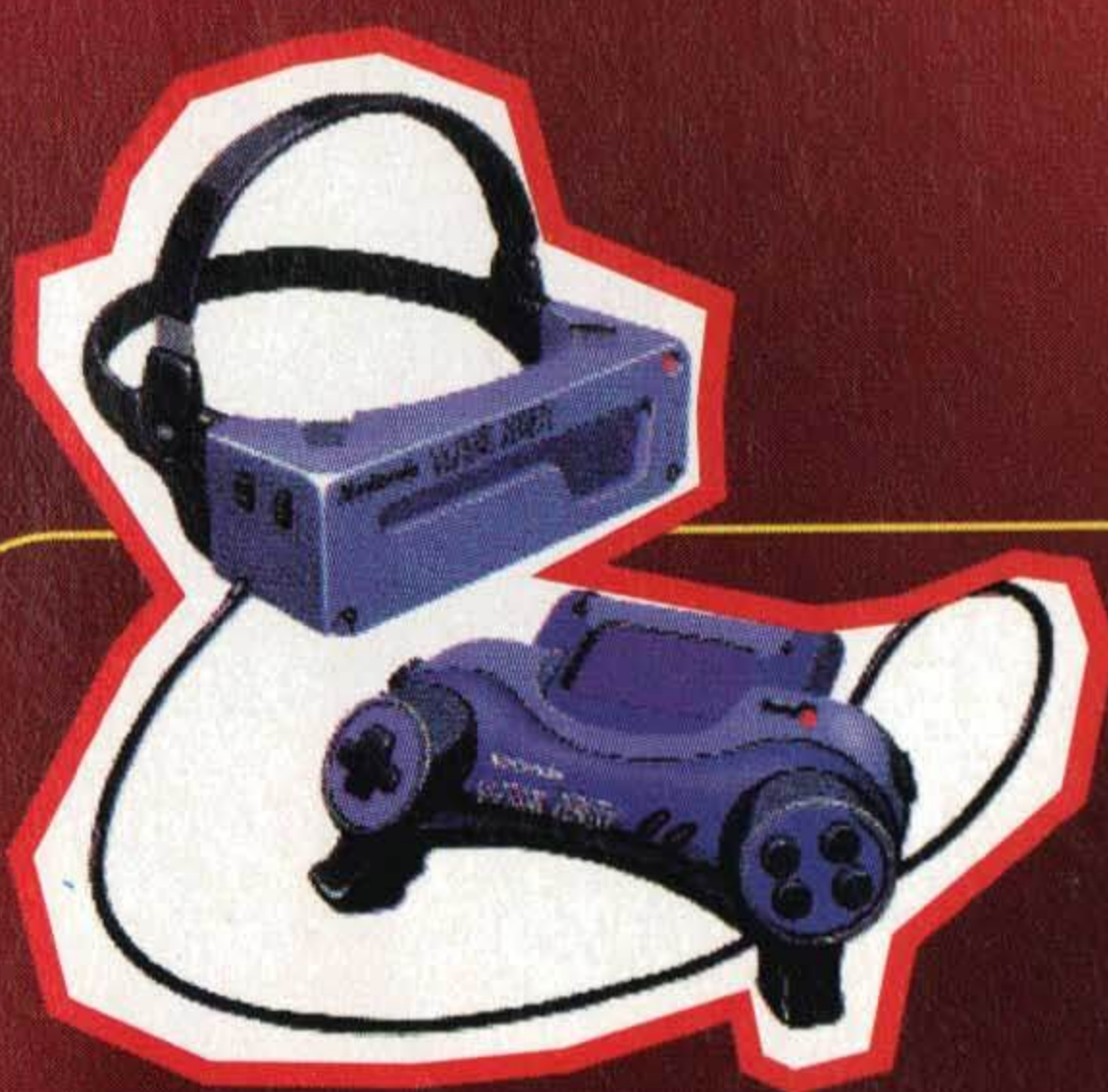
Sgi/Nintendo 64 bit RISC-based monster running at around 100Mhz.

### Graphics

Mostly handled by the main processor, certainly where 3D tasks are concerned, but there will be a couple of custom processors, 24-bit colour seems a certainty. At least 32,000 colours on screen from a palette of millions.

### Expandability

Will support CD ROM drive.



## Nintendo see red over Virtual Boy

**W**hile we wait for the Ultra 64, Nintendo have **unleashed** another new, and extremely red, baby onto the public.

The Virtual Boy, Nintendo's home Virtual Reality system as revealed in the last issue of *Ultimate*, went on show at the Shoshinkai show in Tokyo this

month, and *Ultimate* was there to have a go of it.

The artist's impression (above) proved to be pretty accurate, though the **joypad** also has a cross-key on the right hand side for all left-handed muddy-funsters.

The headset is now slightly **thinner** and bright red with lots of black/grey go faster stripes. The whole thing ends up looking like one of those plastic **Viewmaster** toys from the 70s.

There will be three games released along with the launch of the machine, which has a **mono** (red and black) display.

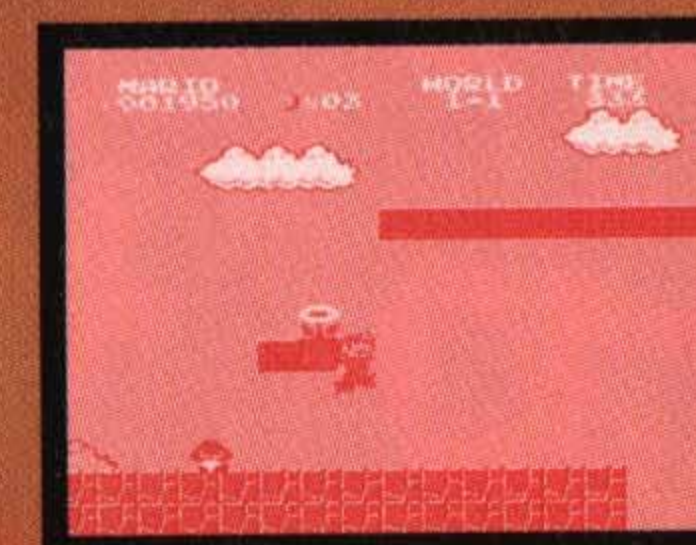
*Mario Bros VB* looks remarkably like a **red version** of the original *Mario Bros* game.

*Teleroboxing* closely resembling *Punchout* and include lots of red **robotic** opponents strutting their stuff.

*Space Pinball* (the title says it all) features a *Behind the Mask*-style **perspective**.

All these games are in true stereoscopic 3D, which we reckon looks damned **effective**.

Let's hope there continues to be the software to **support** it. Or maybe its success depends on whether you like the colour red.



◀ **This is how Virtual Mario Bros could end up looking.**



# Competition

DAYTONA USA

a

win

BE ONE OF  
THE FIRST  
PEOPLE IN  
THE WORLD  
TO HAVE ONE  
OF THESE



# Sega Saturn!

GREAT SATURN  
BASEBALL



**C**hrist on a bike! You could walk away with one of the first Sega Saturns in Britain! Why? Because we want to give you one. All you have to do is enter this compo.

To win a Sega Saturn, simply name another planet in our solar system that you might associate with 'having a ring'. Clue: 'Bottom'. Tricky, huh?

The correct winning entry will be picked at random from a very big bag. Usual competition rules apply, so send them entries on a postcard to:

Ultimate Ring Stinger,  
Future Publishing,  
30 Monmouth Street,  
Bath,  
Avon,  
BA1 2BW

RAMPO



SHINOBI X



VIRTUA FIGHTER



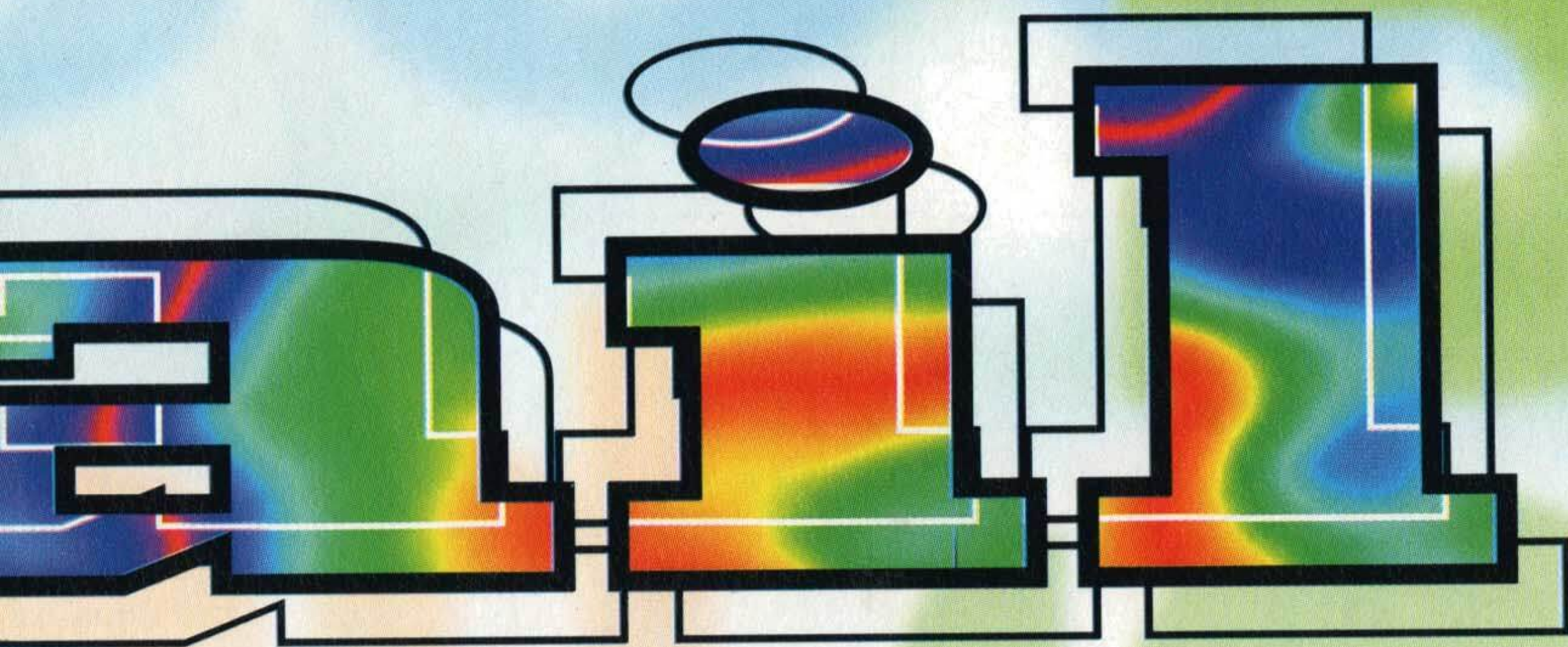






# other white noise

## And on that bombshell...



### Last month we asked you...

New generation software – the graphics are more realistic than ever, and so is the violence. Can things go too far?

### And you said...

No – well, not unless you can start to feel the pain as well as watch it happening on screen.

*Tim Hill, Bedminster*

As long as games get certified like films (or *Marcus – Ed*), they should be allowed to be as violent as the writers want.

*Andy McDowell, Tonbridge*

More people die in *Star Wars* than *Mortal Kombat*. Unless you play it loads for a very long time.

*Simon Forrester, Slough*

Viewing violence can be a cathartic exploration of one's own dark psychosis, highlighting a Freudian urge to return to the mother, thus reaffirming one's own sense of mortality and, indeed morality.

*Dr Kevin P Tenshus*

Yes, I think violence can go too far, and quite often, does. It's right that *Doom* should be rated, but I think that the ratings should be made mandatory, not voluntary.

*Mary McCaine, Matlock*



▲ Does this deserve an 18 rating?

### And the Ultimate T-shirt prize winner

I like violent video games and I've never met anyone who's been affected by violence in video games. Well, none that have lived to argue their case, anyway.

*Michael Myers, Kingston.*

## This month's question...

Is the cart dead?  
Are Compact Discs the format of the future?

Send your answers to: On that Bombshell, *Ultimate Future Games*, 30 Monmouth Street, Bath, Avon BA1 2BW.

DSP/FX chip in order to get it running smoothly enough. Either that or it'll run in a tiny window in the centre of the screen. If it does appear, it'll be from some other publisher, possibly Imagineer. But don't hold your breath. U

Saturn, for two reasons – *Daytona* and *Ridge Racer*.

Can you help me make my final choice? Which of these two games is better? Do you know when they will be released in the UK? Congrats on a brilliant mag, by the way. The news pages are truly excellent and I really love the True Lines!!!  
*Simon Dodman, Kettering*

Dear Simon: *Daytona* on the Saturn is still quite a way off but looking good. However, *Ridge Racer* on the PlayStation is nearly finished and looks stunning. Both machines have lots to offer, with the PlayStation having a few more titles in development.

In terms of power, they're pretty well matched. Which one should you buy? That's up to you. I'm buying a PlayStation. U



▲ Is Ridge Racer it a good enough reason to buy a PlayStation?

"Why had someone scribbled all over my first issue of *Ultimate Future Games*? All the copies in my local WH Smith's were exactly the same."  
*David Courier, Aberdeen*



▲ Would *Doom* on the SNES be a better conversion than *Wolfenstein*?

### I've released lines

I've got a passion for driving games and have a copy of *Indy Car* on my PC. Although my PC is better for games than my dated SNES, games such as *Indy Car* and *TFX* have graphics slowdowns owing to an outdated processor.

As consoles aren't out of date the next day, I'm going to invest in a new Super Console, either the PlayStation or

"Do you reckon that anyone will do a conversion of the classic Pong for the PlayStation? Classic gameplay never dies, you know."  
*Carey Wilder, Edinburgh*



# see, feel, try & buy

**Publishers' Plaza**

All of the Amiga press under one roof. Talk to the editors and sign up for a subscription to your favourite magazines.

Competitions being run throughout the show.

# World of Amiga

# the main Retail Park

An Aladdin's Cave of stalls selling everything you need for your computer and much more, from complete systems to stocking fillers. Don't miss out on the incredible show bargains.

# ACE Village

All the gadgets, gizmos and software you'll ever need for your multimedia work. Talk to the experts from around the Amiga World on high end application requirements. Graphics, Video, Networking, Animation, Image, Processing, Text Manipulation ...

## Games Arcade

Pit your skills against the best of the games this Christmas in the World of Amiga Games Arcade.

ALMATHERA  
AMIGA CENTRE SCOTLAND  
AMIGA USER GROUPS  
ARCADE SOFTWARE  
ARCANE SOFTWARE  
BLITTERSOFT  
COMPUTER MALL  
DIGITA INTERNATIONAL  
DIGITAL PROCESSING SYSTEMS  
EUREKA  
GOLDEN IMAGE

GP SOFTWARE (AUSTRALIA)  
GREMLIN INTERACTIVE  
HI-SOFT  
ICL WARRANTY  
INTERPLAY  
KOMPART  
LOLA  
MACRO SYSTEMS  
MERIDIAN DISTRIBUTION  
MICROVALUE FLAIR  
MULTIMEDIA MACHINE

NASCR  
NATIONAL BUSINESS COMPUTERS  
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OPTONICA  
POWER COMPUTING  
QUICKSHOT  
RASPUTIN SOFTWARE  
RAMIGA INTERNATIONAL  
ROMBO  
SCALA UK  
SILICA SHOP

TEAM 17  
THALLION  
TRI-LOGIC  
VILLAGE TRONIC  
VISUAL IMAGE DYNAMICS  
WHITE KNIGHT TECHNOLOGIES  
WORLD OPTICAL  
... AND MANY MORE







# Movie special

► The *Judge Dredd* film is due out next summer and the obligatory game will be out at the same time.

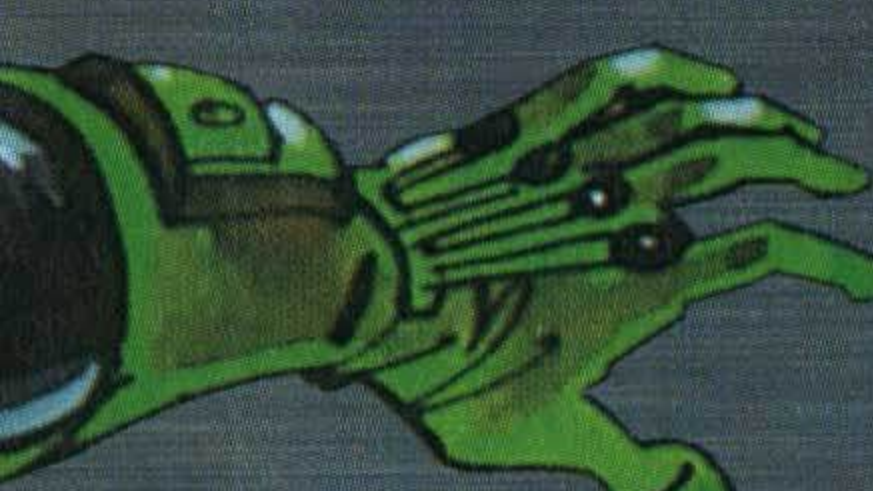


◀ You can tell they haven't been skimping on this film. The sets cost over \$20 million dollars, and with Sylvester's fee, that must leave at least a few cents change from \$50.

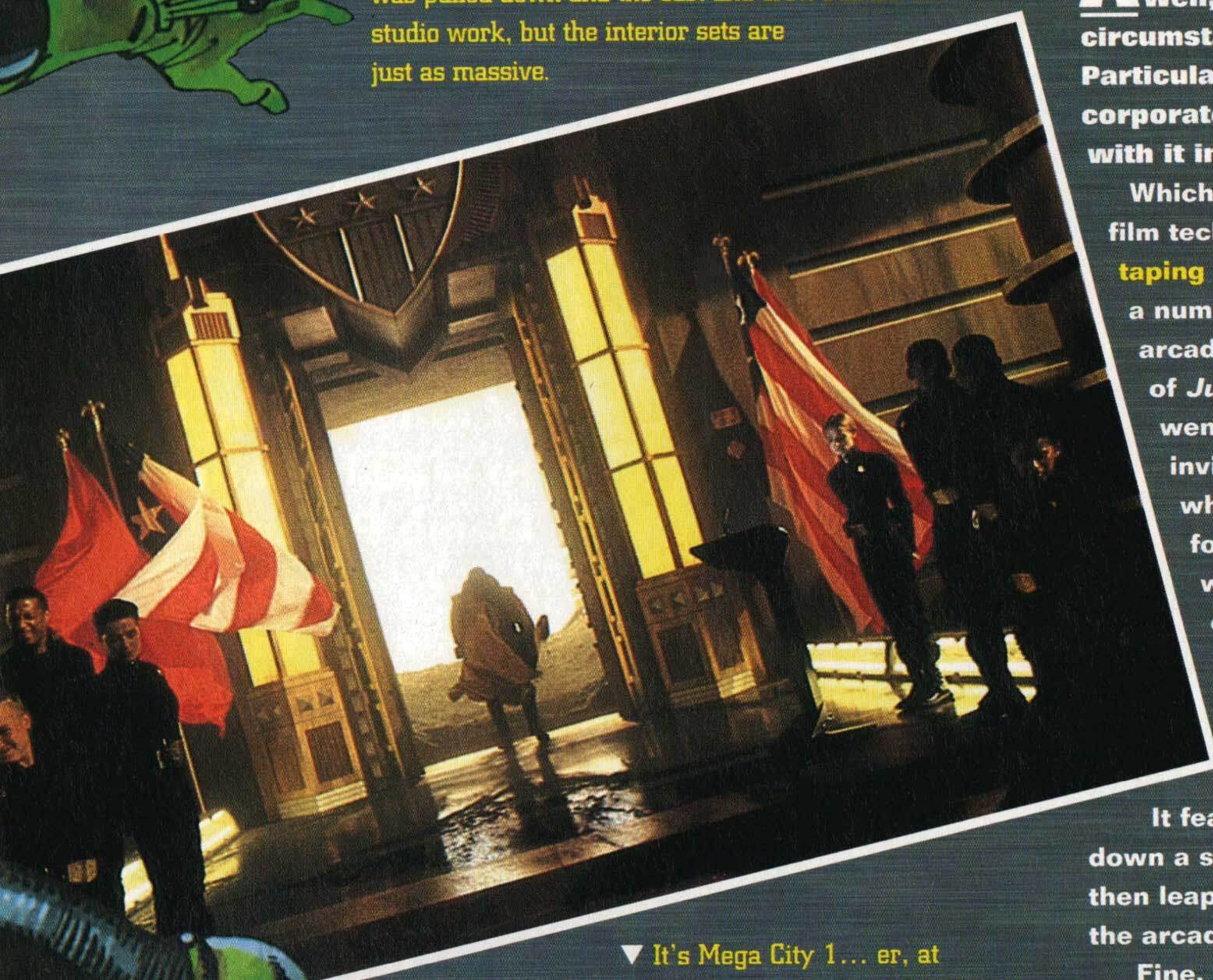


Ultimate visits the set of  
**Judge Dredd**  
to watch the film

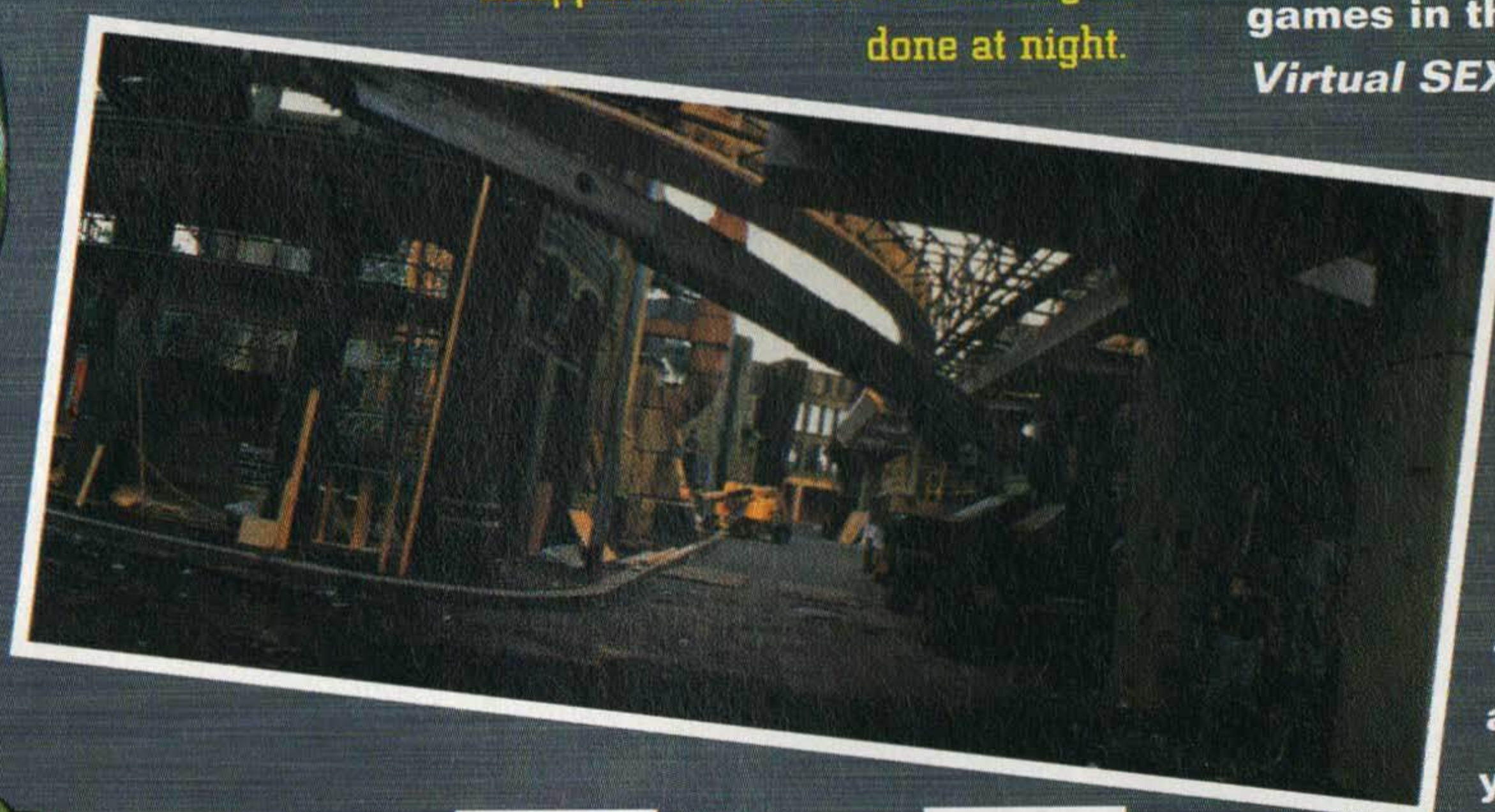




▼ A day after we visited the exterior Mega City 1 set it was pulled down and the cast and crew started the studio work, but the interior sets are just as massive.



▼ It's Mega City 1... er, at Shepperton. Most of the filming is done at night.



**A**claim don't like sex. Well, not in certain circumstances, anyway. Particularly not when their corporate name is connected with it in an advert.

Which explains why a load of film technicians were gaffer-taping over the 'E' in SEX on a number of mock, futuristic arcade machines on the set of *Judge Dredd* when UFG went to visit. We'd been invited there by Acclaim who were shooting an ad for their *Dredd* game which will be coming out alongside the film next July.

Y'see, the ad is being shot on the same set as the film.

It features Dredd driving down a street on his lawmaster, then leaping off and going into the arcade to play a game.

Fine. Except that all the games in the arcade are called *Virtual SEX*. Er, no thank you, says Mr Publicity Person from Acclaim. And so it's out with the gaffer tape.

But since all the real filming on the set – the footage for the actual movie – has already been finished, you'll still be able to make out *Virtual SEX*

in the final film. Ah, the wild and wacky world of the movies.

The set, by the way, cost a humungous \$22 million. And it really shows. We felt like we were really walking through *Mega City 1* rather than the Shepperton backlot. The streets are lined with incredibly detailed shops and eateries

► Sylvester Stallone stars as Dredd, but thanks to his helmet, in many scenes, he's played by a stunt double.

(selling plastic food, worse luck) and there are huge pipes and flyovers all over the place.

Oh yeah, and it's massive. So massive it's hard to give a rough estimate of how big it is. But we reckon it'd cover two football pitches pretty easily.

And the detail is amazing. There are tank-like cabs based on Range-Rovers and street signs which say things like, "No parking – don't even think about it." Steam pours up out of grimy-looking grates in the pavements. The whole effect is frighteningly realistic.

### The lawmaster bikes...

...are based on Yamaha engines and, though they are very different to the ones in the comics, they're still impressive.

The \$80 million film's being directed by Danny Cannon, who's a real *Dredd* nut, so *Dredd* fanatics shouldn't be too worried about it betraying the spirit of the comics.

And Acclaim reckon that the game is going to be a few cuts above your average film tie-in platformer. But they aren't saying much more at the moment.

By grud, this film is shaping up to be a mega-flick.



# redd

# ing of the ad for the game of the film...



# Ultimate Hyper Vision

**T**hese days it's not just games you can play on your consoles, 'cos now you can also watch films on the things. And we know the kind of movies you like to watch... and Dame Peggy Ashcroft doesn't appear in them. So here's a round-up of what's hot on the movie scene...

## Forget videos – cine CDs are here!

**C**D-i has been the first of the new multimedia systems to get in on the CD video lark. Thanks to an FMV (Full Motion Video) add-on (which costs a mere £150) you can use a CD-i player to watch an ever-increasing range of movies.

The quality is very nearly as good as you get with a VHS video but you get all the advantages of CD – in other words the freeze frame is next to perfect, the slow motion speed can be varied, you can skip instantly to certain specified scenes and you can spread jam all over the discs,

lick it off, stick the disc back in the drive, find it doesn't work and say, "Blimey, and back in 1978 *Tomorrow's World* said they were indestructible."

The films generally cost about £18 at the moment, but as they become more widespread the prices will probably plummet in the same way VHS videos did when they were first introduced to the black-box-buying public.

Anyway, here's our pick of the best CD-i vids available at the moment and a look forward to some of the movie blockbusters on the way in the next couple of months...

### CD movies out now

#### Patriot Games

Harrison Ford tussles with the IRA and lots of bad English and Irish accents.

#### Top Gun

The most expensive advert for the US airforce ever. Great flying scenes.

#### Star Trek 4

Stomachs in for the crew of the Enterprise, who come

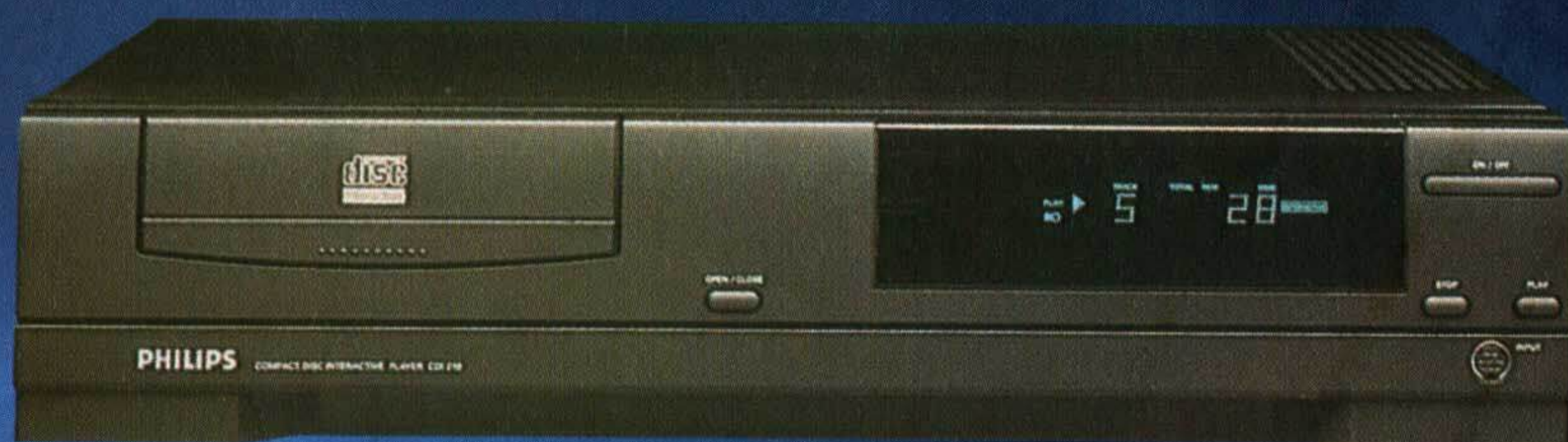
back to present-day Earth to save the whale.

#### Naked Gun 2 1/2

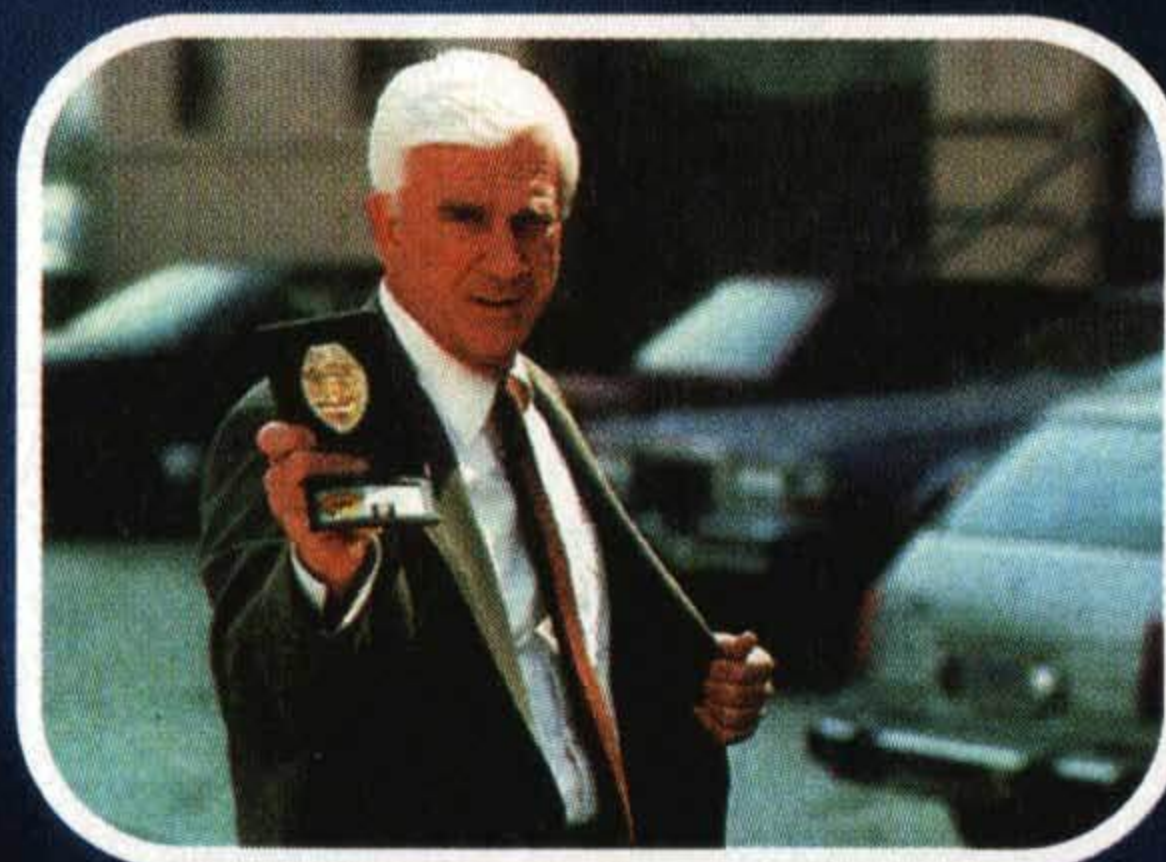
This contains probably the best sandpapering-someone's-bottom sequence in a film ever. Oh yeah, and a pre-trial OJ Simpson.

#### Ghost

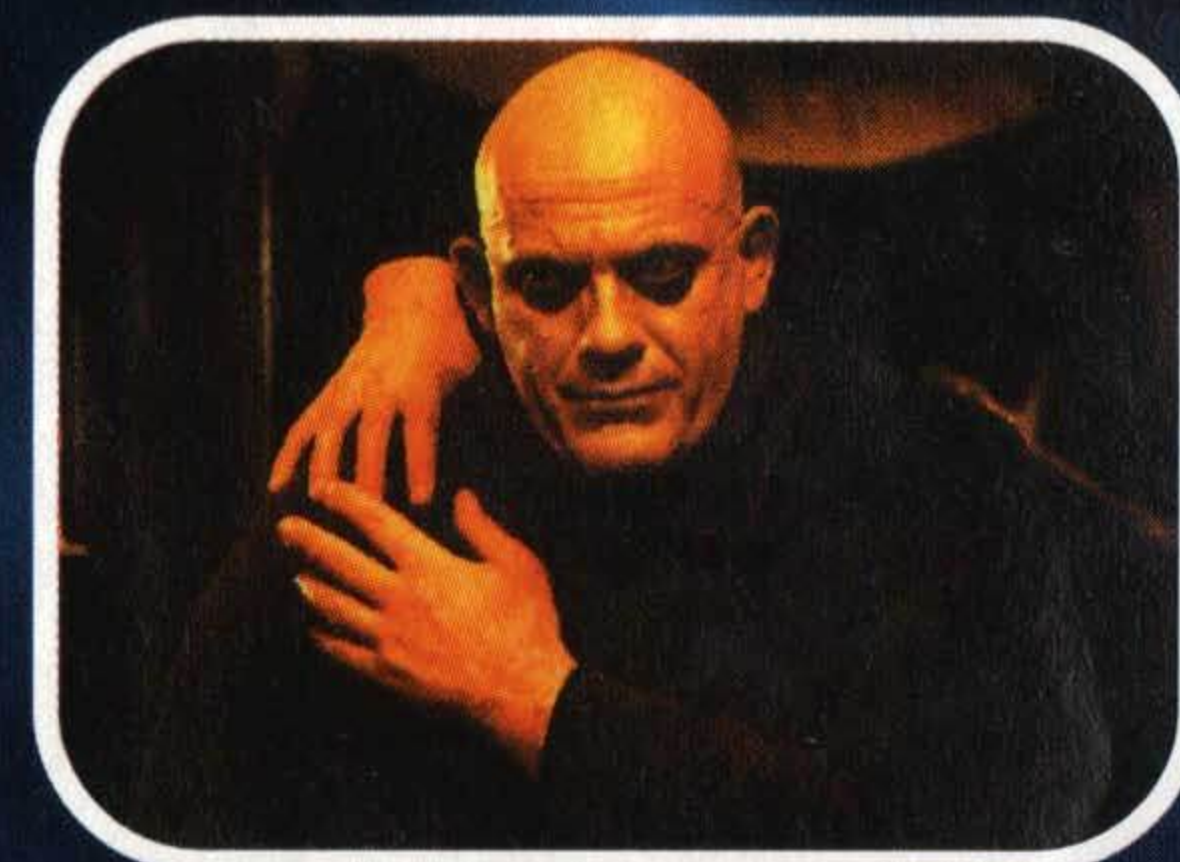
Possibly the only slushy film you'll ever admit to liking.



▲ Thanks to its FMV add-on, the CD-i enables you to watch CD films. FMV add-ons for other consoles are on the way, so cine-CDs could soon replace videos.



▲ The name's Drebin, Frank Drebin. So to avoid confusion I use my middle name, Frank. Rather than Drebin Drebin.



▲ Fester falls in love in the second *Addams Family* movie, but his lover's only after his money...



# A Nightmare Before Christmas

Starring: . . . A load of puppets  
 Director: . . . Tim Burton  
 Certificate: . . . PG



**T**im Burton, the 'genius' behind the two (near-identical)

**Batman** movies, has finally come up with a decent film.

*The Nightmare Before Christmas* is **creepy**, weird and funny. Not a bad combination for a Christmas film. It tells the tale of Jack Skellington, the

▶ The plot might sound a bit twee, but the film's full of black humour.

bloke who's responsible for Halloween. Bored rigid with 'doing' Halloween year in, year out, he decides to have a go at **Christmas**. But first he has to get Santa out of the way.

What follows is a bizarre mixture of love story, horror and adventure. The **animation** is great, the music fab and the overall effect is satisfying, if a tad over-long.

◀ The plot's over in about 25 minutes, but the animation is stunning.



Also contains Whoopee Goldberg's best performance ever (not that that's saying much).

## The Hunt For Red October

A bit low in the action stakes but this Sean Connery/William Baldwin, East/West submarine-flavoured romp is still pretty stylish and gripping.

## Wayne's World

Way! No way! Well, there's no way I'm doing any rubbish **NOT!** jokes, anyway. The film's great, even if it spawned more than its fair share of irritating catch-phrases.

## Goldfinger

The best Bond in the best Bond adventure. Sean Connery, Pussy Galore, Odd Job and a lethal bowler hat – what more could you want from a spy thriller?

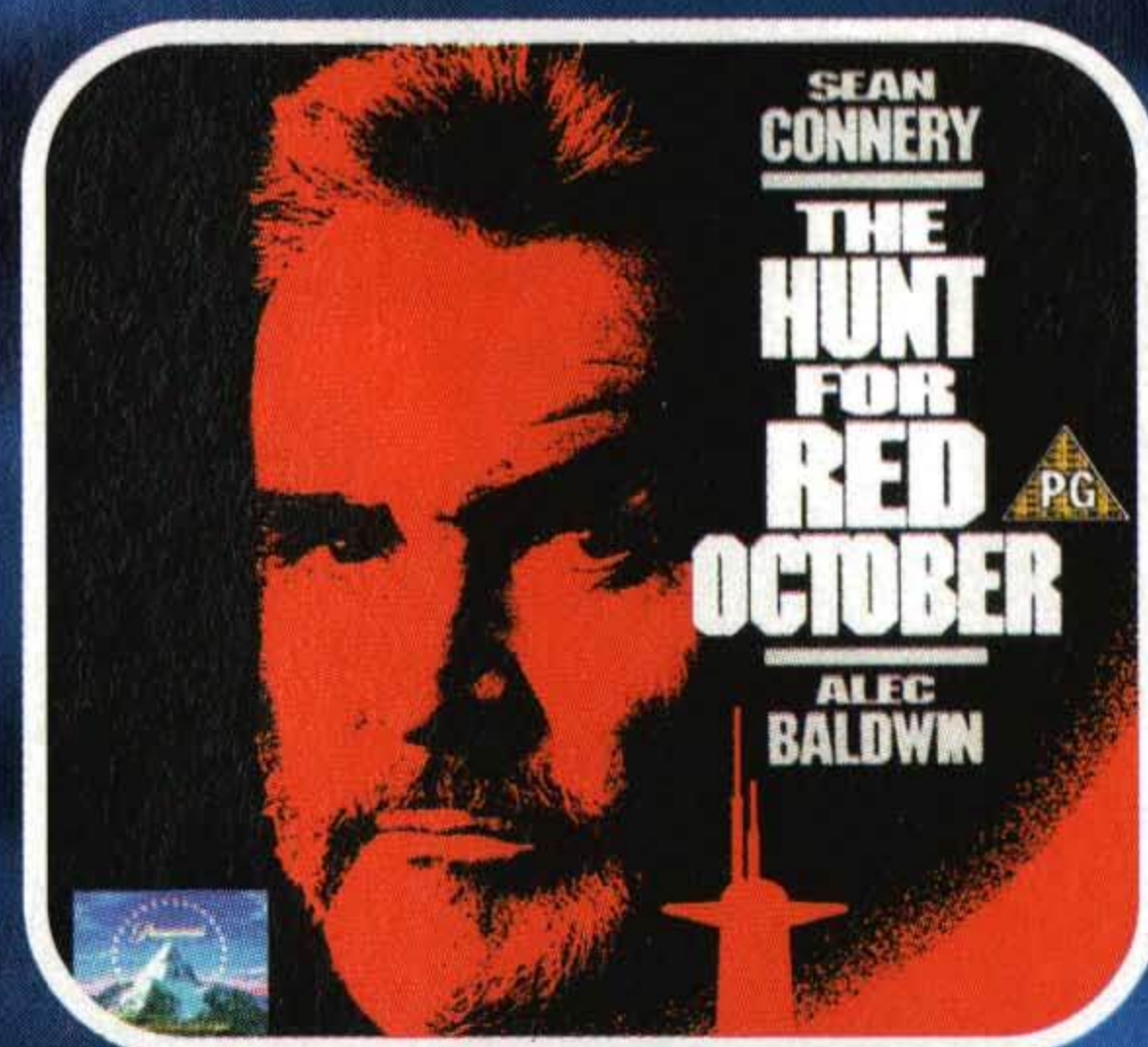
## Coming soon

### Addams Family Values

Some people reckon this was better than the original. We don't agree, but it's still stormingly good, with some cutting swipes at American culture (such as Disney and Michael Jackson).

### Beverly Hills Cop

Eddie Murphy is at his best



▲ Sean Connery plays a Russian sub captain... with an Irish accent. Not one for putting on silly voices is Sean

here as Axel Foley.

Seriously funny, and by far the best in the series.

### Star Trek 2

Spock dies! But don't worry. This is science fiction – he'll get over it (by the next film, as it turned out). And in the meantime sit back and enjoy the excellent special effects.

### Airplane

Surely, the film that launched a thousand catchphrases. And stop calling me Shirley.

### Crocodile Dundee 2

Hmm... Philips really should start looking at getting some more awesome titles, if we get to the point where this is creeping into our pick of the crop. It's okay, but not a patch on the original.

## Show Reel

### Despite a slating by...

...critics in the States, *Stargate*, the multi-million dollar Sci-Fi epic starring James Spader and Kurt Russell, shot straight to number one in the US box office charts in its first week on release. It opens here early next year, with the game from Acclaim coming out around the same time.

Oh yeah, the film was then knocked off the number one spot the next week by another fantasy film, *Interview With A Vampire*, starring Tom Cruise.

### The release of the latest...

...*Star Trek* film, *Generations*, has been delayed, because certain scenes had to be reshot and re-edited after the reaction of preview audiences was less than enthusiastic. Apparently, in a new ending (turn the page now if you don't want to know) Kirk will die. Heroically, of course.



▲ The casts of the two *Star Trek* series meet in the new movie *Star Trek: Generations*.

### Doom, the game that's...

...conquered just about every computer game format is now making an assault on the big screen. Yep, it's being turned into a film. Let's hope the whole thing isn't filmed in first-person perspective... and I wonder if the main character will spend the whole film clinging to walls...

### TV has gone Sci-Fi mad...

in the US with Sunday nights being dominated by special effects-laden series. Both *SeaQuest DSV* and *Lois and Clarke* have returned for (revamped) second series which we'll get to see next year. And now Spielberg's latest TV epic, *Earth 2*, has joined the fray. First reports on *Earth 2* are not good, however.

It's been called *Lost In Space* for the 90s and apparently Spielberg wants his name removed from the project.

### Hackers is a "funny and..."

...fast-paced cyberpunk thriller" currently being shot in the UK and directed by *Backbeat*'s Iain Saffley (you remember *Backbeat* – that film about the Beatles). Hmm... not sure about that one...

### Sylvester Stallone has...

...been signed up for a sequel to the mountain-climbing action flick, *Cliffhanger*.



**MISSING PAGE**



## Jon Hare

**'C**hatterbox' Jon is the driving force behind Sensible Software, producers of *Cannon Fodder* and the best footy game ever.

**Justify the cost of carts.**  
I can't - they're too expensive.

**Is it the money that keeps you in the games industry?**  
Partly.

**Which gives you most satisfaction - work or money?**  
Work.

**Does money make you sexy?**  
No, I am always sexy.

**Money doesn't buy you happiness. True or false?**  
True.

**What's the worst thing about having loads of cash then?**  
People thinking you've changed.

**Do you tip the newspaper boy at Christmas? How much?**  
No. He's always late.

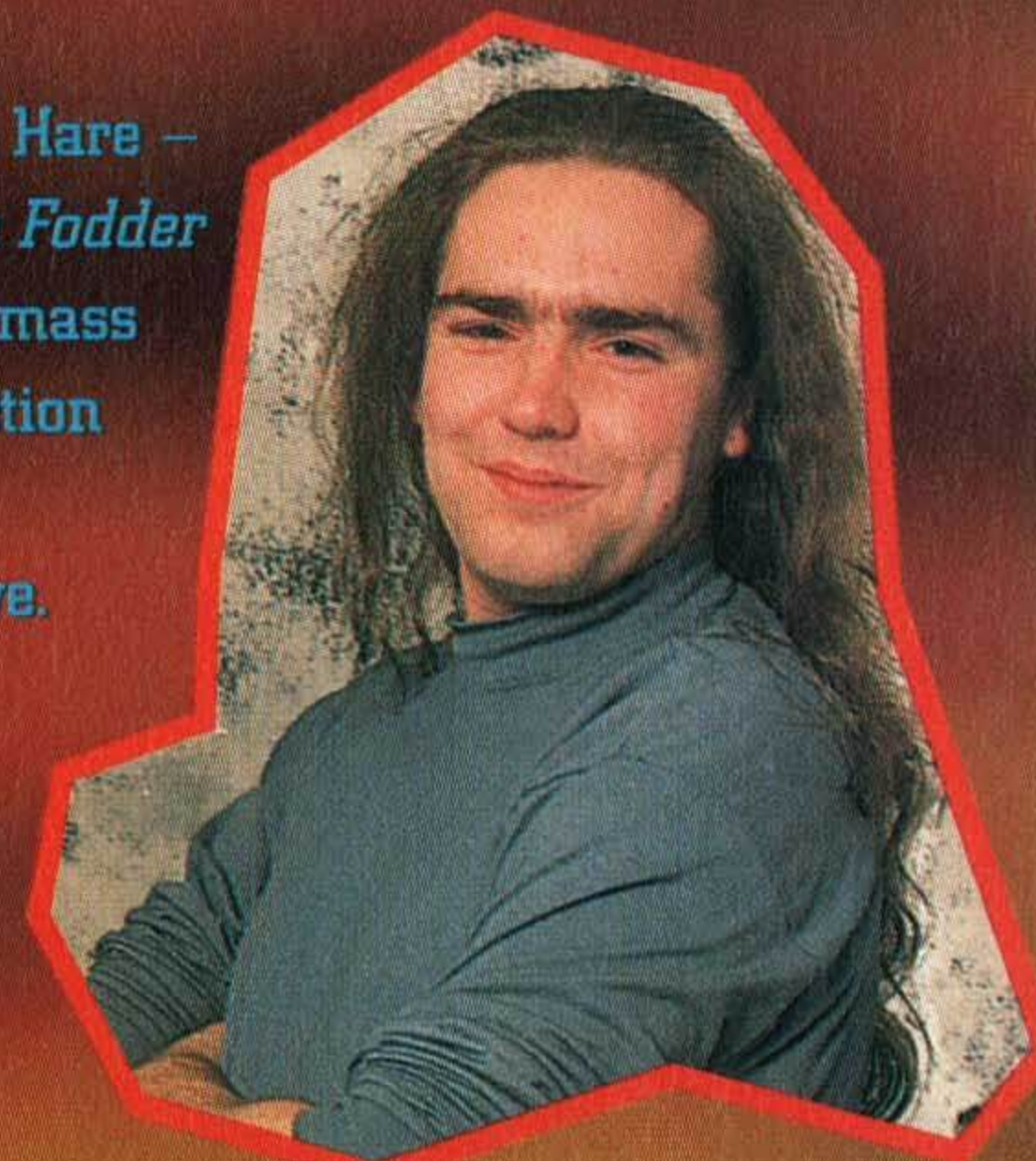
**Do you feel guilty walking past beggars in the street?**  
No, they're wasters. I always pay buskers, though.

**Has wealth changed you?**  
Yes. It's made me focus on what I want to do more.

**Have you ever rolled around naked in a pile of £50 notes?**  
No.

**What would you give up your fortune for tomorrow?**  
Perfect looks.

► John Hare - *Cannon Fodder* proves mass destruction can be lucrative.



# Rich

sheep shearing level in *Earthworm Jim*... Nobody has even found it yet.

**Are you generous?**

My staff are the highest paid in the industry (you will want to interview them next time! - they'll have to dedicate whole episodes of *Lifestyles of the Rich and Famous* to get through the guys).

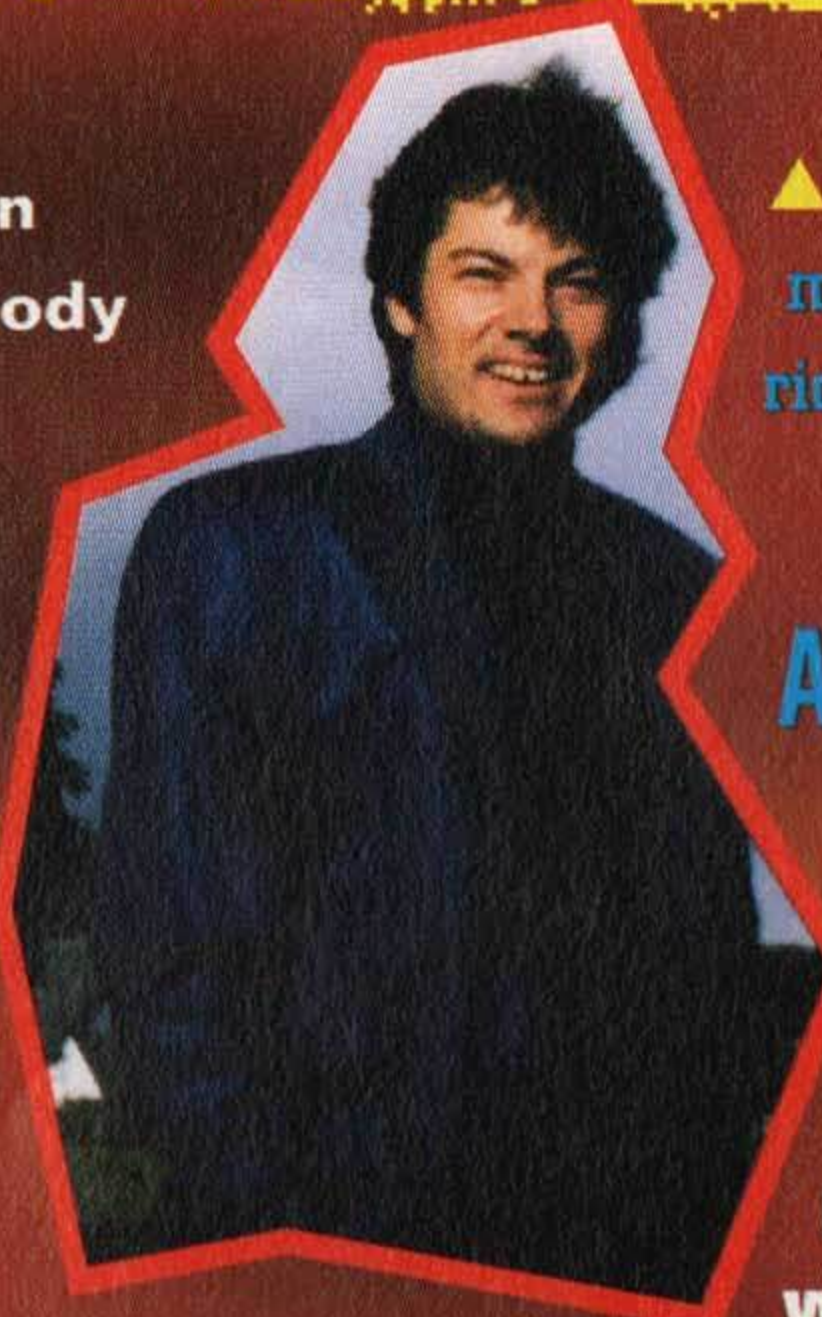
**Has wealth changed you?**

Yes, it's let me go crazy and create games the way they used to be made. I don't need to follow boring old movie plots any more. Yippee!!!

**Does money make you sexy?**  
No. Rubber is cheap.

**What would you give up your fortune for tomorrow?**

If Jim was to worm his way onto the cover of *Ultimate Future Games*! Jim has been on covers all over the world, how could *UFG* top them all? Aha, a challenge emerges. Better get in quick, Time magazine will be just around the corner.



▲ Archer MacLean, a member of the nouveau riche... and loving it.

## Archer MacLean

**T**he British guru of gameplay whose mere name makes lesser programmers go all wobbly at the knees.

**Is it the money that keeps you in the games industry?**

No, just the tax man. But like everything, if you work really seriously single-mindedly harder than what most people think is hard work, then you are likely to receive bigger than average rewards.

**Do you give regularly to charity (but don't like to talk about it, mate)?**

Yes. And I don't like going on about it because it's the same as bragging and it tempts fate.

**What's the most expensive item you've ever bought?**

That's a very personal question, especially if I

said 'Having cosmetic surgery to add that extra half-inch where it would be appreciated even more... blah, blah blah'. Which is usually everybody's idea of one of my cars I suppose, which is very mistakenly assumed to be a babe magnet. Which it isn't.

**Justify the cost of carts.**

Ask Sega/Nintendo, and more importantly, ask most high street retailers why they add 100 per cent on top of cartridge prices. They can buy games in at, say, £20 and sell them at £40 or even more.

Us developers don't see much more than one to two quid and the cart might cost £10-£12 to buy from the manufacturer, and the remainder goes into distribution/advertising/packaging/publishers-share etc, which doesn't leave that much to play around with, does it?



**Lend us a fiver? Oh, go on...**

Oh, okay then. But at 15 per cent per week, compounded and secured on your house and cross-collateralised with all the pints you owe me too.

**What's the worst thing about having loads of cash then?**

Having loads of 'advisers'.

**Has wealth changed you?**

Yep.

**Have you ever rolled around naked in a pile of £50 notes?**

Yes. Just after I had printed them, 'cos I was trying to make them look all used and crumpled just like the real ones.

**Does money make you sexy?**

No. Although nearly everybody else assumes this to be the case.

**What would you give up your fortune for tomorrow?**

I should say my health, but an even bigger 'one' could be tempting. A-hem.

▲ We'll give you just three guesses what Archer's been spending his vast fortune on...



**MISSING PAGE**



# Reviews

Alone In The Dark	3DO	90
Blackhawk	SNES	100
Chaos Control	CD-i	102
Checkered Flag	Jag	83
Club Drive	Jag	83
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Virtua Racing Deluxe	32X	88

**Ultimate**

**Section**

**3**



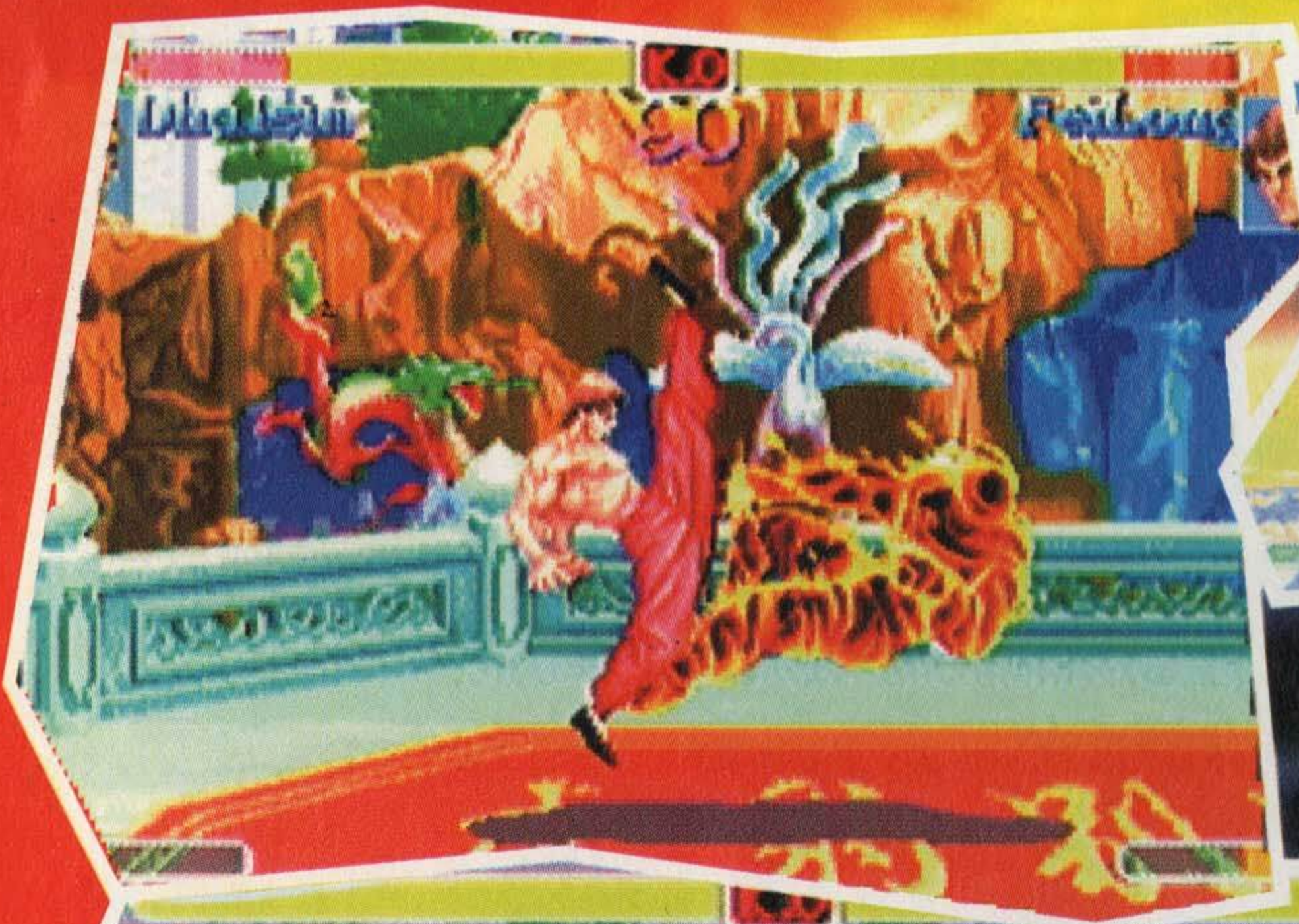


◀ Akuma shows Guile the meaning of "Oof!"

**SUPER**

# Street Fighter

The game that'll save the



▲ Pound for pound, Honda meets his match in the mighty T. Hawk.



**A**aaaargh! It's the **best** thing ever! No, really, I mean it this time. Go and get a 3DO right now. **Sell** whatever else you have and buy this game. *Super Street Fighter 2 X* is on the 3DO, it's **absolutely arcade perfect** and it plays like a dream.

And guess what? It's got **Akuma**. The arcade cheat that lets you 'be' Akuma works as well.

The graphics, as you can see, are exactly the same as the arcade version. The music is, frankly, **better**. It's all played in Capcom's amazing **Q Sound** system and, ohmygod, this is too good to be true.

The 3DO has had accusations levelled at it regarding its ability to handle sprites. *SSF2X* blows those misconceptions apart. This is super fast and **ultra slick**.

The gameplay has all the arcade features, the **combo bonuses**, the extra moves and, best of all, the



**TOP CHEATS**

**Super Return of the Jedi**, SNES: Having a few problems getting one over on Darth and the mob? Then try out these level codes to get to the end of this *Star Wars* clone with the ease of a true Jedi warrior - ZLWRS, VTNWZX, QZNFPP, WGDQFD, COWLTY, RNMVLC, HLOMVL, VOXODL, VOIGWF and ZZSTVZ.



# e 3DO ter 2 X

3DO • £40 • Capcom/Panasonic

shadow-fatalities. They all work in exactly the same way as the arcade version. All the cutaway scenes and intros are here too. At no time in the history of games has a home conversion been as close to the arcade original as this.

Capcom have **outdone** themselves.

This is the game to buy the 3DO for, no contest. It plays **superbly**, even with the dodgy 3DO pads (you need to use the L and R buttons, as well as the P button), but is even better with a **six-button** joystick.

*Super Street Fighter 2 X? Sex on a CD more like.*

To test out the **brilliance** of this latest conversion, we had *Super Street Fighter 2* expert, Gary Blake come in and take a look. "Is it as good as the original arcade version?", we asked.

"No", he replied, "It's a bit **smoother** and the music's better".

'Nuff said.



◀ Cavernous storage space on CD means that there are no frames of animation sacrificed to save memory. *SSF2X* is incredibly smooth.

AKUMA? WAYNE  
SLEEP MORE  
LIKE

▶ Akuma shows off his legendary shadow dance, much to Fei Long's bemusement.



▲ In the immortal words of Miss Cyndi Lauper, "Girls just wanna have fun, they just wanna, they just wanna."



**BEING AKUMA!**

The cheat which allows you to play Akuma works on the 3DO game. You can also fight against Akuma at the end of the game.



To 'be' Akuma, do the following: Move the character selection box over Ryu, leave it for four seconds, then move to T. Hawk.



Keep T. Hawk selected for a further four seconds, then move the box over to Guile, hover there for four seconds, then zip over to Cammy, and do the same.



Go back to Ryu again. Then, after four seconds, quickly hit all three punch buttons and Start together.



Ta-daa! You should now be Akuma! Which is a good thing, because you can do aerial fireballs and shadow dances.



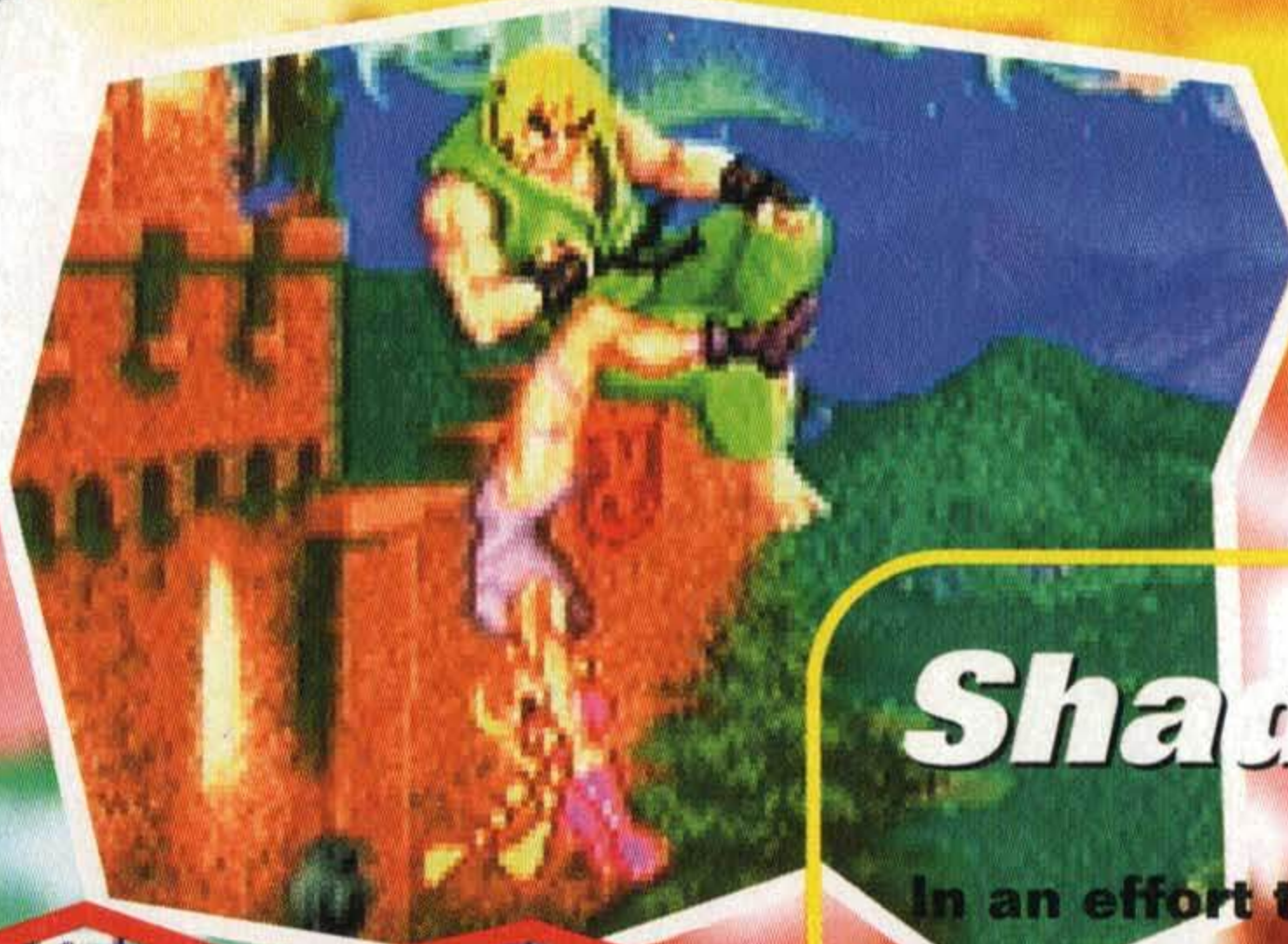




▲ Akuma shows that sandals can be trendy. Would you tell him different?



▲ Dee Jay tries in vain to teach Zangief to "Vogue".



▲ Ken's sweeping hard kick is a lot more potent and certainly faster than the old two-hit high kick.

# Ultimately

Unreal

95%

- ⊕ The ultimate beat-'em-up
- ⊖ Slow CD access. Erm, that's it

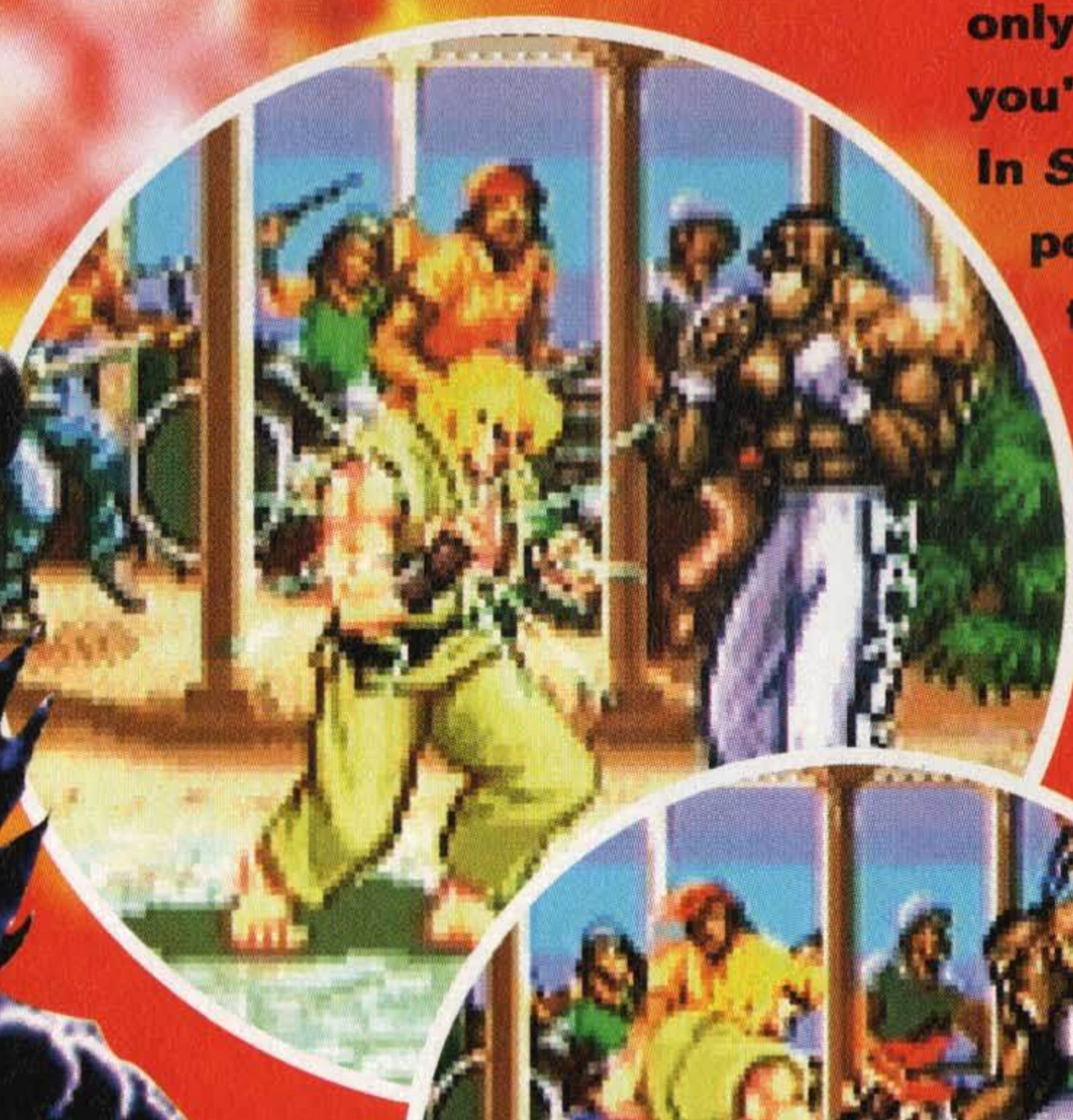
## Shadow moves are go!

In an effort to **combat** the rather distressing move towards *Mortal Kombat 2* by arcade players, Capcom have

introduced the mighty Shadow Moves. These are, in effect, fatalities, but are **strategically** more important.

In *Mortal Kombat*, you can only perform a **fatality** when you've actually won the game. In *SSF2X*, however, you can perform the Shadow Moves the second your power meter is **charged**.

To charge it, simply hit your opponent a lot, or do special moves. How do you do the Shadow Moves? Not telling...





▼ Try p-p-p-picking up these penguins and you'll get a hernia.



Let's face it, if **imitation** is the sincerest form of flattery, *Checkered Flag* is **licking Virtua Racing's** boots.

But, like most imitations, this **pales** alongside the original. In fact, it's so pale it's almost **see-through**.

*Checkered Flag* features more tracks than *Virtua* (10) and

► The tracks look different, but they all feel the same.

# Checkered Flag

Jaguar • Atari • £40

more views (six) but in every other way it just can't match Sega's **number one** racer.

The graphics are functional at best and **laughable** at worst, while the tracks are tediously **repetitive**, with little detail and few interesting features.

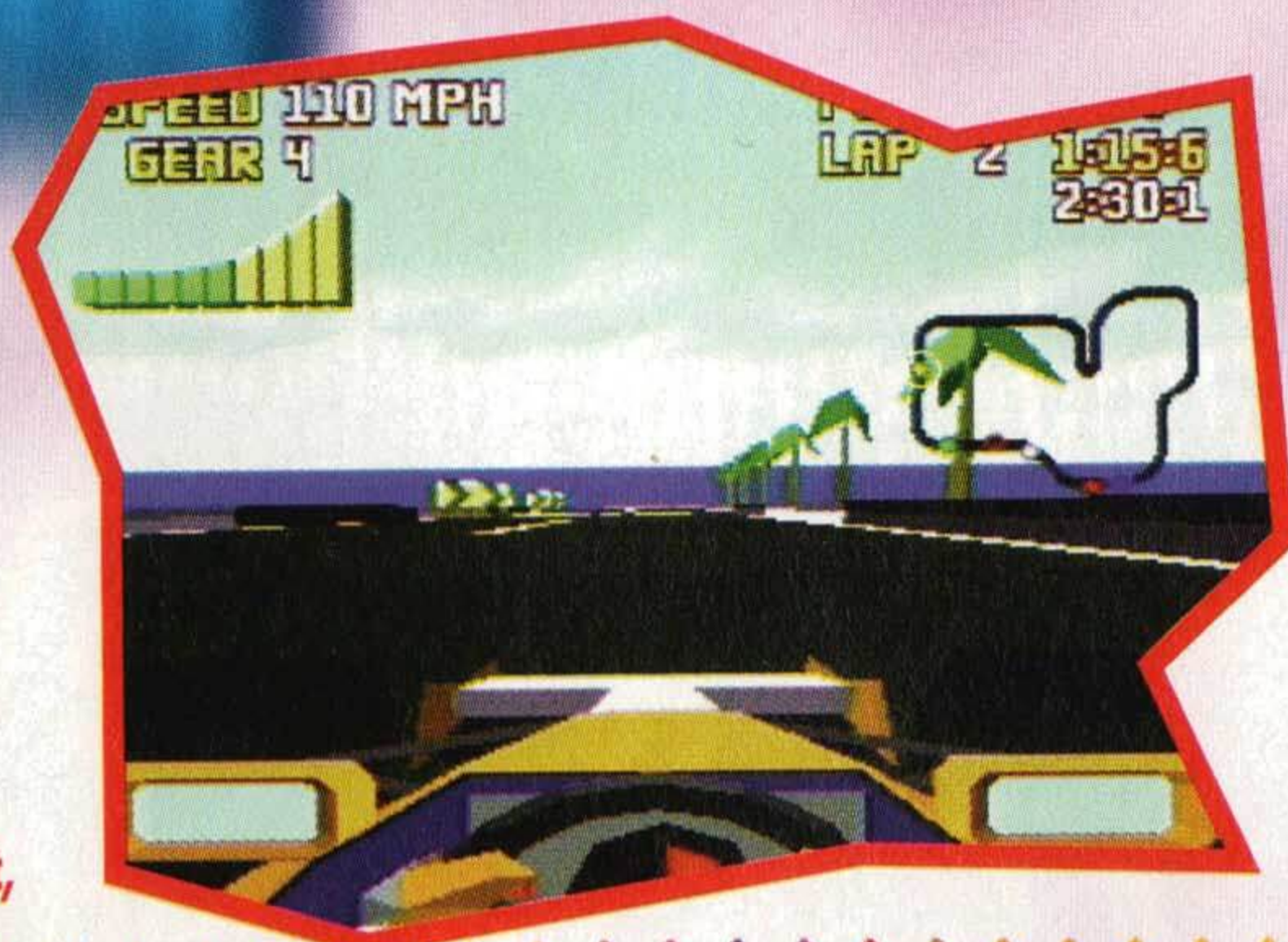
The **quirky** control system doesn't help. It's too easy to oversteer and you're constantly **nudging** on the joystick just to stay in a straight line

Sure you can master it. If you want to. We didn't.

Add in sound effects that seem to have been produced using a **comb and paper** and you've got a game that needs to be sent back to the **pits**.



▲▼ It's a lot easier to get around the courses using the higher-angle views.



**Ultimately**

Yawnsome

55%

- ⊕ The variety of courses and views
- ⊖ Bland graphics and gameplay



# Club Drive

Jaguar • Atari • £40

It's taken this game nearly **two years** to show up. It was announced at the same time as the Jaguar, and Atari promised something **special**.

Sadly, though, *Club Drive* is **rubbish**. The smooth and

detailed polygons do not make up for the **shocking** gameplay.

This is best described as a mongrel cross between *Hard Drivin'* and *Micro Machines* which sadly **ignores** the finer points of both games. What you have here is either a **tedious** racing game, or an annoying arcade-style runaround.

The *Micro Machines* mode is by far the **better** of the two, but it's still not very good.

You have to race your **miniature** car around a house, looking for hidden power balls. Once you've found them

all, it's game over, almost like a **punishment**. Not good.

Ow. I don't like this at all. The car is a **pig** to control and it all seems pretty aimless.

You can drive **anywhere** you want, which may sound like a good idea, but in practice it's just plain **confusing**.

Avoid *Club Drive*. Buy something good instead, like *Doom*, or *Tempest* or anything. Just not this. The Jag still awaits a **decent** driving game.



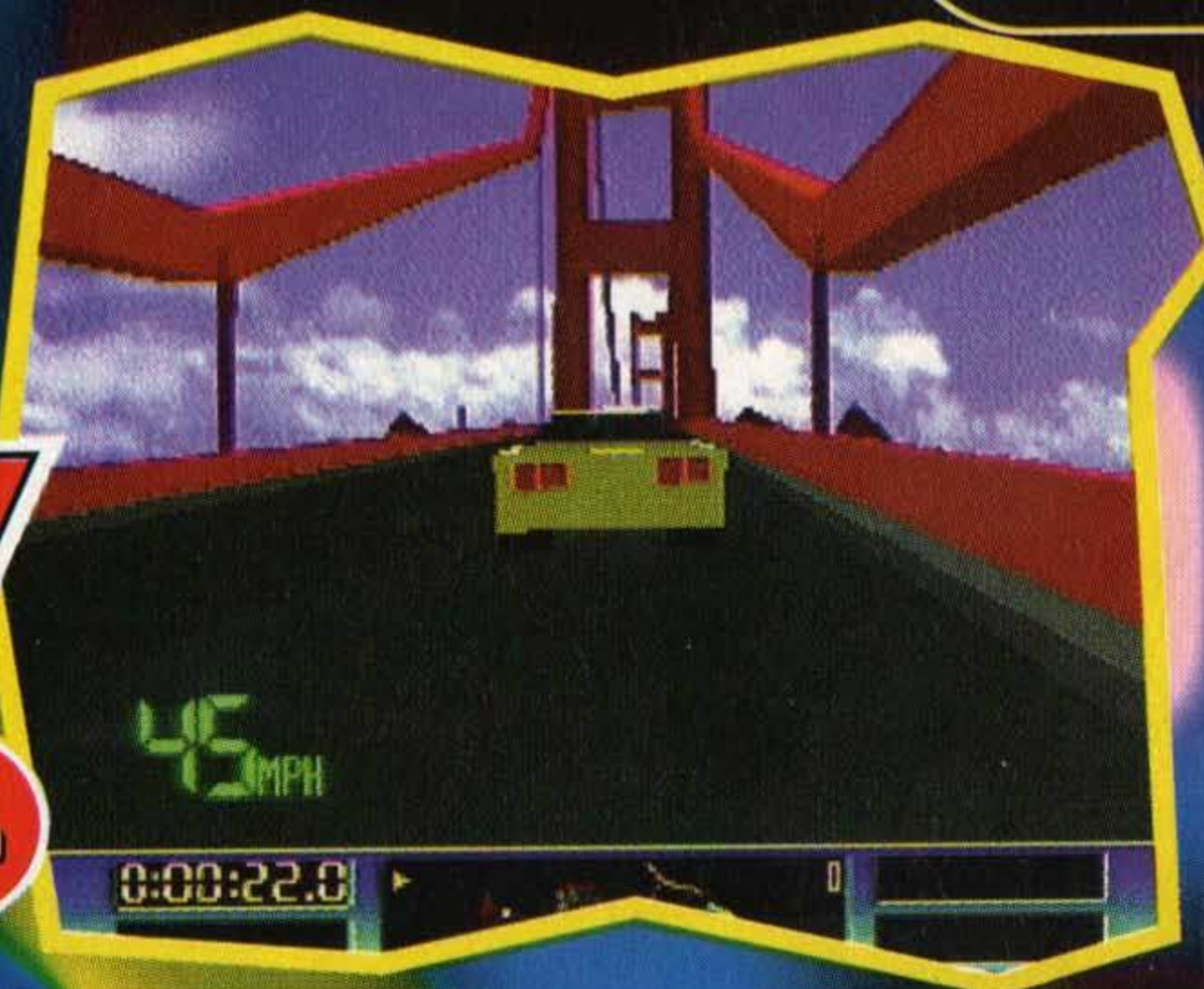
▲ Be honest – is this what you expect 64-bit graphics to look like?

**Ultimately**

Wrecked

49%

- ⊕ Nice polygons and good ideas
- ⊖ Dull gameplay, awful sound



**TOP CHEATS**

**FIFA International Soccer**. SNES: It's a funny old game, but if you want to be over the moon try out this excellent cheat. Go to the game options screen and press A, A, A, A, Y, Y, Y, Y and Y to get a super goal. At the same screen press A, A, B, B, Y, Y, X and X to get a dream team.

▲ Oh dear, oh dear, oh dear, oh dear, oh dear... get the idea?

▼ Great polygons, shame about the gameplay.



Oops, me spine  
has exploded  
again.



▲ Punching bad guys is actually remarkably effective, but for close-quarters fighting, get the chainsaw.

◀ The delay as you pump your shotgun with another cartridge could be the difference between life and death.

I can smell  
your spleen.



▲ Trapped in a tunnel, you face one of the more destructive baddies. Not too bright, he simply charges you until you're dead.

TOP CHEATS

**Rebel Assault.** Mega CD: Having problems defeating the Empire single-handedly? Don't we all. Try these level codes - BOTHAN, HERGLIC, LEENI, THRAWN, LUYLL, MAZZIC, JUPA, MORRT, MUTAK, RASKAR, HOFF, THOR, UMWAK, ORLAK and MALLON. That'll get you all through the game, no hassles.



Jaguar  
takes on

PC



Jaguar • £40 • Atari

# DOOM



# Dragon

Jaguar • £40 • Atari



▲ Somewhere on the stairs is a place where I sit, but not anymore, 'cos mad geezers with guns are there.



◀ Eat lead, undead zombie-type scumbags. Ahem, I hope that's okay with you gents.

▶ I like guns, I like shooting things and I won't take no for an answer.

**M**uch has been written about *Doom*. It's said that it's the most **violent** video game ever. It's also said that it's one of the **best** video games ever. Both statements would have a pretty good chance of standing up in **court**.

*Doom* is a bloody gore-fest of hellish proportions. Now it's out

on the Jaguar. The good news is that it's a **near-perfect** conversion of the original PC version. The better news is that some aspects have actually been **improved**.

For a start, the colours are **brighter** and sharper (the PC's VGA display is notoriously dull). And the close-up action is more **detailed** as well. Yes indeed, this is a corker.

The graphics are super **slick**, with just a touch of jerkiness when you spin round, but nothing major. The sound and music are suitably **creepy** and the atmosphere is great.

◀ Seeing red is one of the effects *Doom* power-ups can have.



▲▶ A severe case of nice backgrounds, shame about the sprites.



**B**ruce Lee's *Street Fighter*-esque fighting game arrives on the Jaguar. The SNES and Mega Drive versions did good business for Virgin, and Atari badly need a decent fighting game to boost the Jag. Sadly, this isn't it.

That's not to say it's bad, just not Earth-shattering. If Atari want to be taken seriously, they



need to get something like *Mortal Kombat 2* or *Street Fighter 2*. *Dragon* simply isn't big enough.

As a fighting game, though, it's perfectly respectable. Plenty of characters, plenty of options and plenty of special moves.

What it doesn't have, though, is a decent joypad. The Jag pad is annoying on most games, but with this, it's just a pain in the arse.

Bruce Lee fans should dig it, though. Maybe.

## Ultimately

Jaded

80%

- ⊕ Nice backgrounds
- ⊖ Repetitive, and a bit shallow



The action? A bit simplistic – just **shoot everything**. A touch of strategy is added when you discover that some of the exits are hidden, and there are plenty of (simple) **puzzles** to solve.

Unlike the PC version, you can't have full-screen play. You can have any button set-up you like, though, and you can adjust the **volume** from the joypad.

Best of all if you **link** two Jags with a serial cable you can play either a death match, where you hunt and **kill** an opponent, or co-operate with a

mate by uniting against the dreaded **forces** of evil.

*Doom* is a **classic**. It's the best reason yet to buy a Jaguar. Atari's big cat is now a force to be reckoned with. If you've got one, get *Doom*. You'll be **glad** you did. Trust us.

## Ultimately

Staggering

92%

- ⊕ Unbeatable gameplay
- ⊖ Erm, can't see any problems



# \*No DEPOSIT BUY

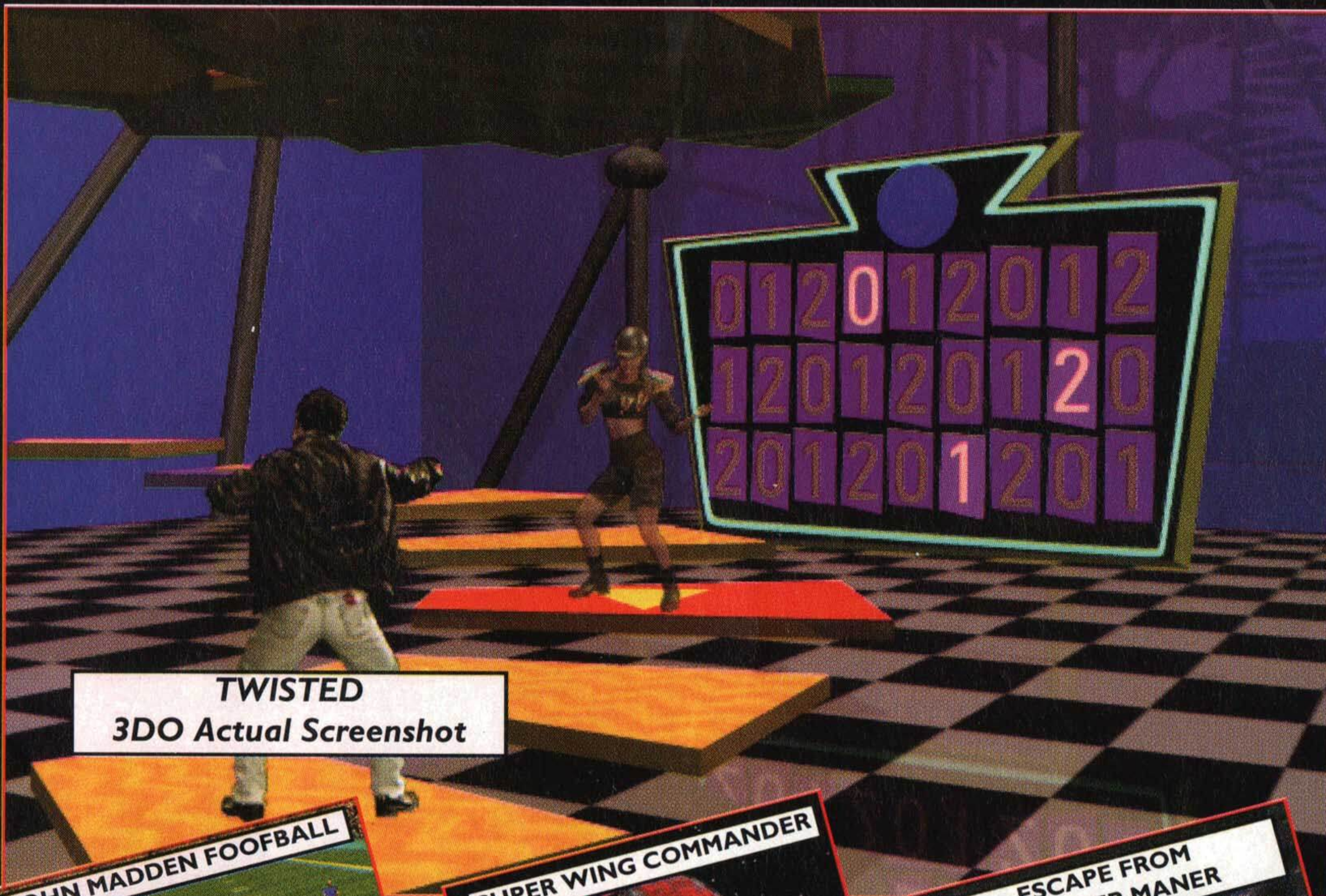
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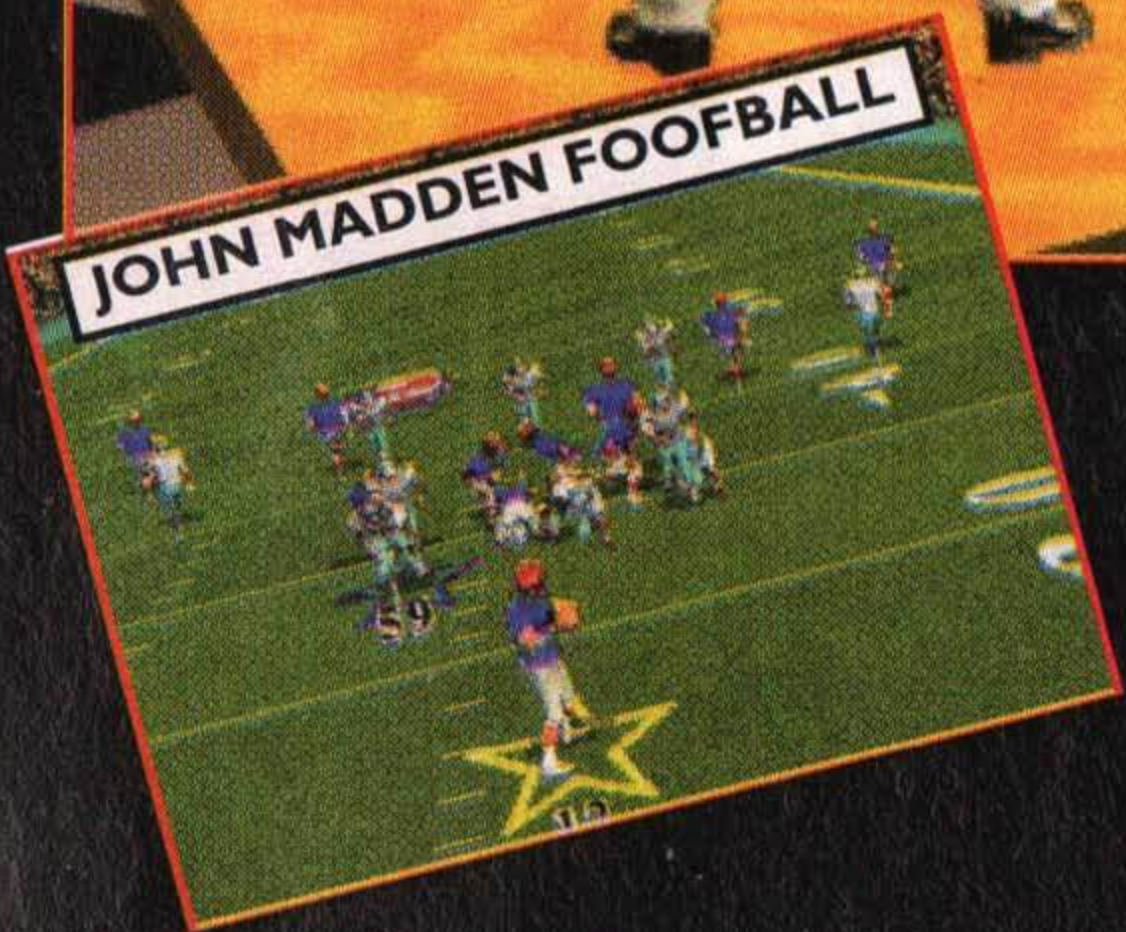
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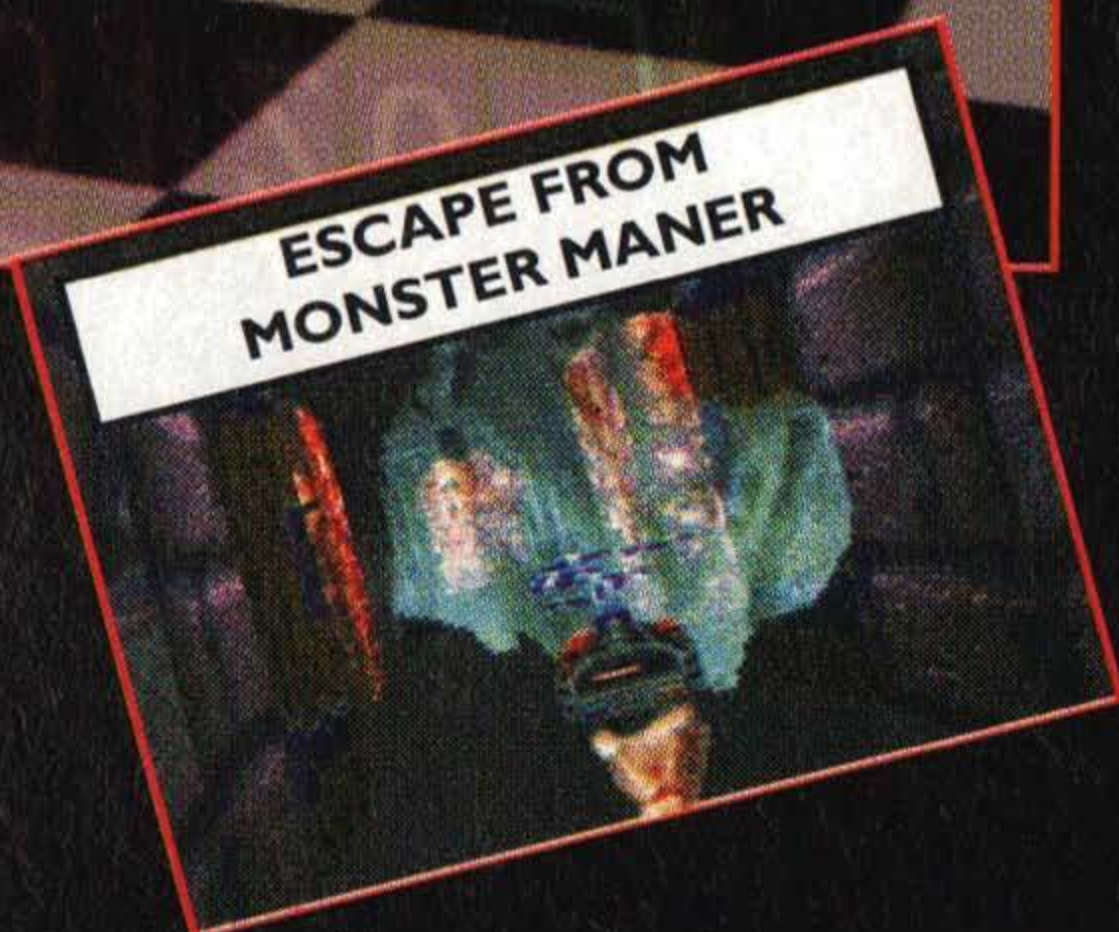
**TWISTED**  
3DO Actual Screenshot



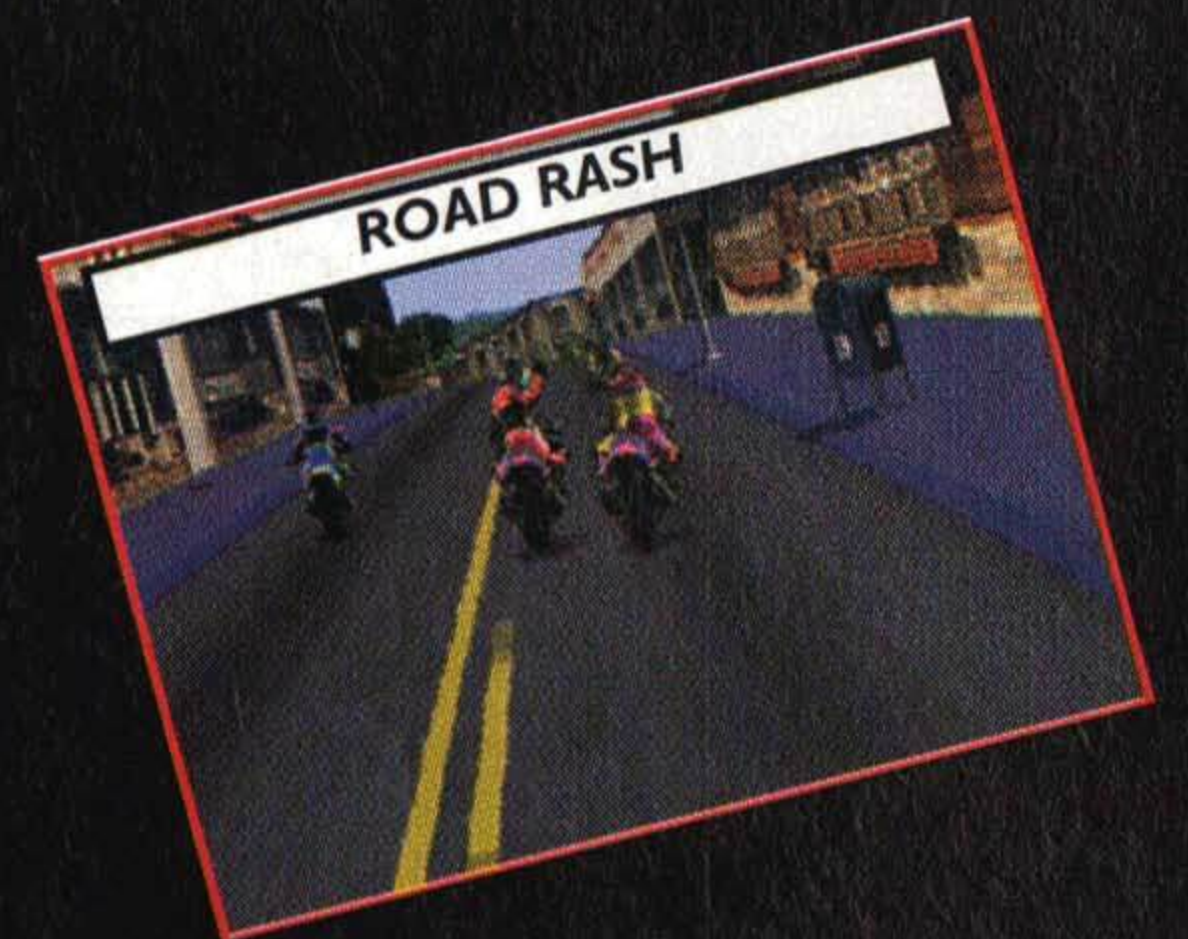
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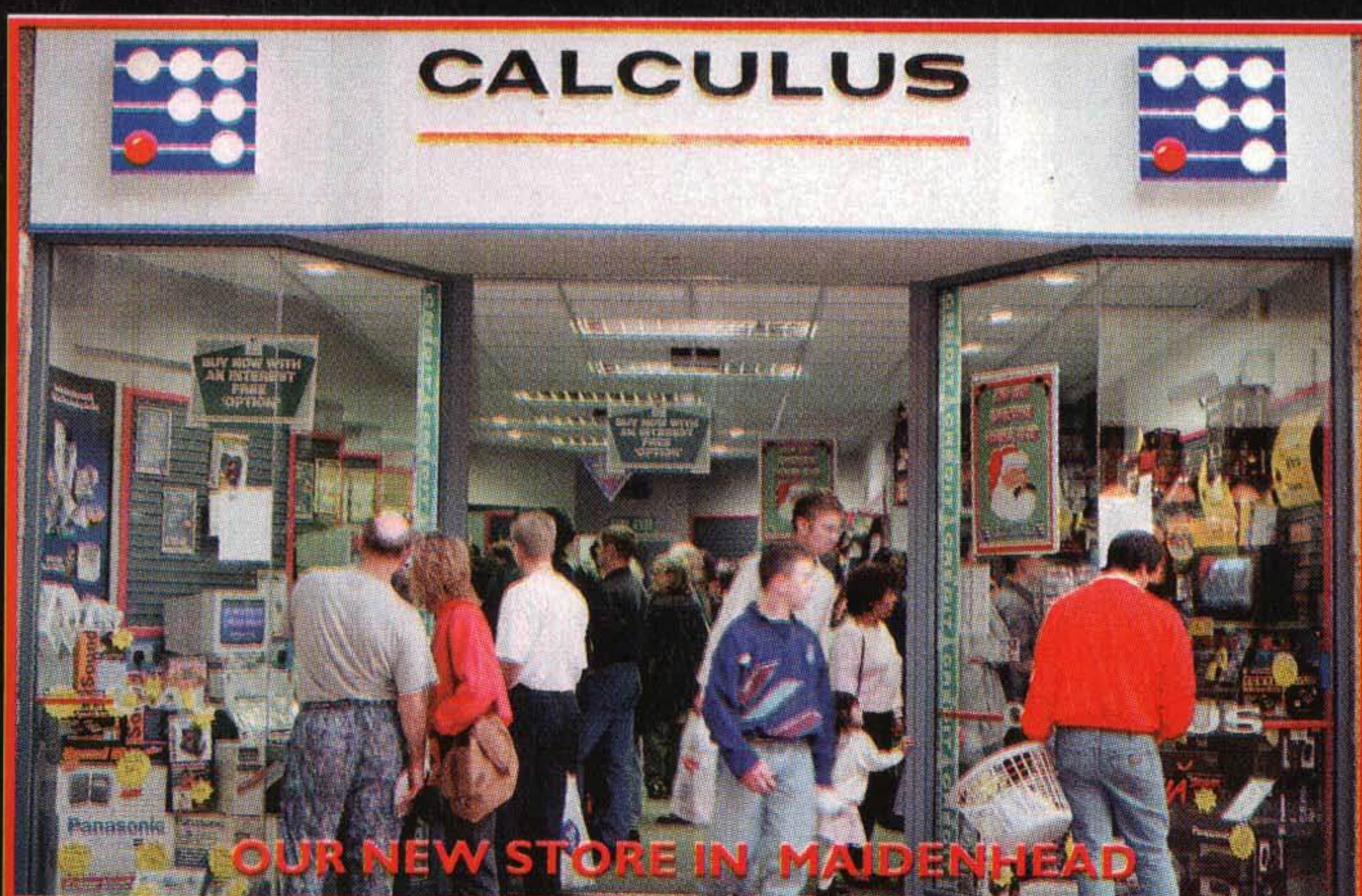
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**ALIEN v PREDATOR**  
Actual Screenshot

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# Virtua Racing

Is Nigel Mansell Savare?



## it's the pits! Er, no it's not...



32X • Sega • £60

◀ *Virtua Racing Deluxe*: "Smoother than the 'smooth and creamy' Galaxy bird." And no mistake.

straights. The rather weedy-looking Formula One is ideal for the Highland stage, with its constant twists

and turns, and the stock

car outshines in the Sand Park, which allows you to mount the verges to cut corners.

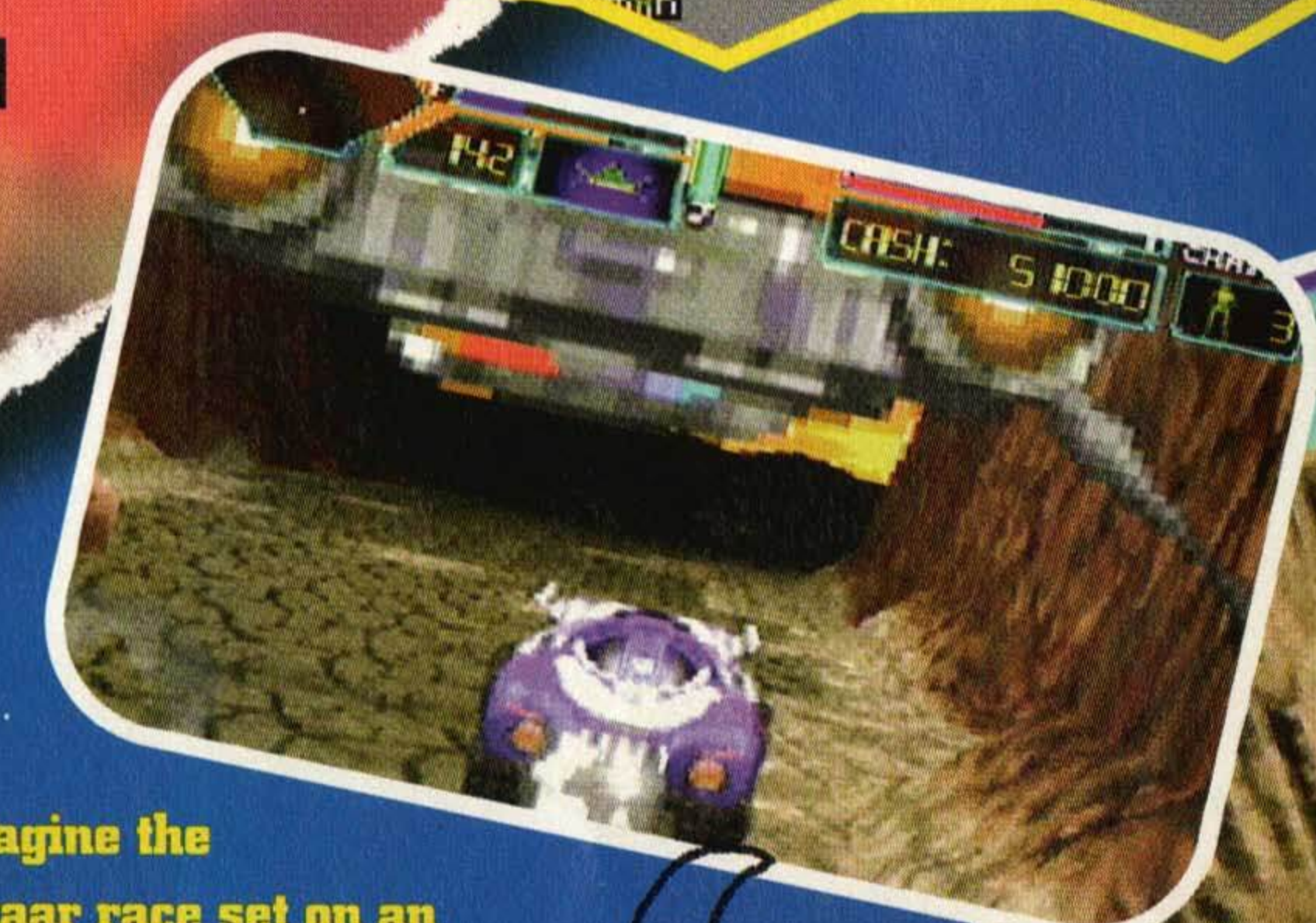
There's a choice of five tracks, and the alternative 'short cuts' add yet more scope for ferociously competitive racing, particularly in the two-payer mode.

*Virtua Racing* proves the power brooding under the 32X's black mushroom shell, and it's a welcome relief from the slightly disappointing *Star Wars Arcade*. Solid playable stuff.

To maintain the universal balance between good and evil, the forces of light and darkness, *Take That* and *East 17*, there needs to be a racing game to combat the awfulness of things like *Club Drive* and *Checkered Flag*.

That game is *Virtua Racing Deluxe*. Everything about it screams, bleeds and sweats quality. The polygon-packed landscape twists its way beneath your wheels with breathtaking speed and is seriously smooth. Smoother than the 'smooth and creamy' Galaxy bird, in fact.

Each car handles superbly, although the prototype is best suited to the Big Forest level (which remains from the original game) because its phenomenal top speed is great for the long



► Imagine the Paris to Dakar race set on an alien planet using armed vehicles. That just about sums up *Off World*.

# Off World I

3DO • Crystal Dynamics • £40

What's this? It appears to be *Total Eclipse* with cars! And it's by Crystal

Dynamics, the same lot who did *Total Eclipse*. Suspicious? I am.

That's not to say it's bad. In fact it's pretty

good. But it doesn't know whether it wants to be a shoot-'em-up or a driving game. And combinations of the two are notoriously dodgy.

*Off World* has a great split-screen two-player option, where you can blast the hell out of your opponent. But as a single-player racing game the sheer number of things on screen makes it difficult to tell what's going on.

Although the bitmapped polygon graphics are

## Ultimately

Slick

89%

- ⊕ Utterly playable
- ⊖ It sounds a bit pump



# ing Deluxe

The smell of burning erm, makes me randy.

There's a genuine sense of 'being in a race' with *VR Deluxe*, which is lacking in certain other games this month.

Attempting to stay on the road is good advice. You tend to go that bit faster – really.

Internal view – still impossibly hard, but now with added limbs.

These cars can cope with any terrain – except the M1 on a hot summer's day when they get stuck in the farmac.

Aaah, not much going on here, but I'm going bloody fast, though, which is really great, I can tell you.

"Dad... DAD! How much further is it? I feel sick... I need to go to the toilet... Dad... DAD! etc."

## nterceptor

smooth, they're very confusing and it's easy to get disorientated.

That said, we admittedly had a great time playing this in two-player mode and it's a right old laugh being able to blast a mate.

**Ultimately**

**Dynamic**

- Groovy backdrops, funky music
- Jerky sprites, lots of confusion

**80%**

Two-player mode is a motorised duel to the death. Forget the Highway Code.

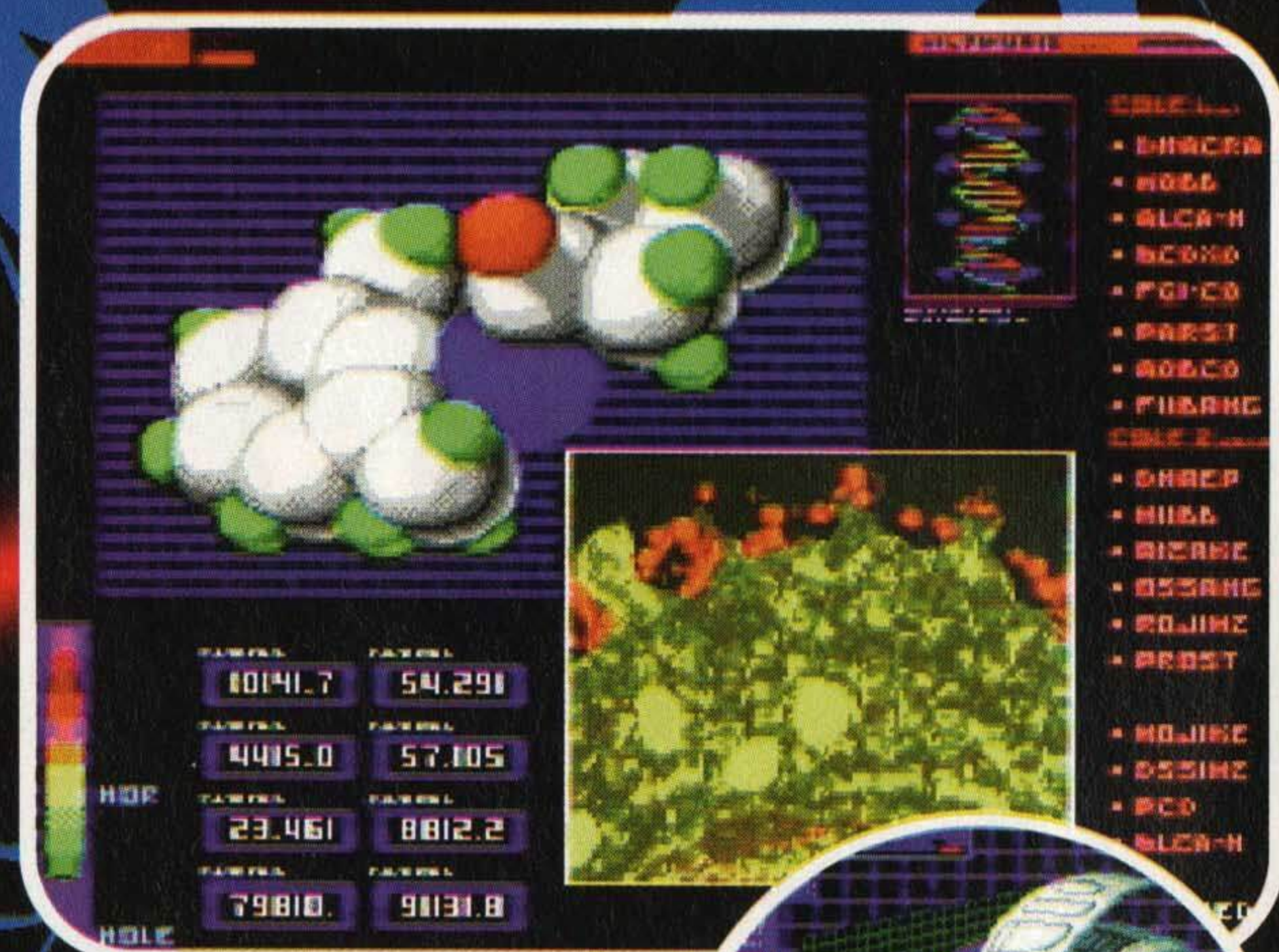
Two-player races are excellent fun, 'cos you're forced to endure some of that 'human interaction'.







► *Snatcher* takes place in a cyber-punkish, *Bladerunner*-style setting.



## Snatcher

Mega CD • Konami • £40

**E**ver since its release, *Snatcher* has, for the most part, been hovering around the **oxygen-deficient heights** of the Japanese Top 20.

And it's no wonder. *Snatcher* is indeed a fine example of a traditional RPG, ie, with good, descriptive text, a window for the pictures and a great plot.

It is a touch too linear, and you can only really progress in your quest (to rid the world of the **cyborg-esque** Snatchers) by visiting locations and completing the various tasks in order, even when you're provided with a choice.

This can get **frustrating**, but the absorbing nature of the quest and its brooding, anime-style atmosphere does help relieve its minor inadequacies.



▲ It's not the sort of game Mary Whitehouse would appreciate.

### Ultimately

Compelling

85%

- ⊕ A big, entertaining story
- ⊖ Some sections move slowly

# RPG



# Alone in the Dark

**N**ot strictly an RPG this, but it's solid adventure-based stuff. Oh, and the characters have a statistic too.

You, in the role of either a well-groomed moustacheoed cad or a knee-length skirt-wearing young filly, have to romp around a spooky old mansion, collecting items and dispatching scary things.



► *Alone In The Dark* viewed from a fly-scuttling-upside-down-on-the-ceiling's eye view.



You see, you've been given this house, which is, in a nutshell, the pit of hell. All sorts of nasty happenings have been going down there, and it's up to you to get to the bottom of them.

Originally a big hit on the PC, *Alone* lead the way with the 3D multi-view adventure-type games. It also spawned a sequel (guess

what that was called) which you can bet someone will adapt for the 3DO soon, as well.

Machine.....3DO

Publisher....Interplay

Developer...Infogrames

Style.....Arcade adventure

Release.....Early '95

Status .....99% complete



▲ You can bet numbers will appear above Sabin's head any second now.

**O**ne of the leading RPG's of all 16-bit time finally gets an English language release (well, an American translation, if that counts).

# Final Fantasy 3

SNES • Square Soft • £70

Our soggy-eyed nocturnal office chums at SNES-happy *Super Play* notched up an incredible 70 hours play until they reached the epic finale.

It's really that big. And the lovingly-crafted story will certainly keep you gripped up until the last dying seconds, with oodles of plot twists and turns, all beautifully developing on your television screen.

The graphics and sound really are exceptional. But be warned – unlike *Mana*, it's unlikely to convert RPG-haters.

**Ultimately**

Irresistible

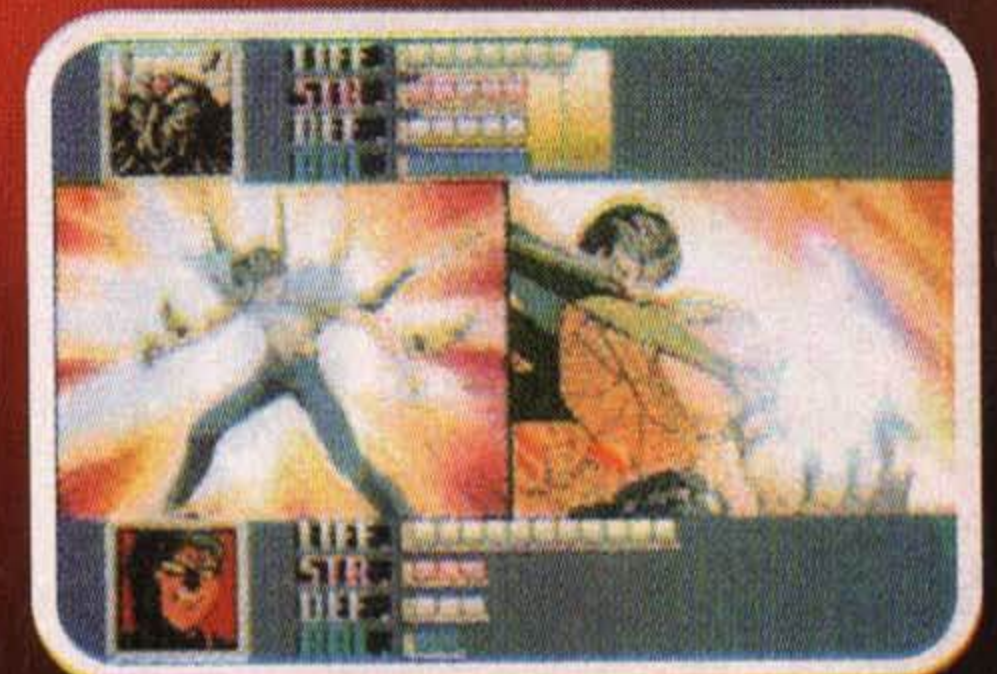
89%

- ⊕ The story and its size
- ⊖ Occasionally it drags

## RPG news

Coming to a Saturn near...

...you soon, is a very promising-looking RPG from Sega. With stunning visuals (see below) and some tremendous manga/anime-flavoured cut scenes, this looks to be a cracker. At this stage there seems to be no hint of having to wade through limitless statistics – the fight scenes are displayed as animated scraps between the characters with boxes showing how your various character attributes (strength, energy, etc) are faring.



▲ This should be one of the first RPG's to hit the Saturn, and we've all been impressed by how it's shaping up.

Chrono Trigger, the...

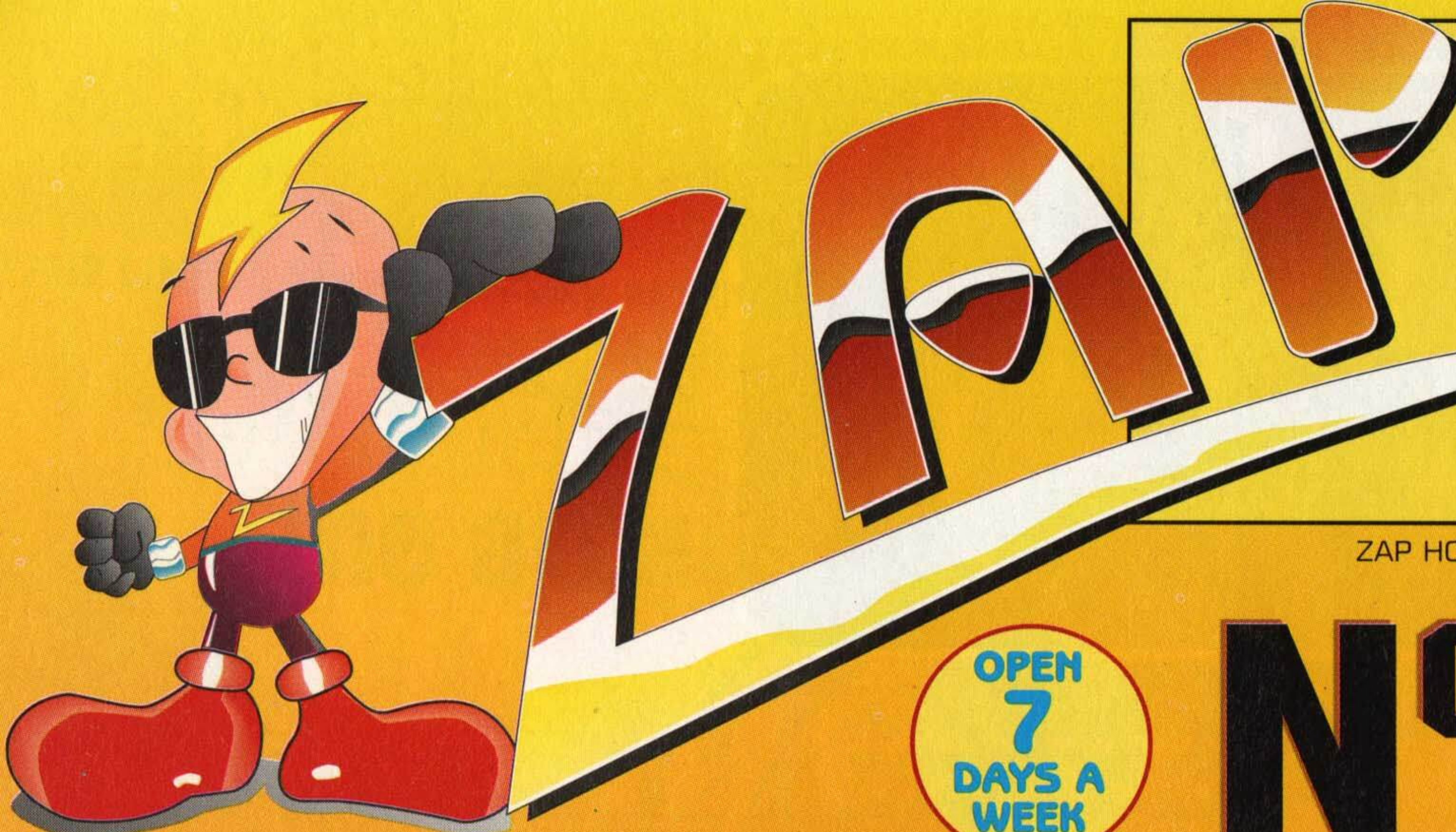
...biggest RPG currently in development in Japan (32-bits of RP power) has caused a bit of a stink between two rival software houses. Square Soft, the powerhouse behind the hugely successful *Final Fantasy* series, 'acquired' the character artist and story writer of *Chrono Trigger* from intense rivals Enix. Hit points and magic at dawn then, eh?

Here's a bit more news...

...on *Magical Knight Reiaasu* which you may have already read about on our Saturn Update page (page eight, just in case you don't read the issue in order – and who does?). You do get to control three brightly-honced young girlies and it's a quest of biblically huge proportions. Combined with the lush-looking presentation, this should be a winner.

# ULTIMATE





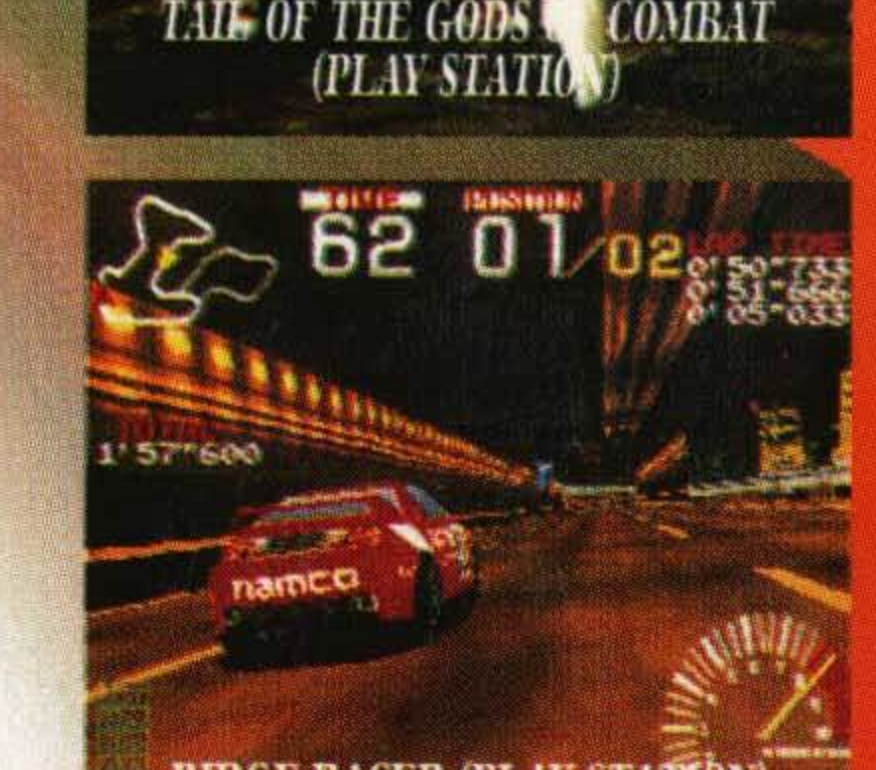
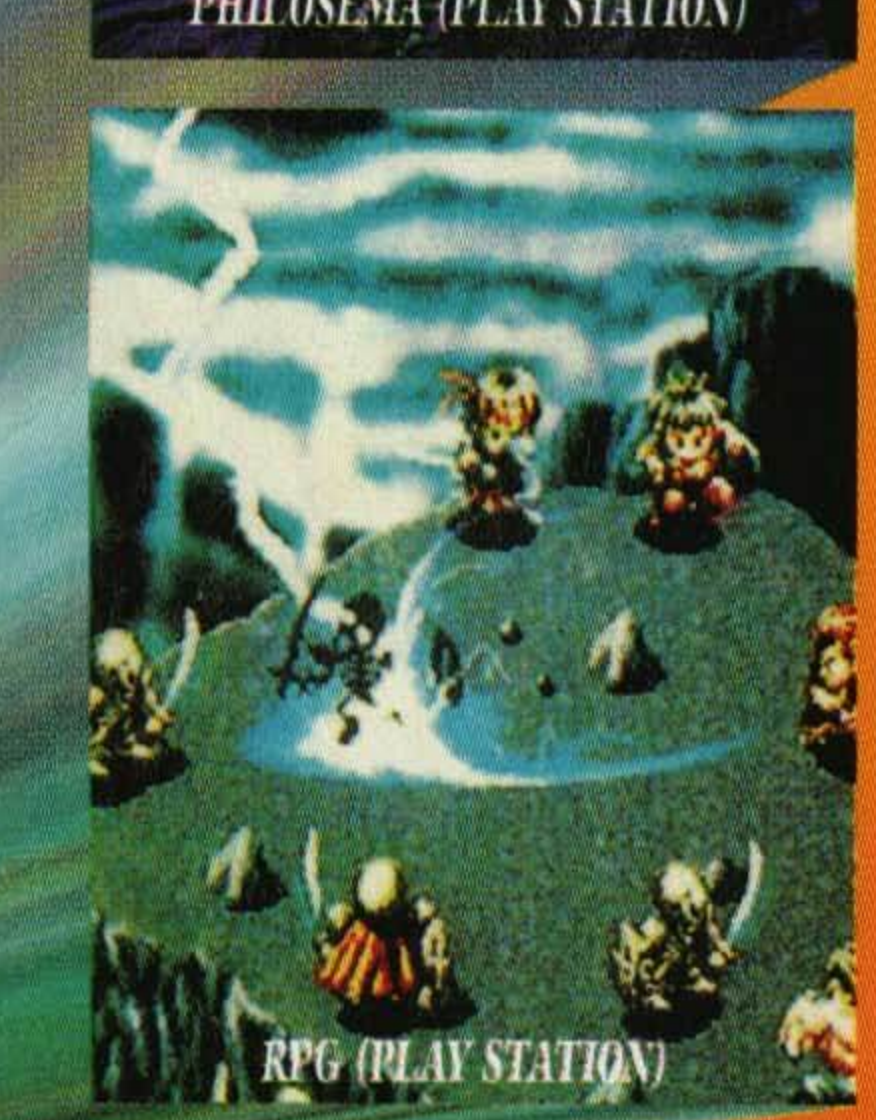
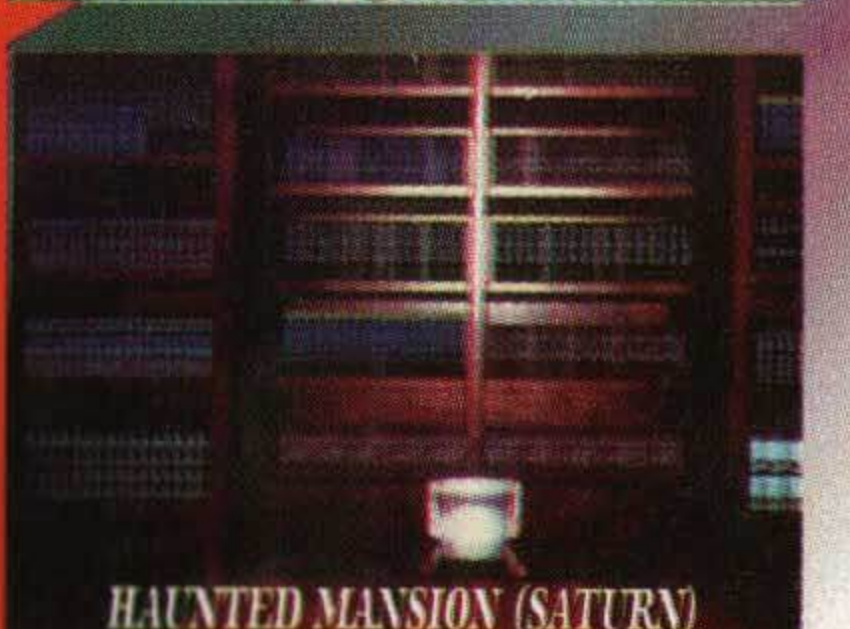
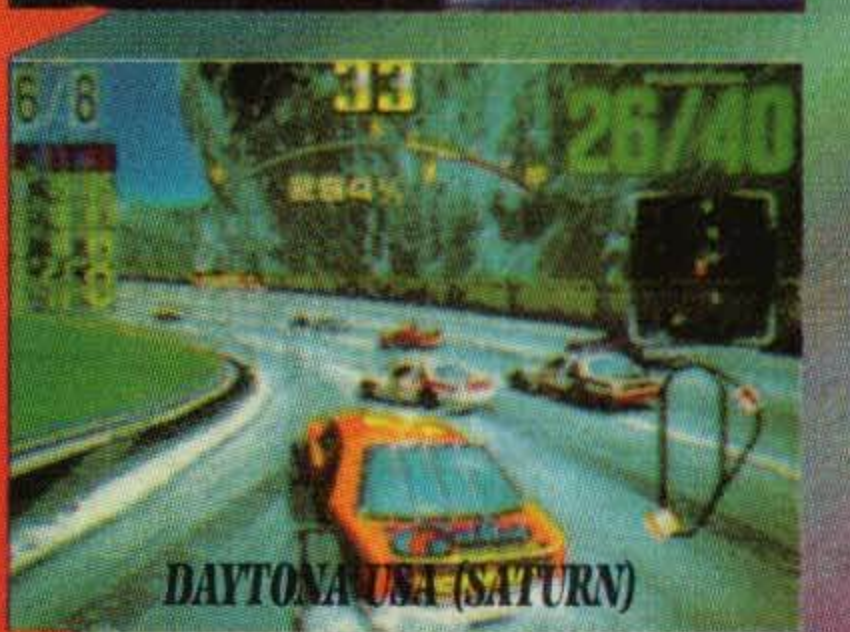
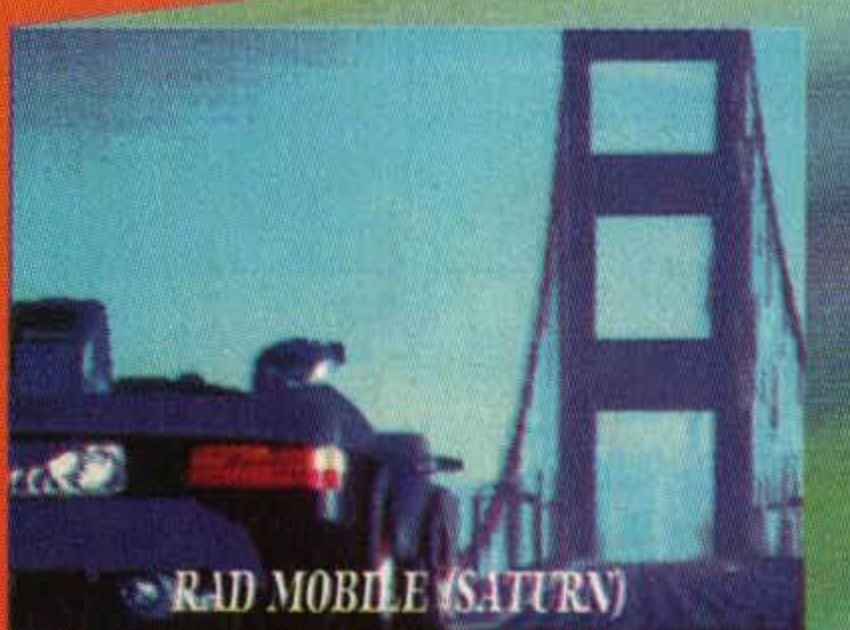
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TOP CHEATS

**Mortal Kombat 2, SNES:** On the character select screen press up, down, down, right, right to go to Kintaro. Right, up, up, left, right to go to Shao Kahn. Up, left, up, up, right to get to Smoke. Up, down, down, left, right to go to Jade. Left, up, down, down, right to go to Noob Saibot. Press select after each combination to lock it in.

# Super Punch

## Watch the teeth



SNES • Nintendo • £TBA

**B**oxing games on the SNES are notoriously **pap**. Such duds as *George Foreman* echo Marlon

Brando's immortal line from *On The Waterfront*, "I could have been a **contender...**"

Just as we were about to throw in the towel along comes a real contender for the title of **best boxing sim**.

Based on the arcade hit *Punch Out*, *SPO* adopts the same **semi-transparent**, first-person perspective. Each fighter has their own technique and the decent controls mean that adopting a combat strategy is a **satisfying** joy rather than a thumb-blistering chore.

Okay so there's no two-player mode, no ringside **corruption**, no gritty blood-soaked slow-motion and no sub-plot involving the **death** of a

trainer and a hysterical wife. That said, this doesn't take itself too seriously and is far better than the usual **raging bull**.

▼ He may be a mean fighter, but he can't even reach his own shoelaces.



▲ Didn't we last see this bloke in an ancient Village People video?

# Little Big Adventure

## A huge great quest or what?

486DX PC and above • EA • £50

**T**he plot of *Little Big Adventure* is so **surreal** that *Strange Perplexing Adventure* might have been a better title.

First up, the good points. The graphics are

utterly brilliant, with **hi-res** detail and a lead character who deserves his own cartoon **series**. Then there's the fantastic sound effects and backing music. Luvverly.

▼ Fashion disaster or what? I bet he thinks he looks dead cool, too.

Now the downsides. All the tunes and FX in the world won't make up for the **dire** voice-overs.

And the characters may be **well animated**, but they move terribly slowly. *Earthworm Jim* could look good and motor, so why can't *Twinson*? Also, the **scrolling** only works when you're on the **edge** of the screen, making for some unpleasant surprises.

*Little Big Adventure* is certainly for the more **patient** gamers out there. If you can stick at it, then you'll love it, but don't expect any **instant gratification**.

▼ It was a shame when they turned the Imperial Palace into a Bingo Hall.



▲ Morph with a mohican – that's *Twinson*, the moody star of the show.



**Ultimately**  
Frustrating **80%**

- Great creepy atmosphere
- Impossibly bad level design



# Out fly

**Ultimately**

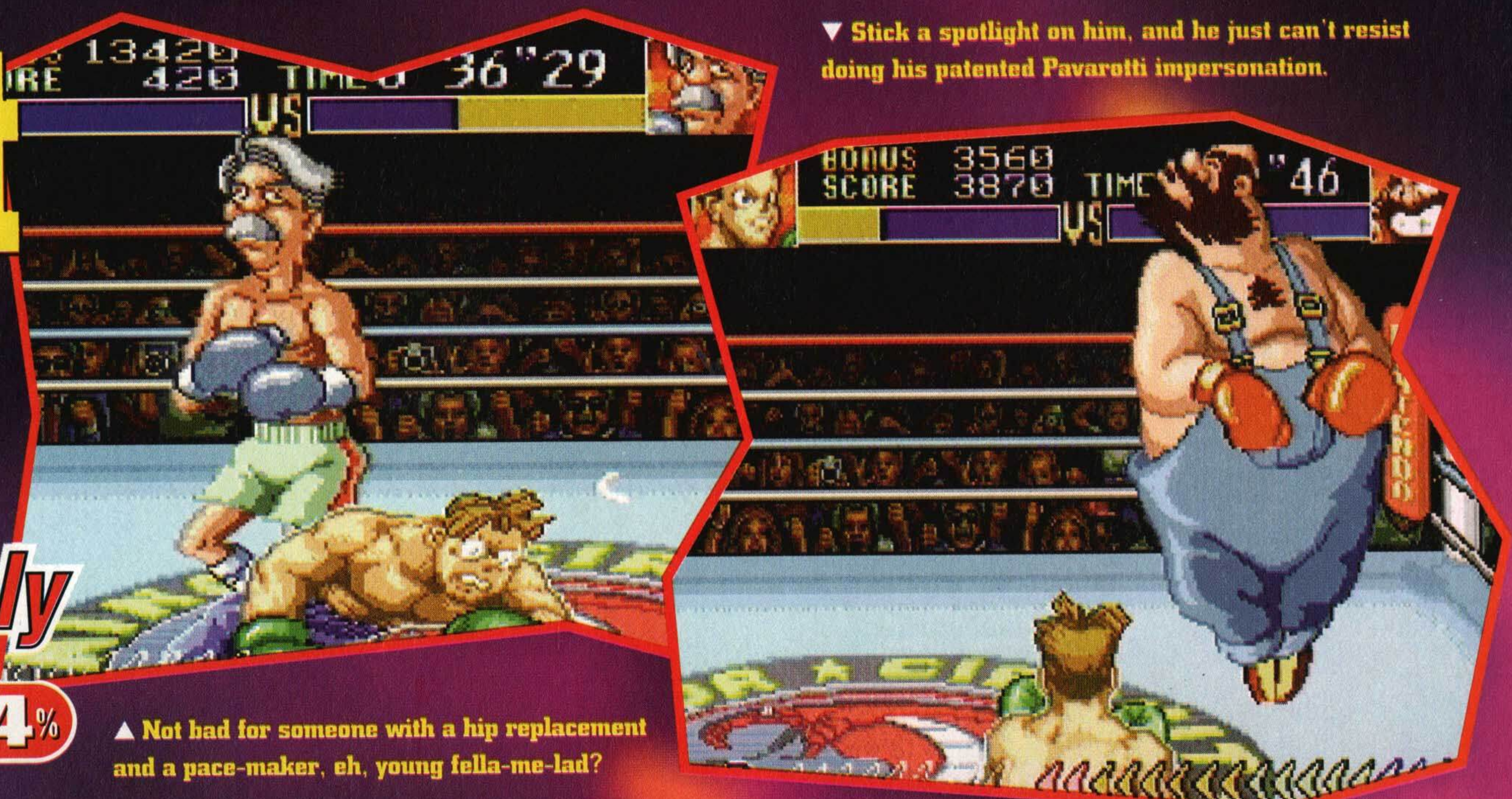
**Champion**

**84%**

- ⊕ Top biff-bam action
- ⊖ No two-player mode

▲ Not bad for someone with a hip replacement and a pace-maker, eh, young fella-me-lad?

▼ Stick a spotlight on him, and he just can't resist doing his patented Pavarotti impersonation.



▲ Get that extra whity blueness with new improved *Outer World*.

**A**s you can see from all the lovingly-collected screenshots surrounding this review *Other World* is yet another version of the classic *Another World*.

You are Lester Knight, a scientist who gets marooned on the *Other World*, a frighteningly



▼ Err, there's me! First column, back row. With the ginger (snigger) hair.

blue place from which the carrot-topped hero must escape.

The gameplay's identical to all other conversions, but the access time from the CD seems to be the bane of this release.

Those familiar with earlier versions of the game will appreciate how important



▲ Just a snippet of the creepily atmospheric intro. I feel a chill about me...

timing is, and when the drive has to 'find' the next screen, your rhythm tends to be completely shot.

There are certainly some improved backgrounds, though, and an exquisite soundtrack, but the ending still remains a slight disappointment.



▲ Packed full of puzzles, is this. But your troubles are just beginning...

# Outer World

## and interspace...

3DO • Interplay • £40



**Ultimately**

**Cinematic**

**80%**

- ⊕ Gripping gameplay
- ⊖ Rather short and slow



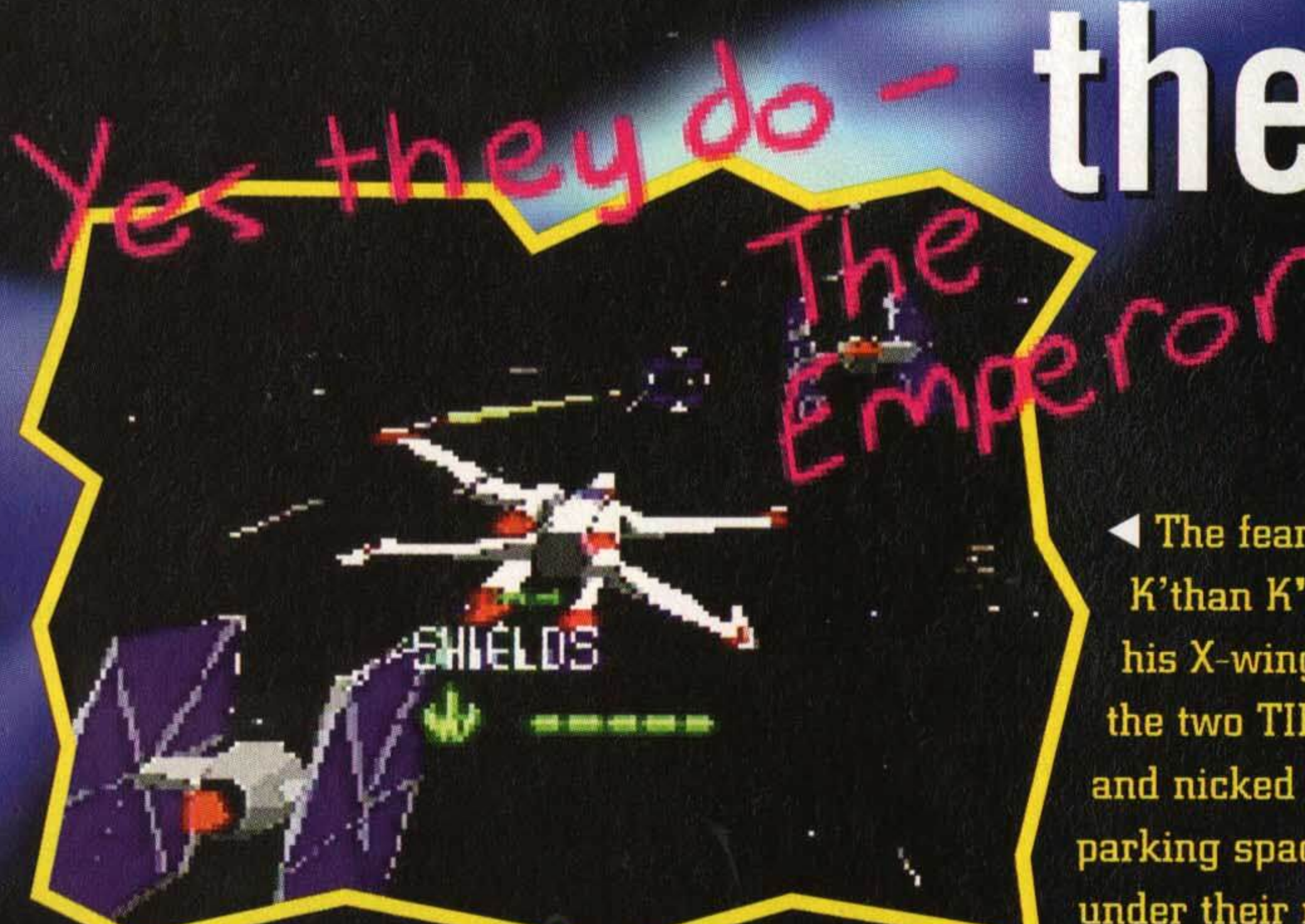


▲ Remember – you must find the Death Star's one weak point – the Imperial toilet overflow outlet.

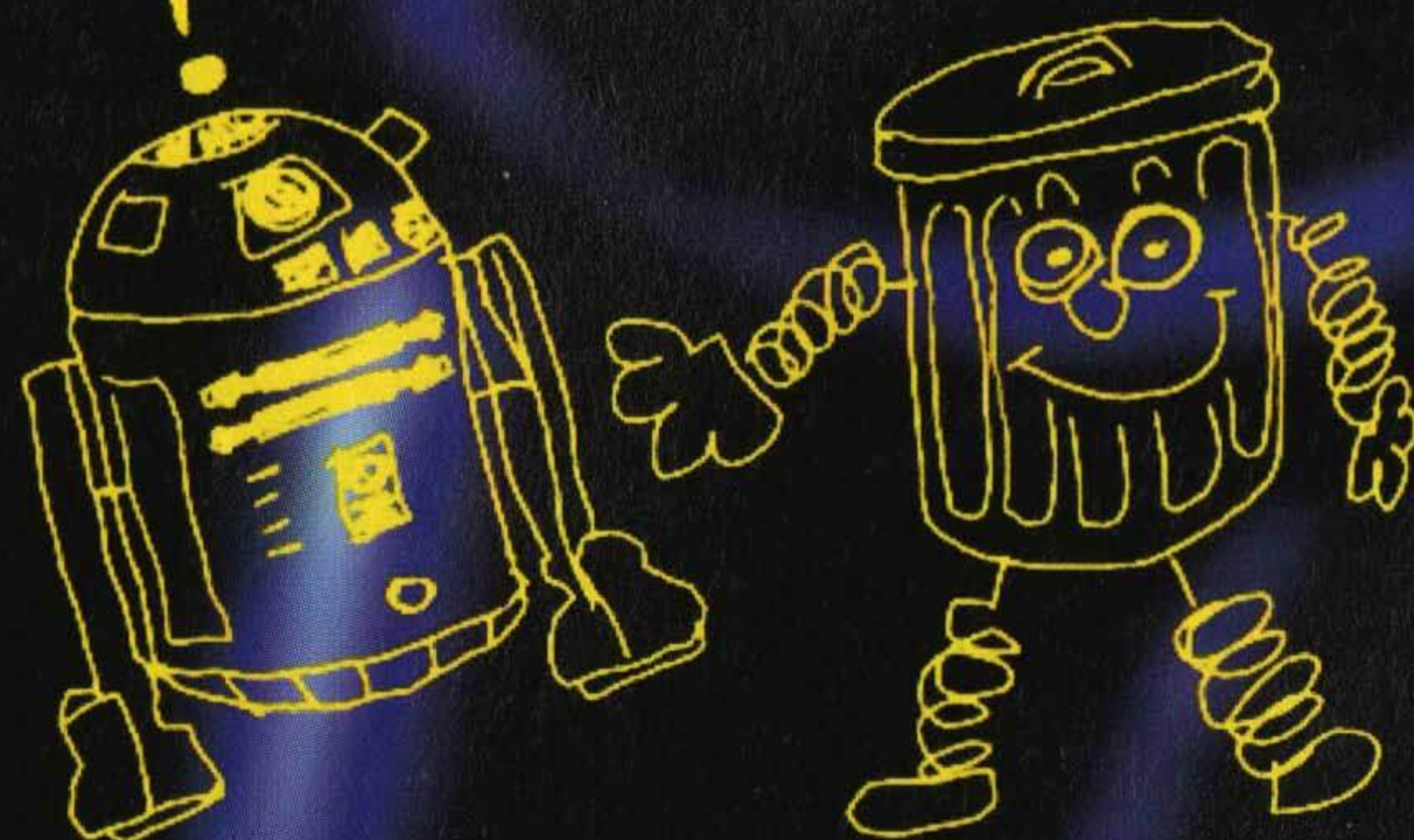
► Shields are down! It's too late to start believing in the Force now, matey.

# Star Wars

## Can you feel the force?



◀ The fearless K'than K'tar steered his X-wing between the two TIE fighters and nicked that parking space from under their noses.



TOP CHEATS

Urban Strike. Mega Drive. Although the latest in the isometric chopper Strike series lacks the challenge of the previous two, here are the passcodes for the later levels:

C9ND631YV3W, 9GRITGDT9GN, NWD1NWSGRR, L6VZHD3XB63,

6PTXLDGTHWE and W7K9LP769F.

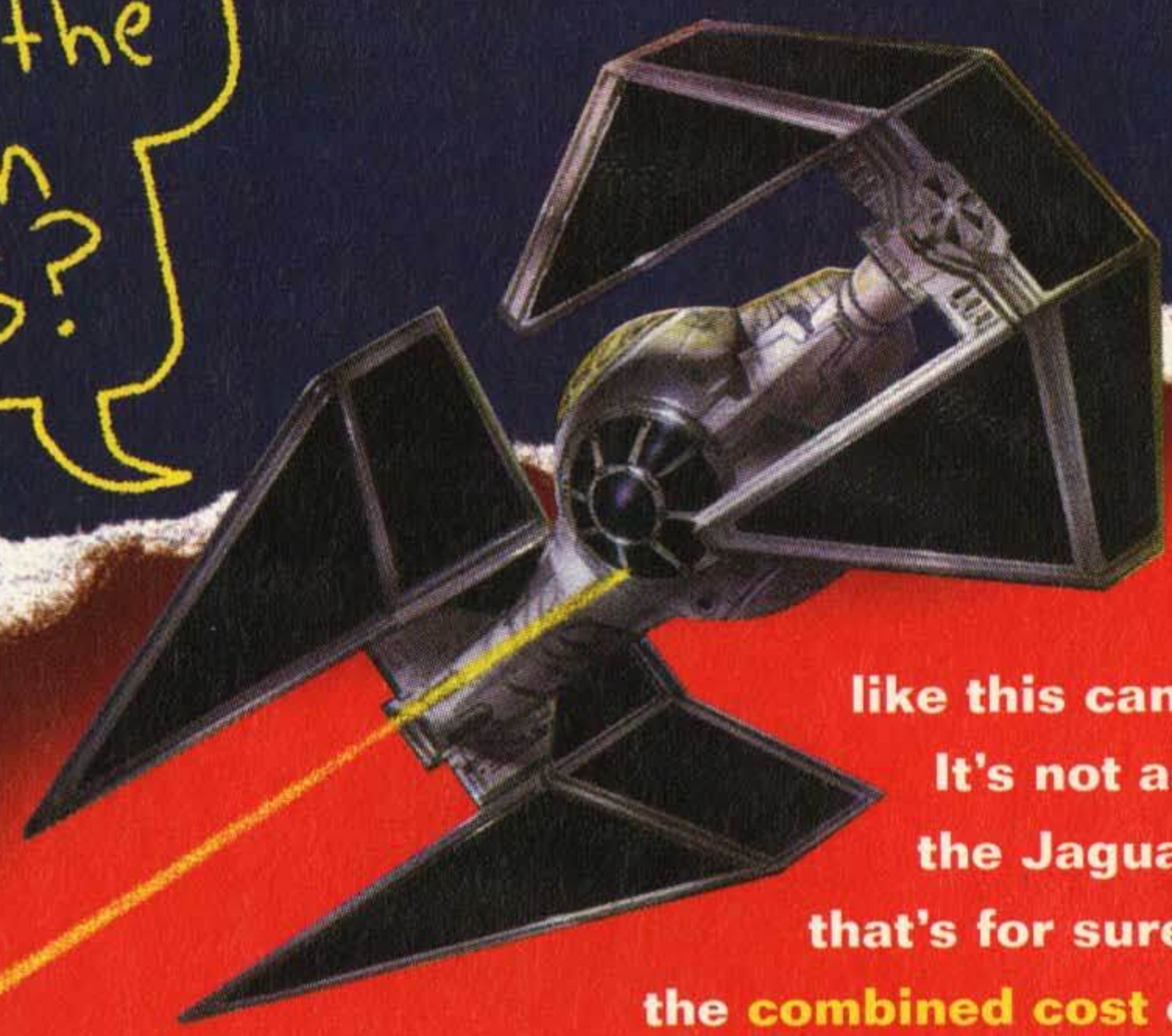


Where are the  
windscreen  
wipers?

▼ A long time ago in a galaxy far, far away people flew around in impracticably-shaped space craft.



▲ He looks a bit shifty to me – his eyes are too close together.



games like this can only help. It's not as smooth as the Jaguar version, that's for sure, but then the **combined cost** of a Mega Drive, a 32X and a *Doom* cart still works out to be **less** than a Jaguar with *Doom*.

So figure it out yourself.

**O**kay, this is *Doom*. You walk around and **shoot stuff**. An awful lot of stuff.

This Mega 32X conversion is pretty **good**. It runs almost as smoothly as a 486 PC, but it's not perfect. It can get very **jerky** when there are loads of sprites on screen.

All the levels are there, and playing this on a joypad is infinitely **better** than on a PC keyboard.

All in all, the Mega 32X is looking like a pretty **decent** proposition, and

► *Doom* – it's devouring every video game format in its path

**Ultimately**

Cool

91%

- ⊕ Great graphics, great game
- ⊖ A bit jerky and not perfect



Mega 32X • Sega • £50

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# S Arcade

**Y**oinks! Sega needed a big name to launch the Mega 32X and they don't come much **bigger** than *Star Wars*. This is a straight conversion of Sega's *Virtua Star Wars* coin-op, and as such, it's pretty much **spot-on**.

The action is 'borrowed' from the ancient Atari coin-op *Star Wars*. Only this time, the archaic **wire-frame** graphics have been replaced with super-smooth **filled polygons**.

The gameplay is simplistic stuff. Shoot the Imperial TIE

Mega 32X • Sega • £40

fighters, **blow up** the Death Star, avoid bits of spaceship, shoot the TIE fighters again then fly back to the rebel base for a big **sloppy kiss** from Leia (or Chewbacca, if you're that way inclined).

Obviously this kind of stuff isn't going to appeal to **chess** fans, but it should keep amateur Jedi pilots happy.

Various scenes have been reproduced from all three of the *Star Wars* movies, and the

whole thing **climaxes** with the destruction of the Death Star.

What *Star Wars Arcade* lacks is **variety and length**. This game is short. So short, in fact, that when you get to the end you think you must have found some kind of **warp cheat** that's sped you through a couple of levels when you weren't looking.

The two-player option **adds depth** (one player takes control of the guns while the other pilots the ship) but essentially this is a

one-player game, and a shallow and repetitive one at that.

The graphics are stunning, it has to be said, with plenty of big, **nasty** spaceships. It's good, but it's not going to last you very long. Try *Doom* or *Virtua Racing Deluxe* instead.

**Ultimately**

Forceful

80%

- ⊕ Looks and sounds gorgeous
- ⊖ Too short and too easy



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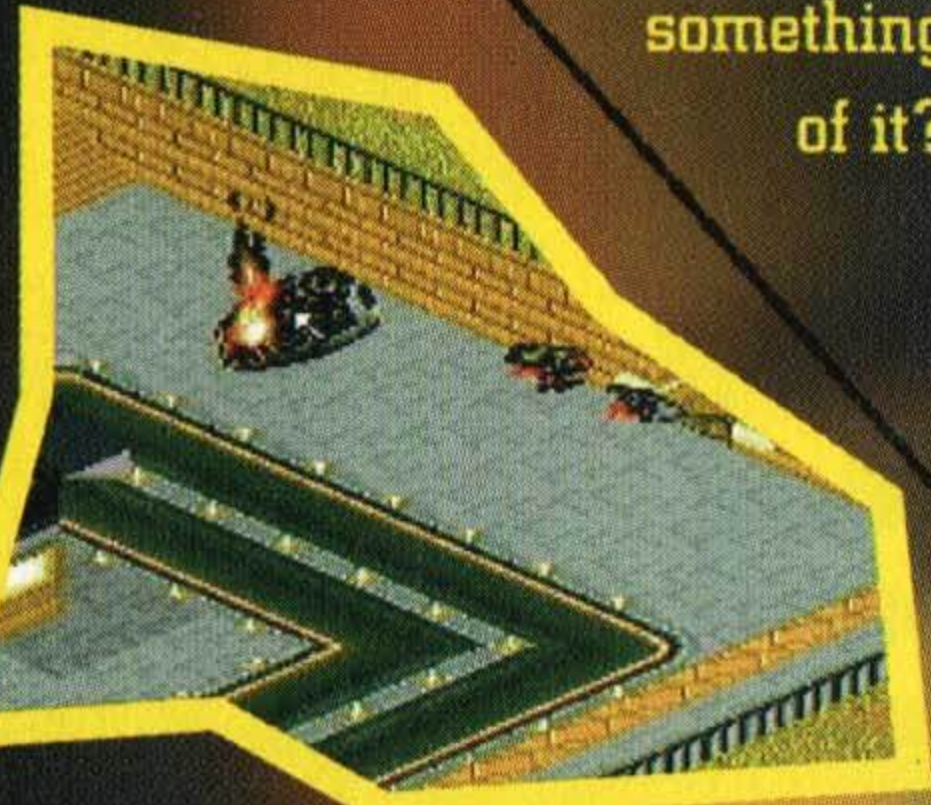
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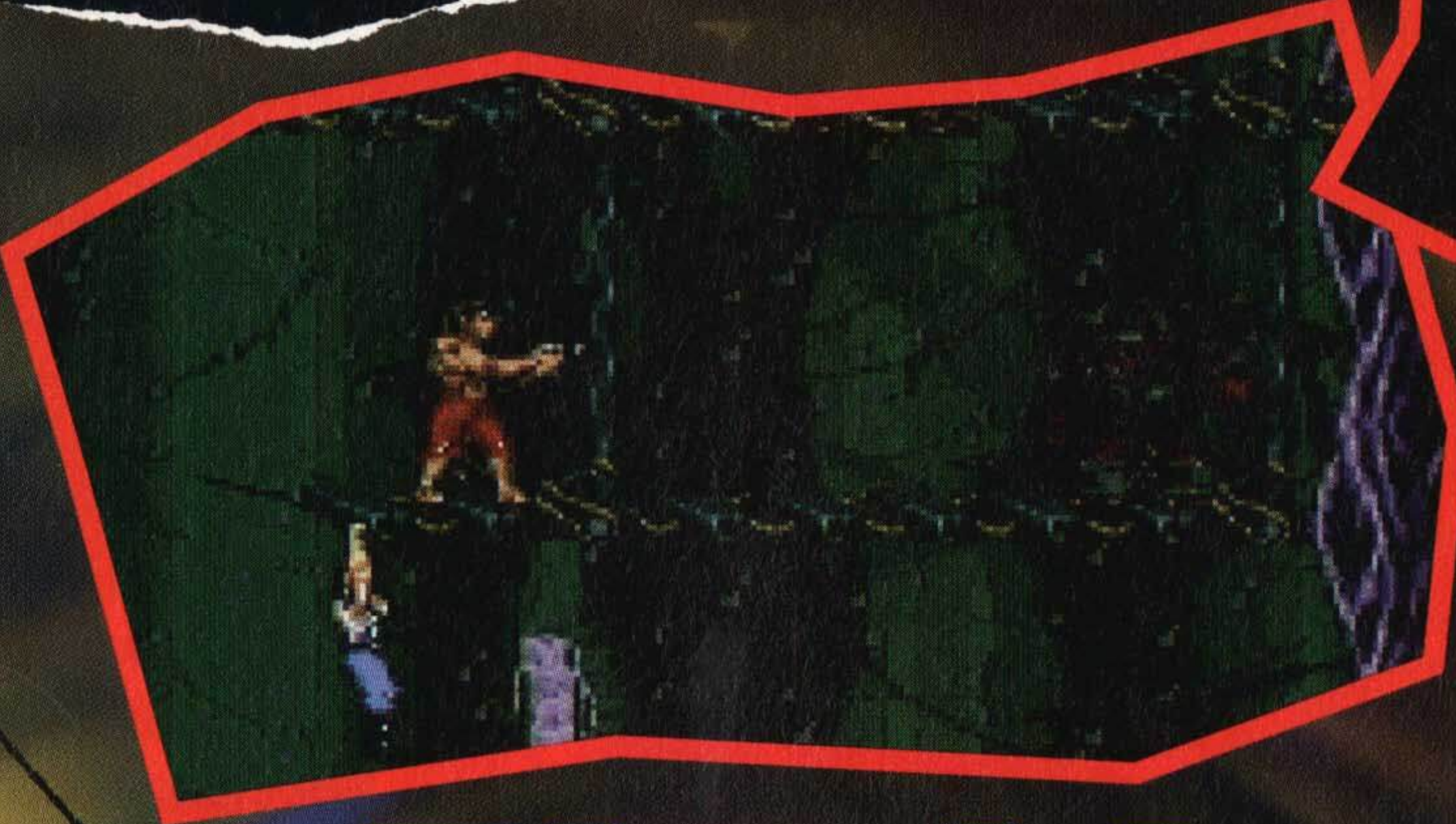




► Okay, so it looks like *Flashback*. Wanna make something of it?



▲ You can't park your hover car anywhere these days.



▼ Save the planet by blowing away half of its inhabitants...



# Blackhawk

Experience a flashback

SNES • Interplay • £45

**Y**es, *Blackhawk* is a bit like *Flashback* but what's wrong with that? Has *Flashback* got its own exclusive genre all of a sudden? I think not.

People seem to forget that *Mortal Kombat* is basically

a *Street Fighter 2* clone. Genre imitation is nothing new to fret about.

Anyway *Blackhawk* is, in fact, better than *Flashback* so pooh off cynical games journalists!

You play Kyle, the chosen one, hand-picked to save the inhabitants of some castle or other. Armed with a dead smart, pump-action shot gun you must slaughter baddies (and a few goodies as well) while problem-solving your way to total annihilation.

In the looks department,

*Blackhawk* is by no means a stunner. The character animation is marvellous but the backgrounds are a bit cack. However, what it lacks in graphic depth it more than makes up for in sheer playability.

I could shoot that gun and watch those cartridges fly out all day. Admittedly *Blackhawk* doesn't offer as much variety as *Flashback* but at the same time there's not as much running about aimlessly. It's an immediate and satisfying platform shoot-'em-up, as hard to put down as it is to complete.



▲ I think I may have blown our cover.



**TOP CHEATS**

**Stunt Race FX**, SNES: Here's a cheat that doesn't actually let you cheat, because, in fact, it makes the game even harder. So if you're a glutton for punishment press the L and R buttons together with Select. The view will switch to a diagonal one which only true masters of the game can play with.

# Syndicate

Know your enemy

Jaguar • Atari • £60

**T**he Jaguar joypad. The damned Jaguar joypad. We all know that it's got the ergonomics of a rotting melon, but now it's committed its worse crime yet. It's turned *Syndicate*, a great game on the PC, into an irritating nightmare.

It's like someone at Atari told Bullfrog, the developers, to make sure you use every single button on the pad. And they have.

So a game you could control with a mouse and two buttons on the PC has turned into something akin to piloting concorde.

The game itself is still sound. It's a complex strategy-cum-shoot-'em-up affair set in the future all done in a scrolling isometric view. You control a little group of agents who carry out missions, such as assassinations and rescue attempts.

Knowing what you want to do is one thing, carrying out it out is quite another thanks to that joypad. Add in some jerky scrolling and the fact that the game lopes along like a wounded wart hog, and you've got a classic game that's been hijacked by the awkward control systems.



**Ultimately**  
Gripping  
+ Plays like a dream  
- Lacks variety  
**89%**

**Ultimately**  
Inadequate  
+ Massive levels and lots of them  
- Slow and difficult to control  
**68%**



# Bag a Jag!

## Competition

**W**e here at *Ultimate* love you all. No, we really do, and to show our appreciation we're giving you the chance to be the proud owner of your very own Jaguar.

And we're also giving away copies of *Doom*, *Alien Versus Predator* and *Wolfenstein 3D* so that you can blast yourself stupid on your brand spanking new machine.

To be in with a very good chance of getting your mitts on this beast we've currently got caged up in the office, you need only pay attention to the following vital information:

**1** Cats, eh? Who'd 'ave 'em? Well quite a lot of people apparently, but let's face it, they're boring. So we want you to design a new one.

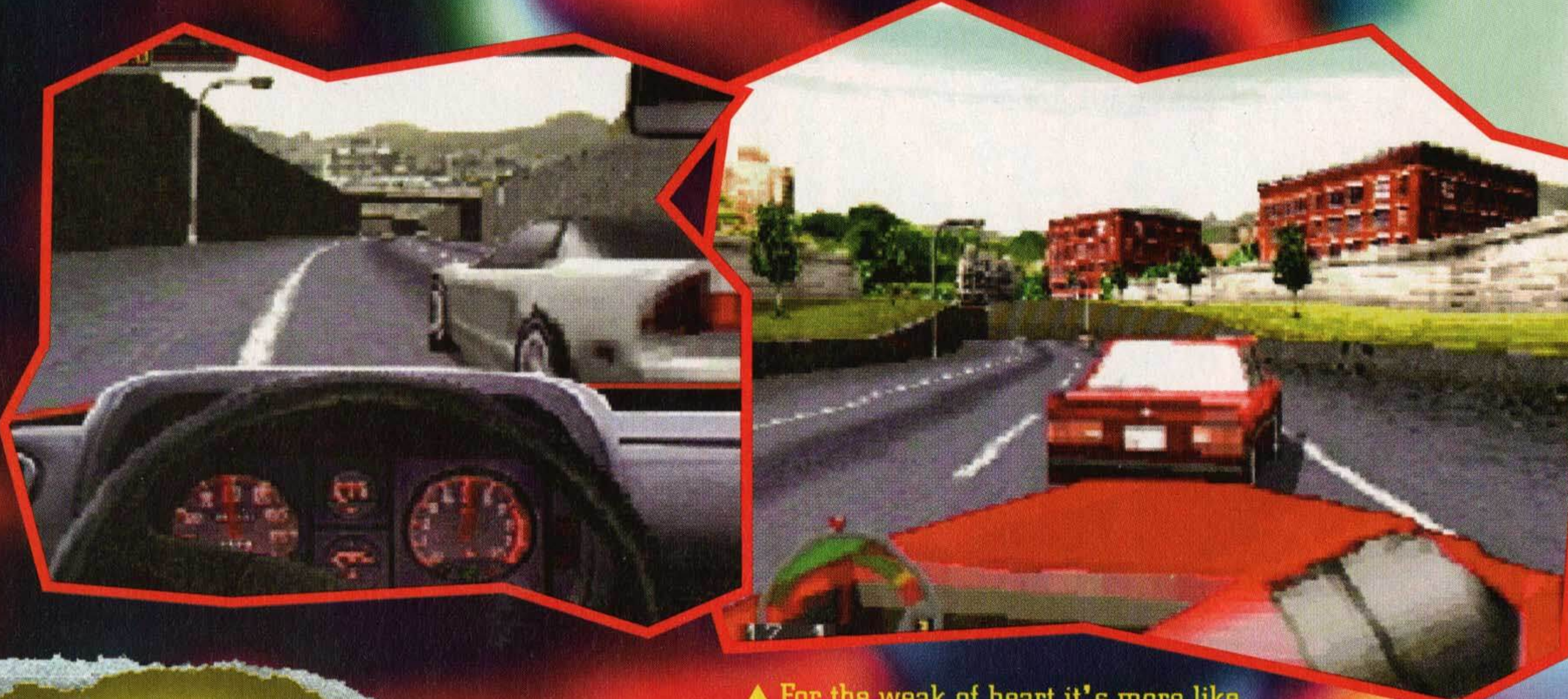
**2** It can be a drawing, model, photograph... well, anything really. But it must be cool. And it must make us laugh. And it musn't smell funny. Or else.

**3** Then simply rush them puuurfect entries to...

**Pussy Galore,  
Ultimate Future Games,  
30 Monmouth Street,  
Bath, Avon BA1 2BW.**







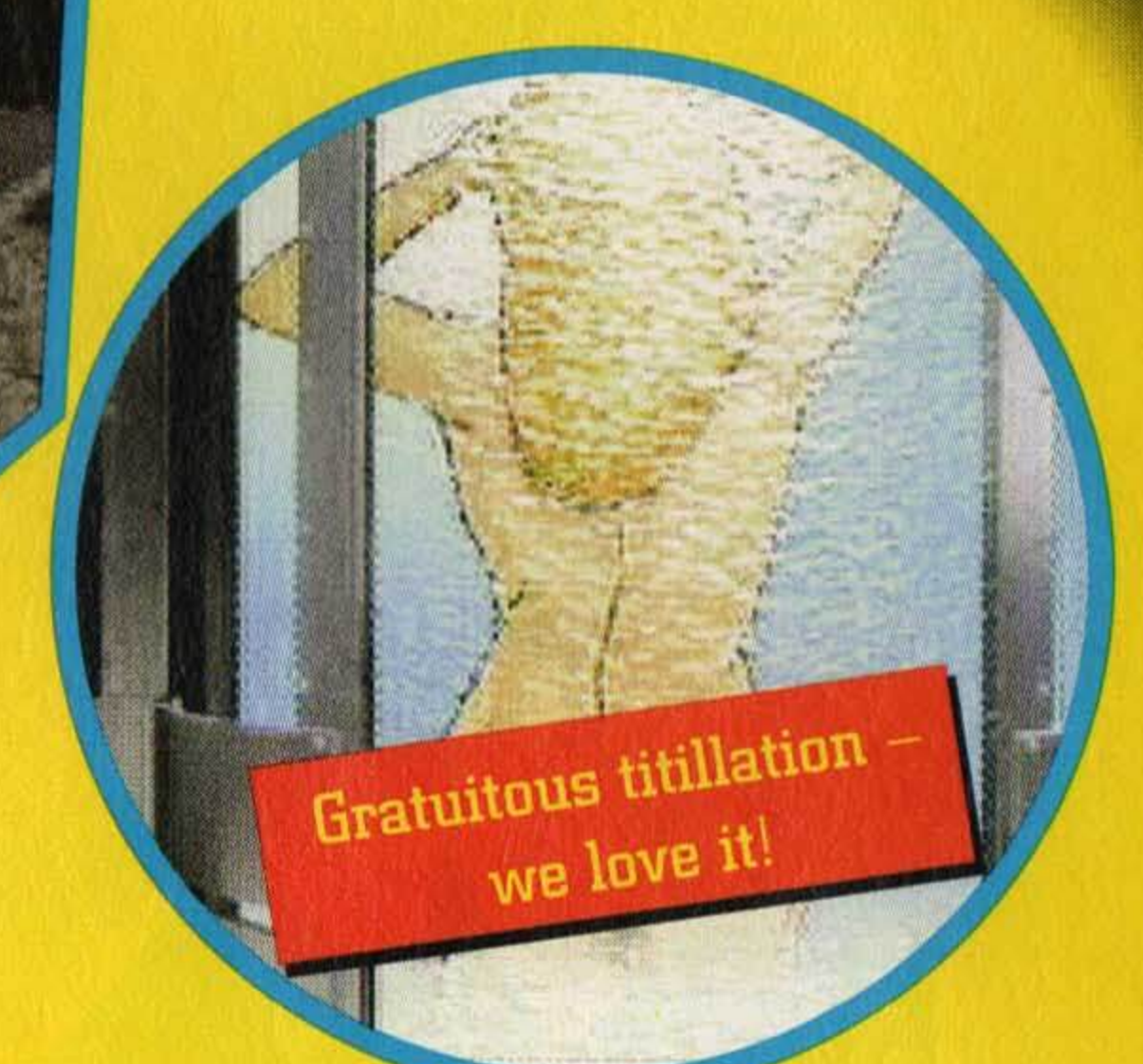
▼ Black windows look cool – but it'd help if you could actually see through them.

▲ For the weak of heart it's more like *The Need For Travel Sickness Pills*.

# The



▲ Just keep your finger on the trigger and keep firing.



# Chaos Control

CD-i • Philips • £50

CD format – it looks absolutely gorgeous, but the gameplay leaves a lot to be desired.

It's a rare beast for a CD-i game – a shoot-'em-up. But don't get too excited because this is no *R-Type 3*. It's more like a gloriously-rendered, computer-animated, sci-fi film which you fly through on a set course

shooting at everything that moves.

You have no control over your direction or altitude. All you do is shoot. What we have, then, is *Operation Wolf* meets *Star Wars*.

To tell the truth, it's actually more fun

watching someone else play the thing, because then you can sit

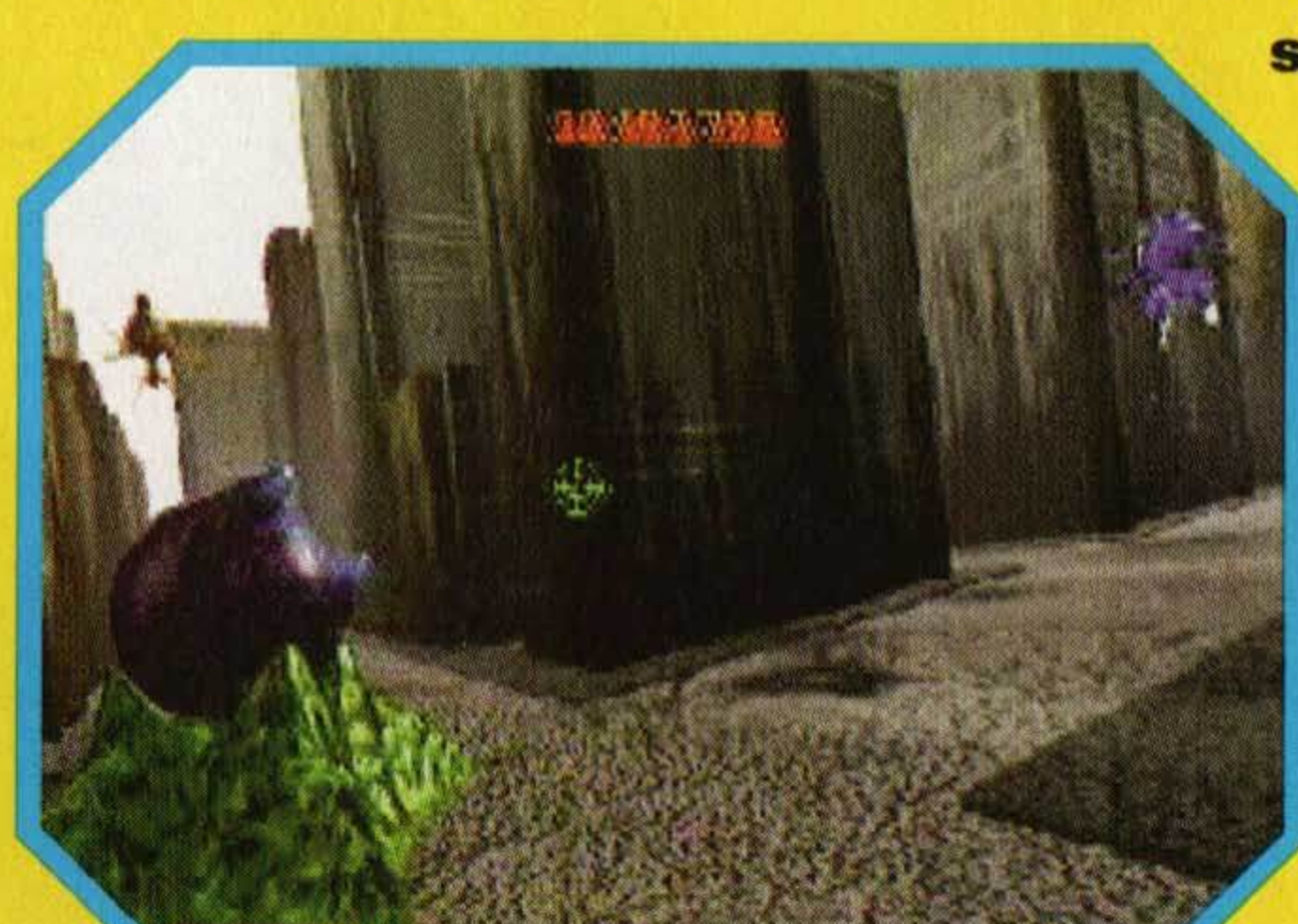
back and really take in the amazing visuals. There's even a pretty complex plot, (well, complex for a video game – we're not talking *Twin Peaks* here) told in some anime-style sequences between the levels

It's visually stunning, sure, but for half a ton, you really expect more substantial gameplay.



Excuse me? *Chaos Control*? Chaotic lack of control more like, if you ask me.

This is an extreme example of both the advantages and disadvantages of the



▲ There's danger lurking around every street corner.

TOP CHEATS

Wolfenstein. Jaguar: Enter 4668 at any time during the game to skip to the end of the current level. Enter 4696 to get back to the start of the level. Hold 1379 at the load/start screen to get to a level select menu. Enter 4877 to see the programmers code. 4996 gives you all the keys and 100 per cent health.

Ultimately

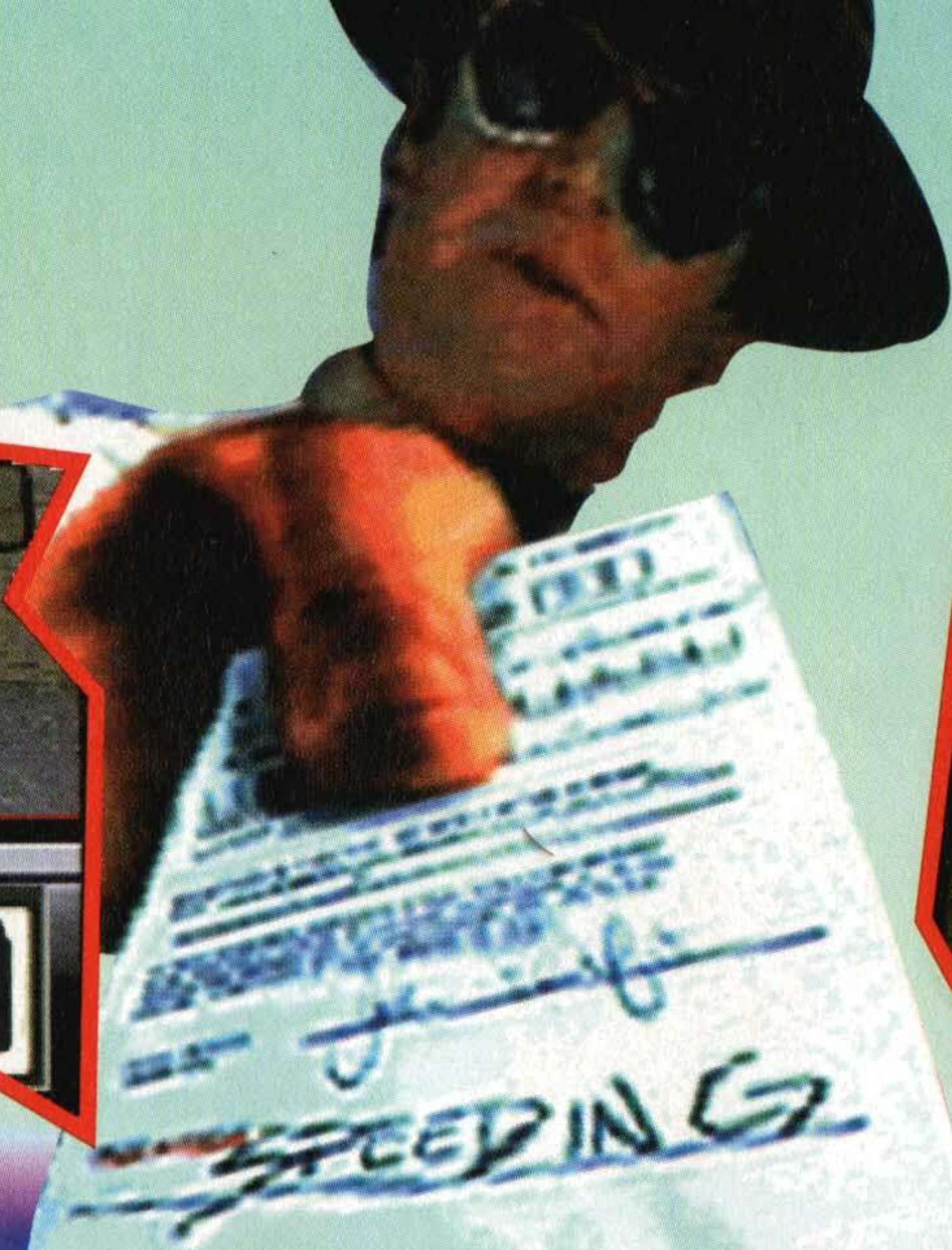
Hollow

65%

- Movie-quality graphics
- Zero-quality gameplay

▲ "Excuse me, Madam. If you'd just lift your arm so that I can shoot these alien scumtypes. Thanks."





# Need for Speed

## Maximum

## acceleration

3DO • Electronic Arts • £40

OH NO IT'S THE FILTH



▲ Look - no hands! Must be Kit from *Knightrider*.

Imagine, if you will, a brilliant racing game with ace cars, amazing 3D rendered graphics and smart gameplay. Imagine now that it's on the 3DO and has a lot in common with the excellent *Cruis'n USA*.

Well there is such a game and it's called *The Need For*

*Speed*. This is the second best reason to buy a 3DO after *Super Street Fighter 2 X*.

*The Need For Speed* has all the usual full motion video frills, but also some remarkably realistic car handling. The way the various vehicles perform not only reflects the car's real life abilities, but also changes the way the game plays.

There are only three routes to drive, each further divided into three sections, but they are quite long. It should take quite a while to complete all

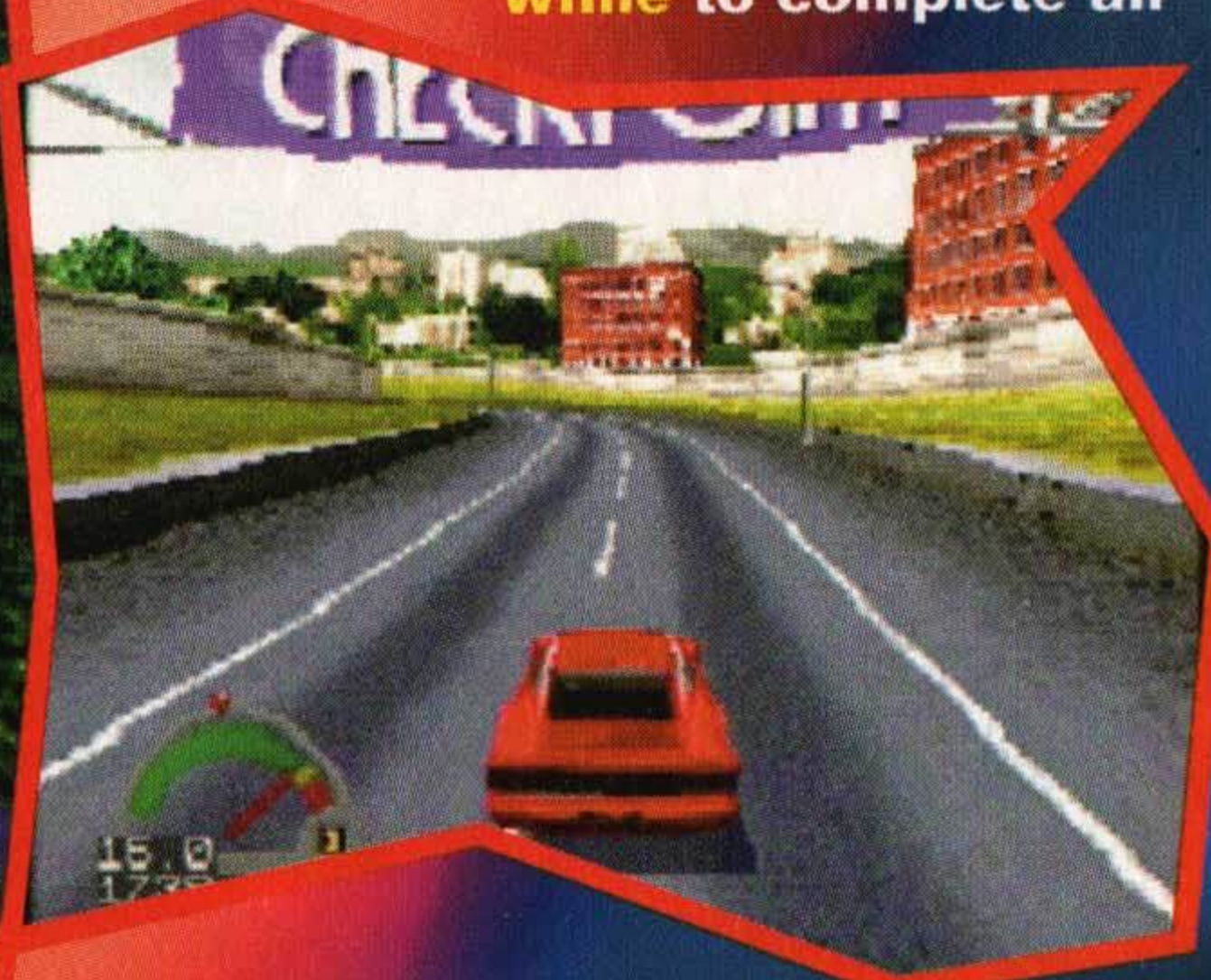
three routes, and then you can try the whole thing again with different cars and different computer opponents.

The graphics are stunning. Amazing texture-mapped polygons slide past gracefully. The cars themselves look superb - the closer you get, the better they look. As well as exotic sports cars, you also have to contend with Honda Civics, mad policemen and weekend drivers.

*The Need For Speed* is the best game on the 3DO barring *Super Street Fighter 2 X*, and, yes, it is worth buying a 3DO to play it - almost. You won't go too far wrong with this one, and before you ask, it is better than *Road Rash*. Much better.



▲ Damned Sunday drivers, tootling down the middle of the road at 30mph.



▲ What's the betting there's a milk float convention round the next bend?

### Ultimately

Enthralling

93%

- Great graphics, lots of variety
- Could do with more tracks



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# Ecstatica

## More than a feeling?

486DX PC and above • Psygnosis • £45

▼ Is it the first game to use CD ROMs to the best effect?



▲ Not so much an hourglass figure as a squashed bean-bag figure...



**B**it controversial this one. Y'see *Ecstatica*, (or should we say *X-statica*?) has been given an 18-only certificate. So if you're easily shocked look away now.

This smart graphic adventure is set in 928 AD, somewhere in Northern Europe. Somewhere which has a very nasty, dark and **dangerous secret**. You turn up out of the blue one day looking for somewhere to rest when suddenly you get attacked by an imp, a **werewolf** and a **wyvern**. After that it's downhill all the way.

The action is viewed from **different camera angles** as you move around, much like *Alone In The Dark*. Except now, rather than being

constructed from blocky polygons, the characters are constructed from **smooth** shiny, round body-bits.

Much of the gameplay involves fighting whatever freaks get in your way using a number of **vicious** moves – the puzzle elements are relatively simple.

*Ecstatica* is one of the first ever games to use CD-ROM **properly**. It's fun to play and if we get a few more games like this then the old top-down,

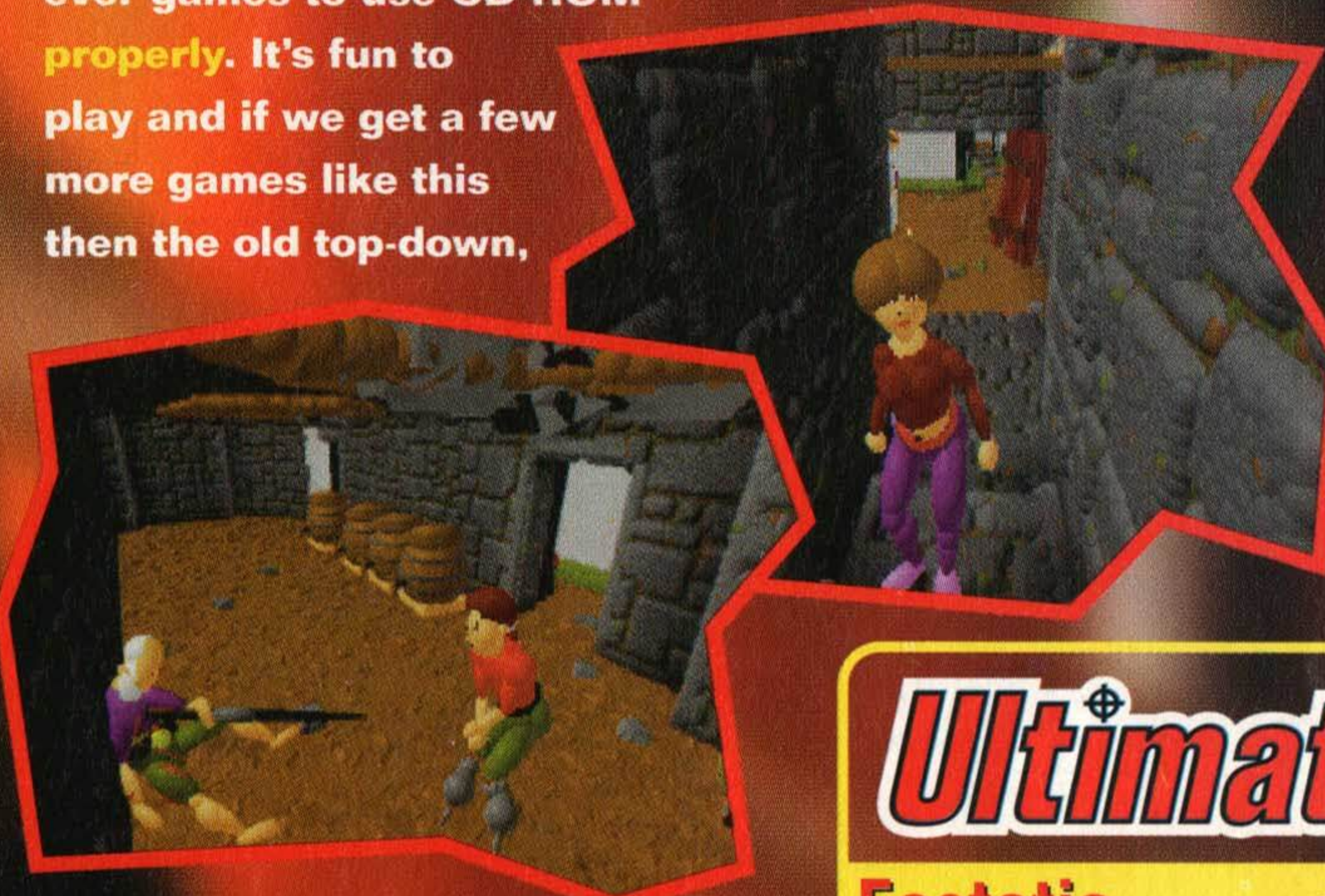
hit-point RPGs could fade into memory.

So why the 18-rating? Well it could be the upside-down **crucifixions**, or perhaps the impaled children, who knows?

▼ The viewpoint changes so you get the best effect.

**TOP CHEATS**

**Checked Red Flag** Jaguar: If, after about 10 minutes of play, you may want squeeze a bit more playability out of *Checked Red Flag* You could try this following cheat. Go to the options screen and highlight Weather. Now press 8-4, 7 and 3 on the pad (those keys have to get some use) to get an extra mode – night driving. Gosh.



▲ Life's hard when rats are eating your legs.

**Ultimately**

**Ecstatic**

**90%**

- ⊕ New wave RPG
- ⊖ Puzzles aren't difficult



▲ Yeah, we all know that the 3DO can produce lovely pre-rendered intros...

▼ But that doesn't mean we're prepared to excuse cheesy games.



**G**reat intro, **shame** about the game. **Stunning** animated intros to 3DO games are already **old hat**. We want decent gameplay!

Which this doesn't provide. It leaks, no, **dribbles** boredom. You land on a planet in your small craft and drive around 'exploring'. There are some shooty interventions, but even they fail to get the excitement **pulsing** away in your belly. The graphics and sound are **straight out of the '80s**, too.

**Ultimately**

**Evadable**

**53%**

- ⊕ Quaintly retro
- ⊖ Tedium knows no bounds



# Star Control 2

## Retro-gaming?

3DO • BMG • £40





◀ In *Pataank* there's a network of tunnels connecting the tables. In one game mode you can use them to travel from one to the next.

▶ The ball has been replaced by a futuristic hovercraft that launches itself from magnetic pads.



**TOP CHEATS**

**Earthworm Jim, SNES:** Pause the game and press A, B, X, A then A&X, B&X, B&X and A&X to be able to skip levels. Also, if you punch in Y, A, B, Y, A and B you'll be able to get to a programmer screen.

# Pataank

## Pinball Fantasies

SNES • GameTek • £40

**T**here really is no good reason why the SNES shouldn't be able to produce an amazing pinball game.

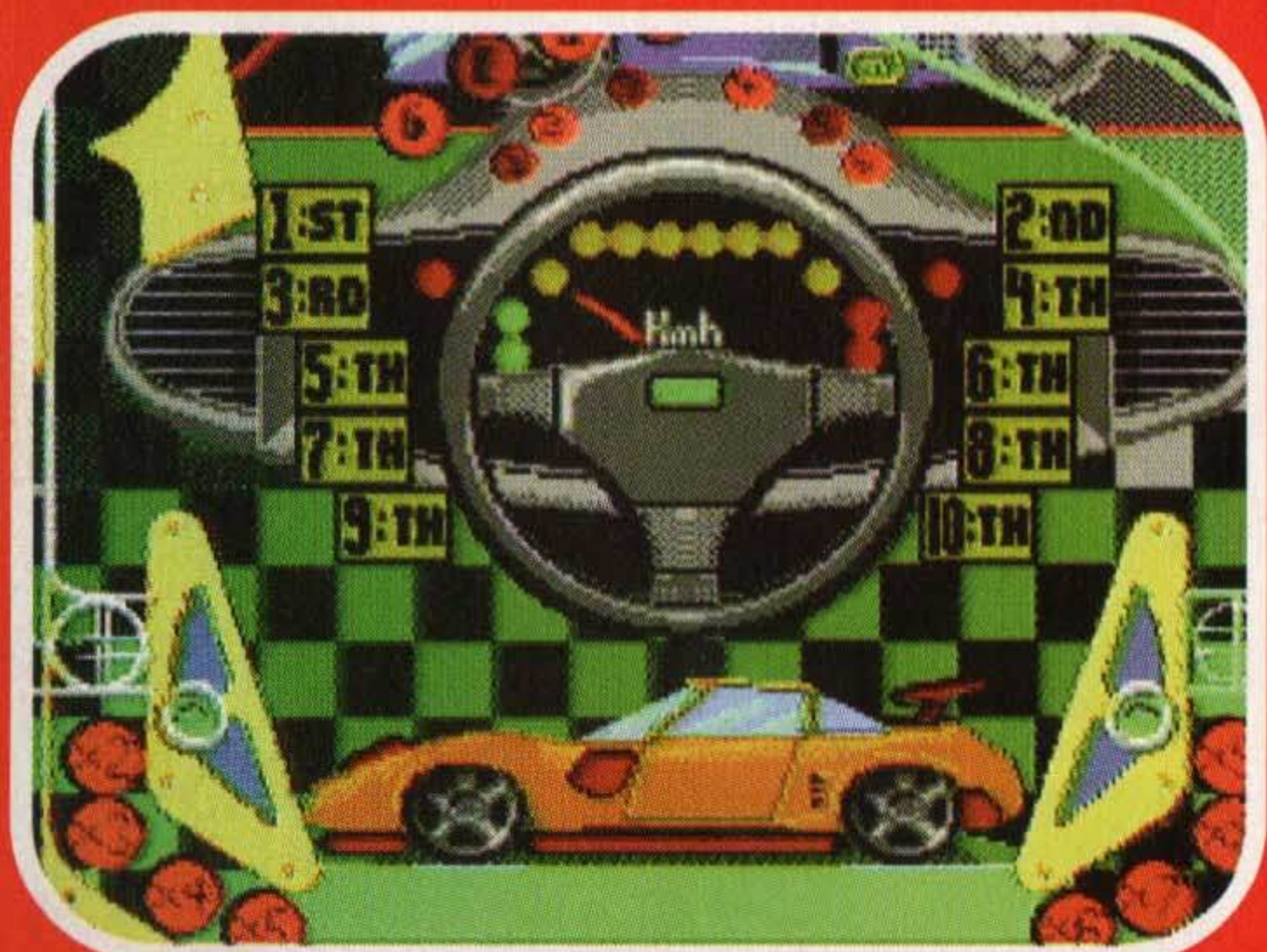
Instead it ends up with the Amiga's hand-me-downs. Sure, *Pinball Fantasies* is a top

quality hand-me-down, but it still doesn't seem to fit right on a SNES.

It's certainly better than *Pinball Dreams* with more tables, more features and better (though still nowhere near as good as the Amiga and PC versions) ball handling. The graphics have improved, too, but somehow they still look very 2D.



▼ The surfing-themed table features loads of scratch-video-style fuzzy-FMV-style clips of Californian hunks being hip and cyoooo-well. Gosh.



▲ Loads of ramps, loads of clashing colours.

**Ultimately**

Okayish

73%

- ◆ Decent choice of tables
- Graphically a bit flat



# The Complete 3DO • Vantan • Import

## Murphy's Law

**E**ver heard of **Murphy's Law** - anything that can go wrong will go wrong?

Well, over the years various other 'laws' have been added, such as, "**The phone always rings when you're in the bath.**"

All these laws have been collected onto this CD and illustrated by some bizarre cartoons. It's a **Japanese** production (with an English text option) and you

know how seriously **weird** their sense of human can be.

There's a sort of a plot to it all, involving a **ghost** that hides TV remote controls, but a minimum of interactivity. In fact, take out all the interactive elements, and it wouldn't affect the overall **impact** of the thing.

But the the cartoons are **genuinely funny** and it'd be good for breaking the ice at really dull parties. It's not something you'd watch often.

◀ Well we reckon she's a man in drag.



▲ Maybe we should just turn this one into a caption competition...

**Ultimately**

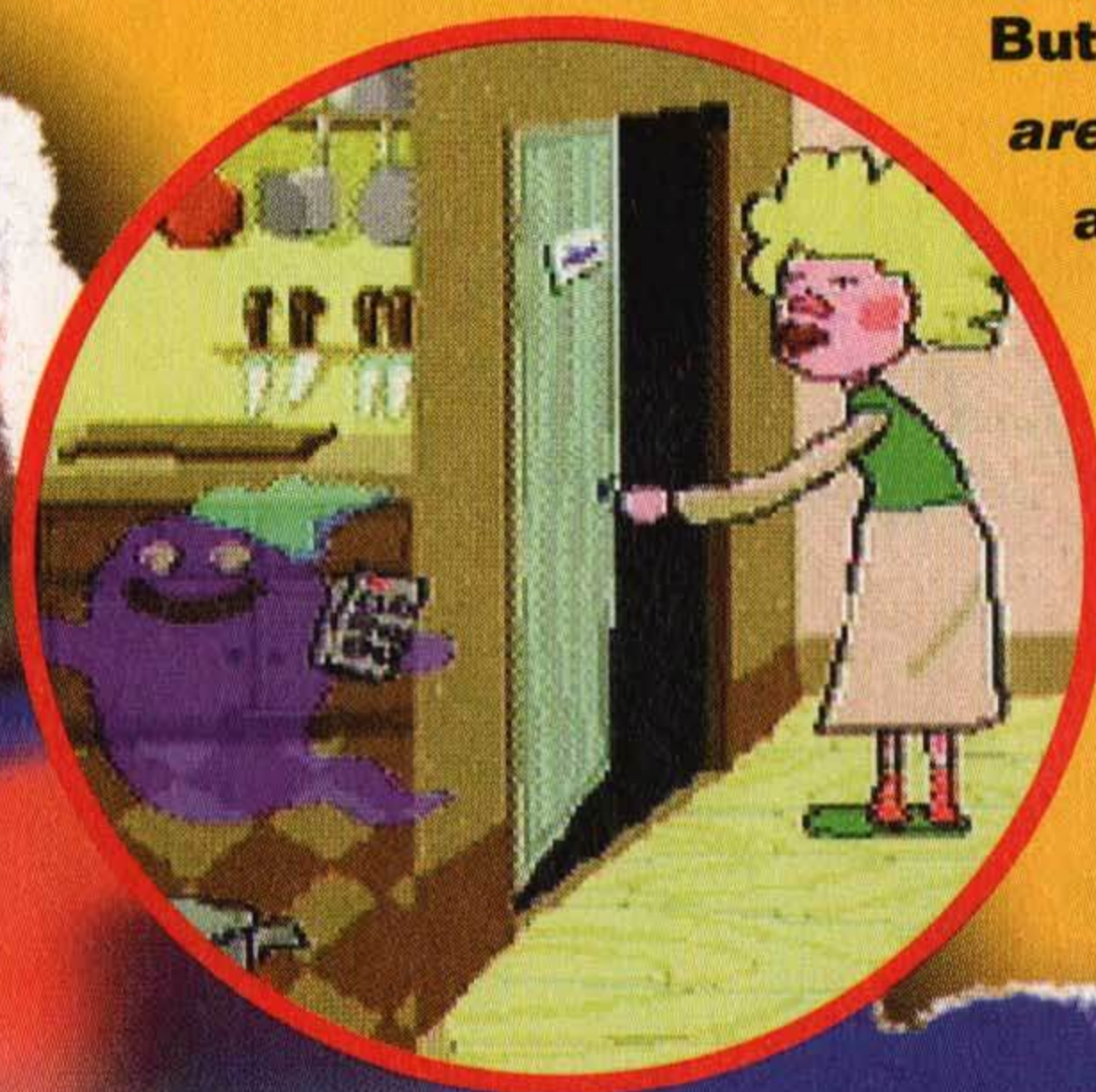
Bizarre

65%

- ⊕ The 'laws' are hilarious
- ⊖ It's very limited

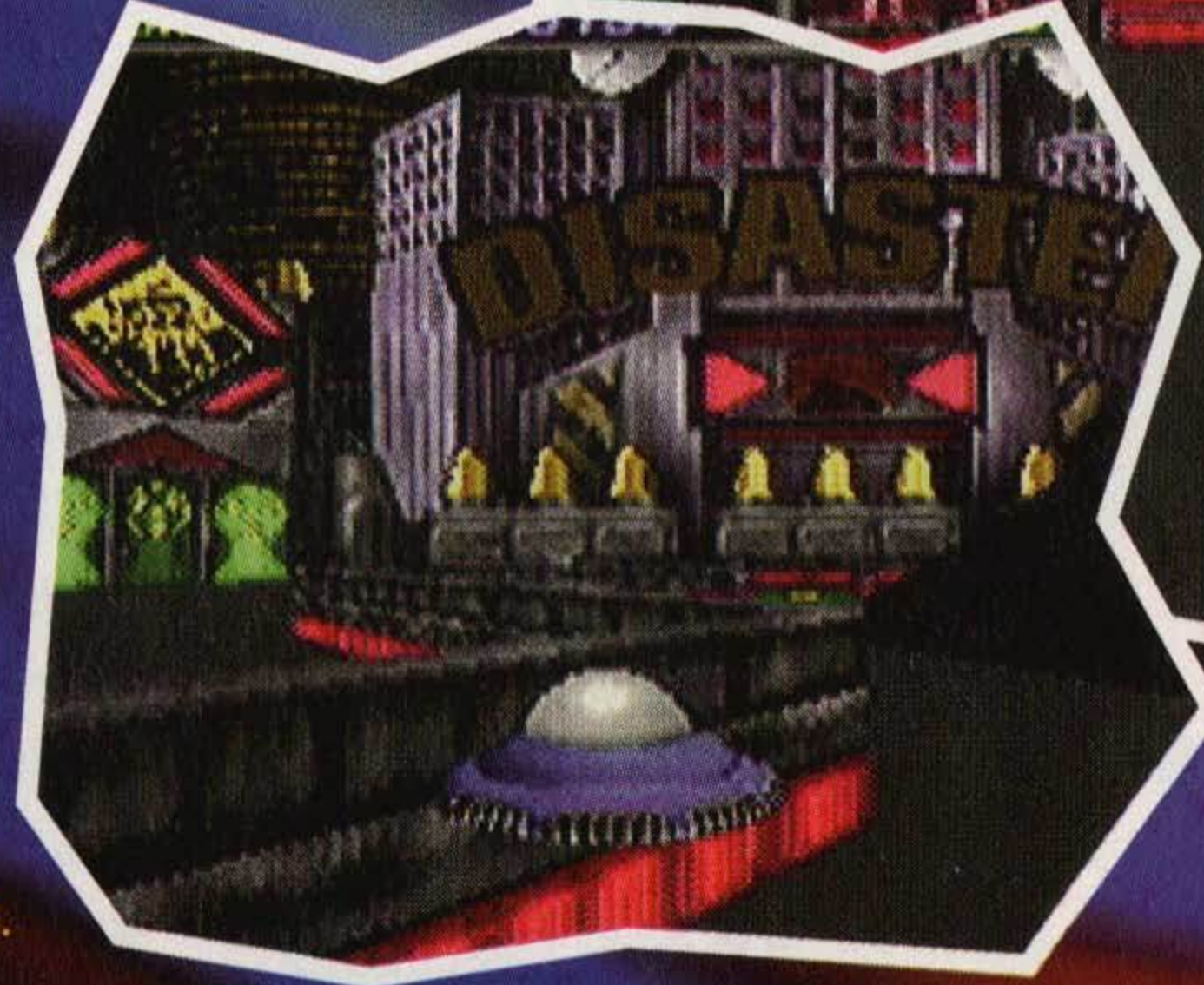
# nmk

# wizardry?



◀ If you light up all three green things... er... something happens. But nothing exciting.

▶ The 3D view is pretty impressive... until you realise it's covering up a severe lack of features.



▲ Look at all those wide open spaces. They make for a really good pinball game. Honest. They do. Really. Ah, okay, they don't.

3DO • PF Magic • £40

**C**onfusing, amusing, then dull. And all in the space of about **10 minutes**. **Pataank** (pronounced 'Pa-tonk') promises loads, and delivers not much at all.

Imagine a pinball table with about three different sorts of things to hit. Pretty **boring**, eh?

Well, in **Pataank**, you get to play on a whole **three tables** just like that. Thrilling stuff, eh?

But hold on there just a minute, because **Pataank** has a trick up its **ejector tube**. Y'see, you get to play this from the ball's point of view. So it's **3D and everything**. Wow.

Well, wow for a couple of minutes, anyway. Once you've worked out the controls, you quickly realise how **empty** the tables are and notice things like the **jerky** scrolling. Even the self-consciously hip scratch-video-style graphics and sound effects **don't improve** matters much.

**Pataank** could be good. It's fast-paced, and the 3D works

well. But this is like a **demo version**, seriously **deficient** in features, levels and playability.

**Ultimately**

Insipid

63%

- ⊕ Fast action for a 3DO
- ⊖ Pathetically little to do



TOP CHEATS

**Daytona Racing**, Arcade Version: As you race around the track find the slot machine (not what you expect in the middle of a race, but there you go). You can stop each of the reels by pressing Start. If you stop them all and hit the jackpot (777) then you get some free credits. Aim to do one bar per lap.



◀ It's the new Ronco mini-nuclear reactor, ideal for Xmas.

▼ Life as a giant wasp isn't much fun – you just can't find any plants big enough to pollinate.



▲ Very dramatic – if this weren't a grab from a PC game it'd be a clip from a Pink Floyd video.



Flying

into your living room soon...

# Magic Carpet

486DX PC and above • Electronic Arts • £45

GET ON YOUR CARPET AND RIDE



anything that threatens you and recover the mana (magical energy) from the corpses. Use the mana to build up a massive castle for yourself and to build up an arsenal of awesome proportions.

other. Who says videos games are anti-social?

The graphics have to be seen to be believed – fast, smooth, detailed and bee-yoo-tiful. Everything's here, from beaches and cliffs to grassy knolls and waterfalls. There's even a 3D stereogram mode.



*Magic Carpet* is the kind of breathtaking romp that *Ultimate Future Games* was created for. It's something that really pushes the boundaries of technology and gameplay to their limits. Ruling.

▲ Dragons get a bad press – but then, they do incinerate people.

**Y**ou can keep your flight sims and your driving games. We've got ourselves a carpet. It handles better than a Formula One McLaren and has the added advantage of keeping your feet warm on the castle floors first thing in the morning.

*Magic Carpet* is one of the most sophisticated, yet simple shoot-'em-ups ever. You kill

As well as being tooled up with the obligatory rug, you also have at your command a whole host of magical spells. Starting with a basic fireball, you later get to use things like the volcano... eat that, mythological scum!

If you can get on to a network and play *Carpet* across that then you're really in for the best treat ever. Up to eight players can thrash around, sending messages, creating alliances and doing as much damage as possible to each

▲ The top of the range Persian Rug XL features environmentally friendly CFC-less, lead-free propulsion.

▼ Collect enough magical energy to build yourself a really big castle.

Ultimately

Deep Shag

91%

⊙ Seriously polished  
⊙ A tad slow-moving





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# £50 prize



It's a crossword with a difference - all the clues are visual. Most of them are names of games - or at least part of their names or their initials - but there are a few other random pics thrown in there for good measure (and because it's blimmin' hard trying to find games that fit in the grid - well, you try).

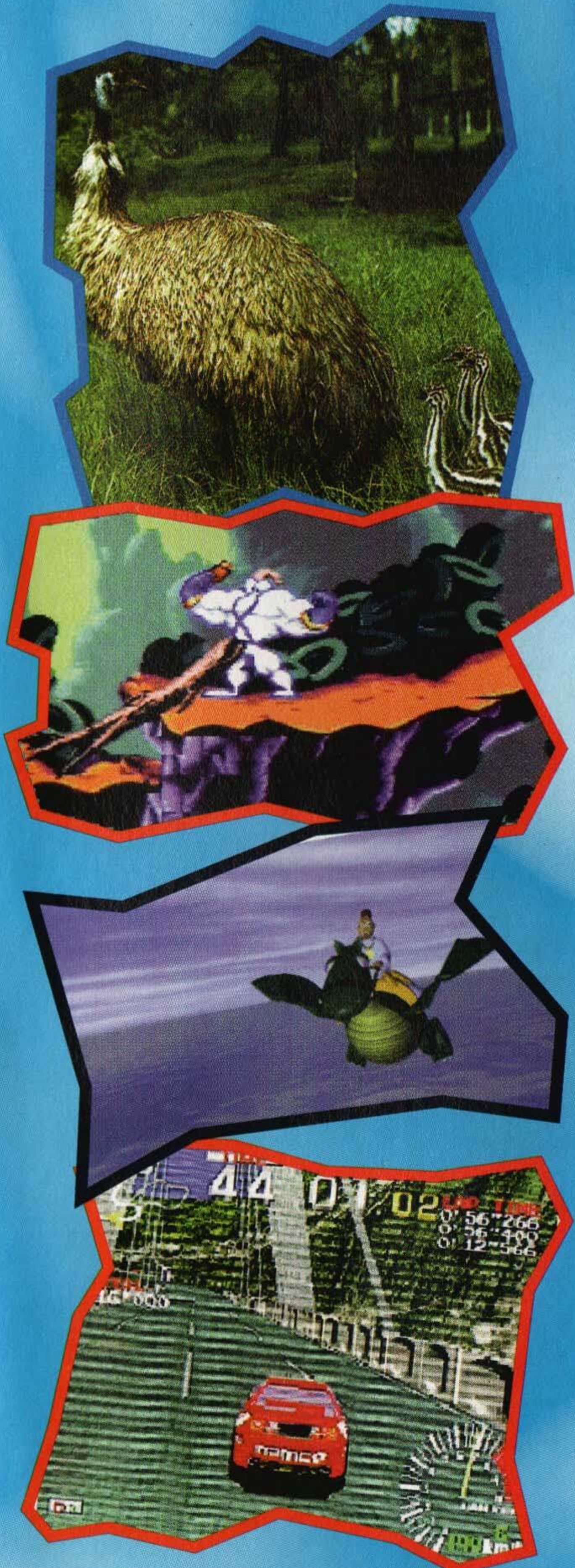
### Rules'n'things...

The arrows next to the visual clues show you where to fill in the answers. To help you out we've also reproduced some of the picture clues larger on this page, and we've said whether we're looking for the whole name, part of the name or the initials of the game.

# pic-word!!!

When you've completed the whole grid, either cut it out, photocopy it or make a list of all the answers, then send it off to us at: **Ultimate Future Games, Pic-Word, 30**

**Monmouth Street, Bath, Avon, BA1 2BW** by Dec 31st 1994. The winning entry will be picked from a disused septic tank by someone other than the editor.



 → R			Er, this colour... → R	 → E	B	E	N				
K →	I	L	L	E	R →				B →		
 First word	D			→ D	O	O	M				A
	G			2nd word →	A		O			J	
 →	N	E	E	O →		O		Initials →	L	B	A
 First word	R		O		R		I			M	
 →	T	A	N	G		A		T			 This animal
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"A bloody gore-fest of hellish proportions..."

"Ohmygod, this is too good to be true..."

"I coulda been a contender"

"More than enough waves of enemy craft and power-ups..."

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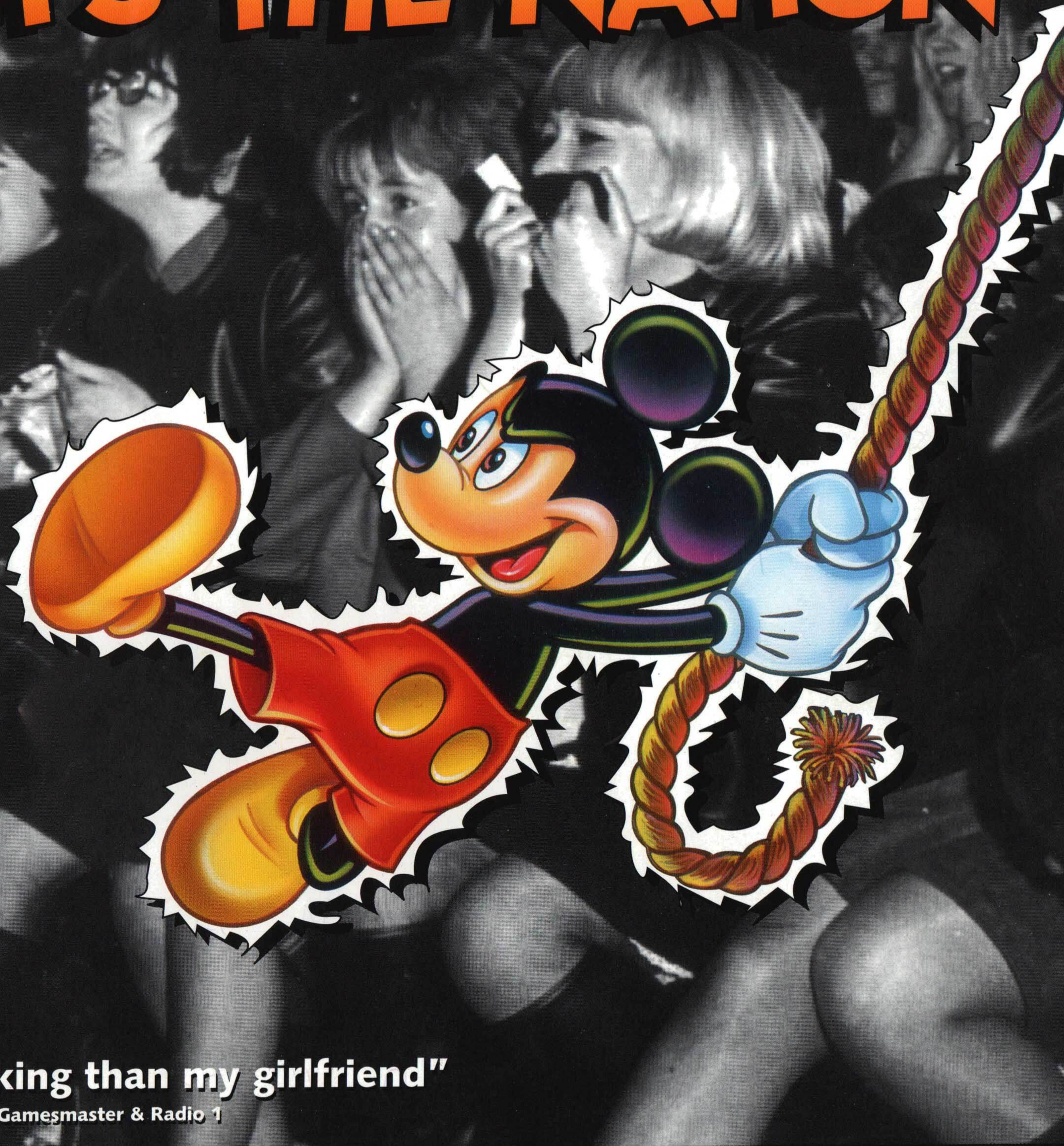
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Dominik Diamond - Gamesmaster & Radio 1

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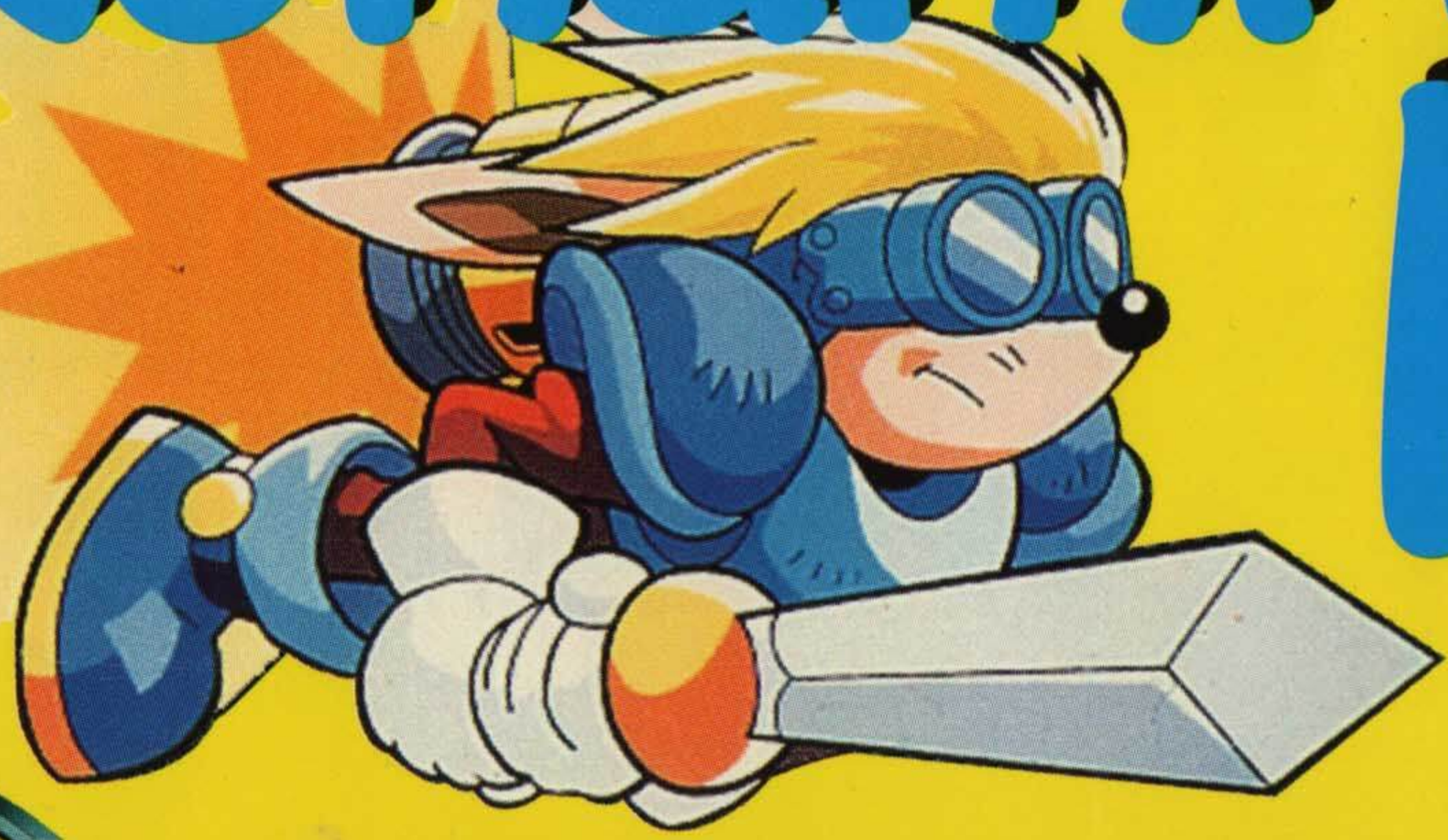
**90%**  
SEGA POWER

**90%**  
C&VG



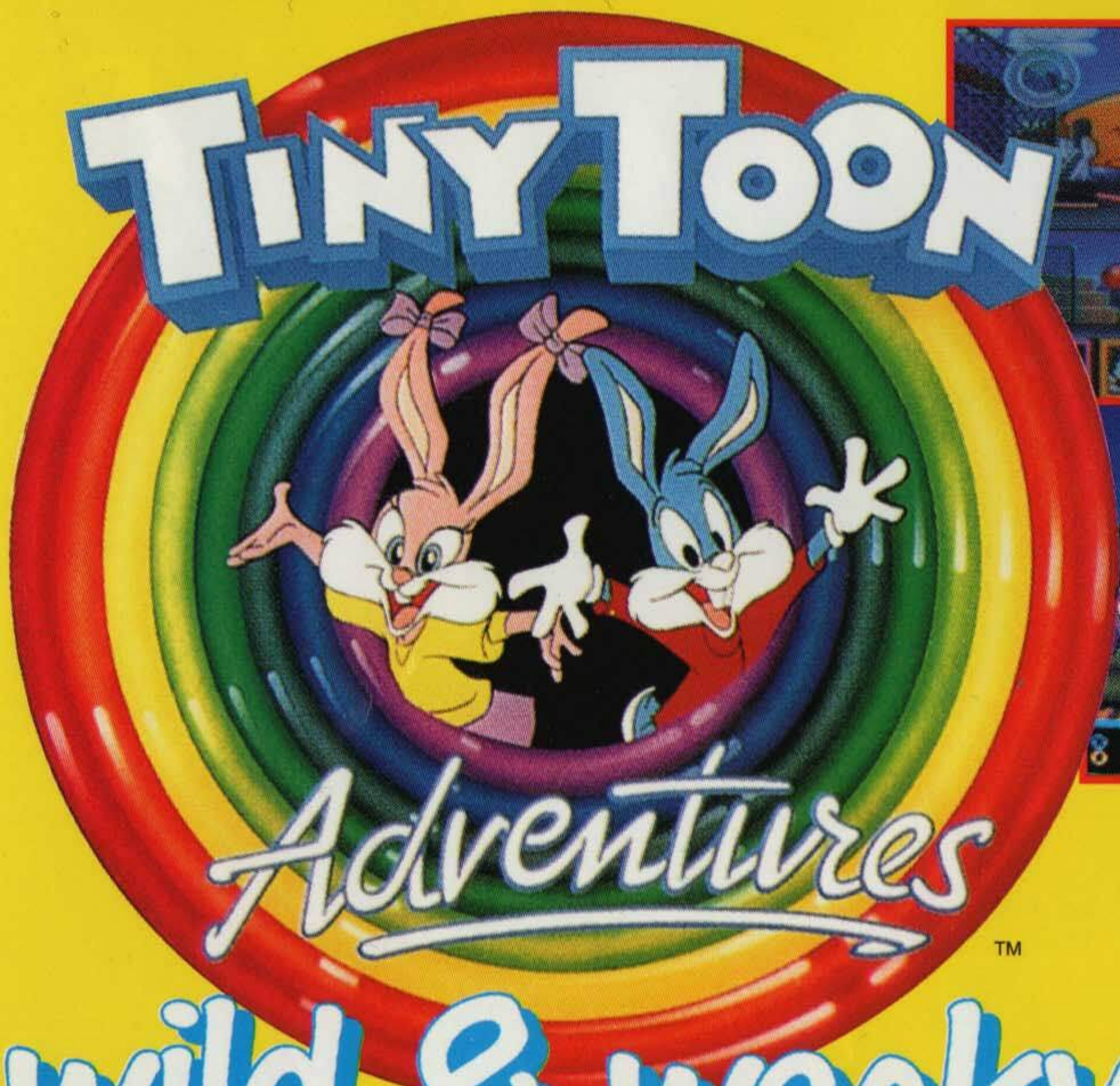


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