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MARCH '98

ISSUE #108

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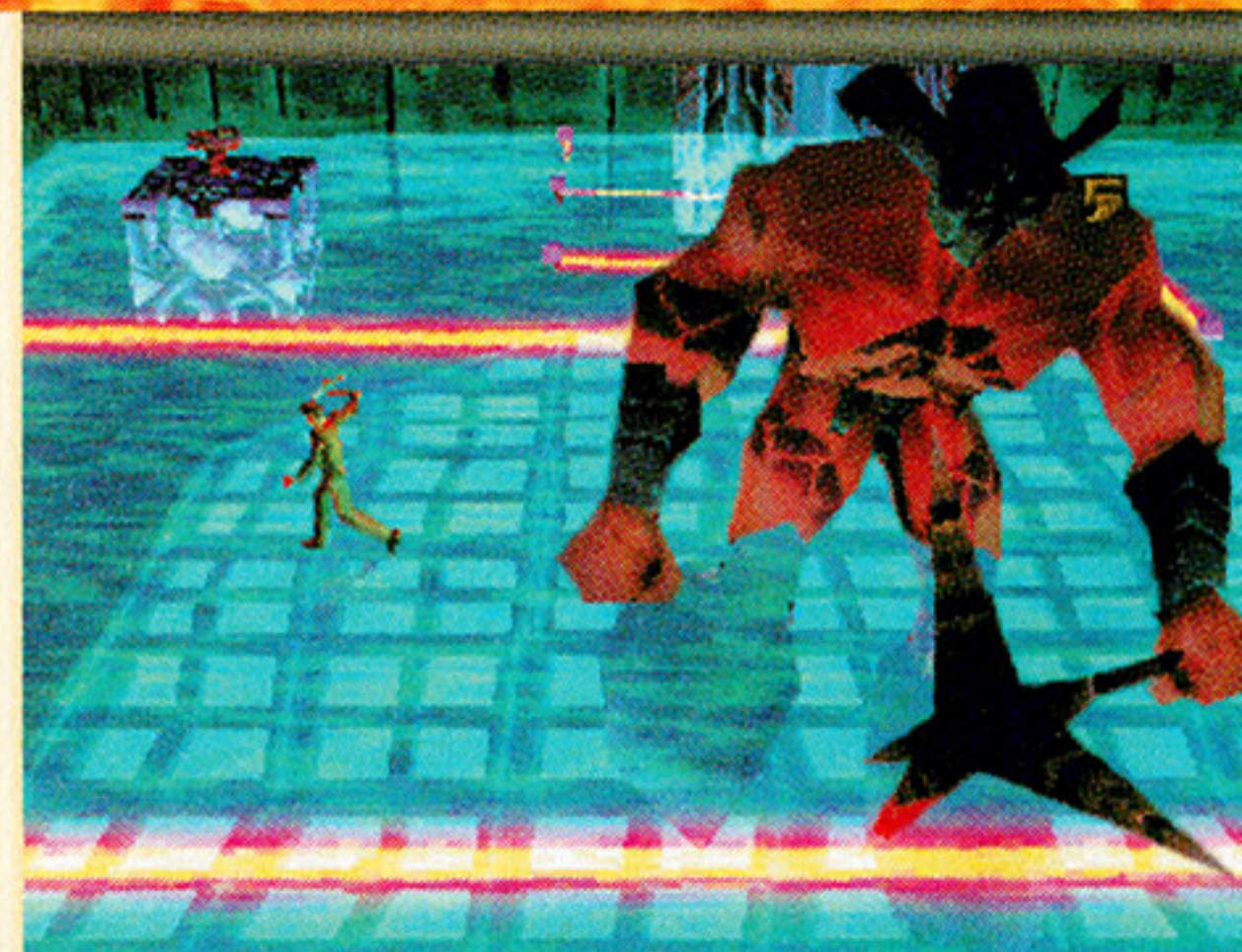


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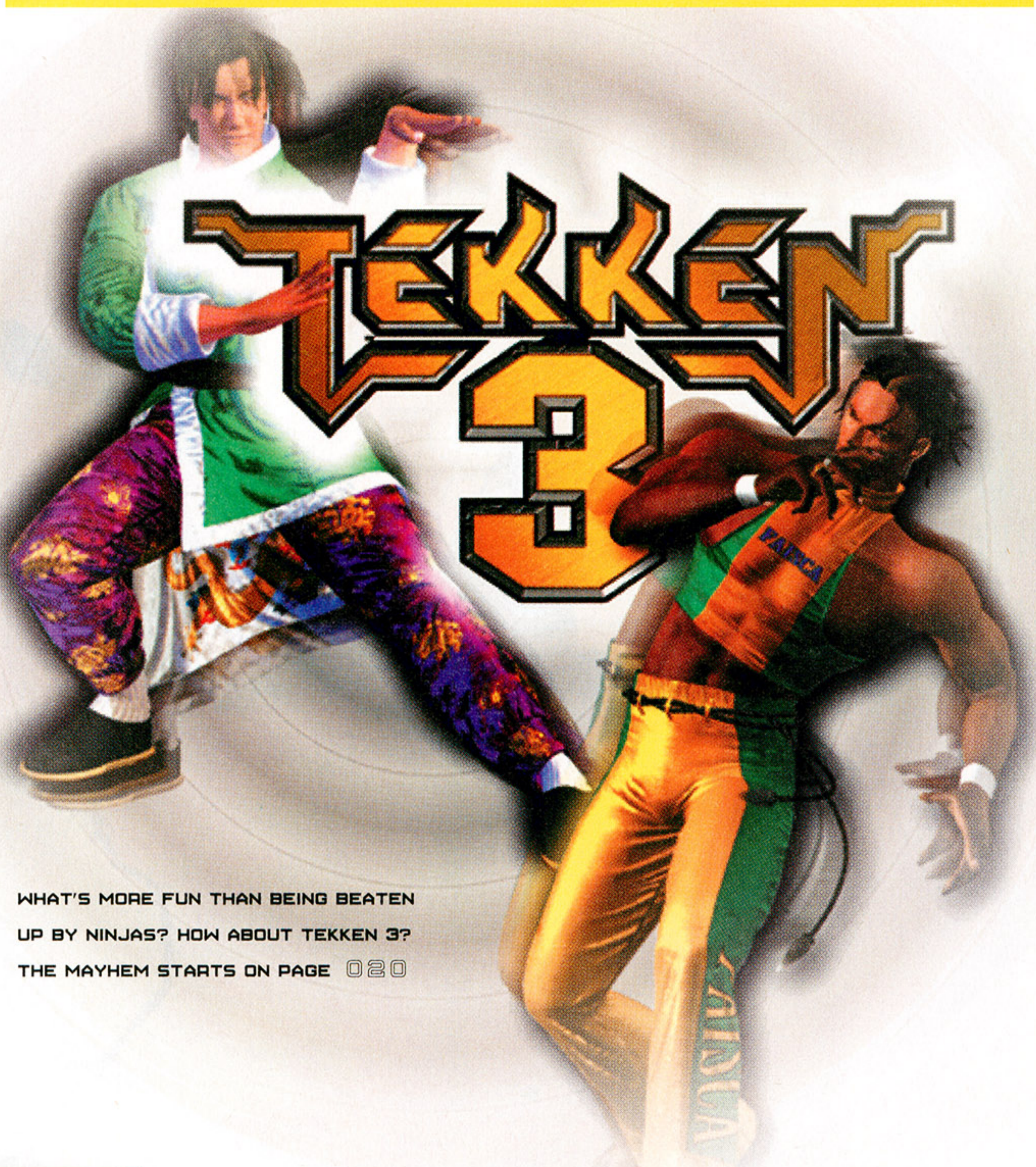
Call 1-800-850-1682 for information on how to get a free Pitfall 3D demo disc.

ISSUE 108



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*HONEST, OFFICER, WE CAN'T EVEN SAY 'NAGANO'!*
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*WHERE FRAN EXPLAINS EXACTLY WHAT'S WRONG...*



WHAT'S MORE FUN THAN BEING BEATEN UP BY NINJAS? HOW ABOUT TEKKEN 3? THE MAYHEM STARTS ON PAGE 020

## STRATEGY

*KILL THE UNDEAD... OR SOMETHING LIKE THAT. THE MAYHEM BEGINS ON PAGE 091!*



## EA CANADA

*FRANK GOES TO CANADA TO CHECK OUT ELECTRONIC ARTS. IS THE END OF THE WORLD NIGH? START PRAYING ON PAGE 028!*



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March '98

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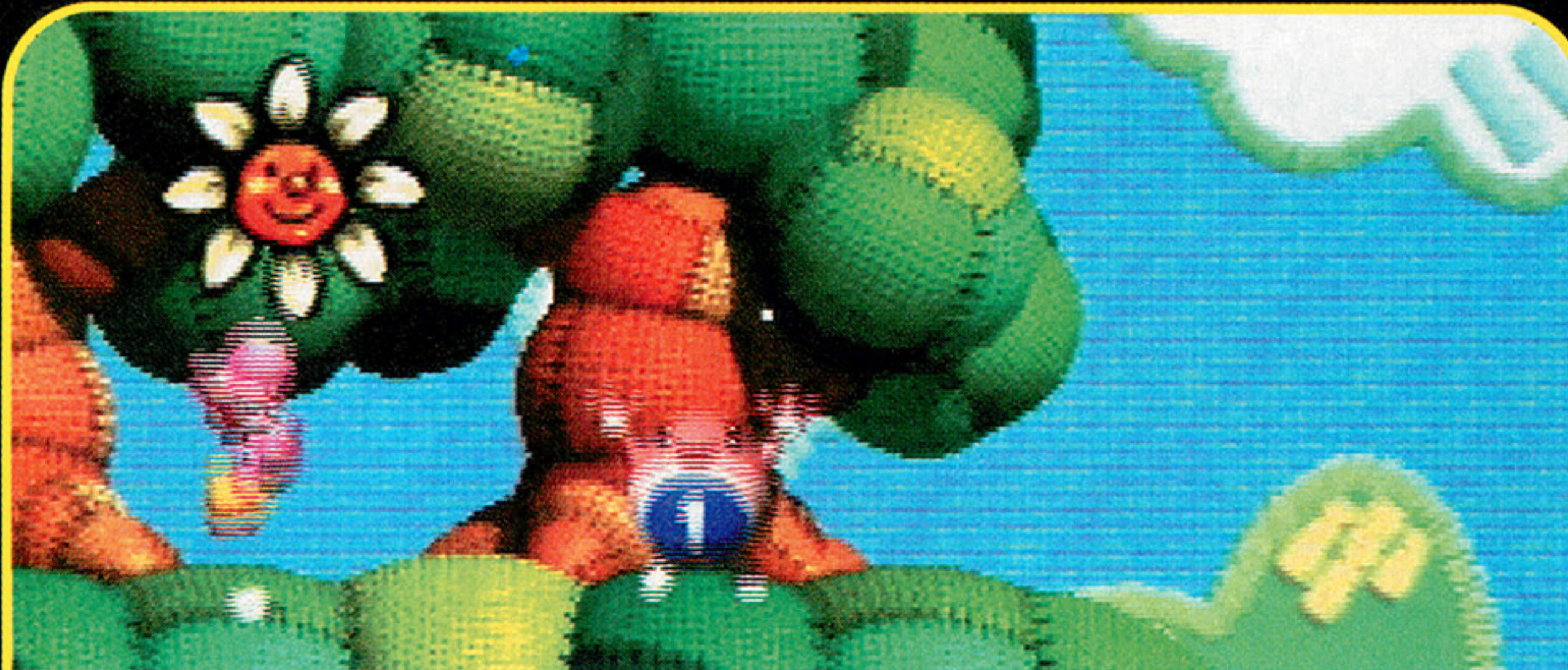
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## Yoshi's Story

058

What's green and really, really cute?  
Why Yoshi, of course! He's on page 058!!!



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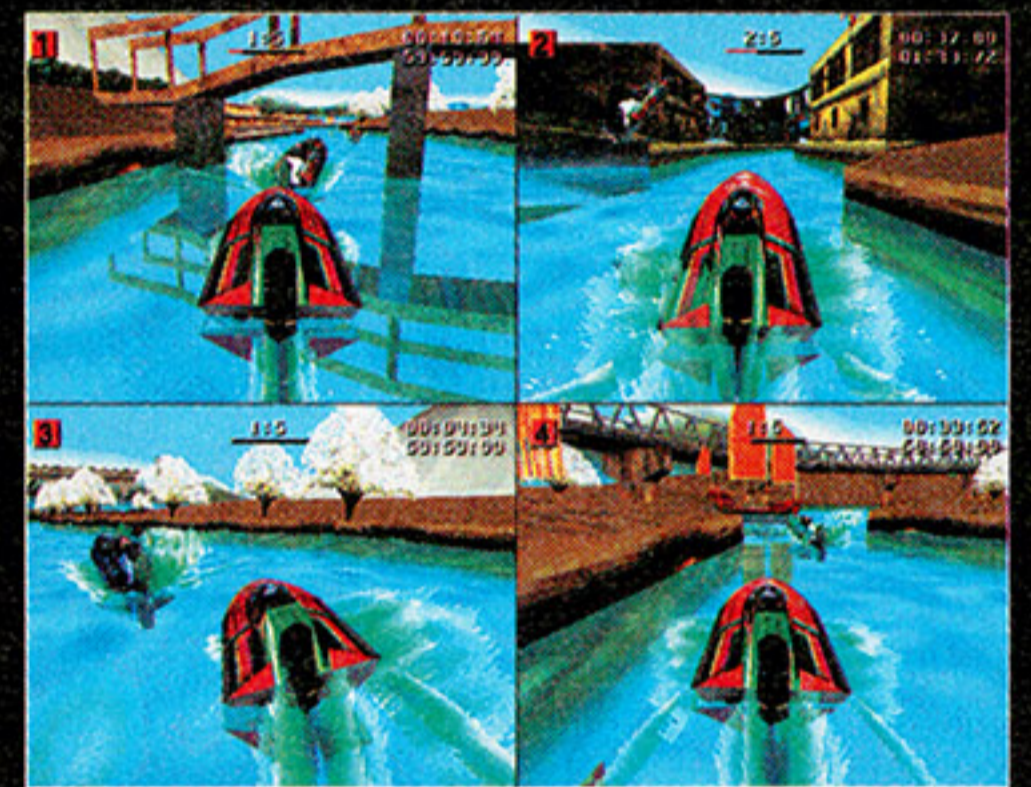
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# LOADING

## ISSUE 108

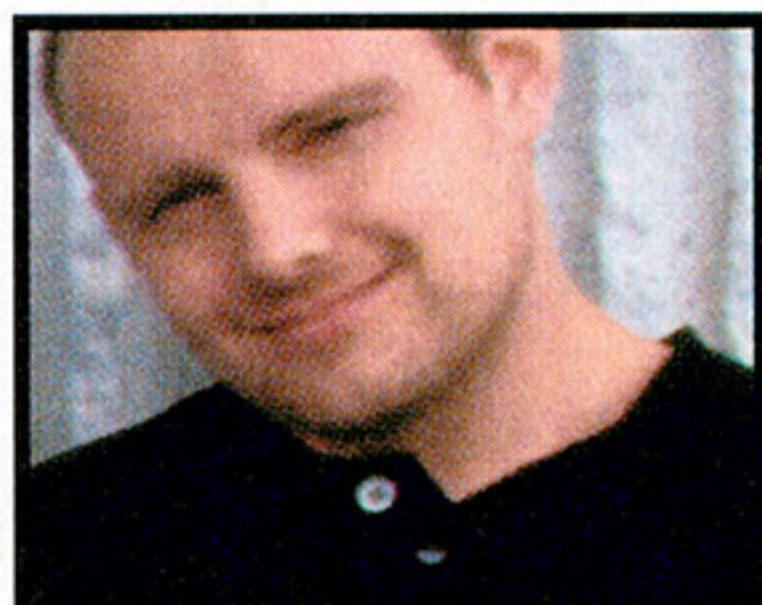


## WELCOME TO ISSUE 108:

M-HMM. IT'S NEARLY *TEKKEN* TIME. I KNOW WE KEEP GOING ON ABOUT IT, BUT *TEKKEN 3* PROMISES TO BE THE BEST ARCADE TRANSLATION EVER MADE. PLAYSTATION FANS HAVE NEVER HAD IT SO GOOD. OUR HUGE *TEKKEN 3* FEATURE TAKES YOU THROUGH ALL THE CHARACTERS, SECRETS AND EXTRA OPTIONS THAT'LL APPEAR IN NAMCO'S BIG FIGHTER. N64 FANS ALSO HAVE A LOT TO LOOK FORWARD TO, WITH *QUAKE 64* NEARLY FINISHED AND *SNOWBOARD KIDS* KICKING ASS ON THE MOUNTAINS. SO, DIG INTO THE ISSUE, AND LEARN EVERYTHING THERE IS TO KNOW ABOUT THE WORLD OF VIDEOGAMING, IN MARCH AT LEAST. AND DON'T FORGET TO CHECK OUT OUR *RESIDENT EVIL 2* GUIDE. IT ROCKS!

>>> **FRANK**

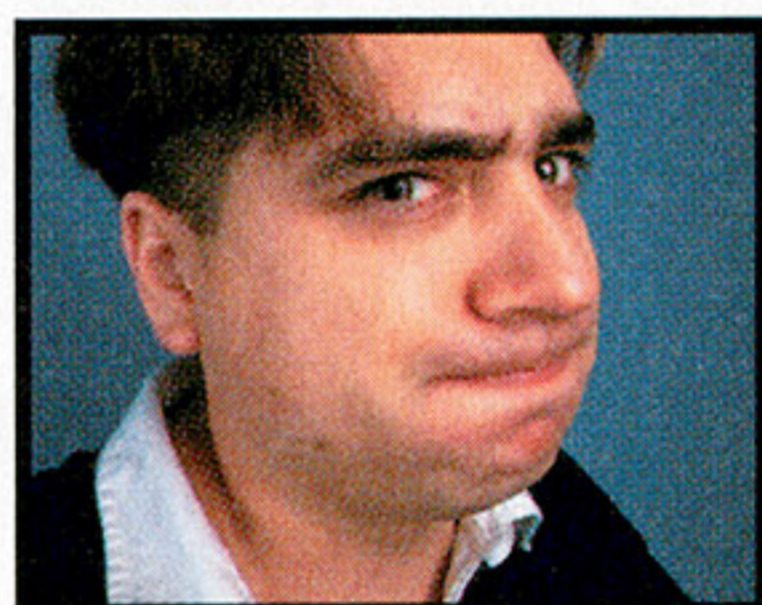
## WITH ALL THE RAIN, AREN'T YOU GOING KINDA CABIN CRAZY?



### FRANK O'CONNOR

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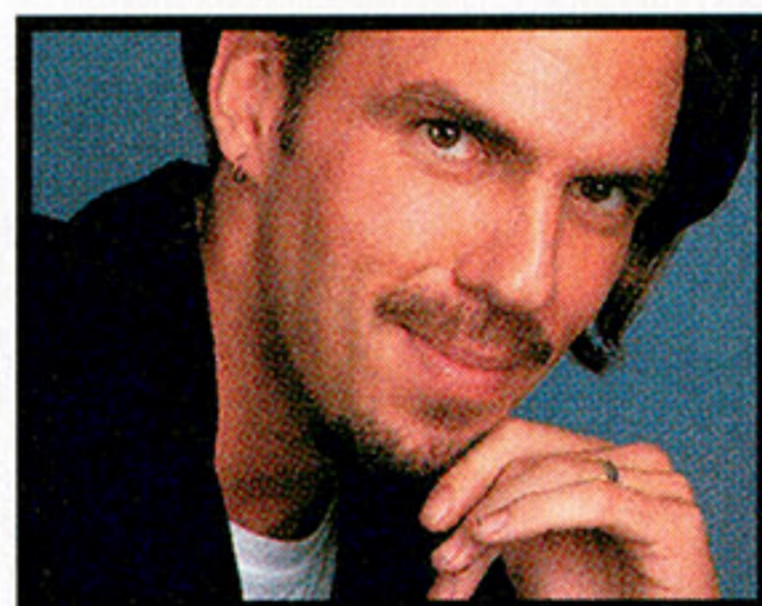
'Of course not!' says Editor Frank O'Connor. 'This is perfectly acceptable Scottish weather! On days like this, we'd just kick back in the castle and wax the sheep. Everybody thinks those damn things are naturally waterproof, but it takes a wee bit of Scottish muscle to make it so!'



### ROGER BURCHILL

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'With my research into the devious history of the Coconut Monkey, I haven't had time to go crazy!' quips Reviews Editor Roger Burchill. 'Do you realize that the Coconut Monkey was not only responsible for the Titanic and the Hindenburg, but he's also the guy that keeps putting hairballs in my cat?'



### MIKE SALMON

[msalmon@ultragg.com](mailto:msalmon@ultragg.com)

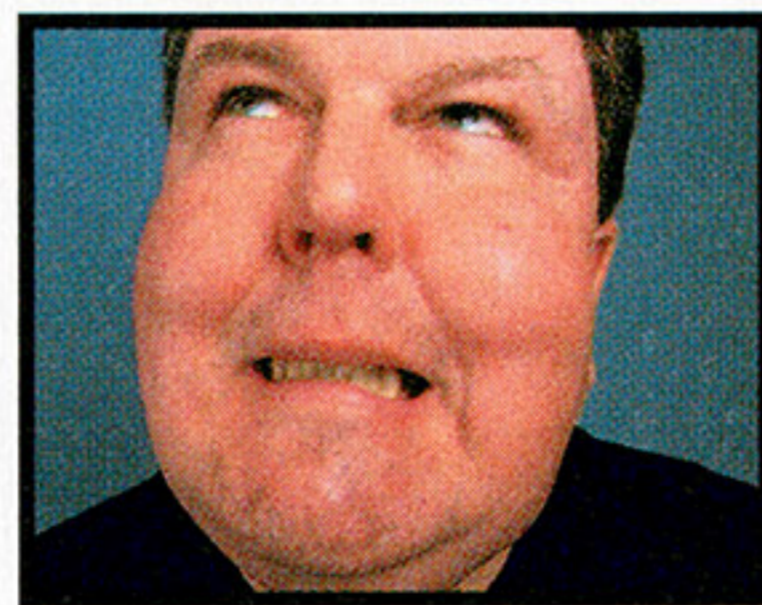
'Well, i'm not exactly going cabin crazy,' says Senior Editor Mike Salmon. 'Think of it more like going Corner Bar crazy. Ever since they passed that new No Smoking law, I've spent a lot of time out in the rain. It's not too bad, but my beer keeps getting diluted.'



### FRANCESCA REYES

[freyes@ultragg.com](mailto:freyes@ultragg.com)

'Cabin crazy? I have a cabin?' asks Associate Editor Francesca Reyes. 'How the hell would I know? I'm here at the office 24/7. I haven't seen my house for the last eight months. It's raining outside? I thought it was still July... It's 1998?!?'



### BILL DONOHUE

[bdonohue@ultragg.com](mailto:bdonohue@ultragg.com)

'Hell, no! It doesn't bother me a bit!' says Managing Editor Bill Donohue. 'Heck, I like rain so much, that we're taking a little drive in it now. Nothing much... just a little trip to the store and back. Gotta pick up some cat food and other essentials. Hey! Wait a minute... Genghis can't drive... AAAIIIEEEEE!'



### SCREAMIN' CRAYONS

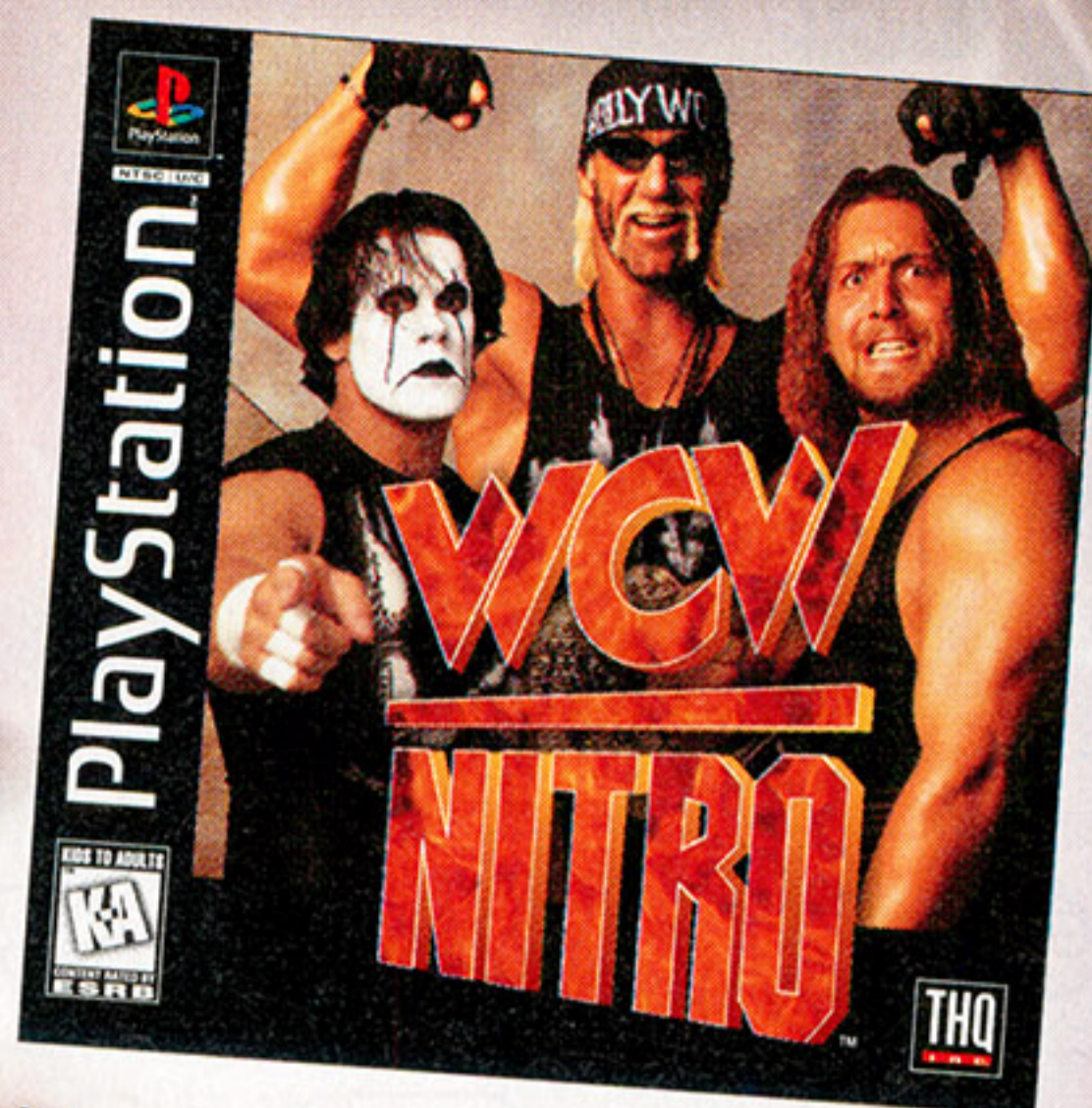
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'We would like to refute, once and for all, any allegations concerning our mental health,' intones the Art Staff. 'Any slanderous remarks will be prosecuted to the full extent of the law, and honk, blat, tweet, wakka-wakka, so there!'

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# ON THE DISC

**N**o matter how good a videogame magazine may be, there are some things that you just can't get from print. We can show you the pictures of the games, but it's impossible for us to let you play the game for yourself, or even see the game in motion. Enter the **ULTRA gameplayers** Disc Edition. On the disc, which works with both Apple Macintosh and PC compatibles, you'll find movies of all the newest, hottest console games, as well as playable demos of the biggest PC and Mac titles.



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• SHINING FORCE 3 • MYSTICAL NINJA  
• FIGHTERS DESTINY

## SCREEN SAVERS

### DEAD OR ALIVE

PlayStation's sexiest brawler visits your computer screen courtesy of a UGP exclusive Screen Saver.

### PANDEMONIUM 2

Nikki and Fargus are ready to cause trouble in this desktop showcase.

## MAC DEMOS

### QUAKE

MacSoft's action packed, first person shooter still rules supreme on the Mac

### SETTLERS

A boat load of Romans are stranded on an island. What to do? Well, settle it, of course!

### DEADLOCK

The planet conquest sim that stormed PCs finally makes it's way to the Mac courtesy of MacSoft.

## PC DEMOS

### SANITARIUM

Just try to escape from this macabre prison for the insane brought to you by ASC Games.

### DEADLOCK 2

Conquer alien planets and civilizations in the sequel to last year's world building sim, *Deadlock*.

### F1 RACING

UBisoft delivers F1 action to your PC with this great racing sim.

### GRAND THEFT AUTO

Steal a car, waste some cops, gun down a snitch and race your way to the top of the crime ladder in this mature-rated action game.

### JACK NICKLAUS 5

Golf fanatics, rejoice! There's a new version of Jack Nicklaus golf in town and now there's no excuse to not hit the links during the dead of winter.

### PANDEMONIUM

Jump back in the saddle with Fargus in a psychedelic, side scrolling sequel.

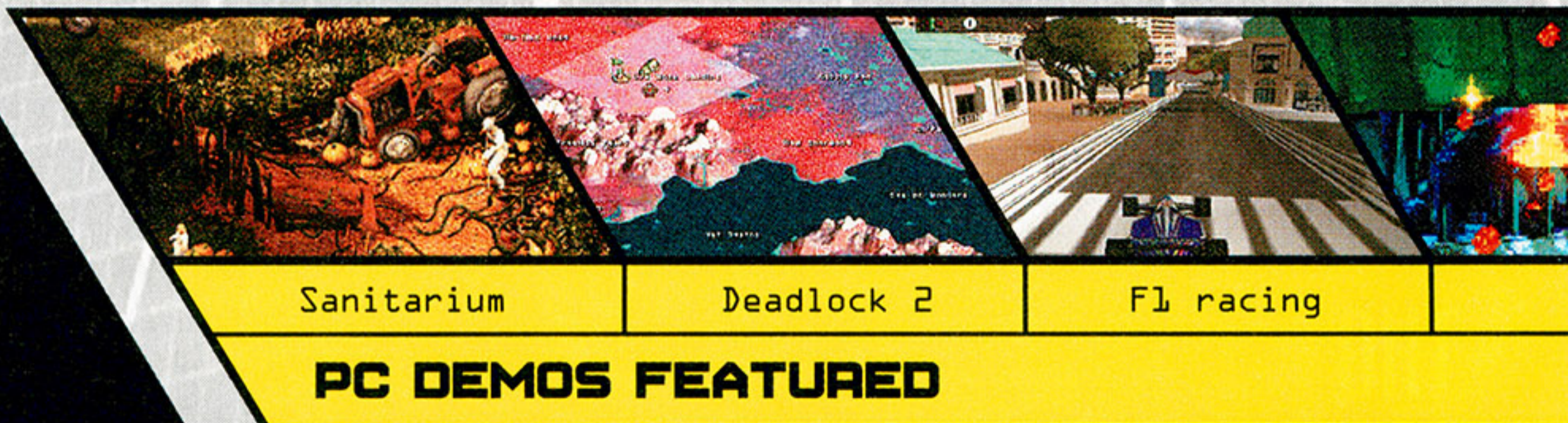


Quake

Settlers II

Deadlock

**MAC DEMOS**



Sanitarium

Deadlock 2

F1 racing

**PC DEMOS FEATURED**

## QUESTIONS?

I don't have access to the Internet, but I've got a problem with the Disc Edition. Please write: New Media Group • c/o Imagine Media • 150 North Hill Drive. Brisbane, CA 94005 • (415) 468-2500



# MOVIES:

## DEAD OR ALIVE



Yeah, we know it sounds like a Western. It doesn't play like one, though...

## MYSTICAL NINJA



You won't believe what goes on in this import action/RPG!

## YOSHI'S STORY



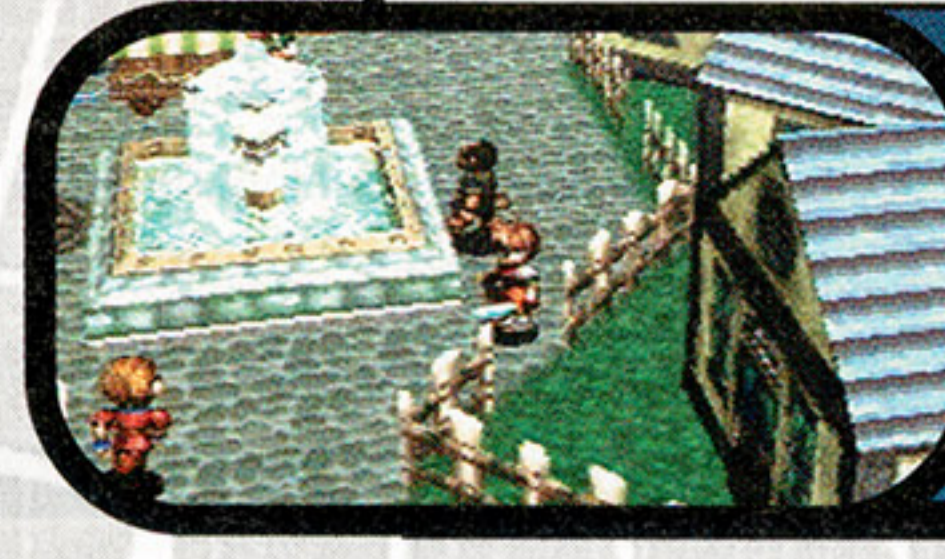
Yes, he's cute. Way too cute. You could get diabetes from this.

## WINTER HEAT



Now you can have the Olympics on your game console, too. Joy...

## SHINING FORCE 3



No, this game is not about a cleaning service...

## VIDEOGAME MOVIES

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

- Fighter's Destiny
- Mystical Ninja
- Yoshi's Story
- Winter Heat
- Shining Force 3
- Gran Turismo
- Skullmonkeys
- Reboot
- Cardinal Syn
- Ninja

## INSTALLATION

### MACINTOSH INSTALLATION:

1. Insert the ULTRA disc into your CD-ROM drive.
2. Double-click on the ULTRA icon.
3. Double click on "Start UGP."
4. You're on your way to gaming heaven.

### PC INSTALLATION:

1. Insert the ULTRA disc into your CD-ROM drive.
2. Open 'My Computer'.
3. Double-click on your CD-ROM drive; usually noted as Drive D.
4. Double-click on 'Start95.'
5. Now experience the glory of demos and movies a go-go!



Pandemonium 2

Grand Theft Auto

# TOPICS

## SEGA'S NEW MACHINE GETS

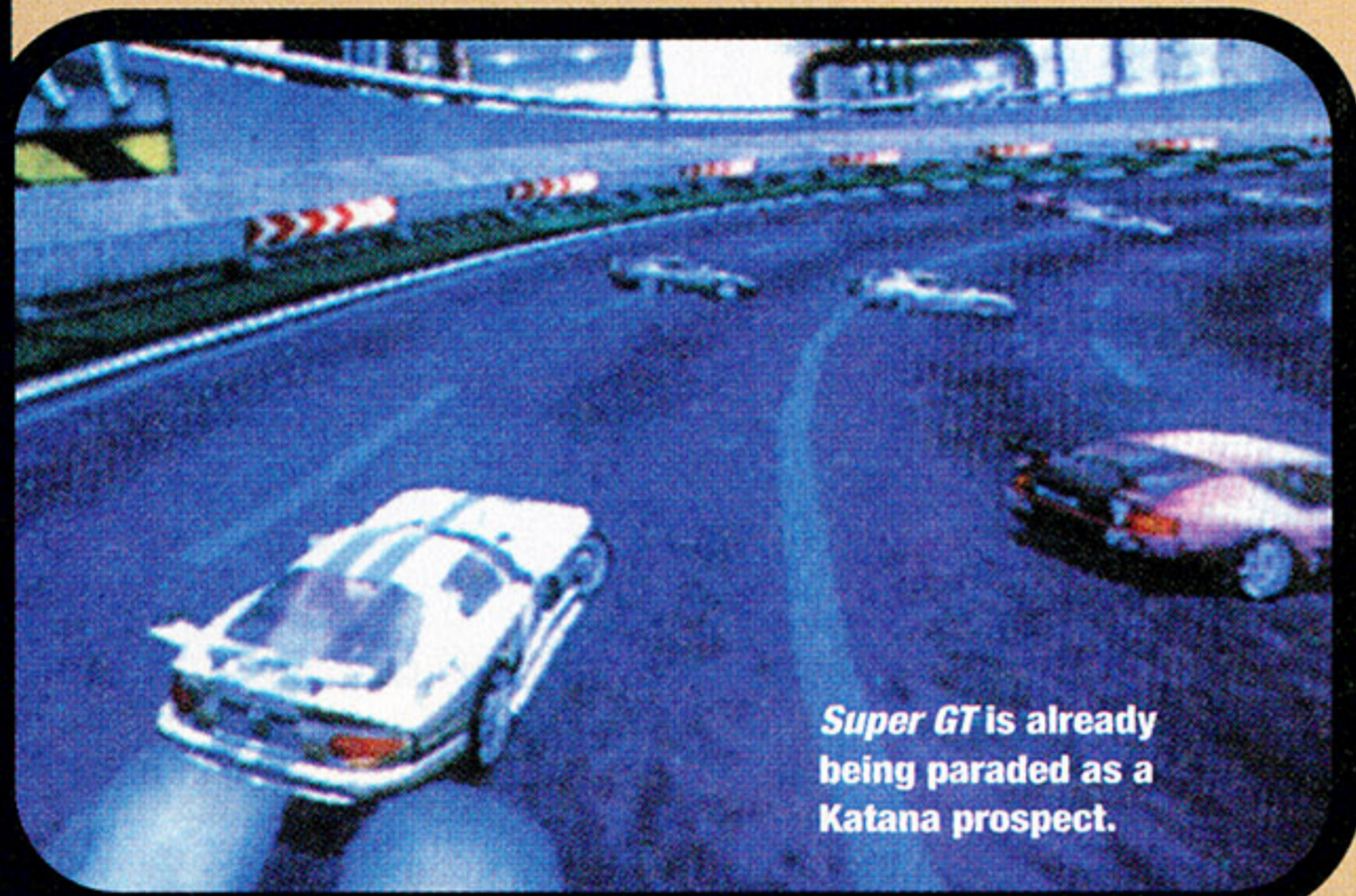
## A NEW NAME & MORE

It's a bird... it's a plane...  
It's a freaking  
pterodactyl!!!



**W**hile it was always known that the Dural moniker was simply for internal reference, a new name has surfaced for the system in the form of 'Katana'. For those who don't know, a Katana is an extremely sharp, but short, Japanese sword typically carried by warriors. It's still unclear whether or not this will be the final name for the system, but more than one source has intimated that it will be.

On another Katana note, sources within the development community have indicated that NEC and PowerVR are taking a far larger role in the system's support than originally anticipated. In addition to providing the 3D hardware for the system, PowerVR is working closely to support developers who are interested in working on the new console and is even said to be actively soliciting developers to begin working with kits. Already several PowerVR native PC titles are being converted to the new console and much of the actual conversion process is being handled by PowerVR itself. Among the titles already running on ARC1 development



Super GT is already being paraded as a Katana prospect.

It may sound unreal, but Unreal is already running on an ARC1 development board.

boards in NEC's offices are Shiny's secretive *Sacrifice* and Epic Megagames' *Unreal*. But why is PowerVR going through all of this effort? Wasn't it just supposed to be a hardware partner that provides chips? The answer is 'yes' and 'no'.

Sources have also indicated that there will be a number of different Katana boxes from a variety of manufacturers (of which Sega will be the main one). In Japan, for example, there will at least be a Sega Katana and an NEC Katana. Two different boxes with the same hardware inside. There is also the possibility of other manufacturers (such as Hitachi) jumping into the hardware wars in this fashion. This move is similar to what Sega did with JVC's Saturn in Japan, but on a much larger scale. Additionally, revenue derived from licensing of third party games is reportedly going to be split among hardware partners. This distinction makes this new console more of a 'joint' venture between NEC and Sega than just another new platform.

As previously reported, Sega Japan is still hard at work on a number of titles for the unit including a new version of *Daytona*. While there are rumors that some Model 3 games won't get the Katana treatment, one of the demos being shown to prospective developers is an amazing version of *Super GT*.

The new unit is still expected to have a worldwide release late in Q4 '98.

Is the Virtua Fighter gang headed for the Katana? Only time will tell...



## NEWS FEED

Despite the fact that it still maintains that the unit will not be a 'games' machine, Matsushita showed the M2 again at the Digitalworld Expo in Japan. There were a few games shown along side business applications and utilities. • Eidos will be publishing *Final Fantasy VII* for PC when it comes out in the middle of 1998. The PC version of the game will feature support for 3Dfx cards. • Heavy losses, development delays and disappointing sales have forced GameTek to file for reorganization under Chapter 11 of the Bankruptcy Code. The company recently sold off its

rights to the Nintendo 64 versions of *Wheel of Fortune* and *Jeopardy*. • Sega is releasing a new Model 3-based racer built around the Harley Davidson motorcycle license. The game is said to have some massive jumping elements and secrets much like *San Francisco Rush*. • Fox Interactive will be launching a new sports division. Among the first titles to appear under the Fox Sports moniker will be a number of sports games from Gremlin's Actua sports series. Traditionally these titles have been published in the US by Interplay, but this is no longer the case. • In 1997,

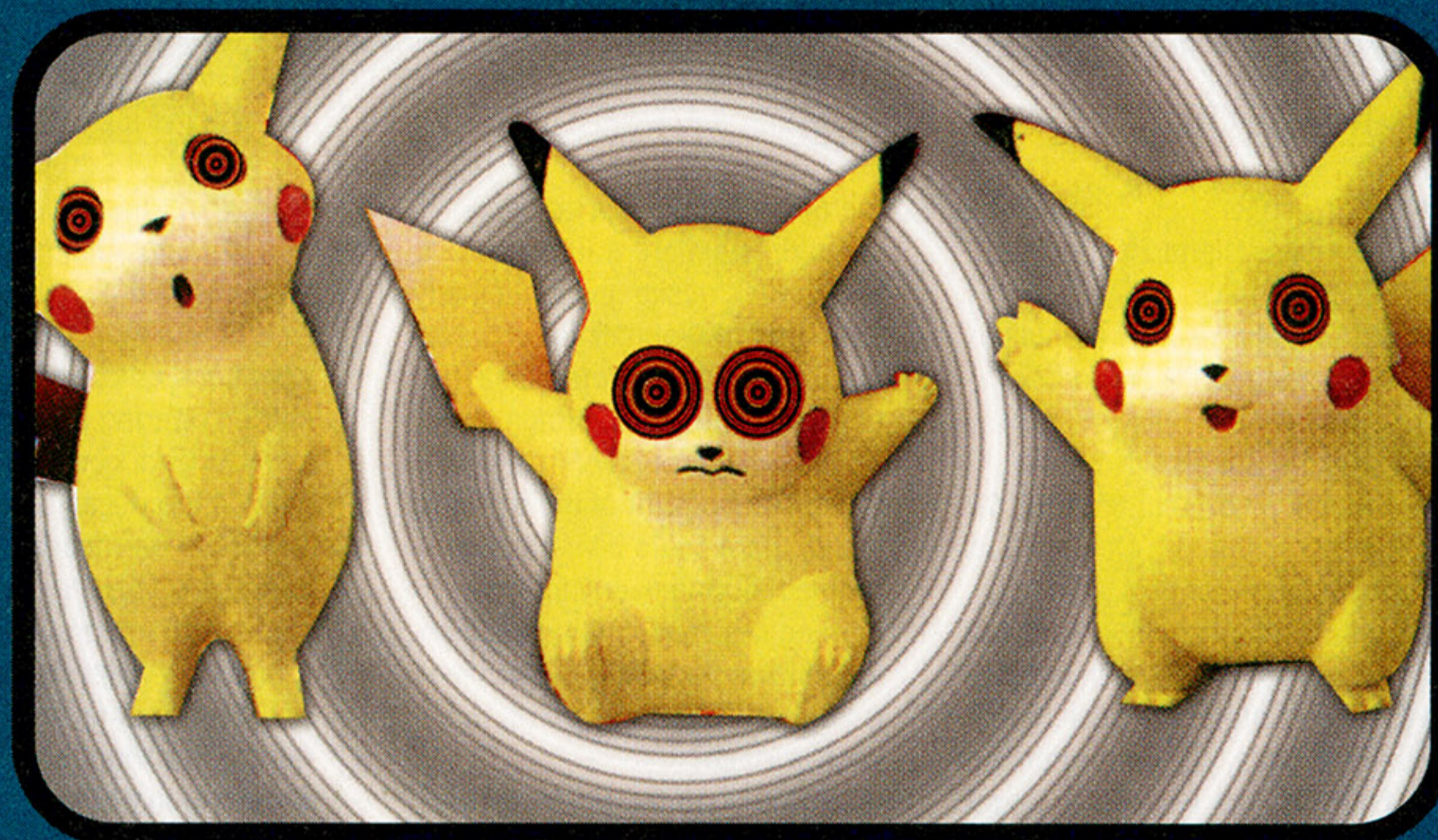
continued on pg 15

# WARNING: POCKET MONSTERS MAY CAUSE EPILEPTIC FITS

**T**housands of Japanese children were rushed to the hospital recently following the airing of the Pokemon cartoon (which is one of the cartoons based on Nintendo's *Pocket Monster* games). Over one hundred children were affected so badly that they needed to remain in the hospital overnight to recover.

Most children reportedly said they felt sick and had vision problems after seeing Pikachu, one of the most popular characters, flash its eyes during the cartoon. More serious symptoms included children losing control of their motor functions and losing all sense of balance. According to the reports, the show featured a scene where an explosion was used to destroy a computer virus. Said explosion was followed by the flashing of a red light for five seconds.

Doctors consulted about the matter have indicated that the cartoon may have triggered a photosensitive epileptic effect. 'Bright flashes of light and color from a television screen could possibly trigger a phenomenon known as television epilepsy. The seizures, albeit unpleasant, are not dangerous and spontaneous recovery is the norm. But parents should be aware of possible side effects of watching programs featuring bright flashing lights... The networks should definitely think of issuing a health



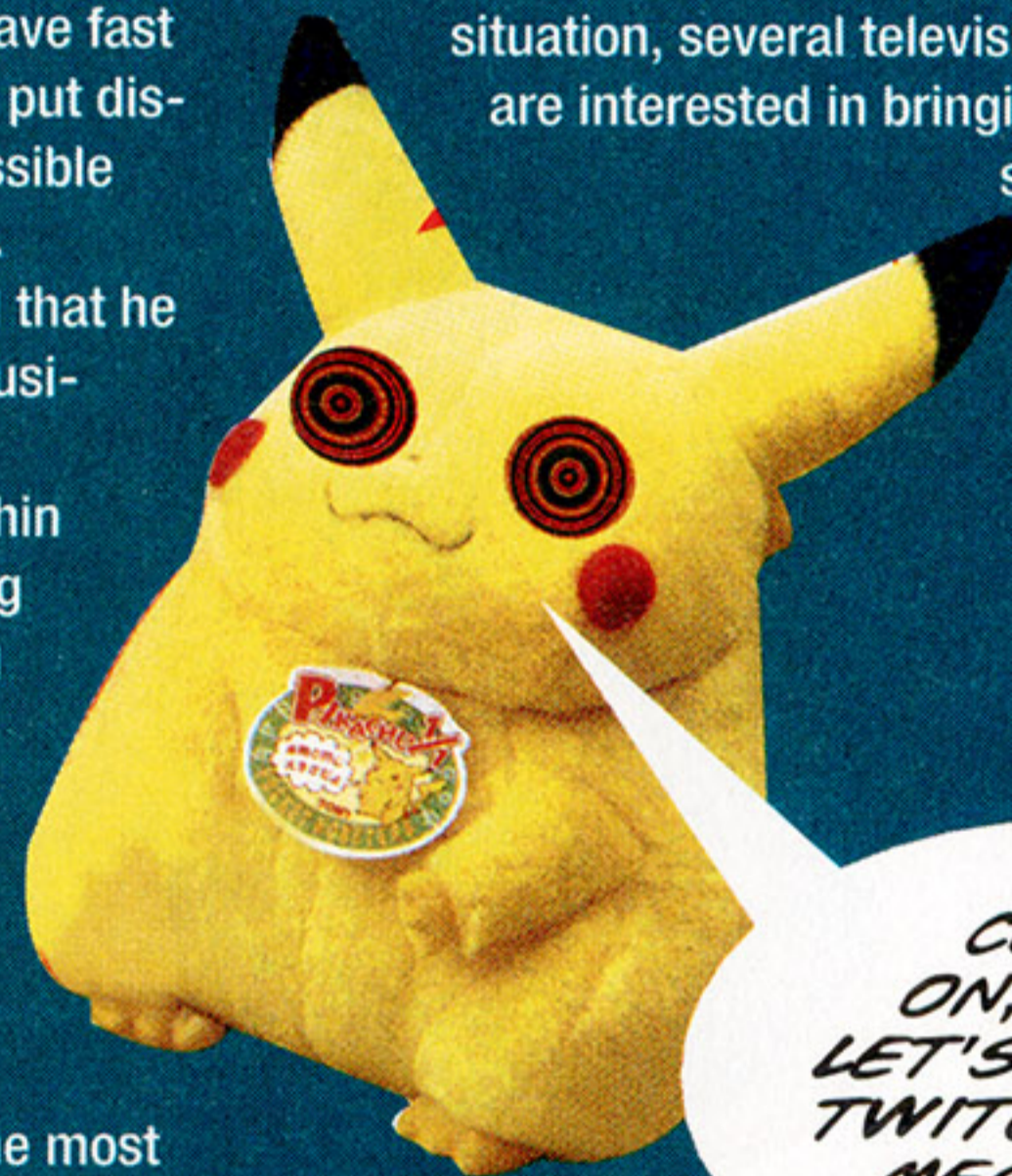
Keep an eye out for these cute little guys. They've been known to rearrange your nervous system...

warning beforehand,' said Dr. Yukio Fukuyama, an expert on juvenile epilepsy. It is exactly for this reason that most videogames that have fast moving lights or other such stimuli often put disclaimers in their manuals warning of possible seizures that can affect closet epileptics.

While a spokesperson for NCL said that he didn't expect the event to affect future business practices, traders on the Nikkei exchange were less than convinced. Within minutes of the exchange opening, trading was frozen for fear of a crash. According to one analyst Ultra Game Players spoke to, even though Nintendo didn't produce the cartoon, the fact that the event has attracted so much attention from the press and its association with Nintendo, stockholders are quite leery.

The cartoon is the most popular television show in Japan during the timeslot in which it airs (Tuesday nights at 6:30PM).

It is estimated that over five million viewers watch the cartoon each week. Despite the situation, several television companies are interested in bringing the popular series to the US airwaves some time this summer.



COME ON, KIDS, LET'S DO THE TWITCH... UH, I MEAN, THE TWIST!



Nintendo is leery of the *Pocket Monster* cartoon.

NEWS FEED continued from pg 14

revenue from videogames topped more than \$5 billion. The coming year is projected by numerous research firms to eclipse even this amazing figure. • According to PC Data and Softrends, two major PC software sales measuring devices, *Riven* has become the best selling PC game for the month of November. Whether or not the sequel to *Myst* can keep up with its older coun-

terpart in terms of longevity of sales remains to be seen. • The much ballyhooed *Heart of Darkness* has resurfaced as the result of its sale from Virgin to Infogrames. A PC version and PlayStation version are still very much alive. The game was originally slated to be a Saturn exclusive however there has been no mention of that eagerly anticipated version. • Lara Croft will be

showing up in a future episode of the comic book *Witchblade*. Available only through mail order and the World Wide Web, the crossover comic will cost \$2.95. Ads for the comic will appeared in November and December Top Cow comics as well as *Tomb Raider 2* packaging. • PlayStation owners will be seeing an expansion pack for Westwood's *Red Alert*. The new pack

continued on pg 16

# OPTIONS

## NEW! RATING KEY

● ULTRA	★★★★★
● PREMIUM	★★★★
● STANDARD	★★★
● DEFICIENT	★★
● DOOMED	★

- RATING ★★★★★
- PRODUCT: Gamestick 14
- COMPANY: CH Products
- SYSTEM: PC
- PRICE: \$99.95

**P**C joysticks seem as prolific as Princess Diana TV specials, but ULTRA GP have always been partial to two brands in particular, Thrustmaster and CH Products.

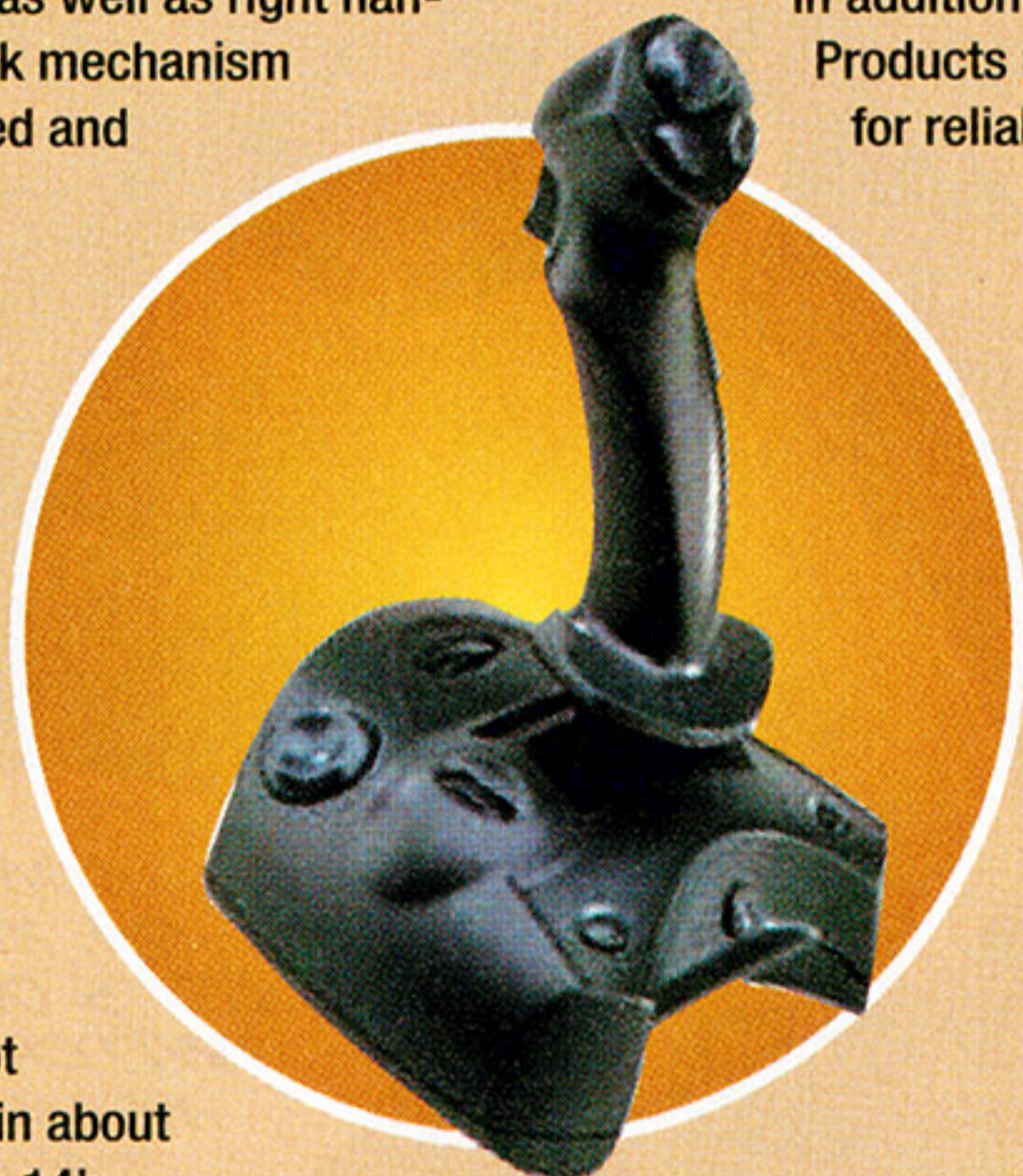
The latest joystick from CH Products, the Gamestick 14 is a multi-function unit that features CH Products' traditional high build quality and a number of desirable features. The unit has two push buttons on the base, two push buttons on the face plate of the stick, two directional pads, a slide throttle and trim controls. The ergonomic handle also has a 4-way switch, a trigger, and an under trigger button.

Overall, the Gamestick 14 fits the hand nicely and the design of the unit allows for use by left handed gamers as well as right handed. The joystick mechanism is nicely weighted and the stick moves smoothly with just the right resistance. Although some of the button shapes seem a bit odd for odds sake, they all move with a nice positive action.

There's not much to complain about in the Gamestick 14's design, but the four-way switch on

top of the handle is a bit oddly shaped. The more traditional four-way switch design evident on any of a number of flightsticks probably would have been preferable. The base of the unit also brings up another minor point of irritation. Since the footprint of the unit is so small, there could be a balance problem during overly intense gaming sessions. Pulling back on the stick in particular causes the front of the unit to tip up off the desk surface.

Although the MSRP for the Gamestick 14 is \$99.95, CH Products expects the street price of the unit to be in the \$65 to \$70 range. At that price, the Gamestick 14 offers a lot of features and functionality in addition to CH Products reputation for reliability.



- RATING: ★★★★★
- PRODUCT: Barracuda
- COMPANY: InterAct Accessories
- SYSTEM: PlayStation
- PRICE: \$29.95

**W**ith the release of Sony's Dual Analog Controller, it figures that it wouldn't take long before third party peripheral companies started offering their lower priced, options-laden alternatives.

The Barracuda, from InterAct, offers the dual sticks with integrated button functions, digital directional pad, four buttons on the face, and a four shoulder button setup of Sony's latest in a more stylish and ergonomic layout. In addition, the Barracuda offers slow motion, auto fire, an axis swap switch for the analog sticks, and programmability. The program function is especially nice in that the controller retains button settings even when the power is turned off.

In terms of functionality, the Barracuda is mostly hits with a few misses. The analog sticks offer just the right amount of resistance and the oversized buttons utilized for the four-button diamond configuration on the face of the unit are a nice touch. The digital directional pad is the more traditional disc pad rather than the standard PlayStation Controller's button configuration. Since we've yet to meet anyone who loves the standard units control pad, the Barracuda's directional pad can only be considered an improvement.

The only really questionable



aspect of the Barracuda's design is the four shoulder buttons that are now arranged as large flat buttons on the back of the unit. The layout works well enough, but players used to having the buttons on top of the unit might not like the new set up. In addition, these buttons on our unit had a tendency to stick if the buttons weren't depressed near their centers. The unit itself is a bit large and it sits nicely in the average player's hand with all controls within reach, but small children might have a little trouble reaching some buttons.

Despite a few minuses, the Barracuda offers a lot of functionality and features at a very attractive price point. The only real question before buying is whether the unit's layout suits the taste of the user.

## NEWS FEED continued from pg 15

will combine missions from both *Aftermath* and *Counterstrike* and will require the original disc to be played when it is released early this summer. • Nintendo's *GoldenEye 007* went platinum in December selling more than a million copies since it was launched. *GoldenEye* joins four other Nintendo 64 titles who have this distinction. • Creative Labs, makers of the Soundblaster PC soundcard line, has acquired chipset competitor Ensoniq. • Sony claimed that over one million PlayStations were sold in the month of November in the North American market. • Koei has confirmed that it is working on developing

at least one Nintendo 64 title though it has refused to shed any light on what sort of title it will be. • The proposed merger between Microprose and GT Interactive completely collapsed at the last minute. Microprose's stock was hardest hit following the announcement of the dissolved merger and the prediction that it would lose \$7 to \$10 million in its fourth quarter due to focusing on merger activities. • ASC Games has acquired the publishing rights to DMA Design's controversial *Grand Theft Auto*. The game is slated for both PlayStation and PC release towards the middle of 1998. • This Christmas,

continued on pg 17



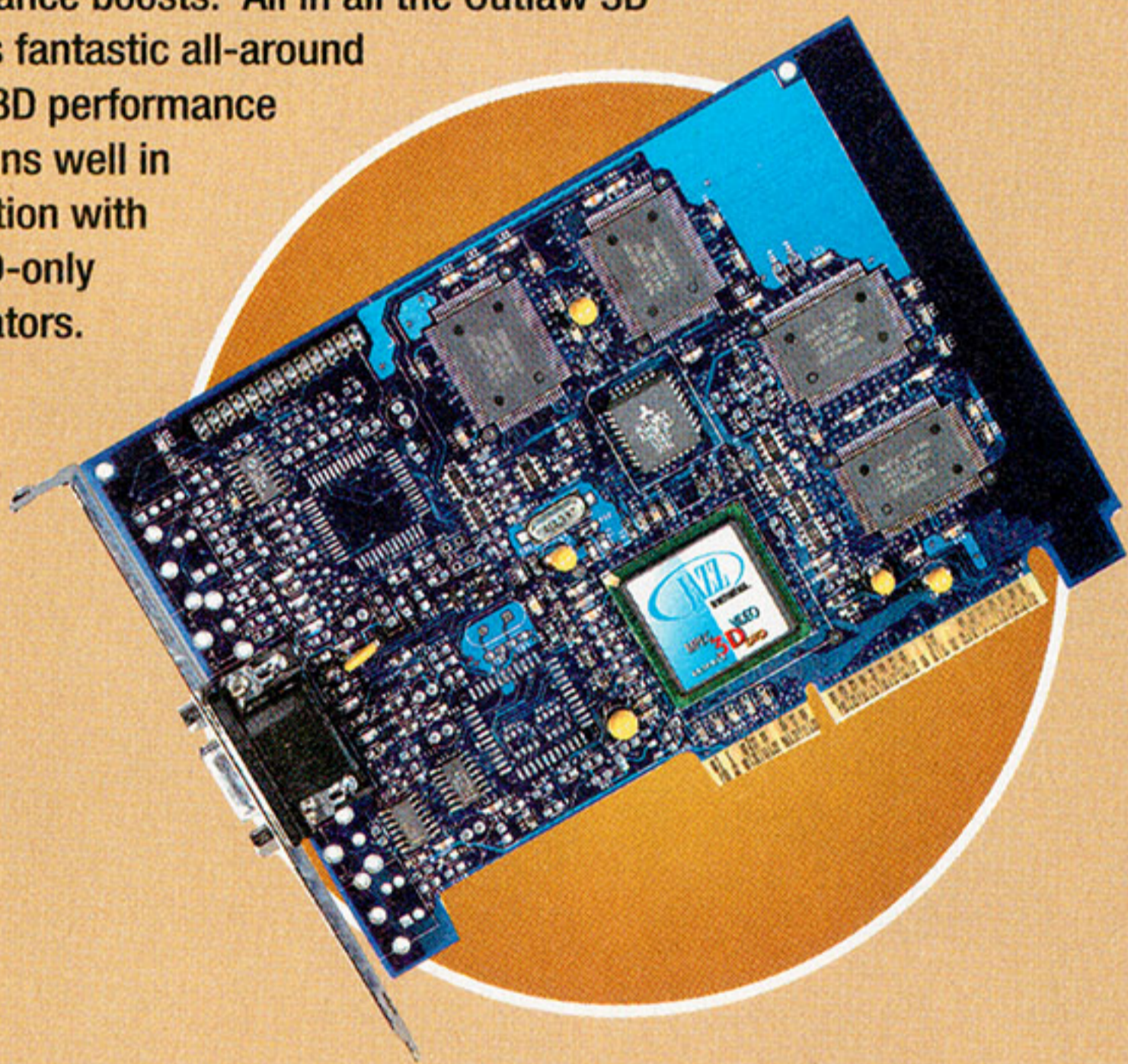
- RATING: ★★★★★
- PRODUCT: Outlaw 3D
- COMPANY: Jazz Multimedia
- SYSTEM: PC
- PRICE: \$149.95

**B**ased upon the second generation of Rendition's Verite technology, Jazz Multimedia's Outlaw 3D makes good use of the V2200 chipset. While this board wasn't released as soon as Jazz would have liked, the wait was well worth it. The board itself acts as both a 2D card (replacing your current Windows video card) and an excellent 3D card offering Direct 3D performance that is currently only exceeded by more expensive Riva 128 solutions (which are a bit more costly to begin with).

3D features for the board include bilinear filtering, fogging, alpha blending, specular highlighting and trilinear filtering (via double pass rendering). The newest VQuake 2 version looks outstanding when compared to its competitors cards, especially when you consider how inexpensive it is. Acclaim's *Forsaken* clicks along at more than 45 frames per second on a Pentium 200MMX using the Direct3D abilities of the Outlaw 3D. If you think your Nintendo 64 looks good, you ain't seen nothing yet.

Like all Rendition Verite-based products, the Outlaw 3D will accelerate any games that take advantage of Rendition's RRedline API as well as Direct3D (e.g. Jedi Knight) and OpenGL games (e.g. Quake 2). Some publishers doing RRedline specific games (which run best on this hardware) include Virgin, Sierra and even Psygnosis.

The future looks equally bright given that the board's advanced RISC engine can also be upgraded with new BIOS information. Such upgrades should offer even better performance boosts. All in all the Outlaw 3D provides fantastic all-around 2D and 3D performance and it runs well in conjunction with other 3D-only accelerators.



NEWS FEED continued from pg 16

*Ultima Online* was decked out for the holidays. An online Santa brought adventures different presents based upon a player's notoriety. Origin also managed to make it snow in the incredibly detailed online world so all players were ensured a white Christmas. • Nintendo has dropped price on seven older games to less than \$40 each. The move is aimed at trying to further reduce the price advantage that Sony offers on many of its games. • Daydream, the developer of a PC title called *Safecracker*, has bought back the rights to its own game from GT Interactive.

# DRAGON BALL Z

THE EXCITING CONCLUSION TO THE VEGETA SAGA  
AND A NEW BEGINNING!

## SHOWDOWN

Dragon Ball Z - Showdown (Vol. 8)

Goku's battle with Vegeta rages on with Vegeta gaining the upper hand despite the return of Krillin, Gohan and Yajirobe to the battle.

## DEPARTURE

Dragon Ball Z - Departure (Vol. 9)

The battle against Vegeta finally concludes thanks to the teamwork and supreme effort from the Earth's Special Forces and Goku. Then, a new quest is announced!

VHS Dubbed  
approx. 65 min each



**DRAGON BALL Z IS THE TOP RATED  
WEEKLY SYNDICATED KIDS' SHOW  
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ON THE SABAN KID'S NETWORK.**

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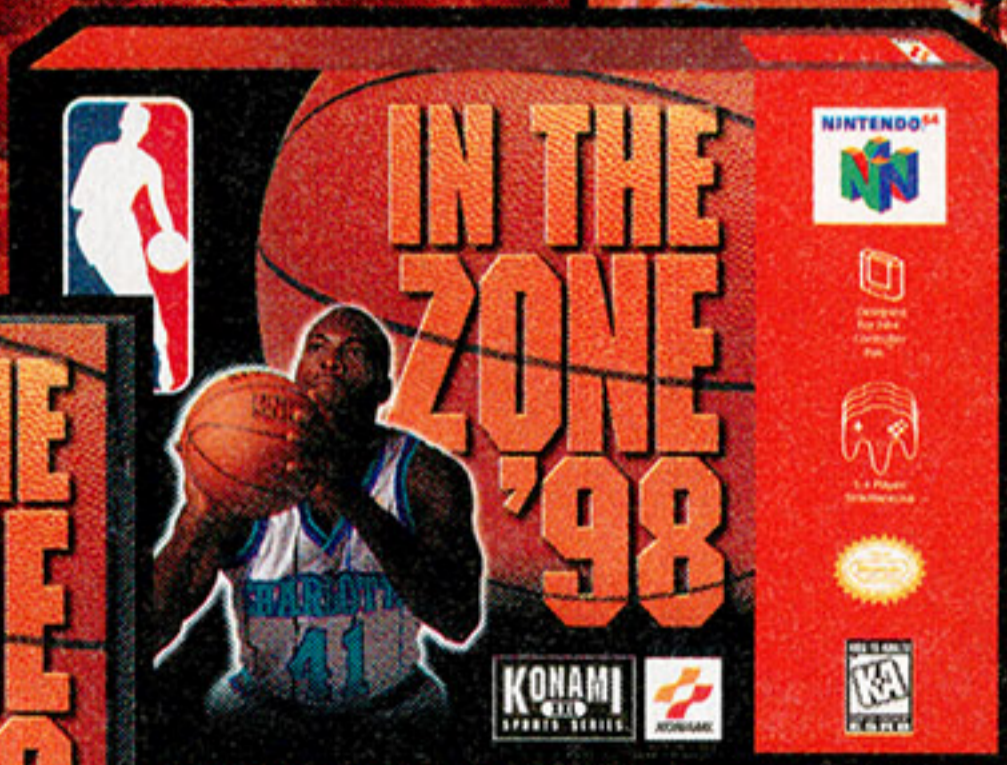


GLEN RICE, CHARLOTTE HORNETS

# KONAMI XXL SPORTS SERIES™

I'd go to the schoolyard  
and shoot 'til it got dark.  
And then I'd keep shooting.  
So I can make this shot  
with my eyes closed.

But now, my hands  
are your hands.  
Drain it.



1-900-896-HINT (4468) [www.konami.com](http://www.konami.com) • \$0.85 per minute charge. \$1.15 per minute support from a game counselor. Touch tone phone required. Minors must have parental permission before dialing. Hints are available 24 hours a day. Live support Monday-Friday 8:30am to 5:00pm CST only. Prices and availability subject to change. U.S. accessibility only. The NBA and individual NBA Team identification used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective member teams may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. © 1997 NBA Properties, Inc. All Rights Reserved. The ratings icon is a trademark of the Interactive Digital Software Association. PlayStation™ and the PlayStation™ logos are trademarks of Sony Computer Entertainment Inc. Nintendo 64 and the 3-D "N" logo are trademarks of Nintendo of America. © Nintendo of America, Inc. KONAMI SPORTS SERIES™ is a trademark of Konami of America, Inc. Konami is a registered trademark of Konami Co., Ltd. © 1997 Konami of America, Inc. All Rights Reserved.



# TEKKEN 3

**T**EKKEN 3 IS FINALLY HERE. WELL, NEARLY. AT TIME OF GOING TO PRESS, NAMCO US WAS SHOOTING FOR A MAY RELEASE, WHICH ISN'T ALL THAT FAR AWAY. TEKKEN 3 ON PLAYSTATION, LIKE TEKKEN 2 BEFORE IT, IS ACTUALLY BETTER THAN THE ARCADE VERSION IT EMULATES. NOT ONLY DOES IT LOOK ALMOST IDENTICAL, BUT NAMCO IS BUILDING TONS OF EXTRA FEATURES. READ ON AND ENJOY.

## THE KING OF IRON FIST TOURNAMENT 3

**U**nlike many games of this ilk, *Tekken* actually has a semblance of a plot, so here follows the official version of the *Tekken 3* storyline. It's creepy, it features family feuds and romance, and could have been written by the Young and the Restless team.

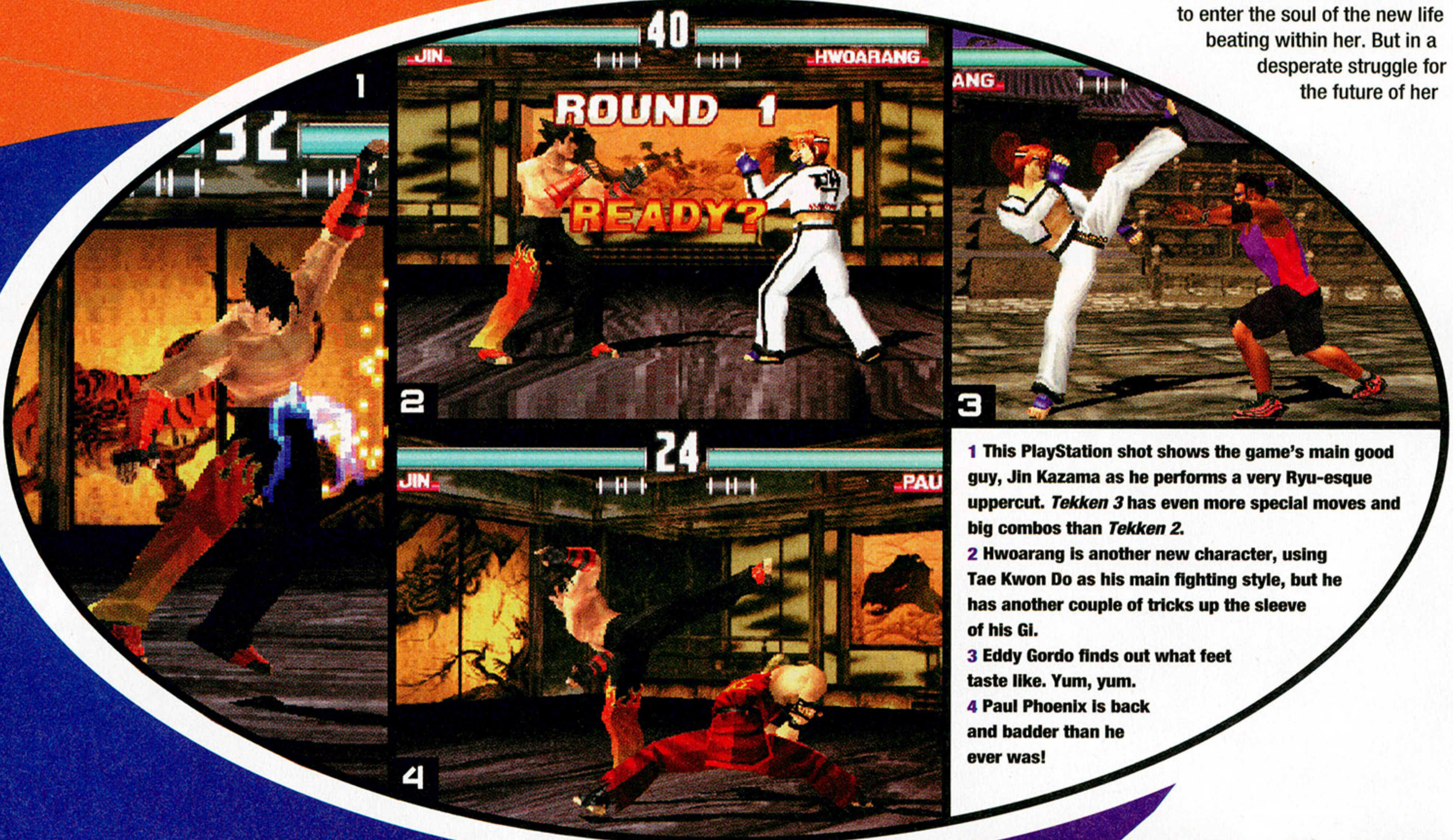
The King of Iron Fist Tournament 2 draws to a close. Jun Kazama comes to the stunning realization that Kazuya's supernatural strength stems from Devil. But she cannot help being drawn to him, propelled by a mystic force

beyond her control.

Several days later, the final challenger arrives to face Kazuya, the organizer of the King of Iron Fist Tournament 2. In a reprise of the first *Tekken* Tournament, the father and son clash in a cursed blood battle.

Eventually, Heihachi emerges scarred, but victorious to regain control of the immense Mishima Conglomerate. Unaware of Devil's presence, Heihachi casts the lifeless Kazuya into a fiery volcano.

As Kazuya's body burns, the Devil appears before the pregnant Jun Kazama in a bid to enter the soul of the new life beating within her. But in a desperate struggle for the future of her



**1** This PlayStation shot shows the game's main good guy, Jin Kazama as he performs a very Ryu-esque uppercut. *Tekken 3* has even more special moves and big combos than *Tekken 2*.

**2** Hwoarang is another new character, using Tae Kwon Do as his main fighting style, but he has another couple of tricks up the sleeve of his Gi.

**3** Eddy Gordo finds out what feet taste like. Yum, yum.

**4** Paul Phoenix is back and badder than he ever was!

child, Jun defeats Devil and retires to desolate Yakushima so as to raise Kazuya's son, Jin, alone.

Having regained control of the Mishima Conglomerate, Heihachi sets about to further increase his powers. He embarks on a crusade to win the trust of world leaders by putting wars and conflicts to rest. Using his immeasurable wealth, he forms Tekkenshu, a mercenary group employed to quell conflicts efficiently. He also takes a strong interest in the well being of developing nations by helping them build agricultural systems that will sustain them.

Through Heihachi's efforts, the world appears to be regaining peace. Around fifteen years have passed and Jin Kazama is now 15 years old.

Under Heihachi's orders, the Tekkenshu are excavating a Central American archeological site when they discover a mysterious life form. Heihachi orders the creature's capture, but loses contact with the Tekkenshu after a garbled radio message, '... they are all dead... Toshin (Fighting God)?!...'

Upon arriving at the dig, Heihachi finds a field of corpses. Heihachi is wracked by sorrow, but also realizes that the power of the mysterious life form could be the key to his long dormant dream of world domination. To obtain this mysterious power of Toshin, and the world, Heihachi tempts the fates once again...

Within weeks, strange disappearances occur throughout the world. Persons of strong soul, masters of martial arts and other derivative fighting disciplines are reported missing, with no knowledge of their whereabouts.

Jun Kazama instinctively picks up on the dark power encroaching on her life.

She has no understanding of what it is, but senses that she has become a target. Accepting her destiny, she tells Jin everything she knows of their haunted past to prepare him for the fateful day she now feels is imminent. She tells Jin to go to his grandfather Heihachi if anything happens to her.

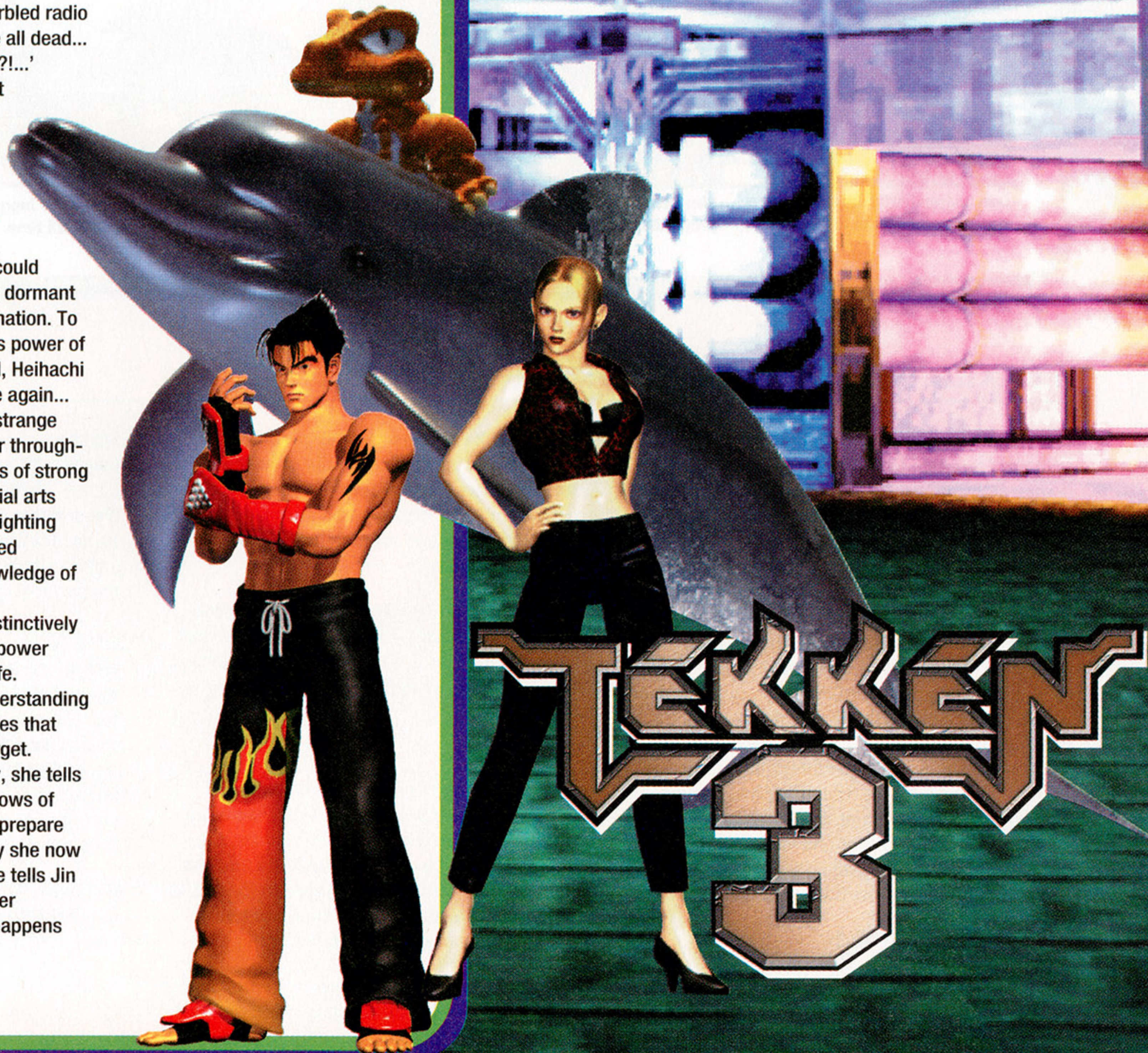
Her intuition proves right on a cold, stormy night. Toshin comes to the mountains bringing a chilling, swirling wind. 'Run away!' cries Jun. But against his mother's pleas, Jin opts to face Toshin and is knocked unconscious.

When Jin awakens, the house and everything around it is burned to the ground. Jin searches frantically for his mother, but she is nowhere to be found. Jun has died at Toshin's hands.

Honoring her instructions, Jin goes to Heihachi and begs to be trained in order exact revenge. Heihachi, hearing Jin's tale, is convinced that Toshin is after the souls of powerful fighters. To attract Toshin, Heihachi decides to host the King of Iron Fist Tournament 3.

Four years later, on Jin Kazama's 19th birthday, the curtains rise for the King of Iron Fist Tournament 3.

Look, Namco came up with this, not us.



## GON WITH THE WIND

Meet Gon. He's the only revealed secret character in *Tekken 3*. This cute little dinosaur may look like a super-deformed version of Roger (the dinosaur, not our illustrious reviews editor), but he is, in fact, a character from a Japanese comic book, unique in that it features no dialog. Quite why he's been included in the game is a bit of a mystery, especially since the rest of *Tekken 3* is super-serious, but we can't complain about freebies, can we?

Gon is actually something of a tough guy, with fire-breathing abilities and a pretty hefty uppercut. At this point, Namco hasn't decided if Gon will be selectable from the outset, or a hidden secret, but our money is on hidden secret.

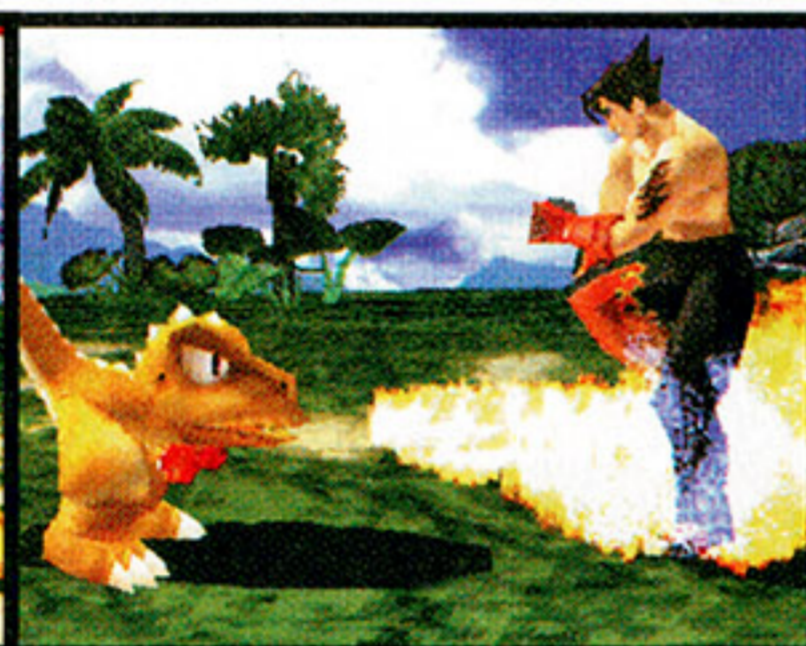
We bet you'll have to defeat the game in some horribly difficult way to make Gon selectable.



Hi there . My name is Gon. I'm going to kick your ass. And yes, I know I'm only little and orange.



Gon is apparently something of a bad-ass and seems to be winning.



Fire-breathing takes the place of projectile moves. Hot stuff.



Gon's big feet ensure accurate targeting of fallen enemies.



Perhaps the biggest juggling move of all time.



## MOTION CAPTURE

One of the reasons that *Tekken 3* looks so realistic is that the animation is copied exactly from real life and in three dimensions. The process is a long established one, known as motion capture. A human (a professional martial artist in this case) is fitted with sensors and mimics the actions required in a blue screen environment. A computer, attached to laser sensors, tracks his movements and applies the data to polygonal skeletons. The computer actually 'sees' the 3D movements of the sensors and it's then up to the animators to apply the 3D movements to the finished characters.

In the case of *Tekken 3*, the skeletons can be changed around to suit the shape and size of any new character. Weight and momentum can be applied after the fact, to give the illusion that a character is bigger, heavier or even a different sex. Fortunately though, Namco did see fit to use both men and women for extra realism, so no *Crying Game* scenarios unfold at the outro stage.

This process has been tweaked and refined over the years, and *Tekken 3* shows it off beautifully. Lots of games use the technique (including *Turok*, *NBA Live '98* and *Tobal* to name just a few), but few apply the technique to two fighters at

once. This means that throws and impacts between characters look more realistic and painful.

As 3D games become the norm rather than the exception, motion captured figures will become increasingly important. Namco is already using its motion capture studio for projects other than games, including a couple of feature length, computer-animated movies. Although the data taken from the human characters reflects human abilities, it can also be tweaked and applied to the non-human characters, like Kuma or Roger.



## TEKKEN VS VIRTUA FIGHTER

One of the longest running arguments among gamers is the superiority of their favorite fighting games. Only the Genesis VS Super NES debate provoked stronger feelings. The *Tekken* camp is convinced that their game is superior to *Virtua Fighter* and the arguments rage non-stop.

The most common argument presented by the *Virtua Fighter* camp is that *Virtua Fighter* is more realistic and more subtle. Since I, the writer of this piece, have played both games non-stop for years, I have to say that I can't see why. Sure, *Virtua Fighter* uses range and height (in *VF 3*) to differentiate the effects of the same move, but it doesn't make that much of a difference. So, to redress the balance of my biased opinion, I talked to old-school Ultra Game Players editor and *Virtua Fighter* aficionado, Patrick Baggatta. This is what he had to say:

### ON CHARACTERS

**FRANK:** 'Not only does *Tekken* have more characters, but the characters

themselves have more charisma, more backstory and more personality than those found in *Virtua Fighter*. There is a reason for each one to fight, which helps enormously in one player mode and creates impetus to complete the game.'

**PATRICK:** 'The *Tekken 3* characters are too contemporary. Yu Suzuki (The *Virtua Fighter* creator) paid more attention to classically relevant fighters. Namco makes an attempt to appeal to what is relevant today.'

### ON GAMEPLAY

**Frank:** 'Each *Tekken* character has a better selection of initial moves. Those moves work in roughly the same way as *Virtua Fighter*, they can be combined in any way you like and yes, the multi-press combos add more to the initial selection of moves. So the player has two distinct modes of play during the game.'

**PATRICK:** 'Tekken relies too heavily on pre-planned combos. *Virtua Fighter* is left open to custom fight-

ing styles, any of which can be put together into a combo, created by the player rather than the game. *Tekken* is basically just a formula waiting for the player to figure it out.'

### ON FEEL

**FRANK:** 'Tekken feels labyrinthine in terms of the number of moves available to each character. The inclusion of blocking and countering means that different characters have to respond according to the opponent they're facing. The ten hit combos are a fun addition to show off with, but they are blockable and must be used with caution.'

**PATRICK:** 'Virtua Fighter feels faster and lighter than Tekken. It's not so dependent on long animation cycles as found in Tekken.'



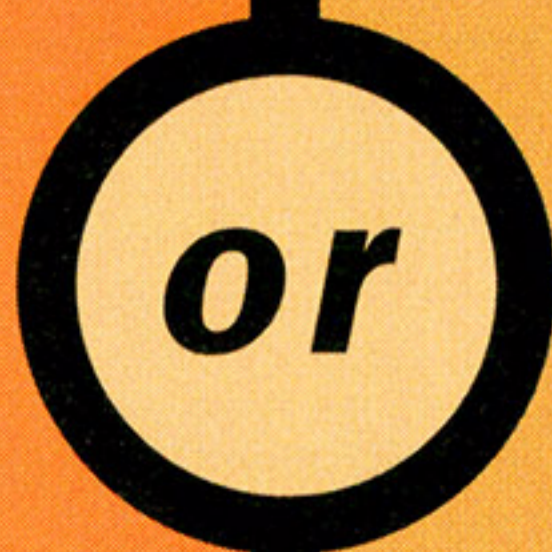


**TO FIND OUT WHICH BASEBALL  
GAME IS RIGHT FOR YOU, ANSWER  
THIS TRUE OR FALSE QUESTION:**

**THE PITCHER WINDS UP AND DELIVERS  
THE PITCH. IT LANDS SHORT OF THE PLATE AND  
BOUNCES OFF THE GRASS AND UP TOWARD THE BATTER.  
THE BATTER TAKES A STRONG SWING AND KNOCKS IT OUT  
OF THE PARK. IT'S A HOME RUN!**

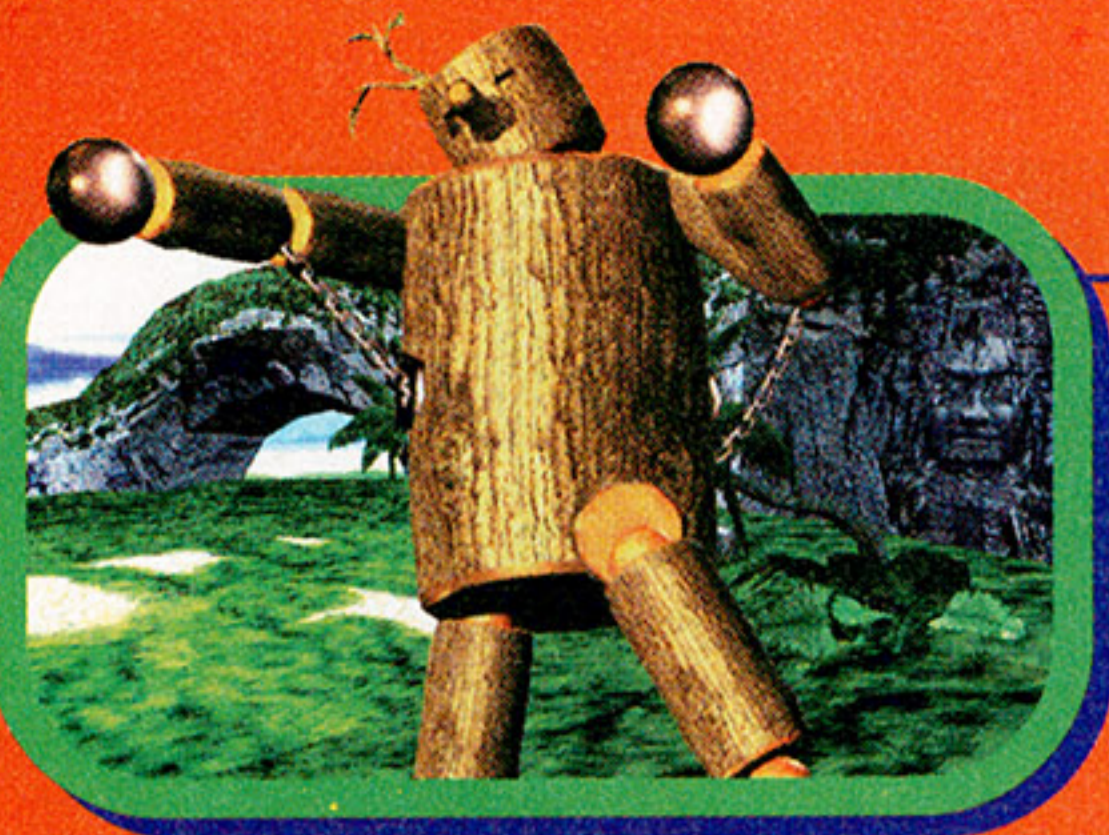
**TRUE**

**(GO TO PAGE 52)**



**FALSE**

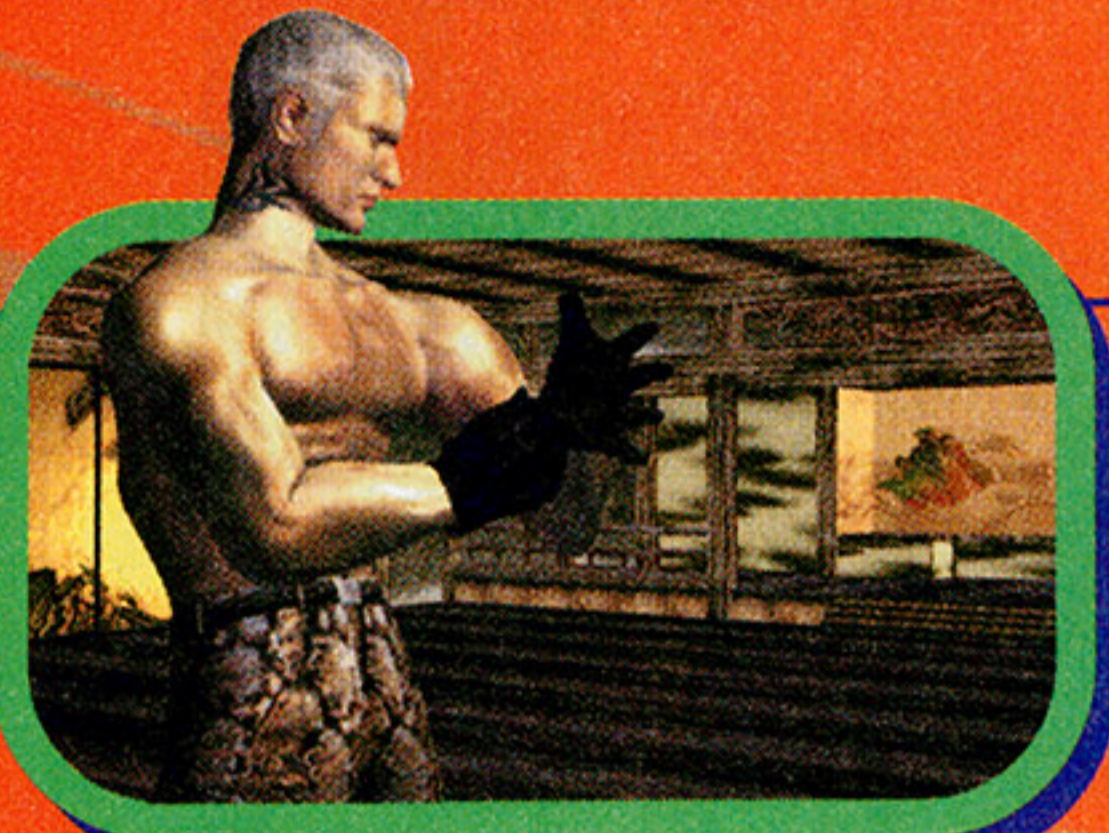
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### MOKUJIN

**Designation** . . . . Wooden Person  
**Nationality** . . . . ???  
**Fighting Style** . . Mimicry  
**Age** . . . . . ???  
**Height** . . . . . 178cm  
**Weight** . . . . . 95kg

**Blood Type** . . . . Sap  
**Occupation** . . . . Training Dummy  
**Hobby** . . . . . Mimicry  
**Likes** . . . . . Mimicry  
**Dislikes** . . . . . Mimicry



### BRIAN FURY

**Designation** . . . . Snake Eye  
**Nationality** . . . . USA  
**Fighting Style** . . Kickboxing  
**Age** . . . . . 29  
**Height** . . . . . 186cm  
**Weight** . . . . . 80kg  
**Blood Type** . . . . ???

**Occupation** . . . . Collecting brain data (prior to death, International Police)  
**Hobby** . . . . . Collecting lighters  
**Likes** . . . . . Solitude, Haircuts  
**Dislikes** . . . . . Sunlight



### LING XIAOYU

**Designation** . . . . Playful Robust Girl  
**Nationality** . . . . Chinese  
**Fighting style** . . Various Chinese Martial Arts based on Bagua Fist  
**Age** . . . . . 16  
**Height** . . . . . 157cm  
**Weight** . . . . . 42kg  
**Blood Type** . . . . A  
**Occupation** . . . . 10th grade student, looking after a panda

**Hobby** . . . . . Visiting amusement parks and theme parks around the world, sight seeing  
**Likes** . . . . . Pork siubao, sweet siubao (sweetened small red beans), shrimp siumai, Beijing duck, takoyaki (grilled octopus), etc...  
**Dislikes** . . . . . Math teacher



### NINA WILLIAMS

**Designation** . . . . Silent Assassin  
**Nationality** . . . . Irish  
**Fighting Style** . . Assassinating Martial Arts based on Bone Martial Arts and Aikido  
**Age** . . . . . 22  
**Height** . . . . . 161cm  
**Weight** . . . . . 49kg

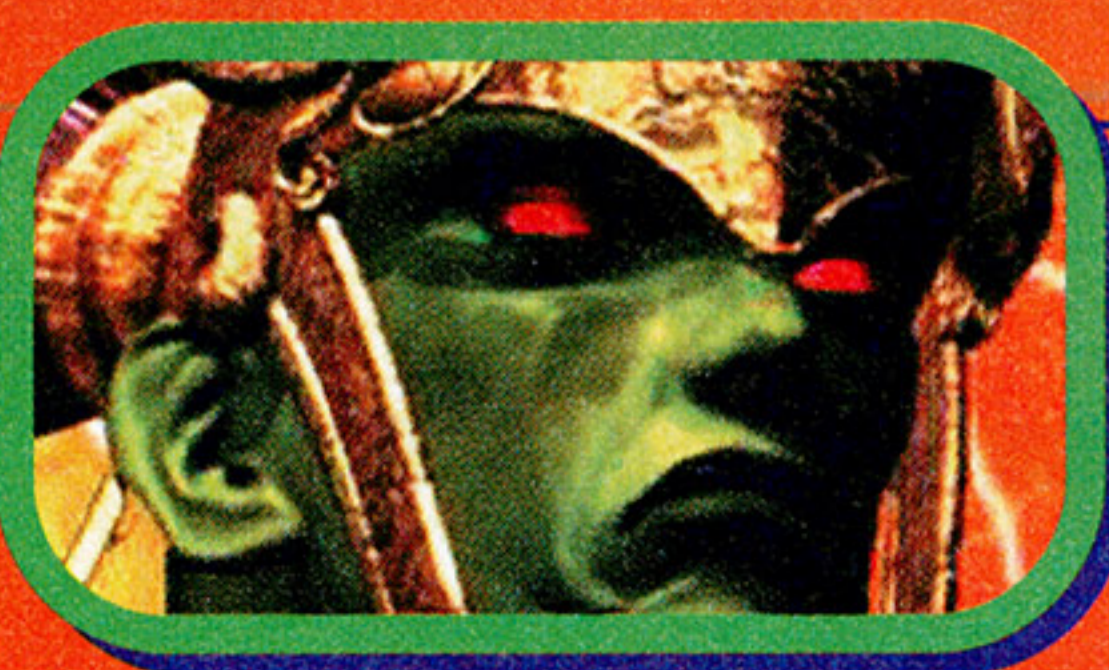
**Blood Type** . . . . A (Changed cold while sleeping)  
**Occupation** . . . . Assassinating Jin Kazama (under control)  
**Hobby** . . . . . Retracing memories  
**Likes** . . . . . Not remembered (tea with milk?)  
**Dislikes** . . . . . Not remembered (maybe Anna)



### HEIHACHI MISHIMA

**Designation** . . . . Head of Mishima Corporation  
**Nationality** . . . . Japanese  
**Fighting Style** . . Mishima Style Fighting Karate  
**Age** . . . . . 73  
**Height** . . . . . ???  
**Weight** . . . . . ???

**Blood Type** . . . . B  
**Occupation** . . . . Head of Mishima Corp.  
**Hobby** . . . . . ???  
**Likes** . . . . . ???  
**Dislikes** . . . . . ???



### OGRE

**Designation** . . . . Ancient Alien God of Combat  
**Nationality** . . . . ???  
**Fighting Style** . . ???  
**Age** . . . . . ???  
**Height** . . . . . ???  
**Weight** . . . . . ???

**Blood Type** . . . . ???  
**Occupation** . . . . ???  
**Hobby** . . . . . ???  
**Likes** . . . . . ???  
**Dislikes** . . . . . ???





**JIN KAZAMA**

**Designation** . . . Fatal Lightning  
**Nationality** . . . Japanese  
**Fighting Style** . . Advanced Mishima Style Fighting  
 Karate and Kazama Style of self-defense (a mixture of learning from his mother and also his own style)  
**Age** . . . . . 19

**Height** . . . . . 180cm  
**Weight** . . . . . 75kg  
**Blood Type** . . . AB  
**Occupation** . . . Martial Artist  
**Hobby** . . . . . Forest bathing  
**Likes** . . . . . Mother's precepts  
**Dislikes** . . . . . Deceiving others



**GUN JACK**

**Designation** . . . Disordered Killing Machine  
**Nationality** . . . ???  
**Fighting Style** . . Power fighting, guns are installed in both arms (possibly defective)  
**Age** . . . . . 7  
**Height** . . . . . 220cm

**Weight** . . . . . 170kg  
**Blood Type** . . . Plutonium  
**Occupation** . . . Purpose unknown  
**Hobby** . . . . . Weapon Training  
**Likes** . . . . . Self-analysis  
**Dislikes** . . . . . Scrap factories



**JULIA CHANG**

**Designation** . . . Wandering Fighter  
**Nationality** . . . USA  
**Fighting Style** . . Chinese Kempo  
**Age** . . . . . 18  
**Height** . . . . . 165cm  
**Weight** . . . . . 54kg

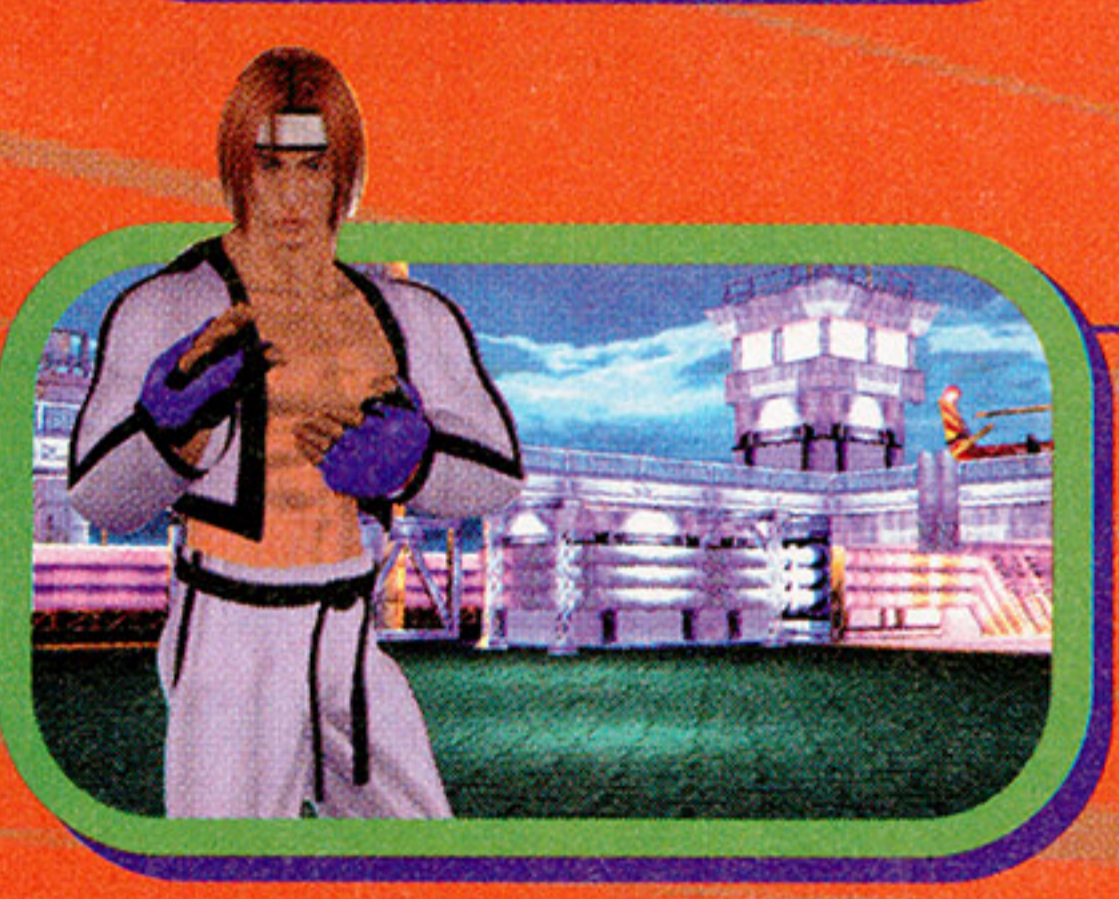
**Blood Type** . . . B  
**Occupation** . . . Archaeology Research  
**Hobby** . . . . . Hunting  
**Likes** . . . . . Buffalo  
**Dislikes** . . . . . Mishima Zaibatsu



**KING**

**Designation** . . . Anger of Beast  
**Nationality** . . . Mexican  
**Fighting Style** . . Wrestling  
**Age** . . . . . 28  
**Height** . . . . . 200cm  
**Weight** . . . . . 90kg  
**Blood Type** . . . A

**Occupation** . . . Professional Wrestler & Orphanage Manager  
**Hobby** . . . . . Pleasing children  
**Likes** . . . . . Drinking beer in victory with Armor King  
**Dislikes** . . . . . Tears of children



**HWOARANG**

**Designation** . . . Blood Talon  
**Nationality** . . . Korean  
**Fighting Style** . . Taekwondo  
**Age** . . . . . 19  
**Height** . . . . . 181cm  
**Weight** . . . . . 68kg  
**Blood Type** . . . O

**Occupation** . . . Leader of a street swindler gang  
**Hobby** . . . . . Sailing (his athletic ability is excellent)  
**Likes** . . . . . Rock 'n' Roll and Fighting (he is also good at arguing)  
**Dislikes** . . . . . Jin Kazama & Mishima Style Fighting Karate

**BEATING THE SYSTEM**

Namco originally designed *Tekken 2* to work on the System 11 arcade board. This was basically a PlayStation that took data from ROMs rather than CD ROMs. As a result, the PlayStation conversion was virtually identical - and the extra storage afforded by the CD drive allowed the programmers to add the kind of goodies that will also be seen in *Tekken 3*.

However, in designing *Tekken 3*, Namco added a few features to the System 11 board and it became, remarkably enough, the System 12 board. This new System 12 board featured more RAM and a slightly faster version of the main R3000A chip. This resulted in more polygons per second and, on paper at least, smoother animation. The trick for the Namco programmers was to squeeze this new data back down to PlayStation specifications.

A lot of fuss has been made about how diffi-

cult this process would be, but really it's not much of a big deal. Rumors that the game would be bundled with some sort of hardware add-on are patently absurd. All that was required was efficient and careful programming. It will be nigh on impossible to tell the difference between *Tekken 3* in the arcades and *Tekken 3* in the home. The major differences will be better music and more options, thus the home version becomes a superior product.



### LING XIAOYU

**Designation** . . . Playful Robust Girl  
**Nationality** . . . Chinese  
**Fighting style** . . Various Chinese Martial Arts based on Bagua Fist  
**Age** . . . . . 16  
**Height** . . . . . 157cm  
**Weight** . . . . . 42kg  
**Blood Type** . . . . A  
**Occupation** . . . 10th grade student, looking after a panda

**Hobby** . . . . . Visiting amusement parks and theme parks around the world, sight seeing  
**Likes** . . . . . Pork siubao, sweet siubao (sweetened small red beans), shrimp siumai, Beijing duck, takoyaki (grilled octopus), etc...  
**Dislikes** . . . . . Math teacher



### LEI WULONG

**Designation** . . . Super Police  
**Nationality** . . . Chinese  
**Fighting Style** . . Various Martial Arts (cored Wu Xing Fist)  
**Age** . . . . . 45  
**Height** . . . . . 175cm  
**Weight** . . . . . 65kg

**Blood Type** . . . . A  
**Occupation** . . . Policeman  
**Hobby** . . . . . Movies & naps  
**Likes** . . . . . SONY products (he has appeared on a SONY commercial)  
**Dislikes** . . . . . Crimes & villains



### KUMA

**Designation** . . . Mad Bear  
**Nationality** . . . None  
**Fighting Style** . . Heihachi's Style plus Animal Style  
**Age** . . . . . 18-20 (Kuma) and 16-17 (Panda)  
**Height** . . . . . 280cm (Kuma) and 277cm (Panda)  
**Weight** . . . . . 210kg (Kuma) and 200kg (Panda)  
**Blood Type** . . . . ???  
**Occupation** . . . Heihachi's Bodyguard (Kuma) and Xiaoyu's Bodyguard (Panda)

**Hobby** . . . . . Asceticism, Cooking Salmon (Kuma) and Flowerbed Maintenance (Panda)  
**Likes** . . . . . TV, Heihachi, Panda (Kuma) and Xiaoyu (Panda)  
**Dislikes** . . . . . 14 inch B&W TV(Kuma) and Kuma (Panda)



### FOREST LAW

**Designation** . . . Flaming Dragon has Come Back  
**Nationality** . . . American  
**Fighting Style** . . Chinese Martial Arts  
**Age** . . . . . 25  
**Height** . . . . . 177cm  
**Weight** . . . . . 66kg  
**Blood Type** . . . . B  
**Occupation** . . . The second master of Marshall's Dojo (maybe)

**Hobby** . . . . . Shopping  
**Likes** . . . . . Credit Cards (he was made to shoulder Paul's participation fee for the tournament as well as all the gasoline expenses)  
**Dislikes** . . . . . Riding on the bike with Paul (he is afraid of Paul's driving)



### EDDY GORDO

**Designation** . . . Avenger  
**Nationality** . . . Brazilian  
**Fighting Style** . . Capoeira  
**Age** . . . . . 27  
**Height** . . . . . 188cm  
**Weight** . . . . . 75kg

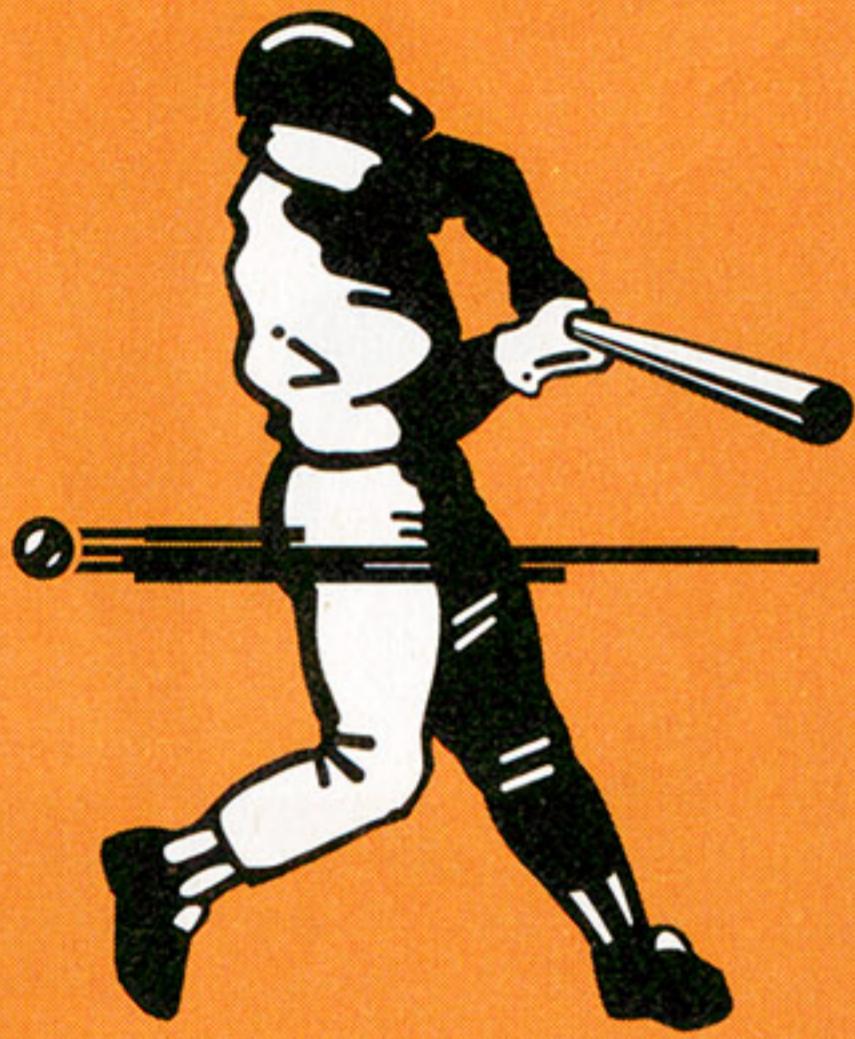
**Blood Type** . . . . B  
**Occupation** . . . None  
**Hobby** . . . . . Monarchism  
**Likes** . . . . . Power  
**Dislikes** . . . . . Powerlessness



### YOSHIMITSU

**Designation** . . . Mechanized Space Ninja  
**Nationality** . . . none (ex-Japanese)  
**Fighting Style** . . Manji Ninja Arts  
**Age** . . . . . ???  
**Height** . . . . . 178cm  
**Weight** . . . . . 63kg

**Blood Type** . . . . 0  
**Occupation** . . . Leader of the Manji party  
**Hobby** . . . . . Watching Sumo & net surfing  
**Likes** . . . . . Arcades (especially in Shinjuku)  
**Dislikes** . . . . . Villains & gamers with bad manners



# **WRONG!**

**SORRY, THE HOMERUN COUNTS. BUT DON'T WORRY, THERE ARE STILL PLENTY OF BASEBALL GAMES FOR ROOKIES – SIMPLE GAMES WHERE YOU CAN HIT THE BALL EVERY PITCH. YOU KNOW, THE ONES WITH PRETTY LIGHTS AND NEAT SOUNDS. GREAT FOR PEOPLE WHO ARE JUST STARTING TO LEARN ABOUT BASEBALL.**

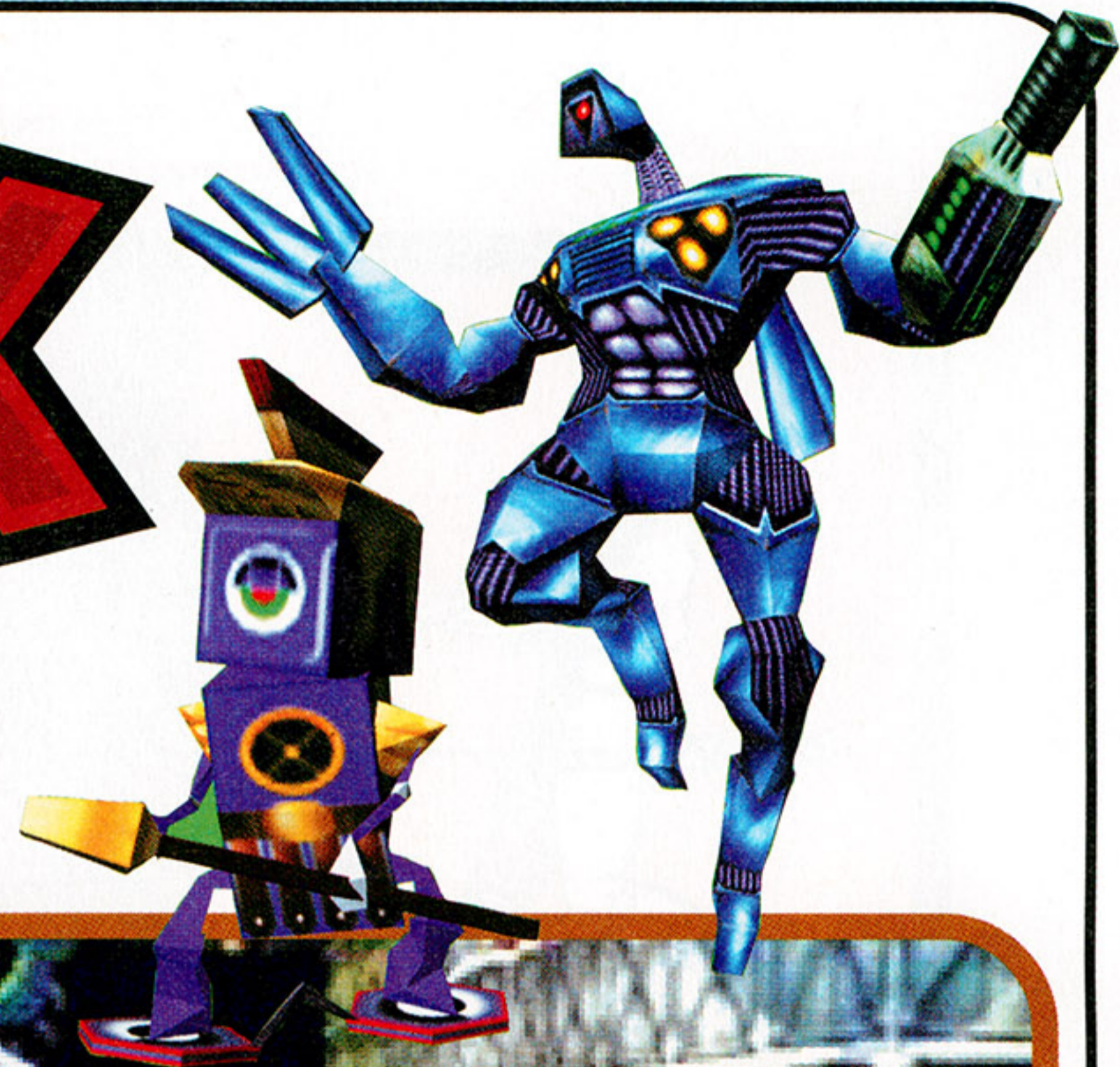
**FOR THE CORRECT ANSWER  
GO TO PAGE 52.**



# **VR BASEBALL™ 99**

# CANUCK

## OF THE NORTH



### EA CANADA IS ON THE ROAD BACK

Ultra Gameplayers recently took a trip to Electronic Arts' Canadian office, to check out the progress of its hot new titles. EA is expanding back into the console field with a vengeance, a godsend for EA Sports fans (especially those with N64 consoles) and good news for gamers in general.

Although the sports titles are coming along nicely (like *Triple Play 99* and *NCAA March Madness*), it's the action titles that seem to hold the most promise. *Reboot* especially has come along in leaps and bounds since it was first debuted at E3. The original game concept of flying around on a hovering skateboard has expanded in every direction. The latest rev of *Reboot* looks like real competition for *Tomb Raider 2*.

The game is now a vast, sprawling adventure, full of shoot 'em up and exploration features, but with a game design so involving and fun that it may turn out to be one of the surprise hits of the year. Fans of the TV show will be familiar with the characters, but perhaps sad to hear that the third series will be the final run, and that series three might not even make it to the States. We had a brief visit with Mainframe, the producers of the TV show, who said, 'After three series, it was perhaps time to concentrate on something else'. Mainframe is spending its

resources on *Beastwars* and a couple of untitled movie projects.

Mainframe's main input into the game is the cool intro and between level stuff. This game actually has a plot and is structured, theoretically, as episode zero of the TV show. Bob, the main protagonist, must battle Megabyte, the cheesily-named villain, and can benefit from the assistance of his friends.

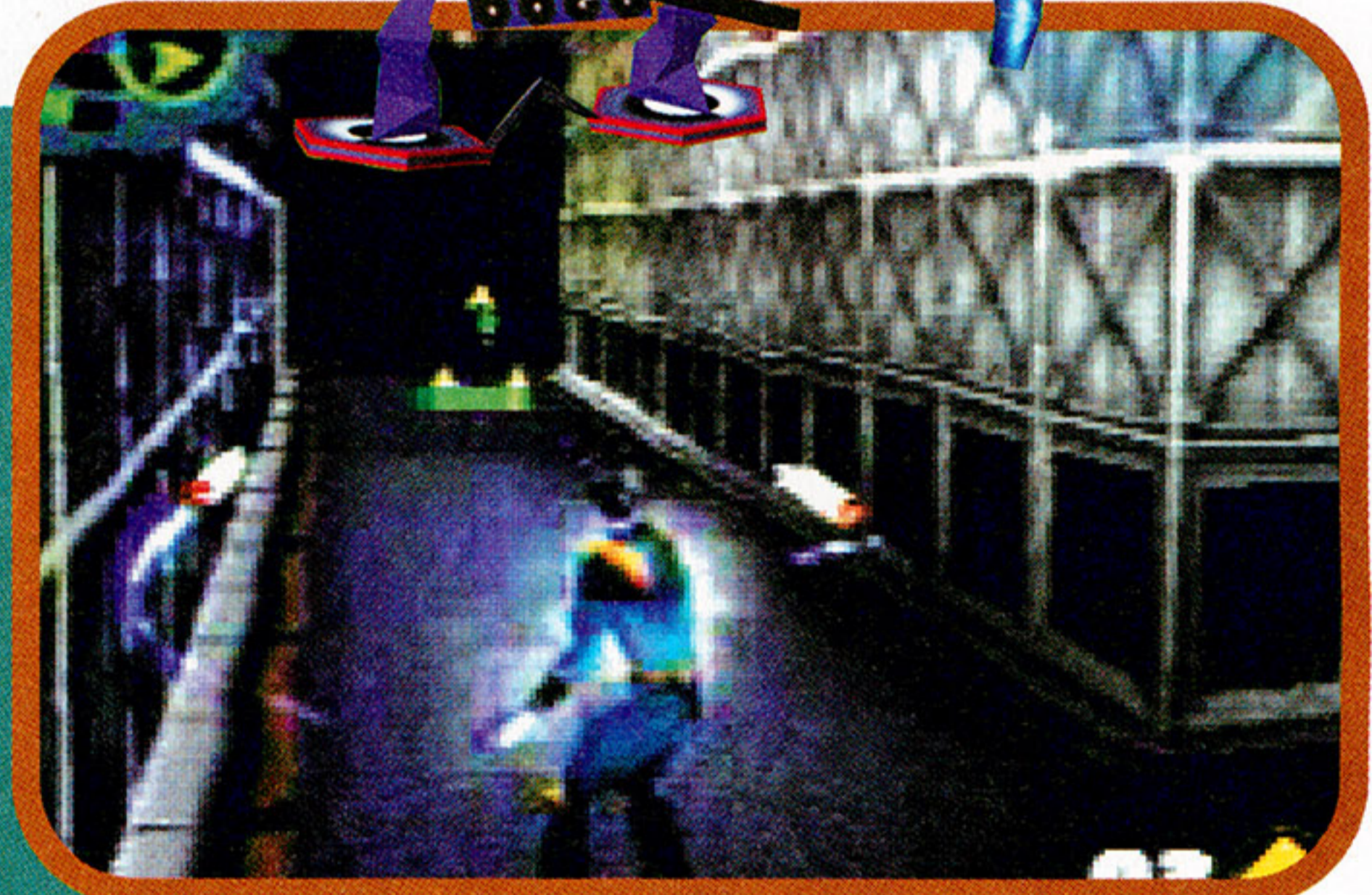
*Reboot's* game engine is among the smoothest we've seen, maintaining a fluid 30 frames per second throughout. That, combined with good level design, makes it one of the most cavernous PlayStation titles around, with a convincing feeling of depth. It's almost a shame that this

game is a license, since the show was aimed squarely at younger players. The *Reboot* game should appeal to a much wider spectrum.

In keeping with the game's SGI heritage, Electronic Arts have managed to pack in some of the coolest special effects yet seen on the PSX, with cool translucent lighting effects, and especially stunning surfaces, like water and lava. Some levels would look more at home on a Nintendo 64 than a PlayStation. The producers hinted that the game engine may be used again in the future, possibly for a more hard core skating experience.

We managed to skim a little gossip from this trip, too. It looks like EA will be ramping up its Nintendo 64 support as well. A total of five new EA N64 games are believed to be in production, including a slew of sports titles. It also appears that THQ will be allowed to produce N64 versions of *Road Rash* and *Nuclear Strike*. Frankly, the more N64 games the better. We'll be reviewing *Reboot* next issue.

As the programmers rightly point out, *Reboot* is among the 'tallest' games ever produced. Wow!



Bob's Zipboard is like a skateboard, but it hovers. Back to the Future, anyone?

Cleverly designed levels avoid the curse of pop-in.



These effects would look right at home on an N64.



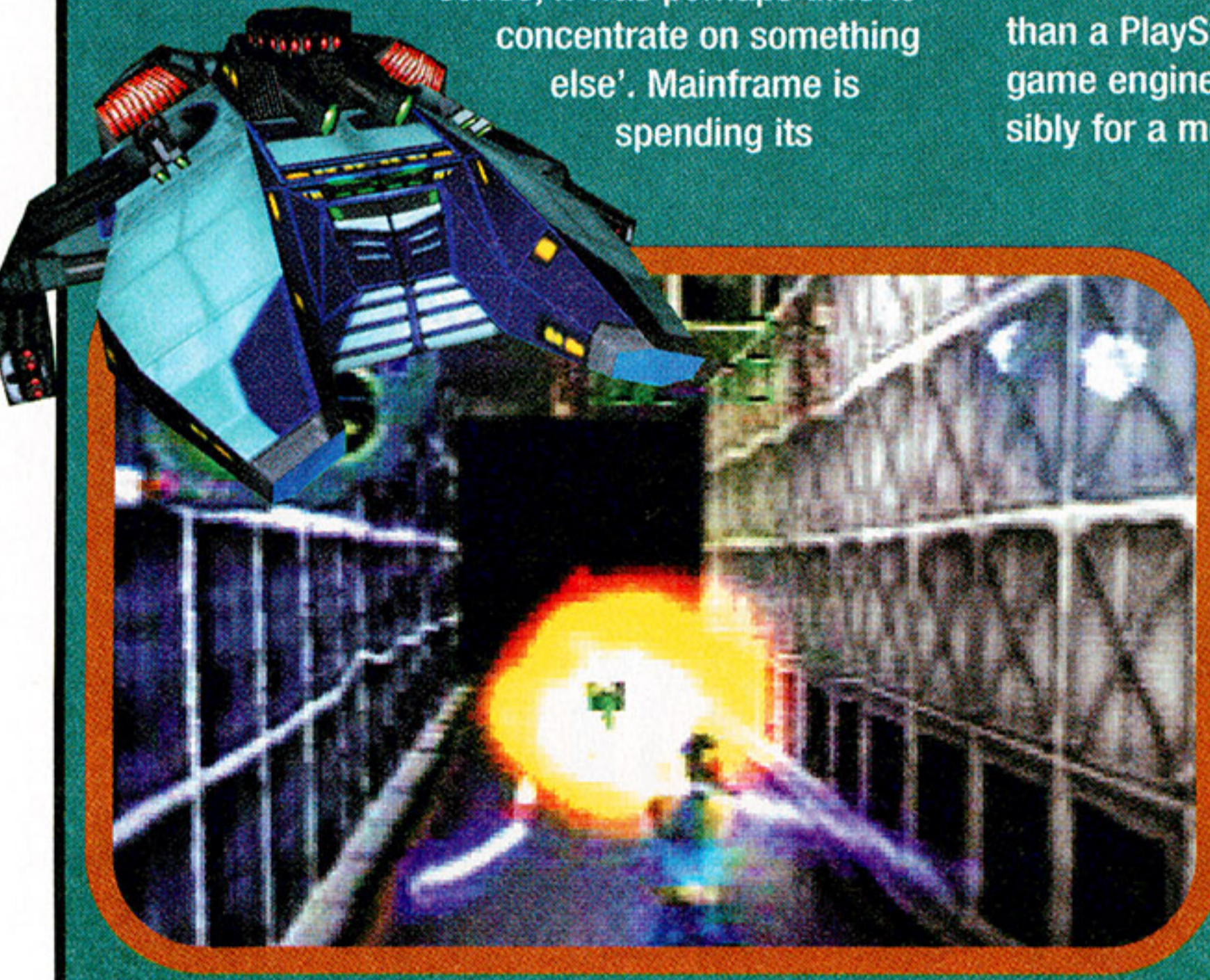
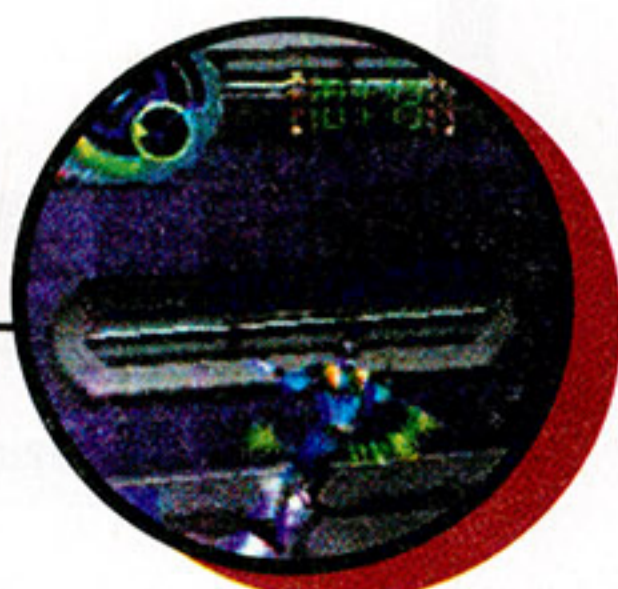
Camera angles stop the action from becoming confusing.



The level design is at times similar to *Tomb Raider*.



The finished game will feature lots of pre-rendered footage.





CONQUEST OF THE SKIES

# STRATOSPHERE

COMING MARCH '98

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# WIRETAP

HERE ARE A FEW NOTES FROM THE UNDERGROUND... LOAD THEM AT YOUR LEISURE...

## SATURN RAM CART COMETH

US Saturn owners have been deprived of many of that system's joys due to the lack of the release of the 4MB RAM cart which has been available in Japan for some time. Among the cart's main supporters has been Capcom, who has made excellent use of the RAM through amazing ports of its arcade fighter *X-Men vs. Street Fighter*. Rumor has it that Capcom itself will be selling Sega's RAM cart via its web site for US gamers who want to play the forthcoming US version of *X-Men vs. Street Fighter*. Too bad Sega of America didn't think of it first, as it might have made a few bucks.



We're gonna hate ourselves for this one, but...

...who do you think would win in a fight?

## INTERPLAY GRABS HEART OF DARKNESS

Having been in development for nearly five years, *Heart of Darkness* was the 'Game of Show' at E3 in 1995. Since that time, the game has wallowed in development hell at Amazing Studios in France while continuously being funded by then-publisher Virgin Interactive. Currently, Virgin has taken to selling of all of its valuable projects to other publishers due to its financial difficulties. For the US market, rumor has it that Interplay has pulled the rights to the PC and PlayStation versions. The original Saturn version, which was supposed to be a console exclusive, is supposedly still in the works, but it is obviously no longer exclusive and Sega supposedly still has the rights to it.



Hey, we bet that's a French picture, cuz it's all in, uh... green and white... or something...



## GAMEARTS SLICES THROUGH KATANA

GameArts, the excellent developer of *Grandia* for the Saturn, is supposedly in the process of translating its amazing RPG for Sega's next hardware, the Katana. It is slated to be ready when the system launches in Japan later this year, but US audiences are likely to have to wait considerably longer. Working Designs will supposedly be first in line for the opportunity to bring the game the US, but given that the Katana will not launch until 1999 in the US and the translation times necessary, it probably won't be seen here until at least Q3 '99.



## NEW POWER VR PCX3 HARDWARE

As previously rumored, there are several chipsets that will be a part of PowerVR next generation of hardware (of which one will be the chipset for Sega's next console). Previously, all PowerVR hardware has been a 3D only solution (no 2D) but the next generation of its PC hardware will have both 2D and 3D in a single chip. This chipset will be called the PMX and will be extremely low cost. The second PowerVR chipset for the PC is rumored to be called the PCX3 and will supposedly be a slightly more expensive 3D only solution.

## BITS & BYTES

• Sources close to Core have indicate that there will not be a *Tomb Raider 3* for any platform. While this may sound like a stupid rumor, there is, of course, a twist. Rumor has it that a third title in the *Tomb Raider* series is planned, but it is likely to go under a different name along the lines of *The Adventures of Lara Croft*. • Following a particularly

nasty set of cutbacks at Sega of America earlier this year (where over one third of the staff was laid off), rumor has it that several top executives have their resumes in hand and will be looking for new jobs in the not so distant future. Rumors of political infighting between Sega of Japan and Sega of America execs have been doing the rounds for

months and supposedly SOJ is finally making some changes. • In the online world, the animosity between Working Designs and certain executives at Sega of America has been legendary. So great has the war been, that Working Designs is supposedly going to be bringing the next *Lunar* title to the PlayStation instead of to the Saturn.

# PREVIEWS

## PARASITE EVE



## THE STATE OF THE STATION...

AS THE 1998 GAMING SEASON PROGRESSES, SO DOES THE QUALITY OF GAMES APPEARING ON THE HORIZON. WITH HOT NEW TITLES LIKE *PARASITE EVE* AND *TEKKEN* FOR THE PLAYSTATION, SONY'S 32-BIT MACHINE LOOKS LESS AND LESS DATED. FRANKLY, IT'S STILL THE CONSOLE OF CHOICE AS FAR AS QUANTITY AND QUALITY ARE CONCERNED. NINTENDO 64 IS ALSO GAINING STRENGTH AND MOMENTUM. *QUAKE 64*, *ZELDA 64* AND *1080 DEGREE SNOWBOARDING* ARE ALL HOT TO TROT AND WITH THE 6400 FINALLY IN SIGHT - NINTENDO'S MACHINE WILL POWER AHEAD. SADLY, THINGS AREN'T SO CLEAR FOR THE SATURN. SEGA RECENTLY LAID OFF A BUNCH OF STAFF, BUT IT DID ADMIT THAT A NEW CONSOLE WAS IN THE WORKS - NO SURPRISE TO ULTRA GAMEPLAYERS READERS, WHO ALREADY KNOW THE SCOOP. STILL, *WINTER HEAT* IS THE BEST WINTER SPORTS SIMULATION WE'VE EVER SEEN AND THE SATURN STILL HAS PLENTY OF SUPPORT IN JAPAN, SO WE'LL SEE PLENTY OF COOL GAMES BEFORE IT VANISHES FROM SIGHT COMPLETELY. READ ON AND ENJOY. >>> **FRANK**

March comes in like a lion and goes out like a lamb... Who the hell ever came up with that weird excuse for a weather report? It's all El Nino's fault! So while you're filling sandbags to shore up that levee, here's a few new games to daydream about...

	<b>BOMBERMAN FIGHT BUSHIDO BLADE</b> Just like a ninja to bring a knife to a bomb fight...	044
	<b>CARDINAL SYN</b> You see, there's this big, evil red bird...	040
	<b>CRIME KILLER XENOGEARs</b> Here's the song that's got Ice T nervous...	047
	<b>CRITICAL BLOW URBAN ASSAULT</b> Is that like where you punch a game reviewer?	033
	<b>DEATHTRAP DUNGEON WARGAMES</b> The other nickname for Bill's house...	050
	<b>GRAND THEFT AUTO TOMMOROW NEVER DIES</b> It never dies, but it might have one hell of a hangover!	046
	<b>GRAN TURISMO</b> That new cereal from Italy!	038
	<b>LIBERATION DAY NFL BLITZ</b> The Raiders are gonna suck here, too... sob...	055
	<b>NINJA I AM TOMBA</b> Tomba, I am Ninja. How the hell are ya?	051
	<b>PARASITE EVE</b> This girl got me a trip to the free clinic...	038
	<b>POWERBOAT RACING</b> Frank plays this in the bathtub. Don't ask...	048
	<b>QUAKE 64</b> Just another reason to have earthquake insurance...	039
	<b>SHINING FORCE 3</b> You know, those guys who work at the car wash...	054
	<b>TEN SIX</b> The game for folks who can't count backward!	041
	<b>ULTIMATE RACE ARES RISING</b> It only rises if you heat it...	045
	<b>VIGILANCE</b> Hey, what about those Vigil Uncles?	037
	<b>WINTER HEAT</b> Have you seen our electric bill!?!?	038

# WINTER HEAT

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

**J**ust in time for the 1998 Nagano Winter Olympics, Sega is practically rushing out *Winter Heat* in the hopes of cashing in on all the marketing hype and hoopla that surrounds the Olympics. The good news is that *Winter Heat*, which utilizes the game engine of Sega's under appreciated *Decathlete*, looks to be a quality title and one of the few 'must haves' remaining for Saturn owners as the flow of games for the Sega Saturn slows to a trickle.

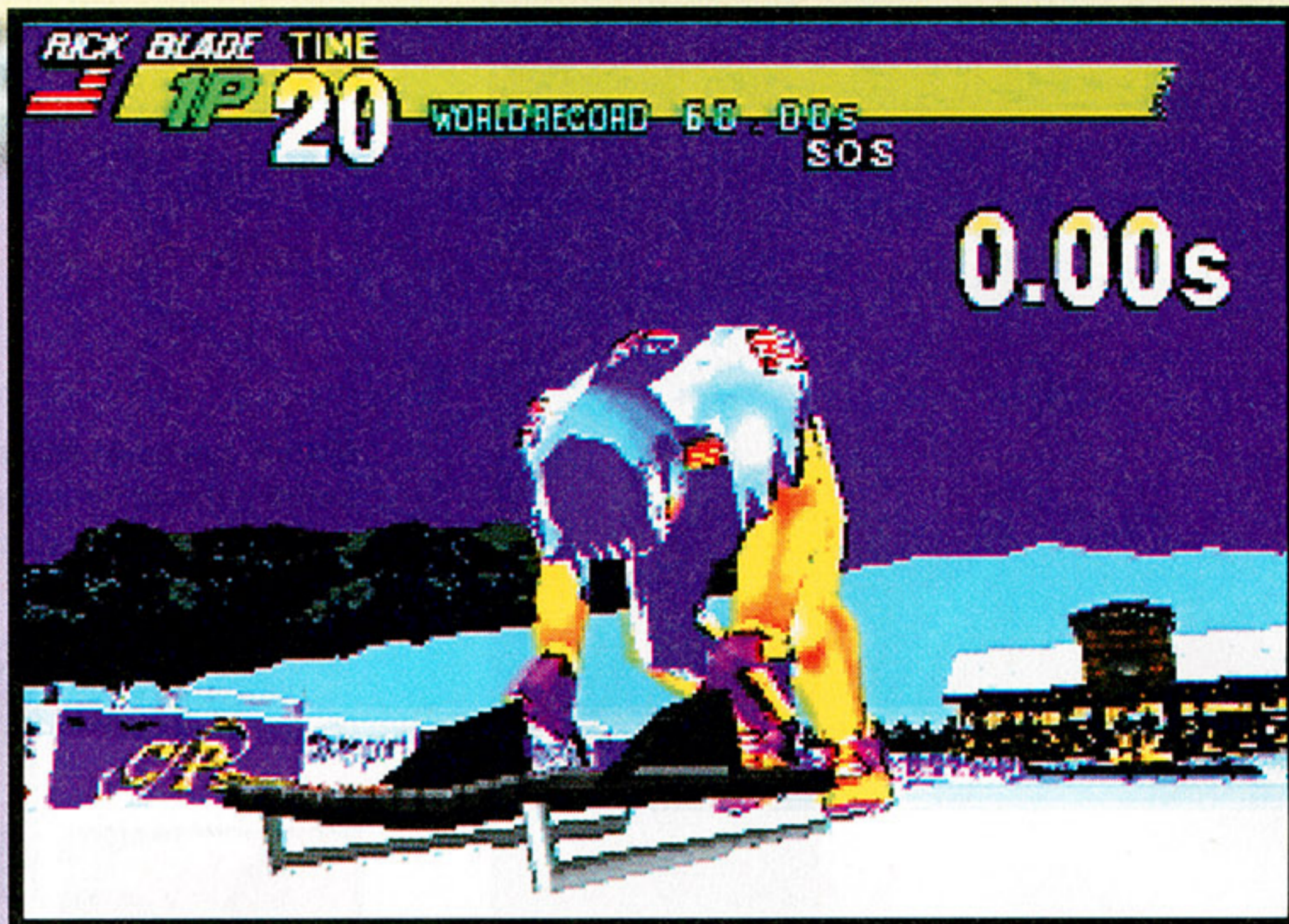
On first inspection, *Winter Heat's* *Decathlete* roots are readily evident as even the eight selectable characters have returned from the summer games/track and field oriented

## SEGA GIVES SATURN OWNERS SOMETHING TO CHEER ABOUT

*Decathlete* for some winter games competition. This time around, players compete in eleven winter sports events ranging from traditional Olympic fare like Speed Skiing, Downhill Skiing, Ski Jumping, Slalom, Speed Skating, Short Track Speed Skating, Cross Country Skiing, and Two-Man Bobsled, to more extreme sports like Aerial Skiing, Snowboarding, and Skeleton (head-first Luge).

As anyone who has played *Decathlete* knows, the graphics exhibited in that game were exceptional and reminiscent of arcade-originated titles like *Virtua Fighter 2*. We're talking the high end of Saturn graphics prowess and *Winter Heat* doesn't disappoint. Perhaps, as testament to the fact that Sega rushed both the conversions of *Decathlete* and *Winter Heat*, the instructions for each event still display the arcade controls. No matter, a game that looks as good and plays as good as *Winter Heat* can be forgiven these rough edges.

Gameplay remains consistent with *Decathlete* and for those gamers not familiar with that title, think Konami's *Track and Field*. *Winter Heat* is all button mashing fun with some precision and split



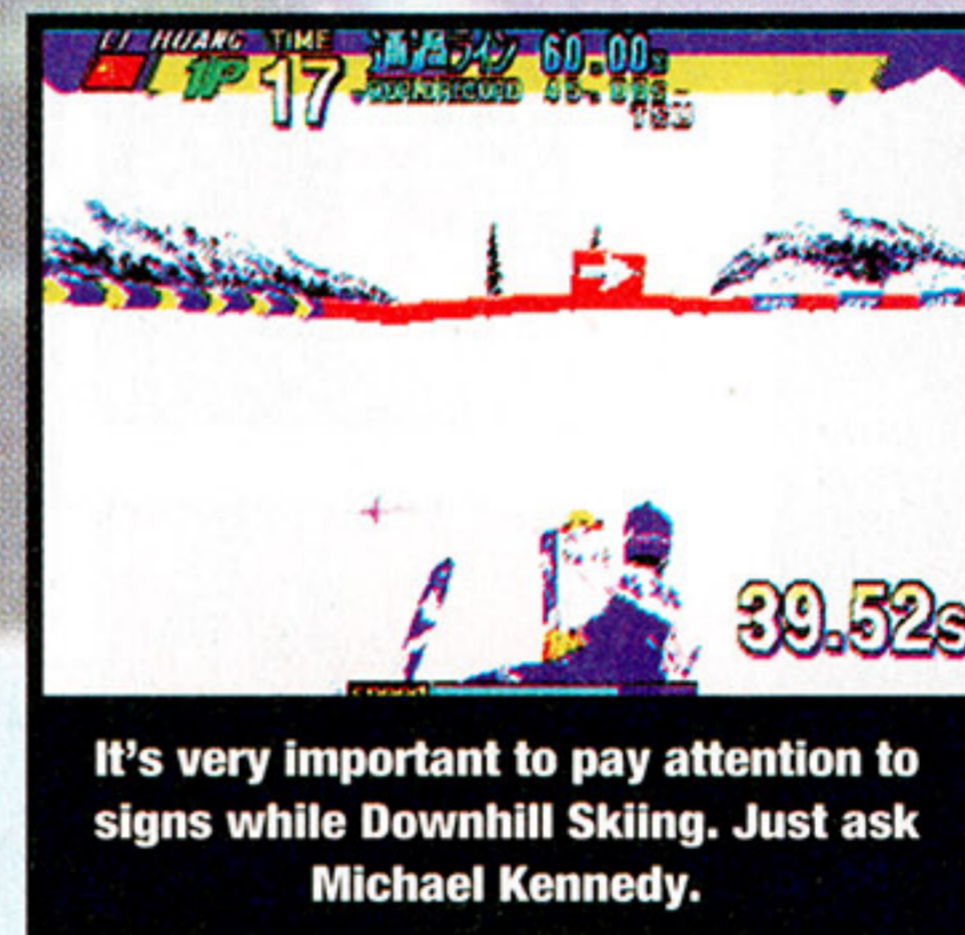
On your mark, get set, go! Sega conjures up *Winter Heat* just in time for the Nagano Olympics.



Sometimes, Roger enters the Ice Skating competition as a young, lithe Chinese girl. Pretty scary, huh, gang?



Just like in *Decathlete*, the instructions seem intended for an Arcade machine for some strange reason.



It's very important to pay attention to signs while Downhill Skiing. Just ask Michael Kennedy.



The graphics in winter Heat are some of the best to ever grace the Saturn.

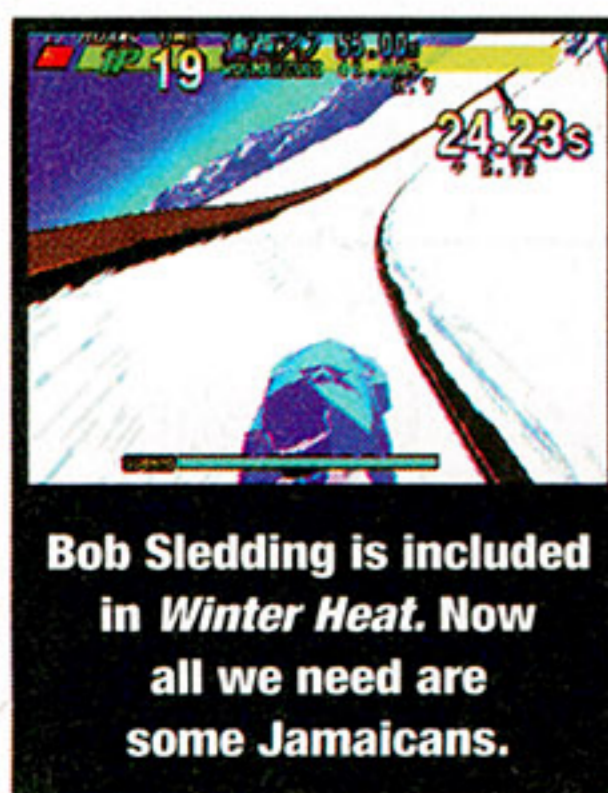
second timing thrown in. Up to four players can also play at the same time, so the title should have some good replay value going for it, but even the single gamer can have fun trying to best the records for each event, which are stored and tracked.

Even if Saturn titles weren't so few and far between these days, *Winter Heat* would be a quality title worth looking

out for. But considering the state of the Saturn, *Winter Heat* is a welcome hot spot during the long winter's wait for Sega's new Katana (formerly Dural) system.



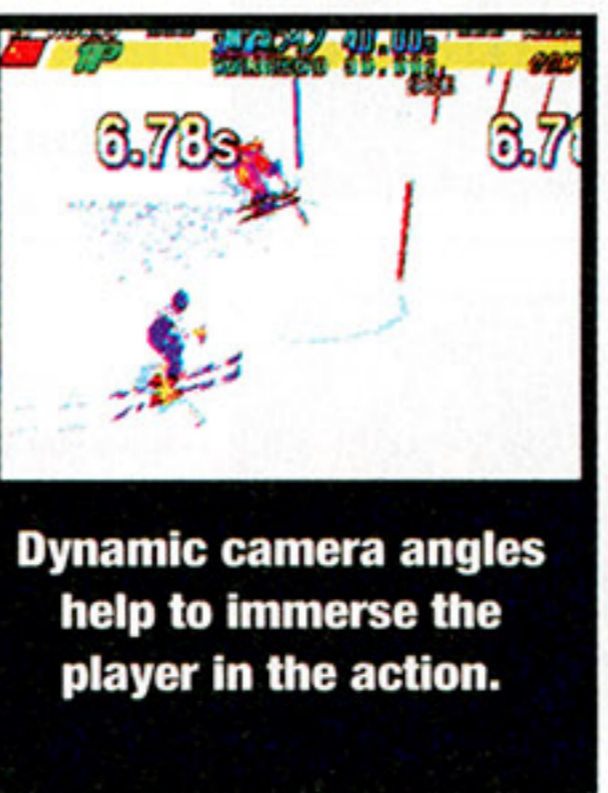
Some extreme sports, like Snowboarding, make an appearance in *Winter Heat*.



Bob Sledding is included in *Winter Heat*. Now all we need are some Jamaicans.



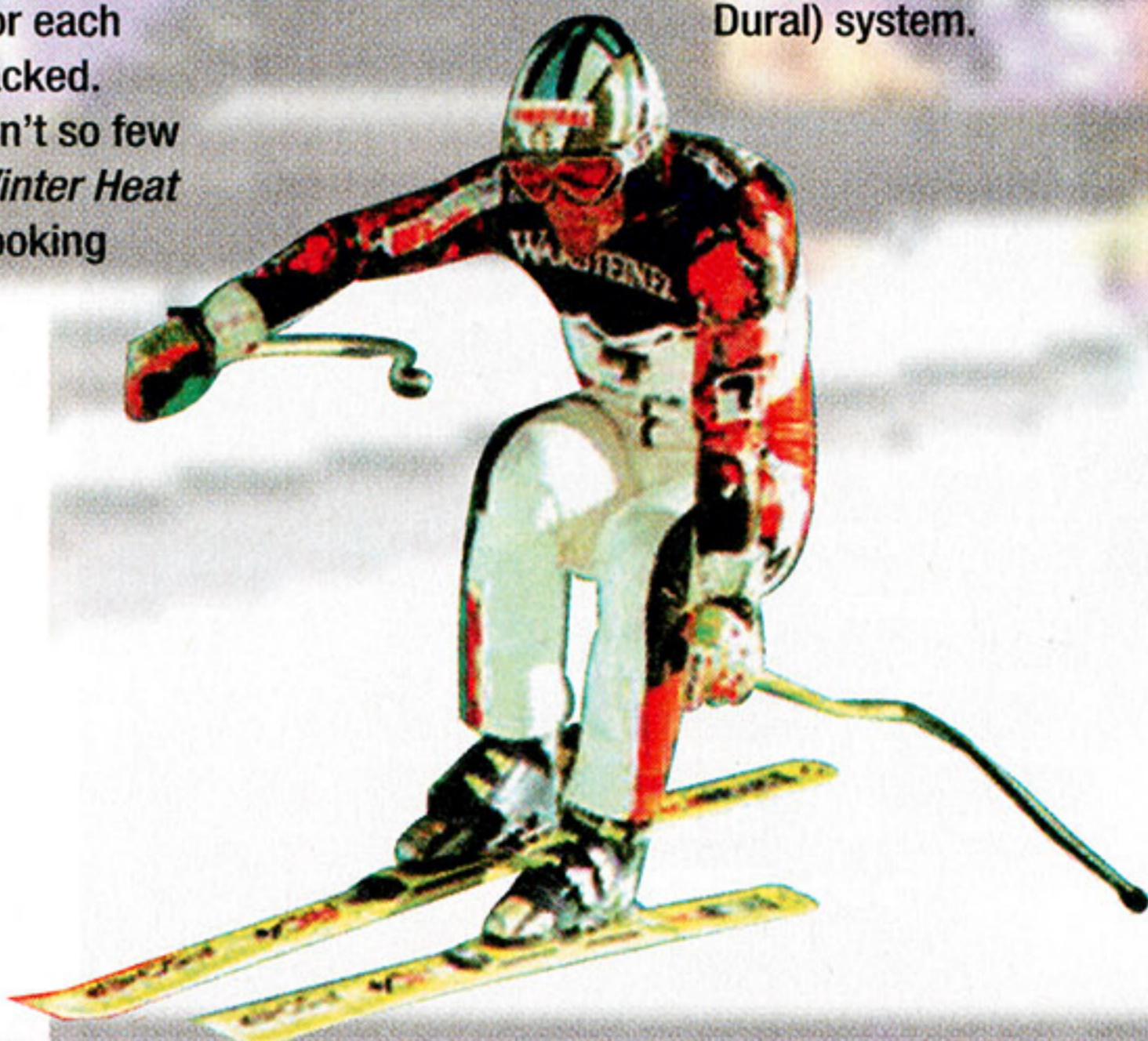
The ULTRA GP Skater (the one in blue) displays his lightning quick reflexes. Doh!



Dynamic camera angles help to immerse the player in the action.



'Doh!' Once again, Roger's speed, skill and daring have gained him fifth place!





# CRITICAL BLOW

SYSTEM: PLAYSTATION

PUBLISHER: BANPRESTO

DEVELOPER: RACDYM

RELEASE DATE: JUNE

**F**resh off the success of *Snowboard Kids*, 'suddenly hot' Japanese developer Racdym has nearly put the finishing touches on an impressive looking new fighting game called *Critical Blow* (insert lewd mom jokes here).

By the time this magazine hits the stands, the game will already be out in Japan, but there is still some question as to whether Banpresto will bring the game out in the U.S. If Banpresto doesn't publish this game, then look for a company like GT, THQ or Atlus to pick it up and bring it out by late summer.

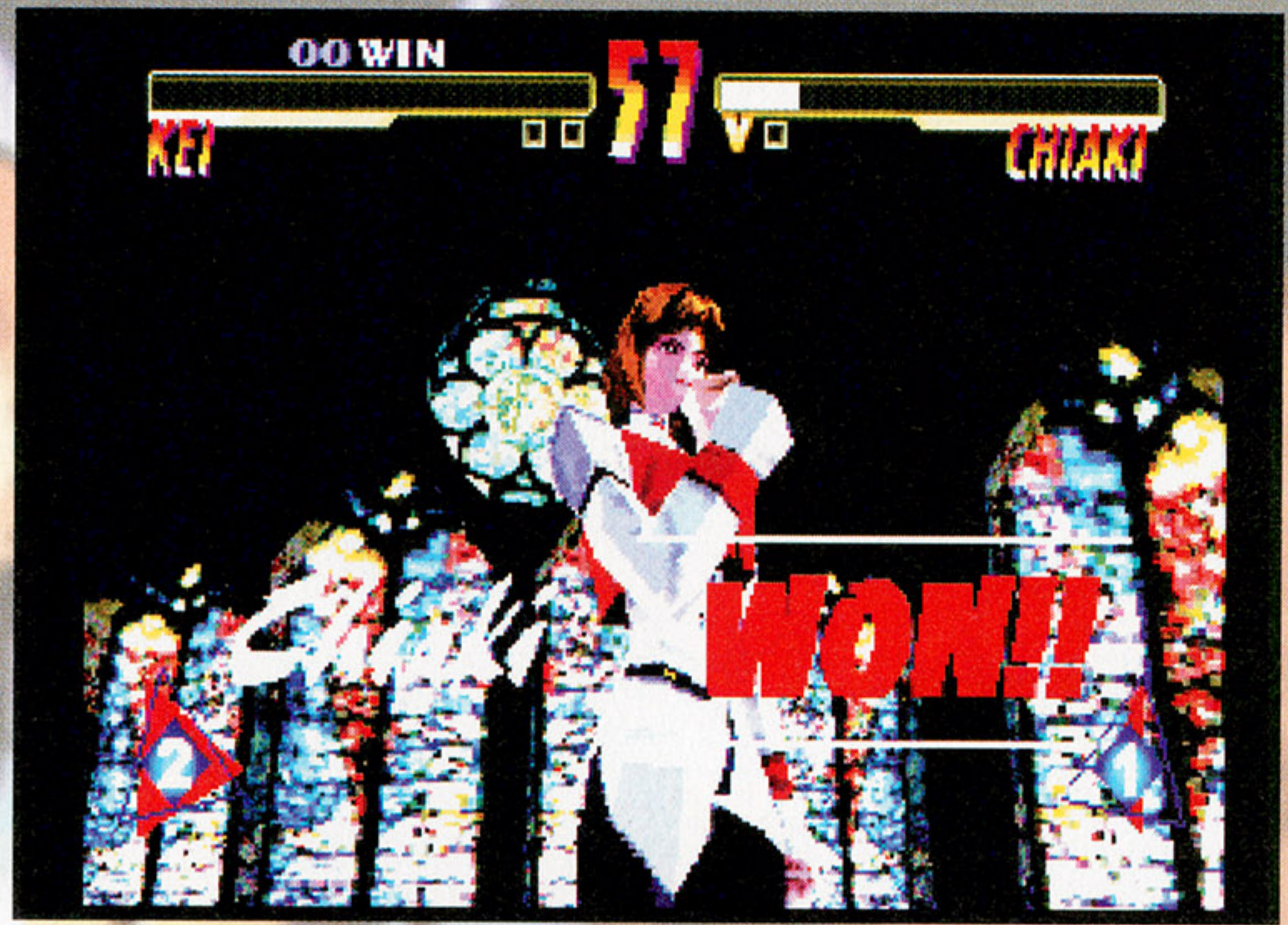
The game features 12 characters, each with their own array of vicious attacks and when powered up, they can perform a critical blow which will wipe out the opponent in one move. The balance, control, motion, and look of *Critical Blow* is spot on.

So, are there any producers listening out there? With the recent lack of fighting games on the PlayStation, somebody needs to bring this game out. They need to bring it out as soon as possible!

IT'S GOOD, SO WHY  
CAN'T WE HAVE IT?



Quick, Monsignor, there's a fist fight in the rectory!



With 12 characters to choose from, there should be one character for every fight game fan.



The play and look of *Critical Blow* is very reminiscent of *Street Fighter EX Plus Alpha*.



With only two buttons, one for punch and one for kick, *Critical Blow* is easy to pick up and play.



The backgrounds aren't interactive, but they are quite nice to look at.

# URBAN ASSAULT

SYSTEM: PC

PUBLISHER: MICROSOFT

DEVELOPER: TERRATOOLS

RELEASE DATE: 2ND QTR 1998

**M**arked by the release of games like The 3DO Company's excellent *Uprising*, PC strategy games have begun to incorporate more action elements in their gameplay. This has created a whole new Action/Strategy sub-genre with unique new challenges and gameplay experiences.

*Urban Assault* not only looks to join this burgeoning genre, but could set a new standard with its innovative features.

The game features a post-alien invasion Earth where mankind has splintered into warring factions. The player assumes the role of either one of the human factions or the aliens and must engage in epic battles in order to seize control of the Earth.

The actual gameplay perhaps does the best job to date of mixing the action strategy elements. An innovative transparent map overlays the actual real time view on the monitor and allows the player to make strategic moves while simultaneously engaging in actual action-oriented combat.

*Urban Assault* has a unique personality which will help to distinguish it from the cookie cutter titles that seem to populate the PC strategy genre at the moment.

IT'S TWO... TWO...  
TWO WARS IN ONE!



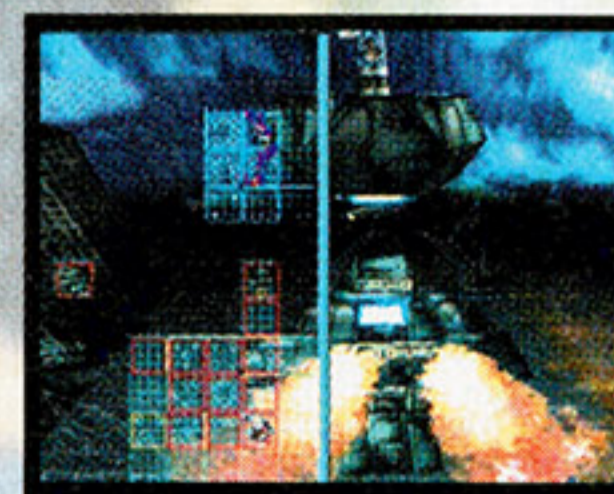
The player can select to pilot any combat vehicle on the map at anytime.



*Urban Assault* looks set to establish itself at the top of the burgeoning PC Action/Strategy genre.



Resource management is handled through the Host Station, pictured hovering above a Power Station.

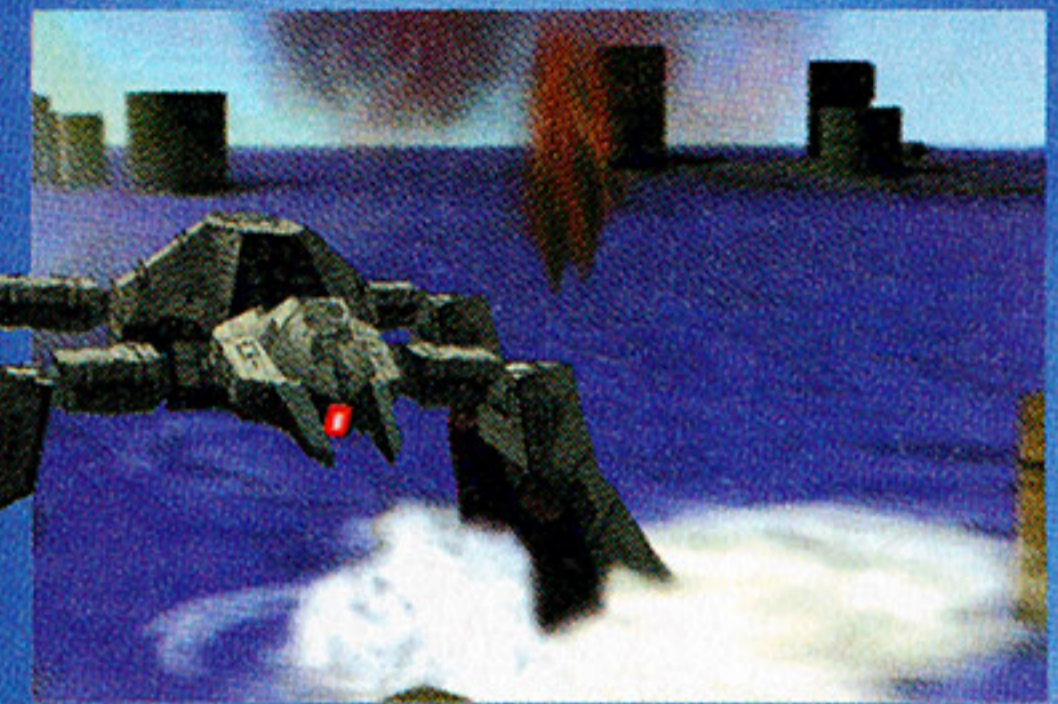
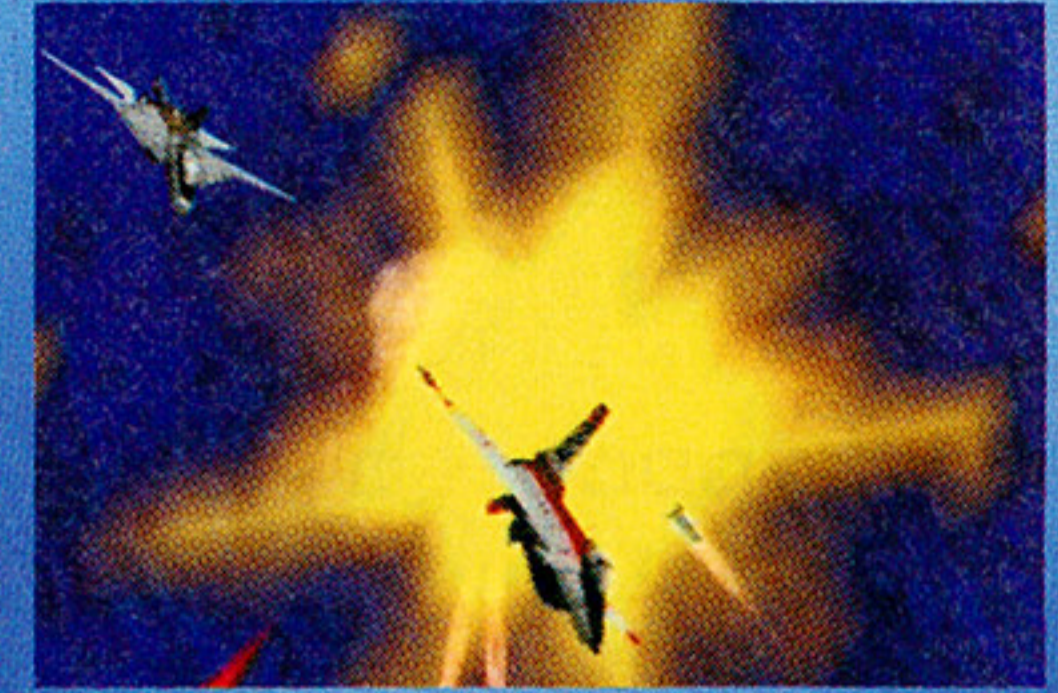
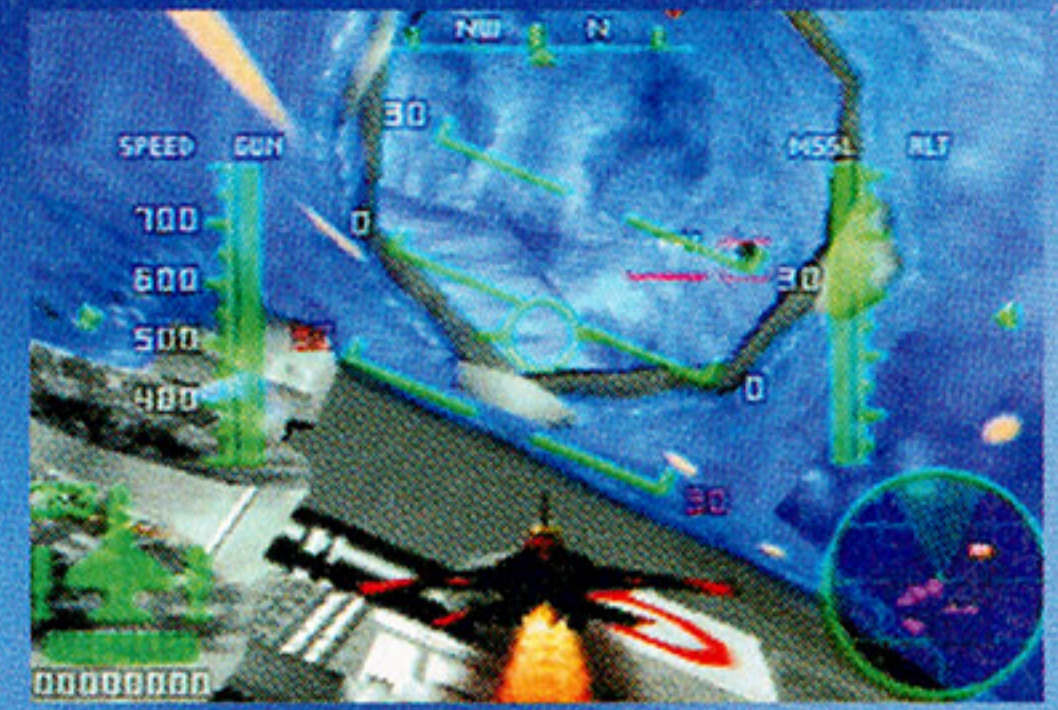


A transparent map allows the player to make strategic moves while fighting in real time.



There are 15 different types of combat vehicles in the game, including these attack helicopters.

"SAY HELLO TO MY LITTLE FRIENDS"



# AEROFIGHTERS ASSAULT™



VIDEO SYSTEM

PARADIGM ENTERTAINMENT

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YOU WANT TO BE A HERO?  
DOGFIGHT BOGIES AND  
BOSSSES OR GO HEAD-TO-  
HEAD IN TWO-PLAYER COM-  
BAT IN STUNNING GRAPHIC  
ENVIRONMENTS TO SAVE  
THE EARTH YET AGAIN.  
THERE ARE 10 LEVELS OF  
FAST ACTION THAT DEMAND  
FAST REACTION. JOIN THE  
BATTLE IN THE ONLY GAME  
THAT MATTERS.

# PARASITE EVE

SYSTEM: PLAYSTATION

PUBLISHER: SONY COMPUTER ENT.

DEVELOPER: SQUARESOFT

RELEASE DATE: JUNE

When Square Soft opened its newest office in Honolulu, Hawaii, we figured there would be plenty of tanned developers sipping on Mai Tai's, but lo and behold, the development team actually did some work. The fruit of that labor is an intriguing title called *Parasite Eve*, best described as a horror/RPG.

The story goes like this: Eve is an evil wench who plans to release a virus

that will destroy New York City (she's also quite a hottie, with bouncing bosoms beyond belief).

But that's where the

player enters in as New York

cop Aya Brea, who must battle through the streets and buildings of New York City to put an end to this evil plot. The story is based on a popular Japanese horror novel and promises to be as deep and

involved as other Square games.

When traveling around the city looking for clues, the game closely resembles *Resident Evil*, but in battle, it emulates *Final Fantasy VII*. The dialogue between characters during the game features smooth transitions that give the game a cinematic feel few other games can even come close to.

The gameplay varies from traditional RPGs in that the player controls only Aya, rather than gathering a party of adventurers. Because the game is set in modern day New York City, the battle varies as well. The combat system is a tweaked version of *Final Fantasy's* Active Time Battle System. Aya waits for an attack time meter to charge before attacking with a variety of firearms. When choosing attacks, a wire-frame dome appears which shows the effective range



With prerendered backgrounds and smooth polygon characters, *Parasite Eve* looks simply amazing.

**ONE PART RESIDENT  
EVIL, ONE PART FINAL  
FANTASY VII, ALL GOOD!**



Wow!  
Spontaneous  
Human Combustion!  
That hardly ever  
happens at the  
opera anymore...



A game taking in place in modern day New York City is quite a departure from standard RPG fare.



The meticulously rendered New York skyline is a sight to behold.



The engrossing cinematics exploit some of the best fire effects we've seen. Who brought the marshmallows?



It would appear that things tend to burn up real good in this game.

of the selected weapon. If an enemy falls outside that range, hitting them is less likely. The enemies in the game consist of mutated rats, humans, and otherworldly beasts, but all combat is reality-based.

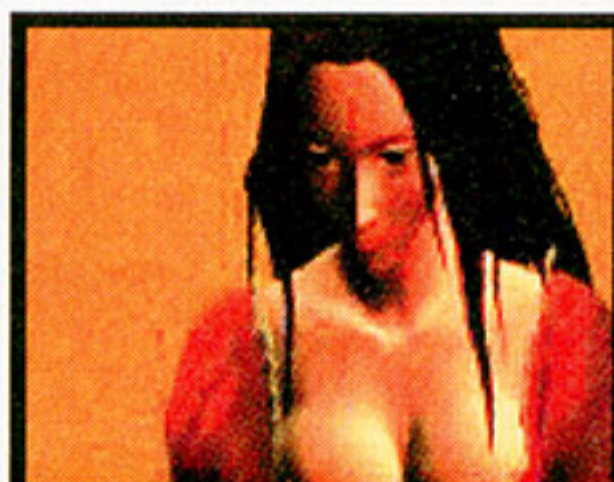
The immense rendered sequences, deep story, and cinematic gameplay set up

*Parasite Eve* as another huge Square hit. Once again, Sony is handling the publishing and it should come out early this summer. We can't wait!

A brief note to SquareSoft: When do we get to visit the offices? We've heard about the Mai Tai-filled water cooler!



All looks calm outside the Opera House, but Parasite Eve is about to change all that.



It's too bad she's some sort of dark ruler, because she is kicking in that dress.



Here's Parasite Eve, showing her mutant followers how to do the Macarena.



The cinematic cutscenes are chock full of great lensflare and other effects.





NBA

# FASTBREAK '98

*The fastest way into the NBA.*

"... NBA Fastbreak '98 definitely has enough game to challenge the big boys at Sony and EA."

- GamePro  
October '97

"... among the most realistic b-ball sims on the market."

- SLAM  
December '97



NBA Fastbreak '98. The most realistic, full-motion 5-on-5 sim you'll ever play. We've duplicated the NBA's hottest players and their moves. You call the shots: use Rodman's rebound or O'Neal's power dunk; make Stockton shut down Kerr; have Hill take it to the hole and Hardaway shoot the three! There's only one way to play a more realistic game of basketball - get drafted into the NBA.

[www.midway.com](http://www.midway.com)



[www.nba.com](http://www.nba.com)



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# VIGILANCE

SYSTEM: PC

PUBLISHER: SEGA SOFT

DEVELOPER: POSTLINEAR

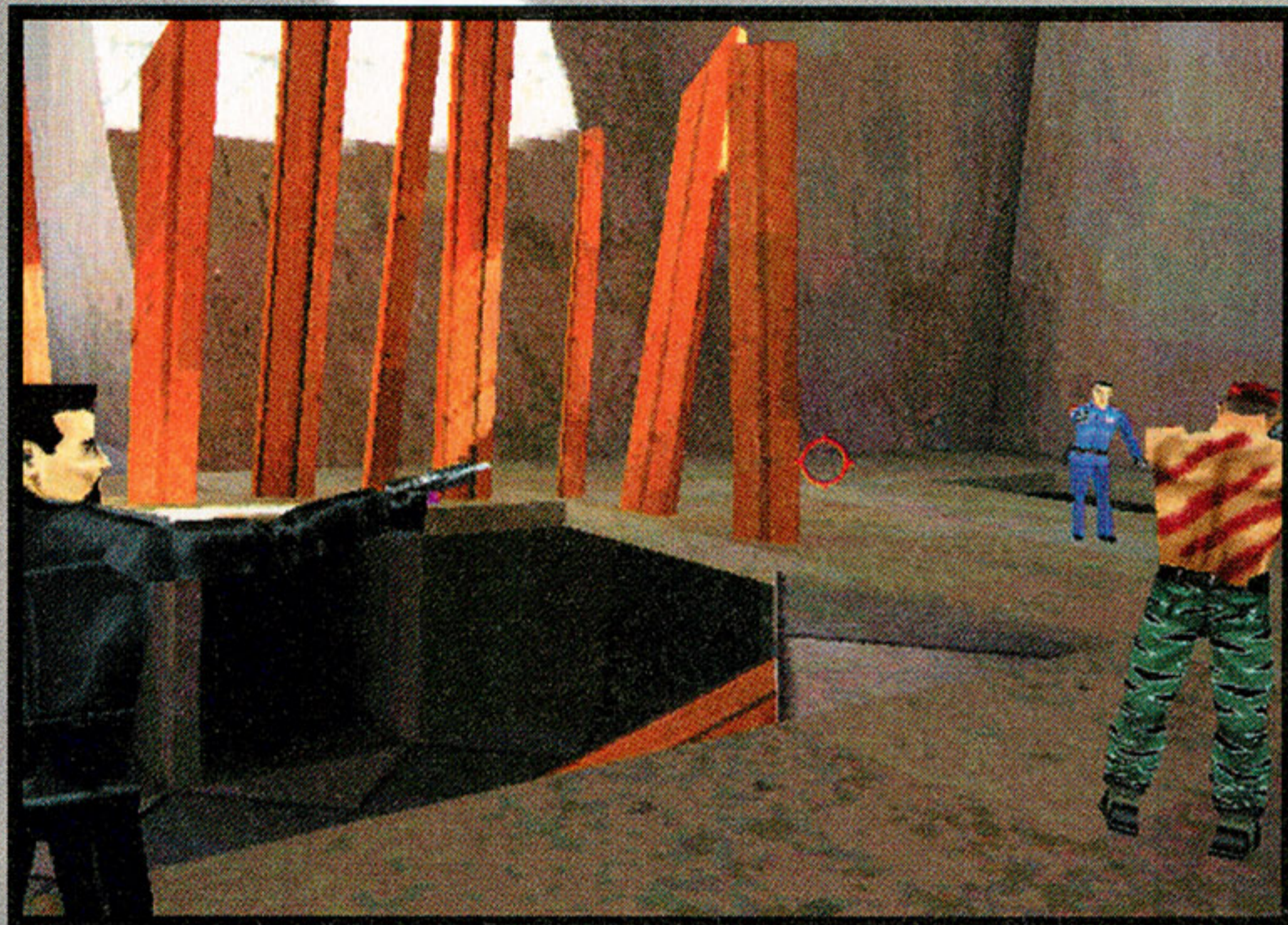
RELEASE DATE: MARCH

**T**he only way to successfully launch a multi-player gaming site like HEAT.NET is to have killer exclusive games. Since getting *Quake 2* exclusive would be next to impossible, the next best thing is for SegaSoft to create the killer games themselves. The result is a trio of hot games, including *Vigilance*, *Skies*, and *10-Six*. But by far THE most impressive of the bunch is *Vigilance*.

The game focuses on the stealth and precision of a spy game, but still has plenty of points where it turns into an all out shooter. We saw an early version of the game running in software, and the scrumptious 3D worlds were smooth, crisp, and beautiful. Then the developers loaded up the 3DFX version and blew us away with graphics we didn't think were possible. Using a special program, the developers were able to create the worlds in 3D Studio Max and have them port directly to the game engine. This means unequalled polygon performance, smooth edges, and physical properties that couldn't be programmed before.

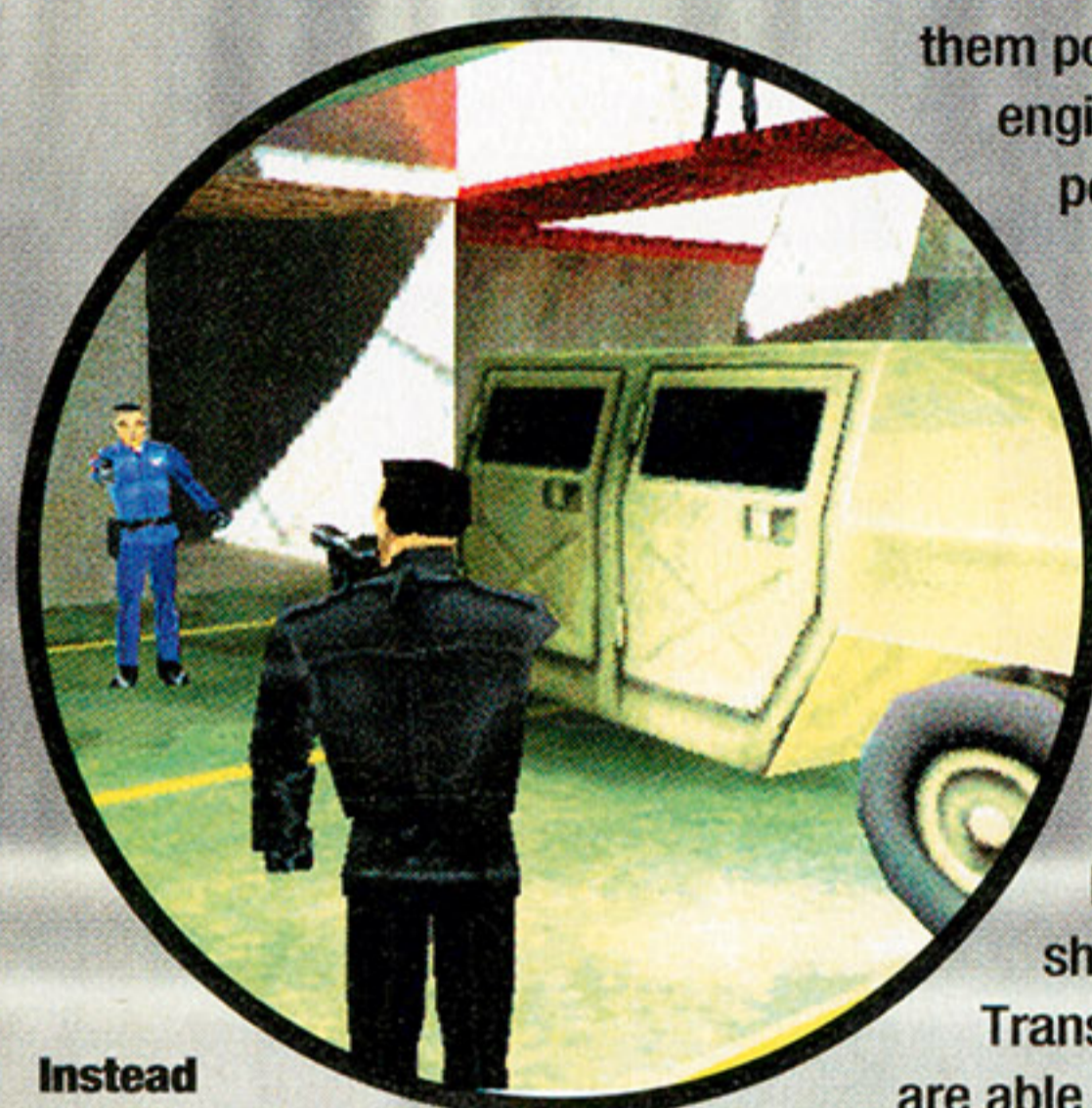
While the one-player game of *Vigilance* promises to be an amazing adventure in the mold of *Goldeneye*, the real fun starts when you hop onto HEAT.NET for a multi-player shoot out. Again using the Transactor technology, players are able to purchase power-ups and killer weapons and then enter into the fray. This means you don't have to jump in with that weak pistol like in *Quake 2*. The level design takes full advantage of a 360-degree universe and the controls allow the player to perform in the environment as well. In *Quake* and other 3D shooters, you have to face wherever you are shooting, but in *Vigilance*, the independent control of cursor and character allow you

to run one direction while knocking off an enemy in the other. The game features 12 massive areas (three to four levels each) and a variety of recognizable characters to choose from. All in all, the art direction, character design, 3D engine, and multi-player world combine to make a title that can do wonders for SegaSoft, HEAT.NET, and gaming in general. Keep up the good work.



The multi-player game features much more flat-out shooting than the single player game.

## THE ULTIMATE SPY GAME CONTINUES TO LOOK MIGHTY IMPRESSIVE



Instead of signing those pesky parking tickets, Mongo would just shoot the officer...



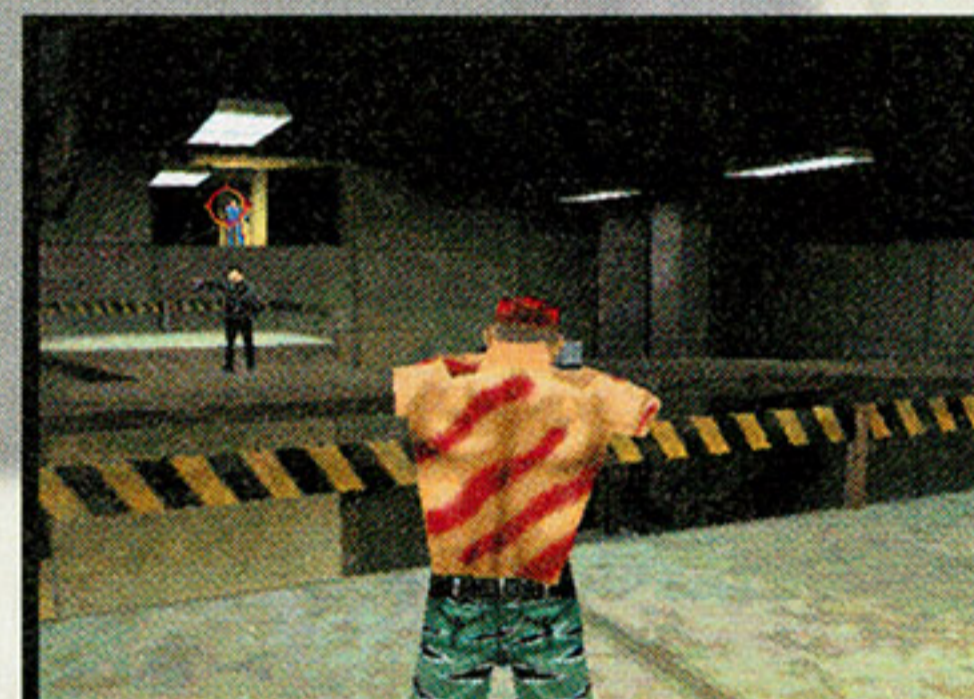
The level design is incredible! Every area features its own unique environment that is perfect for battle.



Instead of writing a bad review for the horrible performance, Mongo shot the actors.



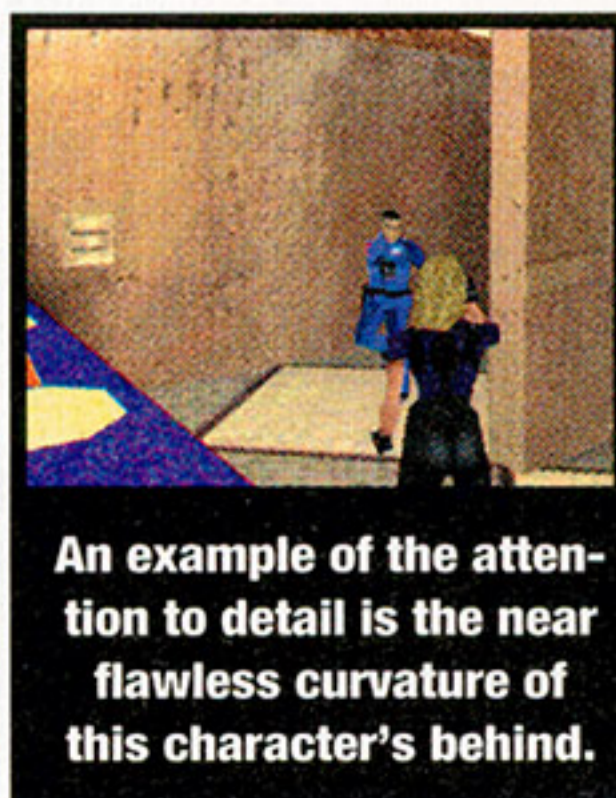
Real time lighting effects actually refract light through stained glass and then cast it over everything in the environment.



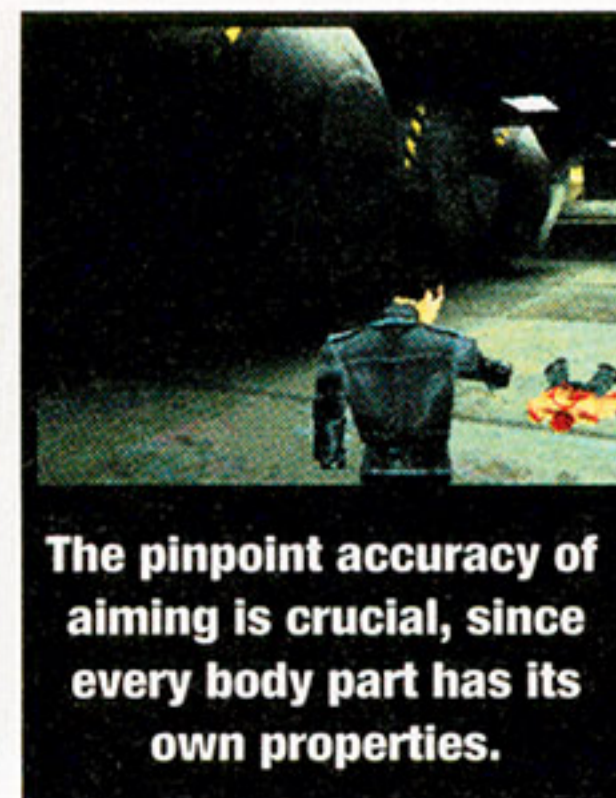
The independent control of the aiming cursor makes the shooting very accurate.



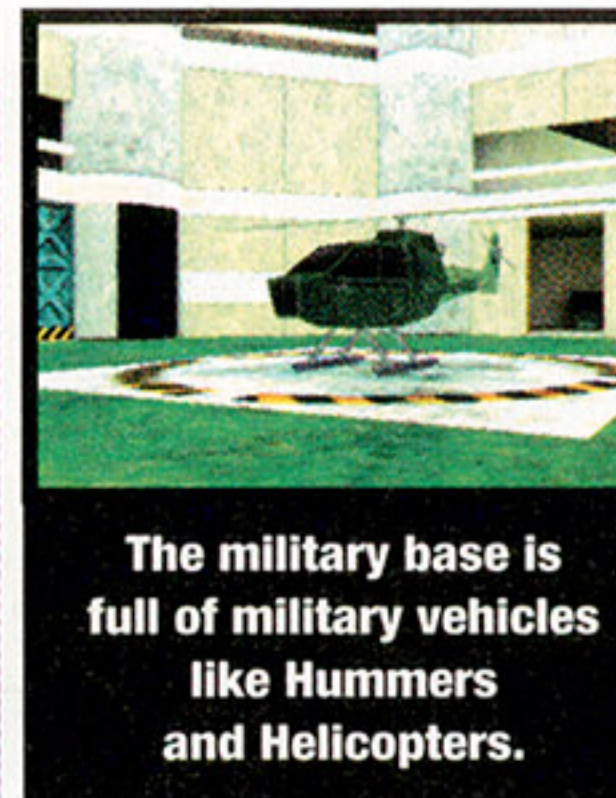
Here's another example of the unbelievable lighting effects. Just look at that light...



An example of the attention to detail is the near flawless curvature of this character's behind.



The pinpoint accuracy of aiming is crucial, since every body part has its own properties.



The military base is full of military vehicles like Hummers and Helicopters.



# GRAN TURISMO

SYSTEM: PLAYSTATION

PUBLISHER: SONY

DEVELOPER: SONY JAPAN

RELEASE DATE: APRIL

**W**e already know there are far too many racing games available for the PlayStation, and Sony knows it too. So if Sony decides to release another one, you can bet it's something pretty special. *Gran Turismo* is about as special as they come. We'd go so far as to say this is the best looking racing game for the system so far.

The current benchmark for graphical excellence is probably *Rage Racer*. It has to be said that *Gran Turismo* simply blows it away. The big new graphical feature is specular highlighting. This nifty bit of visual trickery makes it look like the car models are reflecting real light in a real environment.

Although it looks cool in screenshots, you really have to see the game moving to appreciate it fully.

And if nice car graphics aren't reason enough for you, then perhaps the sheer size of the selection of vehicles might turn your head. Sure, we've all driven Ferraris and Porsches in racing games, but how about Aston Martins? Or TVRs? Or maybe even a Chevy truck? *Gran Turismo's* licensing guy is hard at work signing on dotted lines with many of the world's major car manufacturers. This game will have more real vehicles than any other game ever made. The final list has yet to be confirmed, but expect to see every cool Japanese car, lots of British ones and plenty of hot American vehicles. All of these follow their real life counterparts in terms of handling ability and speed.

The number of vehicles available also affects the way you play the game. You can buy, sell and trade various cars in a sort of management league, hopefully

## CLEARLY THE BEST RACING GAME EVER FOR PLAYSTATION?



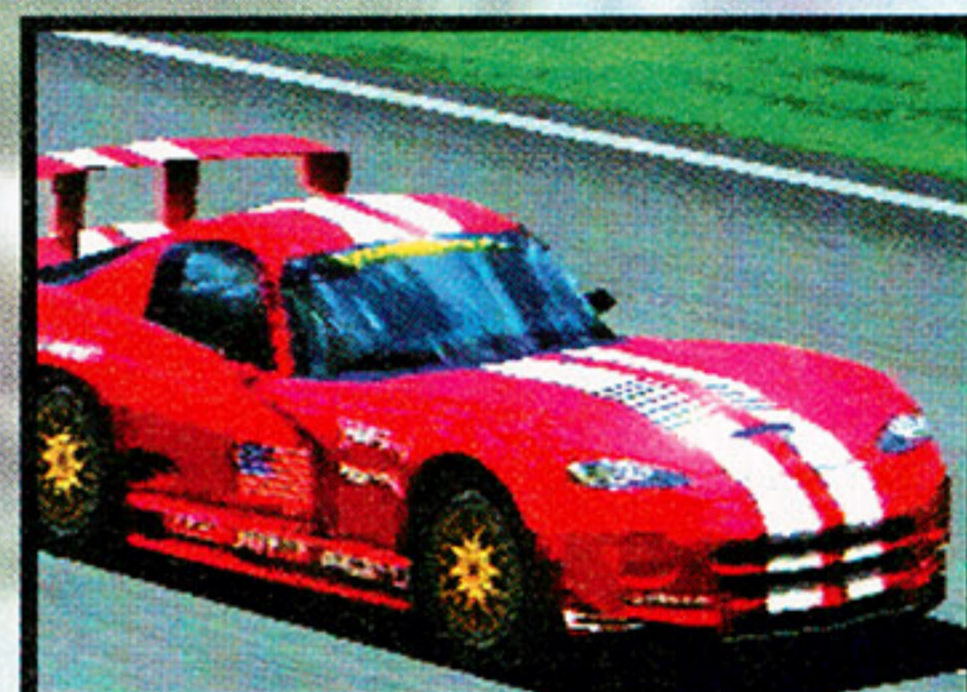
Again, more smooth replay action to show off that spectacular highlighting. Yes!



The replay modes show off the phenomenal camera angles as well as the brilliantly detailed car designs.



Of course you can select the angle of view for driving, and while the third person looks cool, the in car view is faster.



This Viper GT Coupe is just one of the deliciously delicious vehicles available.



The in-car view gives the best overall performance and will actually help you complete the game.



Skids are marked by cool smoke trails and a warning to keep off the grass.

upgrading to your dream car in order to win the league.

The track graphics are not quite as special as the cars, but they look great and the replay feature is astounding. The camera angles employed look even more realistic than the actual gameplay and this becomes a drool fest for auto fans. We'll be reviewing this in the next

issue, and judging by the version we have here, we're going to be pretty darned excited about it. Get a memory card though — this is a complicated game.



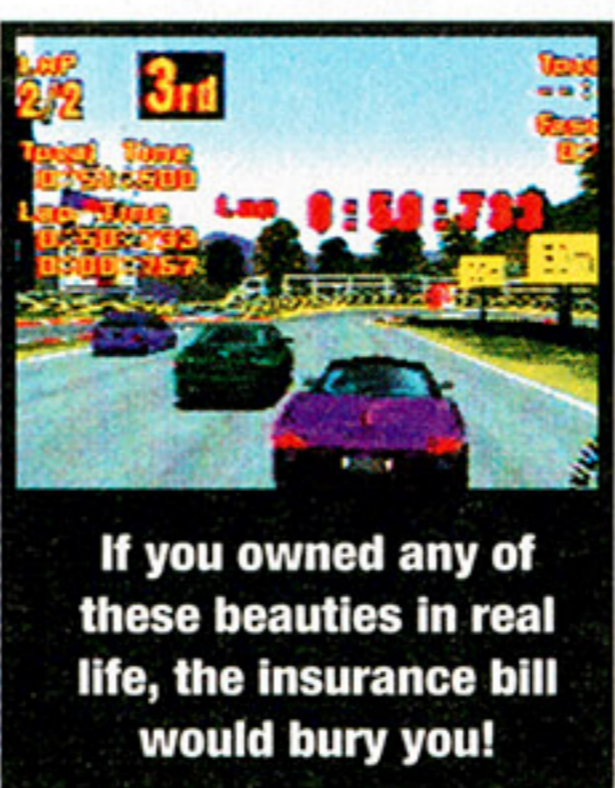
Every object in the game draws in smoothly and quickly giving an overall sensation of speed.



Following this close is usually considered illegal in most states!



While Rog talks a good race, he spends most of his time in a special area called 'The Trunk'.



If you owned any of these beauties in real life, the insurance bill would bury you!



# QUAKE 64

SYSTEM: NINTENDO 64  
 PUBLISHER: MIDWAY HOME ENT.  
 DEVELOPER: MIDWAY HOME ENT.  
 RELEASE DATE: MARCH

Working at a multi-format magazine like *Ultra Gameplayers*, it's extremely hard to appreciate conversions of older games onto new systems. After all, the entire UGP staff is currently blasting through 60-player deathmatches of the incomparable *Quake 2*. And now we finally get a look at *Quake 64*, which is basically the GL version of *Quake*, minus the thrill of the multi-player death matches. However, to those gamers who aren't quite as lucky, *Quake 64* is one of the most exciting N64 titles coming this year.

## MORE GORE FOR THE N64!

Granted, gamers who have both a PC and a Nintendo 64 really have no reason to pick up *Quake 64*, but to anyone who hasn't experienced the thrills of *Quake*, this is a must-have game. The same development team that did *Doom 64* is hard at work on *Quake 64* and is doing an amazing job. The combination of a high frame rate (30fps plus), colored lighting, ambient sound effects, and smooth control make *Quake 64* one of the best third-person shooters on any console.

Amazingly enough, the developers have managed to make the N64 version look just as good, if not better, than the 3DFX version. The only noticeable graphic drop-off is in the explosions and enemies. Many of the explosions are a bit pixelated and some of the enemies are a few polygons short of perfect, but all in all, this is an excellent version of Id's classic game.

As of press time, the game was still only 85% complete, but by the time you read this piece, *Quake 64* might just be sitting on a shelf at EB waiting to be bought. You'll be glad to know that the game does have a multi-player feature, and while it can't compare to internet deathmatches, the two-player split-screen games are a blast.

With new lighting effects on the



In the split-screen mode, you can watch the cowards shoot you in the back.



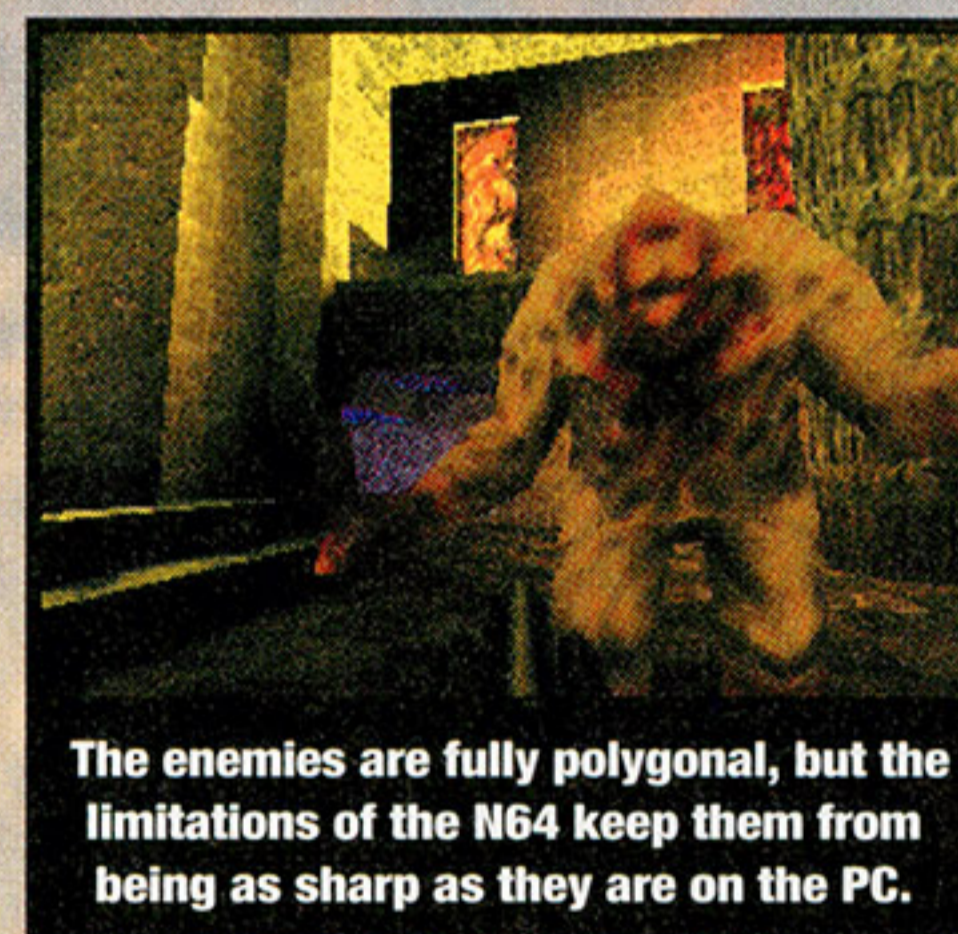
See those people? Well, kill 'em all!!! Woohoo!!!



Nothing like unloading a round of nails, especially with the extra impact of the Rumble Pak.



This big fella is just waiting to take a ride on my lightning rod! Zap! Yes!!!



The enemies are fully polygonal, but the limitations of the N64 keep them from being as sharp as they are on the PC.

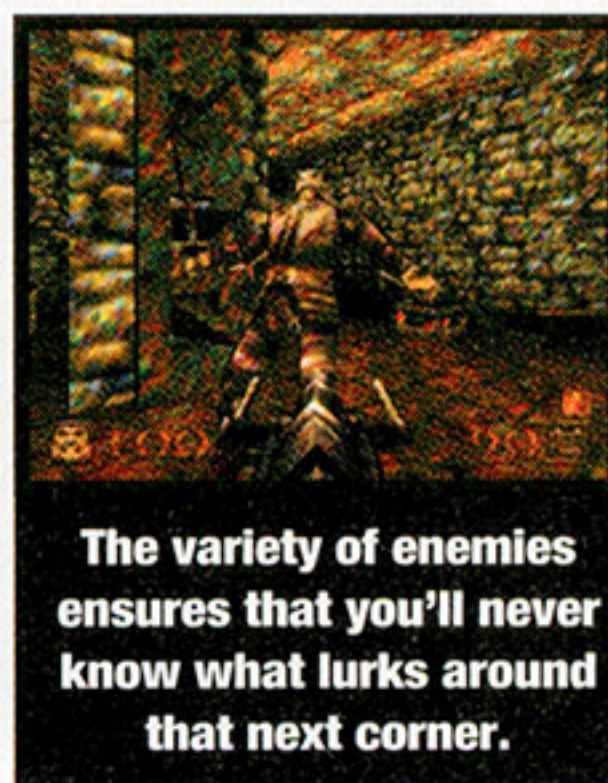


Blood! Just keep plugging away and soon we'll have another one ready for the fire!

weapons and loads of oozing blood, *Quake 64* is a beautiful game that takes full advantage of the N64's powers and should make an excellent addition to any N64 software library.



The rich colors in the water and sky are like nothing we've seen on the N64.



The variety of enemies ensures that you'll never know what lurks around that next corner.



Go ahead... Nail him to the wall... Who knew carpentry was so much fun?



The multi-player game is awesome. Big TVs make the split-screen much more tolerable.



# CARDINAL SYN

SYSTEM: PLAYSTATION  
 PUBLISHER: SONY  
 DEVELOPER: KRONOS  
 RELEASE DATE: APRIL

**W**ell, *Cardinal Syn* is not going to win any prizes for originality. The game is yet another 3D fighter in the *Tekken* mold, with a huge fighting tournament being hosted by a supernatural and mysterious figure. At least it's a shapely figure, in the form of the delectable *Cardinal Syn*. She's some sort of outcast in the evil-smelling BloodLands. You get the general idea.

*Cardinal Syn's* atmosphere is all about medieval magic and overblown drama. Find the mysterious Weapons of the Trinity, avenge various personal scores and generally fight a bunch of creepy looking people in creepy looking arenas. At least in *Cardinal Syn* the arenas are interactive. Booby traps and lava streams are scattered around, and energy and balance can be lost if you don't tread carefully. This adds strategy to what might otherwise be a mediocre-looking fighting game.

The graphics will impress. Dark, foreboding backdrops and well-animated fighters show off the fine visual techniques of Kronos, the developer. Its previous games, *Criticom* and *Dark Rift*, both looked great, but perhaps lacked the kind of depth and spark that makes games like *Tekken* shine. Clearly they hope to address that failing in this latest effort.

Sony seems confident that this will be a hit too, and will be investing considerable effort to make sure you hear about this in the coming weeks.

The controls are well ordered and pretty instinctual. You should be able to pull off the many special moves without even referring to the instruction manual — always a good sign. The music, intros and between game scenes all help set the

## ANOTHER FIGHTING GAME, BUT DOES IT HAVE A TWIST?



If you're down, don't forget the dreaded 'Ankle Biter' attack!



Why, yes, now that you mention it, I guess we are pretty damn ugly after all...



Several of the characters will fight dirty, flinging their guano at you with great accuracy and glee.



This is the eponymous *Cardinal Syn*. We're so glad they're allowing women into the clergy.



The 3D backgrounds are among the biggest and best yet seen in a fighting game.

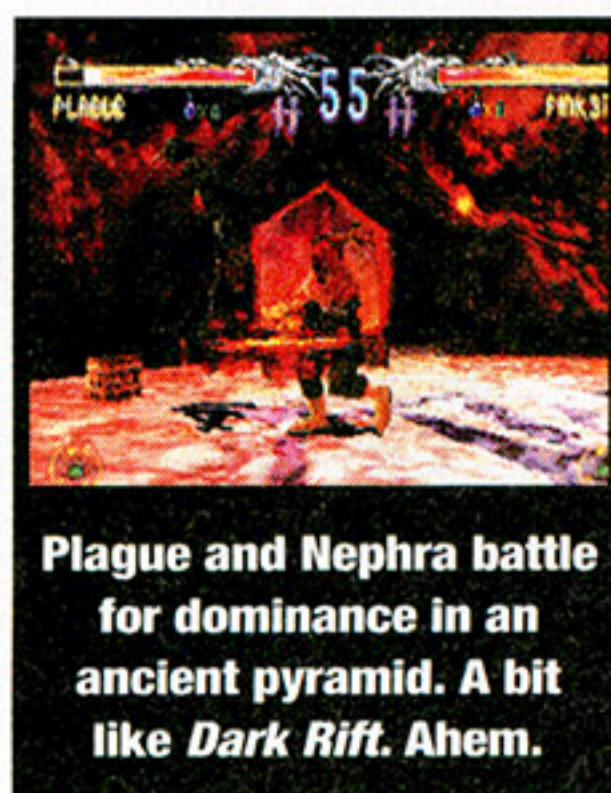


The dead bodies of your victims will be decorated with rodent skulls, fly fishing lures and green olives before burial.

plot and atmosphere, and if you don't mind the hideously overblown voice-over acting, this could be an absorbing and entertaining one player game. In battle mode though, this is clearly fun, even at the early stage we played it.

The game was first debuted at last year's E3 show, and should be complete and in the stores by the time

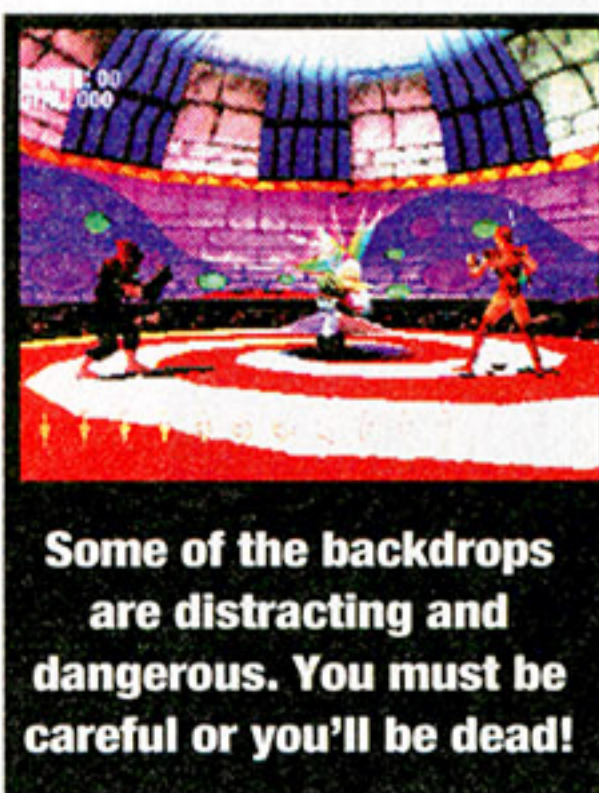
the next E3 rolls around. All in all, a promising addition to a slightly bloated PlayStation fighting game catalog.



Plague and Nephra battle for dominance in an ancient pyramid. A bit like *Dark Rift*. Ahem.



This map of the BloodLands shows you where you're going to end up next.



Some of the backdrops are distracting and dangerous. You must be careful or you'll be dead!



Victory poses are all-important. There's no point in winning if you can't show off.





# 10-SIX

SYSTEM: PC

PUBLISHER: SEGA/SOFT

DEVELOPER: POSTLINEAR

RELEASE DATE: MARCH

**U**tilizing SegaSoft's new Transactor technology, *10-Six* is an interesting combination of *Sim City*, *Red Alert*, *Quake*, and the classic Commodore 64 game, *M.U.L.E.* The game is only available for on-line multi-player play, and when we say multi-player, we mean up to a million (do the math and the name makes sense) different land owners.

The story goes something like this: a new planetoid has entered the Earth's solar system and a number of corporations begin to colonize and exploit the resources before it leaves the solar system again. To achieve this goal, colonists (the players) have been chosen to develop and mine plots of land. There are four major corporations and each one has their own style, strengths, and weaknesses. For example, the ToyCo Corporation produces huge numbers of weaker units, while Brute Force is more of a big weapons faction best suited to battle.

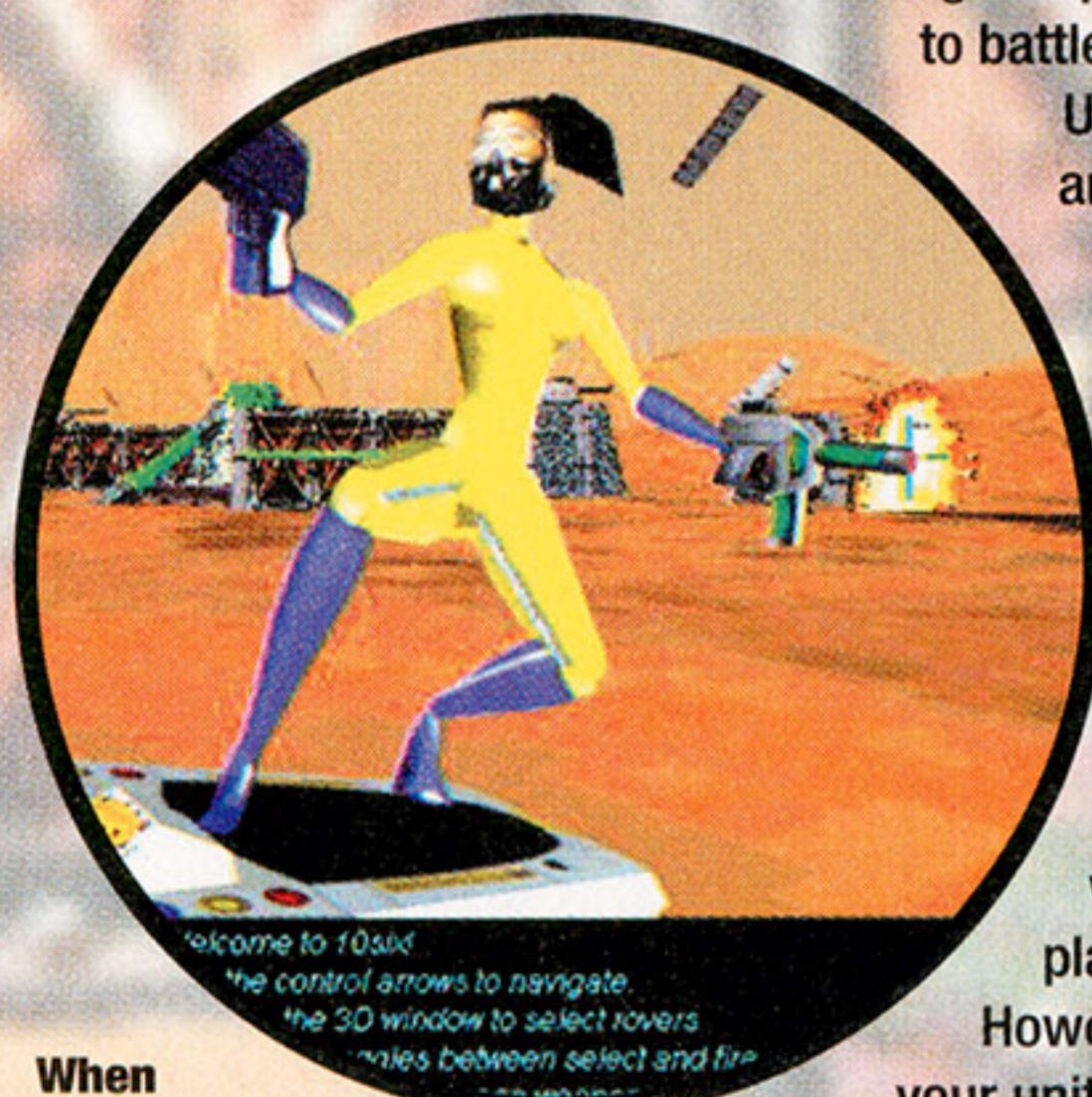
Upon entering the game you are granted a plot of land which you must then set up, build, mine, and protect. The catch is that *10-Six* is the first persistent environment game that never quits playing. Just because you log off the internet doesn't stop the world from going on. In fact, while you're gone, other players can and will attack.

However, to protect your base, your units have their own AI, but for *10-Six* to really work, the player needs to join some sort of clan of players who will protect each others assets when they are gone. This is especially crucial because of the Transactor technology that sets up real world assets for the players. In other words, if you lose a L.E.D.O (Licensed Electronic Digital Object or power-up), it is gone forever. This gives the game a real 'play for keeps' feel. Additionally, you will



*10-Six* isn't a game that relies on graphic detail, but the 3DFX version we saw looked great anyway.

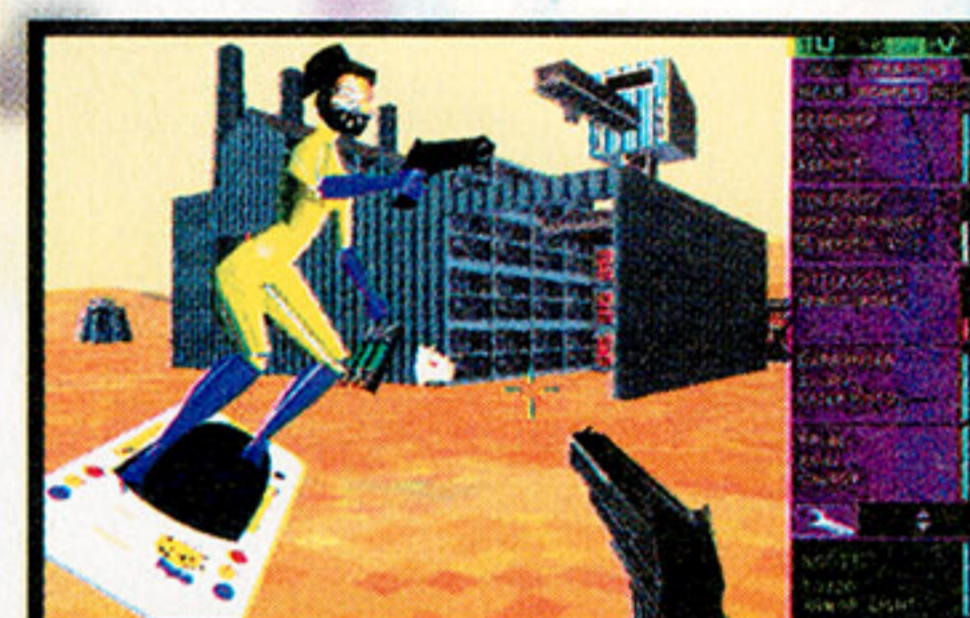
## A VIRTUAL LAND RUSH LIKE NOTHING YOU'VE SEEN BEFORE



When you attack a base, you are forced into a tight view so you can't see what's coming around the next corner.



With one million land owners occupying the same fictional planet, there is certain to be plenty of bloody showdowns.



When attacking someone's base, you use hoverboards, whose smooth control works perfectly over the net.



Hey, kids, send in \$5 and we'll send you the deed to your very own square inch of the Moon! Order today!



If you lose, then the winner gets whatever weapon you had, meaning you'll have to kill him to get it back.

be able, and encouraged, to trade items with other players or even buy new items at the HEAT.NET web-site.

Players who buy the game will get six months of free HEAT.NET service and an alternate world to dominate. Not bad for \$50, huh?

So what are you waiting for? There's

gold, or something equally valuable, out there in them there cyber-hills! Yee-haw!



The L.E.D.O's can be purchased with real money, heat dollars, or traded in battle.



Brute Force are the best fighters, but don't produce as well as other corporations.



And who wouldn't want to wear this stylish BF badge as a symbol of, uh... mindless duty?



Extreme resembles Nike, which means they'll hire illegal aliens for a buck a year wages.





See No Evil...



Hear No Evil...



Crush Evil  
With Your Butt

# SKULLMONKEYS™

Armed with a killer butt and a boatload of bizarre weapons, you're Klaymen, the last clay action hero. **Run. Jump. Butt-Bounce.** Repeat until you save your beloved homeworld from the evil villain Klogg and his Skullmonkey minions.



Unleash deadly emissions—from the Fart-Head to the almighty Universe Enema.



Give your thumbs a rest with **bee-yoo-tee-ful cinematics!**



Over 90 levels hand-crafted in high-tech, superfly, 3-D...CLAY!



"Chock Full O' Humor, Just Like Earthworm Jim.™"  
—Game Informer



# BOMBERMAN FIGHT

SYSTEM: SATURN  
 PUBLISHER: TBD  
 DEVELOPER: HUDSON SOFT  
 RELEASE DATE: TBD

**H**udson Soft only makes one game, and they keep remaking it over and over again. Thank God the game is a classic like *Bomberman* or we'd all tire of it quickly. Less than a year after *Saturn Bomberman*, Hudson Soft has released a new 3D *Bomberman* game for the Saturn in Japan. *Bomberman Fight* moves the classic *Bomberman* gameplay into the third dimension with textured polygonal bombers battling it out.

The camera is fixed in an isometric position, which is a much better angle for play. The key new element for *Bomberman Fight* is the addition of a life bar, which means you can get singed and live to fight on. Once again, the multi-player game is an absolute blast, but the single player game is seriously lacking. Thus far, no publishers have picked up the title for the U.S., but word has it that Sega will publish the game later this year to satisfy the remaining Saturn owners. We certainly hope somebody picks up this game, because there can never be enough *Bomberman*.

**DAMN THE KANGAROOS!  
 FULL SPEED AHEAD!**



Powerup or curse? You'll have to pick it up to find out!



The classic *Bomberman* characters are back, as well as some freaky little new ones.



This is how we imagined a 3D *Bomberman*. Check out that huge, 3D explosion! Woohoo!



Of course, there are new arenas that take better advantage of the 3D nature of the game.



The graphics in *Bomberman Fight* are extremely crisp, especially for a Saturn game.

# BUSHIDO BLADE 2

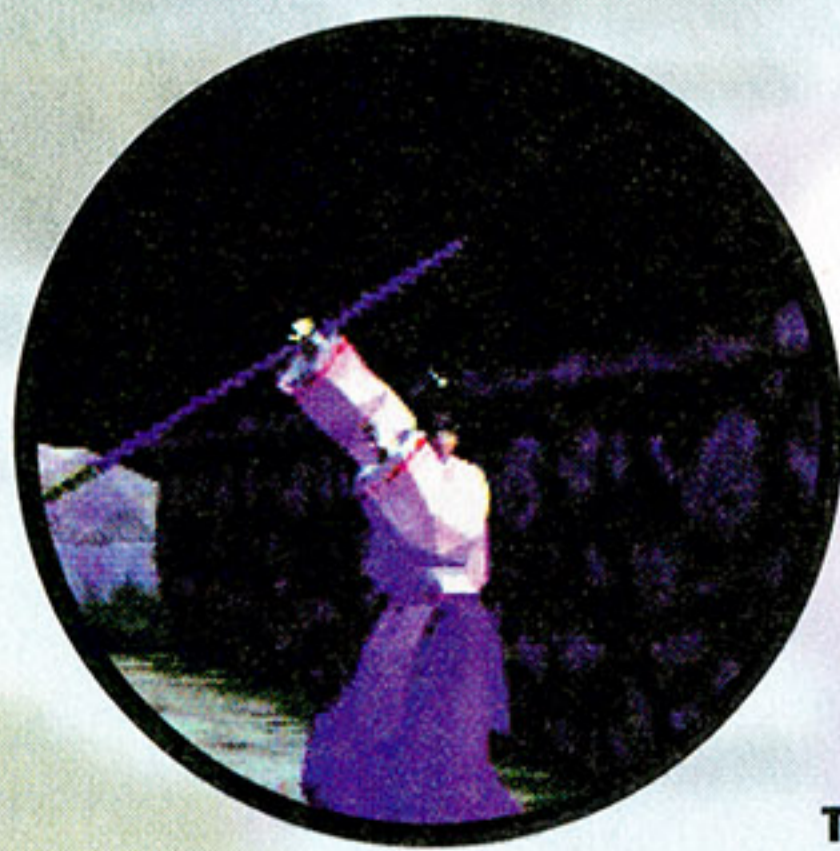
SYSTEM: PLAYSTATION  
 PUBLISHER: SONY COMPUTER ENT.  
 DEVELOPER: SQUARESOFT  
 RELEASE DATE: JULY

**W**ell, it seems like only a few short months ago that *Bushido Blade* carved its own niche in the fighting genre and *Bushido Blade 2* is nearing completion. The game is slated for a March release in Japan and, although no official word has been given, we expect to see the game in the U.S. by this fall.

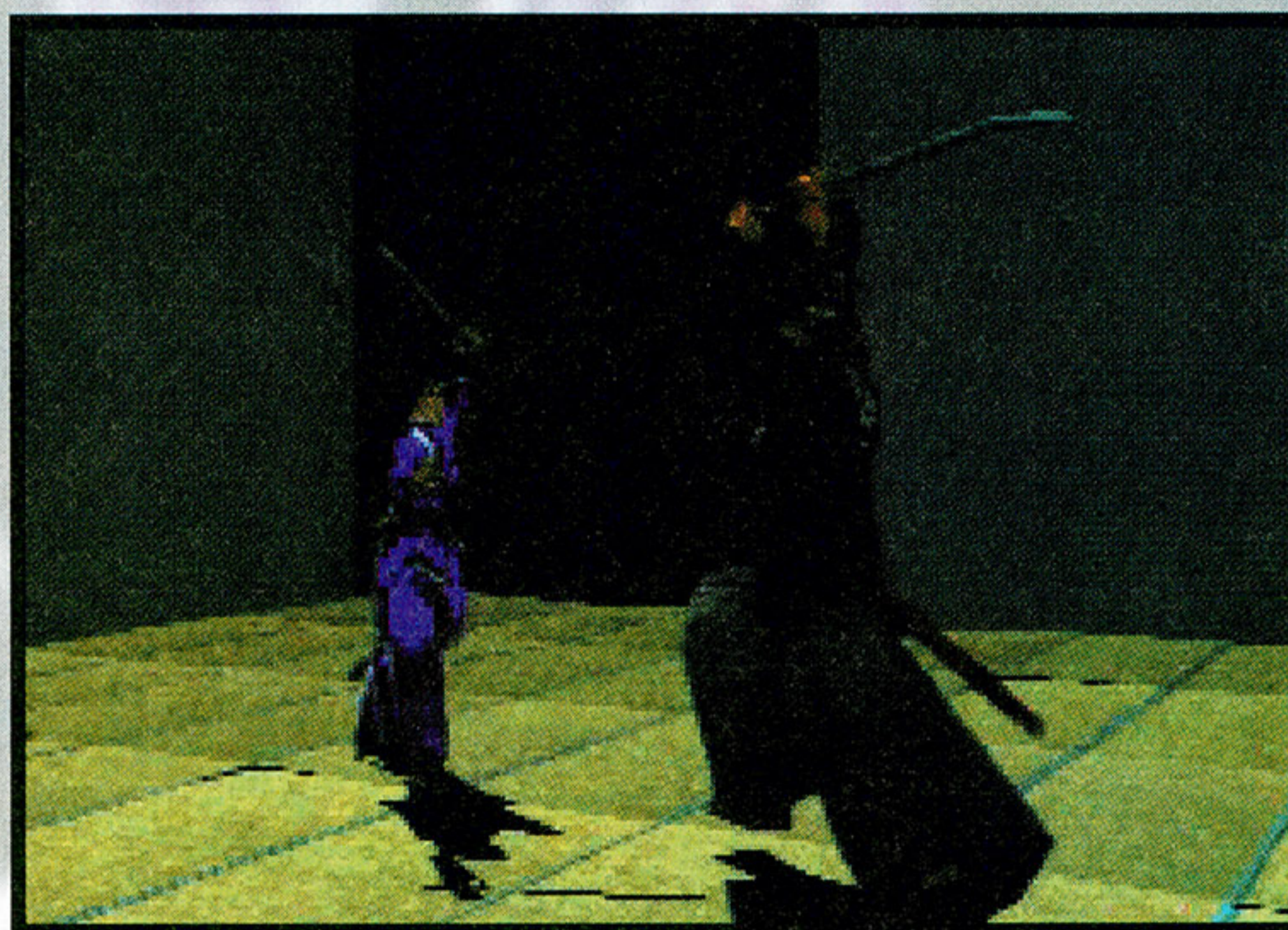
New for *Bushido Blade 2* is a new collection of steal weaponry, some crazy new characters, and a slightly improved fighting engine. At first glance, the game looks identical to the original, but work on the fighting mechanics and camera should pay off with a much better-playing game. The new characters in the game are quite a departure from the original traditional Japanese fighters. Instead, they are a collection of cliches that could prove to either add variety or take away credibility. Among the craziest of the new characters is black fighter who can only be described as Shaft and a crazy new cow girl, complete with Stetson.

The combination of innovative gameplay, interesting characters, and an improved engine should make *Bushido Blade 2* even more enjoyable than the original. Look for more on this title next month.

**IT SLICES... IT DICES... IT  
 MAKES JULIENNE FRIES!**



The improved camera work makes navigation a tad easier.



Shaft returns from the '70s and now he's got some steel to even the deal (insert wah-wah guitar riff here).



One of the new weapons is actually two of them for double the action.



Giddy up, this cowgirl has dropped the six-shooter in favor of a long sword.



Nice hat. That's all you'd better say to this sword slinger or she's liable to cut you in two!

# ARES RISING

SYSTEM: PC  
 PUBLISHER: TBD  
 DEVELOPER: IMAGINE STUDIOS  
 RELEASE DATE: SPRING 1998

New from development house Imagine Studios is *Ares Rising*, a new *Wing Commander/X-Wing*-style space sim. What separates *Ares Rising* from the crowded space sim genre is its depth of game play and heavy role playing element. You start as a contract spacer, with a minimalist ship and low cash flow. As you choose and succeed at escort or assault missions, your finances improve and you can upgrade weapon systems, buy an entirely new ship or hire a wingman to fly with you.

**JOIN THE SPACE PATROL,  
EARN BIG BUCKS!**

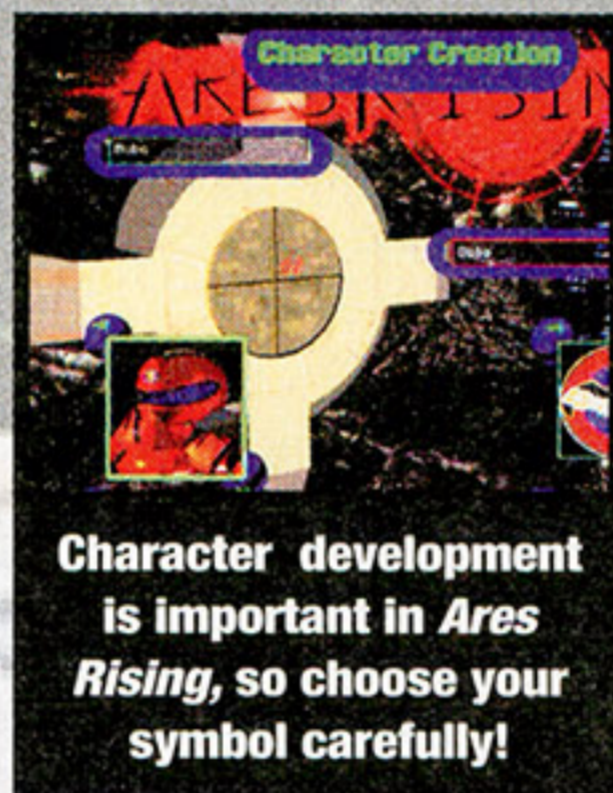
*Ares Rising* has a story line with branching paths that lead to better or worse endings. Every action you take has a real time impact on the rest of the game. Once you finish the story, though, you can continue to explore the universe, buying and upgrading your ship and amassing a fortune. Multiplayer support includes network death, but it's the semi-persistent world with player ranking and character development that really highlights *Ares Rising's* unique gameplay. Good graphics, gameplay, and multiplayer support make *Ares Rising* a title to look forward to.



There are over 50 unique space ships you can engage in combat.



Dog fights in *Ares Rising* are fast and furious, with dozens of potential threats swarming around you.



Character development is important in *Ares Rising*, so choose your symbol carefully!



All of the ships have a set number of hard points. Outfit your ship with different weapons and tools.



Each ship has different levels of armor, so using the proper weapon is important.

# ULTIMATE RACE PRO

SYSTEM: PC  
 PUBLISHER: MICROPROSE  
 DEVELOPER: KALISTO  
 RELEASE DATE: SPRING 1998

The original *Ultimate Race* was little more than a technology showcase for the PowerVR 3D chip set, but it was a promising first draft. *Ultimate Race Pro* takes the original game a step further with enhanced game play, a faster frame rate, new multiplayer options, new tracks, weather effects and support for D3D and 3DFX.

**YOU CAN DRIVE LIKE  
THERE'S NO INSURANCE!**

The designers at Kalisto admit they're huge fans of Sega's arcade racer *Daytona* and wanted a similar multiplayer experience for the PC. With that objective in mind, they built *Ultimate Race Pro* from the ground up to be a multiplayer game, with support for up to 16 cars over the Internet. While racing through city streets and country roads is a lot of fun, *Ultimate Race Pro's* best multiplayer feature is a *Twisted Metal*-style destruction derby that features power ups, aerial collision ramps, and performance degradation as your machine takes damage.

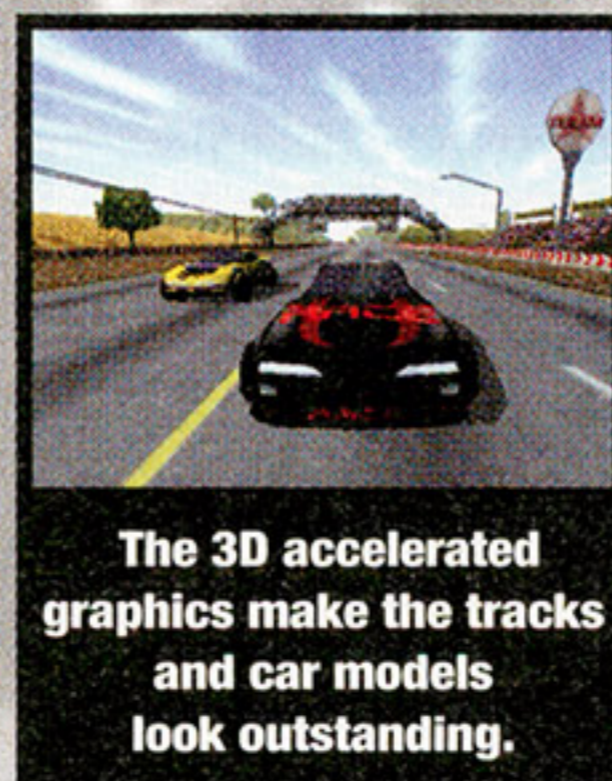
*Ultimate Race Pro* looks like it could be one of the best racers of '98. With its impressive graphics and multiplayer options, it will certainly be eagerly anticipated.



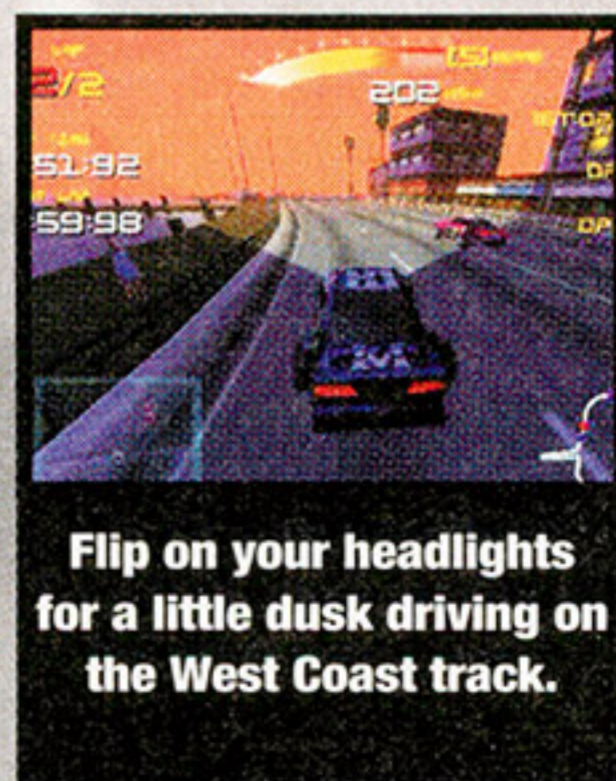
Head on collisions are one way to score a kill in the Destruction Derby mode.



Lens flare, real time shadows and damage are just some of the graphic goodies that make *Ultimate Race Pro* so much fun.



The 3D accelerated graphics make the tracks and car models look outstanding.



Flip on your headlights for a little dusk driving on the West Coast track.



There are up to sixteen cars on the track, and the radar box helps you keep track of their proximity.

# TOMORROW NEVER DIES

SYSTEM: PLAYSTATION

PUBLISHER: MGM INTERACTIVE

DEVELOPER: BLACK OPS

RELEASE DATE: JULY

## THE GAME THAT IS SHAKEN, NOT STIRRED...

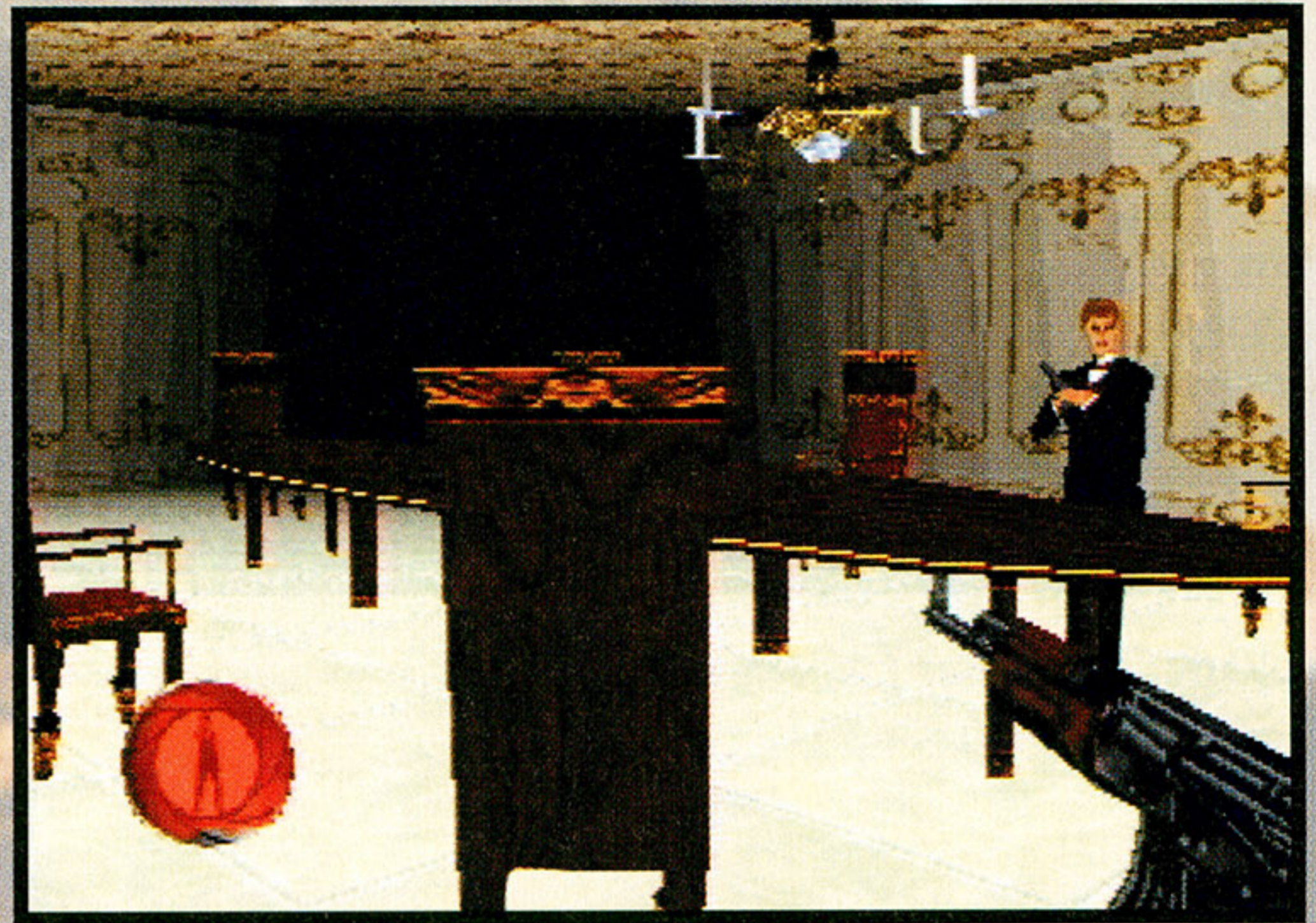


Hey, this isn't Sean Connery! Where the hell is Sean Connery?

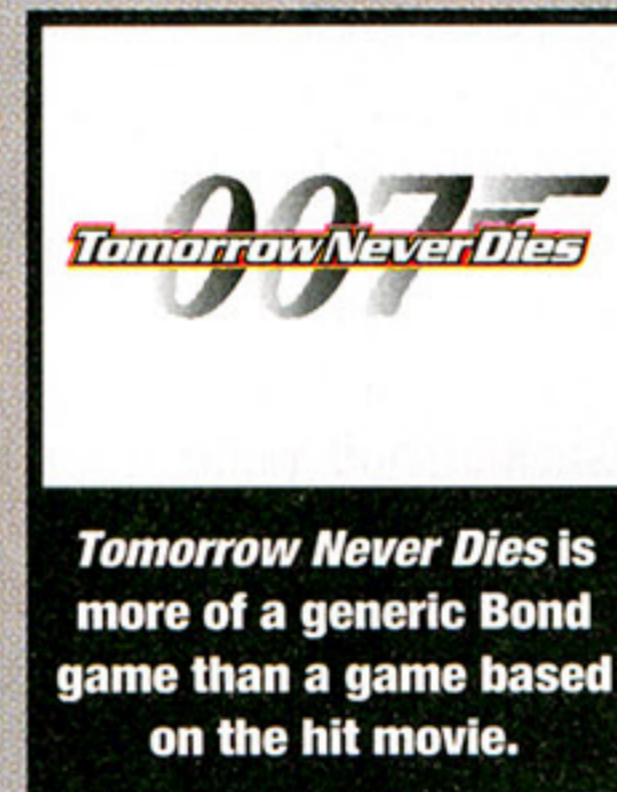
**B**lack Ops is teaming up with MGM Interactive to bring Bond's latest adventure to life on the PlayStation and PC.

This ambitious effort by the developers is to try and create the Bond world in its entirety for gamers. The main section of the game is going to be very similar to *Goldeneye*, complete with sniper rifle and individual body part damage, but the developers are creating a collection of different games that will be used to complete the missions. There is a skiing portion of the game, where Bond has to escape hordes of gun-toting alpine enemies, then once you reach the bottom of the hill, it's into that brand new BMW for a classic car chase. Then Bond has to strap on a wet suit and explore ancient ruins. There is also a flying game, where our martini-drinking hero takes on vicious enemies.

Combining all of these games into one has rarely been done successfully (only *Die Hard Trilogy* comes to mind), but *Tomorrow Never Dies* is certainly an intriguing title. Let's just hope it all comes together nicely.



The PlayStation version is already looking solid, even if the graphics are a bit fuzzier than the PC version.



*Tomorrow Never Dies* is more of a generic Bond game than a game based on the hit movie.



Wow! Now you can ski across the Alps while being shot at! Kids, don't try this at home...



The main mode of play is very similar to *Goldeneye*, but the option of a third-person view is nice.

# GRAND THEFT AUTO

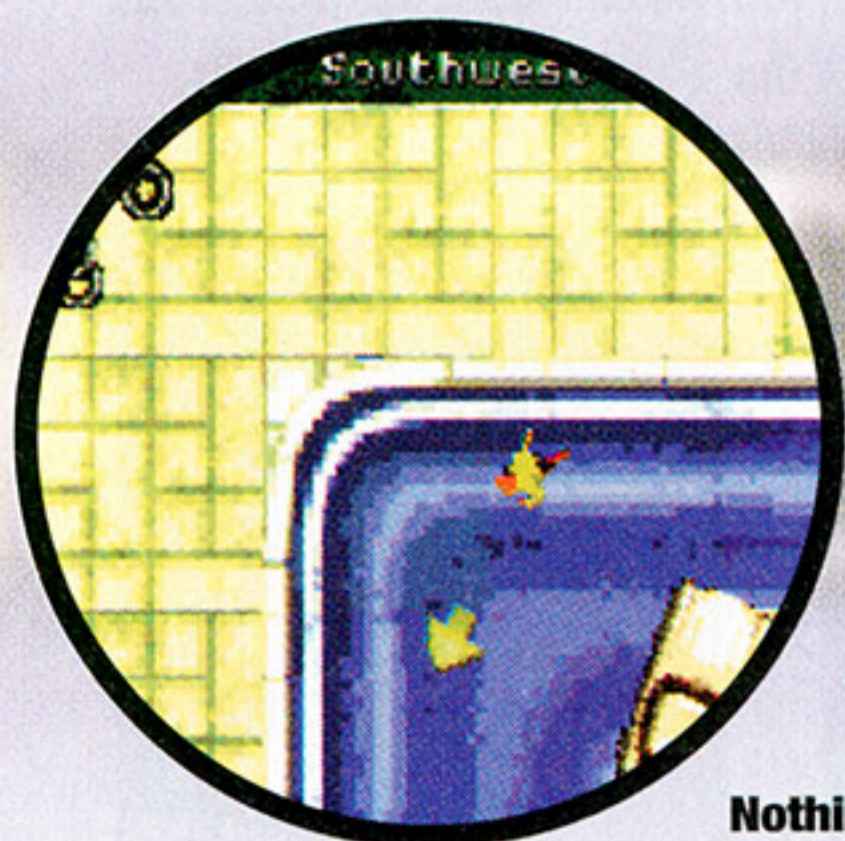
SYSTEM: PLAYSTATION

PUBLISHER: ASC

DEVELOPER: DMA DESIGN

RELEASE DATE: MARCH

## WOW! YOU TOO, CAN BE A WANTED FELON!!!



Nothing like a Saturday spent destroying an entire city and making off with big cash.

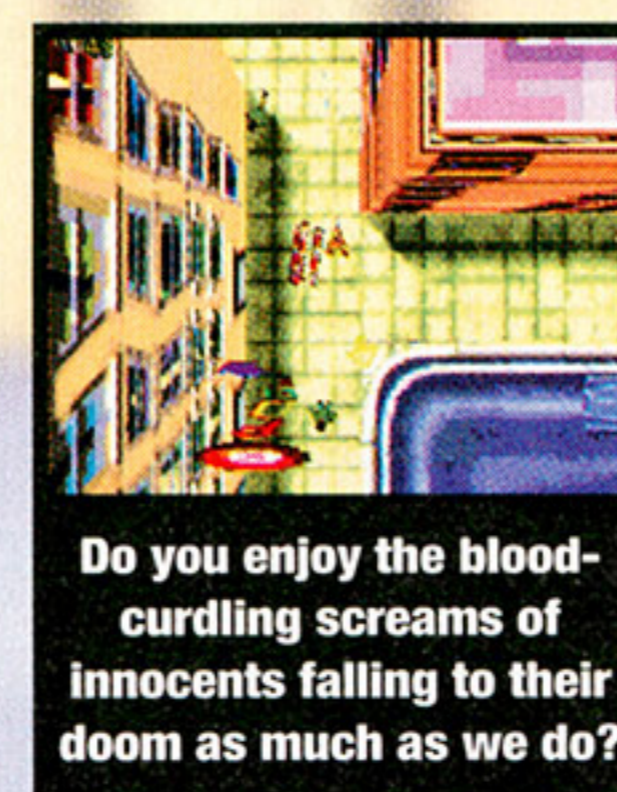
**T**his title was originally scheduled to be released about six months ago, but when BMG went under, the title was cancelled for the U.S. Publishers were hesitant to pick up the title due to its adult language, extreme violence, and the encouragement to take out cops. Finally, ASC stepped forward and is set to bring *Grand Theft Auto* to the U.S.

You play the role of a car jacker, who must steal cars and sell them for big cash. There are several different cities where the action takes place, but the geography very closely resembles real cities like New York and Miami. With over 6,000 scale miles of sidewalks, roads, and free-ways, and a whopping 200 missions, *Grand Theft Auto* certainly isn't short on depth. Throw in over 30 cars you can steal (including cop cars) and you understand what kind of adventure this game is.

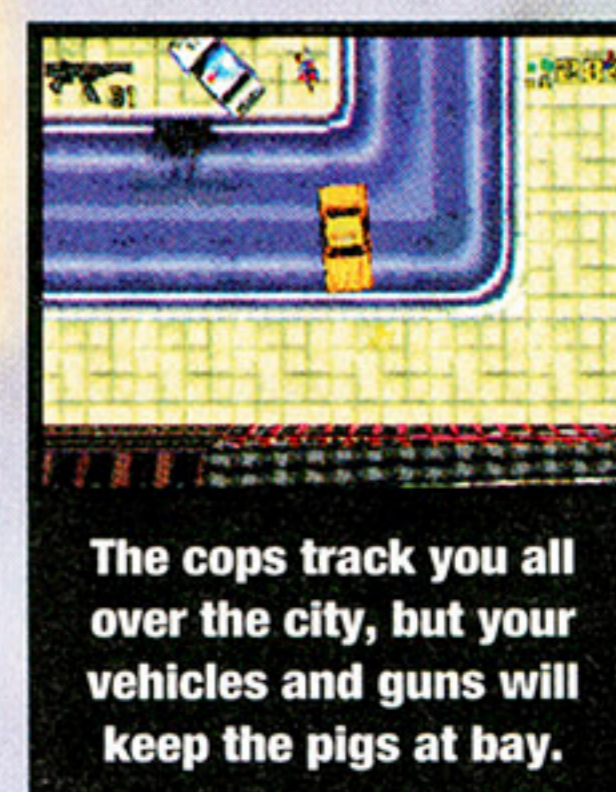
The graphics are average and the control isn't great, but the pure unadulterated fun of taking out pedestrians, cops, and anything that stands in your way is a thrill. If you take out cops, the computer AI sends a swarm of police after you and they tend to shoot first and ask questions later. Consider this game great training for a life of crime.



Decisions, decisions... Do you run over the pedestrian or go for the out of control car?



Do you enjoy the blood-curdling screams of innocents falling to their doom as much as we do?



The cops track you all over the city, but your vehicles and guns will keep the pigs at bay.



With a huge variety of cars, including this giant truck, the game has endless entertainment.

# XENOGEAR

SYSTEM: PLAYSTATION

PUBLISHER: TBD

DEVELOPER: SQUARESOFT

RELEASE DATE: TBD

**F**ortunately for US RPG fans, Squaresoft has reconsidered its previous stance concerning the widely hyped mech-RPG, *Xenogears*, and are discussing the possibility of the game's release in the States. This 'second chance' should prove to delight Square fans everywhere, as

*Xenogears* has been touted to pack in more innovative features and higher quality graphics than *Final Fantasy VII*. Characters are sprite-

models instead of polygonal, while backgrounds are no longer all prerendered, but are more similar to those in *Final Fantasy Tactics*. CG cinemas will also be mixed in with anime-type movies to add the Squaresoft trademark 'production' to *Xenogears*.

With an unusual combat system that allows the player to choose from several different attacks that can be entered in the same manner you would a move in a fighting game, *Xenogears* also gives the player the opportunity to 'spin' the perspective of the environment in order to fully explore for items and characters. If *Xenogears* does eventually make it to the States, it should be more than worth the wait.

## WHERE THE TIN MAN GETS AN ATTITUDE...



Towns are bustling with numerous characters and all sorts of usual RPG activities.



The mechs shown in the beginning of the game are just a sample for what's coming up later on in *Xenogears*.



The ability to jump when wandering the landscape opens up all sorts of interesting opportunities.



The level of detail in the game should prove Square's mastery of high-end graphics.



Random combat will have you pulling punches and combos instead of pressing one boring button.

# CRIME KILLER

SYSTEM: PLAYSTATION

PUBLISHER: INTERPLAY

DEVELOPER: PIXELOGIC

RELEASE DATE: MARCH

**F**or all those gamers who have dreamed of getting behind the wheel of a cop car and enforcing their own brand of justice, *Crime Killer* just could be the answer.

*Crime Killer* is a pure action game that pits the player as a rookie cop who must stomp out crime in a futuristic city.

Of course, merely arresting people and filling out paper work wouldn't make much of a game, so in *Crime Killer* you kill crime and the criminals associated with it. The game features three different vehicles, including a cop car, motorcycle, and plane. No matter which vehicle you're driving, the ultimate goal is to chase down the bad guys and kill them real good. Each vehicle handles differently and is equipped with different weapons of destruction. As you race around the city in hot pursuit, there are several weapon power-ups which can be picked up to make the crime killing just a little easier.

The spectacular lighting, special effects, and extreme speed of *Crime Killer* make it an all out action game that plays as good as it looks.

## YOU TOO, CAN WORK IN LOS ANGELES!



If high speed chases are your cup of tea, then this is just what you ordered!



The virtual city you're protecting is filled with civilian traffic, which you should avoid (Of course, it's much more fun to take 'em out).



The lighting effects from the bubble gum machines are unreal! Get out your license and registration.



The motorcycle handles a bit better than the car, but is much weaker against enemy fire.



Crime: Drag Racing on city streets. Sentence: Death by rocket. Now that's justice!

# POWERBOAT RACING

SYSTEM: PLAYSTATION  
 PUBLISHER: INTERPLAY  
 DEVELOPER: INTERPLAY  
 RELEASE DATE: APRIL

**W**ater, water everywhere and not a drop to drink. That's because it's all polluted with gasoline and leaking hydraulic fluids from the powerboats in Interplay's new racer.

A man could argue that Nintendo's *WaveRace* finally dragged aquatic racing into the present day videogame. In fact, that game was so good that it inspired quite a number of arcade and home based games, including *Aquajet* and *Wave Runner* and now, for PlayStation, it's the

Powerboats turn.

## COULD THIS BE *WAVERACE* FOR THE PLAYSTATION?

These super-fast and highly unstable vehicles are responsible for about half the footage on those disaster shows. They fly up into the air if they hit the slightest bump and come crashing down in an explosion of ice-cold water and body parts. Cool!

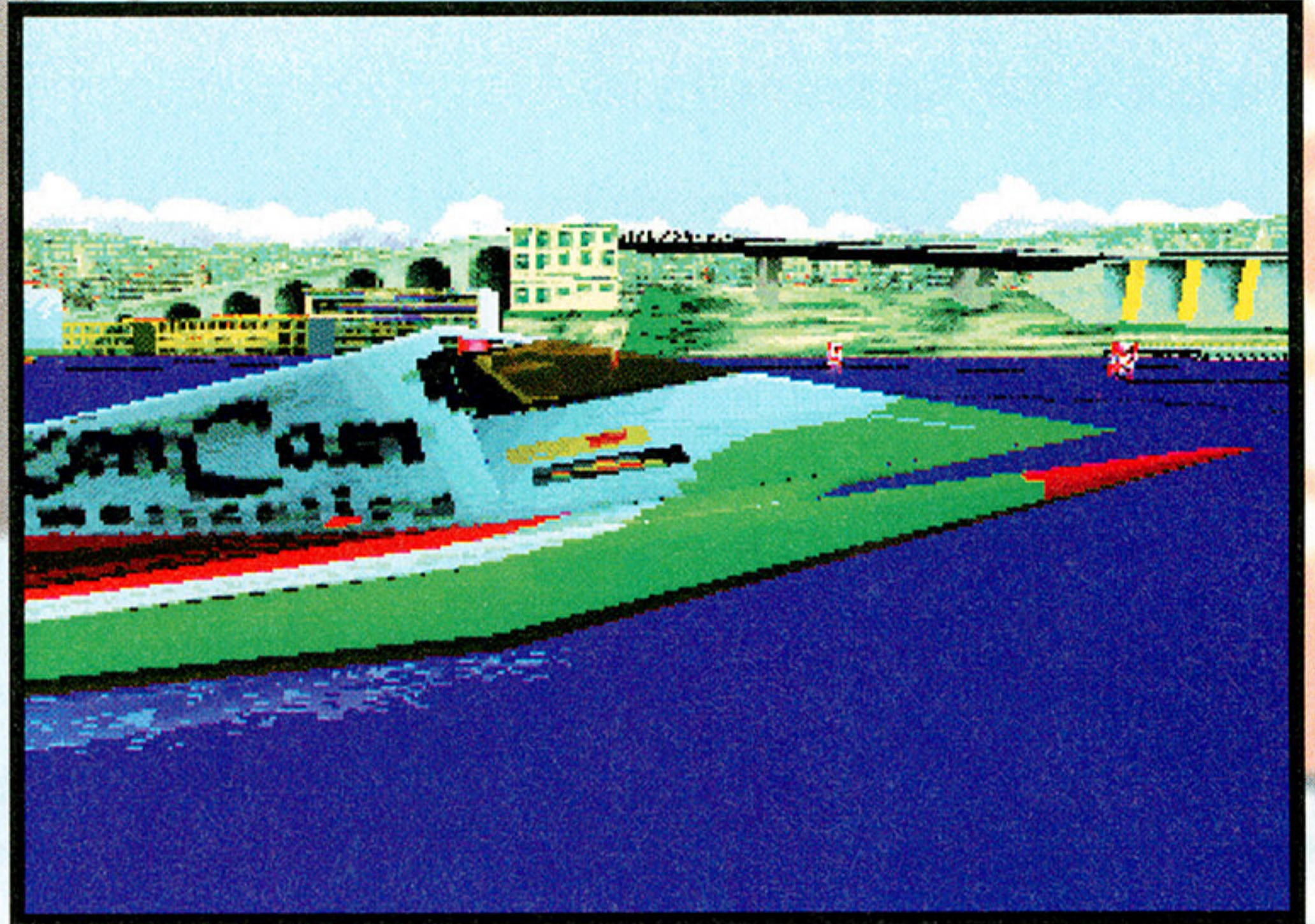
Well, the safety issues have been taken care of. No matter how long you play this game, your limbs should remain firmly attached to your body, and the only moisture will be perspiration. Unless, of course, you wet yourself, which you might, because this game is pretty darned fast.

It's been developed by a UK company, and if there's one thing those Brits know about, it's water. They're surrounded by it. The stuff falls on them pretty much all year round and we're pretty sure that they hold about half the world water speed records. We're looking forward to this. It really does look like a viable alternative to both *WaveRace* and *Jet Moto*.

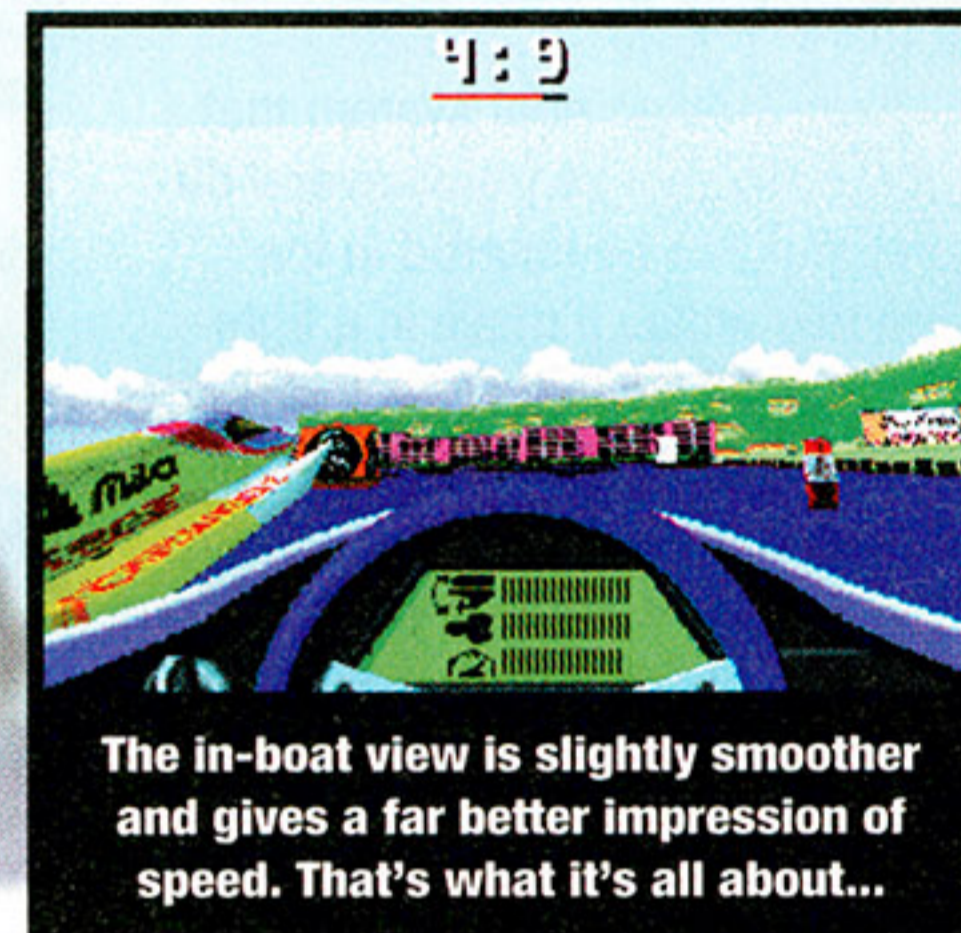
And while our noble son of Scotland was writing this stellar preview, I was amazed that Frank didn't mention the heroic missions undertaken by these

speeding beauties at Dunkirk. Why, the pictures of those brave British lads water-skiing to safety while firing back over their shoulders at those nasty Nazis kept every Englander's heart light during those awful months of the Battle of Britain, when Herr Meyer's

Stukas rained metal death upon innocent English schoolchildren. Hail to thee, oh mighty powerboat! All hail and praise!!! Watch for a review soon.



The boat models, we're reliably told, are pretty darned similar to the real thing. This screenshot convinced us.



The in-boat view is slightly smoother and gives a far better impression of speed. That's what it's all about...



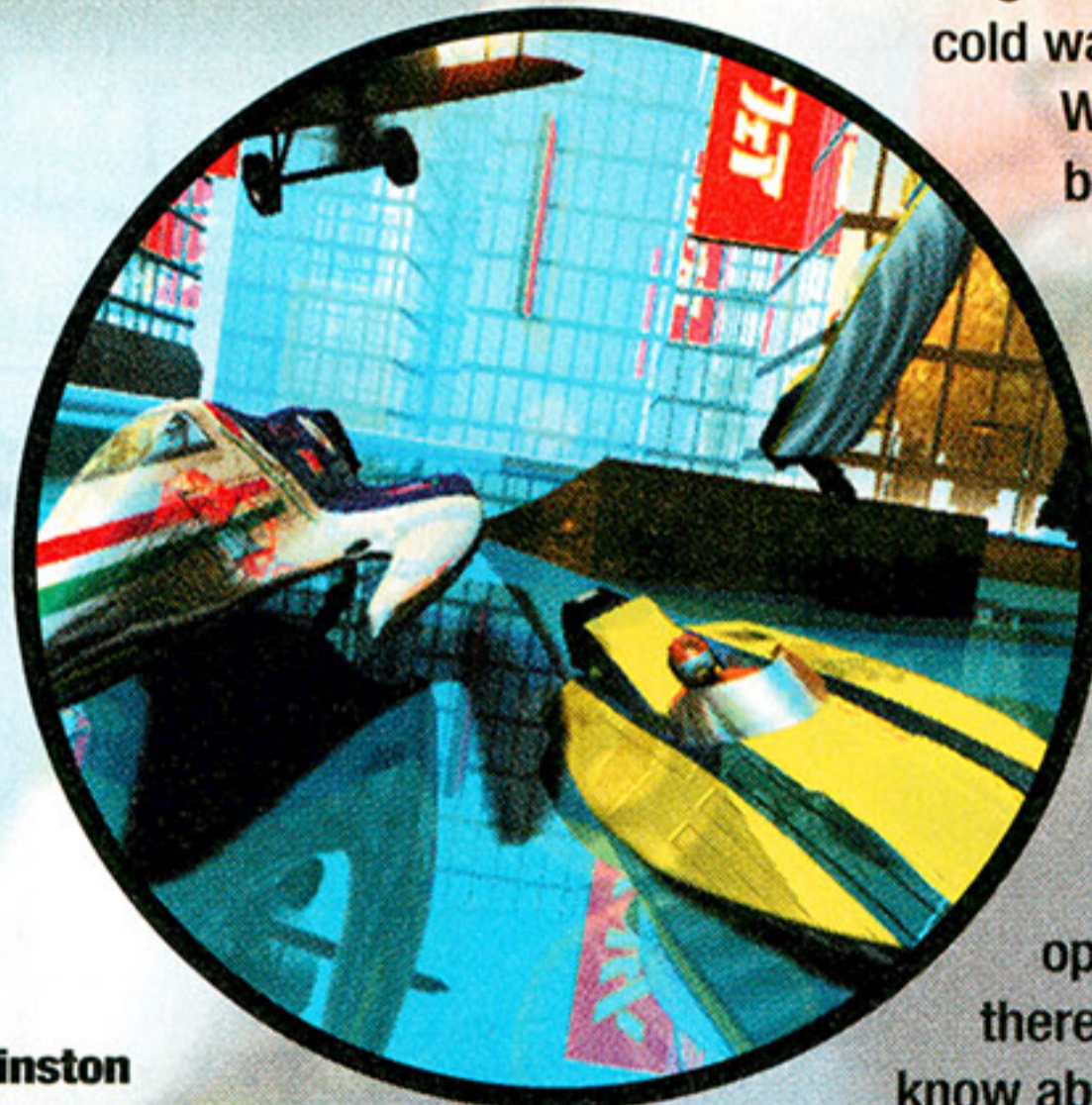
Accurate physics on the water surface are similar to those seen in Nintendo's *WaveRace*.



Catchin' air above water is a truly refreshing experience, like a big can of Jooky.



Each boat has an individual driver. This one is British, so he's used to being all wet and cold.



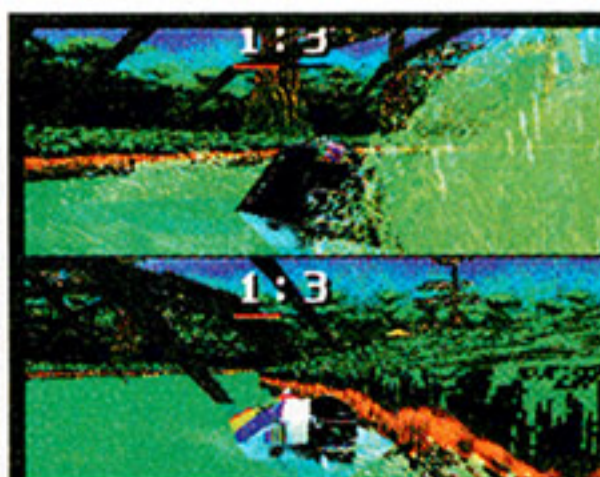
Winston Churchill always favored a yellow color scheme on his powerboat.



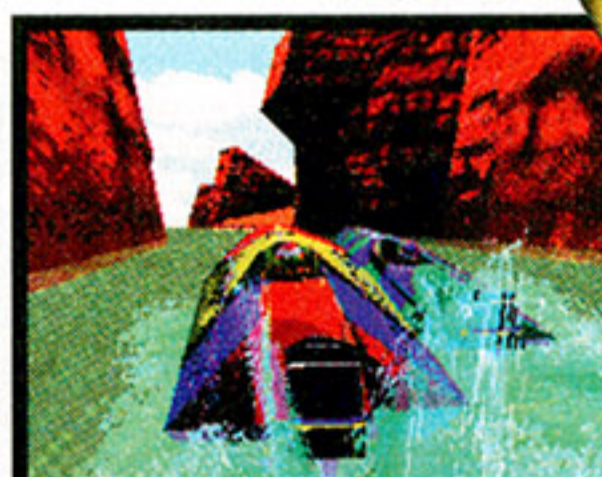
Stay out of the wake of the opposing boats, since it'll obscure your view and mess with your life.



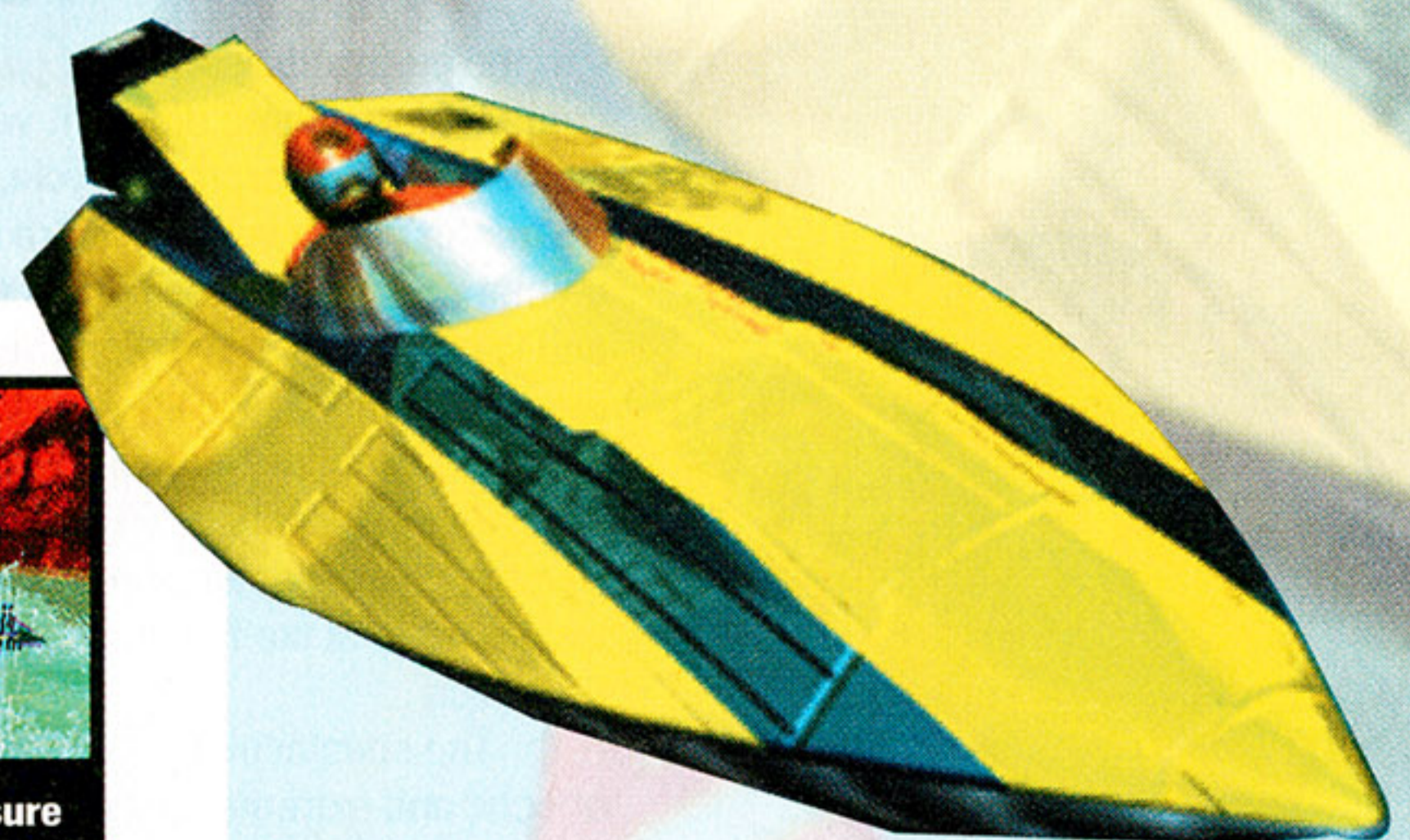
Cruising through the canals of... Manhattan? There's some artistic license going on here...



Of course, there's the obligatory two-player, split screen mode for head to head racing.



Why, this canyon sure is grand. Thank God the Nazis didn't have any pwer boats!







SHINING FORCE III™



THE HOUSE OF THE DEAD™



PANZER DRAGON SAGA™



Day 42. The standoff continues. Suspect presumed paranoid. Has been known to roam dungeons and consort with bandits and sprites in **Shining Force III**. Believed to be mutilating and blowing heads off zombies in **House of the Dead**. Purported member of **Panzer Dragon Saga** cult, which claims that ancient, morphing "dragon friend" holds the key to salvation from evil. Approach with extreme caution: suspect known to use thumbs when threatened.



# DEATHTRAP DUNGEON

SYSTEM: PLAYSTATION, PC

PUBLISHER: EIDOS

DEVELOPER: EIDOS

RELEASE DATE: SPRING 1998

**BLOOD, GUTS, GORE,  
MAYHEM... WOOHOO!**



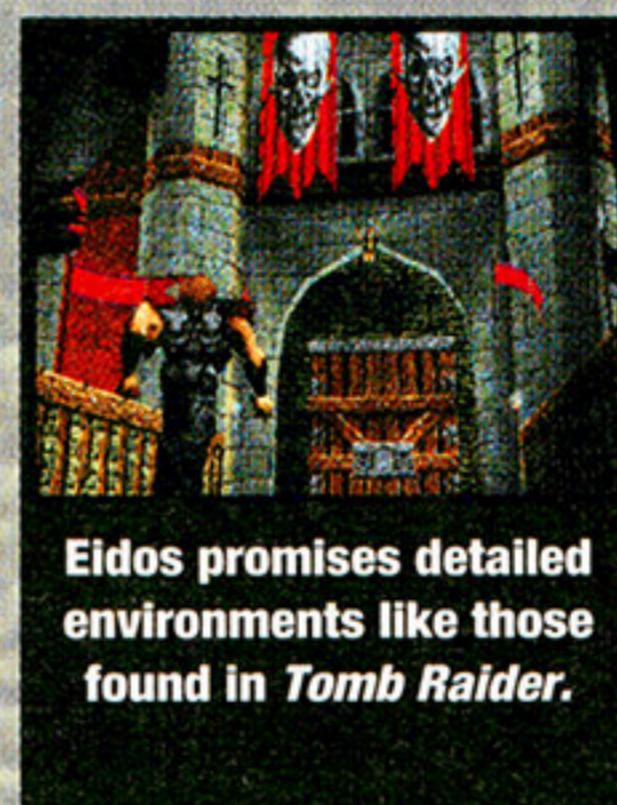
Light sourcing and level depth are top factors in making *DD* a great game.

The latest offering from Eidos in the 3D action genre, *Deathtrap Dungeon*, has gone through many interesting changes since it was first previewed in UGP several months ago. The company's been hard at work, improving combat systems and the 'intuitive camera angles' that are integral to the massive gore and fightfest slated for release sometime during Spring. You'll be able to play as either Red Lotus, a veritable 'Ice Queen' with a sword that does most of her talking, or as Chaindog, a warrior-for-hire looking for something beyond the daily grind. Or you and a friend can pair up the two for multi-player combat on the PlayStation, or opt for network and modem play for four players on your PC.

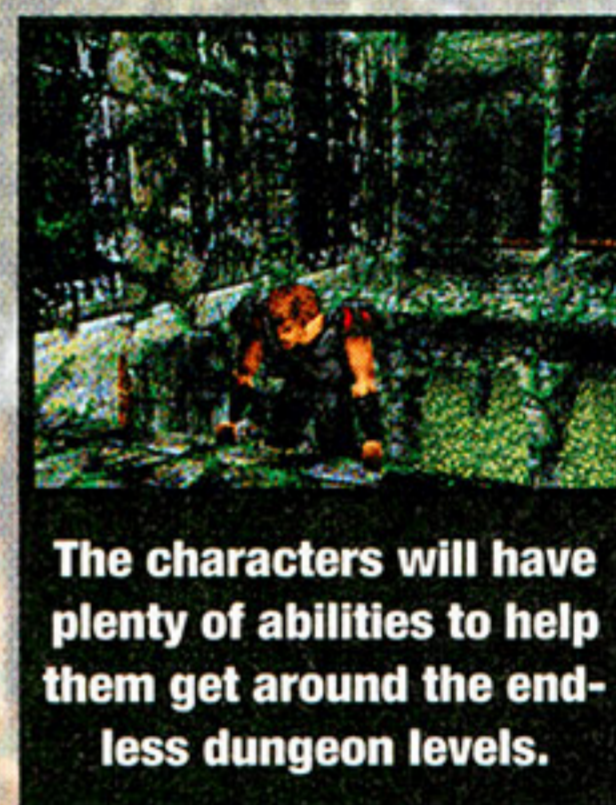
Your objective in the game is to hack and slash your way through over 20 levels of puzzles and enemies and slay the dragon to grab the gold and the goods. Introducing a third person perspective to traditional dungeon exploration themes, Eidos hopes that *Deathtrap Dungeon* will expand its success beyond *Tomb Raider* fame.



With a big feisty party like the one going on in this picture, all that's missing is lots of mud and a wrestling ring.



Eidos promises detailed environments like those found in *Tomb Raider*.



The characters will have plenty of abilities to help them get around the endless dungeon levels.



Chaindog has to do his share of swordslashing to take down mutant scorpions and the like.

# WAR GAMES

SYSTEM: PLAYSTATION, PC

PUBLISHER: MGM INTERACTIVE

DEVELOPER: INTERACTIVE STUDIOS

RELEASE DATE: APRIL

**KILL 'EM ALL, THEN HIT  
RESET AND DO IT AGAIN!**



The variety of maps has players fighting on everything from icy rivers to volcanoes.

Just last issue, we gave you an early look at *War Games* for the PC. Now we've gotten hold of information and screens on the PlayStation version of the game. In a rare move, the PlayStation version is actually going to be quite different from the PC.

In an effort to add more action to the game, the developers are giving players much more control over individual units. And since the game is being developed specifically for the PlayStation, the usual control problems with real time strategy games on the console should be alleviated. Basically, the premise is the same — the player has to take one of two sides in an epic battle against the other, but with a clearer focus on individual units, the game is going to possess its own unique style of play.

We haven't had a chance to check out the control and interface first-hand, but if everything finishes up like it's started, then *War Games* could be a one of a kind combat game for the PlayStation and, let's face it, we need as many war games as we can get. Keep both eyes wide open for this one!



With both land and air units, the battles are certain to get quite hectic.



The graphics aren't quite as nice as the PC, but they are as good as any other PlayStation game.



Futuristic war machines and traditional war units make for some interesting battles.



The PlayStation version features a closer camera angle, making it easier to control individual units.

# NINJA

SYSTEM: PLAYSTATION

PUBLISHER: EIDOS

DEVELOPER: CORE

RELEASE DATE: APRIL

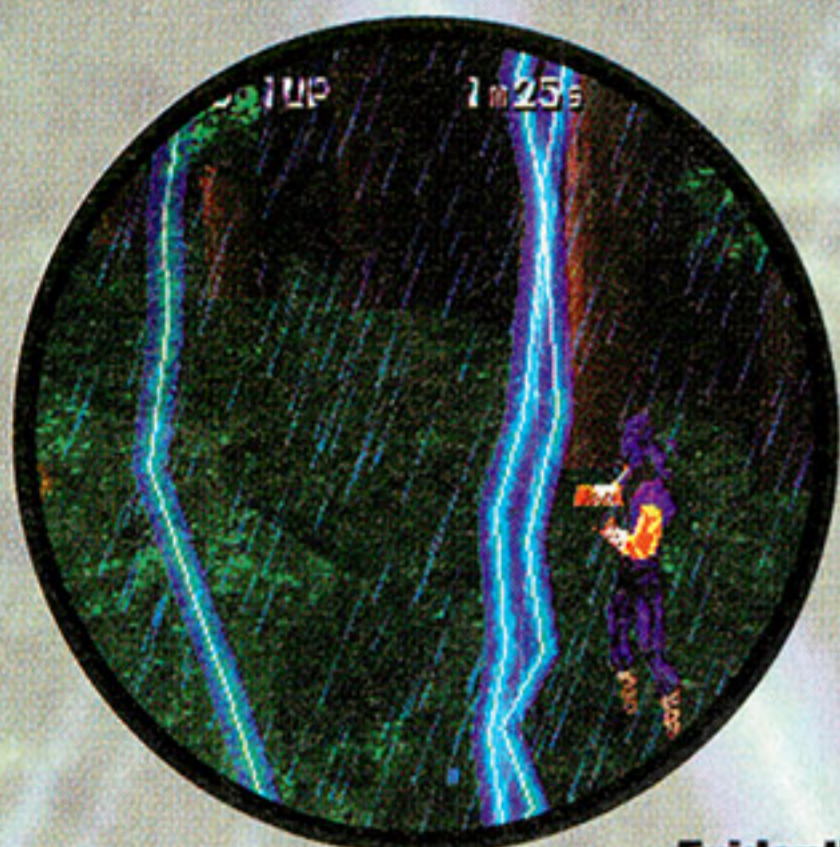
This could be the game that either proves Core Design as one of the hottest new developers or furthers the belief that it is a one-hit wonder. After the huge success of *Tomb Raider* and *Tomb Raider 2*, Core has released *Fighting Force* and *Swagman*, both credible, but unspectacular games. With *Ninja*, Core and Eidos are hoping for another huge hit.

## HOT NEW GAME OR JUST A FIGHTING FORCE REDUX?

The game is essentially a 3D *Final Fight* with a Ninja as the main character.

However, the game is also going to feature platform elements like rolling logs, timed jumps, and traps. The early version we've been playing isn't populated with enemies and the AI isn't yet working, so it's hard to make a real judgement. The graphics are smooth and the engine appears capable, but without any idea of what the gameplay is going to be like, it's difficult to say if *Ninja* is going to be just another *Fighting Force*.

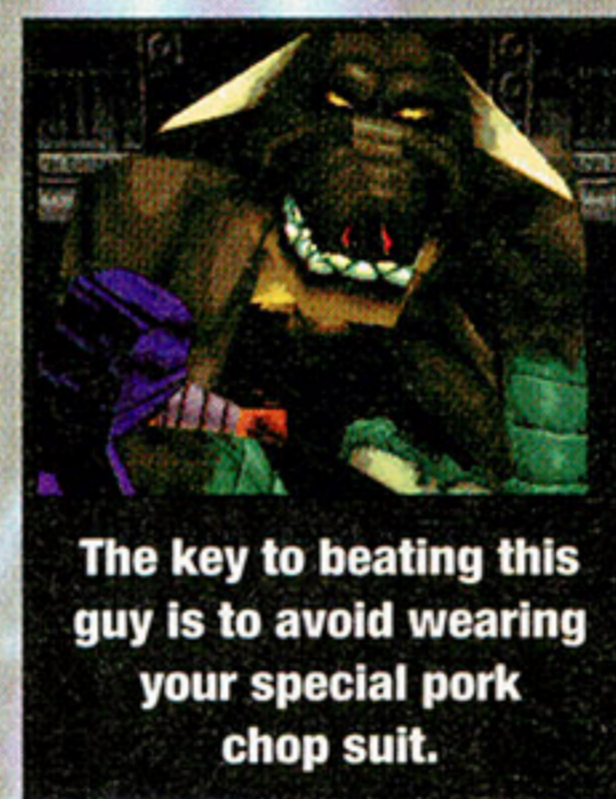
In order for *Ninja* to be the type of game Core is hoping for, it's going to need a compelling story and some balanced gameplay, something we haven't yet seen evidence of. We'll keep you posted on all the developments on *Ninja* just as soon as they become available.



Evidently no one ever told this guy to stay out of the rain...



The levels offer some variety and the graphics look extremely nice.



The key to beating this guy is to avoid wearing your special pork chop suit.



Ack! Where's that can of Raid now that I really need it?



What Ninja game would be complete without the bridge you have to cross while being ambushed?

# I AM TOMBA

SYSTEM: PLAYSTATION

PUBLISHER: SCEA (POSSIBLY)

DEVELOPER: WHOOPEE CAMP

RELEASE DATE: 3RD QTR 1998

No, this isn't some sort of womanizing game using motion-captured pick-up moves from Italian skier Alberto Tomba (although that does sound like one helluva game), instead, it could be Sony's answer to *Yoshi's Story*.

## FINALLY! A HERO WITH A BEER GUT...

This wacky platform game features a disturbing hero named Tomba (pretty obvious, huh), whose secret weapon is his rather distended beer belly (hey, kinda like Bill...), who must travel through a strange world of pigs, dinosaurs, and moving platforms. However, it isn't just a typical side-scroller, since there are several areas where you can go 3D, not to mention the minor RPG elements that could really make *I Am Tomba* a special game. The motion and control are smooth and the gameplay is just as whacked out as the premise.

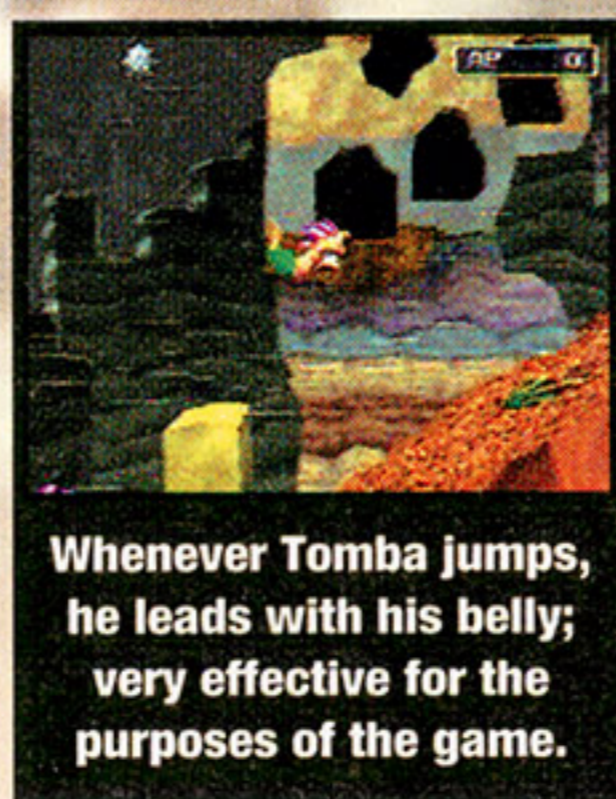
Sony has hinted about bringing this game to the U.S., but as of press time, there was no official word either way on the subject. Hopefully, Sony will bring out *I Am Tomba* by mid-year, because it's just the kind of game PlayStation gamers need.



Using your special moves, Tomba can smother just about anything on the screen.



'He is Tomba!' Here's, uh... Tomba, demonstrating his Sisyphus abilities...



Whenever Tomba jumps, he leads with his belly; very effective for the purposes of the game.



The villagers only speak Japanese currently, but we're guessing there will be some translation.



Maneuvering objects and enemies to reach your ultimate goal is good solid game design.



***CORRECT***

**CONGRATULATIONS, THE HOMERUN COUNTS. YOU  
OBVIOUSLY KNOW YOUR BASEBALL AND ARE EXACTLY  
THE KIND OF FAN WE MADE VR BASEBALL™ 99 FOR.**

***SPORTS™***

***CHECK OUT THE DEMO  
AT [WWW.VRSPORTS.COM](http://WWW.VRSPORTS.COM)***

***VR* **BASEBALL™ 99****



Actual screen shot.

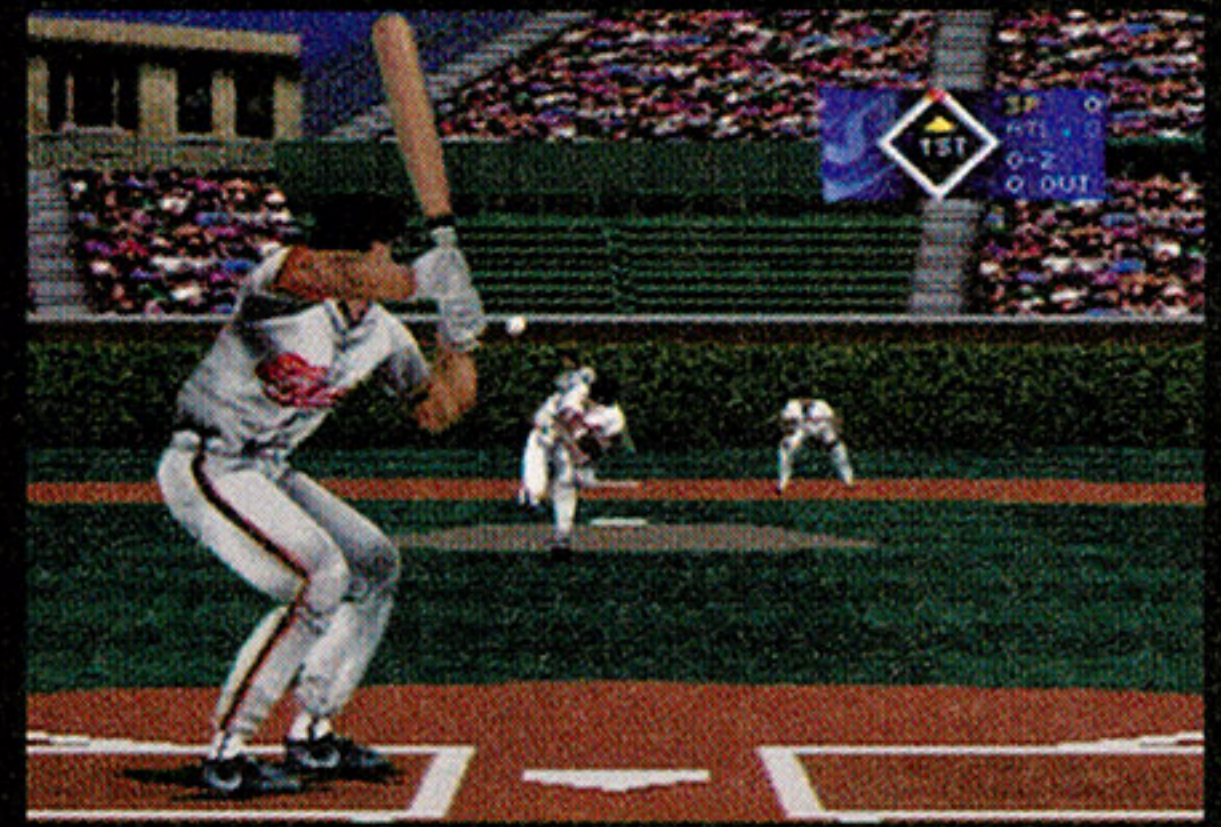
**VR Baseball™ 99.** It's a smarter, more accurate baseball game created specifically for baseball enthusiasts like yourself. People who appreciate an AI smart enough to know

that **Kenny Lofton** should score from 2nd on a gapper to the wall; that a pitcher should walk **Mark McGwire** with a base open and the game on the line; and that **Raul Mondesi's** gun is strong enough to skip the cut off man and go straight home. This isn't just another baseball game. This is baseball.

VR Baseball 99 has detailed baseball animations including motions for collision. When a runner breaks up a double play and slides into second base, you can see the short-stop get knocked on his butt. **Andrew Jones** will dive to catch hard line drives, and baserunners round the bases instead of making perpendicular cuts. We've also quickened the pace of baseball by adding a variety of quick key short cuts to speed up gameplay, and by adding an innovative menuless pitching interface that let's you pitch to a nearly infinite number of locations instantly. Which means you're now able to throw a **Greg Maddux** fastball without tipping your hand to your opponent.

This is it. The baseball game for baseball purists. So, again, congratulations on passing our test. And now, to reward yourself, head over to your local video game store and pick up a copy of VR Baseball 99. Play what you've been missing.

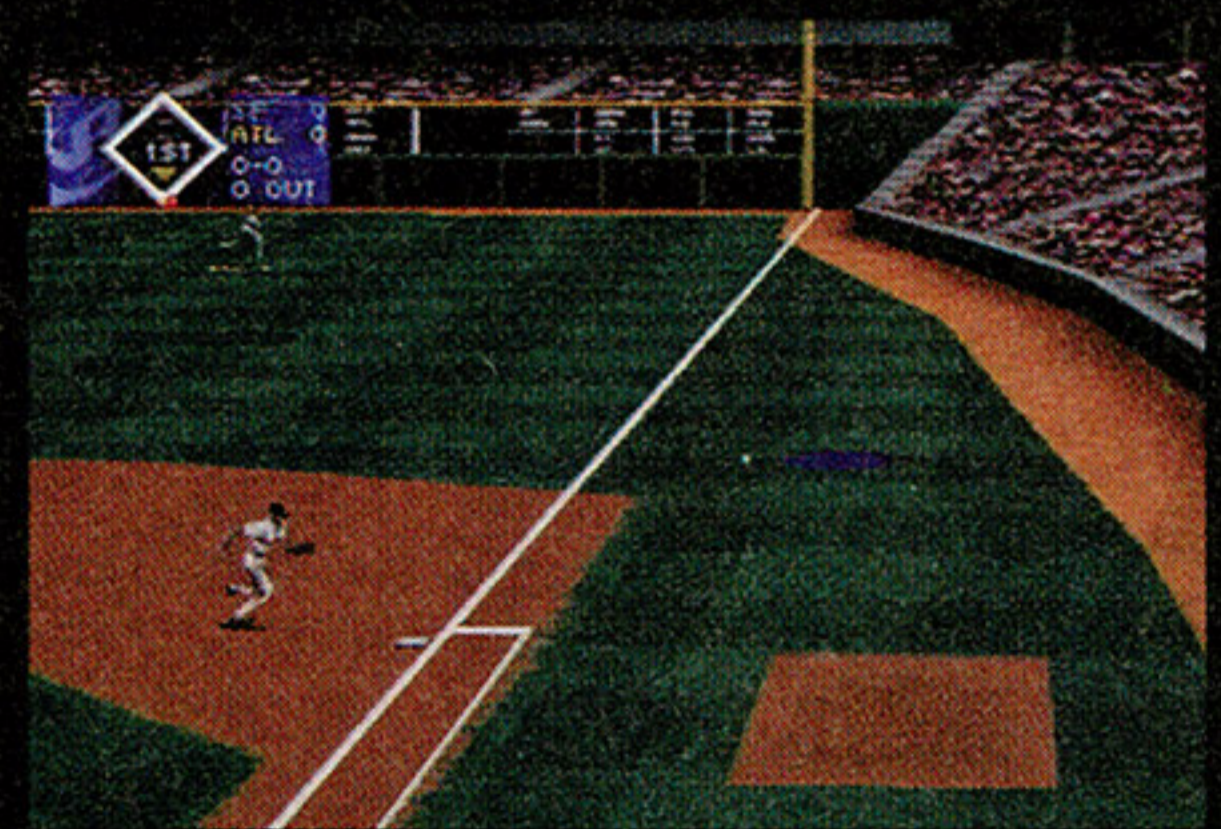
**Available March 1998.**



*Smarter AI really understands baseball, and has true player attitude. Big Hitters don't bunt. Pitchers are pulled when they get shelled, and fielders are strategically shifted. From shattered bats to ball players talking smack, it's all here.*



*A "smart camera" always selects the best angle for gameplay in real time. You'll see the players, even the outfielders, up close and in full detail as you make the play. So now when players like Derek Jeter stab a line drive, you'll be right on top of the action.*



*Fielding Practice and "Homerun Challenge"—two bonus arcade style games. See what it's like to make a diving catch through the eyes of Jim Edmonds, or challenge guys like Tino Martinez and get your name up on the leader board in the Homerun Challenge.*



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# SHINING FORCE 3

SYSTEM: SATURN

PUBLISHER: SEGA

DEVELOPER: SONIC/CAMELOT

RELEASE DATE: 2ND QTR 1998

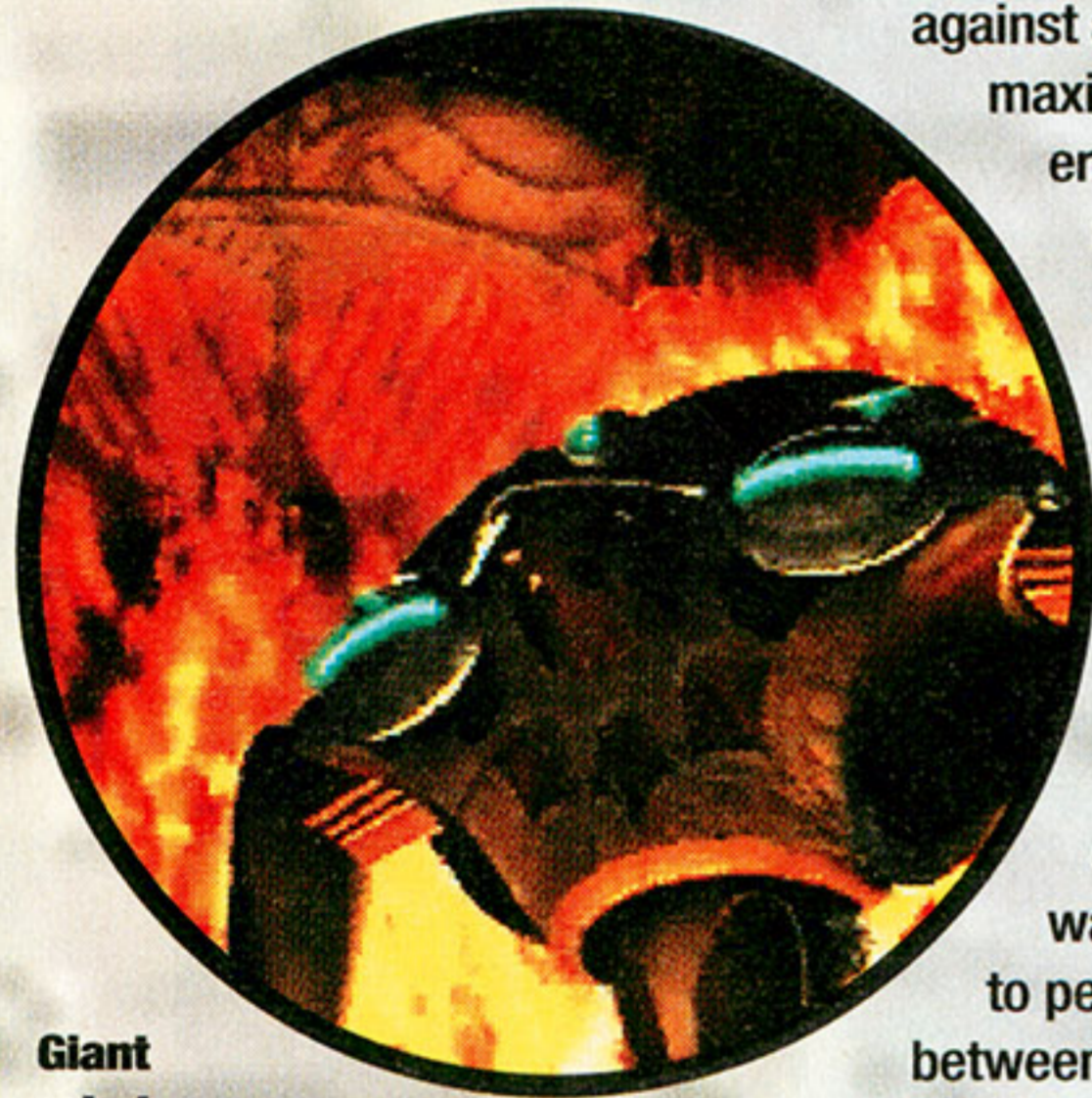
Well, 1997 saw the reprisal of the *Shining* series in the form of *Shining the Holy Ark*, one of the best games to emerge in recent history for the Saturn. 1998 will again see the pairing of the Sonic Team and Camelot for what looks to be one of the more impressive RPGs of the new year, *Shining Force III*.

From the exquisitely detailed 3D sprite characters to the fully rotational environments, *Shining Force III* seeks to break new ground in the strategy/RPG category by bringing some of the more unique features to the rapidly evolving genre.

With ultra cool combat scenes, rendered completely in 3D, and a highly advantageous 'synchronization' system that allows the player to use certain weapons against specific foes in order to maximize damage, Saturn owners have plenty of reason to rejoice. As the young warrior son of a mighty war hero (the names will most likely be changed during translation), you'll be able to bring together a group of 12 or more characters from across your homeland. Your goal will mainly concentrate on finding a way to quell the sudden threat to peace, as your kingdom sits between two larger countries. Both neighboring lands use a road through your kingdom to exchange goods and services, but something seems to be happening. The delicate balance of uneasy peace has recently become clouded by greedy lords and mysterious forces that hint at impending war. And your adventure begins.

The most interesting feature of the game will definitely be the 'interlocking' system that is dependent on the fact that there are two more 'scenarios' in the

## SHINING THE OLD SATURN JUST ONE MORE TIME...



Giant robot parrots from Mars want to burn your planet! Just kidding...



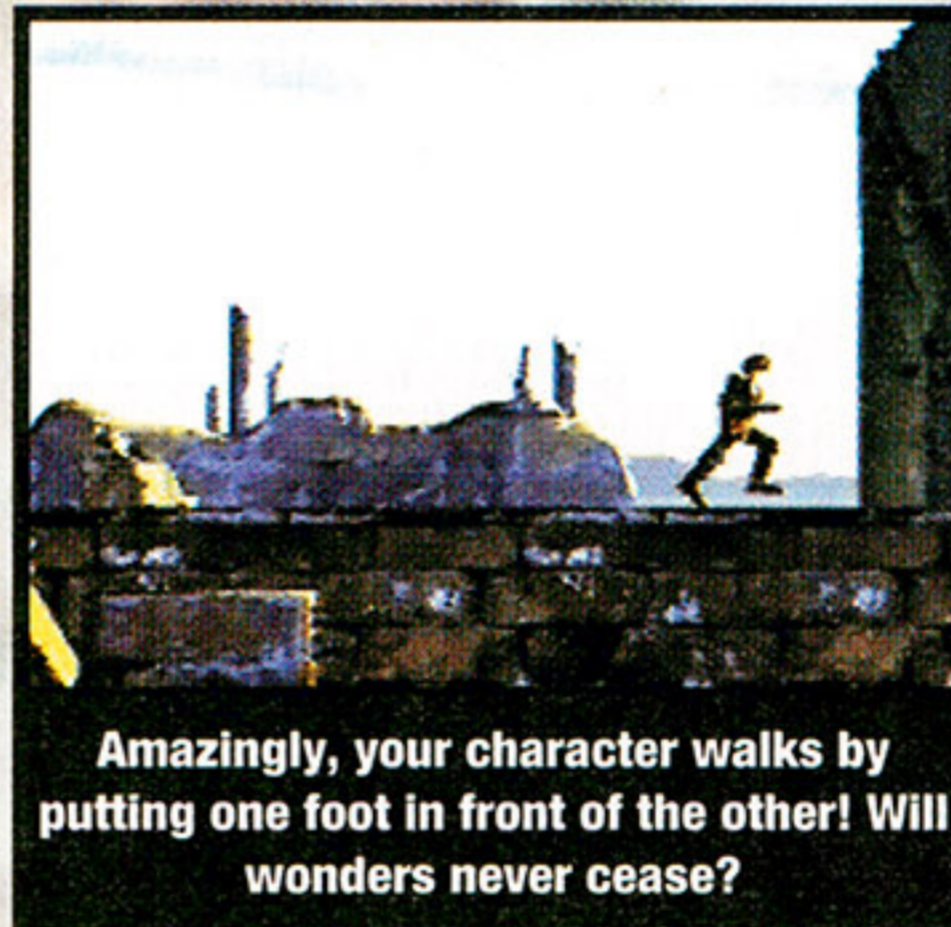
*Shining Force* fans will be greeted with familiar game features, such as the game load intro. This time around, you're greeted by a friendly wizard and his pixie assistant.



The landscape will allow more freedom for exploration and won't be limited to combat playing fields.



Cute characters with hideously huge, deformed heads will talk to you throughout the game. Yow!



Amazingly, your character walks by putting one foot in front of the other! Will wonders never cease?



The gorgeous intro to the game will wow gamers with the yet untapped possibilities left within the Saturn.

*Shining* series to be released in '98. Each game is said to pack around 30 or more hours of gameplay and when you finish one and save your progress it will directly affect gameplay and storyline for the next scenario. So, if you let a certain character die in the first scenario, they won't be present in the next one. Other, more subtle thematic changes may also be influenced,

depending on how you played through the previous scenario. *Shining Force III* is sure to change how strategy RPGs will be made in the future. Keep your eyes on the store shelves for it sometime during the second quarter.



Your first mission will have you running into foreign leaders visiting for peace talks in town.



Battlefields lay wherever the enemy chooses to duke it out, whether it's in town or not.



'Synchronization' ensures a heavy hitting performance during battle when done correctly.



Lightsourcing during battle and around town has been pushed to heights.



# NFL BLITZ

SYSTEM: ARCADE, NINTENDO 64

PUBLISHER: MIDWAY

DEVELOPER: MIDWAY

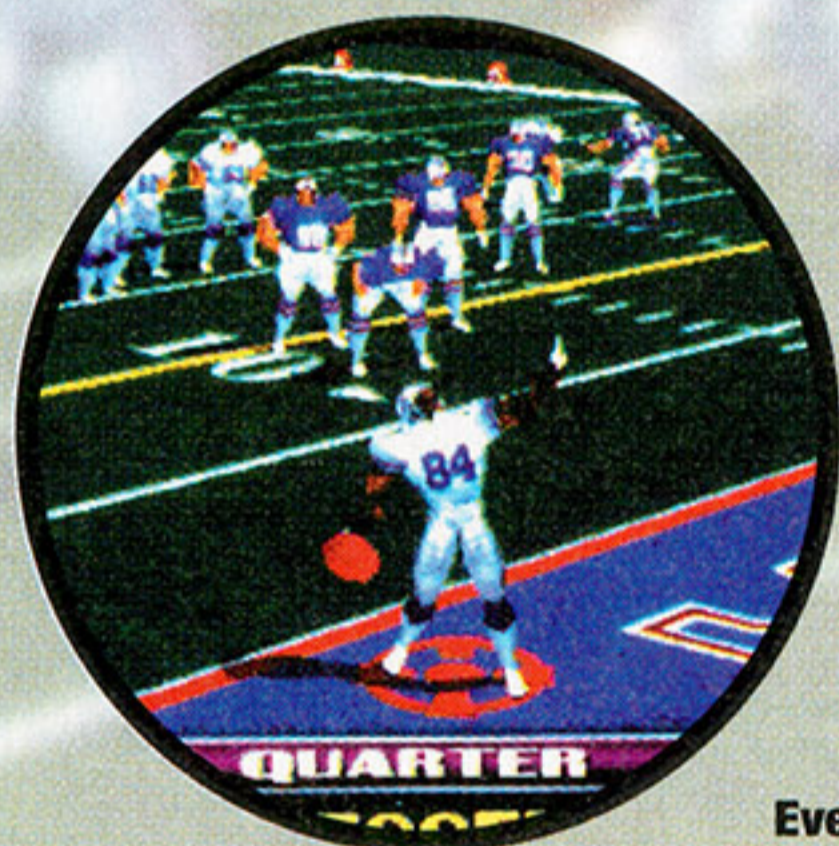
RELEASE DATE: 4TH QTR 1998

The first arcade game to utilize the Voodoo 2 chip-set is *NFL Blitz*. The 'seven on seven', arcade-style football game features a complete NFL and players license as well as the prettiest graphics of any sports game we've seen.

Currently out in the arcades, *NFL Blitz* is scheduled to come out on the N64 late this year and while the graphics won't be able to match up with the arcade version, they should still be exceptional. The game plays similar to a gridiron version of *NBA Jam* with deadly hits, acrobatic runs, and super bombs. A simulation it's not, but the graphics, motion, tackling, and play are exhilarating to say the least. Easily the best part of *NFL Blitz* are the bone-crunching hits that send helmets flying one way and body parts the other. The N64 version won't be able to compete with *QBC* and *Madden* in terms of simulation, but a four-player showdown could easily be one of the most exciting games on the N64 this year.

As soon as we start to see the game running on the N64 we'll let you know exactly how it's coming along.

## WHY TACKLE WHEN YOU CAN MAIM?



Even in this game, those players do those damn stupid dances...



With 12 characters to choose from, there should be one character for every fight game fan.



The play and look of *Critical Blow* is very reminiscent of *Street Fighter EX Plus Alpha*.



With only two buttons, one for punch and one for kick, *Critical Blow* is easy to pick up and play.



The backgrounds aren't interactive, but they are quite nice to look at.

# LIBERATION DAY

SYSTEM: PC

PUBLISHER: INTERACTIVE MAGIC

DEVELOPER: MIC MEQ PRODUCTION

RELEASE DATE: APRIL

At first glance, *Liberation Day* looks like yet another *Red Alert* clone for the PC, however, being a turn-based strategy game really makes this title different.

The year is 3012 and the colony of Nu Haven has been besieged by alien forces.

Earth is sending you in to reclaim the lost colony. The battles take place over five continents with more than 50 territories to conquer in your mission to liberate the planet.

The game gives you command of 20 different land, sea, and air units, each with multiple upgrades. Merely sending in an army isn't enough in *Liberation Day*, you also must build and fortify cities with 25 different structures and defense systems. Those people who are used to *Red Alert* may get frustrated with the turn-based combat, but the slower pace allows for careful planning.

The graphics are solid, if not exceptional, and the well drawn battle theatres vary from frozen wastelands to scorched deserts. All in all, *Liberation Day* is a nice departure from the real time strategy genre and, with up to four player modem and LAN support, it should be a big hit on the net.

## MEET EXCITING, NEW PEOPLE AND KILL THEM!



Death from above! Sweet Mother of all battles!



Huge explosions and some cool effects light up the screen to highlight the action.



The battles are waged on the land, sea, and air in *Liberation Day*.



Using the landscape to a tactical advantage is crucial to achieving victory.



If that green stuff is land, the blue stuff must be water. If it's not, we're in really big trouble!

"I AM A GUIDE TO THE HIMALAYAS.  
THEY CALL ME PEOPLE COME TO ME  
A SHERPA, FROM ALL OVER FOR MY SHEPHERPANESS.  
I DON'T KNOW HOW

# THEY FIND ME IT MUST BE KARMA"



*"Karma, schmarma, it's all those people using Lycos to find our Web site."*

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# REVIEWS

## INSIDE THE SCOREBOX

• **GRAPHICS** How a game looks is only a small part of the formula, but an important one. Great graphics can pull the player into a world and make the experience seem all the more real. **Weighted by 4.**

• **MUSIC** Again, music won't make or break a game, but if the soundtrack moves you in an RPG, or gets your heart pumping in a fighting game, it adds to the overall appeal. **Weighted by 2.**

• **SOUND EFFECTS** Good sound effects can actually help you to 'feel' the game better. Just imagine how much less of an impact a heavy punch would make if it only made a small 'tick' on contact. **Weighted by 2.**

• **INTERACTION** How well does the game respond to your commands? How much influence do you have over what's going on? **Weighted by 4.**

• **BALANCE** Is the game childishly easy one level, then frustratingly hard the next? Does your opponent have an unfair advantage? When you want to save, do you have to walk an hour back to the village? **Weighted by 4.**

• **DEPTH** Ever bought a game, fallen in love with it the first hour, only to beat it in two hours? A great game will take a long time to finish, and offer plenty of reasons to come back for more. **Weighted by 4.**

• **EXTRAS** Did the game's programmers go for that 'little extra', tossing in codes, hidden items, secret screens, or other added bonuses? **Weighted by 1.**

• **PRESENTATION** Does the game create a world that draws you in? Do the intro screens and menus reinforce this environment? **Weighted by 1.**

• **INNOVATION** A game can be loads of fun without offering anything totally new, but the classics are always the trendsetters. **Weighted by 1.**

• **RATING** The total sum of all the categories, divided by 23.

**ULTRA AWARD  
ONLY THE BEST  
PASS THIS TEST!**



## THE RATING

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

10 EXTRAORDINARY

9.0-9.9 ULTRA

8.0-8.9 VERY GOOD

7.0-7.9 GOOD

6.0-6.9 AVERAGE

5.0-5.9 LACKING

4.0-4.9 SERIOUSLY FLAWED

0.0-3.9 SKI SLOPE TREES

Man, playing games and writing reviews is hard work! Is it lunch time yet? It is? Great! We'll be back in about three hours, assuming, of course, the we don't get rained in at the bar. If we do get stranded at the ol' watering hole, we'll see ya tomorrow, OK?

	<b>ARCADES GREATEST HITS: MIDWAY'S VOLUME TWO</b> Better than Volume One?	<b>075</b>
	<b>FIGHTER'S DESTINY</b> Slurred speech and twitchy hands!	<b>060</b>
	<b>F1 RACING</b> Faster than those F2 cars...	<b>066</b>
	<b>HEAVY GEAR</b> What are two popular slang words from the '60s?	<b>067</b>
	<b>HELLFIRE</b> Where we're all surely going in the end...	<b>075</b>
	<b>KLONDA</b> Hey, is that an STD?	<b>073</b>
	<b>MYSTICAL NINJA</b> Please! No more Kung Fu reruns!	<b>065</b>
	<b>QUAKE 2</b> Or maybe it's just an aftershock...	<b>070</b>
	<b>RED BARON 2</b> You CAN send a kid up in a crate like that!	<b>072</b>
	<b>RIVEN</b> Play Misty for me...	<b>062</b>
	<b>SKULLMONKEYS</b> What Bill sees on most Monday mornings...	<b>068</b>
	<b>SNOWBO KIDS</b> Who needs the letters A, R, and D, anyway?	<b>064</b>
	<b>WING COMMANDER PROPHECY</b> As opposed to a drumstick commander?	<b>074</b>
	<b>WORMS 2</b> Well, it could have been rabies...	<b>075</b>
	<b>YOSHI'S STORY</b> Or, how to be terminally cute in five short lexcons.	<b>058</b>

REVIEW  
NINTENDO



ニンテンドウ64



# YOSHI'S STORY

## WHAT'S BIG, EASY AND EATS FRUIT?

**W**hen Nintendo first released *Yoshi's Island: Super Mario World 2*, it was at the end of the Super Nintendo's 16-bit lifespan. A shame really, because to date, it's possibly the best scrolling platform game ever made. It simply never got the recognition it deserved. The Super Nintendo faded in the glare of the Nintendo 64 and the very pinnacle of platforming fun faded with it.

Fortunately, Nintendo isn't about to let go of the most popular gaming franchise ever, and *Yoshi's Story* is the 64 bit incarnation you've been waiting for.

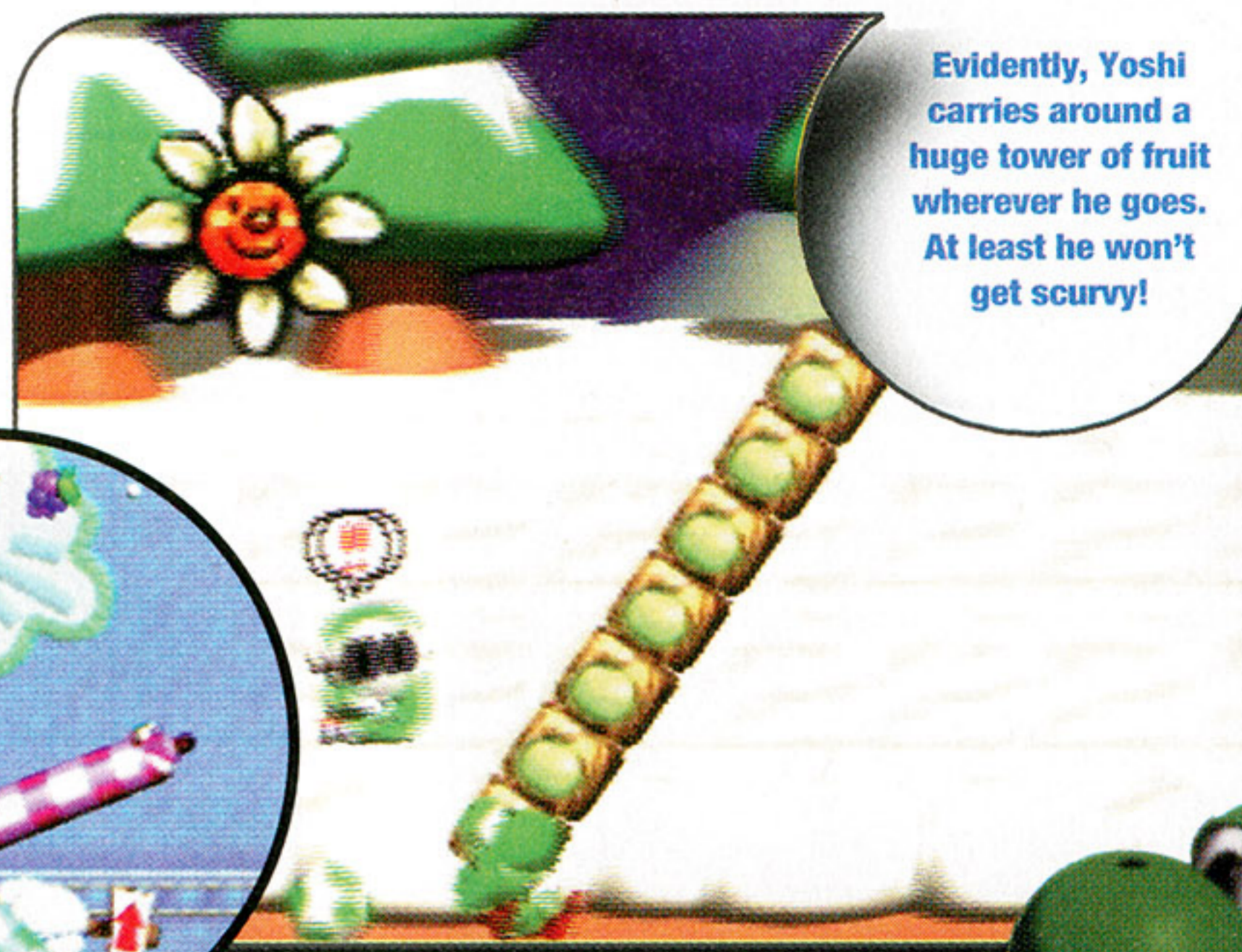
Although the graphics have

been updated to take advantage of the 64-bit processing, you might be surprised to learn that this is still a basic scrolling jumparound.

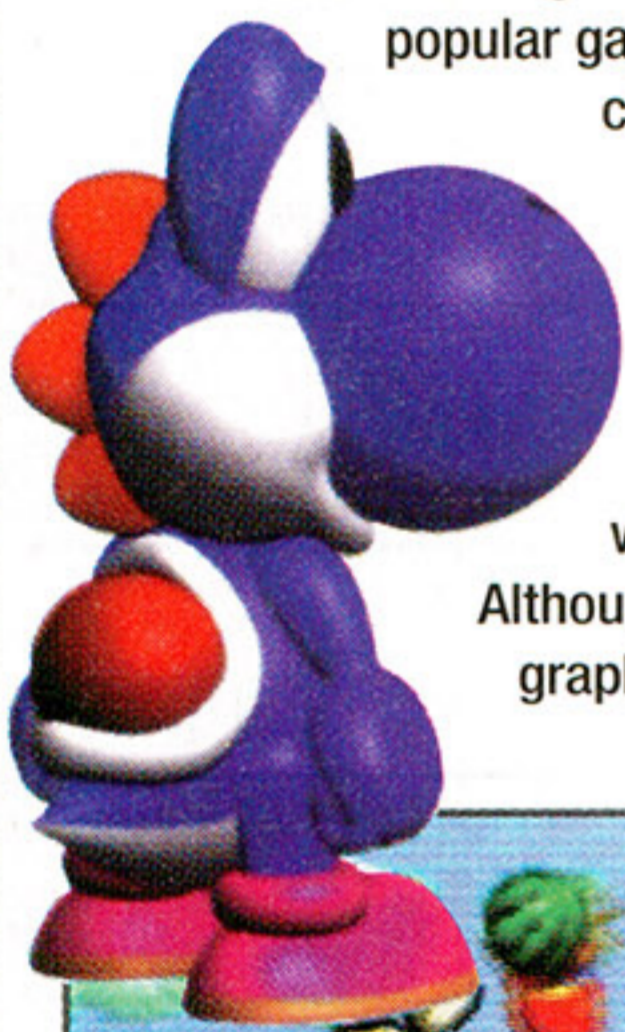
The graphics are the main attraction though, with a continuation of the hand-painted look seen in *Yoshi's Island*. This time Nintendo

**Wow! Look at all the candy! A kid could get diabetes or something...**

has added a bunch of beautifully rendered, if plasticky-looking backdrops and monsters, giving the game an incredibly distinctive look. The main Yoshi character is endearingly cute and even the most obnoxious bad guys are huggable.



**Evidently, Yoshi carries around a huge tower of fruit wherever he goes. At least he won't get scurvy!**



**This is truly a game that Vegans everywhere are certain to enjoy!**

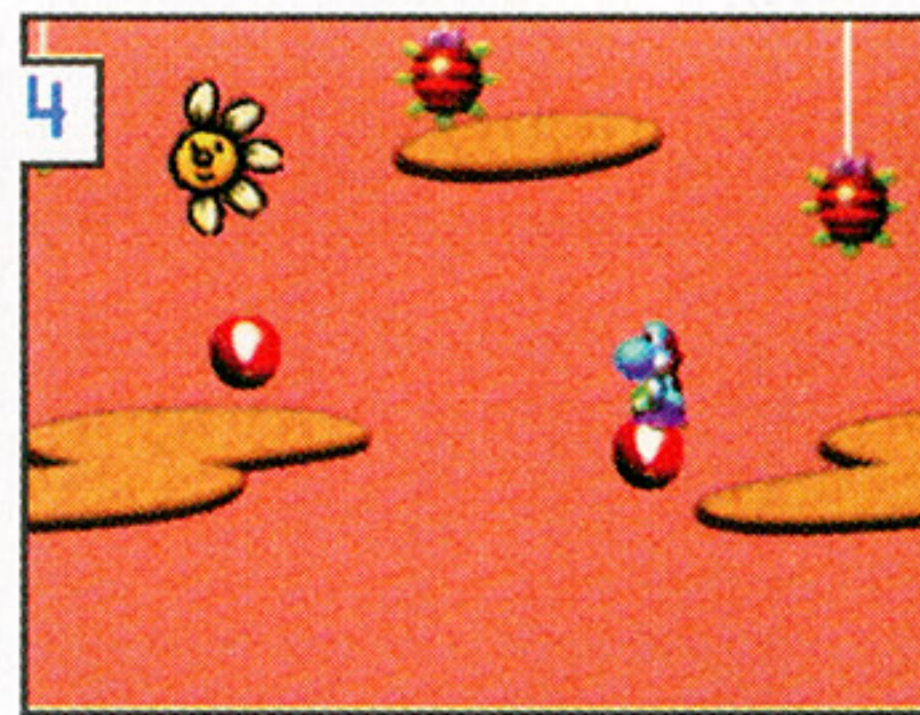
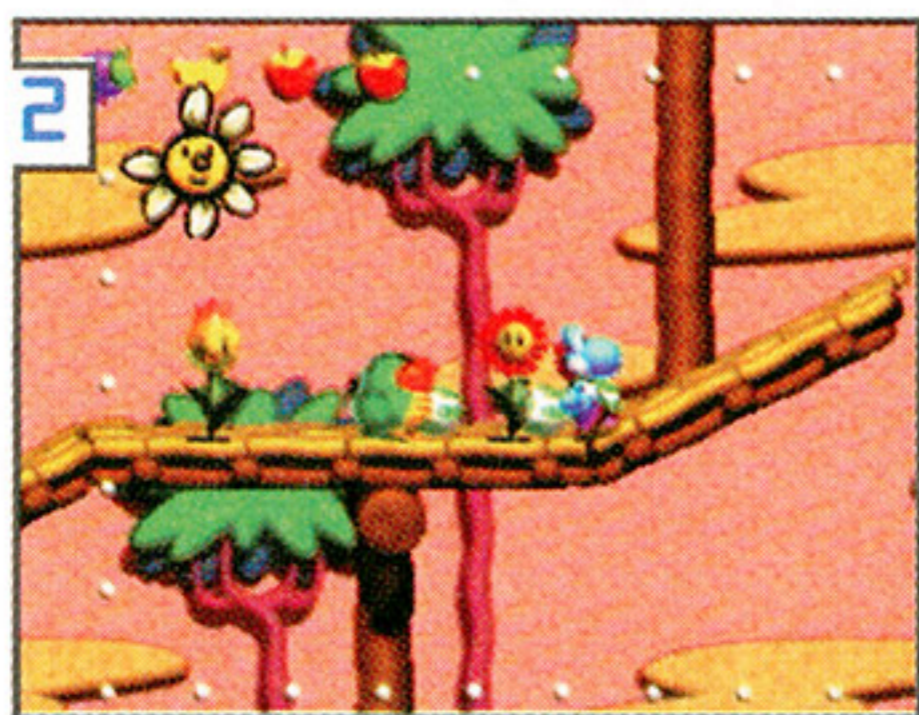
The gameplay is simplicity itself. Yoshi is a vegetarian apparently, and has to collect enough fruit on each level to move on to the next. It really couldn't be simpler. Finding the fruit is the hard part. At the start of each level, there'll be plenty, just laying around waiting for you to eat, but later on, the fruit becomes more elusive and difficult to reach.

Typically for a Nintendo game, there are lots of other things you can do on each level. You can collect coins (yes, a hundred will give you an extra Yoshi) or collect the power-up eggs. Yoshi can shoot the standard eggs like missiles, controlling their trajectory with the analog stick — and this in itself opens up all sorts of puzzles. Each 'life' is signified by a different colored Yoshi, which makes no difference to gameplay except in

the points gained for collecting fruit — each Yoshi prefers a certain fruit. There are even a couple of hidden Yoshies, including a black one and a white one that we know about.

The game is very large — lots of levels, with lots of hidden sub-levels, and certainly lots of objectives throughout. So lasting power wouldn't be an issue were it not for the fact that *Yoshi's Story* is very, very easy. It's danged near impossible to lose all your lives if you're even remotely careful, and you can collect so many free lives, that there is a real possibility of completing this on your first day. But like we said, it's a big game, and that would take a heck of a long time.

1 A friendly dragon helps Yoshi get to a secret, fruity level! 2 The last time we saw walking, talking flowers was back in the '60s. 3 Here Yoshi gets in on the cigar craze by riding a giant cheroot. 4 If the sun loses its corona as time goes by, does that mean a supernova is eminent?



# THE CRAYONS STRIKE BACK!



Looks like the Simpsons animators drew this background...

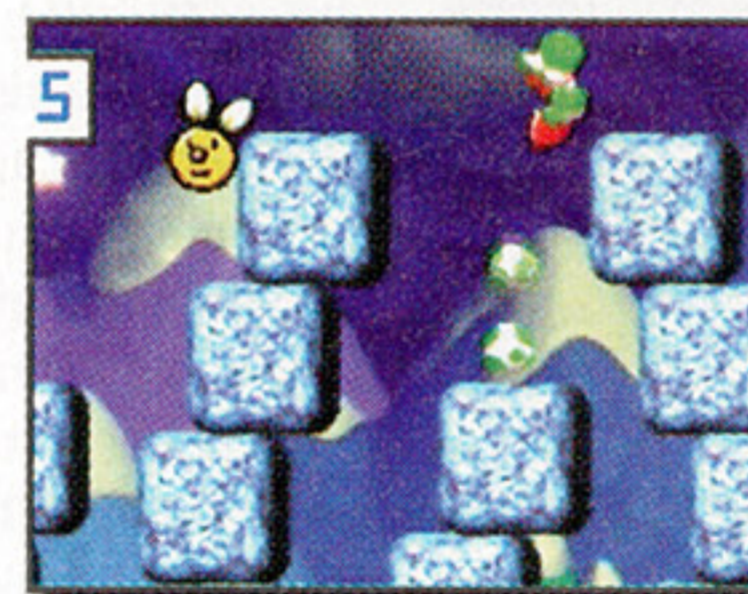
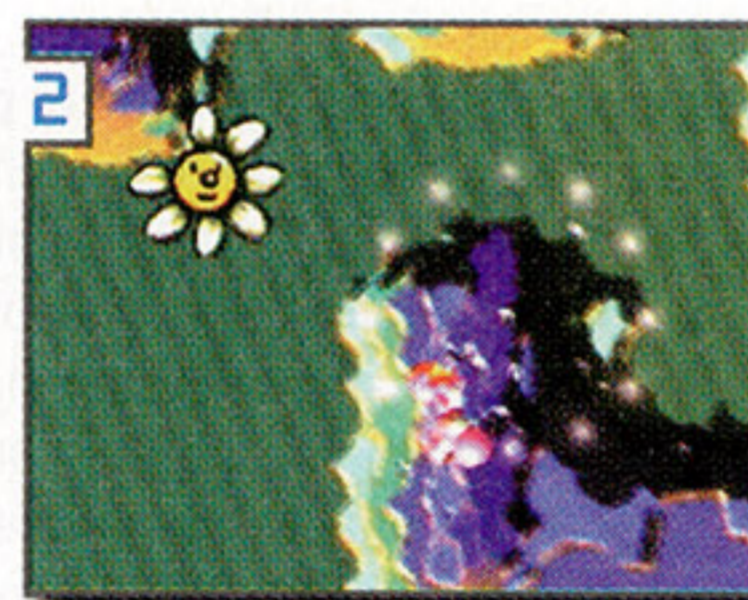
so, unless the gamer you're purchasing Yoshi's Island for is some kind of prodigy, you should get plenty of value out of the price of the cartridge. Just be prepared to be smothered in happy, squeaking cuteness.

All in all, this comes highly recommended for all ages, but is especially suitable for younger players. Oh, and watch out for the music. It's just too nauseatingly cute.

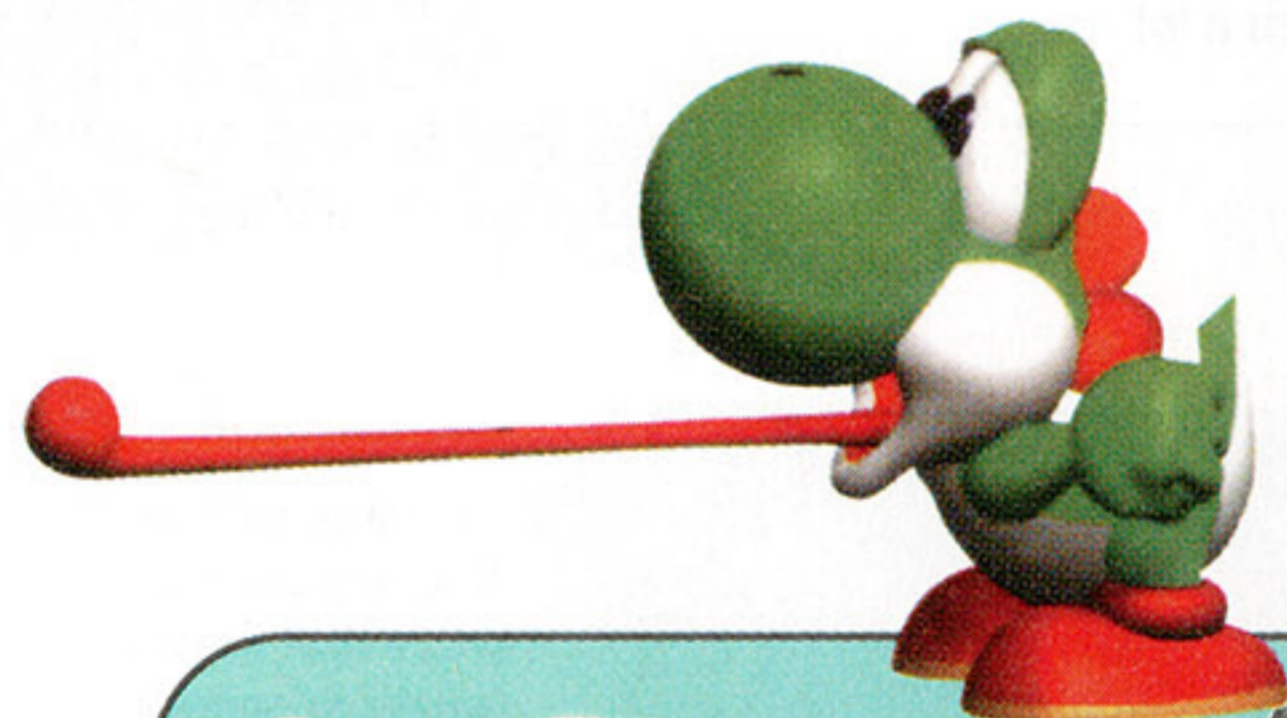
FRANK O'CONNOR

Our unsung and underpaid art staff (that's the way we like 'em) often complains that games don't look right. They complain that the use of rendering makes all the videogames look the same. They even claim that they could do better using their pastel colors and their crayons. Art staff don't like hard edges, see? If they had their way, all the screenshots would be replaced with surrealist paintings and images from Dadaism. Fortunately, they are easily tricked and so the screenshots remain. However, *Yoshi's Story* made them really sit up and take notice, since many of the backdrops are hand drawn and use art media such as, you guessed it, crayons. Today, our entire staff can be found sitting awe-struck in front of the N64 saying, 'ooh' and 'aah' as water colors and pastels flash in front of their art-receptive eyes.

We don't have the heart to tell them that no real crayons were used in the production of the game. Even now, they won't read this text, since their attention has been distracted by this here picture.



- 1 No, Yoshi, you're supposed to smoke 'em!
- 2 Look! A circle of strange, floating lights! UFOs?
- 3 Here's incontrovertible evidence that deep sea diving ducks like to eat Cheesy Poofs.
- 4 Ack! Every thing here is so damn... happy! Shoot me!
- 5 Yoshi has the ability to jump over these huge blue Chiclets!
- 6 The blue guy on the right is a villain. How can you tell? He's way too damn cute!
- 7 Yoshi's blue, but the sun is red and cheery! That's it... I've had enough of this...



This is the secret level that proves Yoshi is... gasp... amphibious! Holy cow!



ALTERNATIVES

- Super Mario 64 10
- Crash Bandicoot 2 9.1
- M K Mythologies 6.3

AUDIO & VIDEO

GRAPHICS	8
MUSIC	7
SOUND EFFECTS	9

GAMEPLAY

INTERACTION	8
BALANCE	7
DEPTH	8

SPECIAL

EXTRAS	7
PRESENTATION	10
INNOVATION	6



REVIEW  
NINTENDO



ニンテンドウ64



# FIGHTER'S DESTINY

**JUST A LITTLE BIT HEAVY AT WEIGH-IN...**

**A**s most of you know, the N64 has had a long streak of bad luck when it comes to fighting games, but it looks like things are finally starting to look up... a little bit.

In *Fighter's Destiny*, Ocean has managed to bring some rather intelligent ideas to the table, creating a fighting game that is surprisingly innovative. Instead of the traditional round-based style of gameplay, a seven-point system has been implemented. Successfully executed knockdowns, throws, ring outs, and counters award characters with a certain number of points. Be the first person to gain seven points, and you win.

Each character still has a energy

*Fighter's Destiny* allows you to grab onto the side of the ring as you are falling out.



Every character has a special attack that can down an opponent with one hit. Luckily, it is pretty easy to block.



When you execute a throw, a special time meter appears, giving the opponent a chance to escape from it.

bar, however, but the match is not automatically over when it runs out. Instead, the character becomes dizzy, but can still move slowly around the ring. If the opponent does not manage to knock you down within a certain time period, then you will regain some of your energy and the fighting begins again. It is this unique style of gameplay that manages to separate this title from the rest of the pack.

Sadly, *Fighter's Destiny* does have its fair share of problems, though, and some of them are pretty major. Graphically, there is nothing really exciting going on. The polygonal characters look decent enough, but are poorly designed. Some of them, like Tomahawk, simply look like rejects from a WWF wrestling show. The 2D backgrounds are also pretty bland, and the minimally textured fighting rings are as basic as you can get. There just doesn't seem to have been much time spent on the overall look of the game.

Also, the characters seem somewhat unresponsive, and certain moves can be quite difficult to pull off at times. This is not entirely the fault of the game, however, as the N64 controller just doesn't seem to have been designed for fighting games. The digital pad is just too cumbersome and unresponsive. I often find myself trying to play the game with the analog pad, just so I can perform special moves more easily. That just boils down to poor design.

Still, even with these faults, *Fighter's Destiny* manages to blend just enough original and innovative ideas together, to make it worth a look. It



Where else can you fight against a cow? Moo.



When neither character has scored, a judge will decide the winner.

could and should have been a lot better, though.

STEPHEN FROST



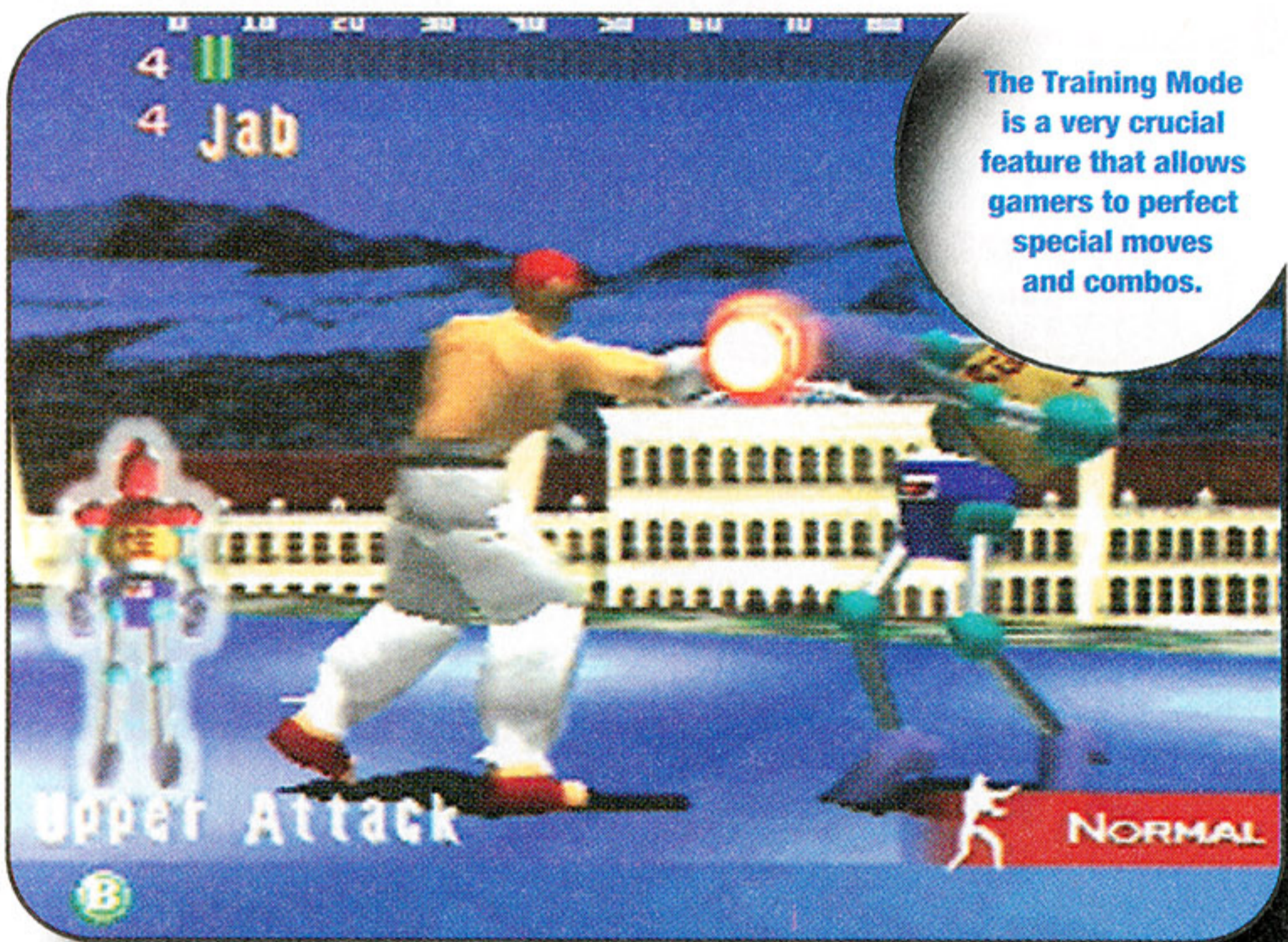
The characters look good, but their costume designs are simply horrible.



Instead of having rounds, an elaborate point system is used instead.

ALTERNATIVES

- Dark Rift 7.6
- Killer Instinct Gold 7.9
- Mace: The Dark Age 6.3



The Training Mode is a very crucial feature that allows gamers to perfect special moves and combos.

THE LINE

AUDIO & VIDEO

GRAPHICS	7
MUSIC	7
SOUND EFFECTS	8

GAMEPLAY

INTERACTION	7
BALANCE	7
DEPTH	7

SPECIAL

EXTRAS	9
PRESENTATION	8
INNOVATION	8

RATING

7.3

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anything organic. Through 16 punishing levels, and an endless barrage of spectacular explosive firepower and amazing lighting effects, you must track the Shadow Master down and make scrap metal of him and his lethal robotic creatures. **Shadow Master, the ultimate fantasy shooter.**



LEE LEE  
LIQUID!

REVIEW  
PLAYSTATION



プレイステーション



# RIVEN

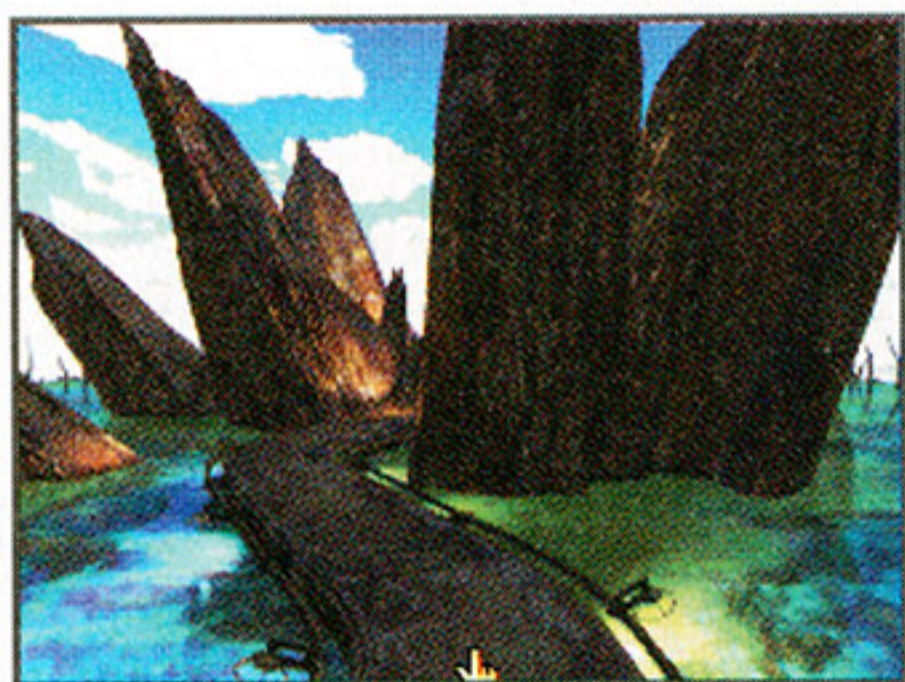
**THE CONTINUING SAGA OF GAMING'S MOST DYSFUNCTIONAL FAMILY**

**A**fter a four year wait for a sequel to the PC's best selling game, *Myst*, Cyan has finally responded with *Riven*, another point-and-click, puzzle-based adventure game loaded with photo-realistic scenery, environmental sound effects, and quasi-logic riddles. The story still involves the same main character, Atrus, but this time around he's set his sights on rescuing his wife from a land destined to destruct due to the negligent tinkering of Atrus' estranged father, Ghen.

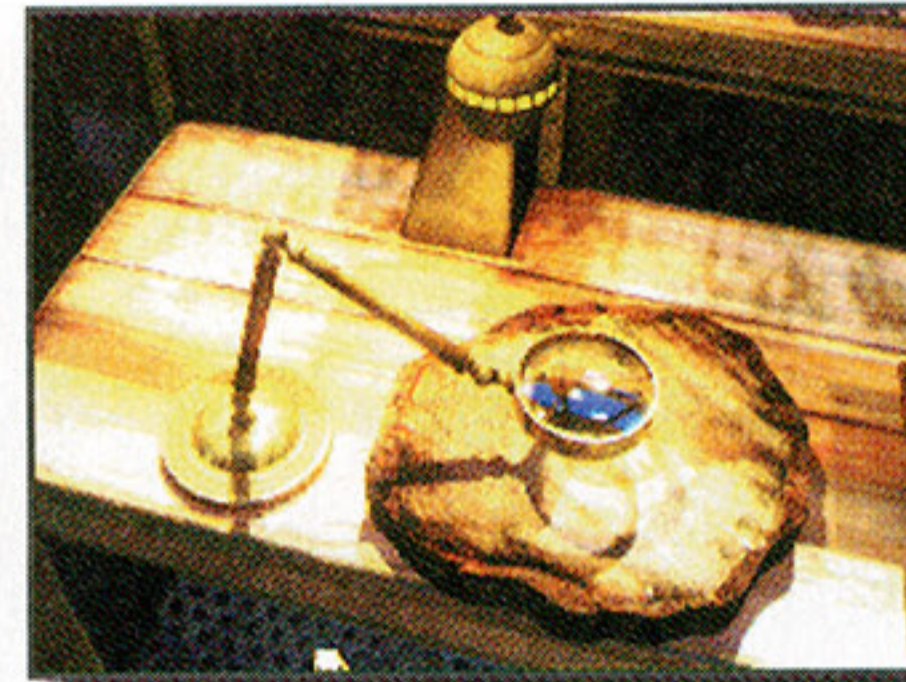
Visually, the game still inspires a quiet sense of awe and promises to envelop the player in an imaginary world, but Cyan has now gone to lengths to sparsely inhabit the world with strange natives and occasional roaming wildlife. The company, even if non-interactive, is a welcome change from the surrealistic solitude felt in the original game. But little else has really changed from *Myst* to *Riven* and therefore, gamers who resented the seemingly abstruse puzzles



The beauty of *Riven* comes when you're able to interact with a creature completely molded from the imagination.



Some loading slowdowns are definitely worth it when you can set your sights on vistas like this.



Exploration and experimentation are the keys to progressing through *Riven*.

and the sometimes constricting freedom of a totally non-linear adventure will still feel their neck hair bristle if they try their hand at *Riven*. This game is squarely aimed only at those who love the genre.

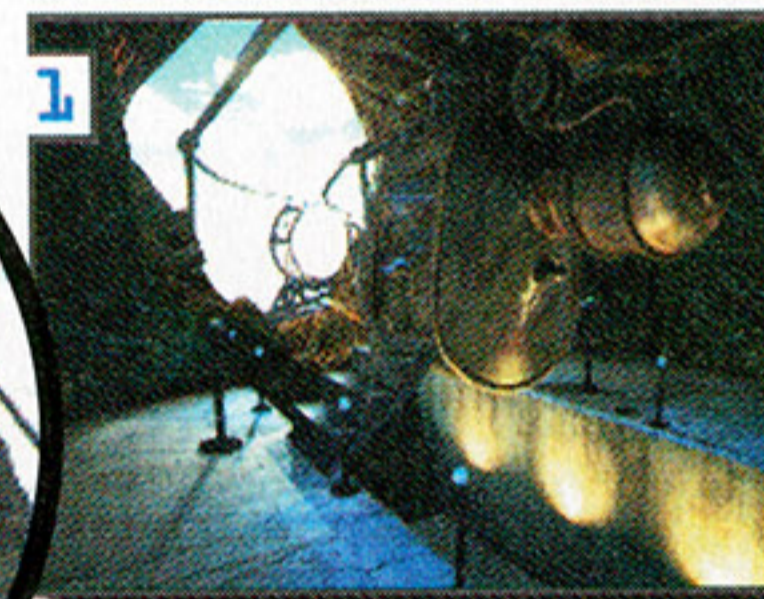
The way in which you approach puzzles is never straightforward, but more of a series of accomplishing small feats, a process that doesn't necessarily appeal to most console gamers who prefer their escapism more in the form of a visual 'sound

All locations will require repeated visits in order to fully solve all the puzzles in the game.

byte.' But that isn't to say that *Riven's* only flaws belong to its naysayers. A game of this kind needs to follow a certain pattern of logic that allows the player to not only use his own imagination when solving a puzzle, but should also include a palpable body of clues as resource. *Riven* still packs a few absurdly cryptic puzzles that can only be solved by either buying a strategy book or by somehow aligning your brain with some nether-world force.

Ultimately, *Riven* has the capacity to mesmerize gamers, but the only players who are most likely to truly enjoy it are the ones who've been here before.

FRANCESCA REYES



1-2 Traveling around the five islands on this tram enables some smooth animations. 3 Luxurious rooms like this make you wonder who does the housecleaning.



Postcard perfect locales and lush sound effects create an atmosphere of mystery that propels the game's story.

ALTERNATIVES

- Blade Runner 9.1
- Enemy Zero 7.7
- Broken Sword 6.2

THE LINE

AUDIO & VIDEO

GRAPHICS	10
MUSIC	N/A
SOUND EFFECTS	10

GAMEPLAY

INTERACTION	10
BALANCE	8
DEPTH	5

SPECIAL

EXTRAS	0
PRESENTATION	10
INNOVATION	1

RATING

7.8



Score: 5 out of 5.  
 "Colony Wars is an exceptional game which deserves a place in anyone's library."

- Official U.S. Playstation Magazine, January '98

"Colony Wars ranks as the best space combat game on the PlayStation."

- GamePro, November '97

"Best Flight Sim/Shooter."

- Ultra Game Players, Holiday '97

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REVIEW  
NINTENDO



ニンテンドウ64



# SNOWBOARD KIDS

YET ANOTHER RACING GAME GRACES THE NINTENDO 64

With the popularity of snowboarding these days, it comes as no surprise that snowboarding games are popping up left and right on videogame systems. The interesting thing about *Snowboard Kids* is that despite its thematic similarity to *Cool Boarders* and *Steep Slope Sliders*, the game begs more of a comparison to such N64 stand outs as *Super Mario Kart 64* and *Diddy Kong Racing*.

Like *Mario Kart* and to a slightly lesser extent, *Diddy Kong Racing*, *Snowboard Kids* gameplay revolves around racing against opponents while acquiring power ups to either impede their progress or abet your own. Despite structural similarities to *Mario Kart*, the game utilizes the snowboarding theme to good effect,



with such nice touches as the ability to perform a range of acrobatic maneuvers, and a ski lift that takes the player back to the beginning of a race for additional 'laps'.

There is a cast of four selectable characters (albeit overly cutesy characters) and three different snowboard types, each featuring slightly different characteristics and abilities. There are six tracks available for 'Battle' racing, with tracks becoming progressively more difficult as the game progresses. Players can also earn money by placing in races in order to purchase better snowboards. As is standard these days, doing well in the game opens up some hidden secrets to enhance the game's depth. Like *Mario Kart*, the best gaming that

*Snowboard Kids* has to offer is the multiplayer mode when up to four human players can race head to head. There is also a selection of a Time, Shooting, and Trick modes that helps to add some more depth and variety to the game.

Technically, *Snowboard Kids* does the job with a few minor complaints. The graphics run at a nice frame rate, although that frame rate does suffer in the multiplayer games. *Snowboard Kids*' technical highlight is probably in the game's control. The developers did a fine job in approximating the snowboard experience and translating it through the analog stick.

All in all, there's a lot to like about *Snowboard Kids*. After I got past the 'Oh, no!' Another N64 racing game and it's



Run into the red or blue guys hanging out on the course to pick up special power ups, but don't forget to bring some cash.



Cute, short, big headed characters. Could this be an N64 game?



The ski lift that takes the player up to the top for another 'lap' is a nice innovative touch.



The magic exclamation point appears just in time to inform you that you're screwed.

just like *Mario Kart*' phase, I discovered *Snowboard Kids* unique appeal and found it easy to overlook any familiarity to other games.

• ROGER BURCHILL

ALTERNATIVES

- Diddy Kong Racing 9.4
- Steep Slope Sliders 8.5
- Super Mario Kart 64 8.1



The ability to do snowboard signature tricks, like rail riding, adds a unique touch to the game.



In addition to the Battle Mode, skill tests like the Shooting Mode add more variety and depth to the game.



Not exactly an extreme sports sim, *Snowboard Kids*' gameplay has more than a passing resemblance to *Mario Kart 64*.

THE LINE

AUDIO & VIDEO

GRAPHICS	8
MUSIC	5
SOUND EFFECTS	6

GAMEPLAY

INTERACTION	9
BALANCE	9
DEPTH	8

SPECIAL

EXTRAS	8
PRESENTATION	7
INNOVATION	6

RATING

7.8



ニンテンドウ64



REVIEW  
NINTENDO

# MYSTICAL NINJA

ENTER THE NINJA, IF YOU CAN'T WAIT FOR ZELDA

**A**fter passing on the last four installments in the *Ganbare Goemon* series, Konami finally brings the fifth sequel to the classic Super NES adventure to the US. And N64 owners, eager to get their hands on anything that smells even remotely of an RPG, probably won't complain.

Mixing Japanese *jidai-geki* (historic drama) with manga elements and gigantic fighting mechs, *Mystical Ninja*'s storyline is about as whacked-out as you can get. A couple of evil opera stars steal children to turn them into dancers and use a peach-shaped UFO to change Japanese castles into Western ones. From there, our hero Goemon embarks on a long quest to save the country, accompanied by Ebisumaru, the mechanical ninja Sasuke, and the part-time mermaid Yae. Yes, it sounds like something Bill would make up, but I swear that's what it's about!

Like its story, the game is a hodge-podge of different styles,

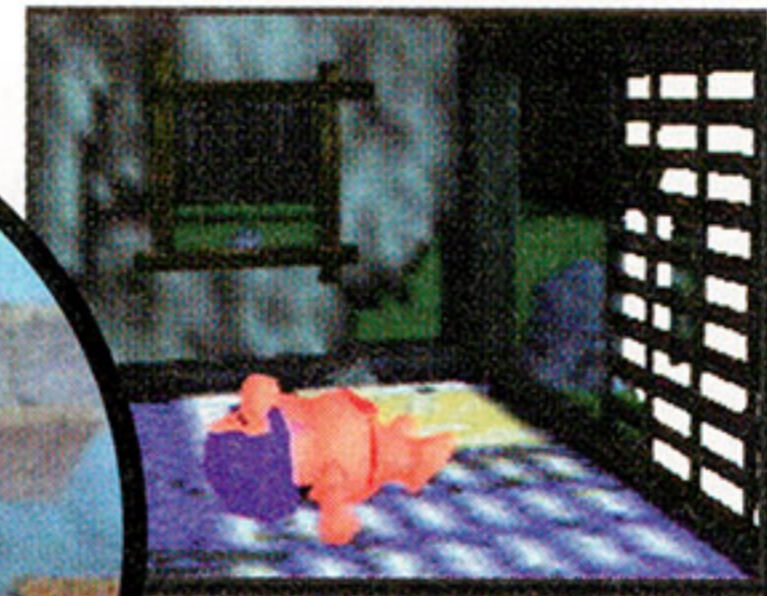
Goemon's old friend and sidekick Ebisumaru poses in front of Japan's famous landmark, Mount Fuji.



including platform games, boxing, and role playing — all rounded off with a heavy dose of *Zelda*.

Indeed, Goemon borrows liberally from Miyamoto's classic in both items (grappling hook, ice beam, fire beam) and level design (blow up walls, light candles). Thankfully, the excellent 3D boss battles make a return in the N64 *Goemon*, but fans of the series will sorely miss a two-player mode and many of the cool mini-games, such as *Gradius*, air-hockey, and horse racing.

Despite the fact that a lot of the jokes didn't translate well from the Japanese, *Goemon* manages to be quite entertaining. The music is marvelous, with memorable Japanese shamisen and pop tunes and even a



If you don't have the cash to afford a nice hotel, you have to spend the night in Frank's apartment.



I'm sure there's a perfectly good reason why you're asking this old woman for her love, so what the hell is it?

complete opera finale (with lyrics!). And if it wasn't for a shoddy 3D engine and problems with balance and control, the game could have been the action-RPG killer-app N64 owners have been waiting for since the system's release. The occasionally pretty 3D graphics are plagued by clipping and a less than mystical frame-rate, even though most characters on screen seem to have a lower polygon count than Mario's mustache. All problems aside, this is as close as you can get to an RPG on the N64. It's nowhere near its 2D predecessors, but it should tide RPG fans over nicely until *Zelda* or *Quest* arrives.



Flashbacks of *War Gods* could hinder your fist fight with this giant Kabuki robot.



The camera switches to a fixed viewpoint when you're inside.



The latest *Goemon* game features fully explorable 3D environments, much like *Mario 64*.

PEER SCHNEIDER



ALTERNATIVES

- Alundra 9.0
- Castlevania: SOTN 8.7

THE LINE

AUDIO & VIDEO

GRAPHICS	6
MUSIC	9
SOUND EFFECTS	9

GAMEPLAY

INTERACTION	7
BALANCE	6
DEPTH	7

SPECIAL

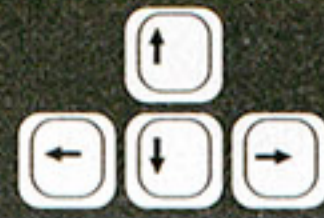
EXTRAS	7
PRESENTATION	7
INNOVATION	7

RATING

7.0

REVIEW

PC CD-ROM



コンピューターゲーム



# F1 RACING SIMULATION

## UBI SOFT CLOSES IN ON THE CHAMP

Anyone who's a fan of Formula One racing or is a racing game enthusiast should be familiar with the technical and gameplay excellence of Psygnosis' *Formula 1* series. Considering the success that Psygnosis has enjoyed with its titles, it comes as a bit of a surprise that Ubi Soft would attempt to compete

### REQUIREMENTS

- Pentium 120 or better
- Windows 95
- 16MB of Ram
- SVGA Graphics
- 4x CD-ROM Drive

against games that are so well entrenched as genre leaders. But perhaps the real surprise is how well *F1 Racing Simulation* compares against Psygnosis' best.

In terms of performance, *F1 Racing Simulation* exceeds the visual and audio standards previously established by *Formula 1 Championship Edition*. Of course, this superb performance comes at a price that is ultimately paid by the PC gamer, for *F1 Racing Simulation* requires the player to possess a machine with a 3D accelerator card.

Make no mistake, *F1 Racing Simulation* requires a

powerful machine (despite the stated P120 minimum, a P166 would be more realistic), but the resulting visuals are worth it. There are even moments during gameplay that it would be difficult to discern the images on the computer monitor from live television footage of an actual Formula One race.

*F1 Racing Simulation* shines in terms of gameplay as well. The game possesses 22 fully customizable cars with a dozen different configuration options, and offers 16 authentic race tracks from the 1996 FOCA

season. *F1 Racing Simulation* exhibits a superior computer AI that mirrors the real-life tendencies of the featured Formula One drivers. The only area that *F1 Racing Simulation* really comes up short in is that its license is for the 1996 season. True enthusiasts may find this a little disconcerting when *Formula 1 Championship Edition* possesses the 1998 license, but general racing game fans will find this lapse easy to overlook.



16 authentic race tracks from the 1996 season have been painstakingly recreated for the game.



Handling and performance can be adjusted, and with turns like this, you'd better know what you're doing.



Is it live? Or is it Memorex? The visuals are at times startlingly life-like.

ROGER BURCHILL

### ALTERNATIVES

- CART Precision Racing 7.9
- CART Racing 8.1
- Formula 1 CE 8.4



Racing requires high performance race cars, *F1 Racing Simulation* requires a high performance PC.



The graphics don't just look good, they move fast and smooth as well.



The interior view looks slightly pasted on, but all the necessary info is authentically related.



Ah, Monte Carlo! Screw the racing, which way to the topless beaches?!

### THE LINE

#### AUDIO & VIDEO

GRAPHICS	10
MUSIC	N/A
SOUND EFFECTS	10

#### GAMEPLAY

INTERACTION	9
BALANCE	9
DEPTH	9

#### SPECIAL

EXTRAS	7
PRESENTATION	7
INNOVATION	7

### RATING

9.0

コンピューターゲーム



REVIEW

PC CD-ROM

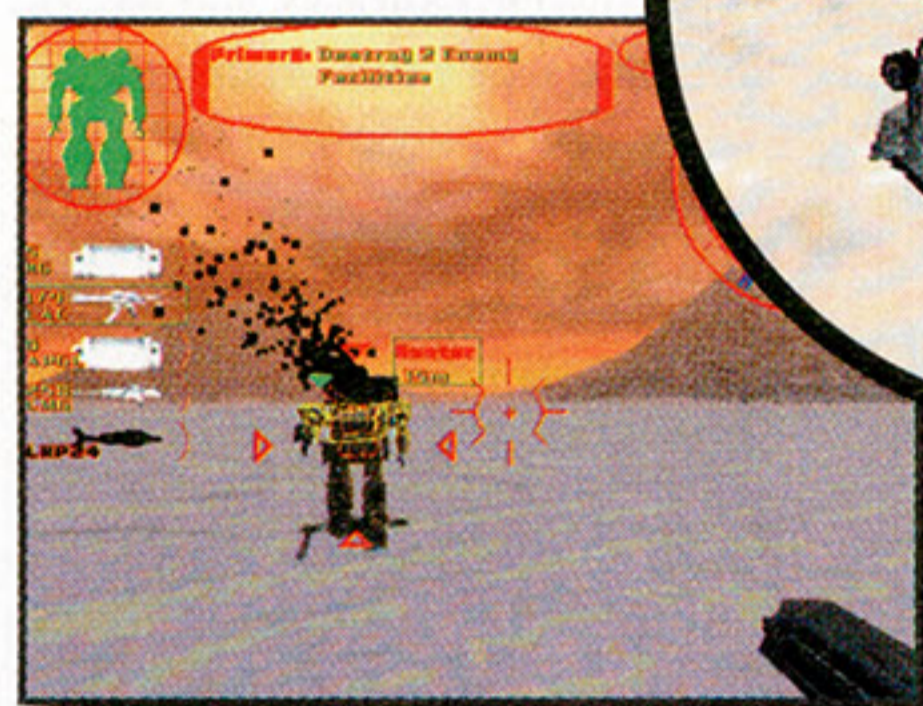
# HEAVY GEAR

HEAVY GEAR IS THE GAME MECHWARRIOR FANS HAVE BEEN WAITING FOR

When FASA pulled its lucrative *MechWarrior* license, Activision was left with a popular game genre and no recognizable title to fill it. Fortunately, they turned to Canadian company Dream Pod 9 and its robot-jockey world of *Heavy Gear*.

The *Heavy Gear* uni-

It takes a fast Pentium II and a 3Dfx card to get this kind of graphic detail out of *Heavy Gear*.



Wire frame damage indicator is one of the nice new visual touches in *Heavy Gear*. This gear is just about to blow.



verse is a compelling one. The player assumes the role of Scott, a soldier fighting for the Northern Hemisphere forces on a war torn planet named Terra Nova. The story is told through *Wing Commander*-style FMV

sequences over 30 missions. Players can take a break from the storyline with *Heavy Gear*'s instant action mode called Tour of Duty. Tour of Duty offers a number of different missions to choose from, and as they're completed, the list is updated to reflect the course of the war. For human opponents, *Heavy Gear*'s multiplayer mode supports up to eight players over a network.

*Heavy Gear*'s machines are quite different than *MechWarrior*'s.

*Heavy Gear* units can crouch to avoid enemy fire or pickup dropped weapons, a good way to resupply in the field.



- 1 Rockets are an effective way to put down another gear, and during night battles like this one, the explosions light up the terrain.
- 2 A destroyed gear sends out a shockwave and debris in all directions.
- 3 A variation on the featureless brown terrain, is this featureless snowy terrain, reminiscent of *MechWarrior*.
- 4 Although there are a good variety of gears to play with, physically, they all look very similar, with only mild variations.
- 5 Running, jumping and side stepping is certainly more plausible in *Heavy Gear*'s smaller, lighter machines.

REQUIREMENTS

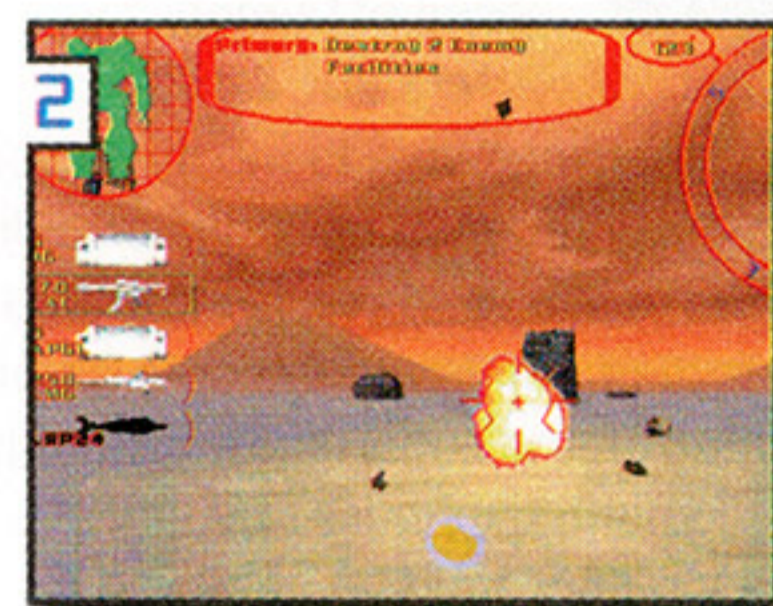
- Pentium 90 or better
- Windows 95
- 16MB of Ram
- SVGA Graphics
- 4x CD-ROM Drive

Gears feature familiar weapons like machine guns, rockets and lasers, and they're capable of kneeling, side stepping and crouching to avoid enemy fire. Gears are also equipped with treads to provide high velocity travel. Building a Gear is a treat, with a drag and drop hard point window that lets the player quickly customize his machine.

The biggest disappointment is *Heavy Gear* doesn't take a huge leap in performance. The engine is improved, but the world of Terra Nova is yet another featureless planet of brown hills. It would be nice to go mech fighting in a jungle or a swamp, places where it makes sense to stick a combatant in a walking robot.

Still, *Heavy Gear* is an excellent game. It turns out FASA's decision to kill the *MechWarrior* series was a good one for gamers.

RICK SANCHEZ



ALTERNATIVES

- Armored Core 9.2
- MW 2: Mercenaries 8.3
- Twisted Metal 2 8.2

THE LINE

AUDIO & VIDEO

GRAPHICS	8
MUSIC	8
SOUND EFFECTS	9

GAMEPLAY

INTERACTION	10
BALANCE	9
DEPTH	10

SPECIAL

EXTRAS	8
PRESENTATION	8
INNOVATION	8

RATING

9.0

REVIEW  
PLAYSTATION



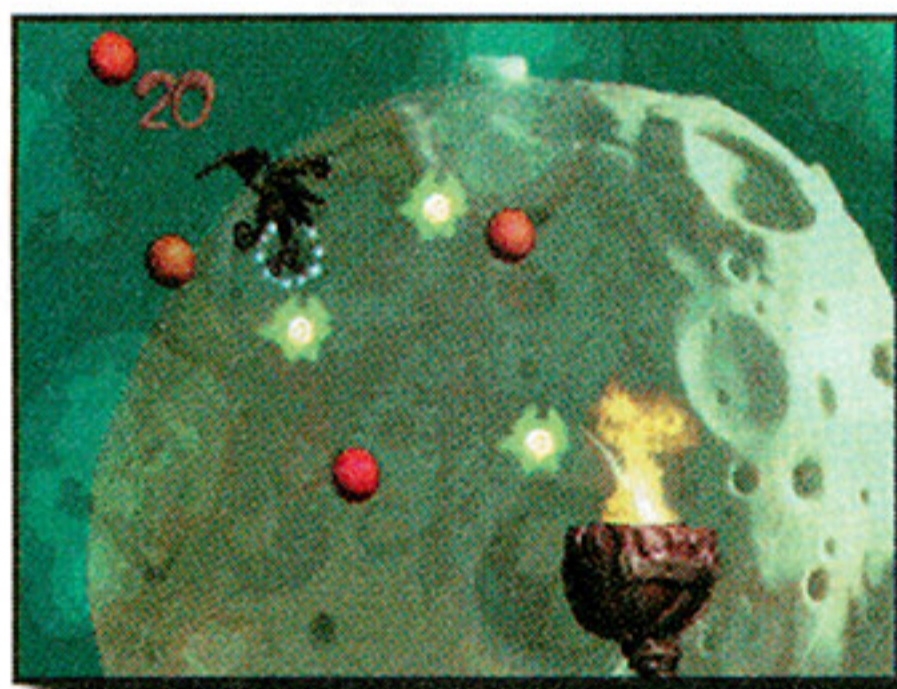
プレイステーション



# SKULLMONKEYS

**ALL QUIRK AND NO PLAY MAKES SKULLMONKEYS A DULL JOY**

**W**ith a good eye for graphics and a super-whacked sense of humor, *Skullmonkeys*' creator, Doug TenNapel, was able to mold a 16-bit gameplay hero out of Earthworm Jim on the consoles of old. Now, with the release of *Skullmonkeys* on a 32-bit format, all the pop-culture dementia, sophomoric goofiness and smooth sidescrolling action that played a major role in *Earthworm Jim*'s previous adventures have now been packed into a massive platformer pit-

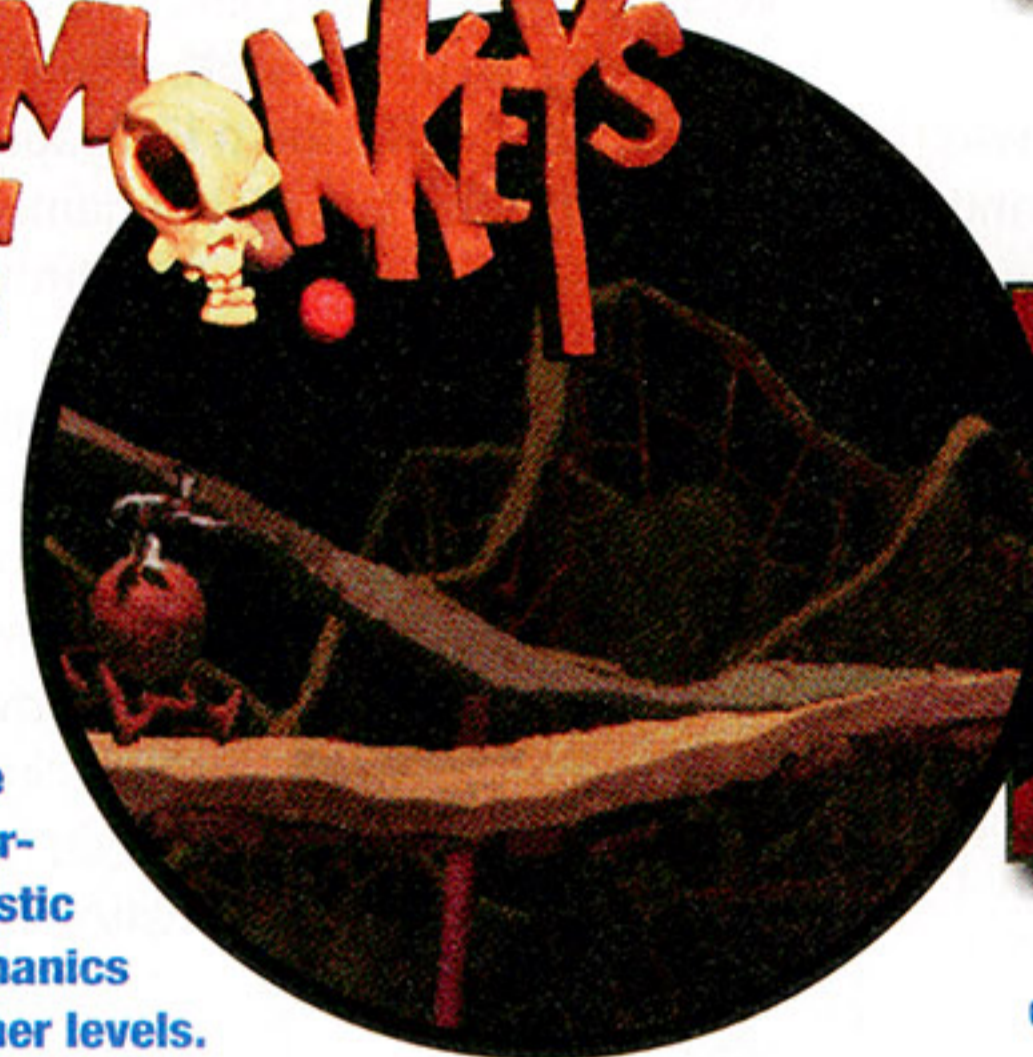


You'll have a few different skills at your disposal, like a glide option if you collect the right power-up.

ting the 'claymated' Klaymen against his old nemesis, Klogg. Upon first viewing the game, one can readily say that *Skullmonkeys* could probably be one of the top contenders for the title: 'Mother of All Platformers.' With over 120 levels spread out across 20 two-dimensional worlds, and more bonus areas and secret stages than you can shake a stick at, you'd figure that you might just have the express ticket to platform heaven. Unfortunately, you'd be wrong. It seems that all the innovation and creative inspiration that are part and parcel of a good game were unevenly divided up among the title's graphics, music and concept, while gameplay and depth were left out in the cold. And that's where the real conflict in judging this game lies. Artistically and conceptually, the game is a complete wonder with



Riding this clay-mated headless horsie provides a nice change from the otherwise simplistic 'run-jump-jump' mechanics of other levels.



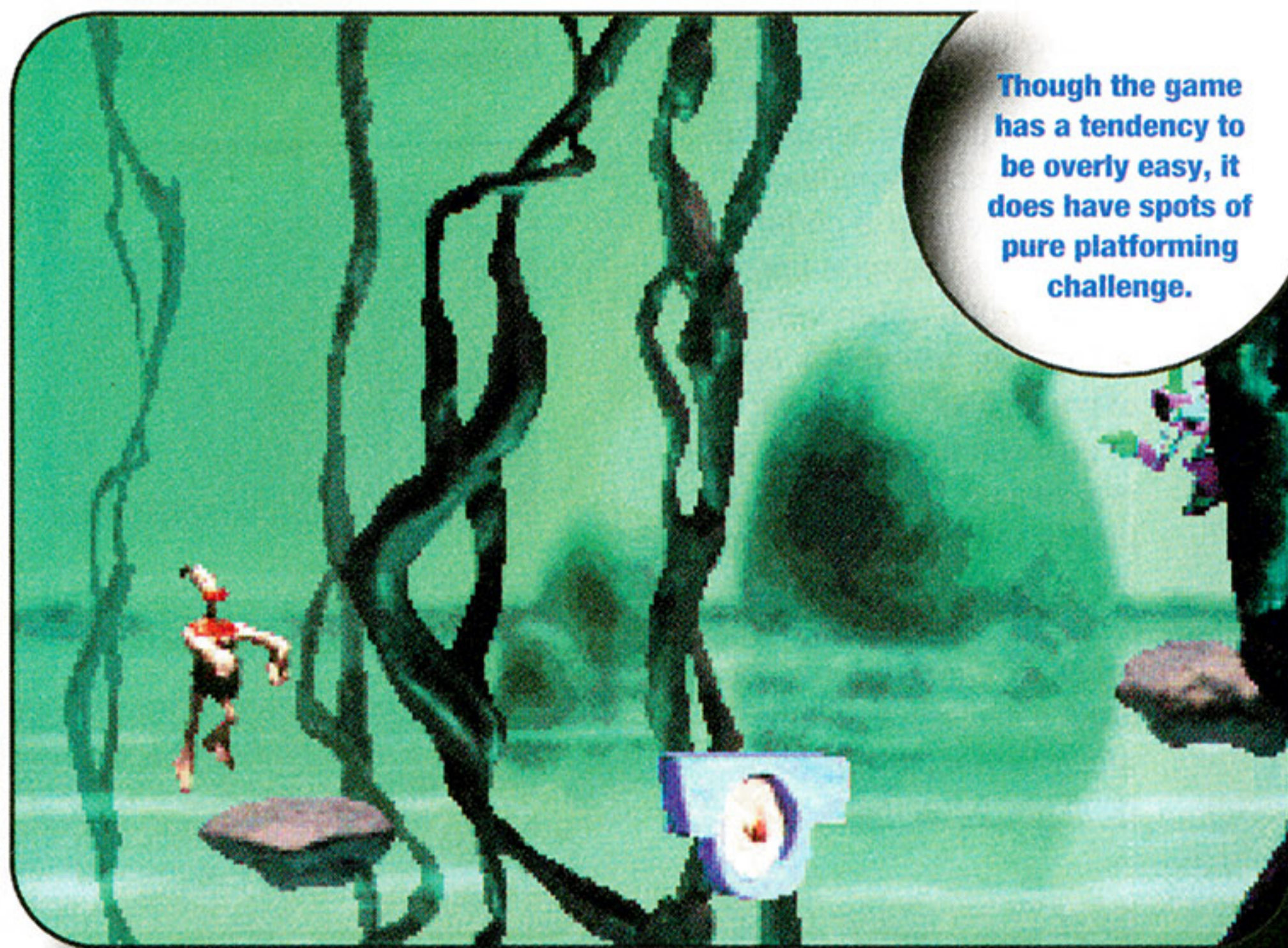
Shag carpet, lava lamps and peace signs? This must be the '70s, man...



Sweet light-sourcing and careful detailing make this an unequalled visual experience.



Wackiest enemy of the year has to go to Joe-Head-Joe. Imagine being immortalized like this!



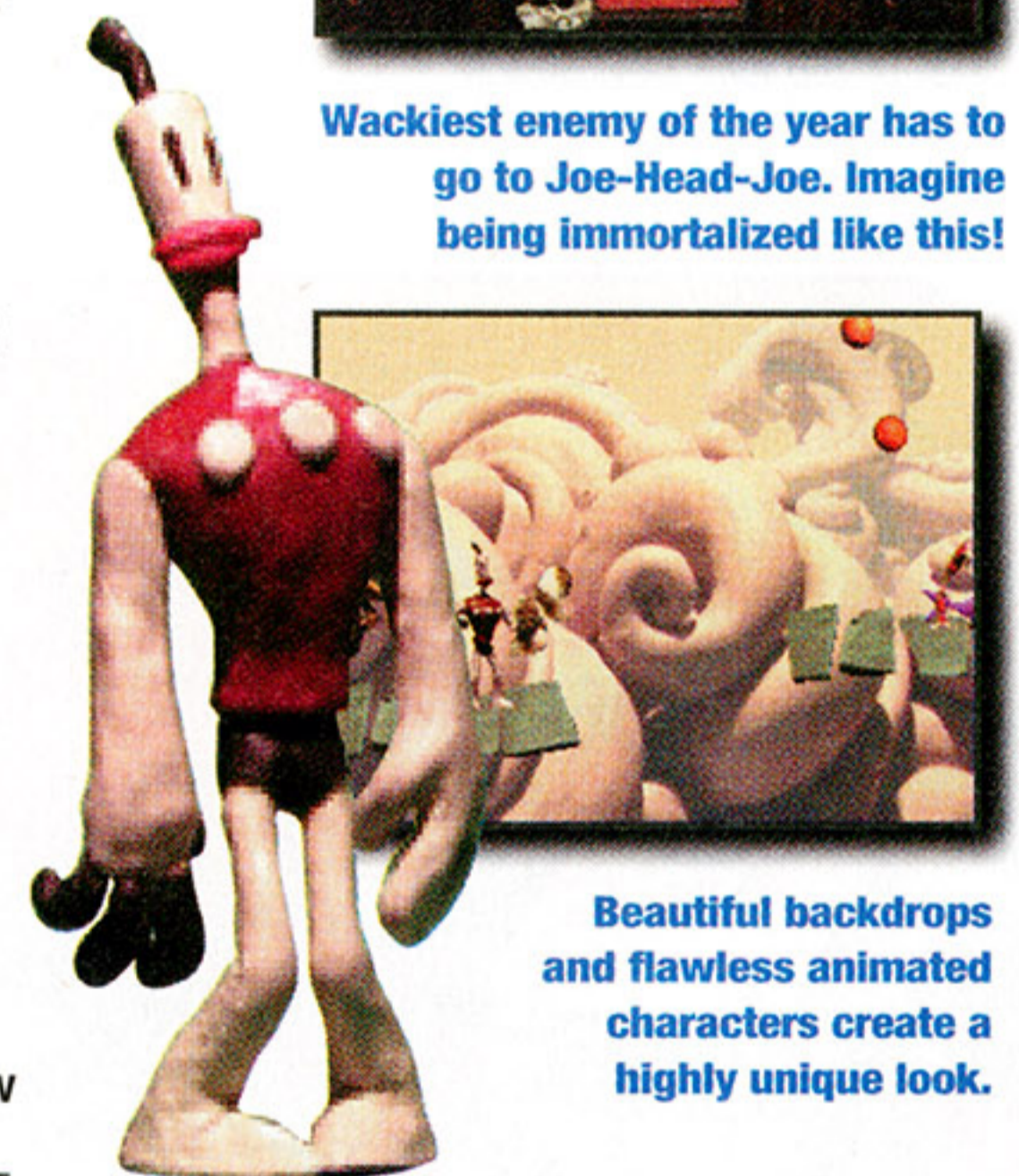
Though the game has a tendency to be overly easy, it does have spots of pure platforming challenge.

more than its share of cool graphics, inventive uses of music and countless clever references to pop culture.

But *Skullmonkeys* should've remained on the storyboards instead of being forced into existence as a platformer. With only the slightest variation in enemy design, overly simplistic controls and repetitive level layouts, gamers will most likely be nodding off into dreamland before they even reach a significant point in the game. And in *Skullmonkeys*' favor, there are quite a few significant moments.

While die-hard platformer fans may not find much of a challenge, the game does harbor some inventiveness that is sure to tickle more than a few gamers' fancies.

FRANCESCA REYES



Beautiful backdrops and flawless animated characters create a highly unique look.

THE LINE

**AUDIO & VIDEO**

GRAPHICS	10
MUSIC	9
SOUND EFFECTS	9

**GAMEPLAY**

INTERACTION	9
BALANCE	3
DEPTH	3

**SPECIAL**

EXTRAS	6
PRESENTATION	10
INNOVATION	4

RATING



- ALTERNATIVES
- Mischief Makers 7.0
  - Mega Man X4 6.8
  - Scud: Assassin 5.9

THEY COULD HAVE TAKEN ANYTHING.  
HIS HOME.  
HIS PRIDE.  
EVEN HIS FREEDOM.

BUT THEY TOOK AWAY TELEVISION.

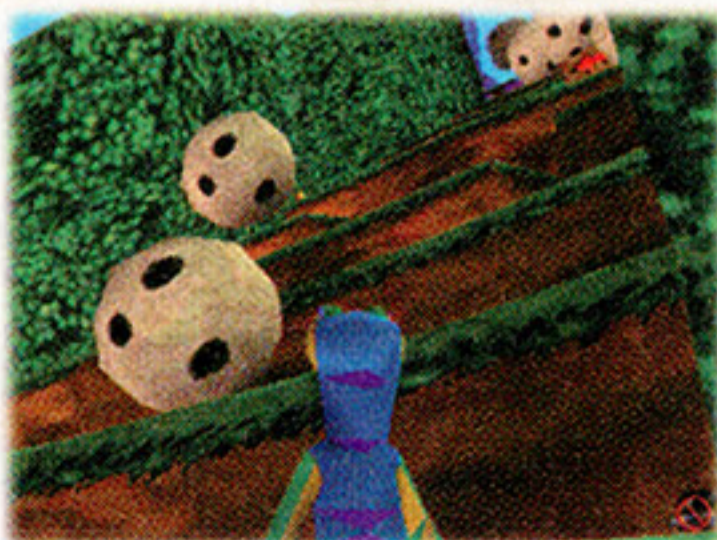
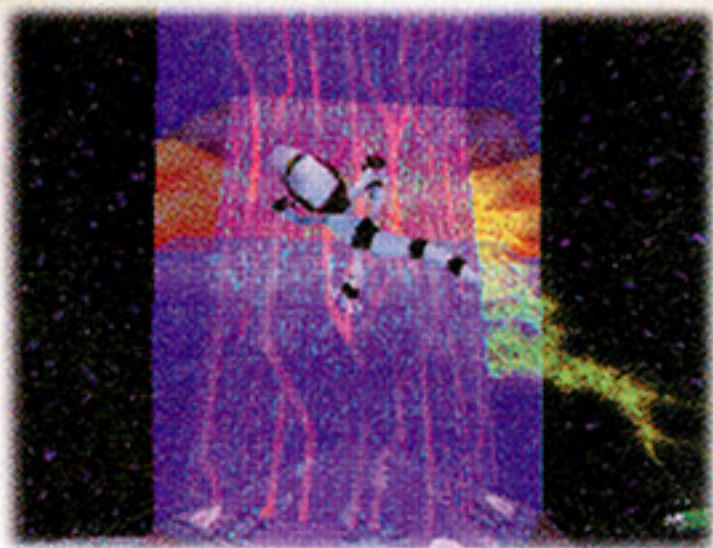
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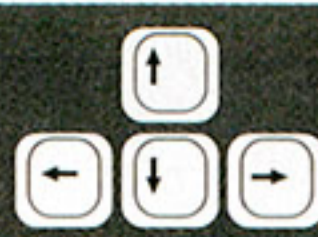


PC/CD-ROM



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REVIEW  
PC CD-ROM



コンピューターゲーム



# QUAKE II

**A GREAT GAME THAT SHOULD HAVE BEEN BETTER**

**F**rom all the incarnations of *Doom* to *Quake*, Id Software has established a reputation and identity that practically defines what PC gaming is. Now, the much anticipated *Quake 2* has been released and, despite its technical excellence, there are reasons to question whether the gameplay lives up to its now classic predecessors.

In terms of pure graphics, *Quake 2* sets a new standard for PC games. Utilizing every graphics trick in the book, *Quake 2* astounds with its real time lighting effects. Even without 3D acceleration, the game is visually exceptional, but run the game with an OpenGL 3D card and the result is a convincing argument to give this game an 11 for graphics.

Sound plays a more significant role in gameplay,



*Quake 2* is arguably the best first-person shooter ever, but it's not without its flaws.



The levels in *Quake 2* are huge – sometimes too huge for a satisfying multiplayer game.



*Quake 2* is a graphics powerhouse when run with an OpenGL 3D accelerator card.

since enemies can be alerted to the player's presence if there's too much ruckus, but otherwise, it's the standard array of screams and explosions.

New weapons grace *Quake 2*, but gamers will long for some of the weapons from the original *Quake*.

The single player gameplay in *Quake 2* has improved computer AI that has enemies reacting more realistically to the player's attacks. The levels in the game are huge, but the occasional interruptions while the game loads the next portion of the level interrupt the flow of the game.



Considering all that *Quake 2* offers, there's little doubt that it's an exceptional game, but there are a number of small elements that seem to indicate that the game was rushed for a Christmas release. Topping the list of complaints are the 'sticky' walls, which seem to hang up the player on corners and obstacles way too frequently. Make no mistake, *Quake 2* is a game that no true PC gamer will want to do without, but a couple more months of Beta testing and the addition of Deathmatch levels would have resulted in a near perfect game rather than the slightly flawed one that released.



1 A host of new enemies, including this Flyer, provides a whole new nightmare for *Quake* fanatics. 2-3 The computer AI has improved considerably, with enemies capable of ducking out of the way of attacks.

The Hell Spawn-themed *Doom* and *Quake* storyline has evolved to a battle for survival on a distant alien planet.



ROGER BURCHILL

ALTERNATIVES

- GoldenEye 007 9.1
- Jedi Knight 9.4
- Turok: Dinosaur Hunter 8.3

THE LINE

AUDIO & VIDEO

GRAPHICS	10
MUSIC	N/A
SOUND EFFECTS	8

GAMEPLAY

INTERACTION	9
BALANCE	8
DEPTH	10

SPECIAL

EXTRAS	8
PRESENTATION	8
INNOVATION	8

RATING

9.0

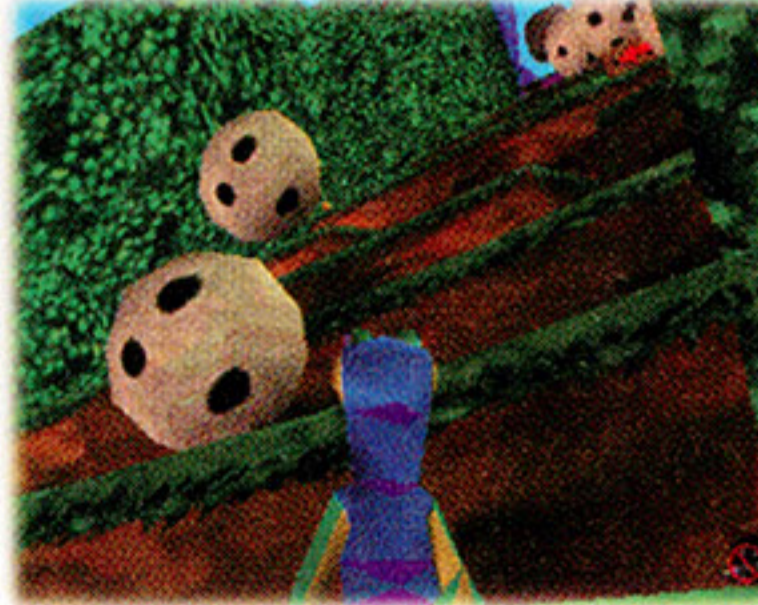
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REVIEW

PC CD-ROM

コンピュータゲーム

# RED BARON II

**You CAN SEND A HID UP IN A CRATE LIKE THIS!**

**J**ust imagine it's a beautiful autumn day and you're cruising along in your trusty Spad at three thousand feet. The earth below is a gorgeous quilt of reds, golds and greens and the air is bracing. Off in the distance, a church bell tolls serenely. Suddenly, three Fokkers (yes, I said Fokkers) come screaming at you from out of the sun and shred your plane with machine gun fire. Your engine explodes and, as flames lick their way back to the cockpit, you think, 'No big deal. I'll just use my parachute.' Well, it's wake up time, pal! This is World War One, and pilots didn't use parachutes.

**REQUIREMENTS**

- Pentium 90 or better
- Windows 95
- 16MB of Ram
- SVGA Graphics
- 4x CD-ROM Drive or better



This is the one part of the plane you DON'T want to lose!



Fly any one of 22 beautiful vintage warbirds, like this Albatross.

Enjoy the ride!

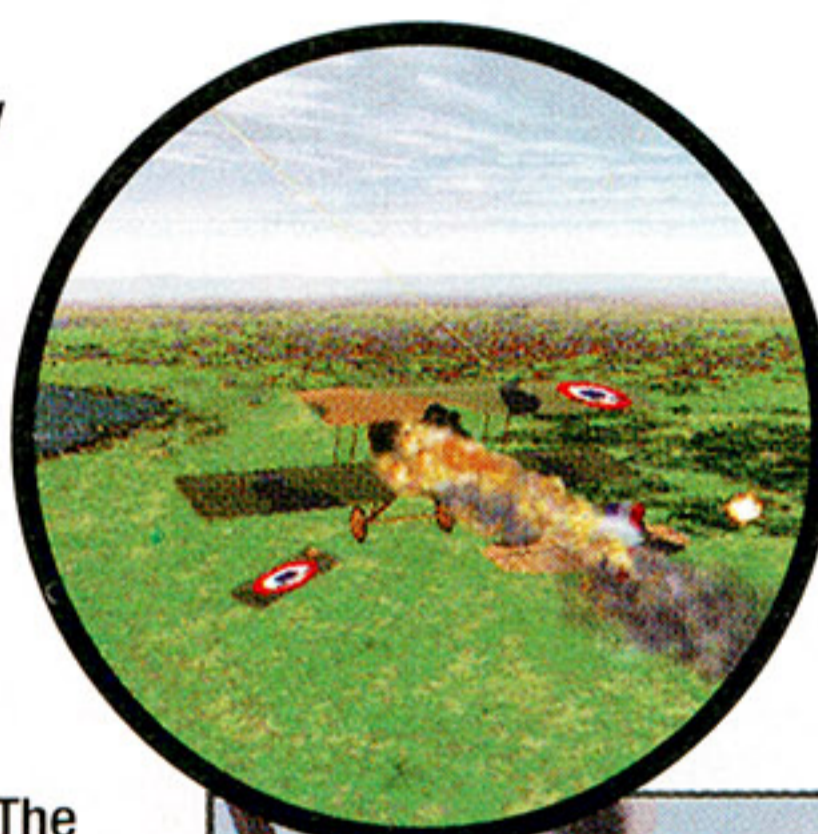
This is just one of the many scenarios offered by *Red Baron II*, the latest 'Sierra Hotel' air combat game from the developers at Dynamix. Lemme tell ya, this game's got it going on!

For starters, Dynamix's new 3Space 2.0 engine really does a great job in making the world below you look real. You'll swear you're flying over France! The game also allows you to choose from over 20 different planes to fly, including rare models like the Morane Bullet, which you can then take into the Paint Shop and customize any way you want. The Options Screen in the Fly Now mode allows players to set the difficulty level, the weather, the number of opponents (and how clever they are!) and even the seasons of the year.

The control is kick ass! Your plane responds to even the slightest move of the joystick, allowing all manner of aerobatic maneuvers. What really got me were the sound effects, which are accurate right down to your pilot grunting his way through a High G turn. And speaking of high G turns, be very careful! On several occasions, mean Mr. Gravity ripped the wings right off my plane!

*Red Baron II* also features multiplayer action with internet, head-to-head, and modem support, as well as a true virtual world in the Campaign Mode, which continues to develop whether or not you're there to see it. Oh, and did I forget to mention that *RBII* also contains the Dynamix Mission Builder that allows you to create your own daring raids? It's just like the blurb on the back of the box says: 'This is certainly the Mother of all Fokker games!'

So break out your flying suit



Ha! Another kill for Von Donohue!



Damn, I'm good! Eat flaming death!

When your plane is made of wood and canvas, even the smallest flak burst can cause problems.

Go crazy with the spray paint! *Red Baron 2* lets you customize your ride.

and pull down your goggles. The Hun must be defeated! Lafayette, we are here!!!

• *BILL DONOHUE*

**ALTERNATIVES**

- Ace Combat 2 9.2
- IF-22 6.1



War can be hell, especially if your plane AND your village are on fire.

**THE LINE**

**AUDIO & VIDEO**

GRAPHICS	10
MUSIC	7
SOUND EFFECTS	10

**GAMEPLAY**

INTERACTION	10
BALANCE	8
DEPTH	8

**SPECIAL**

EXTRAS	5
PRESENTATION	8
INNOVATION	5

**RATING**

**8.5**



プレイステーション



REVIEW  
PLAYSTATION

# KLONOA

**YES, IT IS STRANGE, BUT IT'S FUN!**

**N**amco is best known for producing killer arcade conversions like *Tekken 3*, *Time Crisis*, and *Soul Blade*, so it came as a bit of a surprise when we learned they were working on a new platform game.

*Klonoa* is best described

This is Klonoa. Yes, I know he is a freaky little guy, but isn't he just the cutest little thing?



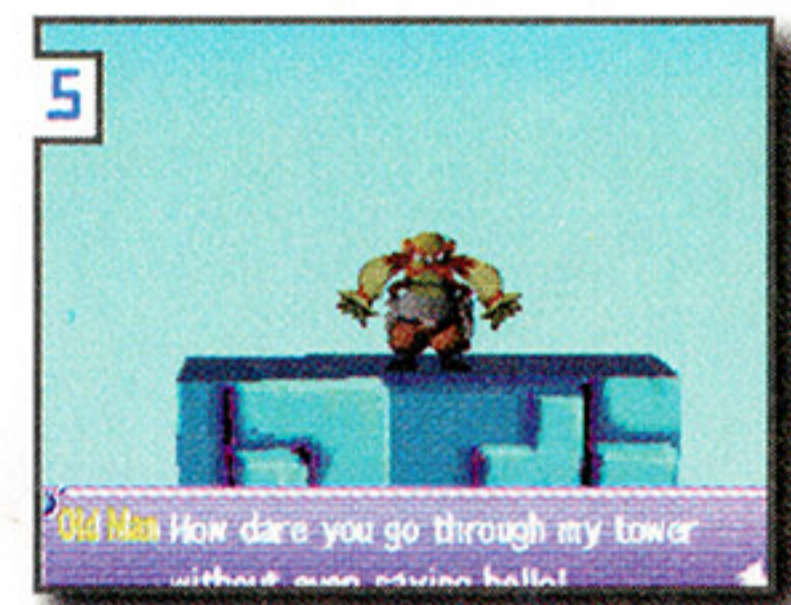
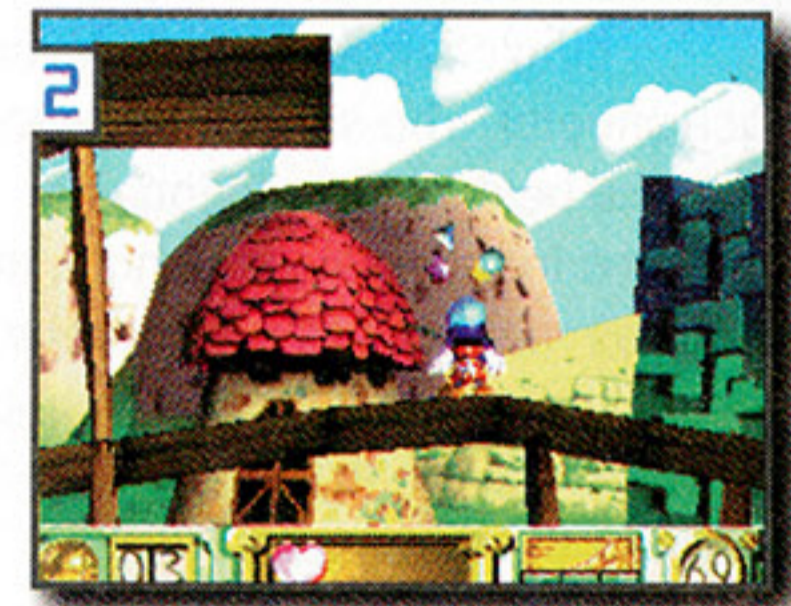
The 3D look of the game is impressive, but all the movement takes place from left to right.

as a strange, but cutesy, 2D/3D hybrid platform game in the mold of *Pandemonium 2*. The main character is Klonoa, a young uh... animal of some kind, who must travel through his dreams to save various other

strange animals. While this all sounds a bit odd, it all comes down to *Klonoa* being eminently playable and downright addictive. The use of polygons for the characters and backgrounds is strictly for looks, since almost all movement

takes place on a 2D plane. The only exception to that is when Klonoa throws enemies, he can throw them in any direction. Because of the 2D nature of the gameplay, the developers were able to construct some old

This is a boss character and when he fights, he does so in a pattern. What a novel idea, huh?



- 1-2 Reaching higher levels and collecting power-ups is done by using the enemies to catapult up.
- 3 Having huge hands for ears is certainly helpful for a little flying.
- 4 It wouldn't be a platform game if he didn't have the dreaded mine cart level.
- 5 The dialog in *Klonoa* is pretty laughable and the characters' voices just mumble like the parents in *Charlie Brown*.

school platform gaming levels, complete with all the usual rotating platforms, timed jumps, and pattern-oriented bosses. You could say this lacks innovation or originality, but the games control and action are so tight that *Klonoa* is just a blast to play.

The story, music, and graphics are a bit childish, but the gameplay is deep enough for gamers of all ages. *Klonoa* doesn't redefine the platform genre, but it does combine the best of elements of platform games past and manages to add new twists to some tired old premises. Sure, *Klonoa* has a mine cart level, but it is done in such a clever way that it is as enjoyable as the first mine cart level several years ago. The dialog and story in *Klonoa* are pretty weak (almost to the point of being laughable), but the action, control, and all out fun more than make up for it.

Ultimately, *Klonoa* provides gamers a challenge for the reflexes and the mind unlike many of the other *Mario* clones it surpasses.

MIKE SALMON

ALTERNATIVES

- Pandemonium 2* 8.1
- Crash Bandicoot 2* 9.1
- Croc* 8.6

THE LINE

AUDIO & VIDEO

GRAPHICS	9
MUSIC	8
SOUND EFFECTS	7

GAMEPLAY

INTERACTION	10
BALANCE	9
DEPTH	8

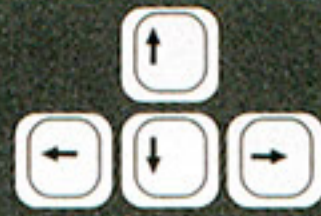
SPECIAL

EXTRAS	8
PRESENTATION	7
INNOVATION	7

RATING

8.5

REVIEW  
PC CD-ROM



コンピューターゲーム



# WING COMMANDER: PROPHECY

ORIGIN'S SPACE COMBAT SERIES IS BACK AND BETTER THAN EVER...

**F**ans of the *Wing Commander* series will find some startling changes in their favorite space shooter. The series has been one of the best selling videogame franchises for several years now, and Origin has managed to make major changes to the game without losing the core attributes that made it so popular in the first place.

Like other *Wing Commander* titles before it, *Prophecy* consists of sharply produced FMV sequences that frame a story made up of numerous flight missions. However, in this version, the previously villainous

Kilrathi have become grudging allies with the humans in a battle against a far more dangerous foe. This new pairing is not without its conflicts, and players will find themselves facing difficult moral decisions involving long standing prejudices which affect the path the entire story takes.

While the plot is changed significantly, the graphics have been completely revamped. Each of the 3D accelerated ships are far more detailed than ever before and the *Babylon 5*-inspired enemy ships are simply awesome. Compared to the somewhat bland ships seen in *X-wing*

*Vs. Tie Fighter*, the spacecraft in *Wing Commander Prophecy* look truly spectacular.

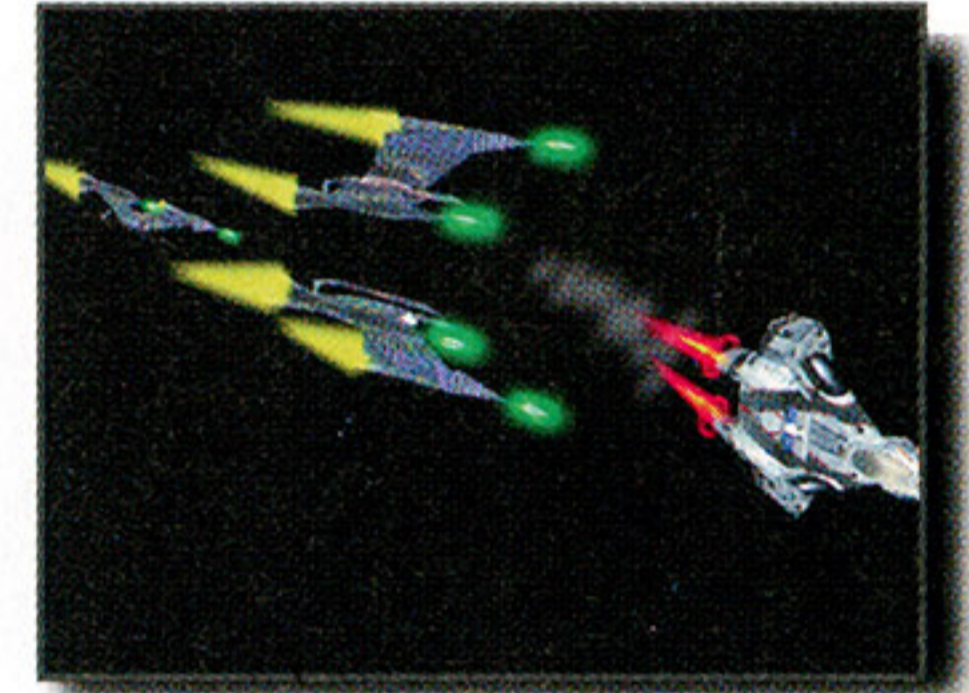
The gameplay is solid and the control, especially in the more advanced ships, is incredibly responsive. Each mission is clearly laid out and some are truly inspired, giving players tough choices that must be made in the heat of the moment. Most importantly, the game manages to maintain the excitement from start to finish.

The only downside to this title is that it just doesn't feel long enough, and the lack of multiplayer options is a downright shame. Other than that, fans of the space shooter genre and *Wing Commander* series have yet another excellent game to call their own.

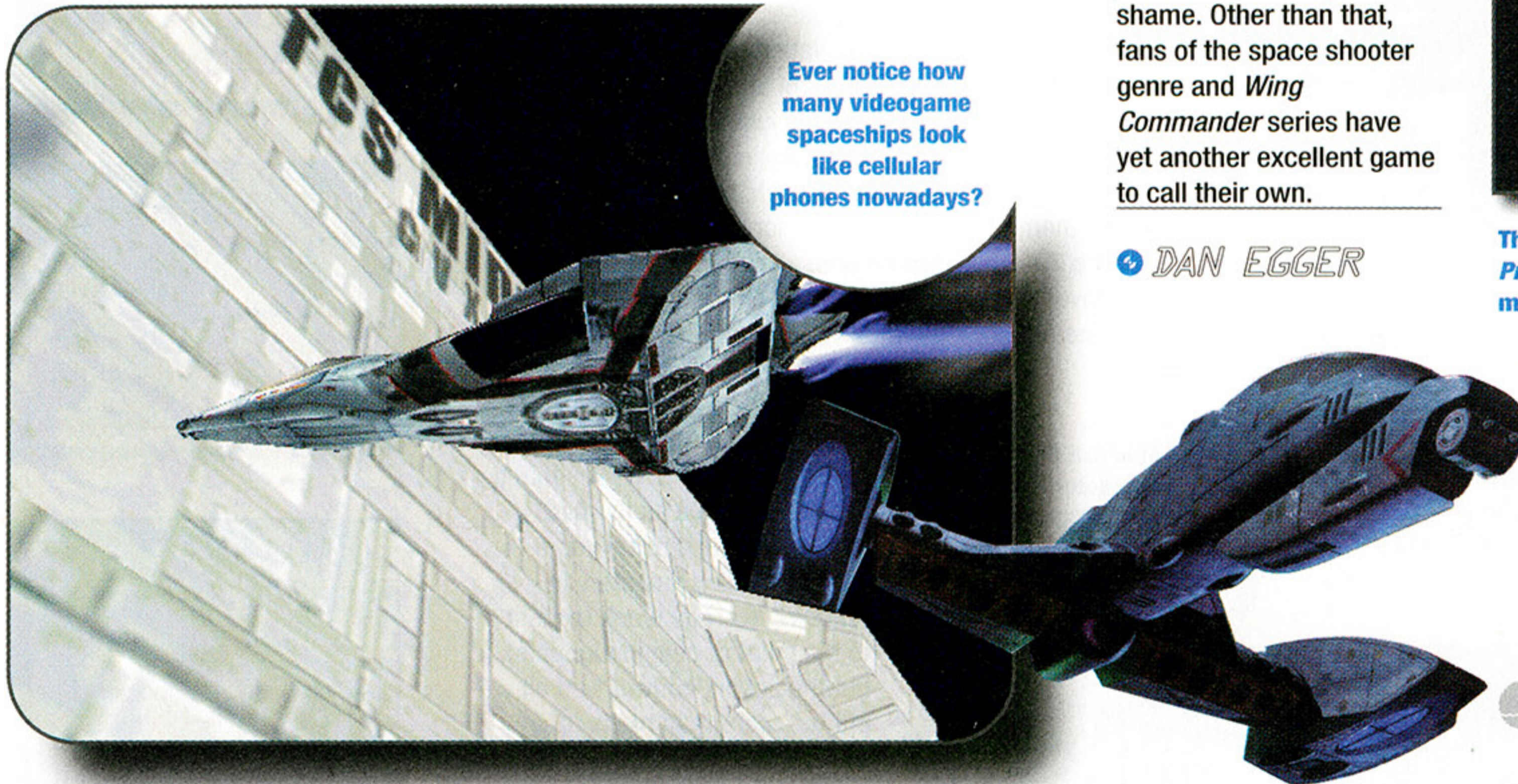
DAN EGGER



This Panther ship is as deadly as its name implies.



The bad guys in *Wing Commander: Prophecy* are sleeker than ever, and much more dangerous.



Ever notice how many videogame spaceships look like cellular phones nowadays?

ALTERNATIVES

- Colony Wars 9.5
- X-Wing Vs. TIE Fighter 9.1
- Wing Commander IV 6.0



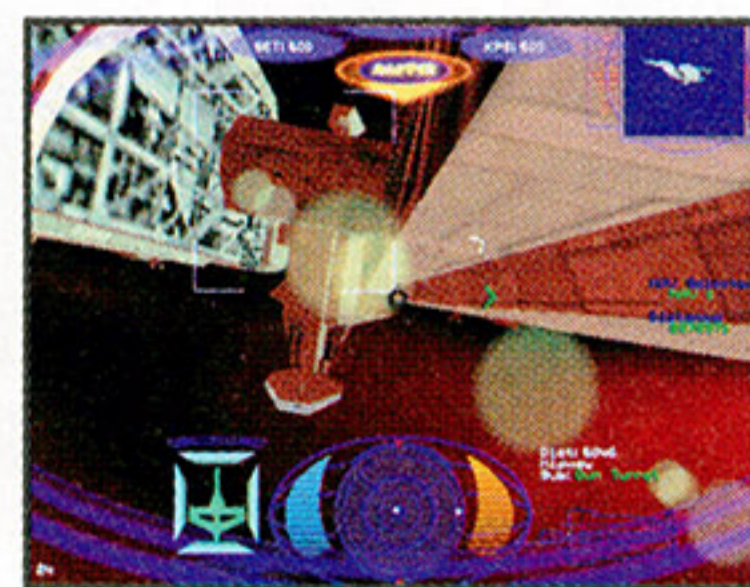
Wasp Interceptors can use the most spectacular weapon in the game: Swarmer missiles.



Every weapon has unique effects, such as this realistic missile trail.



The newer, meaner bad guys are able to make mincemeat out of the Kilrathi.



Large ship defenses are weakest close in.

THE LINE

AUDIO & VIDEO

GRAPHICS	10
MUSIC	7
SOUND EFFECTS	9

GAMEPLAY

INTERACTION	9
BALANCE	9
DEPTH	8

SPECIAL

EXTRAS	8
PRESENTATION	10
INNOVATION	7

RATING

8.7



# HELLFIRE

- GENRE. Action/RPG
- PLAYERS. 1
- PUBLISHER. SIERRA
- DEVELOPER. SYNERGISTIC SOFTWARE
- RATING. T
- M.S.R.P. \$29.95

This expansion pack for the PC Action/RPG favorite, *Diablo*, looked promising with a new character class, new spells, and a slew of new weapons, but the truth is that very little life has been added to the original game. The new dungeons offer a change of pace, but the



While *Hellfire* boasts several new spells, most spells just recycle old *Diablo* effects.

spells and weapons are either rehashes (Lightning wall instead of Fire wall) or simply not as good as the items in the original *Diablo*. Even the mood

has changed with cheesy voices and dungeon graphics that do little to evoke the chilling suspense of the original. Add to all of this the total lack of a multiplayer option and this expansion pack offers little to justify its purchase.

BLAKE FISHER



While the new look is nice and adds variety, it does little to expand on the gameplay.

## RATING

### AUDIO/VIDEO

GRAPHICS	8
MUSIC	7
SOUND FX	6

### GAMEPLAY

INTERACTION	6
BALANCE	4
DEPTH	3

### SPECIAL

EXTRAS	3
PRESENTATION	7
INNOVATION	2

# 5.5



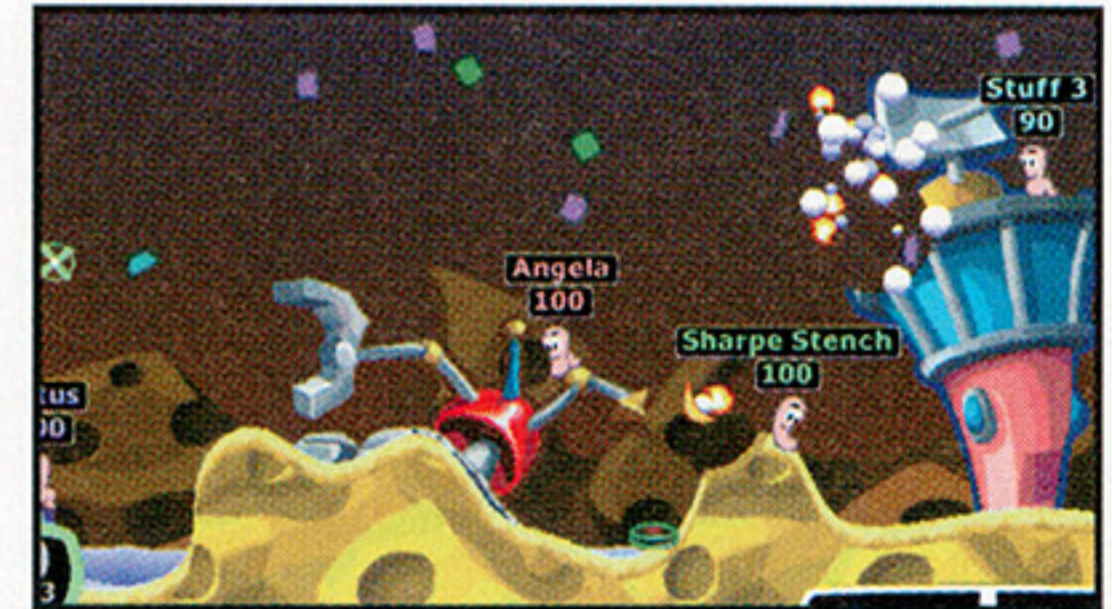
# WORMS 2

- GENRE. STRATEGY/ACTION
- PLAYERS. 1 OR 2
- PUBLISHER. MICROPROSE
- DEVELOPER. TEAM 17
- RATING. KA
- M.S.R.P. \$49.95

The original *Worms* was an instant classic with a simple premise: turn-based combat, with teams of worms blowing the \$#!& out of each other. Add in a healthy dose of humor, perfectly balanced gameplay, frustrating obstacles and a two player blast-fest and you have *Worms*. Or, with a few additions, *Worms 2*. Players can now take their squad on a series of mission-based maps or go solo against 17 other worms in a Hot Seat game. A new multiplayer option also allows play against six other players over a network. The arsenal has been beefed up with an exploding homing pigeon, super sheep, holy hand grenades and a volatile Ming vase.

*Worms'* humor has received a facelift as well *Worms 2* is a winning combination, again.

RICK SANCHEZ



Abstract landscapes of cheese and Seussian buildings are the backdrops for grubby battles.

## RATING

### AUDIO/VIDEO

GRAPHICS	9
MUSIC	8
SOUND FX	9

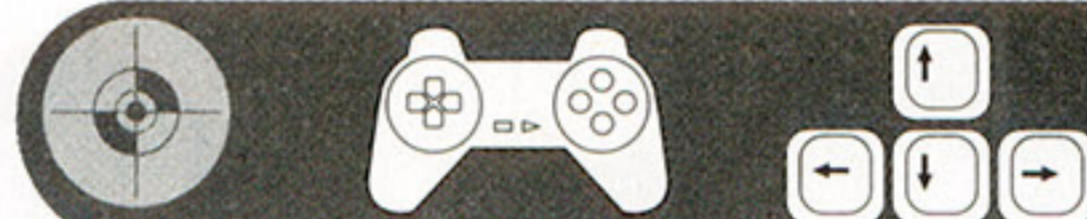
### GAMEPLAY

INTERACTION	9
BALANCE	10
DEPTH	9

### SPECIAL

EXTRAS	9
PRESENTATION	8
INNOVATION	7

# 9.0



# ARCADES GREATEST HITS 2

- GENRE. COMPILATION
- PLAYERS. 1 OR 2
- PUBLISHER. MIDWAY
- DEVELOPER. MIDWAY
- RATING. KA
- M.S.R.P. \$39.99

You know, if Midway had released this collection of games back in 1980, it would have broken every known sales

record. I mean, these are the games I grew up on. I'd steal quar-



The perfect combination of speed and quick thinking is the only way to take on *Moon Patrol*.

ters from my own mother just to get in my fix of *Moon Patrol*.

This could very well be the best classic arcade collection ever put together, with arcade perfect versions of *Burgertime*, *Moon Patrol*, *Root Beer Tapper*, *Spy Hunter*, and *Blaster*. Everyone should get this game for the nostalgic value, not to mention that *Burgertime* and *Moon Patrol* are still excellent games.

The only question is why Midway waited for *Volume Two* to put out the good games.

MIKE SALMON

## RATING

### AUDIO/VIDEO

GRAPHICS	6
MUSIC	6
SOUND FX	7

### GAMEPLAY

INTERACTION	9
BALANCE	9
DEPTH	10

### SPECIAL

EXTRAS	9
PRESENTATION	4
INNOVATION	1

# 7.7

# SPORTSLINE

# T

he good news for sports gamers just keeps coming. Fox Interactive is teaming up with Gremlin (English developers of *VR Soccer* and *VR Golf*) to produce a Fox Sports Interactive line-up for the PlayStation and PC. Gremlin has already shown the ability to create quality 3D sports engines and, with the added money and power of Fox behind them, could become another major player in the sports field. And let's not forget that Radical Entertainment, developers of *NHL Powerplay*, have gone into publishing and inked a deal with ESPN for a major sports line-up on every platform.

It seems as if everybody is trying to get a piece of the sports pie that has been dominated for so long by EA Sports. Sony Interactive Studios has shown EA to be vulnerable by taking away market-share with each new version of its impressive sports line-up, and the rest of the industry wants in as well. Acclaim Sports, VR Sports, Konami Sports, Midway Home Entertainment, and even Psygnosis are preparing another round of games and focusing on covering an increasing amount of sports. While this is certain to crowd the market, it should increase competition, resulting in better games and a wider choice for gamers. Of course, in a few years the pretenders will be separated from the real deal and there will once again be two or three major sports game makers, but in the meantime, we (the sports gamers) get to choose which companies and games are going to make it.

• Mike Salmon  
MSalmon@gameplayers.com

## NBA SHOOT OUT '98



- SYS. PLAYSTATION
- PUB. SCEA
- DEV. SONY INTERACTIVE
- REL. DATE. MARCH

From dunk champion to obscurity, Dee Brown could play point guard on a team of failed dunk champions that includes: Harold Minor, Kenny Walker, Spud Webb, and Brent Barry.

# W

hile *NBA Shoot Out '97* may have been lacking in several areas, the focus on simulation elements and player ratings made it the best one-player simulation game on the market. For '98, Sony Interactive Studios America (makers of *Gameday*, *Gamebreaker* and *MLB*) have ambitiously taken over development in an effort to make *Shoot Out '98* even better.

Rather than just update the stats and add a feature or two, the developers are attempting to redefine basketball games with astonishing 3D graphics and unequalled player control. The new Total Control Passing, Dunking, and Shooting assures that the game will have enough depth for the hard-core gamer. With over four times the animations of last year's game and 30 different dunks, *NBA Shoot Out '98* is starting to shape up nicely.

The Total Control dunking provides each NBA player with four different moves to the hole. Total Control Shooting lets gamers control the loft of their jumper to avoid the outstretched arms of a defender, while the Total Control Passing combines the revolutionary icon-passing of last year with an all new level of control. Types of passes include: no look passes, behind the back passes, and a fake of each of these passes. This enhanced level of control may be a bit much for the casual gamer, but sports fanatics searching for the perfect combination of control and simulation may finally have something to cheer about.

Unfortunately I have yet to see this game in action, but next month I'll give this game a test run and let you know if it lives up to its high expectations.

## NBA SHOOTOUT 98



With over 30 different dunks, stuffing it home won't get boring for quite some time.



Shaq is back! The Shaq Fu curse has worn off and Shaquille is back in everyone's game.



One of the best young players in the game, Antoine Walker gets up and takes care of business.



Total Control Passing means you choose exactly what kind of pass you want to throw.

# NHL BREAKAWAY '98

Acclaim Sports tries coup on the N64!

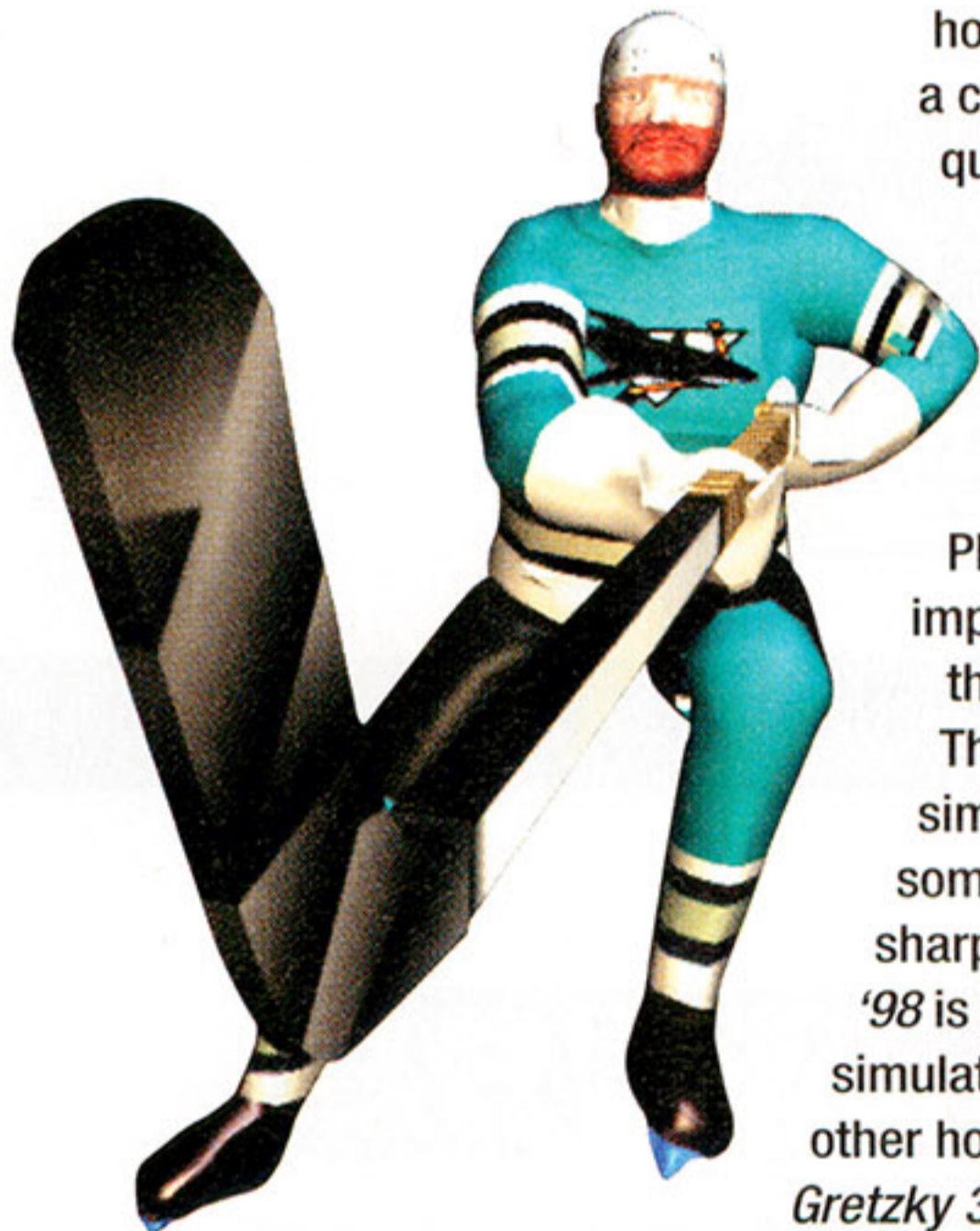


◆ **SYS.** NINTENDO 64

◆ **PUB.** ACCLAIM

◆ **DEV.** IGUANA WEST

◆ **REL. DATE.** MARCH



**B**acked by the surprising success of *NFL Quarterback Club 64*, Acclaim is attempting to become the EA of the N64 by providing quality sports simulations for every major sport. In a recent trip to Iguana West (formerly Sculptured Software) I got a chance to see what's in store. The next installment in the series is going to be *NHL Breakaway '98*, followed by *MVP Baseball '98* and *NBA Jam '98*, and all of these for the N64. Taking advantage of EA and other sports developers inability to get out N64 games, Acclaim is wisely using their N64 experience and quality development houses to give N64 owners a complete collection of quality sports simulations.

*NHL Breakaway '98* is already quite far along in development. Using the detailed elements of the PlayStation version, while improving its flaws, could be the key to this game's success. The 3D polygonal graphics are very similar to the PlayStation version, but some color changes give the game a sharper look. Where *NHL Breakaway '98* is going to succeed is in its deep simulation elements. Currently the only other hockey competition is *Wayne Gretzky 3D Hockey*, which is a fun arcade game that still seriously lacks the type of detail sports gamers have become accustomed to. Some key features that make *Breakaway '98* so promising are momentum based checking, NHL license, NHLPA license,



The polygon graphics are solid, if not spectacular.

Momentum-based checking makes for some major collisions.

and playbook based AI. Real life heights and weights for each player affect the violent collisions on the ice. One problem with the PlayStation version was that it played too fast, so I wasn't able to appreciate the subtleness of setting up a perfect one-timer. Thankfully the developers have slowed down the default speed and changed the camera angles to allow for a better view. *Breakaway '98* already looks head and shoulders above the competition and easily better than its PlayStation counterpart.



With the improved camera angles, the game should be much easier to control than the PlayStation version.



Strategy settings actually affect play on the ice.



Wow! These jerseys look good enough to wear!



1-2 The texture-mapped uniforms are much more detailed than *Gretzky* and even feature name and number clearly on the back.

1 The puck glow is a nice addition to keep track of the puck, but purists like myself turn this one off immediately. 2 A variety of goalie animations and some tough AI makes scoring anything but easy. 3 Watch out, EA! Acclaim is slowly taking over as THE sports leader on the N64!



# NBA COURTSIDE

Quite literally, a game out of Left Field! ○○○○○○

● **SYS.** NINTENDO 64

● **PUB.** NINTENDO

● **DEV.** LEFT FIELD

● **REL. DATE.** MARCH

**T**he surprise of Nintendo's recent Space World show in Japan had to be this US-developed, five-on-five basketball game.

Nintendo has never been known for its sports games and has never paid the money for a league license. That is all changing as Nintendo realizes how important sports simulations are to a console. For example, the Genesis was a superior sports machine and it therefore was successful in the US.

It may be too little too late for Nintendo, but with help from third parties like Acclaim, Midway, and EA, you never know. What was even more surprising than the NBA license

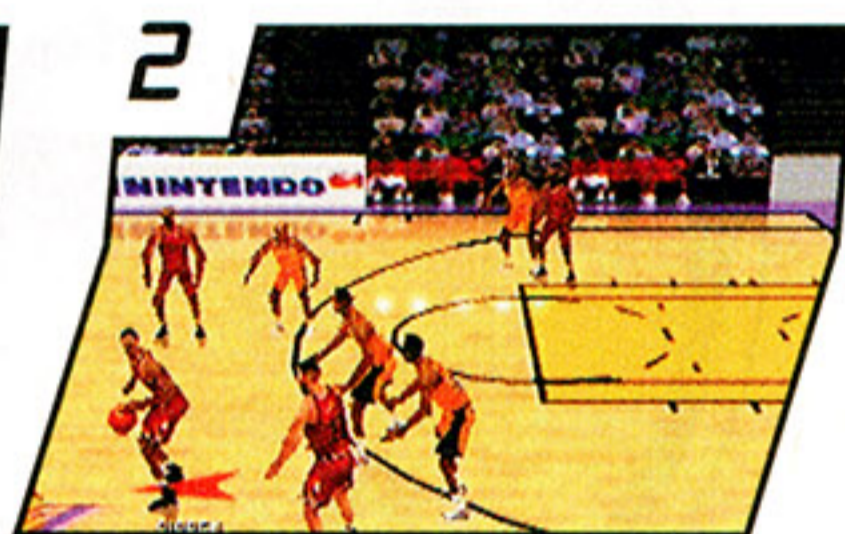
and simulation style of play was how impressive the game looked. The smooth play and animation already surpassed any hoops game I've seen on the N64. The California-based developers at Left Field have come out of nowhere to produce one of the more intriguing first party Nintendo games in years.

Despite the early praise, I will reserve judgement on this game until I have a chance to sit down and seriously play it. When this happens, you'll be the first to know the real truth.



The full NBA license and five-on-five play is a first for Nintendo.

1-2 Impressive graphics and smooth animation were the highlights of this Nintendo shocker. 3 Already looking better than the competition, *NBA Courtside* just needs to finish up nicely and figure out a final name.



# WAYNE GRETZKY 3D HOCKEY '98

Same game, different box... ○○○○○○

● **SYS.** NINTENDO 64

● **PUB.** MIDWAY HOME ENT.

● **DEV.** ATARI GAMES

● **M.S.R.P.** \$60-75

**W**ell, in the world of sports games, we've come to expect yearly updates of our favorite (and even our not so favorite) series, but generally the updates

include at least minimal upgrades. This simply isn't the case with *Gretzky 2*.

The graphics are an exact replica of last year's game, which, of course, means that the solid polygons have the most inaccurate uniform textures of any hockey game around.

The least the developers could have done was upgrade the deplorable textures. Once again, the two-on-two game is a blast for four players, while the simulation mode lacks any fun

or realism. The scores are no longer 16-14, but that's just because the goalies are now brick walls. Instead of being able to score on a great shot, the game randomly issues two to three goals a game. Does that make it a better simulation? No, in fact, it makes it a much worse game than last year. The only real addition worth noting is that the stats now track for a whole season.

1 Is it live or is it memorex? I'll bet you \$20 the developers couldn't even tell me which version this screen-shot is from!

2 Yet another hockey game with this strange frozen substance called ice...



## AUDIO & VIDEO

## GAMEPLAY

## SPECIAL

GRAPHICS	7	BALANCE	6	INNOVATION	2
SOUND EFFECTS	6	DEPTH	7	EXTRAS	7
MUSIC	7	INTERACTION	4	PRESENTATION	6

# 6.0

# TENNIS ARENA

Advanced Pong on grass

● **SYS.** PLAYSTATION

● **PUB.** UBI SOFT

● **DEV.** SMART DOG

● **M.S.R.P.** \$39.99

**T**here really haven't been many 32-bit Tennis games and those games that did come out suffered from horrible control. That all changes with *Tennis Arena*, which despite its lack of options or features is one of the best tennis games in years.

The key to *Tennis Arena* is the excellent control that makes volleying easy for beginners and gives advanced players more control to put away an opponent. The real key to winning in *Tennis Arena* is using spin to drive shots past the opponent. The arcade style gameplay also features unique power shots

for each player that must be used wisely. The two-player game is a ton of fun, and the four-player double matches are great as well. Without any license for the players, the one-player game does suffer a bit, but balanced computer opponents give challenge without being impossible.

Overall, *Tennis Arena* is a fun little game that restores my faith in Tennis games. Fans of the sport or gamers that enjoy a head-to-head battle should definitely pick up this game.

**1** Good animation for dives adds to the excitement. **2** Each character has a wacky shot, including this highly illegal stomach shot.



## AUDIO & VIDEO

## GAMEPLAY

## SPECIAL

GRAPHICS	6
SOUND EFFECTS	7
MUSIC	6

BALANCE	9
DEPTH	6
INTERACTION	9

INNOVATION	6
EXTRAS	7
PRESENTATION	6

# 7.2

# FIFA '98

Doesn't have to compete with ISS 64!

● **SYS.** PLAYSTATION

● **PUB.** EA SPORTS

● **DEV.** EA CANADA

● **M.S.R.P.** \$39.99

**T**he N64 version of *FIFA* showcased the resurrection of this once mighty series, but the presence of *ISS 64* kept it from being the best soccer game on the N64.

However, on the PlayStation, *FIFA: Road To The World Cup* is all alone and easily the best soccer game for the system.

The graphics are excellent, the play is fast, and the game is loaded with more features, options, and replay value than any sports game out there. With nearly every soccer player in the world licensed to the game you can take USA through the grueling qualifying and then on to the World Cup, or you can

take your favorite Premier team and lead them through a season of English football.

What makes all this so exciting is that the game plays exceptionally well, with a wider variety of moves than any other soccer game. The AI is also extremely good, although occasionally you can march right past five defenders and punch one in the net.

**1** The graphics are almost as good as the N64, and the control is even better. **2** The variety of moves in *FIFA* is the main reason it's so much better than earlier versions.



## AUDIO & VIDEO

## GAMEPLAY

## SPECIAL

GRAPHICS	8
SOUND EFFECTS	8
MUSIC	10

BALANCE	7
DEPTH	9
INTERACTION	8

INNOVATION	7
EXTRAS	10
PRESENTATION	10

# 8.3

# NBA IN THE ZONE '98

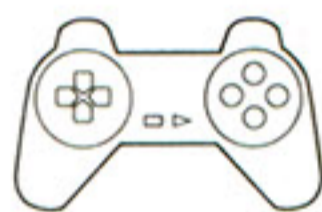
*In The Zone is out of its league!*

● **SYS.** PLAYSTATION

● **PUB.** KONAMI

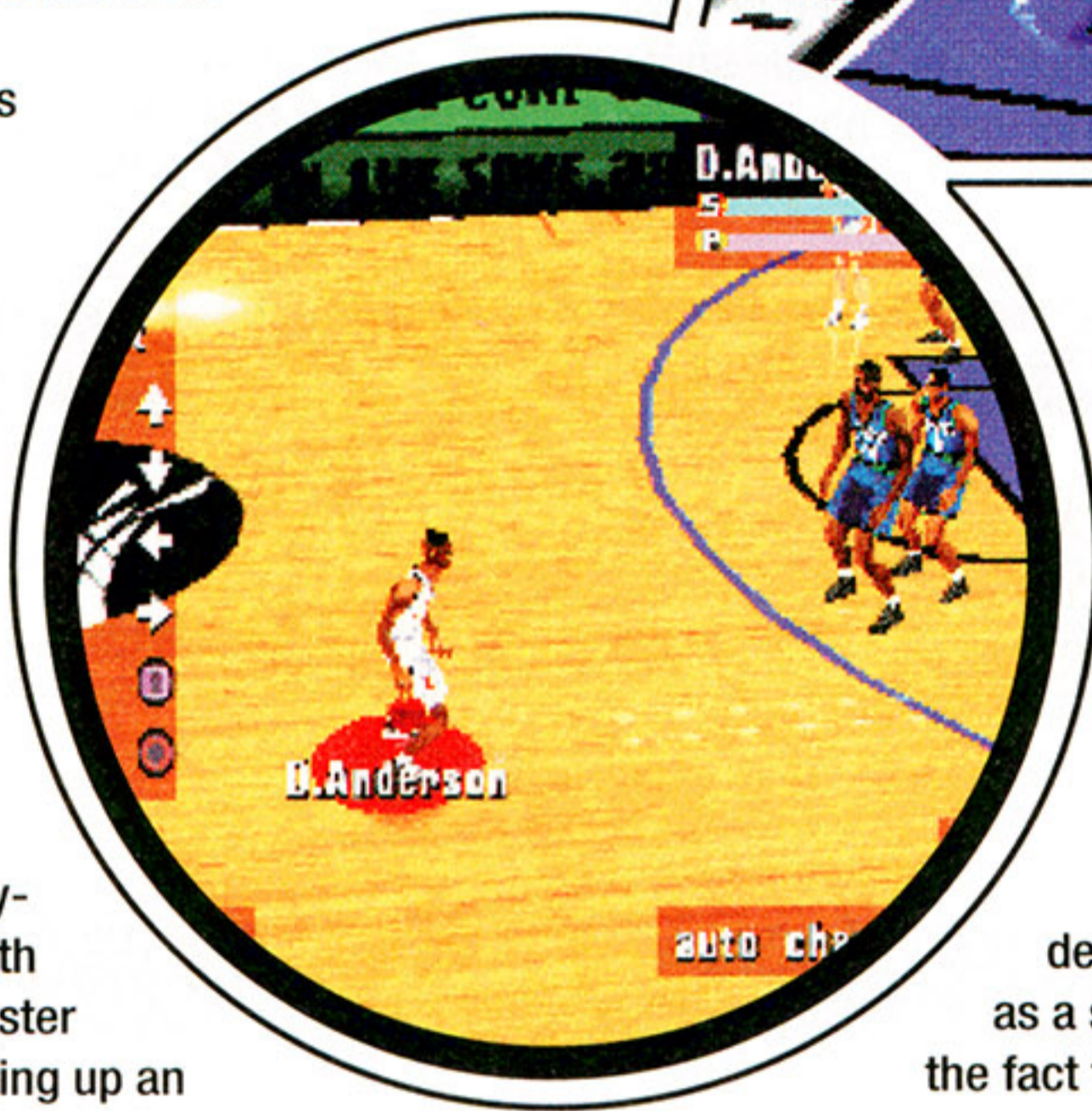
● **DEV.** KONAMI

● **M.S.R.P.** \$49.99



**A**ny long time readers of Sportsline know I had high praise for *In The Zone 2*, for its fast paced, easy to control gameplay and great arcade-style hoops. But like any fan, I just wished Konami could use this solid engine to make a great simulation. From all of the early press releases and interviews with the developers, this is exactly what I was expecting. However, I was wrong (it's rare that I say this, so this may well be a collector's edition review).

*NBA In The Zone '98* has managed to keep its fast-paced and fluid gameplay, but it is still lacking the simulation elements I hoped for. New additions, like the on-the-fly play-calling, extended stats, and more realistic gameplay are a slight improvement. This game is just as far from being a simulation as the Golden State Warriors are from winning the West. The computer AI still has players running around like chickens with their heads cut off, often traveling faster than the passes. Because of this, setting up an offense and working the ball around really doesn't do any good. But perhaps the kiss of



The player graphics are excellent and the motions are easily controlled and smooth as silk.

Last year, *ITZ* did the best Jordan I've ever seen, but the NBA found out and now he's white. Doh!

death for *ITZ '98* as a simulation is the fact that anyone who has played any *ITZ* can instantly destroy the computer even at the hardest level, meaning that playing through a season would really be quite stupid.

The strength of *ITZ '98* remains its two-player game, which is well balanced and exciting. However, it continues to ignore the rules of basketball in favor of arcade-style play. Defense is best played by mashing on the steal button until you eventually knock the ball free and offense is spent vigorously trying to avoid the steal, then going in for a jam. The automatic three-pointers are gone, which means that the only real offensive option is to go inside.

*ITZ '98* has managed a fast-playing fun game, despite its many flaws.

1

NO.	PLAYER	POS	STAMINA	FG	FTA
28	D. ANDERSON	G		0 / 0	
8	B. SLIFE	G		0 / 1	
1	W. PERSON	F/G		0 / 1	
4	S. KEMP	F		0 / 0	
52	V. PERSHONKE	C/F		0 / 0	
28	S. SHAM	G			
12	B. KNIGHT	G			
27	T. DUMAS	G			
35	D. FERREY	F			
22	B. TOWNE	F			



1 On the fly play-calling is a nice addition, but it doesn't make quite enough difference. 2 Detailed stats and tracking is a huge addition, but the computer AI is so flawed it doesn't matter. 3 Doesn't matter if you're the lowly Sixers or the mighty Bulls, the computer opponent is too stupid to take advantage of either. 4 Some new animation are smooth, but there is some slow down.



The smooth motions for *ITZ '98* are exceptional.



Here's that white Michael Jordan again...



Check out the different uniforms for the all-star game!

## AUDIO & VIDEO

## GAMEPLAY

## SPECIAL

GRAPHICS

9

BALANCE

8

INNOVATION

5

SOUND EFFECTS

7

DEPTH

5

EXTRAS

5

MUSIC

6

INTERACTION

9

PRESENTATION

6

# 7.2





*A game developed by people with racing in their blood.*



*The French sure know how to drive.*



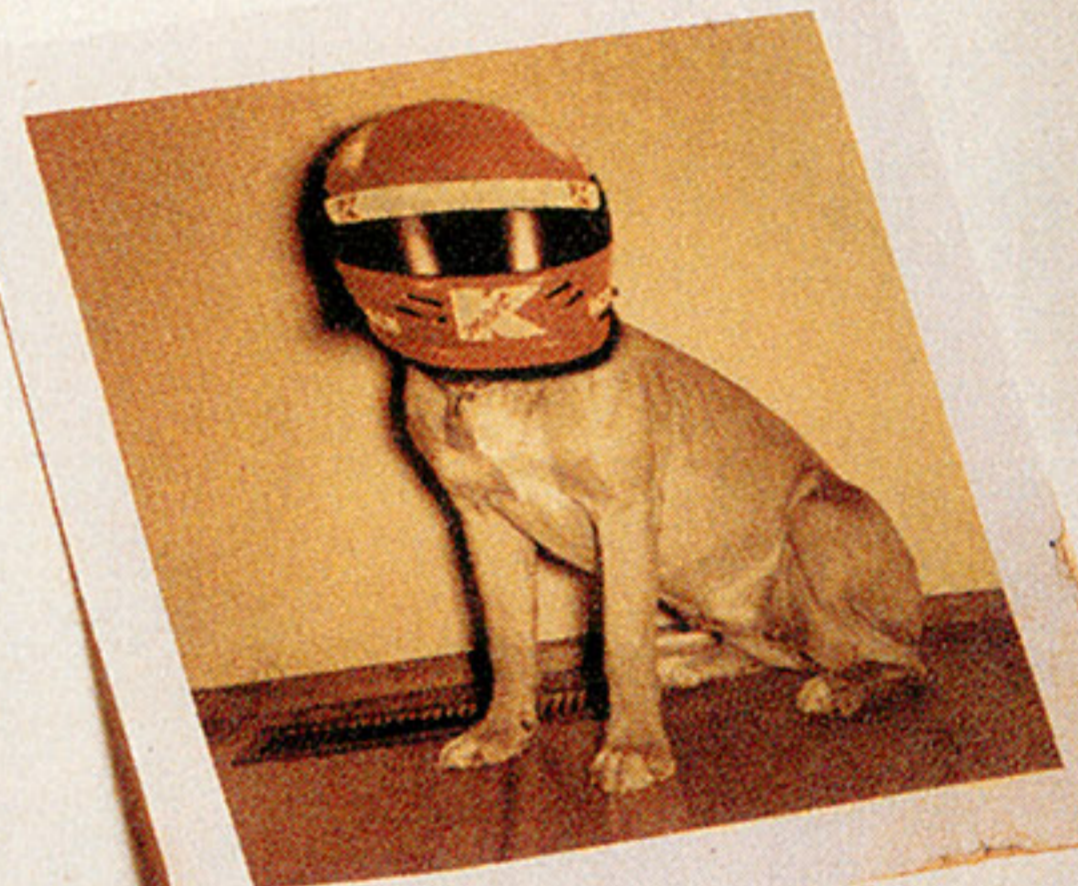
*I sure hope Santa brings us a new turbocharger!*



*Christian makes us proud, again.*



*Granny can get that chair moving!*



*Rex - our team dog.*

*Introducing the only game designed with the help of America's favorite racing family. Newman/Haas Racing. Welcome to the family.*



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# ALL ACCESS

Your #1 source for Codes, Strategies, & Tactics!

Now that you're all recovering from those nasty broken heart hangovers, you've thankfully returned to your first love: cheating. None of that tried and true fidelity for hardcore gamers, am I right? Thought so. And next time you'll think twice before opting to blow your hard-earned dough on a box of chocolates or a dozen red roses instead of

spending that cash on *Resident Evil 2* or *Final Fantasy Tactics*! After all, saving the world from rabid evil monsters is always much more satisfying than winning over the girl of your dreams, isn't it? Just as long as you all have your priorities straight... heh, heh... Happy March, gang!

## TEST DRIVE 4

SYSTEM: PLAYSTATION

PUBLISHER: ACCOLADE



### BONUS TRACKS

Set a course record and enter **KNACKED** as a name to race on mirrored tracks at night.

### BONUS CARS

Set a course record and enter **SAUSAGE** as a name. The Viper GTSR, TVR 12/7, '69 Dodge Daytona, and Pitbull Special will now be accessible.



## DUKE NUKEM 64

SYSTEM: N64

PUBLISHER: GT INTERACTIVE

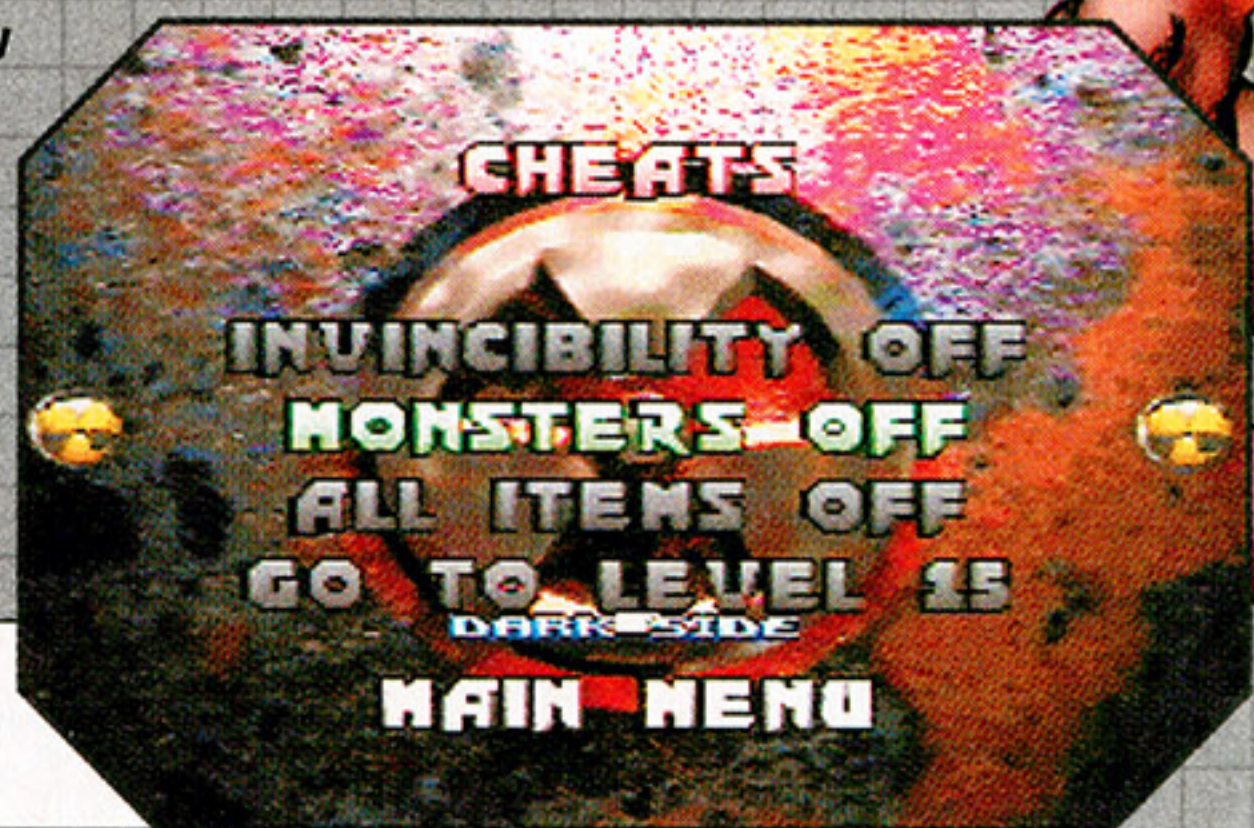


### No MONSTERS

Too wimpy to beat the game on regular settings? Go to the cheat menu via the main menu, then press L-shift, LEFT C, **+**, R-shift, RIGHT C, **+** **+** **+** **+**. You will hear a siren if you enter the code in correctly. Now go back to the Cheat Menu and you should be able to turn the Monsters option on or off.

### INFINITE JET PACK

While you're in the air with the jet pack, turn on the All Items code from the Pause menu. You'll now have unlimited fuel for your jet pack. How cool is that?



Plow through the game with this code in your collection!

## G-POLICE

SYSTEM: PLAYSTATION

PUBLISHER: PSYGNOSIS



### ASSORTED GOODIES

Put these codes in at the password screen to enable the corresponding effect.

CODE	EFFECT
WOOWOO . . . . .	Sirens equipped on craft
BENIHILL . . . . .	Super speedy cars and craft
SUPACAM . . . . .	New camera angle
PANTALON . . . . .	Unlocks all secret missions

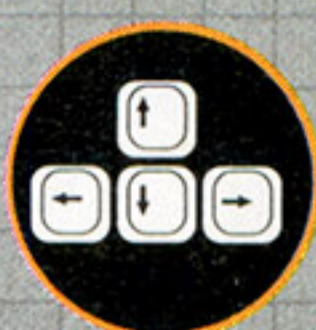


# JEDI KNIGHT

SYSTEM: PC  
PUBLISHER: LUCAS ARTS

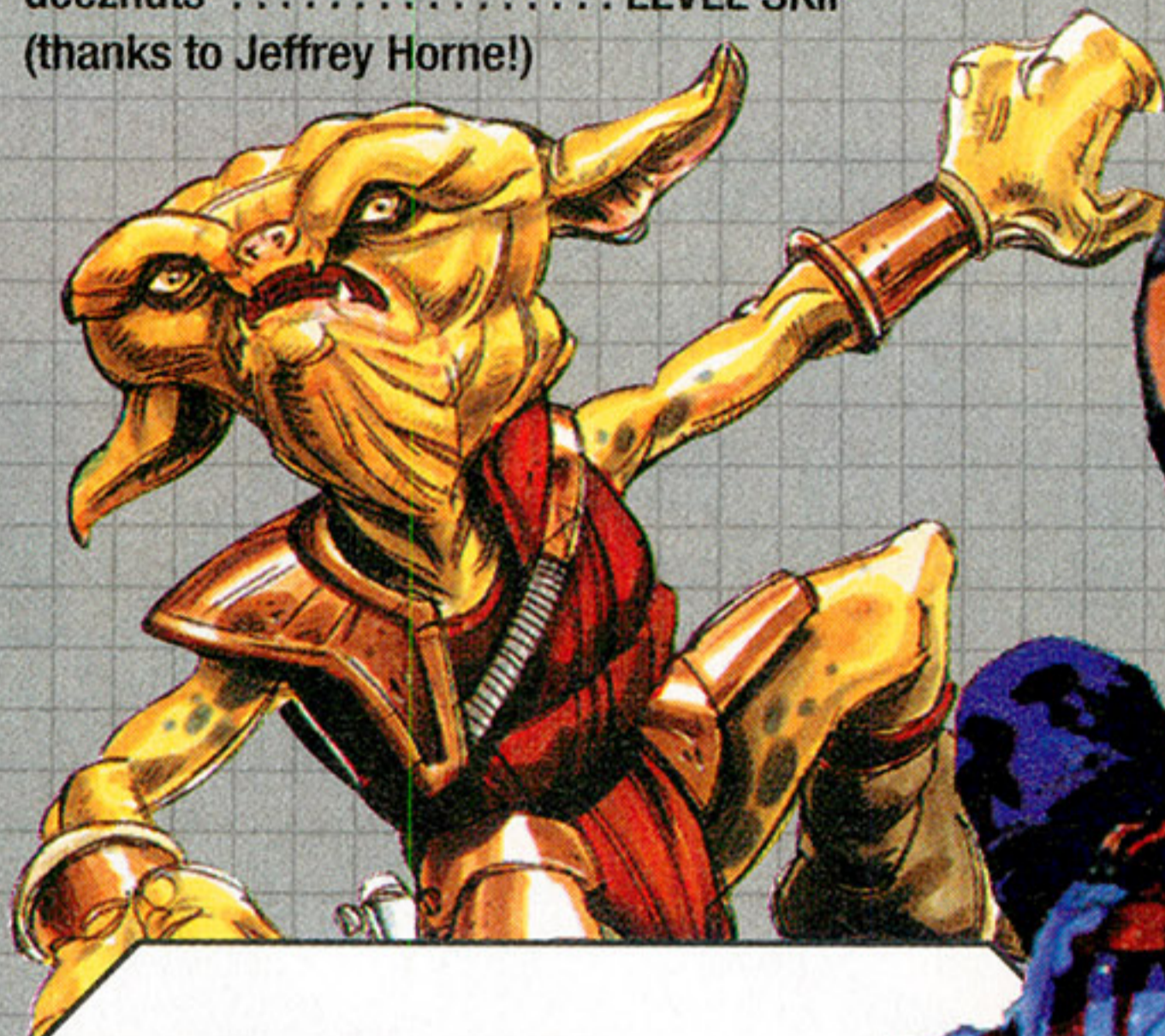
## CHEATS CONTINUED

To finish out the code collection from UGP #105... type these in while playing.



CODE	EFFECT
whiteflag	DISABLES AI
slowmo	SLOW MOTION
thereisnotry	END LEVEL
5858lvr	ALL MAP
eriamjh	FLY MODE
deeznuts	LEVEL SKIP

(thanks to Jeffrey Horne!)



# BRAVO AIR RACE

SYSTEM: PLAYSTATION  
PUBLISHER: TH-Q



## ACCESSING THE SECRET PLANES

At the title screen, you'll want to press and hold R1 and L2 while pressing SELECT twenty times on the second controller! If you manage to do this before the racing stats pop up, you should hear a beep to confirm the code entry. Now head to the plane select screen to pick from two new planes!

1-3 You'll be able to choose from either a Stealth craft or a F16 fighter plane if you enter the code correctly at the main title screen! Get to it!



# RESIDENT EVIL

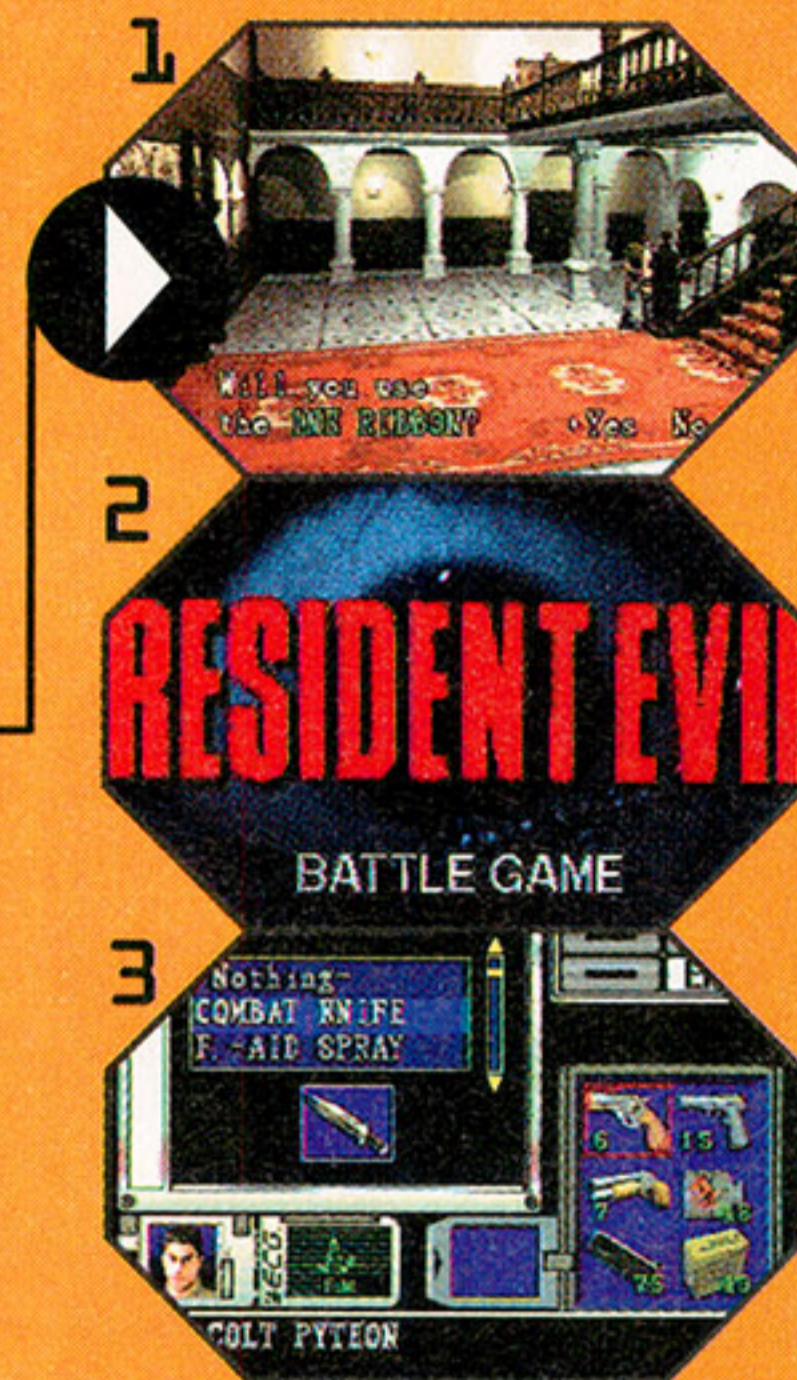
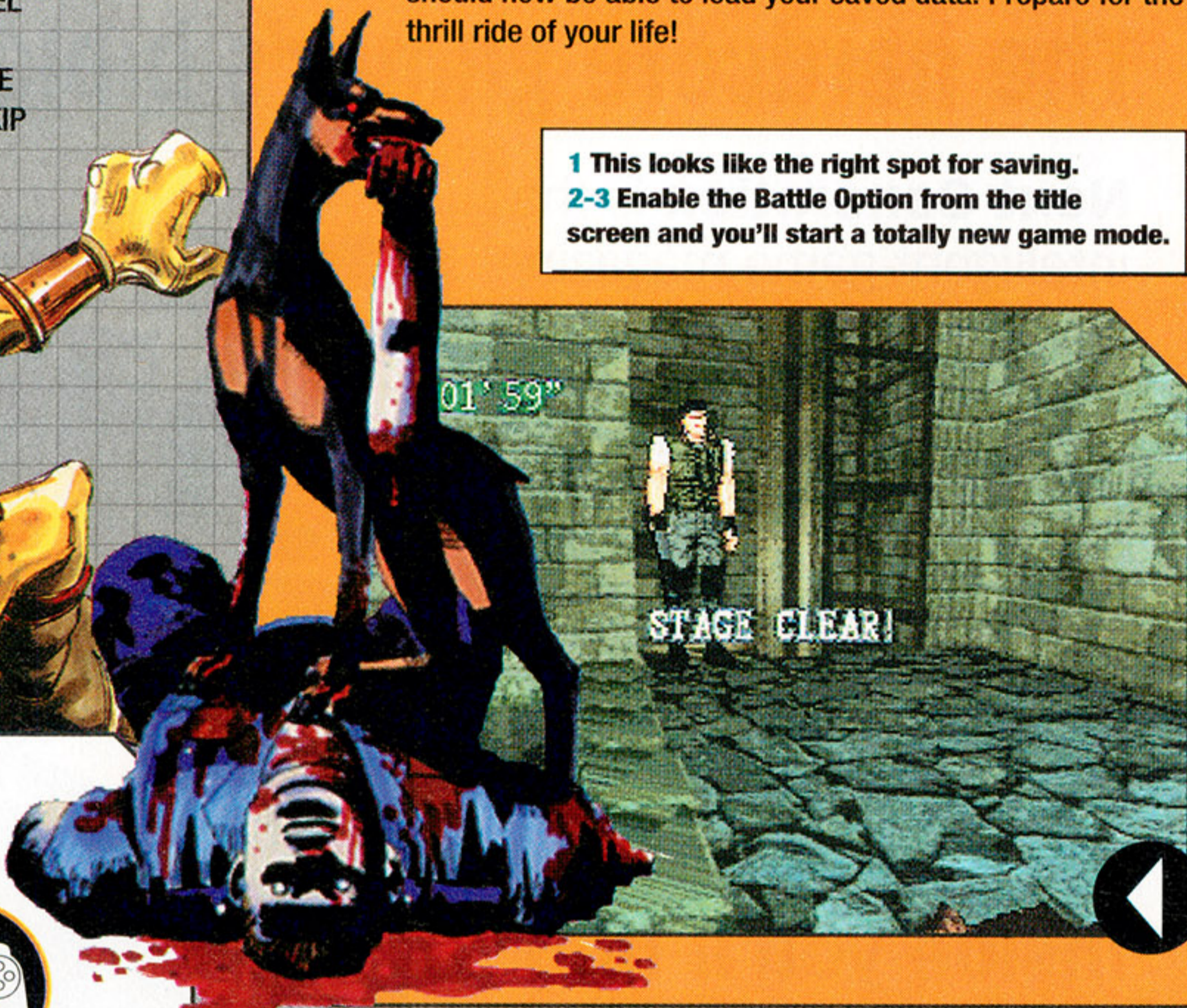
SYSTEM: SATURN  
PUBLISHER: CAPCOM



## BATTLE GAME

Start a new game and save. Reset the game and at the title screen press and hold X, Y, and Z and press START on the second controller. The screen should flash if you enter the code correctly and 'Battle Game' should appear on the screen. Select it with the first controller and you should now be able to load your saved data. Prepare for the thrill ride of your life!

1 This looks like the right spot for saving.  
2-3 Enable the Battle Option from the title screen and you'll start a totally new game mode.



In the Battle Game, you'll have access to all the weapons throughout the game and your objective is to blast through various stages.

# SAN FRANCISCO RUSH

SYSTEM: N64  
PUBLISHER: MIDWAY



## DRIVE THE FORMULA 1 CAR

You have to beat all 24 races in the Circuit mode first. Now go to the track select screen and press the Z-Button four times (Z, Z, Z, Z). You should hear a horn. You can now choose the car at the car selection screen. (Note: You can't have all three extra cars at once. You can only choose the Formula 1 racer or the Hotrod at once unless you turn off the code by entering it again.)

## PAPPY LAND

Pappy Land, a secret stunt course hidden in track six, is located at the bottom of one of the many mountains in the level. To find it, follow the pathway which passes a white citadel (at top of mountain) and then leads into the dirt path which, if taken wrong, can send cars barreling over the edge of the cliff. Pappy Land is located directly over the mountain's cliff facing away from the citadel. It's at the bottom of the mountain right next to the ocean, so be careful making the trip down.

## DISABLE CAR COLLISIONS

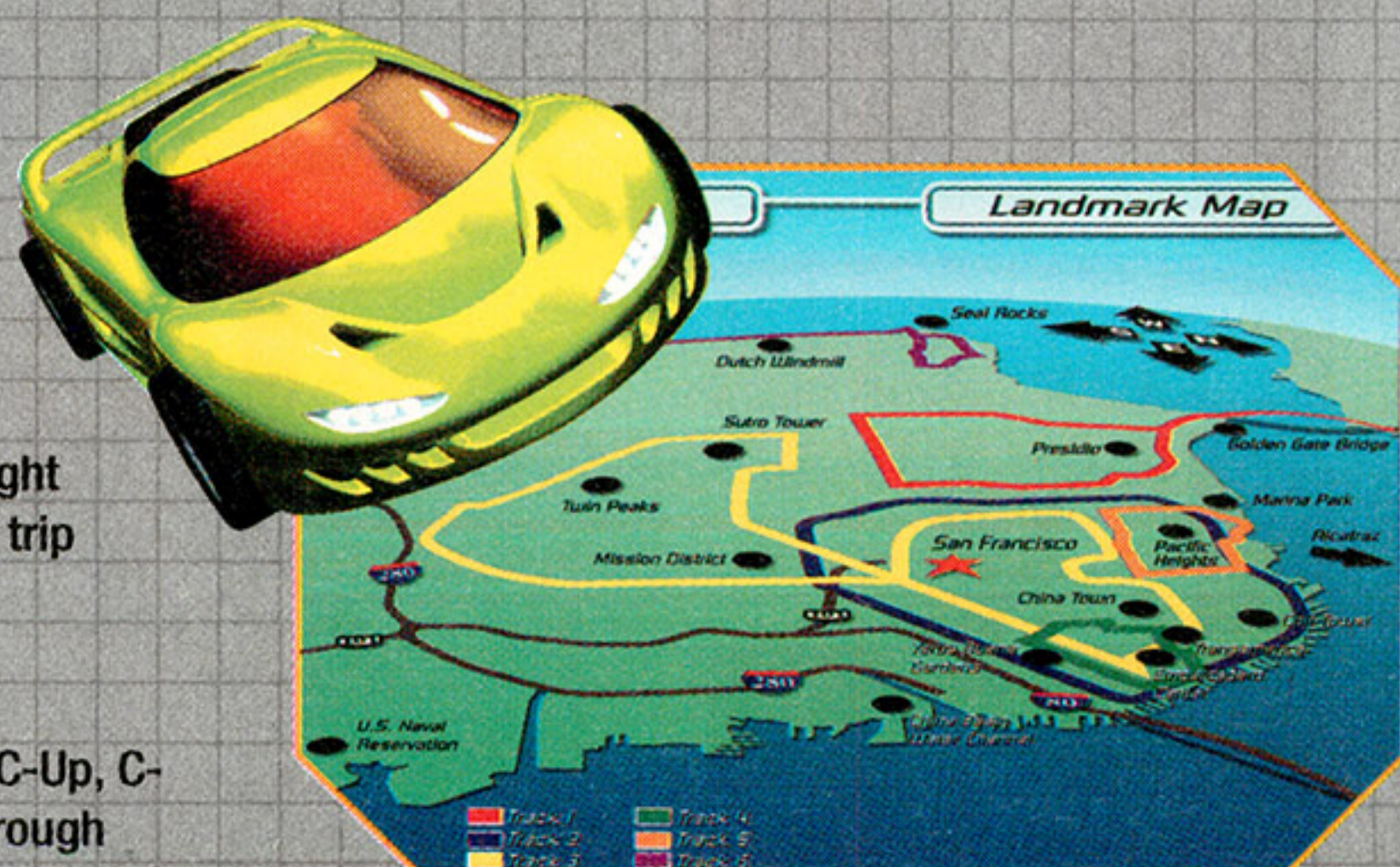
From Setup screen: LEFT, RIGHT-(C-Right), C-Up, C-Left, C-Down, Z. Now you can drive right through an opponent.

## TURN CAR INTO MINE

**NOTE:** All cones show up as mines, too. If car is a mine and runs into another vehicle it will blow up. From car select screen: C-Right, C-Right, Z, C-Down, C-Up, Z, C-Left, C-Left

## FOG COLOR

At the car select screen hold Z and press C-Down, C-Down, C-Down. This code changes the color of the fog in the game.



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# NEXT GENERATION

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5GAA7

# STREET FIGHTER EX PLUS ALPHA

SYSTEM: PLAYSTATION  
PUBLISHER: CAPCOM



## GET ALL THE HIDDEN CHARACTERS

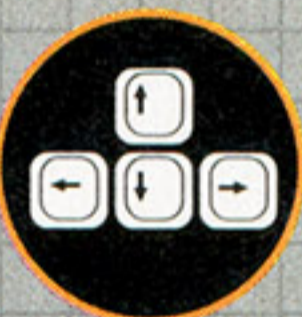
Go to the Mode Select screen and highlight Practice. Once you highlight Practice, press SELECT (X) (Y) (Z), then SELECT. If you entered the code in correctly, you will see a message stating: 'Here comes a new Challenger.' Have fun with all your new fighters!

# MEN IN BLACK

SYSTEM: PC  
PUBLISHER: SOUTH PEAK INTERACTIVE

## SERIOUS CHEATS

While playing, press ESC to get to the main menu, then type DOUGMATIC until it drops you back into the game and plays some music. The cheats are now activated. To use them, press ESC again and type any of the following words.



CODE	EFFECT
AGENTJ	Changes your agent
AGENTK	Changes your agent
AGENTL	Changes your agent
AGENTX	Changes your agent
GIVEME	All weapons
LOADME	Infinite ammo
HEALME	Full health
MOVEME	Creates saved games for all levels
PROTECTME	Invulnerable
KILLEM	Kills all enemies
HQ	Back to MiB headquarters

# BOMBERMAN 64

SYSTEM: N64  
PUBLISHER: NINTENDO



## SECRET BATTLE LEVELS

Go to menu where you choose your game (adventure, battle). Hit START repeatedly until you hear a noise. Then you just have to go into the Battle Mode and all 4 of the levels will be enabled!

## SOUND TEST

To access the sound test, simply complete the single player game on normal difficulty level.

1-3 If you manage to pull off the code correctly, you'll be able to duke it on four new levels of multi-playing goodness.

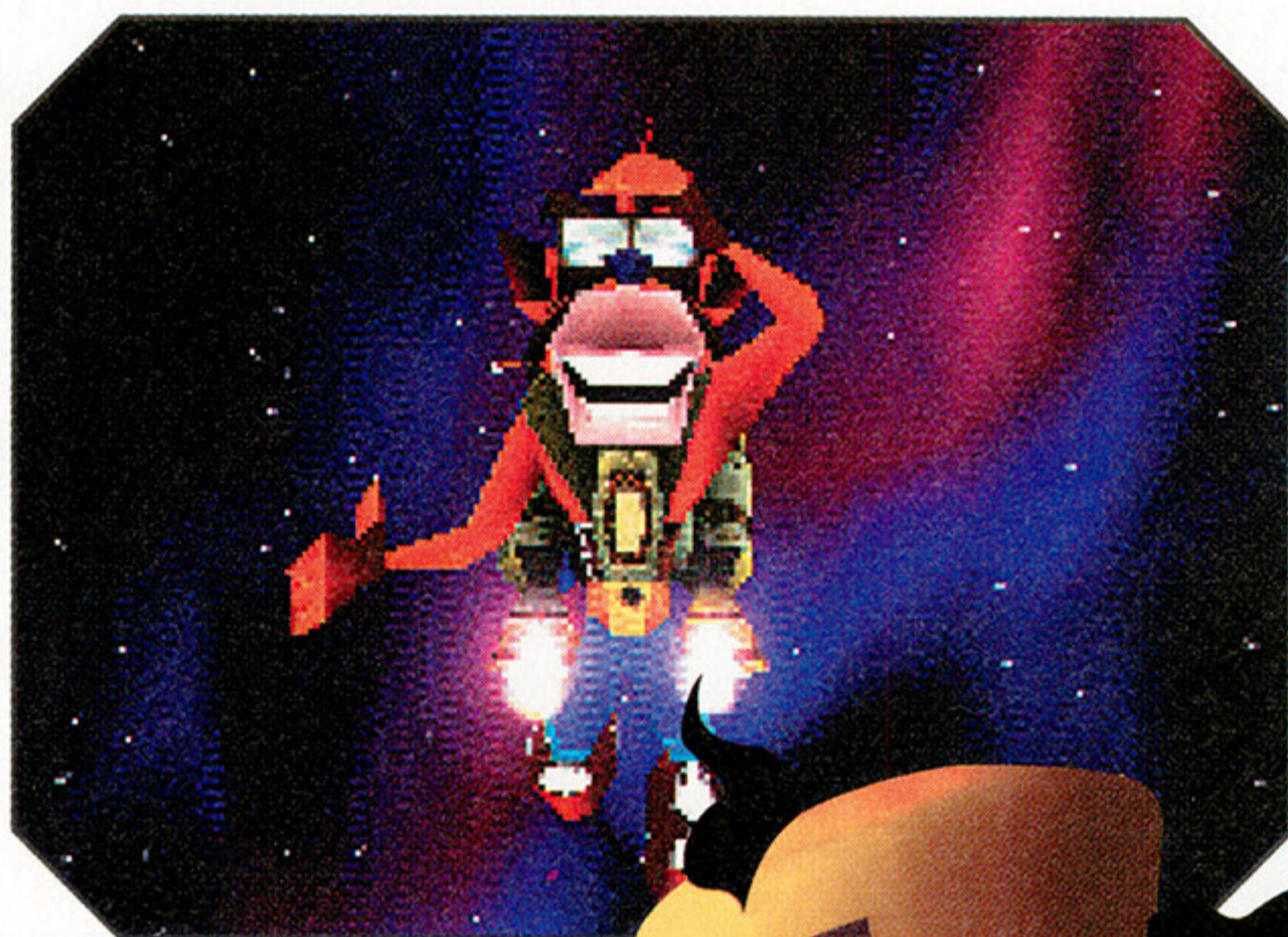
# CODE MONKEY

## Who wants a banana?



Lately, there have been some reader inquiries concerning how winners for Code Monkey are picked. I just wanted to take a few minutes to explain how I usually go about choosing who gets the Golden Banana for the month, so here goes. I don't have a preset method for doing this, but what I do look for in a submission is clarity of the wording in how to get the code to work, the uniqueness of the actual code, popularity of the game that the code is for and promptness (so to speak). If I manage to receive a code that I've never seen before on the Internet or in a ton of other letters, it always catches my eye. So, that's about it and with that said, I'm wishing everyone that enters a little luck and appreciation for all the codes you've been continually sending in. If you've got something that you feels fits the Code Monkey bill (not that Bill!), ship it on over to UGP, c/o Code Monkey, 150 North Hill Drive, Brisbane, CA 94005. Or if you're hooked up, beep it on through to <freyes@ultragp.com>.

All PlayStation, N64 and Saturn Code Monkey winners will receive a GameShark Videogame Enhancer provided courtesy of the nice people at Interact Accessories, Inc. Yes, the N64 Game Shark is finally here! Of course, PC owners still won't get jack! No, no, still kidding. PC owners will receive a prize of equal or greater value than a GameShark at the discretion of ULTRA Game Players.



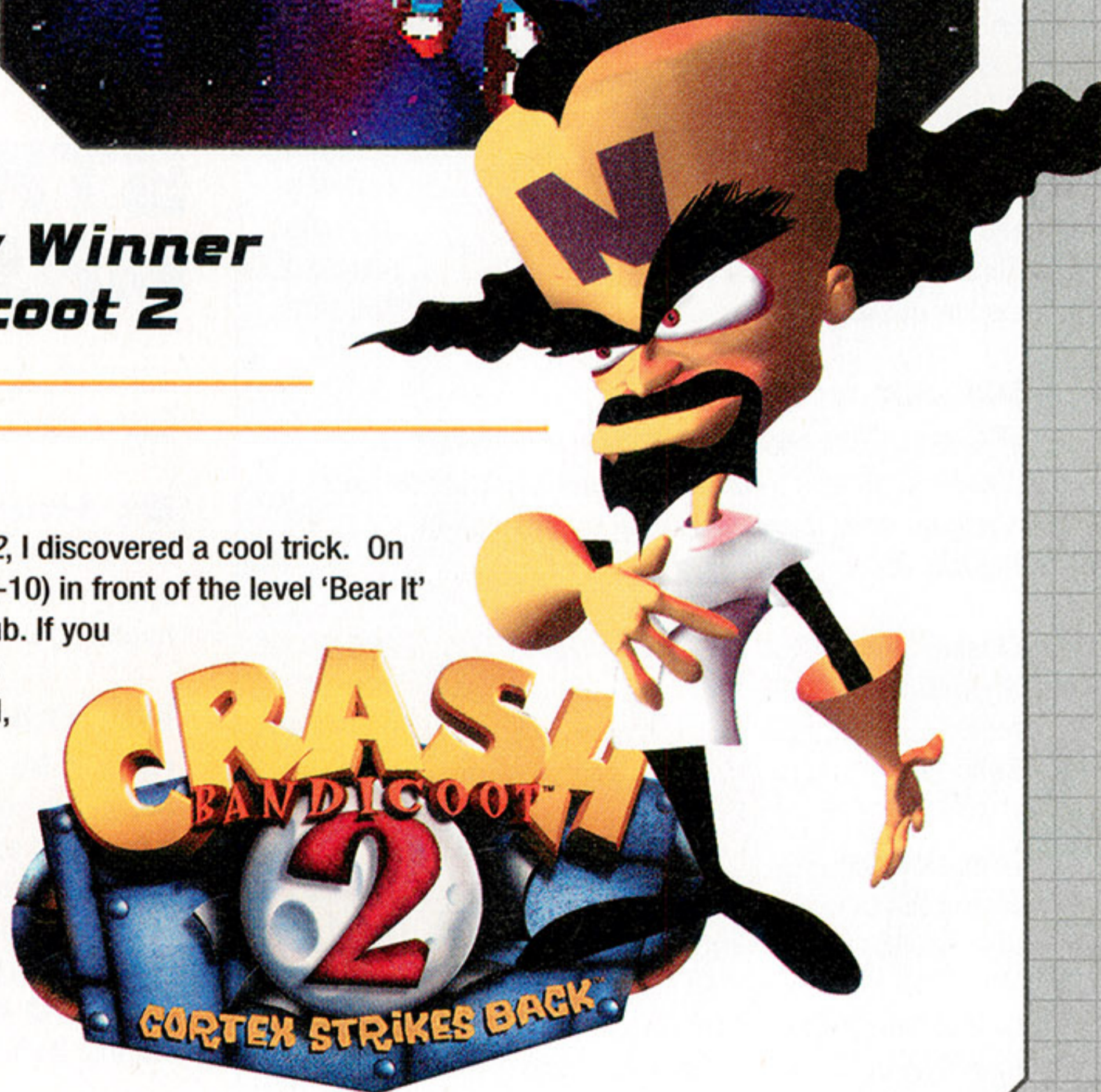
## Code Monkey Winner Crash Bandicoot 2

SYSTEM: PLAYSTATION  
PUBLISHER: SCEA

### CRASH LITE

While playing *Crash Bandicoot 2*, I discovered a cool trick. On the second Warp Level (Areas 6-10) in front of the level 'Bear It' (Level 8), there is a little bear cub. If you walk right next to him and keep spinning or jumping on his head, the cub will get knocked down. Keep spinning, because after about ten spins/jumps or so, Crash will receive ten free lives! (You can only perform this trick once.)

-DREW STOCKER,  
HARRISON, NY



# MORTAL KOMBAT TRILOGY



SYSTEM: SATURN  
PUBLISHER: MIDWAY

## HANDICAPS

These codes should give one of two players an edge on the fight. Alleviates the guilt of continually whupping your little sister or brother's ass when playing.

P1 1/2 Energy.....	033-000
P2 1/2 Energy.....	000-033
P1 1/4 Energy.....	707-000
P2 1/4 Energy.....	000-707
Super Endurance.....	024-689
P1 Does 1/2 The Damage.....	390-000
P2 Does 1/2 The Damage.....	000-390
No Special Moves.....	555-556
Combos Disabled.....	722-722
Unikkorn Referi-Sans Power.....	044-440
<i>(You Start On Round 3 With 1% Energy)</i>	
Throwing Disabled.....	100-100
Blocking Disabled.....	020-020

1-2 Enter all the codes for MK Trilogy at the Vs. Loading screen in order to enable the goofiness of cheating.

## DIFFERENT KOMBATS

For when you want to change up the fight a bit.

Dark Kombat.....	688-422
Silent Kombat.....	300-300
Invisible Energy Bars.....	987-123
Unlimited Run.....	466-466
Hyper Run Jumps.....	321-789
Throwing Encouraged.....	001-010
Uppercut Recovery.....	788-322

## WINNER OF THE FIRST ROUND GOES UP AGAINST...

When you fight a friend, nudge the competition up a notch in order to see who gets to move on in the round!

Classic Smoke.....	205-205
Noob Saibot.....	769-342
Motaro.....	969-141
Shao Khan.....	033-564

## MESSAGES

Watch the developers get a little wacky with a few nonsensical quotes and blurbs...

Go See The MK Live Tour.....	550-550
Rain Can Be Found In The Grave Yard.....	717-313
There Is No Knowledge That Is Not Power!...	123-926
Hold Flippers During Casino Run.....	987-666
No Fear, Max Countdown, E B Button, Skydive.....	282-282
Whacha Gun Do? E.B.....	004-400
Skunky!.....	122-221

# SEGA TOURING CAR CHAMPIONSHIP

SYSTEM: SATURN  
PUBLISHER: SEGA



## HIDDEN TRACKS

To access the following tracks, you must change your Saturn's date. To change your date, go the Saturn System internal menu and enter the date shown below. When you're ready, start the game, go to the Saturn Side and you will find a new option called: 'Global Net Event.' Choose it to enable the track you have selected.

## WINTER HOLIDAY

Change your date to 12/25/1997 to get a special Winter Holiday track

1 The winter track is only open to those with the Holiday spirit still hanging around.



# STAR WARS: MASTERS OF TERCAS KASI

SYSTEM: PLAYSTATION  
PUBLISHER: LUCAS ARTS



## BIG HEADS

At the VS. Loading screen, press and hold SELECT until the match begins to duke it out with really huge noggins.

## BIG HEADS AND FEET

So, you're not just a Big Head enthusiast, but you like their feet to be huge as well? Well, here's the code for you! At the VS. Loading screen, press and hold SELECT, O and X until the match begins. Voila!

## KIDS MODE

At the VS. Loading screen, press and hold SELECT, O, X, and R2 until the match begins. Now you can relive your childhood vicariously through the Star Wars cast.

1 All codes need to be entered at the Vs. Loading screen. 2,3 Catfight-o-rama!



# WAYNE GRETZKY'S 3D HOCKEY '98

PUBLISHER: MIDWAY  
SYSTEM: N64



## BONUS TEAMS

At the Options screen hold L and press C-Right, C-Left, C-Left, C-Right, C-Left, C-Left, C-Right, C-Left, C-Left. If you did the code correctly a '1' should appear on the tenth spot from the left. This will give you access to the old Minnesota, Quebec, Winnipeg and Hartford teams.

1-2 All codes can be entered via the Setup Menu then the Options screen.  
3-4 And let the wacky bigheaded madness ensue!

## INVISIBLE PLAYERS

During the opening face off, pause the game and select Replay. Make a player flash by pressing L or R, and while he's still flashing, press the Z trigger button to make the player invisible. You can repeat this trick until the entire team has vanished!

## NON-STOP FIGHTING

At the Options screen, hold L and press C-Right, C-Left, C-Left, C-Right, C-Down, C-Up, C-Up, C-Down, C-Left, C-Right, C-Right, C-Left, C-Right, C-Left. If you enter the code in correctly you should get into a fight every five to 20 seconds!  
(NOTE: This code must be re-entered each period.)

## VIEW SPONSORS

Press Z while in the Options, Setup, or Audio menus to view all of the game's sponsors.

## DEBUG MODE

At the Options screen, press C-Down + R, C-Left + R or C-Up + R. A screen will appear where you can modify a 16-bit register. You can only alter the first 6 bits, but that's enough to change the game's appearance.



To alter the sections, use these controls:  
C-Down + R ..... changes head size  
C-Left + R ..... changes body size  
C-Up + R ..... changes height

Here are a few examples:  
100000 .... Stocky Players.  
010000 .... Stocky Players, Big Heads.  
110000 .... Stocky Players, Small Heads.  
001000 .... Small Players, Small Announcer.  
000100 .... Large Players, Large Announcer.  
000010 .... Crunched Players, Small Announcer.  
000001 .... Elongated Players, Large Announcer.  
110110 .... Large Players, Small Heads, Large Announcer  
010010 .... Crunched Players, Large Heads, Small Announcer  
010101 .... Large Players, Large Heads, Large Announcer  
010001 .... Elongated Players, Large Heads, Large Announcer



## HIT AND RUN

Change your date to 2/13/1998 and the three standard tracks will change into Hit and Run mode. To win you must hit every cone.

## APRIL FOUL

Change your date to 4/1/1998 to get a special April Foul Track. You will drive in the wrong direction and must avoid crashes with the other cars.

2,3 Choose Global Net Event to access the track.



# MORTAL KOMBAT MYTHOLOGIES: SUB ZERO

SYSTEM: N64  
PUBLISHER: MIDWAY



## PASSWORDS

The following codes are entered at the password screen.

STAGE	PASSWORD
Wind .....	THWMSB
Earth .....	CNSZDG
Water .....	ZVRKDM
Fire .....	JYPPHD
Prison .....	RGTKCS
Bridge .....	QFTLWN
Fortress .....	XJKNZT



# SHIP WRECKERS!

PUBLISHER: PSYGNOSIS  
SYSTEM: PLAYSTATION



## FULL STEAM AHEAD!

Enter these codes in at the Password screen to skip ahead to wherever you want.

### LEVEL PASSWORD

- 1-2 . . . . Ship, Skull, Fish, Anchor, Ship, Anchor
- 1-3 . . . . Ship, Anchor, Skull, Ship, Anchor, Fish
- 1-4 . . . . Skull, Ship, Fish, Anchor, Anchor, Ship
- 2-1 . . . . Fish, Fish, Anchor, Ship, Skull, Anchor
- 2-2 . . . . Skull, Anchor, Anchor, Fish, Anchor, Ship
- 2-3 . . . . Fish, Anchor, Ship, Ship, Ship, Skull
- 2-4 . . . . Anchor, Fish, Ship, Skull, Skull, Fish
- 3-1 . . . . Ship, Skull, Skull, Fish, Anchor, Skull
- 3-2 . . . . Fish, Skull, Anchor, Fish, Skull, Fish
- 3-3 . . . . Fish, Fish, Ship, Skull, Fish, Ship
- 3-4 . . . . Ship, Anchor, Ship, Fish, Anchor, Fish
- 4-1 . . . . Skull, Skull, Anchor, Ship, Fish, Fish
- 4-2 . . . . Ship, Anchor, Skull, Fish, Fish, Anchor
- 4-3 . . . . Skull, Ship, Skull, Skull, Fish, Ship
- 4-4 . . . . Ship, Fish, Ship, Fish, Ship, Anchor
- 5-1 . . . . Anchor, Ship, Fish, Skull, Fish, Ship
- 5-2 . . . . Fish, Ship, Anchor, Skull, Ship, Fish
- 5-3 . . . . Ship, Fish, Skull, Anchor, Anchor, Skull
- 5-4 . . . . Skull, Ship, Anchor, Fish, Ship, Skull

1-2 The Password screen can only be accessed once you choose one or two-player.



# COURIER CRISIS

PUBLISHER: GT INTERACTIVE  
SYSTEM: PLAYSTATION



## BONUS LEVEL

Press L1 + R2 at the neighborhood selection screen. You'll hear 'Woohoo!' and automatically enter an abandoned neighborhood to practice your moves on.

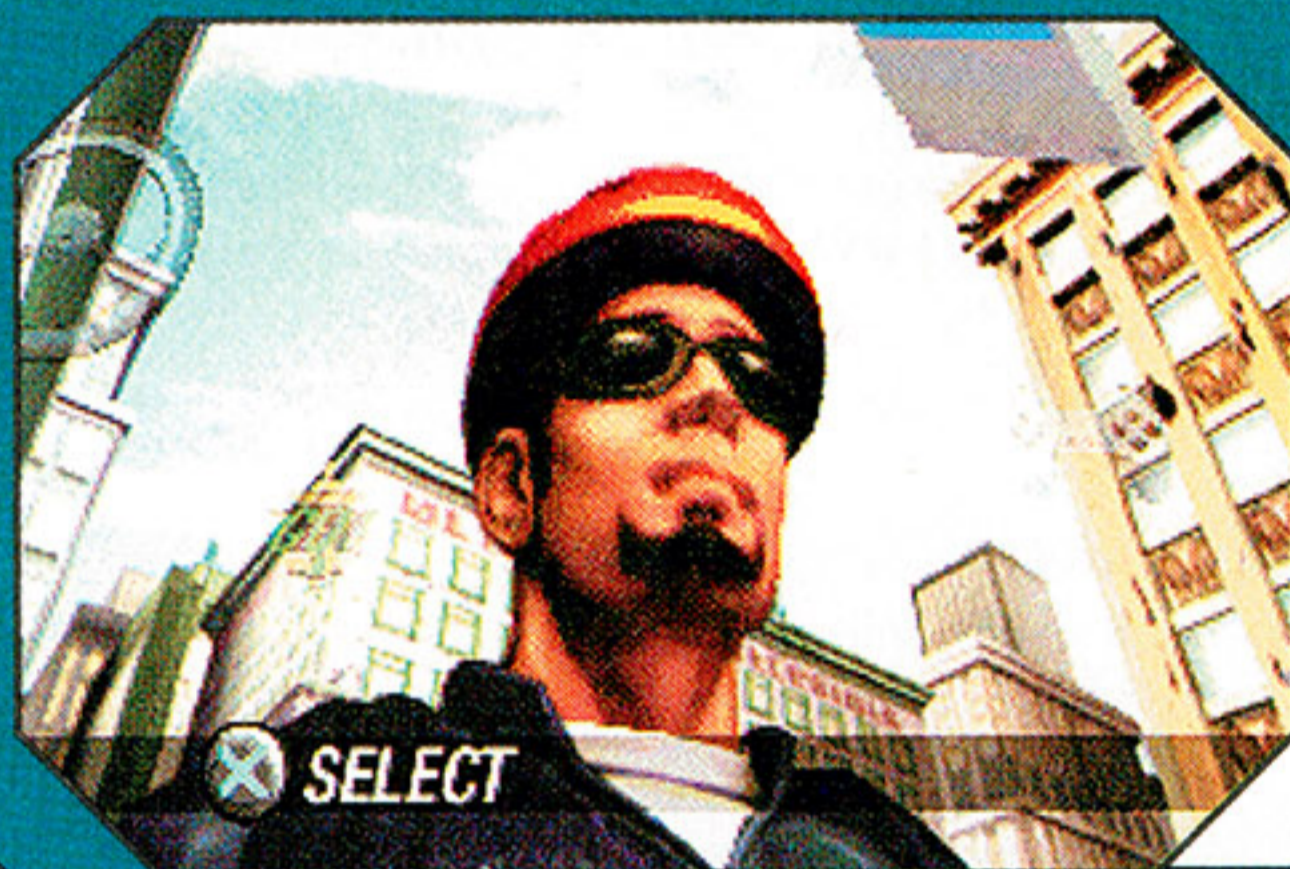
1-2 Do you want to believe? Check out the Alien Rider code. 3-4 Holy gorillas, Scully.

## ALIEN RIDER

Enter XFIFTYONEX as a password. If you do it right, you'll hear the announcer say 'Woohoo!'. Now enter a game for a very special extraterrestrial experience.

## GORILLA RIDER

Enter SAVAGEAPES as a password. If you do this correctly, you'll hear 'Woohoo!' and when you begin a new game, things go a little 'bananas.' (Eck, that was awful.)



## FREE AIDE

Enter these passwords in at the password screen to skip to the desired level.

LEVEL	PASSWORD
1	EFLCIFGKJ
2	IFLCIFCCKI
3	MFLCIFCOKJ
4	AFLCIFCKKJ
5	FHCLFIGCJL
6	FLCLFICCIL
7	FPCLFIQCJL
8	FDCLFIKICJL
9	KFLCIFCGII
10	OFLCIFCCII
11	CFLCIFCOIJ
12	GFLCIFCKIJ
13	FFCLFIGCJJ
14	FJCLFICCIJ
15	FNCLFIQCJJ

From the mode select screen, choose the Memory Card to access a password entry screen.



# MORTAL KOMBAT MYTHOLOGIES: SUB-ZERO

PUBLISHER: MIDWAY  
SYSTEM: PLAYSTATION



## MK BLOOPERS

Hidden in the game are a series of outtakes from the game's cinemas that any MK fan would definitely want to see. Unfortunately, they are extremely difficult to get and only the ultimate MK masters will be able to access them. After conquering Shinnok, you'll need to defeat his alter ego, as well. The only move that you have that can hurt the second incarnation of Shinnok is the Polar Blast. What you need to do is use the Polar Blast, recharge with an urn, and then repeat the whole thing until he's dead. It'll take five hits to kill off the boss, so you'll need at least four urns. After you

beat him, exit through the portal and after the credits you will get to see the extra movies.

## FILL INVENTORY WITH URNS

How convenient! Need some urns? If you don't have enough at the last level, type in the password NXCVSZ. You've urned it (ouch... )!

1 Stock up on Urns!  
2 What's he laughing about? See for yourself during the Bloopers.





# AEROFIGHTERS ASSAULT

SYSTEM: N64  
PUBLISHER: PARADIGM



Psst... want a paintjob for free?

## ALTERNATE PAINTJOB

To choose your alternate paintjob in Main Game, Practice or Boss Attack mode, press the R button at the plane select screen. To select the alternate color in Death Match, hold the R button while selecting one of the four original planes.

## BONUS PLANE

At the title screen where it says 'Press Start,' press C-Left, C-Down, C-Right, C-Up, C-Left, C-Right, C-Down. There will be no confirmation even if you enter the code in correctly. Simply go to the plane select screen and you'll find a woman with an F-15 awaiting you as another pilot. Vavoom!



You've gotta love any code or cheat that includes the gratuitous use of the word 'ass'.



# UPRISING

PUBLISHER: 3DO  
SYSTEM: PC



## CHUMP CODES

While playing, press the CHAT key (M by default) and type any of the following words to enable the cheat you want. To enable any of the double combo codes below, you must first be in CHUMP mode before entering anything else. To enable any of the triple combo codes, you must be in DANGEROUS SUPER CHUMP mode beforehand. Get to it.

CODE	EFFECT
CHUMP	Invincibility
DANGEROUS	Unlimited weapons
TUFF ASS	Super weapons
DANGEROUS CHUMP	Unlimited weapons & invincibility
TUFF ASS CHUMP	Super weapons & invincibility
DANGEROUS SUPER CHUMP	Unlimited weapons, super speed & invincibility
TUFF ASS DANGEROUS SUPER CHUMP	Take a guess...

# POSTAL

PUBLISHER: RUNNING WITH SCISSORS  
SYSTEM: PC



**SIGNED, SEALED, DELIVERED...**  
Type these codes in while playing for the corresponding effect.

CODE	EFFECT
iamsolame	invincibility
theresnoplacelikeoz	level skip
healthful	full health
thickskin	full armor
carrymore	double ammo capacity
gimmedat	giveyoueverything
breakyosak	shotgun ammo
thebestgun	spray cannon
explodarama	grenade, missiles and heatseekers
flamenstein	molotovs, napalm and flamer
lobitfar	grenades
tataniiii	missles, heatseekers
crotchbomb	mines



# ONE

PUBLISHER: ASC GAMES  
SYSTEM: PLAYSTATION



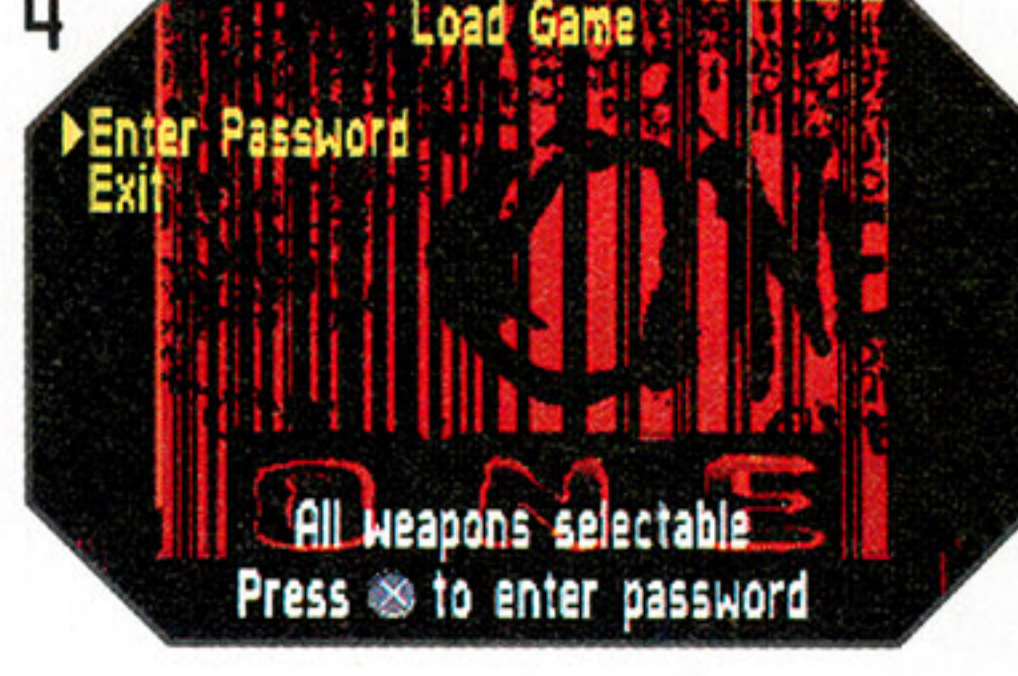
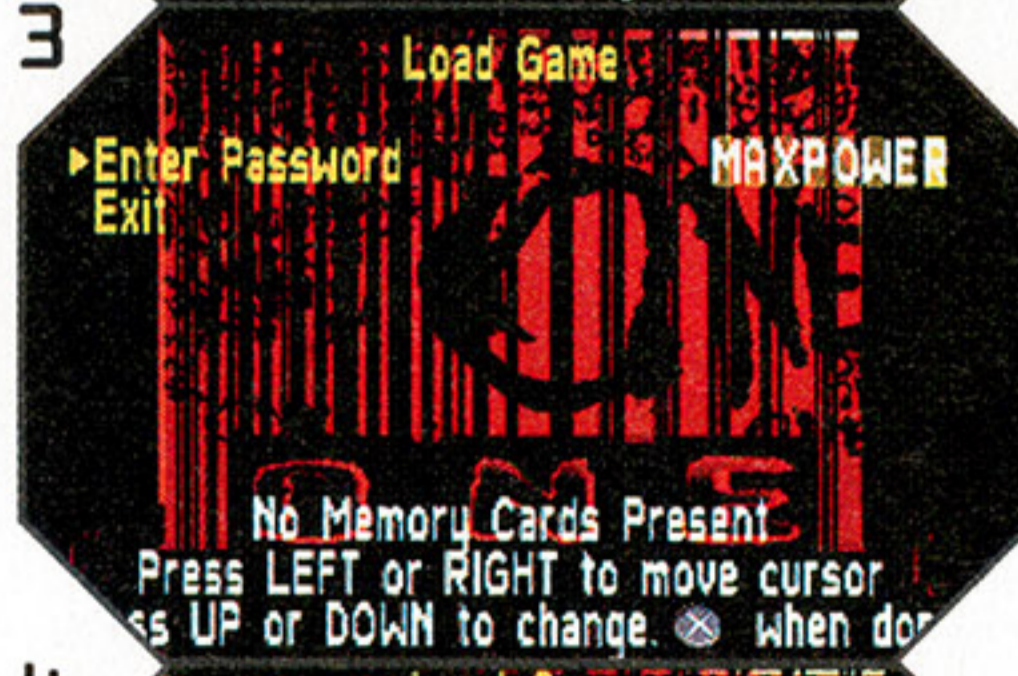
## LEVEL SELECT

Enter HEVYFEET as a password to enable a Level Select option.

## ALL WEAPONS

Enter MAXPOWER as a password to receive every weapon in the game. Woohoo.

1-4 One may not be the easiest game, but now it can be with these codes!





# GAMESHARK CODES

## PSX CODES

### CASTLEVANIA

Infinite Gold ..... 80097bf0ffff  
 Infinite Hearts..... 80097ba80063  
 Infinite HP..... 80097ba003e7  
 Infinite MP ..... 80097bb003e7  
 Quick Level Gain ..... 80097becffff

### COOLBOARDERS 2

Mirror Mode ..... 800571040001  
 Extra Tracks..... 800570fc000a  
 Extra Boards..... 800571020007  
 Enable Extra Characters ... 80057100ffff

### DUKE NUKEM

Infinite Pistol Ammo..... 800ec93c00c8  
 Infinite Shotgun Shells..... 800ec93e0032  
 Infinite Chaingun Ammo ... 800ec94000c8  
 Infinite RPG Rockets ..... 800ec9420032  
 Infinite Pipe Bombs ..... 800ec9440032  
 Infinite Shrink Ray Ammo ... 800ec9460032  
 Infinite Devastator Ammo ... 800ec9480063  
 Infinite Freezer Ammo..... 800ec94c0063  
 Infinite Health..... 8015fcea03e7  
 Shotgun ..... 800eca1a0101  
 Have Chaingun/RPG..... 800eca1c0101  
 Have Pipe Bombs/Shrink Ray 800eca1e0101  
 Have Devastator/Freezer ... 800eca200101

### JET MOTO 2

Infinite Turbo (Li'l Dave).... 8016bdee0006  
 Infinite Turbo (Wild Ride).... 8016cd560006  
 Infinite Turbo (Blade)..... 8016dcbe0006  
 Infinite Turbo (Technician)... 8016ec260006  
 Infinite Turbo (The Max).... 8016fb8e0006  
 Infinite Turbo (Vampeera) ... 80170af60006  
 Infinite Turbo (Gadget)..... 80171a5e0006  
 Infinite Turbo (Steele)..... 801729c60006  
 Infinite Turbo (The Hun).... 8017392e0006  
 Infinite Turbo (Bomber)..... 801748960006

### MASS DESTRUCTION

Infinite Armor..... 800ac3701f40  
 Infinite Time..... 800790d40001

### MDK

Infinite Health ..... 800cb74003e7

### RESIDENT EVIL

Start W/ Acid Bazooka .... d00c867c0010  
 800c8778ff08  
 Start W/ Baretta In Chest .. d00c867c0010  
 800c8772ff02  
 Start W/ Bazooka In Chest . d00c867c0010  
 800c877aff07  
 Start W/ Colt In Chest ..... d00c867c0010  
 800c877eff05  
 Flame Bazooka In Chest... d00c867c0010  
 800c8776ff09  
 Flame Thrwr In Chest..... d00c867c0010  
 800c877cff06  
 Rocket Launcher In Chest ... d00c867c0010  
 800c8774ff0a  
 Shotgun In Chest ..... d00c867c0010  
 800c8782ff03

### STREET FIGHTER EX PLUS A

Low Health P1 ..... 801d63b40000

### STREET FIGHTER: THE MOVIE

Infinite Health P1 ..... 801b759a0070

### TIME CRISIS

Infinite Health..... 800b20c00005  
 Infinite Time..... 800b1d641000  
 Infinite Credits ..... 800b1d5c0009  
 Auto-Reload ..... 800b1ddc0006

### TOMB RAIDER 2

Infinite Air..... 8008c4fe0708  
 All Items..... 80088aa0000b  
 80088adc80c8  
 80088ae08020  
 80088ae48218  
 80088ae8850c  
 80088aec8560  
 80088af0811c  
 80088af48074  
 80088af88170  
 80088afc826c  
 80088b0081c4  
 Infinite M16 Ammo ..... 8008c5c003e8  
 Infinite Auto Pistol Ammo ... 8008c5ac03e8  
 Infinite Shotgun Shells..... 8008c5b403e8  
 Infinite Uzi Ammo..... 8008c5b003e8  
 Infinite Grenades ..... 8008c5bc03e8  
 Infinite Harpoons ..... 8008c5b

## N64 CODES

### AEROFIGHTERS ASSAULT

Infinite Chaffs..... 8027e017000a  
 Infinite Special Weapons ... 8027e4d20002

### BOMBERMAN 64

Battle In The Gutter Stage ... 802ac61f0006  
 802ac7030006  
 Battle Sea Sick Stage ..... 802ac61f0007  
 802ac7030007  
 Battle Blizzard Battle Stage.. 802ac61f0008  
 802ac7030008  
 Battle Lost At Sea Stage .... 802ac61f0009  
 802ac7030009

### DARK RIFT

Enable Demitron ..... 80049df40001  
 Enable Sonork ..... 80049df00001

### DUKE NUKEM 64

Cheat Menu ..... 801012d80001  
 801012dc0001  
 801012e00001  
 801012e40001  
 801012e80001  
 Expander/Missile Launcher .. 812a5ac00101  
 Have All Keys ..... 802a5a47000f

### FIFA SOCCER 64

Home Team Scores 0..... 801190470000  
 Away Team Scores 0..... 801190430000  
 Home Team Scores 9..... 801190470009  
 Away Team Scores 9..... 801190430009

### MACE: THE DARK AGE

Extra Characters ..... 8007f9f80001

### PILOT WINGS

Low Timer ..... 803627500001

### SAN FRANCISCO RUSH

Auto Abort Disable ..... 800f40780001  
 Change Textures ..... 800f3da00001  
 Cones to Mines ..... 800f3f880001  
 No Collisions ..... 800f40500001  
 Resurrect In Place ..... 800f40800001  
 Upside Down Mode ..... 800f40610001

### MORTAL KOMBAT MYTHOLOGIES..

Infinite Lives..... 8010bcff0005

### WCW VS. NWO

Infinite Time..... 800f16ef0000  
 Extra Characters ..... 8006066500ff  
 Maximum Spirit P1 ..... 800f08010064  
 No Spirit P1 ..... 800f08010000  
 Maximum Spirit P2 ..... 800f0ba10064  
 No Spirit P2 ..... 800f0ba10000

### WHEEL OF FORTUNE

Extra Cash P1..... 810b9992ffff

## SATURN CODES

### CROC

Master Code..... f6000914c305  
 b60028000000  
 Infinite Crystals ..... 16052e3e0063  
 Infinite Lives..... 1605d112000a  
 6 Gobbos Saved..... 16052e460006

### NASCAR '98

Master Code..... f6000914c305  
 b60028000000  
 Low Lap Time..... 102b8556006b

### SEGA TOURING CAR

Master Code..... f6000924ffff  
 Low Course Time ..... 16006664 0000  
 1600666c 0000  
 Infinite Time ..... 1600669a 0244

# RESIDENT EVIL 2

## STRATEGY PART ONE

SYSTEM: PLAYSTATION

PUBLISHER: CAPCOM

DEVELOPER: CAPCOM

### JUST ANOTHER NIGHT

**O**K, so it ain't the 80-page strategy guide that we've been hinting over the past two issues, but it's a start. You'll be able to use the maps provided in conjunction with next month's massive *RE2* strategy which will span 15 pages. How's that for big productions? This way, there are no spoilers this time around, but just enough has been provided in order to let you know what you need to do when you start off the game. Just follow the trusty legends for each of the maps and you should have no problem locating where you need to go and what item you need in order to get there.

This strategy guide will only cover the first adventures for both Leon and Claire, so this should be enough to whet your appetite for the complete guide next month. Remember that in order to really see the game, you'll need to play through one of the character's games, save your ending, then play through the alternate character's 'second version' of the game. Good luck, fledgling zombie killers. Here's to good ol' survival horror and one of the greatest games to hit home in years!

**1** Most keys will open more than one door, so always make sure to receive this message before trashing one. **2** Did someone say 'drama'?

### KEY

Blue - Leon

Red - Claire

Black - both

\* - for each floor there will be a small key of notes for what is required to get into that specific room.

### OUTER CITY STREETS

Valve Wheel

Cabin Key

Shotgun

Bow Gun

Handgun Bullets (5)

Ink Ribbon

Save Area



# FIND OUT

**Saturnworld**  
Shining Force 3  
Announced in the  
United States

**UGP Online**  
First Dune 2000  
Shots & the  
Full Story

**First Resident Evil 2  
Review Online**



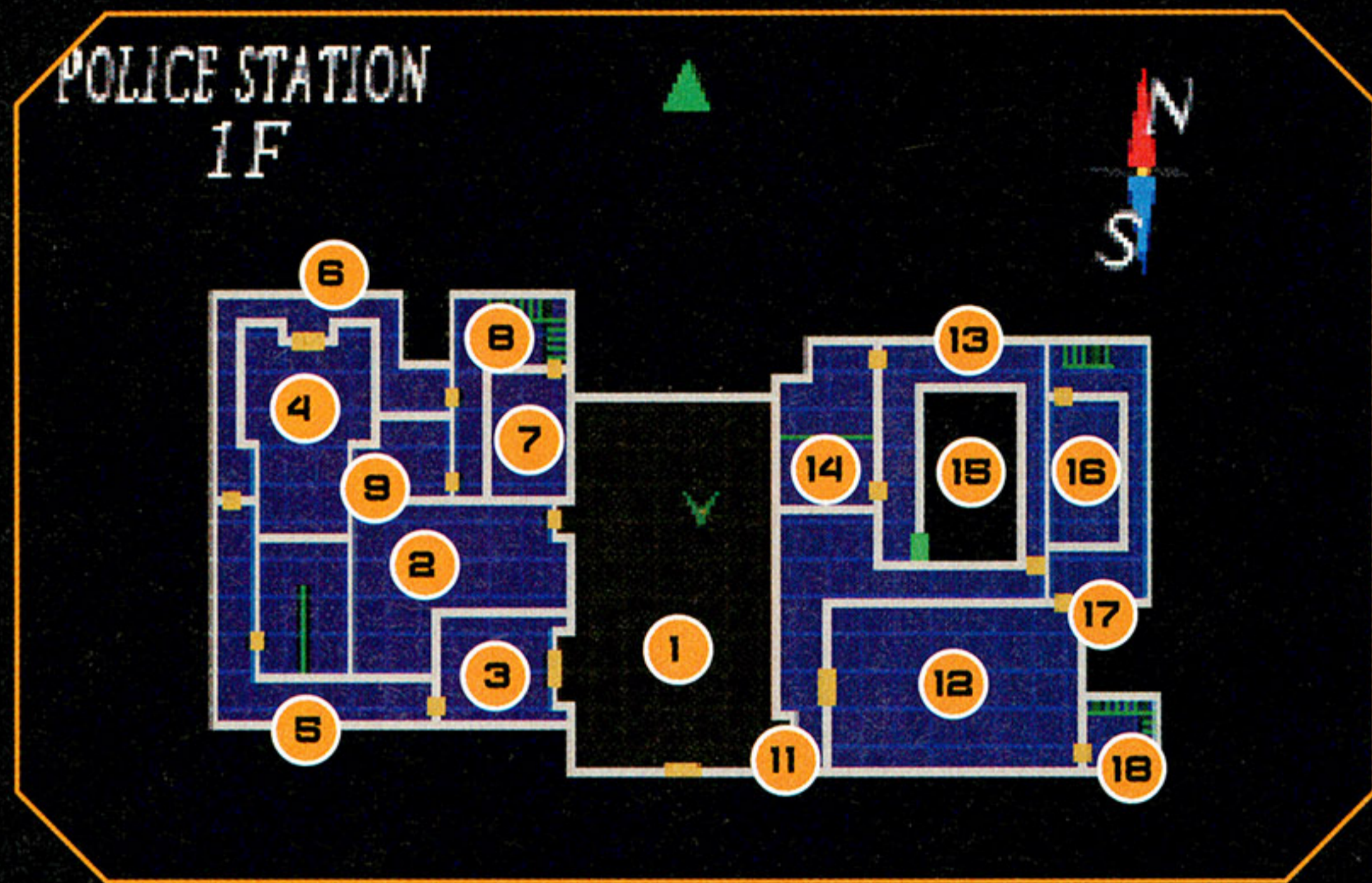
## POLICE STATION, FIRST FLOOR

- Room 1** (Main Hall/Save Area): Handgun bullets (1 box), ink ribbon, **Spade Key**
- \*Room 2** (Office): Blue Card Key, **detonator**, **handgun bullets (1 box)**, **detonator**, 'Memo to Leon'
- \*\*Room 3** (Reception): Handgun bullets, 'Police Memorandum,' Storage Box
- Room 4** (Meeting Room): Red Jewel, 'Operation Report 1,' Handgun Bullets
- Room 5** (Broken Window Hall #1): Green Herb, Circuit Box
- Room 6** (Boarded up Hall): no items
- Room 7** (Photo Lab/Save Area): Ink Ribbon, 'Operation Report 2,' Storage Box
- Room 8** (Staircase Hall): Green Herb (2)
- \*\*\*Room 9** (Locker Room): Plastic Bomb, **Bow Gun Bolts**, Film A, **Shotgun Shells**
- \*\*\*\*Room 10** (Copier Room): **Wooden Crank**, 'Patrol Report,' Ink Ribbon
- \*\*Room 11** (Reception #2): Green Herb
- Room 12** (Main Office): Handgun bullets, Green Herb, Ink Ribbon, **Acid Rounds**, **Police Station Map**, **Shotgun Shells**
- Room 13** (Brown Hallway): Red Herb
- Room 14** (Viewing Room): Handgun Bullets, **Small Key**
- Room 14a** (Interrogation Room): First Aid Spray, Electrical Cord, **Eagle Stone**, **Rook Plug**
- \*\*\*\*\*Room 15** (Press Room): Film B, **Golden Cogwheel**
- \*\*\*\*\*Room 16** (Nightwatchman's Room): **Acid Rounds**, 'Nightwatchman's Diary,' **Shotgun Shells**
- \*\*\*\*\*Room 17** (Broken Window Hall #2): **Shotgun Shells**, **Acid Rounds**, Green Herb, Circuit Box
- Room 18** (Outer Staircase): Green Herb (2)

## POLICE STATION, SECOND FLOOR

- Room 1** (Balcony #1): no items
- Room 2** (Library #1): **Serpent Stone**, Red Herb, **Bishop Plug**
- Room 3** (Statue Staircase Hall): Red Jewel
- Room 4** (Open Hallway): no items
- Room 5** (S.T.A.R.S. Office): **Grenade Launcher**, 'Chris' Diary,' 'Mail to Chris,' Unicorn Medal, First Aid Spray, **Shotgun**
- \*\*\*Room 6** (Reception #3): Handgun Bullets, **Flame rounds**, **Hand Gun Parts**
- Room 7** (Reception #4/Save Area): **Lighter**, Ink Ribbon, 'Secretary's Diary A,' Storage Box, **Small Key**
- Room 8** (Fiery Hall): no items
- Room 9** (Rooftop): Handgun Bullets
- Room 10** (Long Crow Hall): Handgun Bullets
- Room 11** (Outer Staircase #2): Green Herb
- \*Room 12** (Art Room): **Diamond Key**, **Blue Puzzle Piece #1**, **Shotgun Shells**, **King Plug**
- \*\*Room 13** (Burnt Hallway): no items
- Room 14** (Chief Irons' Office): **Painting Puzzle**, **Heart Key**, 'Chief's Diary,' **Elevator to Sewer**
- Room 15** (Tiger Hallway): no items
- Room 16** (Display Room): First Aid Spray, 'Mail to Chief'

## POLICE STATION 1ST FLOOR



### NOTES:

-Any items that are in **bold face**, can only be obtained by either solving a puzzle in the room or by having a certain item.

\*: This room is one of the primarily accessible rooms upon entering the Police Building, but after you get the Blue Card Key, it will be locked from the inside. You'll need to enter the room through Room 9 by using the

Diamond Key before gaining access to Room 2 again.

\*\* : Blue Card Key must be used on Main Hall Computer in order to open.

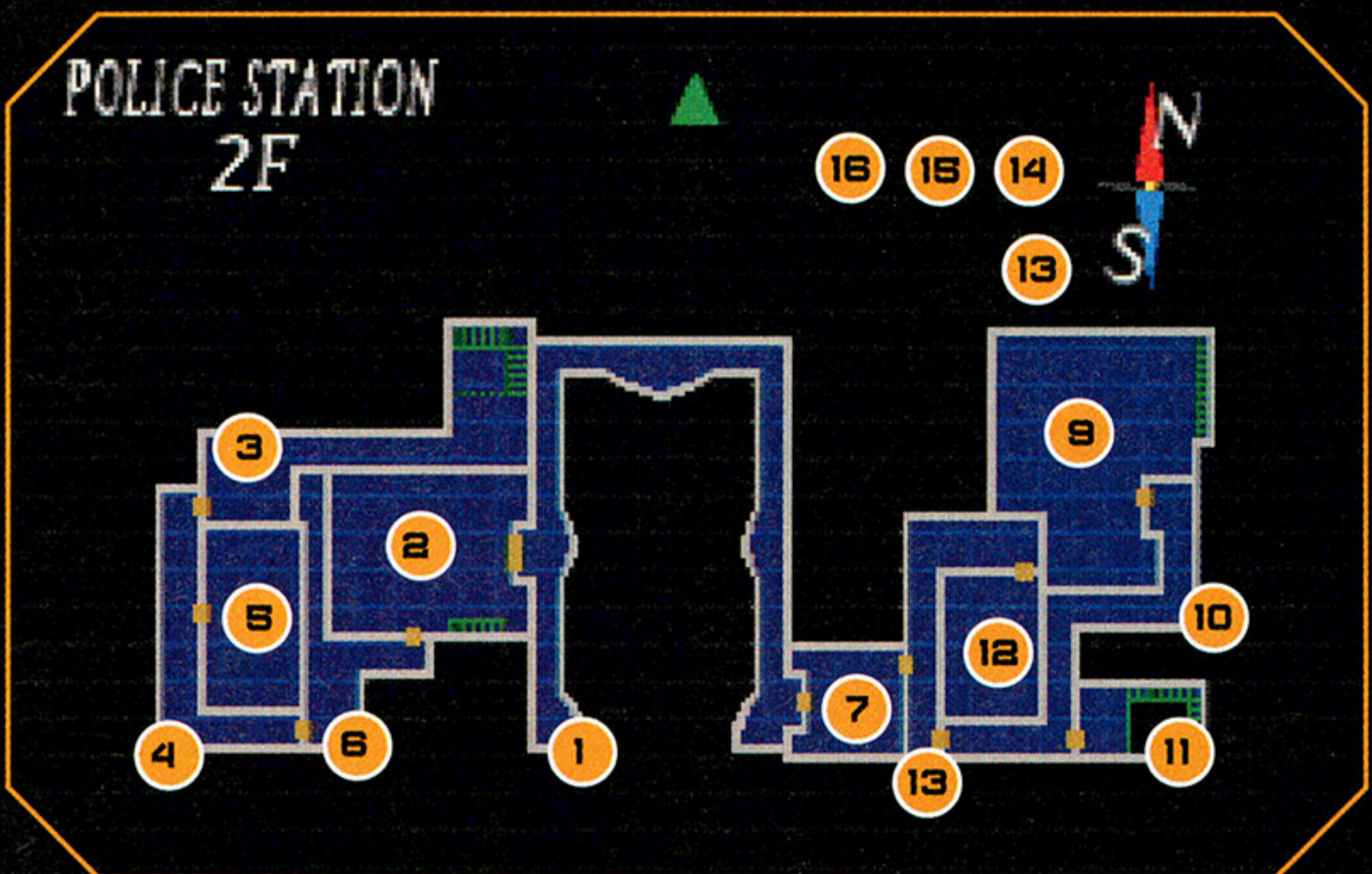
\*\*\*: You need the Diamond Key to enter.

\*\*\*\*: You need the Spade Key to enter.

\*\*\*\*\*: You need the Club Key to enter.

\*\*\*\*\*: You need the Heart Key to enter.

## POLICE STATION 2ND FLOOR



### NOTE:

\*: You need the Valve Wheel in order to activate a sprinkler in Room 9 that will put out the fire in that area and here, in section 8.

\*\* : You need both the Detonator and the

Plastic Bomb in order to destroy wall. But first you'll need to put out the helicopter fire.

\*\*\*: You need Spade Key to open.

## POLICE STATION, THIRD FLOOR

**Room 1** (Balcony #2): No items

**Room 2** (Clock Tower): **Blue Puzzle Piece #2**, **Knight Plug**

**Room 3** (Upper Library): No items

## POLICE STATION, BASEMENT (B1)

**Room 1** (Parking Lot): Green Herb

**Room 2** (Main Tunnel/Hall): No items

**\*Room 3** (Armory): Side Pack, Sub-Machine Gun, misc. ammo

**Room 4** (Power Room): Generator, Green Herb, Map to Police Station B1

**\*\*Room 5** (Autopsy Room): Red Key Card

**Room 6** (Outer Path): Red Herb

**\*\*\*Room 7** (Hall to Cells): Handgun bullets

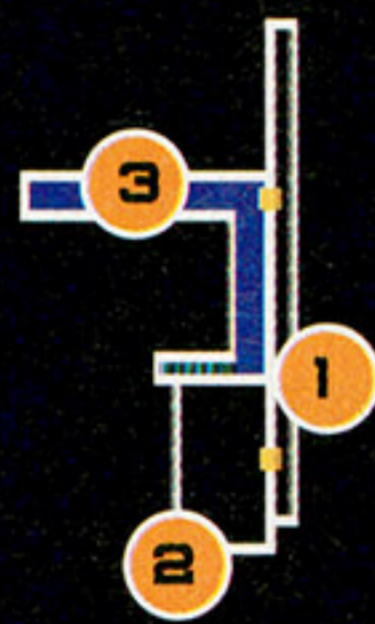
**Room 8** (Kennels): Red Herb, Blue Herb, Manhole cover

**Room 9** (Outer Cell Area): Manhole Opener, 'Mail to the Chief'

**Room 10** (Cell): Green Herb, Blue Herb

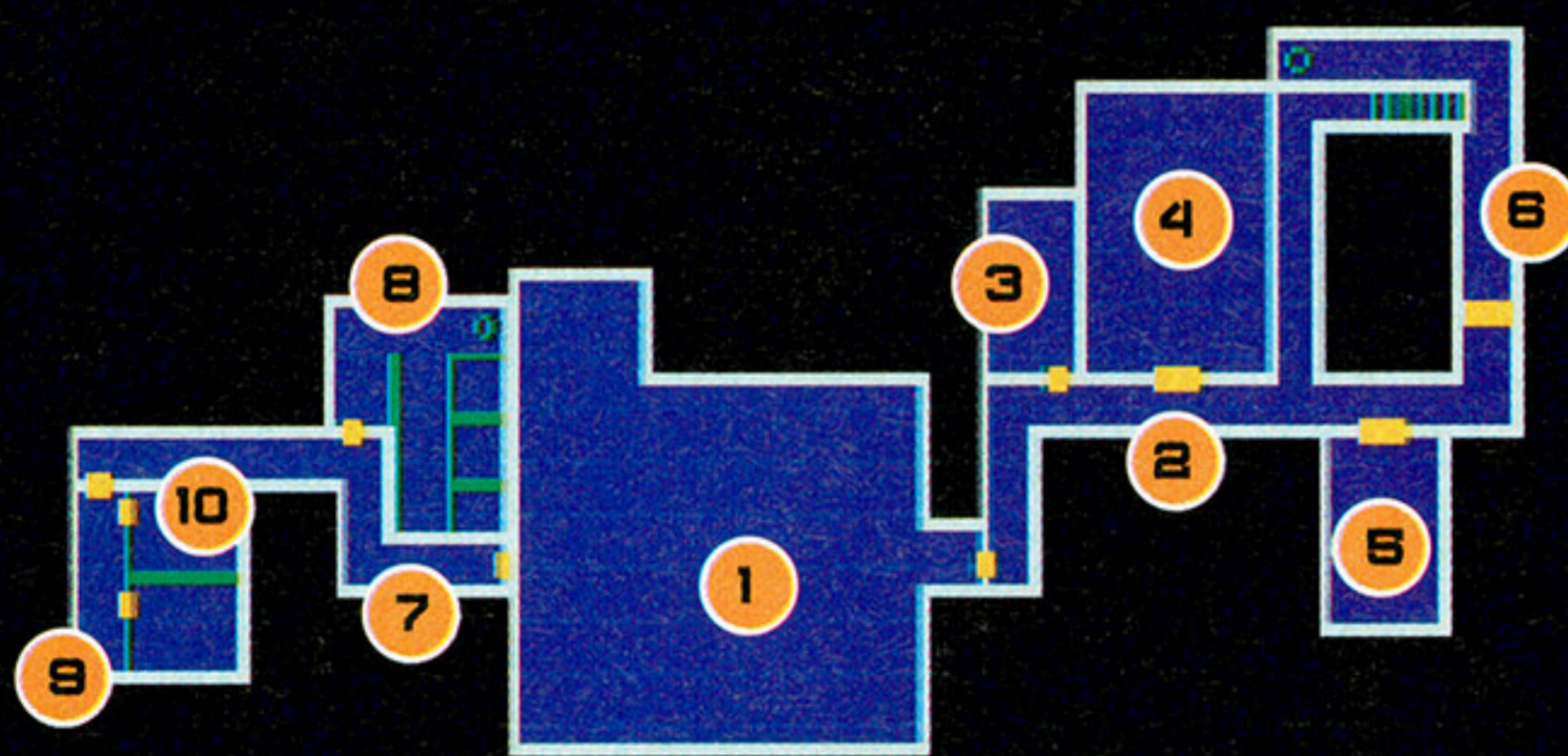
### POLICE STATION 3RD FLOOR

POLICE STATION  
3F



### POLICE STATION BASEMENT

POLICE STATION  
B1



#### NOTE:

\*: You'll need to set the power to 80 in Room 4 before you can get the card reader to work, then you need the Red Key Card in order to access this room.

\*\*: You need the Club Key in order to open.

\*\*\*: You'll need help from Ada Wong in order to push the truck out of the way to access this area.

# WHAT

**Next Generation**  
First Details of Sega's  
NEW 64-bit system  
"KATANA"

**Exclusive First Story**  
on Gathering of  
Developers

**PSM Online**  
First Bushido Blade  
Movies on the Web

**Exclusive Two-Part**  
Interview with Core's  
Managing Director  
Jeremy Smith



## SEWAGE DISPOSAL

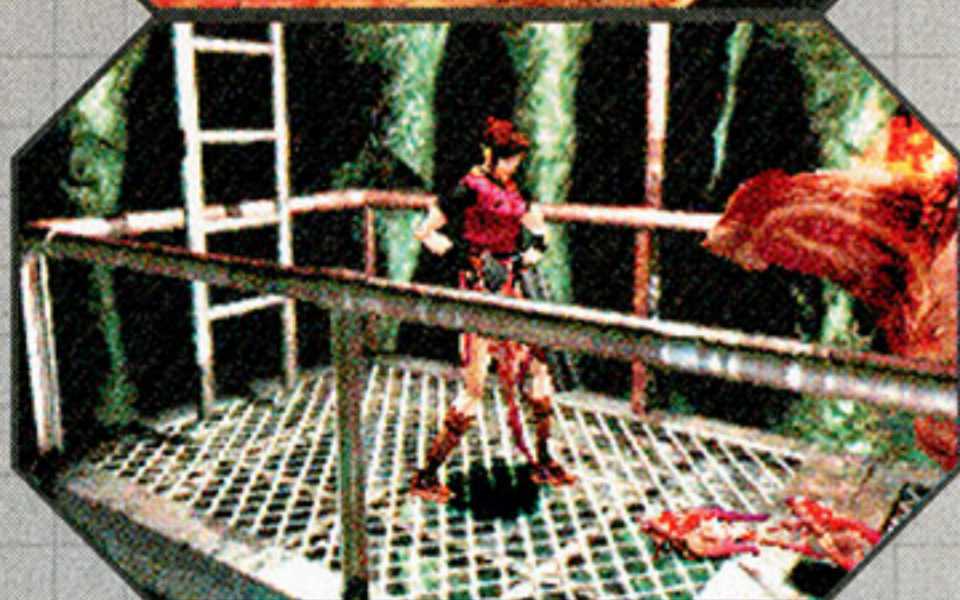
- Room 1 (Short Tunnel): No items
- Room 2 (Save Room): Ink Ribbon
- \*Room 3 (Path to Elevator): No items
- \*\*Room 4 (Catwalks): No items
- Room 5 (Cesspool Room): Club Key, Map to Sewage Disposal
- Room 6 (Waterway): No items
- Room 7 (Save Area): Ink Ribbon
- \*\*\*Room 8 (Air Vent Area): Acid Rounds
- Room 9 (Boss Room): Boss, Plug Door
- Room 10 (Path to Sewers): no items



## BOSS STRATEGIES

### MUTANT

This guy can be tough, but if you picked up the Sub-Machine Gun, he's a big pussy cat. Aim your gun directly at him and simply spray away. He won't be able to move towards you due to the force of the gunfire. When his little parasites drop to the ground, simply do a lightning quick drop of your gun muzzle and continue blasting the big guy. Try to aim well and conserve as much ammo as possible for later bosses.



### CROCOZILLA

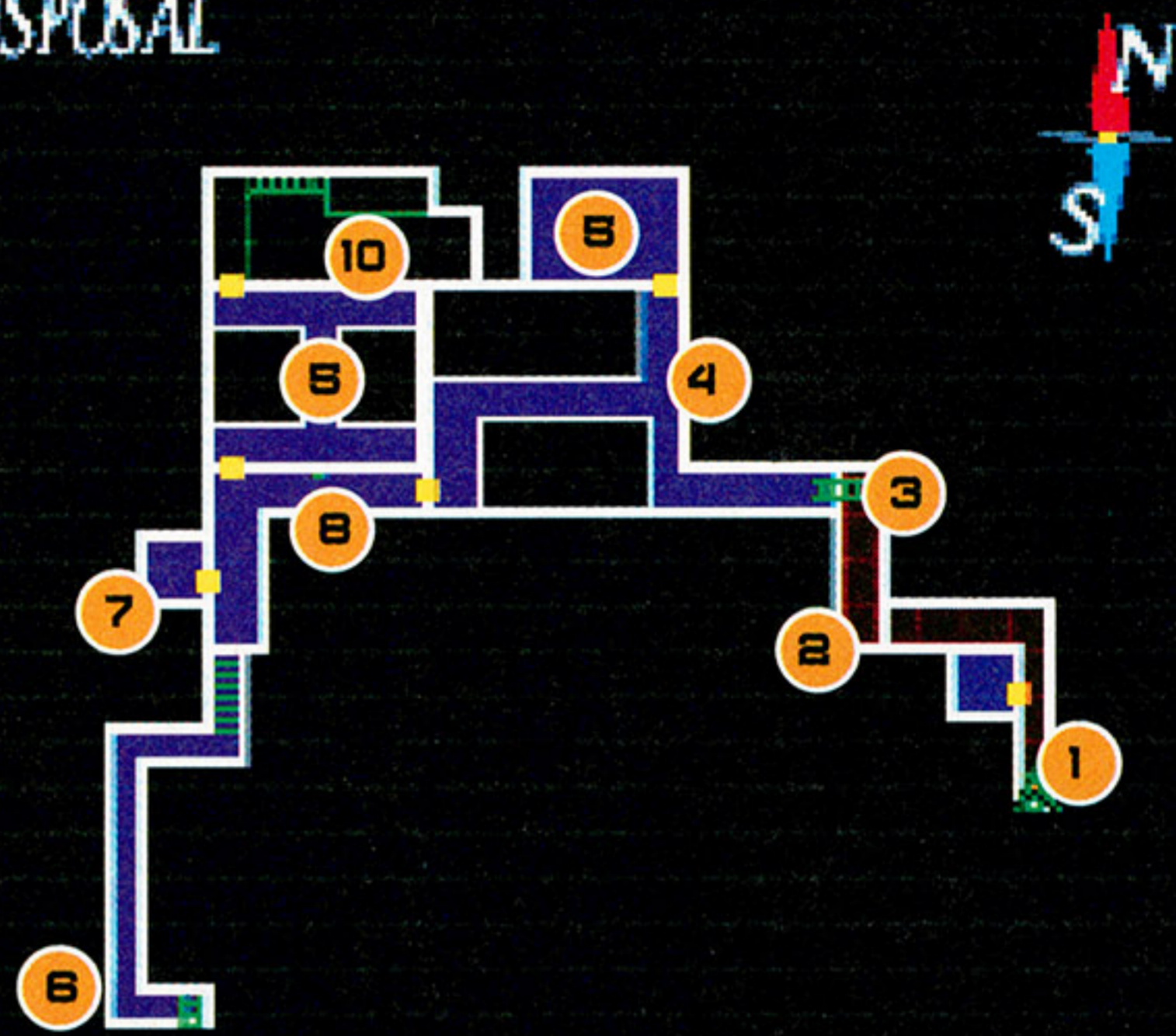
The giant croc in the sewers is easy enough if you know exactly what to do, and if you do, he only takes one bullet and no health to kill! Before you get to his lair at the very end of the long stone tunnel, make sure to examine the lighted fixture at the corner of one of the halls. It will make mention of

an explosive canister that will drop in case of emergency. Note the location and then lure the croc over until he's near the area where the canister is. Examine the fixture again and the canister will drop! The croc will promptly pop the canister into his mouth and all he needs now is one single powerful blast from either a Shotgun, Magnum, or Grenade Launcher to finish him off!



## SEWAGE DISPOSAL

### SEWAGE DISPOSAL



### NOTE:

- \*: You'll need Sherri to proceed further.
- \*\* : You'll need Sherri or Ada to reach this area.
- \*\*\*: You'll need Ada to scoot through to Room 4 if you're playing as Leon.

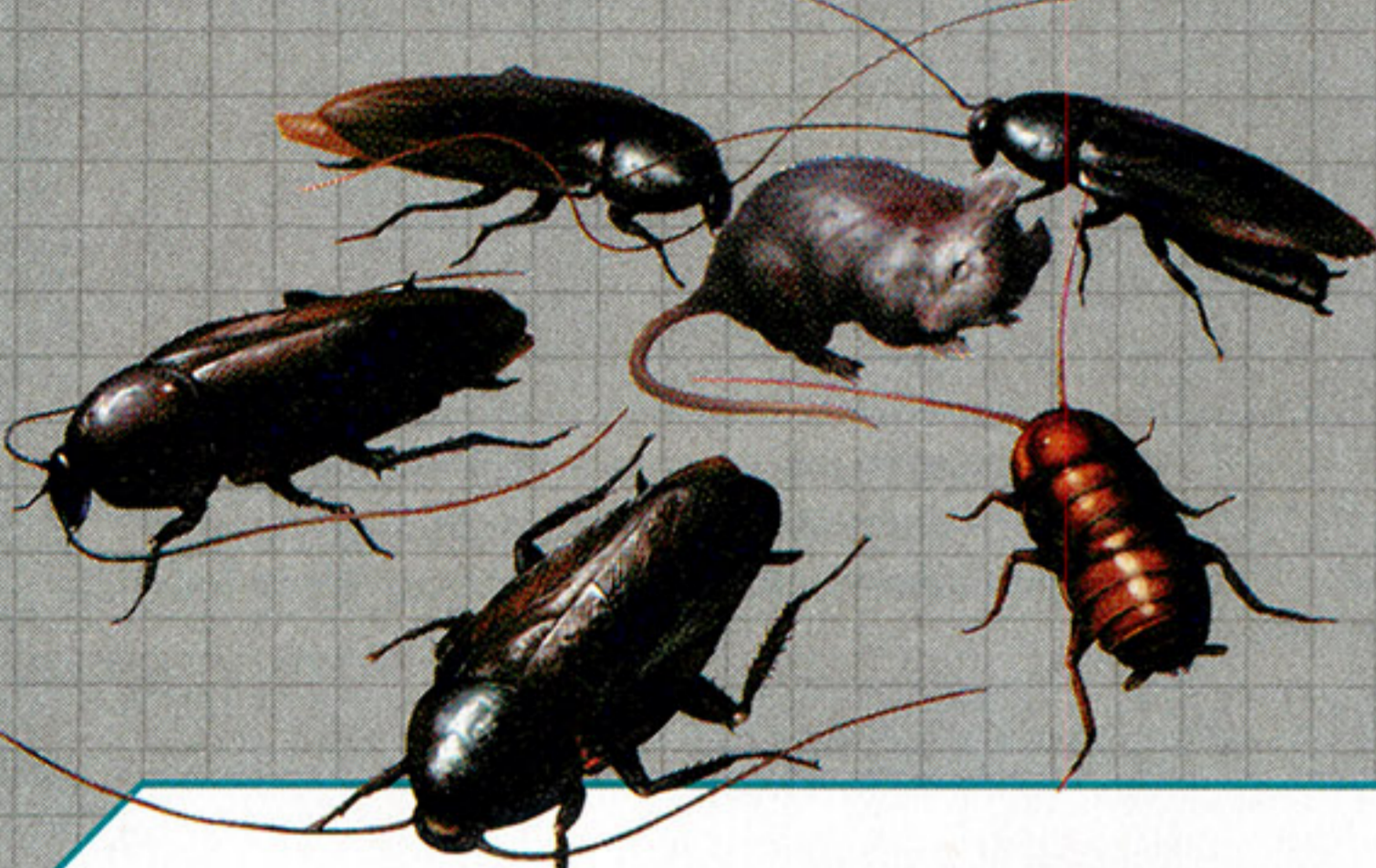
### TWO-LEGGED TRAIN TYRANT

This guy is slow-moving, but he does have long reach, so make sure to keep moving until you are a safe distance from him to start blasting. Give him the run around until he's laid to waste. Not too hard, but if you get caught up in his slashers, you'll sustain quite a bit of damage. It's best to use either the Grenade Launcher or the Super Shotgun against him.



### CANINE TYRANT

The end boss of the A games can be a roughneck creature to deal with. He's fast and he has two forms. His first form is easy enough, just empty a couple rounds of the Sub-Machine Gun or the Electro-Laser into him and he'll pause in order to change into his new, even deadlier form! Watch out! His canine form has the ability to jump and climb walls! And in a small room like this, you don't have the most convenient camera angles to work with, either! Just KEEP MOVING and make sure to take a couple cheap shots at him when you're at a comfortable distance. You'll need more than a few First Aid Sprays if you plan on beating him with brute strength, but if you're packing a powerful weapon with a lot of ammo, you'll be fine.



### MINI-INVENTORY SEARCH

Throughout Resident Evil 2, you'll come across a large number of useable items. Most of them will be one-use items, while a few (weapons aside) come in handy more than once. Keep an eye out for anything shiny when you enter a room and you'll find most of the important items. But if you want to make sure that you pick up every box of ammo or every health item, you're gonna want to search EVERYTHING!!



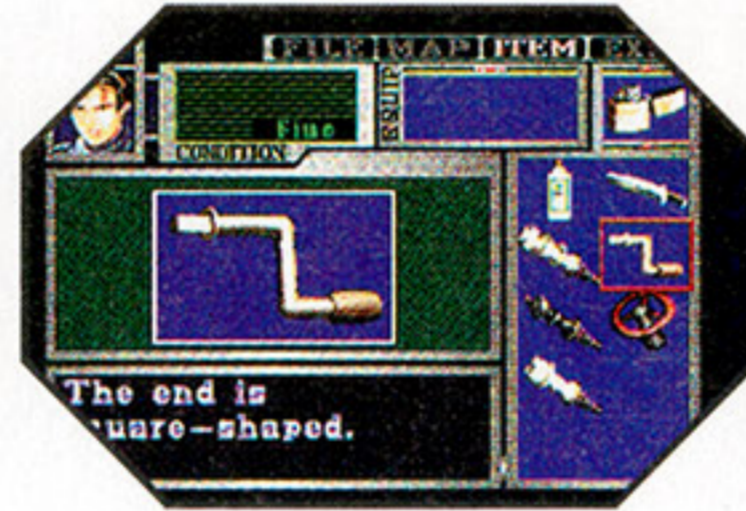
Collect four to get to the sewers.



Develop these in the Dark Room.



Use this in the Clock Tower.



A one-use item.



Completely restores your health.



You'll use this twice during the game.



Standard ammo. Grab as much as you can.



Choose the Circuit Box wisely.



The last and most important RPD key.



You'll need this throughout the game.

# YOU'VE BEEN MISSING

IGN64.com  
70-Story Coverage  
of Nintendo's  
Space World

Zelda - Everything  
You've Always  
Wanted to Know



## SECRETS

Courtesy of UGP, you're now armed with knowledge of just some of the secrets available to you in *Resident Evil 2*. You're gonna have to put a lot of effort into the game in order to see all the secrets, but we'll be sure to fill you in on the remaining goodies next month... enjoy!

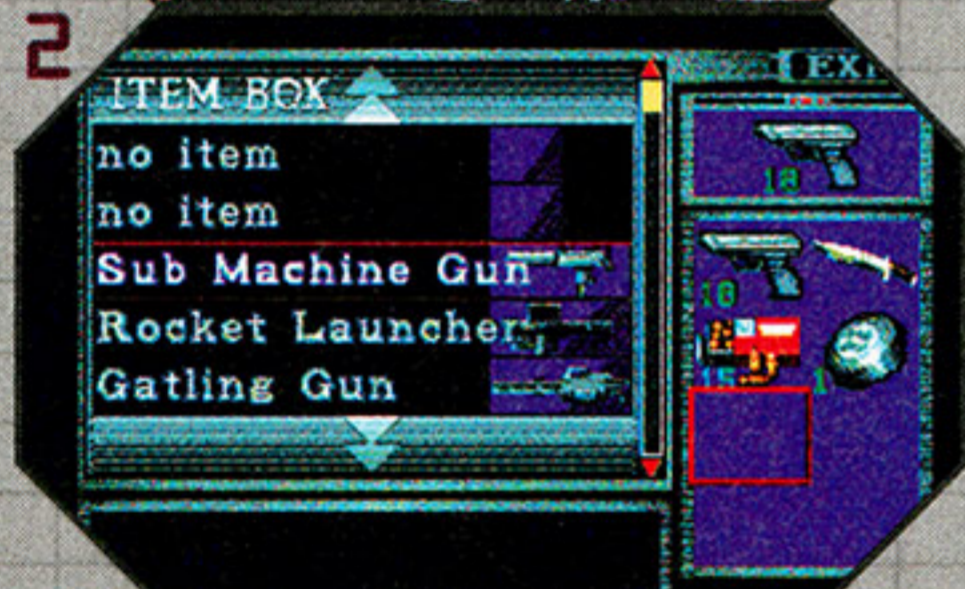
### ROCKET LAUNCHER

Beat the 'A' game with a grade of B or higher and when you check your storage box during the 'B' game, you'll have access to the Rocket Launcher! As an example, if you first play through the game as Leon and manage to receive a B or higher on the ending screen, save your game to a memory card. When you load up the saved complete game, you'll now begin the 'B' game as Claire. When Claire checks the Storage Box, she'll now be able to pick up and use the unlimited Rocket Launcher!



Keep in mind that if you use one of the 'special' weapons with unlimited ammo, your score will be bumped down a notch in the final tally. Try to tough it.

**1** 'Hunk'? Who's Hunk? Check out next month's strategy for the answer. **2-3** Whee doggie! Check out your firepower!



### SUB-MACHINE GUN/GATLING GUN

Now for the real challenge... if you manage to complete a 'B' game with a grade of B or higher, you'll be able to use the Sub-Machine Gun and the Gatling Gun in unlimited quantities, if you check your Storage Box. This means that if you played through the first time as Leon and got a B, then continued on with Claire and received another B, save your game. Now begin a new 'A' game as Leon from the memory card with the saved completed game on it, and when you check your Storage Box, you'll have the Sub-Machine Gun AND the Gatling gun at your disposal. Cool.



### ALTERNATE COSTUMES

In order to see either Claire or Leon sporting some new threads, you're gonna need to work hard to complete both the A and the B games with a grade of B or higher. If you have an unlimited weapon, you'll notice a different loading screen showing you a rather monstrous zombie lurking out front of the Police Building. Begin your game and head over to the Police Building and avoid the zombie for now. Find a Storage Box inside the building and grab your unlimited weapon. Now return to where the zombie is and prepare to blast his brains out. He's TOUGH and he'll a few rounds to kill off, but once he does, check his corpse and you should pick up a Special Key! Now proceed through the game until you can get to the Photo Lab and use the Special Key on the lockers near the door. The character you picked to play as will now have some fancy new duds and a new weapon!





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# Network

## CONNECTION

### LETTERS FROM OUR READERS...

#### ALL THUMBS!

Last week, I went to my friend's house to play N64. It was then that I realized that I was doing something totally different than my friend, (besides winning). I'm holding

my controller on the two outer claws instead of the center and right claw!

This makes it incredibly hard to hold when I play some games.

I've tried to hold it the other way, but I can't! And I've tried changing the controls in the options menu. What should I do?!

Derek Seibel  
Windsor, CA

**FRANK>>>** *There are a couple of third party controllers that have a different system - usually designed for fighting games - but the ideal solution is to train yourself to hold it properly in the first place. Nintendo spent a fortune making sure that everyone could use the controller properly, and they'd probably be upset to find that one player couldn't.*

#### HE'S SHARP!

If you don't print this, I'll put you through unspeakable torture.

1. How come in games you have some pretty deadly weapons or powers, but they turn out to be weak? (I'm talking mainly about the combat knife in *Resident Evil*. Why can't you just cut the zombies' heads off with it?).

2. I heard that someone was buying rights to make a *Resident Evil* movie. When is it coming out?  
Cody Tatum  
Dallas, TX

**ROGER>>>** *Alright, Cody, enough with the threats or I'll send a tornado through your trailer park.*

1. Um, well... Err... you actually want an answer? OK, how about no matter how easy Hollywood seems to imply chopping off a head is, there is the little matter of slicing through a mass of bones, tendons, and such. For anyone besides *Jack the Ripper*, you can probably figure that the *Zombie* will rip you a new one before you're halfway through the neck. It's either that, or the blades are dull.

2. The *Resident Evil* movie is still in development, so the earliest you will probably see it would be late '98, but it probably won't be out until 1999 sometime. One thing's for sure, considering the precedent set by videogame-based movies like *Super Mario Bros.*, *Street Fighter: The Movie*, and *Mortal Kombat Annihilation*, *Resident Evil* is sure to be the scariest movie ever made.

#### YOU ASKED...

1. What's wrong with Mike?  
2. What's wrong with Roger?  
3. What's wrong with Bill?  
4. Where the hell's Frank been?  
Jon 'it's against my religion' Davidson  
Right here, MD

**FRANCESCA>>>** 1. Late bloomer syndrome. He was about 4' 7" until he was 21, so he was always the last one picked for the team at school. How do you think he got so good at sports videogames? They were uninterrupted realizations of some weird macho obsession until he grew taller and could play the real thing.  
2. 'Yes, dear' syndrome. Known as the honorary whipping boy, Roger acts out any male tendencies he represses at home here at work, by making grotesquely overblown references to female physiques. Once

### MEET THE TEAM

What's up with that?



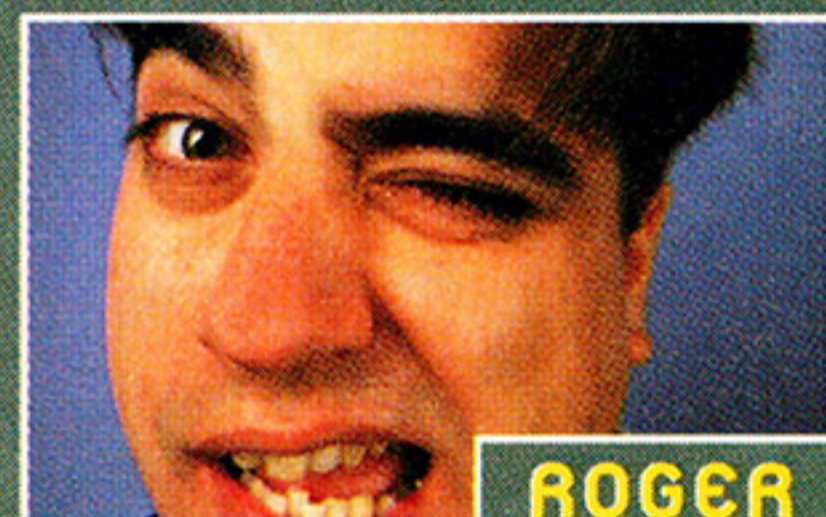
**FRANK**

That's crazy talk!



**BILL**

What? Do I know you?



**ROGER**

Hey! Homey don't play that!



**MIKE**

What it was...



**FRAN**

I hate 'Slang Month...'

he clocks out, the apron gets pulled out of the closet, again.

3. Short person syndrome. Overcompensates for physical 'vertical challenges' by using violent gestures and firearms. He actually cries every time he watches 'E.T.', but will never admit it.  
4. Therapy.

#### NO GAME

Yeah, um Mike, I always read in the mag that you are like great in basketball, but in every picture I see you playing against Bill. Now come

**F**ew people realize that we write this little blurb up here to get you to read what's over there on the right... The Network Connection. Hmm... Isn't that kinda like wearing a scary mask to frighten someone right before you feed them to the zombies? Well, OK, maybe not, but you get the idea...

So what more can we say at this junction? How about 'Read the damn Network, OK?' Or how about 'Wow, don't you wish you had a letter in here?' And then there's my personal favorite 'Isn't this mask scary? Ha, ha! Get 'em, zombies!'

You really should write us. That way, you probably won't get visited by a guy in a mask... a guy with a bunch of, uh... undead buddies! Better write in today!

**Network Connections**  
**ULTRA GAME PLAYERS**  
150 North Hill Drive  
Brisbane, Ca 94005

on, we know Bill doesn't have any game, so if you're ever around my town, you can see how good you really are and play against me. Oh yeah, If you make fun of my last name I will kick your @ss.  
**Jeremy Farthing**  
 Rushville, In

**MIKE>>>** Why would I make fun of a good, All-American name like *Fart-hing*? I wouldn't lower my intellect enough to go on about flatulence jokes, that would be immature. As for your hoops dare, bring it on. The only guy in Indiana I'm scared to play is Larry Bird. Next time I go to Indiana (like I'd ever have a reason to go there!), I'll check information for Farthing (after all, there can't be many people with a last name like that), come over to your hoop and destroy you.

**BAR NONE**

Hey, Bill. I heard you were still evil. Well, I've got news for you, buddy! I've got a priest, a minister and a Rabbi here! Ha, ha, ha. Where are they, you ask? Well, they just walked into this bar, and... Hey! Hey, you guys, stop that! Bill needs help! Hey!!! Well, never mind (curses... foiled again!).  
 Wouldn't you like to know?!  
**Brandon, FL**

**BILL>>>** Ok, let's clear up a few misconceptions here, shall we? First of all, I'm not evil. Only Evil Bill is evil, but he only comes out during periods of extreme stress, or when I need to put the evil hoodoo

voodoo on someone, like this jerk from Florida! Aha! My plan worked! By surrounding myself with bars, no one from the clergy shall ever get to me!!! I will now ritually prepare the entire state of Florida for sacrifice!!! Mwahahaha! Mwahaha...  
 Oops... Uh... sorry about that...

**WEDDING BELLS**

Fran, will you marry me? Yeah, I know it's kinda sudden, but hear me out first. At the next E3, meet me by the back exit. I'll be wearing an orange tuxedo. Together we'll frolic all the way to the Bronx Zoo (that's a lot of frolicking)! There, Bill can marry us in the monkey cage (I've heard he does weddings). We could adopt Roger as our daughter and dress him up with the ongoing *Princess Maker 2* game we'll be playing. Interested? XOXOXO  
**Klassus of Norshire**  
 Goshen, NY

**FRANCESCA>>>** Hmm... although the idea of Roger in a spiky leather bustier (a la *Princess Maker 2*) might be something I'd be willing to pay to see, I'm not so sure about E3. Even with the promise of a ten day, 1000-mile 'frolic' and a matrimonial ceremony conducted by the lord of the primates, Bill, I just have to say that I still don't want to go to E3 and... gee, don't you think we should date first?

**BILL>>>** Fran, you obviously haven't seen the videotape from the Christmas party yet. Roger was daring, but stylish and his table dance is definitely not to be missed!

**Top Left:** No, this isn't Roger, but for a couple of Mai Tais (those drinks with the tiny umbrellas in 'em) and cab fare home, it could be!

**Top Right:** Hey Derek, does this damn thing have enough buttons for you?

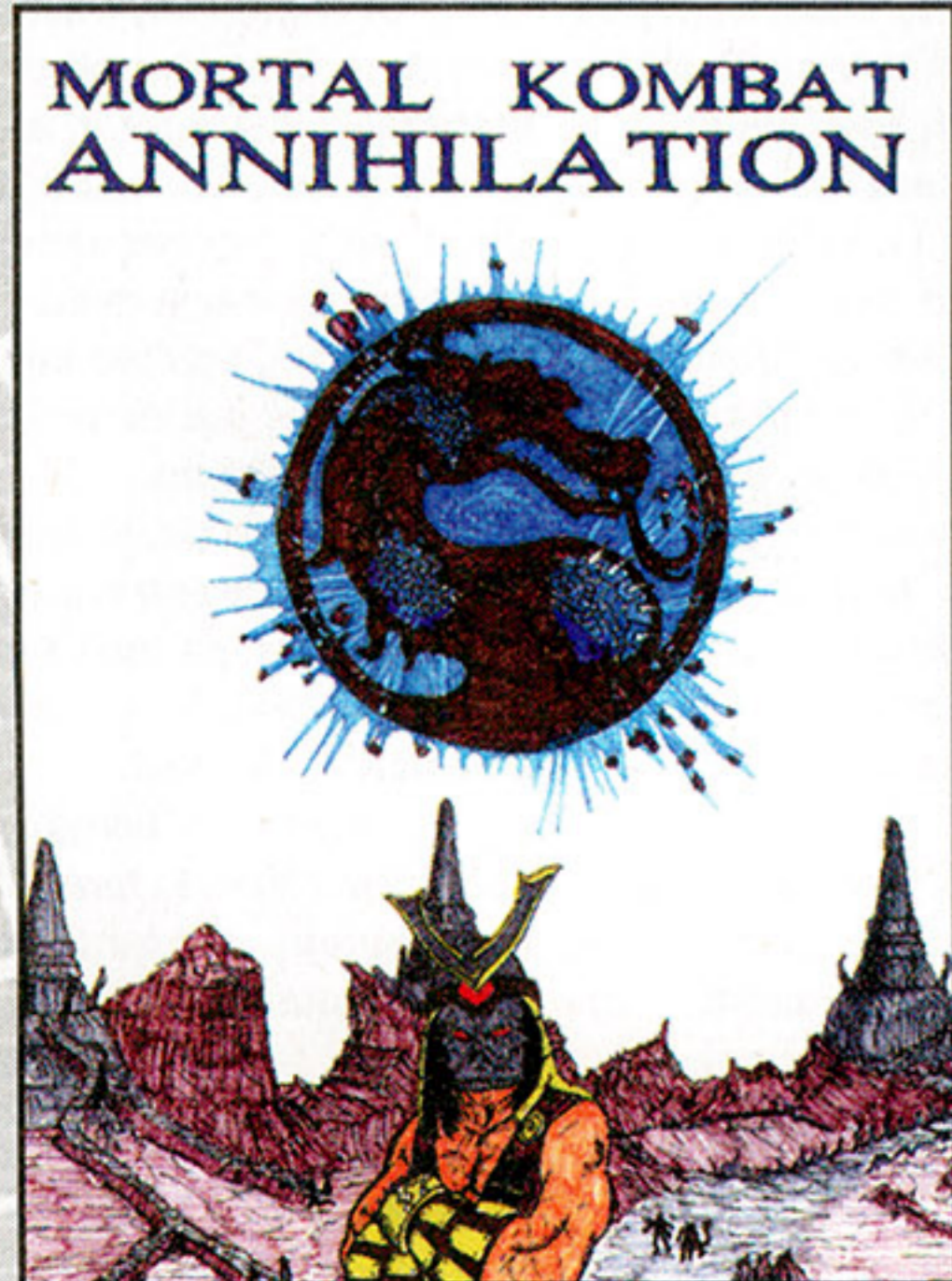
**Center:** Here comes the bride...

**Bottom Left:** Yo, Jeremy, Mike's got your game!

**Bottom Right:** Whatever you do, Cody, don't use a butter knife on this guy, OK?



**READER ART OF THE MONTH!**



Artist: Albert Beltz, Hubbard, OH

## HELP ME, FRAN!

**Q:** In *Tomb Raider 2*, I have two questions: 1. In the maze, there is a hidden passage to a switch that opens a door in the hall that leads to the huge open room. When I get back, the door is closed! How do I get in there, and what's in there? 2. At Lara's home, there is a huge keyhole. When you press the action button there, Lara jumps back and says 'No.' Why is this and is there a way inside? If there is no way in, then why was it put into the game?

-MicroplayX@aol.com

**A:** 1. The switch is timed so that you have to map out a quick path out of the maze and into the mansion, **BEFOREHAND**. As with everything in videogames, the real trick is to practice and to keep trying until you get it right. Unfortunately, as far as I know, there's really nothing to do inside the basement for now. All you can find is a dark room with windows looking out onto all the treasures and loot that Lara collected from the first game. Eidos hasn't revealed if there are any secrets to be had in Training Mode, yet.

2. The lock next to Lara's bed doesn't figure into the game until you reach Level 18. In training mode, there's no way to open that door without the key. Just familiarize yourself with the layout of the house to prepare for the last level of the actual game.

**Q:** How do you save Barry in *Resident Evil*?

-Chris Hagerman

**A:** You can only save Barry if you follow him in the underground tunnels behind the waterfall. When he asks if you want to cover him or vice versa, opt to follow him. If you don't, he won't live through the stuff that goes on at the end of the game. Once you do him the favor of covering him when you're travelling through the underground, he'll rejoin you and Chris in the helicopter when you manage to make it to safety after you beat Tyrant.



Bill demonstrates his surefire method for fixing those pesky computer problems.

## SHOW TIME!

Is there any way you guys could put your playable demos and movies on a PlayStation or Saturn disk? I would love to be able to see upcoming games and movies on my PSX or Saturn. Is it at all possible? Why only PC?

Mike Kidd  
Baltimore, MD

**FRANK>>>** Well, we can put movie trailers on, in fact, we do from time to time. We've had *Alien Resurrection*, *Kull The Conqueror* and *Mortal Kombat*, to name but a few. Games? Nope. Sony won't let us. But if they did let us, then we sure would.

## HE DA MAN!

I wanted to personally thank you people for the clean 'zine. It's nice

to find one magazine that doesn't sport buxom beach bunnies or nasty videogame heroines with skimpy rags barely covering themselves. That kind of armor isn't going to stop a sword! And as for Mr. Krow from Macon, Illinois, who wrote in issue 101, I'm sure those nice ladies out on the corner will be more than happy to help him in ways this magazine can't, unless he's **REALLY** sick. Get a life Krow. Nasty magazines aren't new. UGP, my long quest for the perfect 'zine may finally be over. Super Chick with her big-ass sword  
Tulare, CA

**ROGER>>>** Well 'Super Chick', you've apparently picked up an issue of *Better Homes and Gardens* by mistake. As you can see by our last two covers, gratuitous chauvinism is alive and well at UGP. You could argue about the practicality of

some of the outfits worn by videogame heroines, but as for me, I can't help but admire a woman who won't skimp on her appearance despite the demands of armed combat. Now, go make me a sandwich and use your 'big-ass sword' to put some extra mayo on it.

## LOVE DOCTOR!

Hi Mike! I just got done reading your reply to Michael Gordon's question in January issue #106 and I have the same problem as him. There is a girl in my Tae Kwon Do class and I loved her the first time I saw her, but the problem is that I haven't really talked to her that much, and if I don't ask her out soon, my friend is going to. Of course, if he does, I'll have to beat the crap out of him, because he will never love her like I do! I might try your idea of asking her that question before we spar, but if it doesn't work, what should I do?

Levi Aasland  
Circle Pines, MN

**MIKE>>>** I never thought my past career as Dr. Lovelorn would come into play in my new position, but alas, my people need me. If trickery doesn't work, you can always fall back on sympathy. Try some sort of fake cast on your leg, some crutches and a facial expression of excruciating pain. It's certain to spark conversation and you can even have her sign it. Maybe leave your crutches on the other side of the room, so she'll have to help you. All girls have that natural



## THE JADED GAMER

**E**veryone at the office is getting a big kick out of Namco's *Point Blank*, that wacky two-player shooter. The only thing that bugs me about the game is that if you've got two players and each of them has a gun, shouldn't they be shooting at each other, instead of the screen? At least, that's what we always did...

On hot summer days in my neighborhood, we have a little tradition we call 'Super Soaker Sunday'. That's when everyone gets a little 'wacky' (OK... wackier...), and we have the mother of all squirt-gun fights. This is the story of one of those fights.

It started like SSS's always do: with the wail of bagpipes blaring over someone's stereo. This has always been the hallowed harbinger of hydraulic havoc (Ouch... sorry... ). Anyway, soon everywhere, Super Soakers were being filled, tactics planned out and an evil scheme was taking place at my house.

My drummer, Ray, and another neighbor had decided that, if I couldn't refill my weapons, then I'd be the wettest guy on the block, so they proceeded to steal all of the faucet handles from my house. Then they set up a 55 gallon drum right outside my front door and hooked up three or four Super Soakers to it. And then they waited...

Of course, being the well prepared grunt that I am, I'd already filled my back pack model with water, so I threw open the front door

and, screaming something really cool like 'You're all going to die!', I charged out the front door!

I realized the error of my ways pretty quickly, as four streams of ice cold water soaked me to the bone. Using my superior military mind, I yelled 'Ack! Oof! Yow! Damn you!' and ran back inside. I knew then that I needed a plan... a really devious plan.

A while later, a friend and I managed to sneak over to Ray's house and set up an ambush. We knew he was inside and that there was only one way out. We had him completely covered.

It was the perfect bushwack! In fact, it was so perfect that we started joking and laughing about it, in a really quiet way, of course.

'Man, old Ray's gonna get soaked for sure!' I chortled. 'Yeah', my buddy replied.

'He's a dead man. He's breathing wasted air.' We both startled doing that really weird laugh you do when something is really funny, but you don't want to be heard by anyone. 'Heh, heh, heh...'

Suddenly, my vast military experience issued a warning in the form of a random thought. 'You know, if Ray's got a window above us, we're pretty much dead meat.', I said, and we both leaned out of our ambush and looked straight up.

If you've never caught a barrage of freezing water balloons right in the face, I can guarantee that it's not a very pleasant experience.

I got even, though. Later that night, I went in to Ray's garage and turned off his hot water heater. Heh, heh, heh... No one messes with me and lives...

mothering instinct, so use it to get close, then move in for the kill (by the way, don't actually break your leg, it hurts way too much).

**MO' 'RENTS!**

To gamers out there in the U.S., I, a 14-year old, ask this question: Are you tired of those ratings (i.e. K to A, Teen, etc.) ? Well, I am. But to a certain group of senators and teachers out there, that doesn't seem to be enough. In fact, they want to ban violent videogames, period. I've had more than enough of it. I'm pretty sure you agree as well. I can understand the parents wanting the ratings, but the senators? They've done enough. This is a message for them: You were voted in to take care of the economy, not to take care of our lives. We all have parents, you know. And even though I love them, I don't want another 'set' of them.

Daniel Quach  
ryu-gojita@juno.com

**BILL>>>** OK, I'm gonna be serious here for a moment. STOP LAUGHING! Daniel, you've raised a valid point; one that I myself have expressed in those rare moments when I'm not threatening world domination or talking to my special invisible friends after a few beers. For some sick, twisted reason, our government has decided to tell us how to run our families. In fact, even after we vote, telling the government how we want them to act, they usually just turn around and tell us we didn't really mean it and things are going to go on the way they were anyway. Unfortunately, outside of everyone voting Libertarian and then abolishing the

Federal government after we win, there isn't a lot anyone can do about it. Bummer, huh? I sympathize with you, Dan, but I gotta split now. Those damn black helicopters are back...

**BRAIN FOOD**

For the love of money, help me! There's a gang of flesh-eating zombies lethargically making their way towards me... Oh, oh, my arm. Agggh... agggh... mmm, brains! Delicious tangy brains... must find brains! P.S. Must find brains! Videogame (zombie) Queen  
San Francisco, CA

**FRANK>>>** Well, I was going to help, but now I've got to run. Good luck with the hunger thing...

**BRAIN FOOD**

I found the coolest thing in Lara's house in TR2. You know the decrepit butler, who follows you everywhere and scares the crap out of you when you're

playing in the garden maze? Well, if you want him to quit spying on Lara, lead him to the kitchen, open the freezer, and lock him in! It's just like *The Shining*, only better!  
Adam Redding  
Franklin, TN

**ROGER>>>** That's a neat trick, Adam. UGP also has a decrepit butler whom we like to call Bill. Unfortunately, when we lock him in our fridge, he drinks all our beer. Even the possible benefit of scientifically determining whether the light in the refrigerator goes off when the door is closed is inconclusive because it is impossible to determine if Bill actually retains consciousness. Well, I guess it's just another example that videogames are better than real life.

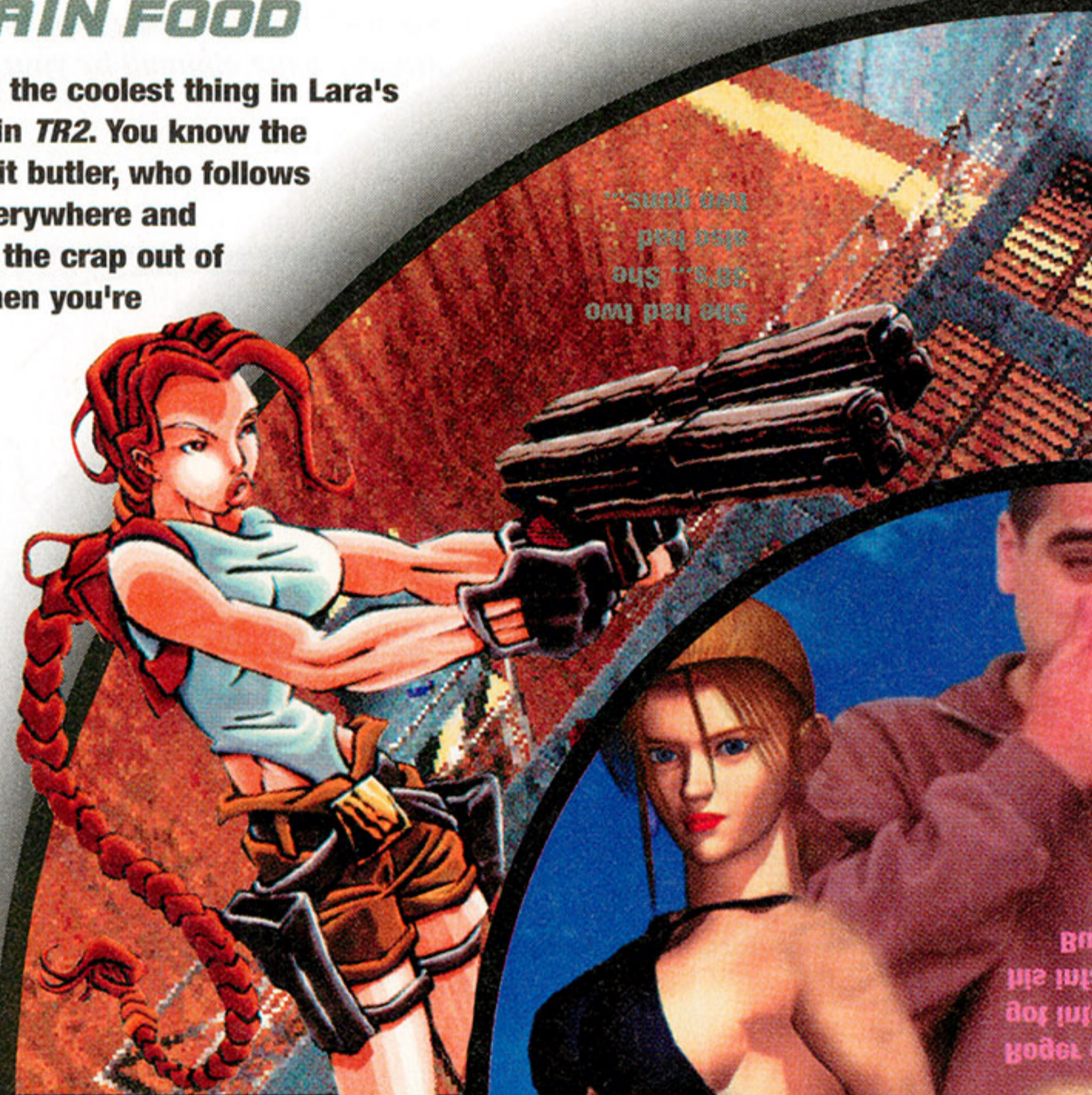
**Top Left:** Lara's got her sights set on you Adam. Do us all a favor and don't duck, OK?

**Top Right:** Here's the Love Doctor, Mike Salmon, in his 'Don't you wish you were me?' pose.

**Center:** All Rog really wants from the women of the world is a really big sandwich with extra mayo!

**Bottom Left:** Here's Bill, checking out the latest Chapstick product for frostbitten knees...

**Bottom Right:** Just more proof that all videogame characters wear Rolex watches...



**GOT PROBLEMS?**

Are you having a tough time with a game? Well, why not ask Fran? Send it to the usual address, c/o Help Me, Fran!

**JADED GAMER...**

The Jaded Gamer wants to know if anyone besides himself has heard what someone taking an ice cold shower at six in the morning sounds like. It's one of the funniest noises on the face of the earth.

# GAME IDEAS!

Send in your ideas to Game Ideas, c/o ULTRA Game Players, 150 North Hill Drive, Brisbane, CA. 94005.

## RASH IDEA

My game is called *Gold Bond*. You are a representative at a consumer product fair called the P3 (plastic product parlour). You are having the time of your life when suddenly there is a SMASH! and then everybody, except you, is itching like crazy! Because you are a representative of Gold Bond itch treatment (Cream or powder), you are required to be covered in it at all times! Your job is to shoot Gold Bond itch treatment at all of the itchy people and let the festivities go on! Members of the anti-itch treatment foundation are trying to stop you! They want you, but you'll get them first! If you can prevent the itch from spreading, you win! If you don't, you will have to play the expansion set: *Tomorrow Never Scratches!*  
Sanyika 'please print this' Maraczi via E-mail

**BILL:** Hey, wait a minute. Didn't you have a game idea in here last month? What the hell is going on here?

## HE'S A CUT UP!

I have an idea for a game. I call it *The Jerk*. You play a guy named Bob, and his best pal Joe was kidnapped by Bob's meatloaf (how the meatloaf became alive, I have no clue... ). Anyways, you go on all these crazy adventures of revenge against the meatloaf. Bob hates meatloaf now, so everytime he sees meatloaf, he chops it up to kill it! DIE MEATLOAF!!!! BWAHAHAHAHA!!! I SHALL HACK ALL MEATLOAF TO DEATH!!!! DEATH TO MEATLOAF!!!! DEATH TO COCONUT MONKEY BECAUSE I THINK HE LIKES MEATLOAF!!!! AAAAAAAAAAAAA!!!  
MegaMan223 via E-mail

**BILL:** You know, game fans, every once in a while, an idea comes in that isn't really original, or super funny, but there's just something so... insane about it that it finds a place in my heart... or is that liver? MegaMan, your game idea is just such an idea. There's just something about a person taking the time to make up a dumb game idea so he can rant about meatloaf that makes me respect you, sir, and all others of your wacked out ilk. I salute you! Now, what's for lunch?

## SPIKE IT!

Mike, since you're one of the coolest sports reviewers, I'd like to ask you this question that's been bugging me for weeks. How do I spike the ball to run down the clock in *GameDay '98*? What buttons do I press for a touchback too? Please, I need to know, and it's not in the instruction booklet

Steve Cardoso  
Bristol, RI

**MIKE>>>** Spiking the ball is an actual play in the playbook. Just pick that play and voila. There is no button for a touchback, but all you have to do is simply run out of the back of the endzone. There, that should cover that. Next...

## WATTA HUNK!

I was reading my newest issue of UGP, skimming idly through the game awards, when suddenly I saw

something that really made my day. I gotta say you really made the right choice for the 'Videogame Hunk' award. I've wanted FF7 ever since I saw his picture in a preview of your game many issues ago. I mean, how can you resist a guy with red eyes? Plus, Vincent is mysterious, well-dressed, and has a claw for a hand. That's just really... cool. Again, just gotta say, you made a really good choice!

Christy DeShong  
Portage, MI

**FRANCESCA>>>** Hey Christy, has anyone ever told you that you have great taste in videogame men? Of course, all of Vincent's characteristics that you listed above would usually get someone on an episode of Sightings rather than a vote for Hunk of the Year, but... I agree with you on all counts. But hands off of Rune Walsh (Phantasy Star IV)! He's already been claimed by yours truly.

## EYE TO EYE

I just realized that Diddy Kong's eyes look like two eggs, just with blue yolks. Am I the first to notice this? What strategy and RPG games for PlayStation would you recommend the most?

The Past  
Spring, TX

**FRANK>>>** Well, everyone's eyes look a bit like eggs. If you pull 'em out of a skull, they look like boiled eggs, or so Bill tells us (I wonder how that big pink dress he's making is coming along...). If you want an RPG, Alundra and Final Fantasy VII are cool. Strategy? Red Alert or Command and Conquer should do nicely.

## NAP TIME

When I first saw your picture in Game Players, I thought you were a Big Freak. But after I wrote mail to you and saw your videos, I found out you are really a Big Insane Freak With A Grenade!!! Aaaaahhh! Run! He's got a Bomb!!!  
David 'The Running Boy' Chinko via E-mail

**BILL>>>** You know, Dave, it's not nice to spread untrue rumors about people you've barely met. It is absolutely untrue that I have a grenade. After all, anyone can see that I actually have two grenades and I'm not afraid to use 'em, either! You've got a head start, so it may be a while before you get my pineapple surprise, but don't sleep, sleep with one eye open... or even better, sleep with one eye open and both fingers in your ears, so the explosion won't wake you up!



Once again, Roger had fallen for the old 'Pull My Finger' gag...

# THE FAN SITE OF THE MONTH

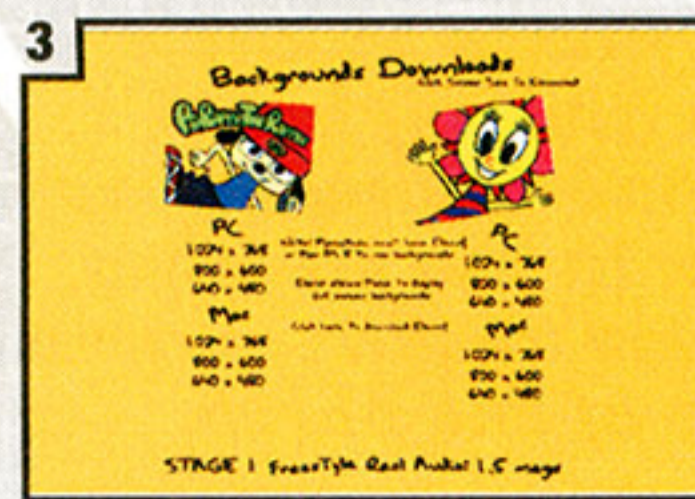
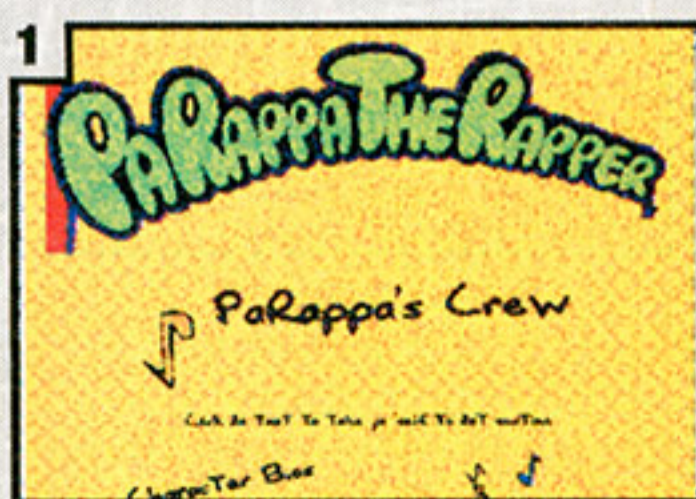
parappa's crew — <http://www.videogamers.com/crew/parappa>

The verdict is in on Parappa and the news is good! So, what's to keep gamers out there from building sites devoted to the red-capped rapping wonder? The Parappa's Crew website is designed to give curious gamers cruising the Net a chance

to see a little more of the game. Casually designed in the same stead as the game, the site includes links to various reviews by online magazines of the game as well as desktop decor and character bios. It's not the biggest site we've visited, but

Greg Gant, one of the crew that maintains the page, has ensured that the site packs a lot of character for fans of Parappa as well as for newbies. Check it out the next time you're surfing for an interesting homage to Sony's new mascot.

1. The Crew's site makes for some interesting browsing.
2. Character bios even rhyme!
3. The real draw to the site are Parappa related desktop patterns!
4. There's a small introduction to gameplay included.



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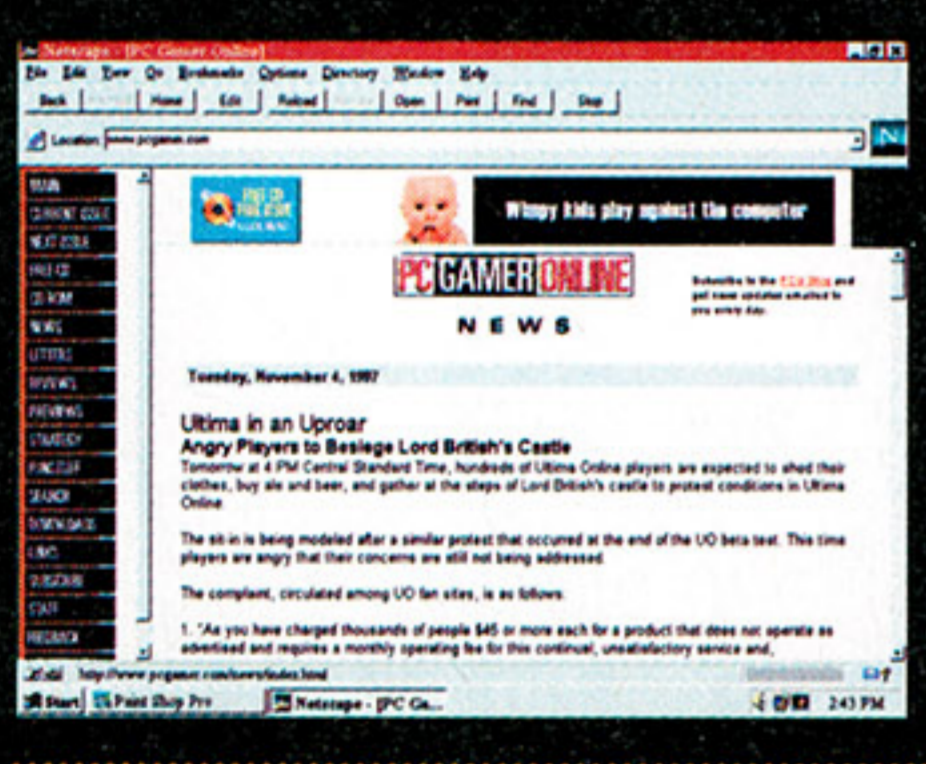
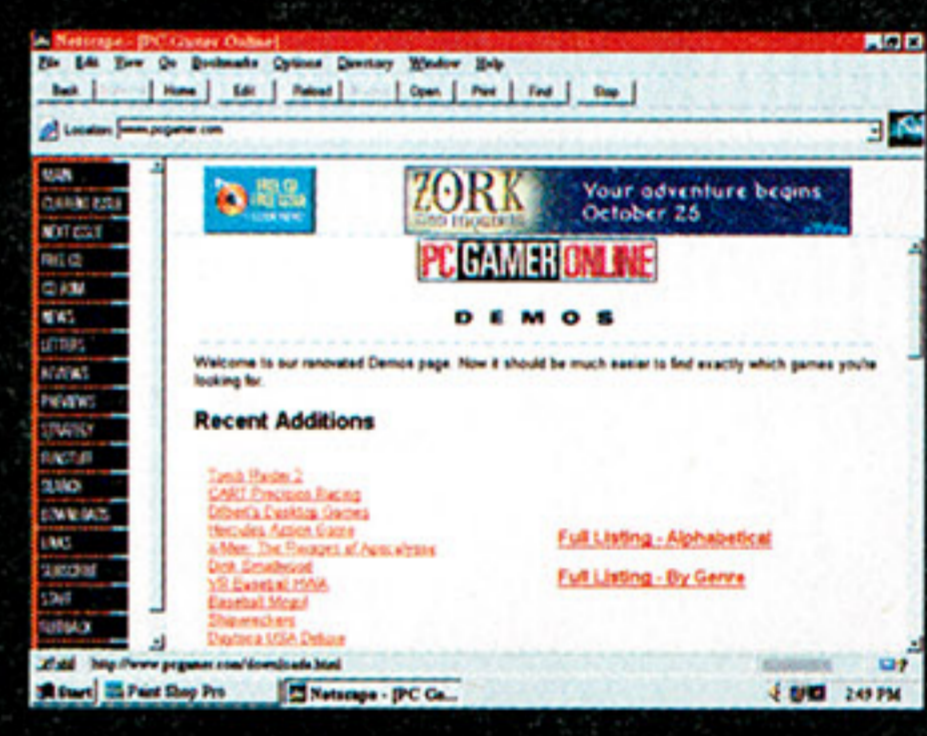
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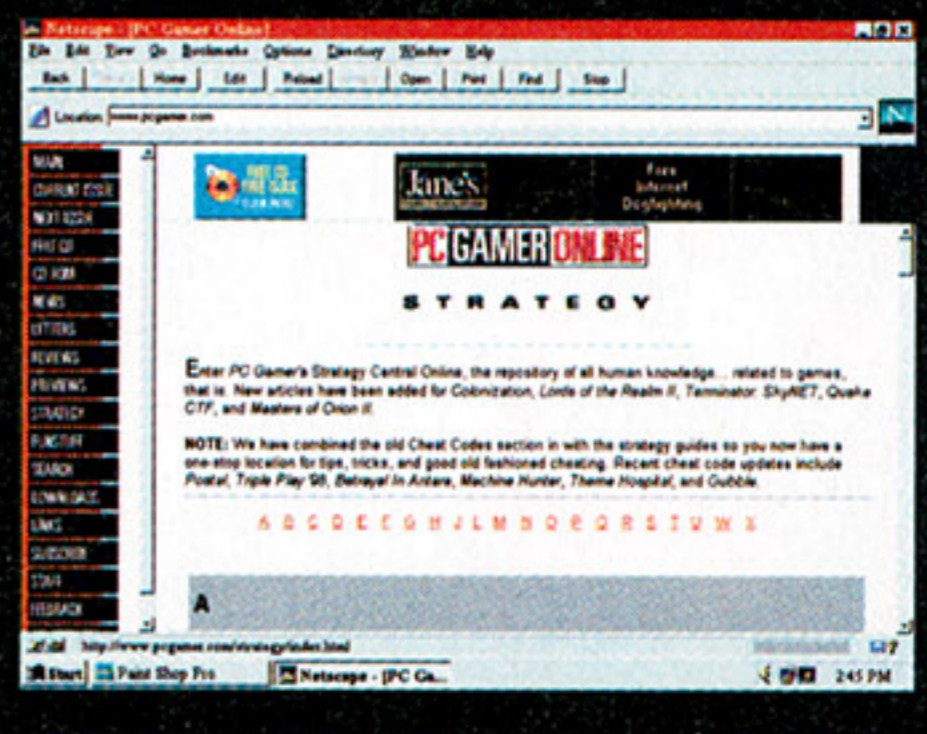


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**I WANT YOU!**

I want to join the Evil-Antler god's army! Recruit me, and I will show you I can swing a pillow-case full of doorknobs better than Gazuga!!! I can go buy beer with my fake I.D.! I can go on a crusade for the holy kegger, and once I find it, the beer will never cease to flow!!! All hail the amber drink of the gods! I will easily earn the rank of Ixnay-Ber Hunter-Neeto-Gamer-Guy!!! Recruit me!!! I wanna make them eat mold in the pits of lamentation!!!  
David (Ixnay) Simpson  
Out there

**EVIL ANTLER GOD>>>** You know David, yours isn't the first letter of this kind that I've received. It seems that many of our readers are interested in getting with the winning team. Of course, I'm talking about the Evil Antler God's Army of Fear and Chutzpa! Who wants to follow some mangy, old, three-eyed ape when you can hang out with someone with antlers? Besides, it's easy to join! Just send in that 12 pack and take the following Secret Oath: I, state your name, swear allegiance to the Evil Antler God and his devious, but truly butt-kicking plan to rule the world. My beer is his beer. Death to Gazuga and, in the unlikely event of a tie, no duplicate worlds will be awarded, so we better win. If we lose, I promise to harvest pipe mold for the next 20 years! See, it's that simple! Now you too can be on the winning team! Sign up today!!!

**TOO OLD???**

I am getting worried about my gaming. My dad thinks i'm too old to be playing games. Whenever i see my nine year old brother invite his friends to play N64 and PlayStation, i feel kind of awkward. If i go to a chat room, a lot of those kids are young. Sure, there are gamers my age and a lot older, but they're not common. Back in the day of the NES and SNES, everyone played. A bunch of adults played a lot. Ever since consoles have gotten powerful, it seems the adults are fading away and all these little dorks are playing with all this 32 and 64 bit power. A lot of guys in high school like games, but don't like them as much as me. I feel like a dork when i play multi-player in Goldeneye with my brother. Are older gamers just cutting games out and moving on or are they heading toward PC gaming? I just don't know what to do. I've had a passion for gaming all my life. Should i throw it away or keep on playing? What do you guys think i should do?

Aerosmith R  
via E-mail

**BILL>>>** Yo, guy. Mind if I call you guy? I'll call you that

'cuz I think Aerosmith sucks, but let's get to your problem. First of all, you never said how old you are, so I don't know if I'm responding to an 18 year old or a 48 year old. Besides, people of all ages have played games down through history and no one ever told them to stop. Hell, I still play Super Bomberman 2 with a restaurant owner who's 34 and a mechanic who's 46, and I'm no spring chicken, either! I don't feel bad about playing videogames. They're fun and, in a few rare cases, informative. If your Dad is bugging you about gaming, why not ask him how come he's still playing that game where he chases his secretary around the desk all day? I'm pretty sure your Mom will want to know the answer to that one, too!

**Top Left:** Hey, gang! Join the Army of Fear and Chutzpa and you'll get to wear these really cool helmets... Oh God... sob...

**Top Right:** Accept no imitations! Only Super Bomberman 2 will do!

**Center:** I want you for the Army of Fear and Chutzpa!

**Bottom Left:** Steve Cardoso ain't got no game. He can't even spike in Gameday!

**Bottom Right:** Hey, Klassus! Some videogame guy is hitting on your wife over here!!!



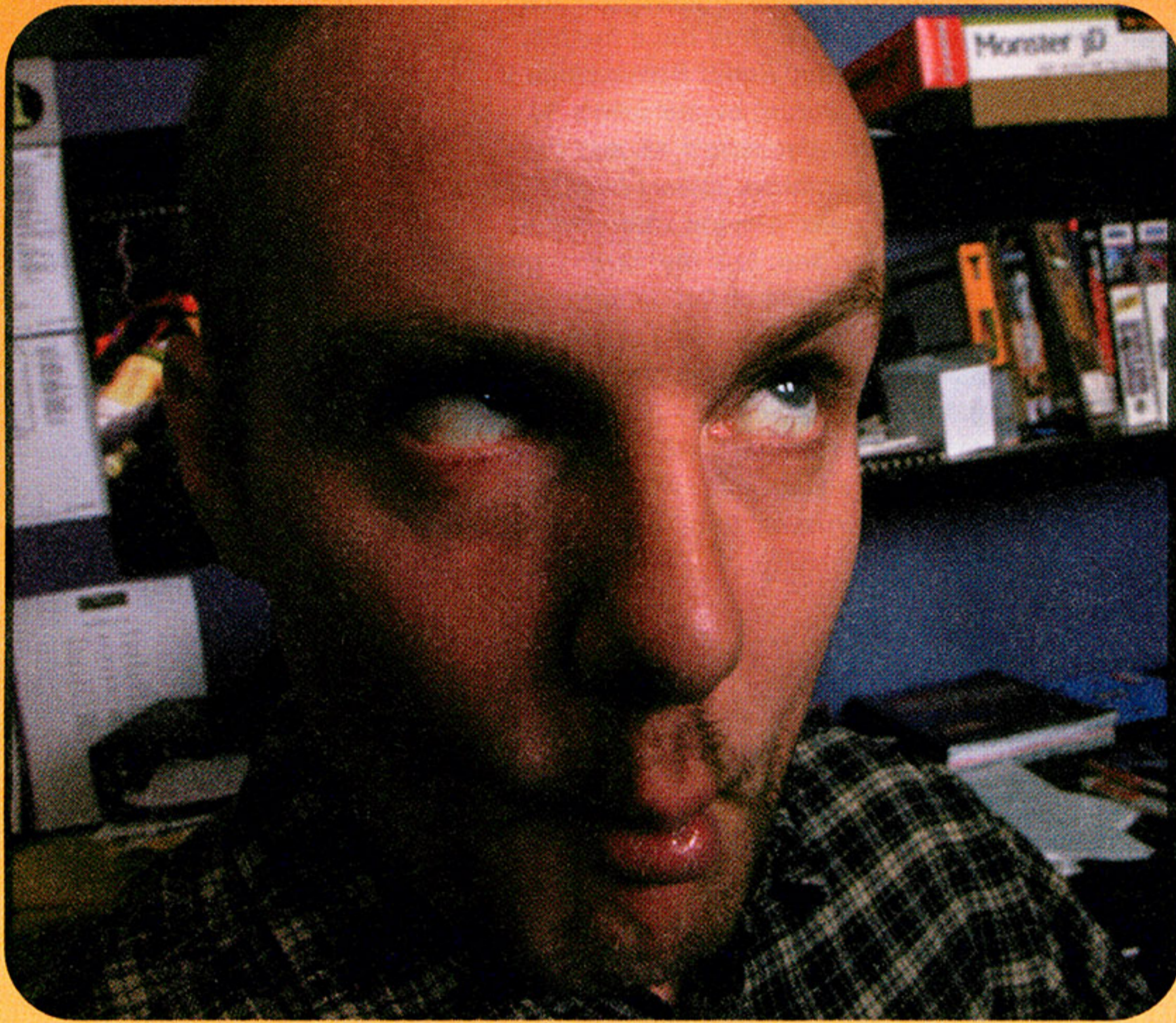
**SURFED ANY GOOD WEB SITES LATELY?**

Drop us an e-mail with the URL. If we feel that it goes above and beyond the call of duty, we'll feature the page in a future issue!

**GAME IDEAS...**

You know, if more of you sent in game ideas, maybe I could convince the powers that be that we should give a prize to the best one each month. In fact, I'll start that right now! Next month's winner gets Bill's Mystery Prize! This could be something bad, or maybe something good. I don't know...

**FRANK'S GONNA HOLD HIS BREATH UNTIL YOU CALL!**



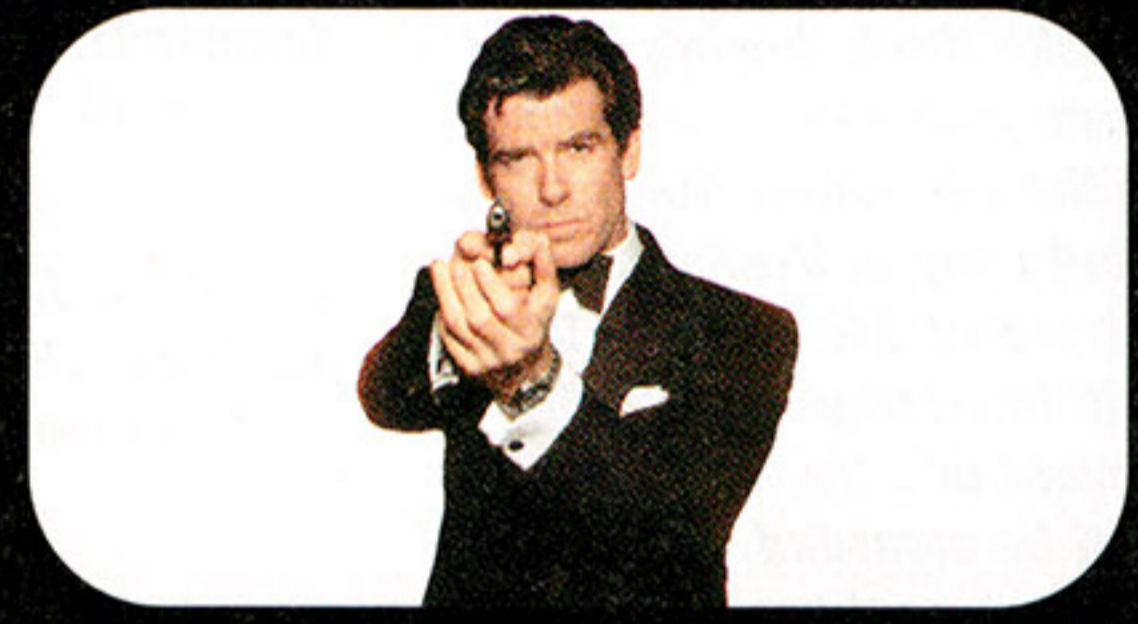
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(calls cost \$1.49/minute)

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**ULTRA**  
*gameplayers*

## ON THE WAY

## HOT NEW GAMES

## MARCH

## NINTENDO 64

- Aerogauge - Ascii Ent.  
 Fighter's Destiny - Ocean  
 Mystical Ninja - Konami  
 NBA Jam '98 - Acclaim Ent.  
 Quake 64 - Midway Home Ent.  
 Superman 64 - Titus Software  
 Tonic Trouble - Ubi Soft  
 Yoshi's Island 64 - Nintendo  
 1080° Snowboarding  
 - Nintendo

## PLAYSTATION

- Arcade's Greatest Hits 2  
 - Midway Home Ent.  
 Batman & Robin - Acclaim Ent.  
 Blasto - Sony CE  
 Bloody Roar - Sony CE  
 Breath of Fire III - Capcom  
 ClayFighter Extreme  
 - Interplay  
 Dead or Alive - Tecmo  
 Jack Nicklaus Golf - Accolade  
 Jersey Devil - Ready Soft  
 Mega Man Neo - Capcom  
 NBA Jam '98 - Acclaim Ent.  
 NBA Shootout '98 - Sony CE  
 Need for Speed 3  
 - Electronic Arts  
 Newman/Haas Racing  
 - Psygnosis  
 Point Blank - Namco  
 Powerboat VR - Interplay  
 Rascal - Psygnosis  
 Rug Rats - T•Hq  
 Saga Frontier - Sony CE  
 San Francisco Rush  
 - Midway Home Ent.  
 Sentinel Returns - Psygnosis  
 Vivid Racing - UBI Soft

## SATURN

- Burning Rangers - Sega  
 Lunar: Silver Star  
 - Working Designs  
 Panzer Dragoon Saga - Sega

## PC

- Aladdin: Fate of Agrabah  
 - Disney Interactive  
 Boulder's Gate (Win 95)  
 - Interplay  
 Burnout: Drag Racing  
 - (Win 95) Bethesda  
 Delirium - Interplay  
 Die By The Sword  
 - (Win 95) Interplay  
 Hardwar - Interplay  
 Liberation Day (Win 95)  
 - Interactive Magic  
 Might & Magic VI (Win 95)  
 - The 3DO Company  
 Newman/Haas Racing  
 - (Win 95) Psygnosis  
 Powerboat VR (Win 95)  
 - Interplay  
 Rebellion (Win 95) - LucasArts  
 Sentinel Returns (Win 95)  
 - Psygnosis  
 SIN (Win 95) - Activision  
 Soldiers At War (Win 95)  
 - Mindscape  
 Space Bunny (Win 95)  
 - Panasonic Interactive  
 Unreal (Win 95)  
 - GT Interactive  
 Vigilance (Win 95) - Sega Soft  
 Vulcan Fury (Win 95)  
 - Interplay  
 World Series Baseball '98  
 - Sega

## APRIL

## NINTENDO 64

- All-Star Baseball '98  
 - Acclaim Ent.  
 Battle Dancer - Konami  
 Earthworm Jim 3D - Interplay  
 Forsaken - Acclaim Ent.  
 NBA Courtside - Nintendo  
 WWF Warzone - Acclaim Ent.

## PLAYSTATION

- Crime Killer - Interplay  
 Exodus - Sony CE  
 Gallop Racer - Tecmo  
 VR Baseball '99 - Interplay  
 Wild 9 - Interplay  
 WWF Warzone - Acclaim Ent.

## SATURN

- House of the Dead - Sega

## PC

- Alien Earth (Win 95)  
 - Playmates Int. Ent.  
 Army Men (Win 95)  
 - The 3DO Company  
 Forsaken - Acclaim Ent.  
 Half-Life (Win 95) - Davidson  
 High Heat Baseball (Win 95)  
 - The 3DO Company  
 Sanitarium (Win 95)  
 - ASC Games  
 SWAT 2 (Win 95) - Sierra  
 War Games (Win 95)  
 - MGM Interactive

## MAY

## NINTENDO 64

- Ken Griffey Jr. Baseball  
 - Nintendo

- Wrecking Balls - Acclaim Ent.

## PLAYSTATION

- Carom Shot - Ascii Ent.

## SATURN

- Shining Force 3 - Sega

## JUNE

## PLAYSTATION

- Mission Impossible  
 - Ocean  
 Banjo-Kazooie - Nintendo  
 Acclaim Sports Soccer  
 - Acclaim  
 Cruis'n The World  
 - Nintendo  
 Mortal Kombat 4  
 - Midway Home Ent.

## PLAYSTATION

- Psybadek - Psygnosis  
 Tekken 3 - Namco

## JULY

## NINTENDO 64

- Turok 2 - Acclaim Ent.

## PLAYSTATION

- Deception II - Tecmo

## AUGUST

## PLAYSTATION

- Tecmo Super Bowl 2  
 - Tecmo



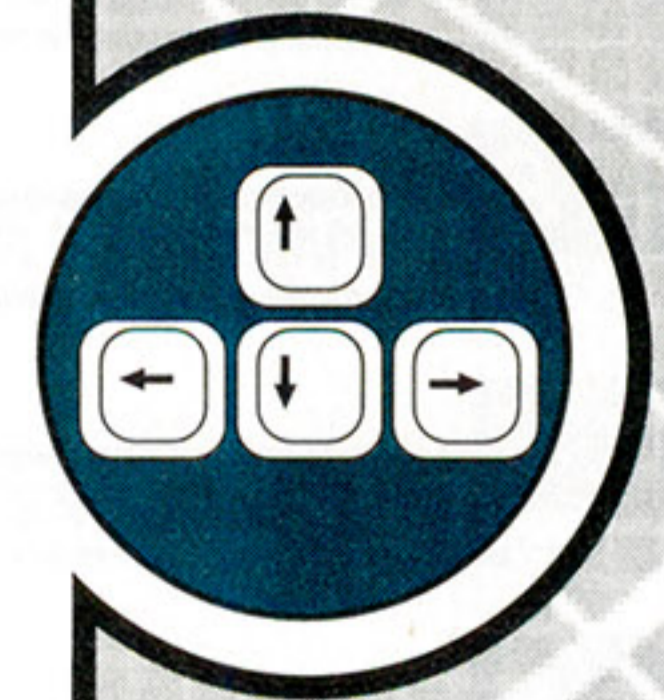
SATURN



PLAYSTATION



NINTENDO 64



PC

•Note: All release dates are subject to change at any time

# RATED

this month's top picks

Hey, we realize that even though we have to show up for each and every issue, some of you out there don't feel the same way. We know that some months are tough, and that you don't always have the extra cash to shell out for the latest issue of **ULTRA GP**. Don't fret! These pages fill you in on all of the games you missed. Just don't worry about us, slaving away each and every month. It's OK.

## ultimate award

When a game is *really* good, we give it our **ULTRA Award**. We don't hand these things out to just any game — it's got to get past the most grueling review system in the biz and still come through with at least a 9.0 rating. That ain't easy! Recent ULTRA Award winners are shown below with a special red number. *Don't miss out on these games!!!*



*Quake 2 is the game that really gets Bill mad around deadline time... everyone's playing and no one's working!*



## QUAKE 2

Players: 1-32

Id Software

Id Software

\$49.95

GENRE: shooter

- 6.9** AEROFIGHTER'S ASSAULT  
• Issue # 104
- 9.0** ALUNDRA  
• Issue # 106
- 9.2** ARMORED CORE  
• Issue # 105
- 7.8** ARMORED FIST 2: MIAE ABRAMS  
• Issue # 105
- 7.7** AUTO DESTRICT  
• Issue # 107
- 6.8** AUTOMOBILI LAMBORGHINI  
• Issue # 106
- 9.1** BLADE RUNNER  
• Issue # 107
- 6.2** BROKEN SWORD: SOTT  
• Issue # 107

- 9.0** C&C: RED ALERT  
• Issue # 105
- 9.4** C&C: AFTERMATH  
• Issue # 105
- 7.9** CART PRECISION RACING  
• Issue # 107
- 8.1** CART RACING  
• Issue # 107
- 2.7** COURIER CRISIS  
• Issue # 105
- 7.0** CRITICAL DEPTH  
• Issue # 105
- 8.0** DARK EARTH  
• Issue # 106
- 6.8** DRAGONBALL GT  
• Issue # 107
- 8.3** DYNASTY WARRIORS  
• Issue # 101
- 7.7** ENEMY ZERO  
• Issue # 107
- 5.6** EXCALIBUR 2555 A.D.  
• Issue # 106
- 8.4** FIFA: RTTWC 67  
• Issue # 106
- 7.8** FIGHTING FORCE  
• Issue # 105


1	Quake 2	PC	Rating: 9.0
2	Worms 2	PC	Rating: 9.0
3	FL Racing Simulation	PC	Rating: 9.0
4	Heavy Gear	PC	Rating: 9.0
5	Red Baron II	PC	Rating: 8.5

**8.6** **FINAL FANTASY TACTICS**  
 • Issue # 106 

**7.1** **GHOST IN THE SHELL**  
 • Issue # 106 

**8.9** **INTELLIGENT QUBE**  
 • Issue # 105 

**7.0** **LAST BRONX**  
 • Issue # 106 

**6.2** **LODE RUNNER**  
 • Issue # 107 

**8.2** **MAGEGLAYER**  
 • Issue # 105 

**8.7** **MARVEL SUPER HEROES**  
 • Issue # 105 

**9.2** **MONSTER RANCHER**  
 • Issue # 105 

**9.6** **MYTH: THE FALLEN LORDS**  
 • Issue # 106 

**6.7** **NBA FASTBREAK '98**  
 • Issue # 106 

**8.7** **NBA LIVE '98**  
 • Issue # 106 

**9.4** **NCAA GAMEBREAKER '98**  
 • Issue # 106 

**8.5** **NHL POWERPLAY '98**  
 • Issue # 101 

**8.2** **ONE**  
 • Issue # 107 

**8.1** **PANDEMONIUM 2**  
 • Issue # 105 

**7.3** **POINT BLANK**  
 • Issue # 107 

**8.1** **POSTAL**  
 • Issue # 105 

**9.8** **RESIDENT EVIL 2**  
 • Issue # 107 

**7.9** **SABRE ACE: COK**  
 • Issue # 106 

**9.8** **SAN FRANCISCO RUSH**  
 • Issue # 105 

**6.2** **SEGA TOURING CHAMPIONSHIP**  
 • Issue # 106 

**6.8** **SHADOWMASTER**  
 • Issue # 107 

**7.9** **SHIPWRECKERS**  
 • Issue # 105 

**7.4** **SONIC R**  
 • Issue # 106 

**3.0** **SPAWN**  
 • Issue # 106 

**5.5** **STAR WARS: MOK**  
 • Issue # 106 

**8.5** **STEEP SLOPE GLIDERS**  
 • Issue # 106 

**8.8** **SUB CULTURE**  
 • Issue # 105 

**9.6** **TOMB RAIDER 2**  
 • Issue # 105 

**9.2** **UPRISING**  
 • Issue # 105 

**2.8** **V9.**  
 • Issue # 105 

**6.8** **WCW NITRO**  
 • Issue # 107 

**9.4** **WORLD SERIES BASEBALL '98**  
 • Issue # 101 

**7.7** **ZORK: GRAND INQUISITOR**  
 • Issue # 106 

# BACK ISSUES

**R**emember way back when we were just plain old Game Players? Well, you can relive those glory days by ordering our back issues. You wouldn't believe some of the crazy stuff we used to get away with! Ahhh, youth. Anyways, if you're interested, just send us \$5.95 per issue (check or money order, US funds only, please) to Game Players Back Issues, 150 North Hill Drive, Brisbane, CA 94005. Just think about the outrageous cash you'll be able to get for a complete collection of old-style Game Players magazines in only a short couple of years — you could retire and just play videogames all day!

## ISSUE 107

02/98

cover story:	strategies:
Resident Evil 2 Sega's New System B-Ball Madness!	Colony Wars Extreme G Frogger.



## ISSUE 106

01/98

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Strategy Blow-out!!! 50 Fearless Predictions	Crash 2 Diddy Kong Racing San Francisco Rush



## ISSUE 105

13/97

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Tomb Raider 2 Special Awards Issue	Tomb Raider 2 Jedi Knight Saturn Bomberman



## ISSUE 104

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## ISSUE 103

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## ISSUE 102

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## ISSUE 101

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## ISSUE 100

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## ISSUE 99

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## ISSUE 98

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## ISSUE 97

05/97

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Fighting games galore! Blast Corps	Mechwarrior 2 Soul Blade Disruptor



## ISSUE 96

04/97

cover story:	strategies:
Tomb Raider 2 Hot new N64 games! What's next for sega?	Mechwarrior 2 Diablo Killer Instinct Gold



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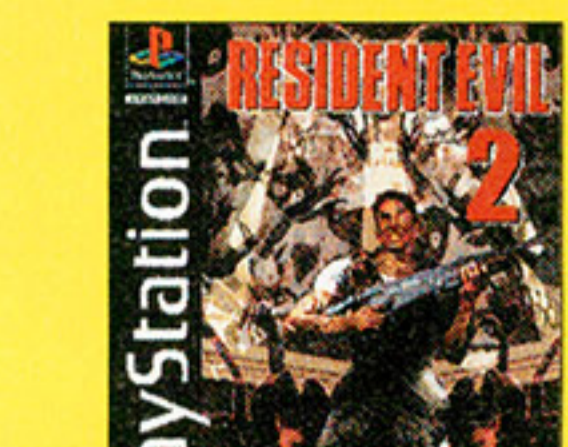
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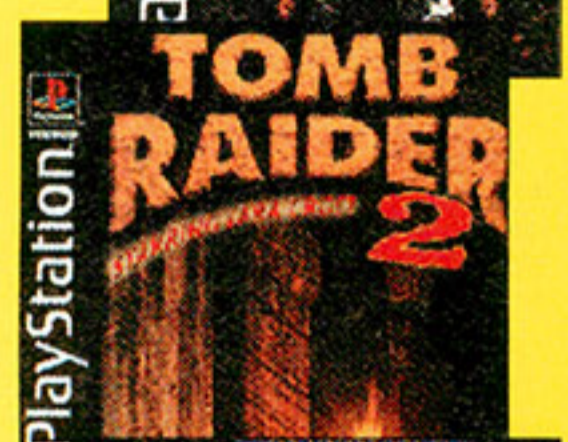
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'RESIDENT EVIL 2' Join rookie-on-the-job Leon Kennedy as he sprints through the chaos of streets littered with debris. Pursued by zombies, he must make it to the Raccoon City Police Headquarters. The headquarters equals Resident Evil's mansion in size and possesses the same creepy ambiance.  
**Capcom (Adventure)**  
Release Date: 1/98 PSX \$49



'TOMB RAIDER 2' Lara's back, and better than ever, with new moves, a new underwater environment and a whole new arsenal. Explore huge, exotic platform-based 3D environments around the world, solve puzzles and kill baddies.  
**Eidos (Adventure)**  
Release Date: NOW PSX \$46



'DEATHTRAP DUNGEON' This ultimate dungeon thriller is based on the fantasy gamebook series and offers 10 tortuous levels of combat. Armed with swords, missiles, muskets, magic spells and more, you can fight solo or multi-player combat in an eerie dungeon atmosphere.  
**Eidos (Roleplaying)**  
Release Date: 1/98 PSX \$44



'BREATH OF FIRE III' Immense environments allow viewpoint rotation to reveal hidden pathways, items, secrets and powerups. Find the secret of the Dragon shrines or become an apprentice to learn magic and special abilities.  
**Capcom (Roleplaying)**  
Release Date: 2/98 PSX \$44



'POWER WHEEL' was designed to bring realism and playability to the video game player. Provides smooth four direction shifting. Brake and gas pedals provide a realistic feel and are ergonomically designed to be used either sitting or standing. Steering column can be adjusted for correct height.  
**Game Source (Hardware)**  
Release Date: NOW PSX/SAT \$52



'MAGIC KNIGHT RAYEARTH' Three Japanese school-girls must save a Princess to restore peace to the land. Breathtaking animation with over 90 minutes of audio. When you talk to characters in the game, they reply!  
**Working Designs (Roleplaying)**  
Release Date: 2/98 SAT \$52



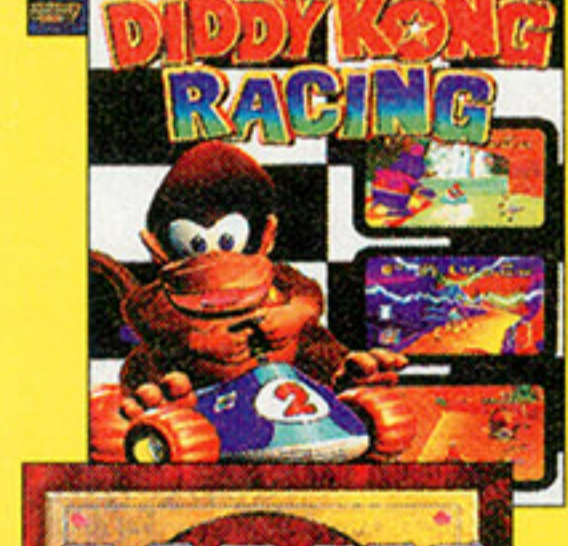
'CONSPIRACY X' In a world of dark secrets, the only certainty is nothing is what it seems. The president may not be human. The sign carrying paranoid on the street ranting mind control satellites may be right.  
**New Millennium (Pen/Paper Roleplaying)**  
Release Date: NOW RPG \$20



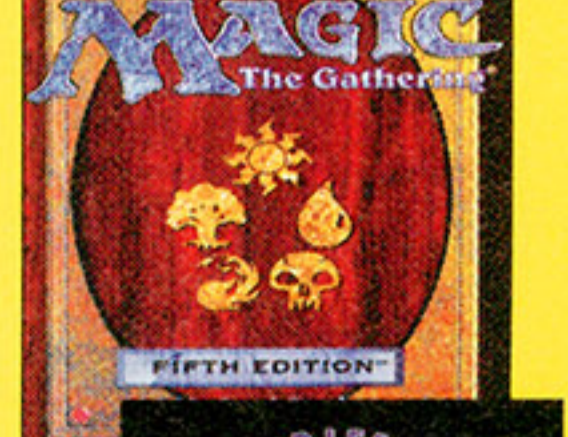
'SPACE HULK' The pace is fast and furious, with tension growing every turn. Space Marines must save humanity from savage alien Genestealers hiding in derelict space craft.  
**Games Workshop (Board Game)**  
Release Date: NOW BG \$65



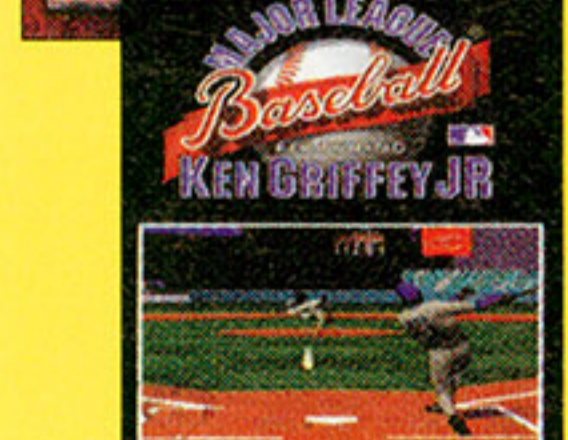
'DIDDY KONG RACING' While focusing on high-speed, entertaining racing action, Diddy Kong Racing also throws in the works by adding a large dose of adventure and exploration. Diddy Kong and seven other characters will race through a total of 20 beautiful 3-D courses with rivers, waterfalls, tunnels, canyons, lava, snow, rolling hills, and quiet lagoons.  
**Nintendo (Simulation)**  
Release Date: NOW N64 \$54



'MAGIC THE GATHERING 5TH EDITION' This deck contains 60 tradable game cards, randomly assorted, plus a rule book. Each player must have a deck. This deck may be enhanced with more cards sold in booster packs.  
**Wizards of the Coast (Card Game)**  
Release Date: NOW CG \$7



'MLB FEATURING KEN GRIFFEY JR. N64' comes packed with over 1500 motion-capture animations and a stadium full of stats. Pinpoint control and a fistful of specialty pitches. Four modes of play, including exhibition, half or full-season, Pennant race, or World Series.  
**Nintendo(Sports)**  
Release Date: 3/98 N64 \$74



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# NEXT MONTH

## 1080 DEGREE!



## FEATURED NEXT MONTH...

SNOWBOARDING IN *SNOWBOARD KIDS* IS PRETTY COOL STUFF, BUT YOU NEED SOMETHING A LITTLE MORE SERIOUS TO GET THOSE SNOWBOARDING JUICES FLOWING. NINTENDO'S *WAVE RACE* TEAM IS BEHIND THIS HOT NEW TITLE AND WE'LL TAKE AN EXTENDED LOOK AT IT NEXT MONTH. THERE'LL BE LOTS MORE GOODIES FROM NINTENDO, TOO, INCLUDING A FEW SURPRISES YOU NEVER EVEN KNEW WERE COMING. SEE YOU THERE.



Ha, ha! We finished the issue and we're still sane! We're still sane! Well, OK, not all of us are still sane. In fact, we're pretty sure Bill may be the only sane one left, but the only way to be sure is to check out next month's **ULTRA Gameplayers**, on sale everywhere March 24th!



### GEX 2

Crystal Dynamics is on a roll, but it can't prove it's back until it unveils the final version of *Gex 2* for the PlayStation. We'll review that and take a look at the PC and N64 versions — both looking pretty sweet.



### RESIDENT EVIL 2 STRATEGY

This month we got you started — next month we'll take you all the way to the end of the scariest adventure ever created. Spooky goes on in a zombie-filled city, with only us to guide you through. Aren't we nice? Well, Fran is nice; the rest of us are pretty much evil, especially Bill and Frank. Mean as snakes, both of 'em.



### CRUIS'N THE WORLD

OK, *Cruis'n' USA* may not have been the best racing game ever. In fact, it was pretty awful, but the sequel is being ported by an all new team with loads more mad gaming skills and it promises to apologize profusely for the sins of its father, so to speak. Full preview next month.



### MORE SEGA STUFF

Now that Sega has finally admitted that it's working on a new machine, we'll do our best to get to the bottom of the story. More on the hardware specs and more importantly, news about games that are believed to be in the works. Yowzer!



### NETWORK CONNECTION

This month, the whole staff answered wacky letters from our readers. Next month, we travel to a maximum security prison to put on a vaudeville show, but wacky mayhem ensues when Bill is mistaken for Don Rickles and escapes! Woohoo!



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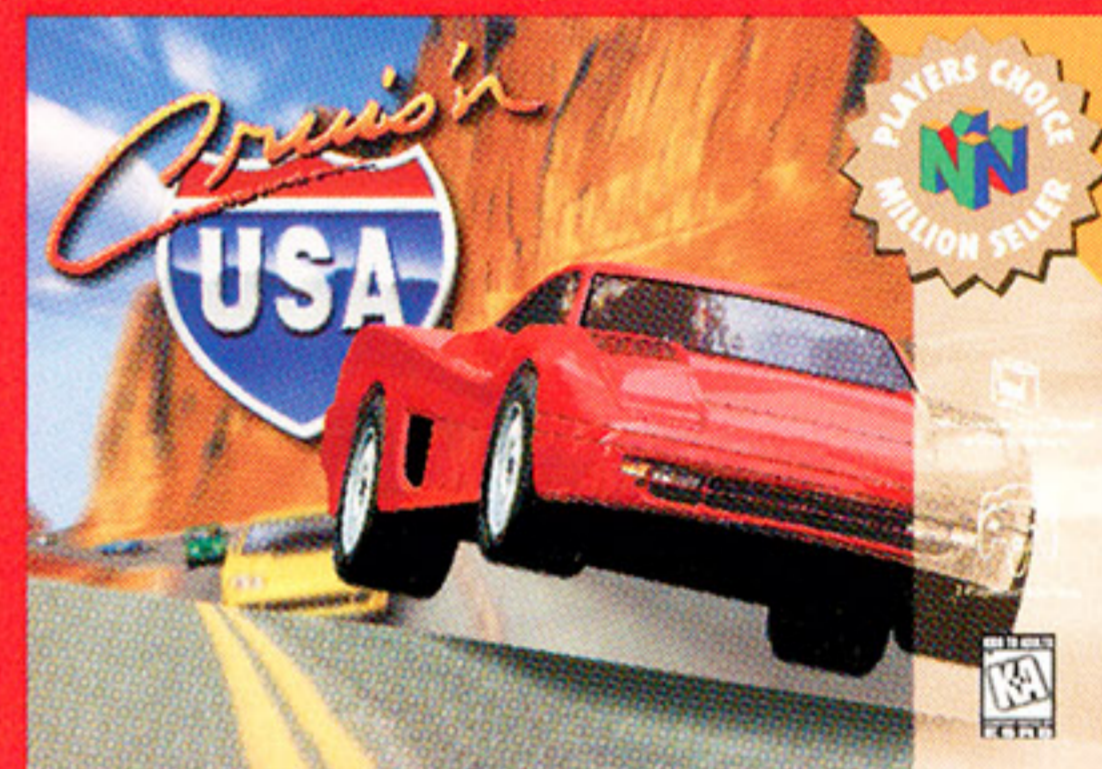
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