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JUNE '94

ISSUE #7 \$4.95 NZ\$5.95 inc GST

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3

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I really hate writing editorials

because I keep getting carried away with what's inside the issue and just dribble on about all the hot games that we've got. Nothing serious ever gets discussed, I don't really make any big points, sweeping statements or start pointless arguments, which editorials are inclined to do. Maybe I should because it might make life more interesting. But not this issue, because there's too many good things inside that I want to tell you about.

For a start there's our cover game, the long awaited **Street of Rage 3**. There's nothing spectacularly new here but fans of mindless violence will be in beat 'em up heaven. Still with **Sega**, we look at several of the new generation of **Mega CD** titles and there are some quite impressive offerings here. Nothing earth-shattering but at least all the games featured are trying some different tricks.

SNES owners have their own **gore-fest** in the shape of **Total Carnage**, as well as the excellent platformer **Super Putty** and the addictive flight combat of **Turn and Burn**. **PC** owners get to go underneath the waves with some hot new sub sims that have just been released, or can stay on the surface with the strategy of **Great Naval Battles 2**.

Features-wise we have a look at the **digital networks** that are changing the way we work and play. We give you an introduction to the **Internet** - how to get on it easily and cheaply, and then with our **cryptology** article, we tell you how to use it privately. The **Cold War** may be over but **Big Brother** is still watching you. So stay undercover and stay hardcore. Until next time.

Stuart

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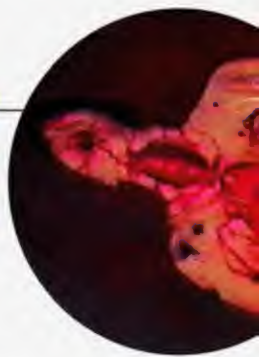
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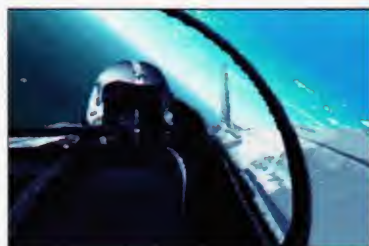
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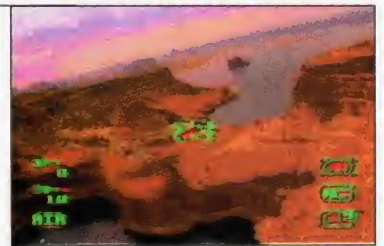


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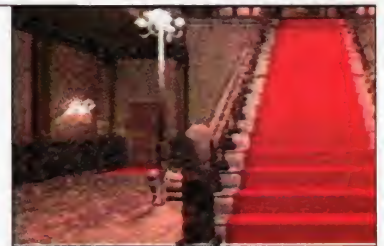


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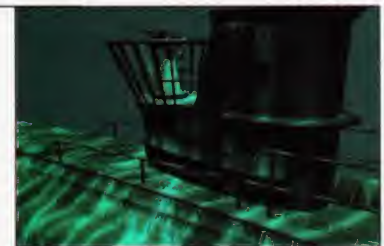
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Plug Me In To Sega, Please...

We've gone on about "The Sega Channel" before (you remember, it's a cable channel in the States that will allow you to download games and stuff directly into your Mega Drive, or Genesis as the case may be) so we won't repeat ourselves. This piece is basically an excuse to run these two lovely little pictures of The Sega Channel's interface in action.

The on-screen text looks very Toe Jam and Earl-ish, doesn't it? You'll notice that you can choose from Test Drives, the Sports Arena, Wings 'n' Wheels, Classics, Swords 'n' Spells and other less useful things like The Family Room. All this plus news, games tips, special contests and promotions. Sounds like just the thing for Sega freaks.



Closer to Reality

There's lots of hardened cynics out there in the video games world and let's face it, few of them are as hard and hardened as the HYPER crew. And Nintendo have let us down once or twice before, especially with their aborted CD add-on for the SNES (the "Play Station", a joint development with Sony - prototypes were built and software was developed, but nothing was ever released). That's why a lot of people have taken a "We'll believe it when we see it approach" to the much-hyped Project Reality super console. But take it from us, Project Reality IS coming, and it might just be the revolutionary games platform we're all hoping for.

Why are we so sure? Two reasons: Nintendo have started releasing more concrete details, and a guy called Jim Clark.

Jim Clark, the founder and chairman of Silicon Graphics (Nintendo's new play-mates for Project Reality), has recently gone on the offensive, tackling doubters of SGI's commit-

ment to Project Reality head on. He's adamant that SGI are very serious about becoming major players in the consumer electronics industry, and their involvement with both Nintendo and Time-Warner (in an "interactive TV" venture) will certainly give them access to this huge market. For Project Reality, SGI will provide the guts of the machine, but it will be designed and manufactured elsewhere. Nintendo will provide the marketing muscle.

As for the details, Nintendo have unequivocally stated that Project Reality will be a (US) \$250 cartridge-only machine. The cartridges, to be based on a new chip-set designed by Nintendo of Japan, will run up to 100 meg and should not cost any more than current SNES carts. There will be an expansion port in the system to allow connection to a CD-ROM add-on. Nintendo still don't consider CD-ROM technology to be a viable medium for creating real-time generated "virtual worlds". They might just be right too.

Slammin' on the SNES

We know we've been unkind to wrestling games and/or wrestlers and/or wrestling fans in the past, but there's one wrestling game the HYPER crew really goes off on. Which one? Why Capcom's arcade monster, *Saturday Night Slam Masters* of course. Why? Well, it's dripping with Capcom style, it's got more moves than every other wrestling game ever released put together, and it stars a host of ultra-cool characters - like *Final Fight*'s fighting Mayor, Mike Haggar. It's kind of like *Streetfighter II* on canvas.

And the good news is that Capcom themselves are working on a whopping 24 meg conversion of *Saturday Night Slam Masters* for the SNES.

Early indications are that it'll be as close to the arcade game as humanly possible, with all 10 wrestlers, singles matches, and even the special Team Battle Royal that lets two teams hit the ring simultaneously. Yep, with a Super Multitap, it's going to be a four-player game - and we all know how we feel about them by now, don't we? That's right, we get rather excited about multi-player games.

Needless to say, we'll be spending many an hour in our lycra

tights just waiting for it to hit our shores so we can start hitting each other. And yes, we know this should've gone in the previews pages but we didn't have any more room, and it looks nice here anyway. So there.



Kirk Lives!

Oh, joy of joys! Kirk Cameron, star of the fabulously successful and anorexia-inducing *Growing Pains* (Hi, Tracey!) has not been lost to us. After he made that movie with Dudley Moore, we all thought he was a goner, but Kirk, like many "actors" these days it seems, has found a new lease of life as a video games star.

Kirk plays Chauncey, a servant boy turned knight raised by a herd of wild cows (seriously), in the upcoming Crystal Dynamics adventure,



The Horde, for 3DO and PC CD-ROM. Chauncey has to defend his village (and his family of cows) from the ravenous and quite ferocious Horde. When the Horde attacks, they don't leave much standing: fences, houses, people, cows - the little buggers eat anything they can get their pointy little teeth around.

The game is shaping up to be pretty special, with lots of village building, defending and Horde-chasing fun to be had by all. And if it helps to re-establish Kirk as one of the world's brightest stars, so much the better. Now whatever happened to Ben Seaver... ?

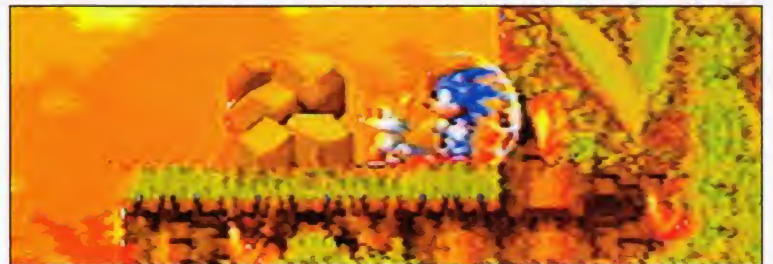


Japanese Style Sonic 3

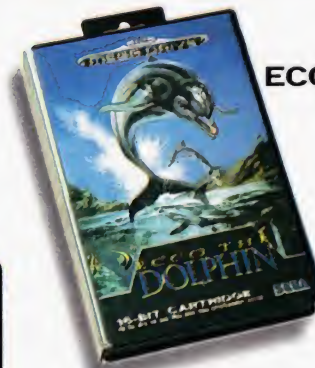


We have to admit that *Sonic 3* snuck up on us rather unexpectedly. With the minimum of fuss and fanfare, he was on the shelves before we could say "Would you look at that - that bloody hedgehog is on the shelves again". Could it be that we got a somehow incomplete *Sonic 3*? Maybe. It seems that the Japanese market is getting

a special version of the game with eight all new levels! It'll be 24 meg too, not the paltry 16 meg effort the rest of the world gets. I don't know about you, but we can't help but feel slightly ripped off.



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Sega Go To Mars as well as Saturn

We just can't get enough news of new hardware, can we? That's

why "news" is called "news" after all - it's all about stuff that isn't "old". This is a very big announce-

ment for all Mega Drive owners, so listen carefully.

Word has reached our ears concerning a new machine from Sega called the Mars. Now it doesn't take too much imagination to figure out that the Mars probably has something to do with the Saturn. It does. Apparently the Mars is a scaled down version of the Saturn,

with two 32-bit RISC processors, extra RAM and a video processor, that plugs into a Mega Drive cartridge slot (in much the same way as the Power Base Converter does) and allows you to play the new generation of Sega 32-bit games, squarely based on arcade technology and R & D. Two games should be released alongside the machine: *Virtua Fighters* and *Virtua Racing Deluxe*. This should all happen before the end of the year - that's right, right in time for Christmas. And how much will it cost you to go to Mars? About \$350 (Aus) we hear.

The Mars add-on will transform the humble Mega Drive into a 32-bit powerhouse, with improved sound quality, increased 3D capabilities, and a massive boost in on-screen colours. Mega CD owners

will also be able to take advantage of the Mars' extra features (the Mega CD runs through the Mega Drive, so it's easy to see how) but to do so they'll need to use special "Mars-compatible" CDs. So soon there will be two versions of some Mega CD games: Mars-compatible and non Mars-compatible.

Think about it for a minute and it all makes perfect sense: Sega have always been concerned about "backwards compatibility" with older machines and rumours about two different versions of the Saturn have been around for a few months now, so the Mars sounds like the logical solution.

After the Mars add-on launch, Sega plan to release a new (and as yet unnamed) Super Mega Drive with the Mars technology built in. It should be available in the early

part of '95 for around \$400-450 (Aus). This will be a cartridge-only machine, but you will be able to whack on a Mega CD if you want to play Mars-compatible CD titles.

Following this, Sega will unleash the Saturn on the more than expectant games playing public. The Saturn will be a cart and CD playing machine. Presumably, Mars and Saturn carts will be interchangeable, but Saturn CDs will be playable only in a Saturn machine. Then again, it could be that the Saturn will only run specially made Saturn software, even though that sounds a bit silly.

So we've got not one but THREE new Sega machines to look forward to in the very near future. We'll dig around and bring you more news on this very hot topic very soon.

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3DO Looking Up

OK, first the bad news: Panasonic are delaying the Australian release date of their 3DO machine (otherwise known as the R.E.A.L Interactive Multiplayer) until September. Why? They're having problems with compatibility - at the moment, there's no PAL 3DO system anywhere in the world. But they should have it sorted by September. In the mean time, quite a few people are selling import carts so if you buy the NTSC machine you shouldn't have any problems finding new games.

Now the good news: if you read the *John Madden* review in this issue you'll learn that the price of Panasonic's 3DO is dropping considerably in the US and that the software is starting to show potential. The even better news is that both Samsung and Goldstar have committed to manufacturing 3DO players, which should bring the price of the new technology down to almost ridiculous levels. Goldstar are confident they can sell their machine for (US) \$299.

Finally for the really good news (if you're a PC

owner): Trip Hawkins (or "The Tripster" as we like to call him, especially after 3DO's less than spectacular start) has announced that 3DO technology will be making it's way to PC in the form of a 3DO Upgrade Kit. That's right, pretty soon you'll be able to plug in the 3DO chip set and have as much fun as any other gamer on the planet. The details (especially on cost and release) are a bit thin on the ground at the moment, but as soon as we get more info, we'll pass it on.

With games like *John Madden Football* (reviewed on page 52) and *Twisted* (below) the 3DO is starting to come into its own.



PS-X On Track

We've been telling you for



This doesn't look too impressive but it's only a demo to show off the PS-X's potential.

months now to keep your eye on Sony and their upcoming wonder-console, the PS-X (PlayStation X in full). You know the one: it's 32bit, CD only, with a clock speed of 33 MHz and a Bus bandwidth of 132

Mb/sec; it's got a custom 3D graphics engine (called the 3DGE) for sprite handling and polygon generation, 16 bit stereo sound, it can display 16.7 million colours on-screen with a resolution of 256x224 - 640x480, and it's already got the support of software giants like Konami, Namco and Capcom.

Latest news is that the PS-X is right on schedule for its Japanese launch in November. When it's launched it'll be given a trendier name too (trendier than PS-X?) - something rather butch we think, to capture the imagination of the gaming public.

Sony have already delivered development kits (hardware and software tools, graphics boards and sound boards) to PS-X licensees - two of the first going to Konami and Capcom, who should both have software ready to be launched with the machine.

All of this screams three words: ORGANISATION, DETERMINATION, and ABILITY. Sony have bags full of money too. If they're not going to be the new big boys on the block then we'll eat our copy of *Last Action Hero* (it has to be good for something).



Jaguar Technology for MK III?

We've got a lot of letters lately on the subject of Atari's upcoming Jaguar console. Most of you want to know whether or not there'll be a version of *Mortal Kombat II* on the Jag, and of course, if there is, how many litres of blood will flow per minute? Well, we haven't heard anything about *MK II*, but we do

have some rather interesting goss on the subject of *MK III*.

Atari are rather proud of their Jaguar technology and they want as many players in the industry to use it as possible (for a small fee of course). Bally Midway (the coin-op manufacturers of such hits as *MK*, *MK II* and *NBA Jam*) apparently like the Jaguar chipset too - so much so, in fact, that they're thinking of using it in future Midway coin-ops. Rumour has it that the first game to use the

Jag's 64bit board will be *Mortal Kombat III*.

If the Atari-Midway link-up does happen (and as far as we know, no one's signed on the dotted line yet) and *MK III* does run from a Jag board, then obviously a home conversion wouldn't be out of the question. Oh, and the original *Mortal Kombat* is scheduled for release on the Jag courtesy of Iguana. But what does this mean for *MK II*? Stay tuned...

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Game Charts

Hyper's game charts supplied by the Gamesmen

Mega Drive

- NBA Jam
- Lethal Enforcers
- Sonic 3
- European Tour Golf
- FIFA International Soccer
- NBA Showdown
- Ren & Stimpy - Stimpy's Invention
- Aladdin
- Skitchin'
- Toe Jam & Earl 2



SNES

- NBA Jam
- Asterix
- Zombies
- NHL Hockey '94
- Aladdin
- Troddlers
- Wolfenstein 3D
- Equinox
- Terminator 2 - Arcade Game
- Skyblazer



PC

- Alan Border's Cricket
- Ultima 8
- Mortal Kombat
- Doom
- Streetfighter 2
- Seawolf
- Rally Network
- Sam & Max Hit the Road
- Starship
- SimCity 2000



Mega CD

- Lethal Enforcers
- Ground Zero Texas
- Spiderman vs the Kingpin
- WWF Rage in the Cage
- Microcosm



HYPER's June Chart Predictions

Stuart blindly goes off with release schedules yet again.

- Turn and Burn (SNES)
- Tomcat Alley (Mega CD)
- Space Hulk (PC CD-ROM)
- Red Shift (PC/Mac CD-ROM)
- Mansion of Hidden Souls (Mega CD)
- Double Switch (Mega CD)
- Total Carnage (SNES)
- Syndicate Plus (PC CD-ROM)
- Super Putty (SNES)
- Prize Fighter (Mega CD)

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Getting Zoned

Video games get the odd review on SBS' *The Big Byte* and the ABC's *Loud*, but *The Zone* which screens at 8.30 am Saturdays on the Nine Network is really the only show on Australian television to really take video games seriously. It's been on for a couple of weeks now and if you've tuned in you may just have noticed the ugly mugs of HYPER's Stuart and Andrew sprouting off about various games. Another mug you would have seen is that of the host, Adam Reilly. HYPER Ed Stuart sat down and grilled him about his life and the new show.

So, tell the HYPER readers the Adam Reilly story.

"I'm 21 and I'm a musician recording my first album, which in a funny way is how I got the job of hosting *The Zone*. The studio I work at does jingles for ads and TV programs. I don't usually do jingles and things like that because I'm into modern music, but Nick Vale (*Zone's* producer) wanted a full-on techno energy type of thing, so I did it. When I went in to meet him, I was walking past all these game consoles and the 3DO, and I got right into it. They didn't have a host and they were going on air in a few weeks, so a couple of days later I was in there in front of a camera messing about doing a screen test, and I got the job. I never even dreamed about hosting a TV show before."

So how do you feel about it now?

"It's pretty cool. We were going to re-record the first two shows and I kinda wish we had, because the first two were really me settling into it and getting used to it, and I think I'm a bit more relaxed with it now. I find it pretty hard but I think I can pull it off."

Do you have much input into the show?



"I didn't have much in the first two, but from now on I'm going to be writing my own scripts just for that natural feeling. I think you can tell the stuff I didn't write for the first show. Also even though the show's got a lot of

research people, my input is really whatever I hit them with. Like, because I'm into computers I'm trying to review Thrustmaster joysticks because they cost about \$700 to get the whole thing happening."

Have you always been into games?

"I'm pretty much PC based myself. I didn't have much to do with Sega and Nintendo except at my friend's places. One of the attractions of the show is getting to have both systems in my home now, so that's been a lot of fun."

What are some of your favourite games?

"My favourite games have to be *X-Wing* for the PC, and I'm a real movie freak so I love *Super Star Wars*, *Super Empire Strikes Back* and *Alien 3*. Whether or not everybody else thinks they're brilliant games, I just love them because I dig the movies. Also I love *Ridge Racer* at the arcades."

So what are your hopes for *The Zone*?

"It's a really cool show. I just figure that because games are selling more than music these days, I can't see how the only substantial video games show won't work. You just have to look at the amount of magazines there are...None of which are of such a high quality as HYPER, of course."

Oh thank you. You can have a free subscription for that.

Oh good, because I've been buying it all the time.

So how would you describe the *Zone* for HYPER kids who haven't seen it yet?

"Well *The Zone* isn't, as I've read in another mag, set in a kid's bedroom. I'm not a kid, I'm just into games. It's basically a whole lot of

people who dig games a lot, talking about them. It's a really laid back show that reviews games, tells you all about product coming out. We trying to help people out there who don't know what's worthwhile and what's not - whether you're getting value for money. We trying to be really unbiased and will cover every format eventually. We're starting with the major ones but I can see us covering every angle of gaming soon."

"It's really exciting visually and all the reviewers on the show are professional. I host the show and I know my games, but those guys, like you for example, are true gaming geniuses. On the technical side of things, like editors, cameramen etc we've got some of the best people, and when I first saw the intro and titles it just blew me away. It's going to be huge!"

And the show's certainly shaping up to be pretty darn good. After all, if they're brave enough to put Stuart and Andrew on screen, they have to be confident. If you want to see Adam and the HYPER crew in action, tune in at 8.30 Saturday mornings on the Nine Network. We'll be the ones trying to stay awake.



Trekkie Winners!

Thanks for the thousands of Trek competition entries that came flooding in. We didn't realise quite how many Trek freaks are out there. Unfortunately there can only be three winners and they are:

- Classic Trek Pack - Victor Gock from Five Dock NSW
 - Next Generation Pack - P. Krizmantis from Whyalla Stuart S.A
 - Deep Space 9 Pack - Marcus Germain from Nyabing W.A
- Thanks to Galaxy Bookshop for the prizes.

Sexing Cherries

Following our special on Volition and Australian techno a few issues back, one of Volition's bands, Sexing the Cherry have really taken off with the single "Steppin' On'" (we're not saying that HYPER caused them to take off, they did it on their own). Their music isn't as hardcore as some of the other Volition acts, in fact it's somewhere between disco and pop, with a few techno rhythms thrown in for good measure. HYPER caught up with Edwin Morrow and Cheryn Lomas from the band and asked them why they make their particular form of electronic dance?

Edwin: "To be played at big parties and night clubs is all we're aiming for. Just to play our music and give people 3 minutes of pleasure. If we do that we're doing our job."

Like a lot of good Australian techno bands at the moment, they started in Brisbane. Edwin started DJing in Brisbane clubs when acid house first came out (late '80s), and that got him into the party scene and writing a lot of house and dance. Cheryn did a Bachelor of Arts in music at the University of Northern Rivers in Lismore. From there she moved up to Brisbane and consolidated her skills by singing and piano playing with jazz groups.

So what is it about Brisbane that attracts electronic musicians (both Boxcar and Vision four/5 originated there)?

Edwin: "It's thriving up there, probably because it's such a nice place to live. When you get a leisure society like that you're going to get a lot of room for creativity. There's a lot of musos up there, a lot of talent."

And what about the most important bit: video games. Are the Cherries into gaming or are they too busy sexing the night clubs?

Edwin: "I've got a Sega 16bit machine and I would really, really love to play more but I just don't get the time to do it. You really have to put time into games if you want to get good and get a thrill out of them."

"A lot of people at the moment think that video games are the future, and want to quickly run out and make one. But the thing is, you've got to make a hit game. There's a lot of money that goes

into it and you could have a dud game on your hands quite easily. Games are the future, but they're not the future for all people and companies shouldn't be jumping on the bandwagon like they are at the moment. It's a bit scary because they could f**k it up for everyone."

Sexing the Cherry's debut album is nearing completion, and the good news is that they're working with noted Sydney DJ/remixer Robert Racic on a lot of the tracks so expect dancefloor-filling electronic sound.

Below: Volition Records' latest Australian dance heads, Sexing the Cherry



Super SF2 Goes Turbo

Now that Capcom have officially announced the development of home versions of *Super Street Fighter II: The New Challengers* on both SNES and Mega Drive, you'd think they'd be more than ready to leave the whole SF2 thing behind them so they could start work on *Streetfighter III*. But no, in that fine tradition of milking a hit game for all it's worth, Capcom are busying themselves putting the finishing touches on *Super Streetfighter II Turbo*.

Just like the original *SF2 Turbo*, *Super SF2 Turbo* is substantially faster than the original and let's face it, a speed boost is never a bad thing. Each character has (on average) three to four new moves too. Ken, for instance, has a new mid-air throw, Dhalsim can now spit Yoga Fire

straight up into the air to take out a jumping opponent, and T Hawk has a Double Typhoon.

Each character also has a new technique called the "Super Combo". A power meter at the bottom of the screen will fill up depending on the various attacks you use (sort of like the Ultimate Attack feature in *TMNT Tournament Fighters* on SNES). When it's full, you can unleash a Super Combo to devastating effect.

Rumour has it that a new, ultimate boss character will be included too. This may or may not be Gouki, the younger brother of the often mentioned but never seen Sheng Long.

All worthy refinements to an excellent game we're sure, but what's the point? We want *Streetfighter III* and we want it now!

Sony Sign Em Up



Michael and Andre at Sony Electronic Publishing Australia are very happy fellows at the moment. Following the March European Computer Trade Show, they've announced that Sony have signed up more top games publishers, including Absolute, Tradewest, Delphine (responsible for the very excellent *Flashback*) and Ocean (responsible for lots of excellent stuff). We're happy for them too

- as soon as they get the games, they'll give them to us.

And what are these games? Well, there's *Turn and Burn*, *Super Battletank 2* (both reviewed this issue), *Fun N Games*, *Battletoads and Double Dragon*, *Legend*, *Choplifter III* (reviewed last issue), *Claymates*, *Eek the Cat*, *Mighty Max*, and *Addams Family Values*.

The deal with Ocean also lands them two potentially huge sellers: *The Flintstones* (no, not that one, the one based on the upcoming Steven Spielberg blockbuster starring John Goodman and Rick Moranis as Fred and Barney) and *Jurassic Park 2* - which, of course, will be based on the sequel to the dino-hit film, *Jurassic Park*.

And while we're on the subject of film licences, Acclaim have snapped up the rights to *True Lies* (the new Arnie/James Cameron venture) and

Stargate (some movie with Kurt Russell in it). Isn't this all getting just a bit ridiculous?

The really rather good *Turn and Burn*. We review it on page 42. Sony will be releasing it in Australia soon.



CHEATS

LEVEL PASSWORDS

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MICRO MACHINES	- 003
MORTAL KOMBAT	- 001
ROAD RASH II	- 009
SONIC CD	- 013
SONIC 2	- 011
STREETFIGHTER II	- 005
STREETS OF RAGE II	- 012
TINY TOONS	- 006
ZOOL	- 014

SUPER NINTENDO 0055 25271

TITLE	PIN #
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FREEBIES

Sam & Max

You've got another couple of weeks to enter HYPER's huge Sam & Max competition. The LucasArts PC masterpiece, *Sam & Max Hit the Road* earned a 93% from this very magazine ("arguably the best adventure game on the market" is what we thought), and was voted the "Adventure Game of 1993" by the American magazine, Computer Game Review.

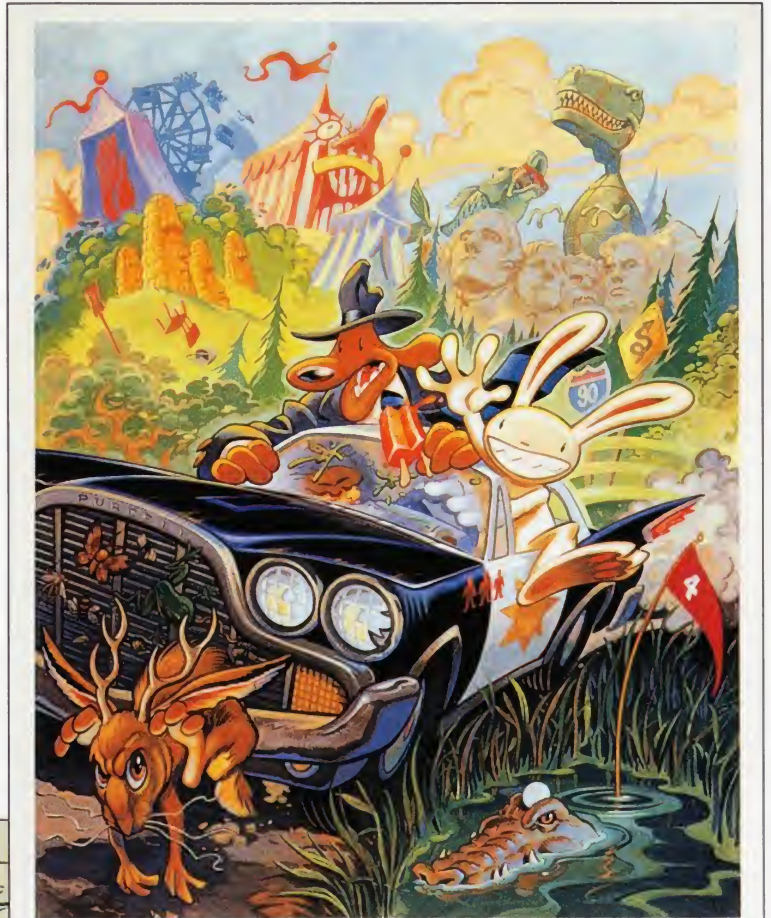
In case you can't remember or didn't get last issue (shame on you), we're celebrating the release of the full talkie CD-ROM version of the game by giving away 3 huge framed pictures (2 comic strips and 1 print) and 5 copies of the CD-ROM (thanks to the friendly people at Metro Games).

Now these are truly special prizes, as the comic strips have been created exclusively for HYPER and there are only 500 of the prints in the world. And all three have been signed by

Sam & Max's creator, Steve Purcell! Woah! Collector's items! So you'll have to do pretty well to stop the HYPER crew from decorating their bedroom walls.

To win this most excellent of prizes, you have to get your pencils and paper out and draw Sam & Max in the most outrageous (yet tasteful) situation possible. You can draw a whole strip with dialogue, or just one frame - it's up to you, and while looking good is important (isn't it always?), it probably better to be funny and clever.

There will be 3 first prizes, and these lucky buggers will win a print and a *Sam & Max* CD, and 2 runners-up who will get a copy of the CD-ROM. So get drawing (you have until the 7th of June) and send your artworks to:
SAM & MAX COMP/ HYPER/ PO BOX 634/ STRAWBERRY HILLS NSW 2012.





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SECRET EXTRAS & SURPRISES

DIAL 7 - SHANG TSUNGS MORPHS

DIAL 8 - GAME ENDINGS

DIAL 9 - PIT AND TOMB MOVES

DIAL 10 - SECRET OF REPTILE



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"THE MORE CALLS YOU MAKE - THE MORE CHANCE YOU HAVE OF WINNING".

What's Hot in the Internet

The Internet
is taking
over the
world! SIMON
SHARWOOD
jacks in and
downloads
some info on
what's going
down
digitally...



In days of yore, young men in search of adventure took up a sword, and roamed the fringes of the known world in search of glory. But the Binary Barbarian of the 90's is a different beast altogether. He (and increasingly, she) packs a PC not a poleaxe, and eschews a hostile wilderness in favour of the wild digital frontier of the information superhighway - the Internet.

And it's wild out there. The Net, as it is usually referred to, is the world's largest computer network, a vast

world answering, as typified by the various games topics in which players world wide exchange hints and tips (some of which end up in HYPER).

And while we're on games, the Net's got them too, in the form of Multiple User Dungeons, or MUDs. These resemble the early computer games in which players solve puzzles based on textual descriptions, and charge about slaying dragons, with the important difference that players interact with other people instead of

Medieval and Early Modern Data Bank, which provides all sorts of records from the millennium between the years 800 and 1800.

Now the idea of reading something like that may leave you less than excited, but for many on the Net this kind of thing is vitally important as well as extraordinarily useful. The ability for a researcher to access data without leaving the desk, or to find documents without having to resort to an inter-library loan is a boon, and it

Like many other Net experiences, Netrek is also very addictive. Regular players report being unable to return to console gaming, which is by all accounts utterly dull after Netrek's multi-player, real time experience.

unmapped sea of data, places, things to do, games to play and bizarre things to see, all of which are accessible from your humble home computer. There are also about 15 million people out there, in around 100 countries, many of whom are just waiting to hear from you courtesy of the Net's most used tool, electronic mail.

E-Mail lets you send just about anything to just about any one out there just about instantly, courtesy of the fast dedicated digital phone lines on which the Net communicates. Users have an "e-mail address" which tells the Net's computers where they are and how to send mail to them, and in typical Net fashion these addresses are ugly things, as the UNIX system the Net runs on does not use normal characters such as spaces and quotation marks for obscure computer geek reasons. My e-mail is therefore simon.sharwood@f406.n712.z3.fidonet.org - an unusually long but not unusually weird address. The Net also permits real time chat in so called "hot tubs" in which users talk in real time, or at least as fast as they can type.

Another mode of communication on the net is provided by USENET, which enables conversations with other users on various topics in the style of a computer bulletin board. Each topic, known as a Newsgroup, is open to contributions from nearly anyone on the Net, and as USENET is unregulated, with no governing body or alignment with any one company, institution or organisation, it floats through cyberspace, a bizarre beast living on the hard drives of private individuals the world over in an almost perpetual state of glorious anarchy.

This informal structure means that USENET is quite friendly. New Newsgroups are formed after a vote has been taken, while posting an inquiry to the USENET will often result in many people from all over the

just with the computer. And MUDs can evolve, while the old adventure games do not. Players can alter the world of the MUD, alter their appearances, create new personalities and interact with other players, an experience so searingly addictive that MUDders are often sad bleary eyed individuals with huge phone bills.

Another NET game is Netrek, a space based shoot-em up played by teams of eight against other teams in which the object is to destroy the enemy team's space fleet and conquer their planet. Netrek boasts organised leagues, tournaments and rules and is reputedly very, very hard. Beginners are encouraged to play practise games with other likely losers before wasting the Net's time.

Like many other Net experiences, Netrek is also very addictive. Regular players report being unable to return to console gaming, which is by all accounts utterly dull after Netrek's multi-player, real time experience. Some Netrek players even suggest that their game is the way of the future, that games as we now know them are an anomaly, and that before too long all games will pit you against remote human opponents.

The Internet offers more than just fun, too. Increasingly used as a communications medium, some scientists and professionals use the Net to stimulate conferences. Another useful feature of the Net are on-line databases, which can be accessed and inspected by users. Amongst these resources are the catalogues of some of the world's bigger and better libraries, which can be accessed remotely.

NASA maintains the NASA/IRAC Extragalactic Database, which contains data on 132,000 objects outside of the Milky Way, while Australia's AARNET gives access to many files of the CSIRO. Or perhaps you'd like to poke around in the

is these facilities which make the Net so powerful as a communications tool as well as making the Net the most studied model for the information superhighways of the future.

The democracy and openness of the Net, as well as the early steps taken to interactivity have the providers of future on-line services in a frenzy, as they attempt to emulate the success and extraordinary growth of the Net. And growing it is - the number of people using the Net doubles every 18 months.

So, how do you get yourself an Internet account? Well, sadly it is not all that easy. Internet is imported to Australia by AARNET, the Australian Academic Research Network, which means that the best way is to be a student at a University, preferably in the Computing Sciences, as students are usually given accounts.

The rest of us must struggle with our own home computers and modems and gain access from commercial providers, who sell Internet feeds with varying degrees of access at considerable cost. Companies to watch out for include Message Systems, Oz-E-Mail and connect.com.au. all of which can hook you up, and will provide you with the software you need to make your PC, Mac or Amiga a part of the Information Superhighway.

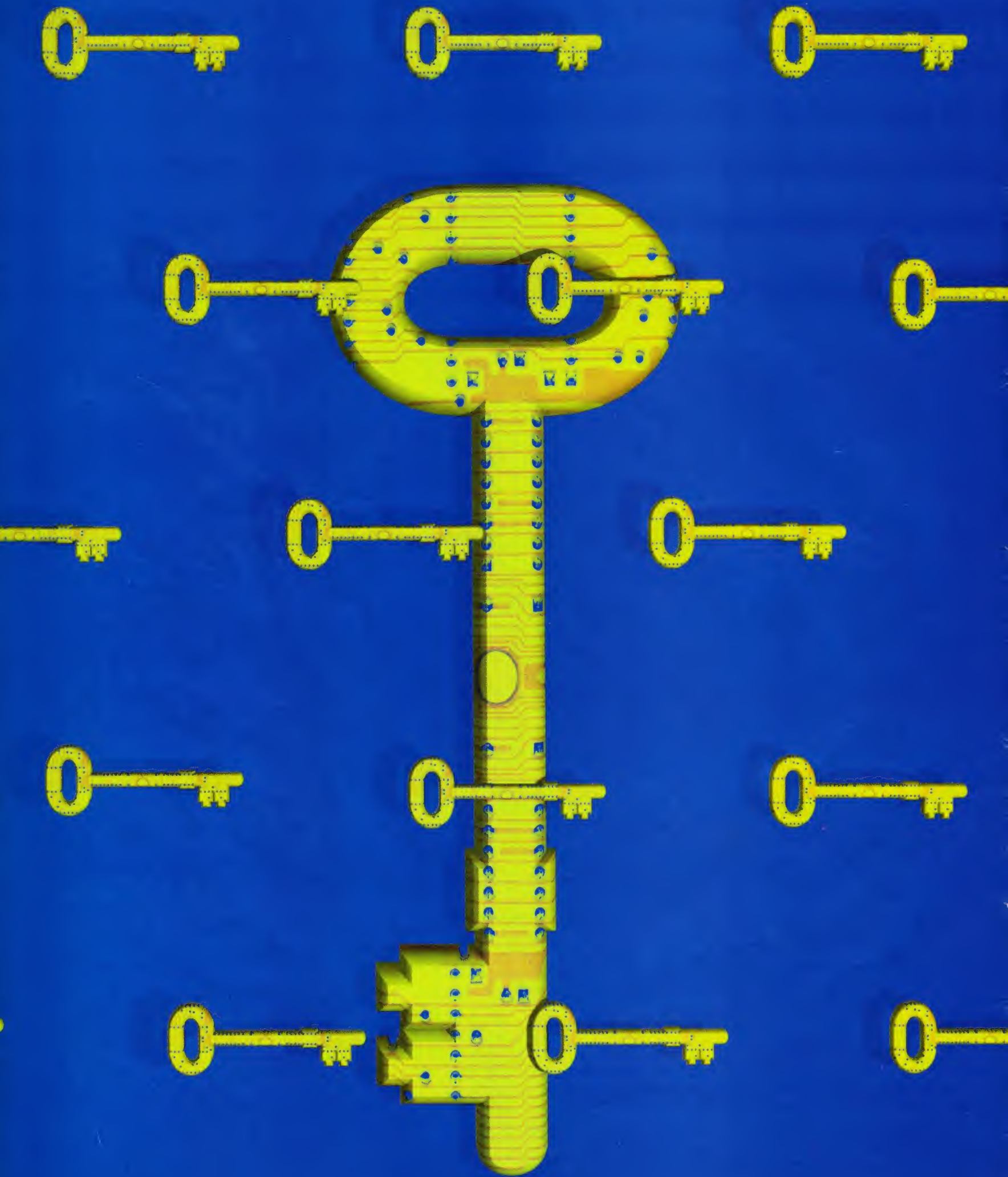
The cheaper alternative is to join a local bulletin board, which if it is worth it's salt will be connected to FIDONET, an amateur organisation with a feed to the Internet which allows e-mail, if not much else.

Which is not to say that a Bulletin Board is a bad idea. Most give users a reasonable idea of Net culture without Net costs. You can think of joining a BBS as slaying your first goblin, and worry about the dragons later, safe in the knowledge that there are no more of them out there every day...

Yikes!
Its the box!

How diverse is USENET? You may as well ask what's the difference between a frog. (Answer: one of its legs is both the same). And be prepared, because some of the topics will probably make as much sense as that last question. Check out this sample list and decide for yourself.

[talk.abortion/](#) [talk.politics.guns/](#)
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So once you're in the Internet and communicating digitally, how do you stop other people (like governments or big corporations) scanning through your private business? We managed to decrypt this report from **MATTHEW GREAM & ROSIE CROSS...** **Tales From The Crypt** Cryptography, huh? Never heard

of it? Well, next time you're at Pizza Hut, check out some of the games provided on the place-mats they give out to keep you happy whilst you wait for your pizza. You might find the same system once used by Julius Caesar now masquerading as a challenging little "break the code" puzzle. To you, this may seem like a bit of harmless fun, but the real life game of code making and breaking is deadly serious.

Whether you realise it or not, cryptography – the methods used for secret communications – is part of many everyday >>>

utilities you use, one of which involves the PIN number you need to unlock cash from the bank. Unfortunately you won't be able to break these modern systems with a pencil and paper while fuelling up on pizza but you have tasted the ease with which these early systems, which were considered difficult in their day, have been cracked.



In fact, most of us, although baffled by the mathematical complexities of cryptography, key escrow, finite fields and provable complexity, would only need a few hours and a good supply of pencils and paper to crack nearly all of the systems used up to and during World War Two. During and after WW2 we saw the exponential renaissance of machines. Computers began to revolutionise our ability to play with and manipulate numbers and algorithms. The speed with which they could chew complex relationships allowed friend and foe alike to enlist the computer as a stealthy secret agent nuking opponents with the equivalent of tonnes of invisible ink.

However, even in this post world war electronic age, the ability to intercept, encrypt and decrypt information still has vital consequences. The State continues its colossal and chilling task of tracking and scanning zillions of gigabytes of information currently being disseminated digitally.

Scratching your head, and wondering why "they" bother? Because

post cold war power plays have become a frenetic game in which virtual and real territories are being won and lost. The need to establish power and credibility in the new information battleground has become the virtual gangland war of the 90s. Information is the wealth generator of the future and those using our information superhighways may well be caught in the cross fire.

The salad bar of history is truly mega. As we load up on a feast of too much information rather than too little as in the past, we need to carefully pick and choose our tribes and communities. We are forced to drift to the conclusion that not everybody out there can be trusted. In the same way Alan Turing devised Colossus to crack the enigma code used by the Germans in WW2, modern day cryptologists and cypher-punks are making similar achievements in tracking the consequences of our digital rights and freedoms.

Intelligence agencies around the world work overtime ensuring diplomatic, government and military com-



From Hacker to Crypter

"So you're the one that broke into NASA", is something most people say to Matthew Gream as a way of introduction. Looks like Matthew will never be able to live down his notorious past no matter how much he protests at the constant reminders. But there you go, a bright computer engineer who currently studies his passion at the University of Technology in Sydney. He made one itty bitsy mistake by checking out the systems security of NASA a few years ago; now seems unable to shake his notorious past.

In late 1991, the Internet was under an attack of sorts. At any one time between 1-200 hackers resided in the Internet, and still do. As just another hacker in the crowd, Matthew was up to the usual tricks of break and enter. A pastime developed with unintentional criminal ambitions and consequences, Matthew made a simple if not wrong decision. He chose to hack NASA.

Computers at NASA are just like any others. But who can forget movies like *War Games* and the like, which help to conjure up images of NASA as an enviable target of grandeur and elusiveness. A hacker's dream, Matthew regrets "doing" NASA not just because he was caught, but in all truthfulness, it was

a "lame" hack. Dead easy.

Several factors lead to Matthew being busted. An alert female NASA employee and local informant worked together to arrange his downfall and ultimate demise.

These days, Matthew, still only 21, finds his hacking past can be put to good use and urges others to become informed and educated about their electronic rights and avenues for activism. And this activism is how I met him.

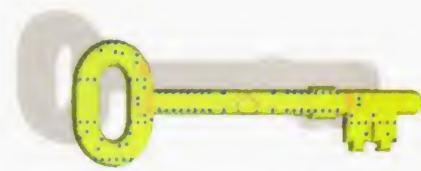
Matthew responded to an inquiry I posted in a conference called "underground, tips and tales", asking for hackers and crackers, interested in co-authoring a story on cryptography. His answer demonstrated his thoughtfulness; "Electronic networks are empowering individuals in terms of their ability to reach audiences at the same time eroding traditional centralised media structures. Crypto takes this one step further by securing our interactions from corporate and State monitoring".

It is this insight into security and the raw bits of our digital communications systems that have turned Matthew's career interest towards the direction of communications security. Like all great hackers he will probably be the best at securing systems from prying eyes. As he puts it, "crypto will solve privacy issues and put stronger locks on our digital doors".

Rosie X

For more info, contact:
rx1@sydgate.apana.org.au
M.Gream@uts.edu.au
efa-info@iinet.com.au

PGP 2.3a, the latest version., for most types of computers is available from local BBS or FTP sites on the Internet.



munications are secure against eavesdropping by foreign nations. These same intelligence agencies, such as our very own DSD (see box), actively monitor and attempt to decode foreign communications using antenna farms and overhead satellites. You'd be amazed how many hertz these agents suck up every day. However the crusty realities of a post cold war climate remains clear. The intelligence agencies are clearly losing their grip on the systems they once designed and implemented.

Decisions made now will direct the course and conduct of electronic networks for the future. And it's really far more important than choosing anchovies, olives or extra cheese. At last WE can choose a non-destructive weapon against invisible authorities who wish to control and monitor our communications. Imagine your pizza being delivered without a box. Never! Cryptography, is a thick secure cardboard box delivered to your door, via a friendly trustworthy delivery system, protecting your pizza from bugs and other nasties.

Crypto Applications

Digital cash is a must for an electronic society where we are going to earn and spend money, but its primary role will most likely be as a transfer medium between physical systems.

A successful digital cash system may well be run by the current financial institutions. In fact, two commercial systems have only just recently opened for operation in the US and UK. These two systems work via smart cards that hold your cash in onboard memory. You can add or subtract then spend it wherever supporting terminals are located. As with physical cash, caveats apply, so that if you lose your smart card, you lose your cash. But it is possible to put a password on the card that renders it useless in another's hands.

Another cryptographic mechanism of practical importance is that of hiding information or transforming it into a seemingly benign form. Steganography, as this is called, is useful in areas where the detection of even encrypted information could be dangerous. It works in situations where someone attempts to beat an encryption key out of you so as to determine what info you're hiding.

The current popular standard of digital pictures is in a 24bit colour format called JPEG. Each pixel can be any one of 16 million colours and

How It Works & Where To Get It

The Internet is growing at a tremendous rate. More and more users log on every day. The contorted topology of computer networks means zillions of gigabytes of information flow freely and openly exposed each millisecond. E-Mail traverses many networks before reaching a final destination. Apart from the boss, the snoop, or the go-get-a-life sysop, there are lots of other interested parties wanting to see your mail, and why not! In this game, if we don't insist on legal ways to protect ourselves, we're likely to end up being part of a mega marketing data base. Now before you scrunch up your Pizza Hut placemat, ask yourself "how does this affect me?"

We know the obvious, old methods of communicating are soon to be superseded. In the next few years the convenience and swiftness of e-mail will see a lot of us say goodbye to paper, ink, envelope, lick and stamp. Whereas envelopes and written signatures served to ensure both privacy and authentication in this physically

most of us, including the majority of computer monitors which can only show 256 colours, see two very similar colours as being the same. It is possible to change one bit in most of these colour pixels without significantly altering the look of the picture.

Steganographic software has been written to do exactly this. It takes a file and hides it in a picture by sprinkling successive bits from the file across pixels of the image, and most of the time, even if you're looking, it's difficult to tell the difference between the original and modified picture.

Prying Eyes

National security is no doubt one of the most secretive areas of government. These are information black holes, sucking everything in and putting little out.

By far the most well known, the US National Security Agency (NSA) still remains the most secretive of all US government agencies. At the same time it employs some 100,000 people and has a yearly budget in excess of US\$7Bn. The NSA gathers, decrypts and analyses information while at the same time designing, evaluating and recommending secure communications equipment for the Government. It is NSA's cryptographic systems that ensure only the US president can push the little red but-

tangible domain, cryptography provides the envelopes, stamps and signatures for a digital world.

In a translucent domain of zeros and ones, cryptography acts as an electronic envelope. These are exactly the reasons Phil Zimmerman developed Pretty Good Privacy (PGP), the software system for a new age of E-mail. Electronic directories of Publickeys (see RSA box) have sprung up across the Internet to provide immediate access to another users encryption key, and hence the ability to conduct private and secure correspondence with anyone, anywhere. PGP outlets have become more prevalent than Pizza Huts.

This means big business. The National Security Agency (see the "The Prying Eyes" box) in the US, currently influences the standards, precedents and role models for the security management of other countries. The NSA treats cryptographic mechanisms with hostility and scepticism. In the hands of "foreign powers", crypto becomes an enemy. A streetfighter of mega proportions. Australian observers have a special interest in the outcome of the

ton. All these operations make it the largest employer of mathematicians anywhere in the world.

The Defence Signals Directorate (DSD) is the Australian equivalent of the NSA. One of only a few visible uses of the DSD occurred last year with an announcement that it had co-produced an encryption system specifically for the Australian Government called SENECA. The organisation otherwise spends most of it's time supplying information to other Australian intelligence agencies and sharing secrets with the NSA.

Certain export restrictions have been defined by the US government, which means that cryptographic products are classed in the same group as guns and nuclear weapons. These restrictions are preventing the use of cryptosystems but legal challenges hope to change this situation.

They Call It Clipper

When AT&T attempted to get approval from the US government to see secure encrypting telephones last year, the NSA said 'hang on a minute, we've been working on a chip we want you to use'. This chip turned out to be called the Clipper chip, and has single handedly brought cryptography into the mainstream in the USA.

The Clipper chip is intended to sit in your telephone, so when you call

US governments reasons to install Clipper Chips (see Clipper box). Law enforcement concerns may have started in the United States but they have already infiltrated the political debates in our own country.

Cryptography empowers electronic users without criminal intentions to some privacy. And as noted Electronic Frontier Foundation spokesperson John Perry Barlow, likes to suggest, "the government should stay the hell out". The EFF and our own newly established Electronic Frontiers Australia are actively campaigning to ensure our digital rights are protected and inform people they need to mobilise, now. Australian cypherpunks meet regularly on-line and off to discuss the future of cryptoware.

On-line communities are realising more and more they need to be interested in the politics of privacy issues and key debates of future computer mediated communications. We are in essence part of a revolutionary new way of life challenging the old guard now fighting for its very existence. The cryptographic battle has only just begun. Happy crypting!!!

someone, the two phones will inform each other who the opposite party is, then start encrypting the conversation. This may sound like a good thing, but there are several problems.

The NSA won't release any details about the encryption algorithm itself, so there is no way to verify how secure it is. The NSA say they've worked on it for 10 years or longer, but that doesn't necessarily make it any better. At the same time, there are worries about NSA planted backdoors, methods by which it could easily decrypt any phone conversation without needing the keys.

If this wasn't bad enough, the US government states that Clipper solves the problem of privacy while still allowing for legitimate law enforcement needs because of it's Key Escrow mechanism. Whenever the chip is produced, it is loaded with a key, and each half of that key goes off to two different government agencies. If at some stage law enforcement needs to decrypt your communications, they are to request (note: a warrant is not required!) the two halves from both agencies, put them together and decrypt away. There are legitimate concerns about "insider trading" of keys between departments, or government officials secretly selling off access to keys. The ironic thing is that no criminal would be stupid enough to trust the system, and would end up using another,

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Harvester

PC CD-ROM

Available: August

Category: Full on horror

Players: 1

Publisher: Merit/Future Vision

We're not generally excitable types here at HYPER. There's very few things we haven't seen done in a video game, so it takes something pretty special to impress us. *Harvester* impresses the pants off us. The first we heard of it was through a flyer sent to us by the game's Australian distributor, Directsoft. It was covered in blood and opened like this: "*Harvester* is a graphically violent experience in terror, combining role playing action and arcade style combat with an intense, cinematic story line". Sounds great, huh? The preview tape is even better.

The man behind the game is Gilbert P Austin. He wrote *Privateer*, *Wing Commander II*, the upcoming *Wing Commander III* and *Strike*

Commander. As well as that, he's a filmmaker, playwright and novelist. He probably also dances backup for Madonna. But *Harvester* could well be Gilbert P's finest hour.

You wake up in the sleepy town of Harvest. You've lived there all your life - or so people keep telling you. You remember nothing. Your family, friends, and fiancée (the girl next door) mean nothing to you. But gradually, you start to feel at ease - until you discover that your fiancée is missing and you find a bloody skull and spinal cord draped across her bed. The police rule it death by natural causes ("You can't live without a spinal cord, son"). The only clue left behind is an invitation for you to enter The Order of the Harvest Moon, an exclusive organisation that controls Harvest in ways you don't understand - they're sort of like the Freemasons, only spookier.

The key to the mystery lies within the exotic walls of The Lodge. It's filled with devilish traps and vicious opponents - some of them are definitely not human but some of them might be. Are you prepared to kill them all in the name of The Order?

With a plot straight out of a David Lynch film, a graphical style all of its own, and enough blood to keep the censors busy for weeks, *Harvester* might just be good enough to keep our pants around our ankles permanently. We'll have a review real soon, but in the meantime just remember this. In cyberspace no one can hear you scream.





Pocky and Rocky 2

SNES

Available: TBA
 Category: Shoot 'em Up
 Players: 1-2
 Publisher: Natsume

We love Pocky. We love Rocky. We love Pocky and Rocky. In fact, we love *Pocky and Rocky* so much we gave it 88% way back in our very first issue - despite the fact that it sounds like a disease you catch off a toilet seat. So naturally we were thrilled to megabits when we heard that Natsume were making a sequel to this very cute, very cool shooter. If it's even half the game the original was, we're in for a bit of an Oriental treat.

Of course, our big-eyed heroes, Pocky and Rocky are back but there's some new characters to play with too (and to pick up on the way), including a robot, a ninja, a priest, a mole and a scarecrow. How many other games do you know of that cater for both fans of *The Wind in the Willows* and *The Wizard of Oz*? That's right, none.

All the powerups and finger-numbing gameplay from the first game (including the very special

wobbly tail/stick defence) will remain intact but this time the computer will control your little friend in a one-player game, shooting and dodging all by itself. Yes, thanks to the wonders of modern programming techniques, even the totally friendless can have little artificial friends to play with. Of course, if you're a regular HYPER reader your life will have already been transformed from one of abject misery to one filled with laughter and wholesome potential and you'll have plenty of friends to play the two-player game with anyway. Sigh. We just love bringing people together...



Wings of Glory

PC

Available: July
 Category: Flight Sim
 Players: 1
 Publisher: Origin

Ahhh joy, another flight sim. They just don't seem to stop do they? This one takes you back to the dark days of World War One, or more precisely the darkest days of 1917-1918. Planes back then didn't have missiles, radars or radios, just a fragile canvas shell holding a machine gun and a pilot (which in this game happens to be you).

There are several veteran planes for you to master, including the Sopwith *Pup*, Sopwith *Camel*, SE5a, SPAD XIII and Fokker Dr. 1. Each plane has its own special characteristics and you'll be fighting against varied opponents too, such as zeppelins, bombers, two-seaters and balloons. But the most challenging enemy looks like being the deadly fighter planes of the German Jagdstaffeln (Hunter Squadrons). You'll be able to instantly generate new missions so you can choose any sort of assignment, and then watch your performance later on the mission recorder.



Being World War One, grainy black and white graphics would probably suit the game, but instead they've gone for full-on photo-realism using an enhanced *Strike Commander* game engine. If *Wings of Glory*

1917-1918 is only half as good as that classic sim, then we'll have a good game on our hands.



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The Incredible Hulk

Beavis & Butt-head

MEGA DRIVE

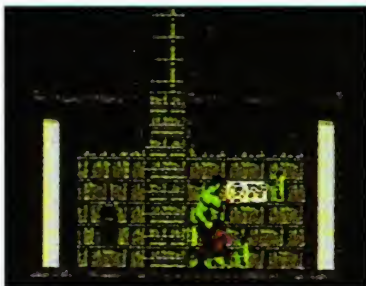
Available: June
 Category: Action
 Players: 1
 Publisher: US Gold

He's mean, he's green and probably very smelly. He's the Incredible Hulk, a mutant superhero who's been famous worldwide since 1962 through comics and a TV show (which starred Bill Bixby and Lou Ferrigno for all you trivia freaks). And now, like all the other popular cartoon heroes from yesteryear, he's getting his own video game. Oh joy.

Actually this is supposed to be a bit of a big one, and Sega are already clicking their hype machine into overdrive. I personally can't see how when it looks like just another scrolling beat 'em up, but apparently the green steroid abuser can perform over 15 moves such as punches, headbutts and stomping attacks, so that should add a bit of extra fun and lability.

The graphics are reputedly very smooth and the controls tight, and Hulk gets to battle such villains as The Leader, Rhino and Tyrannus.

There's not much more at this stage, but early reports say the hype could be worth it. Stay with HYPER and we'll give you the real deal as soon as we can.



MEGA DRIVE/SNES

Available: End of '94
 Category: Comic Adventure
 Players: 1
 Publisher: Viacom

BEAVIS Huh-huh-huh. This game rules.

BUTT-HEAD No Beavis, this game sucks.

BEAVIS Shut up dumb ass. We're in it.

BUTT-HEAD Oh. Do we get to party with chicks with big thingies?

BEAVIS Of course.

BUTT-HEAD This game rules.

American MTV's pair of hard rockin' meatheads aren't stopping at making a CD and a movie, they're also making a video game (surprise, surprise). And guess what - it's not a platform game, but an adventure, so hopefully the humour of the show will be at the forefront. It's coming out on both the Mega Drive and Super Nintendo but won't be released until the end of the year. Hopefully some network will have the sense to screen the TV show before then.

Anyway if you're familiar with Beavis and Butt-head's world then you'll be familiar with most of the locations they'll visit around their home town, Highland. There's the high school, the hospital, Turbo Mall 2000, the drive-in theatre and Burger World to name a few. You'll be visiting all these places in your quest to recover the pieces of shredded tickets to see the monster rock group Gwar.

The game starts in Beavis and Butt-head's favourite location, on the couch and watching TV. You channel surf with the remote control to travel

to different locations around town. Looking for clues and picking up items is all done in the standard adventure way, but this looks set to be a bit more than just a standard adventure game. Beavis and Butt-head both have "Conscious Meters" which go down the more they get beat up by people or hit by objects. If you lose all your power you'll get warped back to the lounge room. It's also totally non-linear so you can search for the ticket pieces at different locations to see new situations develop.

The 16Meg game is also coming with lots of digitised speech and carefully selected music, so it could be good enough to shake your 'nads. More news when we get it.



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REVIEW»

streets of rage

The city streets are feeling a tad miffed again, so it's time for some knuckle busting action with some old (and new) friends. ARIA award winner RUSSELL HOPKINSON (who when not writing for HYPER plays with You Am I) stops beating drums long enough to beat some flesh...

If Video Games are the new Pop music then *Streets of Rage 3* would be Pantera; macho, violent and dumb but not without a certain grace and style. Games like *Streets of Rage 3* (hereafter known as SOR 3) will never win any awards for public decency or be used as educational tools. It falls into the BIG DUMB FUN category, which is apparently a BAD THING because will rot all of your minds, turn you into slaving pizza addicted animals, glued to the TV enacting out your dark, violent fantasies. While some "concerned parents" and media "commentators" may believe this, it is of course, utter shite.

SOR 3 is fun because, like its predecessors and peers (like SOR2 & *Final Fight*), it's easy to play, funny in a pseudo violent sort of

way and at times extremely bizarre. Like Manga, it's enjoyable on a purely physical level and you don't have to have an in-depth knowledge of the genre to get immediate entertainment out of it.

Japanese Storyline The storyline at the time of writing was a bit confusing because the review copy was Japanese and so was most of the game's between round dialogue. However due to the nature of this game I could pretty much understand what was going on. Basically, Axel, Blaze, Sammy and new kid Zan have to punch their way through various areas in order to stop an EVIL ORGANISATION destroying the world with some kind of nasty device. The EVIL ORGANISATION appear to be quite into

Cybernetics (aren't they all these days?) and have constructed various nasties to kick your butt at selected points throughout the ordeal.

You start in the typical dock-yard/back alley/bad part of town, a favourite in the scrolling beat 'em up universe, ending the first stage in a dockside area where you have to fight a bizarre "Leather Man" type of character who flounces around like Quentin Crisp (honestly) whilst beating the crap out of you. After that it's on through an impressive Disco and Bar scene that really shows up the strong points of this game - heaps of action, great visuals and a stomping soundtrack. After going through a series of lifts you end up fighting Axel (even if you are playing Axel) and you realise that the EVIL >>



Zan hits some concrete in frustration!



Sammy gets down with Skippy the Boxing Kangaroo.



The Battle Mode (one on one) player select screen.



Blaze and Zan in full Battle Mode.



Roll out the barrel, we'll have a barrel of fun...



It's the fat man from Jurassic Park with his twin brother.

Axel

- Power ★★
- Technique ★★
- Speed ★★
- Jump ★
- Reach ★★



Blaze

- Power ★★
- Technique ★★
- Speed ★★
- Jump ★★
- Reach ★



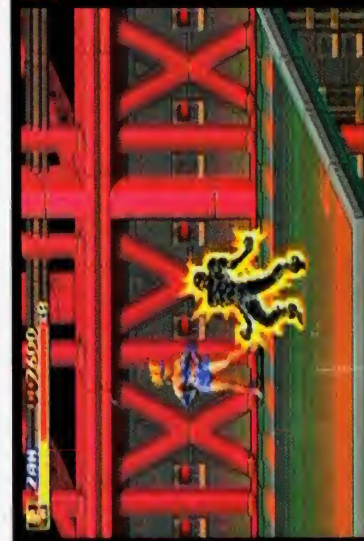
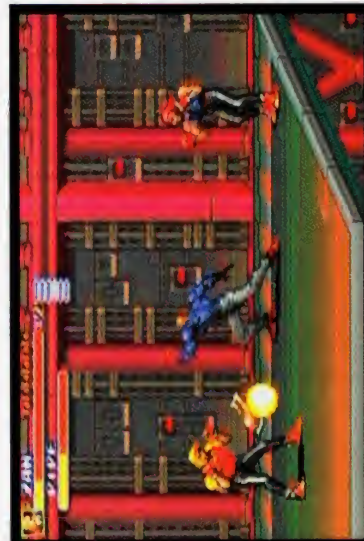
Sammy

- Power ★
- Technique ★
- Speed ★★
- Jump ★★
- Reach ★



Zan

- Power ★★
- Technique ★★
- Speed ★
- Jump ★
- Reach ★★





ORGANISATION will use it's knowledge of Cybernetics to stop you at all costs.

Travelling through an underground mineshaft (watch out for the trains) you arrive at a temple guarded by three impressive Purple Samurai that can teleport around you with devastating ease. You'll then run into the ubiquitous MR X who laughs as you fight his minions, then turns into ROBO X once his goons are vanquished. When bosses are defeated, they do an incredible Sam Pekinpah style, slow motion death dive.

Finally after Mucho Biffo, you end up in the middle of a meeting of the EVIL ORGANISATION where you fight some bloke called Shiva and put a stop to all of their evil plans. However even if you beat him, the mysterious final scene leaves it all wide open for Streets of Rage 4.

Maximum Violence and Mayhem

The story is all well and good but generally it's only there to supply a reason for some maximum violence and mayhem. SOR 3 supplies all this with endless mobs of Punks, Bondage Queens, Ninjas, Street Scum, Gangsters, Fatguys, Robots, Boxing Kangaroos etc to punch seven shades of crap out of. At various points throughout the

game, barrels, trains, electrified floors and bulldozers must be avoided. In one stage a bulldozer chases you while you punch your way through a series of concrete blocks - it's hard at first, but once you've sussed out the right moves it's easy enough.

One new section that I detested was the motorcycle zones. You have to ride bikes whilst dodging various bad stuff (fire, barrels etc), thrown at you by various Suzuki riding maniacs. The bikes don't do much - they move forward, side to side and can ram other bikes (to little effect) - and so it gets boring after about three seconds. As an innovation it only serves as an annoyance. How about a *Road Rash* style segment next time?

Characters and Gameplay

Axel, Blaze and Sammy are back, but Max has disappeared this time around. This is quite sad as he was a good character, but new boy Zan makes up for it. He looks like Yul Brynner in Terminator duds and has a neat line in electrified zap moves. Sammy has grown up a bit but remains a favourite with his rollerblades and cute whirlwind style attack. Of course, Blaze and Axel kick major ass just as they always have.

Unlike sport sims, beat 'em ups are very finite in their shelf life and

you will finish this pretty quickly. That's why sequels tend to not need heaps of innovation to work. As long as there are a few surprises along the way, a classic series like this can rely on its superb gameplay to see it through. And apart from the motorbike aberration, everything in SOR3 runs smoothly and all the special moves, deaths, headbutts, bodyslams and secret zones look great.

There are several options including a One on One Battle, difficulty adjustment and up to 9 lives can be chosen. Two player mode is always heaps of fun and I'm glad to see that the multiplayer option hasn't been explored. Any more than two players on screen would have really cluttered up the screen, which is often pretty full anyway.

Streets of Rage 3 isn't revolutionary in any way. It's ultimately lots of BIG STUPID FUN for people just like you and me who like mindless violence and good ol' fashioned action. It's destined to be hideously popular and psychologists and current affairs shows everywhere will pontificate about society going down the tubes due to evil, nasty video games. But the kids won't care because they'll be having too much fun, and in the end that is the only, and best, justification for *Streets of Rage 3* and other games like it.



Hand over your wallet kid. Come on, the whole 75 cents!



Zan never enjoyed a whipping quite like this. "Electrifying".



Sammy sucks the floor!



Blaze checks for head lice.

MEGA DRIVE

available

NOW

category

BIG DUMB FUN

players

1-2

publisher

SEGA

price

\$129.95

visuals

90

Lots of cool backgrounds, nasty baddies and good size sprites. The product of some very twisted minds indeed!

sound

83

Above average hard techno for the most part, let down by some very ordinary muzak during some sections.

gameplay

84

What do you expect? Streets of Rage 3 is a whole bucketload of fun.

longterm

75

Not the longest or hardest game by any standards, but one that will no doubt having you coming back for more.

overall

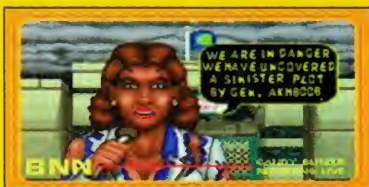
If you liked the rest of the series then you'll love this game. If you're a sensitive new age type I'd steer clear though... stick to Ecco.

83%

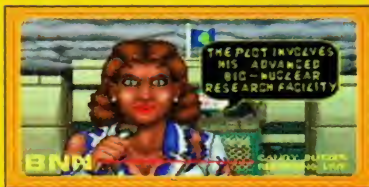
REVIEW»

Total Carnage





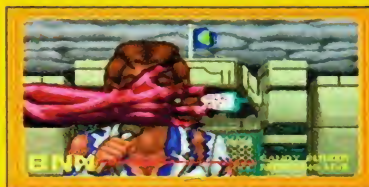
After The War Of 1999, Reporters Swarmed Into The War Zone...



Soon, Hundreds Of Reporters And Civilians Are Missing...



Soon, Hundreds Of Reporters And Civilians Are Missing...



Soon, Hundreds Of Reporters And Civilians Are Missing...



Multi-sprite induced hypnosis! That was my initial reaction to *Smash TV*, which was one of the first games I ever played on the SNES. This little mind-bending spritestorm of omnidirectional fighting fury was one of the first, and still one of the best reasons to turn on the 16bit wonder. Now we have the next installment in the series, which takes you out of the claustrophobic confines of the TV studio and lands you in the full scale war zone of fictional Kookistan.

Saddam clone Your mission revolves around the destruction of an all too obvious Saddam Hussein clone who has taken over a weird little country called Kookistan, snatching journalists as hostages, and using a baby milk factory (another parallel with Iraq) to produce abysmally evil bio-nuclear mutants! The baddie, General Akhboob, hopes to dominate the world (or at

The title says it all. If you want non-stop killing then you need look no further than this arcade game conversion. STEVE POLAK tries to get over the fact that the blood is green.

least short-circuit your SNES) with the aid of his mutant army. Anyway this guy has to be stopped, and it's up to you as either Major Mayhem or Captain Carnage to power up your hefty bazooka and go in "no guts no glory" style, cutting a swathe of carnage through the imposing defenses of Akhboob's troops.

Pretty psychotically overdriven plot eh! Well, fortunately the quality of this game is up to the crazed intensity of the storyline, as *Total Carnage* takes the brilliant *Smash TV* concept and play style, adds a few twists, and on the whole doesn't lower the standard too much.

The Pluses In many ways this game is an improvement on its *Running Man/Robocop* inspired for-bearer, in that there is a greater variety of opponents and special weapons to allow you to join the thrill kill cult. There are rocket launchers, two types of flamethrowers and mines at your disposal, all of which enhance your destructive capacity.

Total Carnage handles a hell of a lot of sprite action on screen at a single time with relatively few glitches (although Mr Butane the flamethrower man flickers a little bit). There is always plenty of things to shoot at and lots of variety required in terms of the tactics you have to employ to stay in action. There are giant tanks, jeeps, Mig 21s, rocket launchers, and the repulsive Orcus, who is the first major boss you come across. Orcus is like a pumped up version of Mutoid Man, and by no means an easy kill. Also there are some nice graphic touches which improve on the original game, like the way your character flies up in the air when killed (oh sorry, I mean knocked unconscious) by a mine. And the end of stage section where you see the maniacal Akhboob ranting his head off is good for a laugh.

The Minuses But there are some aspects of this game which I am not entirely sure enhance the berserker feel that a title like *Total Carnage*

truly deserves. One of the most obvious is that your opponents (even though some of them are supposed to be human) explode into great globules of GREEN blood, or should I say sap! I mean, this game isn't revenge of the killer Triffids. Opponents are supposed to be made of real flesh and blood, you know the red stuff.

I also think that it is a little sad that some of the great "Carnagisms" (I LOVE IT!... BINGO! etc) that were to be found on *Smash TV* and the coin op, have been omitted from gameplay. It seems strange that a classic cart like *Smash TV* which was only a minuscule 4meg could contain so many rich vocal samples, and yet *Carnage*, which is twice the size, lacks a lot of the great vocal bits. Maybe this is because the weirdly sampled speech bits of General Akhboob, which you hear at the end of each stage, are so long. Either way it would have been better to leave the gameplay oriented samples in rather than squander all of the memory on Akhboob's interlude broadcasts.

Hmmm, it sounds like I don't really like this game because of all the whingeing about lack of blood and sampled speech, but these issues are really trifling in that even without the missing bits you are still left with a cart which allows you to totally satiate your lust for insanely destructive action. Also this game has a great sense of humour, especially in the manual where your final mission is listed as "picking up some milk on the way back to base".

Total Carnage is fantastic as a two player game and while not as gripping as a solo player, it is extremely difficult, so it should challenge most action fanatics. Here's a little tip for solo gamers. If you want to go as far as possible, keep your second controller handy, and restart player 2 when you see game over for player 1. It will give you a better chance of finishing.

Thanks to Cpt Ken Carnage from Mega Games (03) 894 3611 for the cart.

SNES

available

JULY

category

ACTION

players

1-2

publisher

MALIBU

price

N/A

visuals

78

Very similar visuals to *Smash TV*, and so not that exciting, but some of the between game bits are good.

sound

84

Could include a few more vocal samples, but adequate nevertheless.

gameplay

88

Hypno psycho multi-sprite oriented fun!

longterm

80

This is one of those games that is brilliant fun with 2 players, and considerably less exciting when you're by yourself.

overall

This isn't quite as good as the original because it isn't the original, but well worth a look for those adrenalin charged carnage lovers out there.

82%

Super Battletank 2

Let's not beat around the bush, Super Battletank was a dog. It might not have had four legs and a propensity for urinating in public, but it did go "Woof!". Will the sequel be more of the same? Let's ask STEVE POLAK...

"I love the smell of Napalm in the morning". Yes, what a quote! And now for lovers of the sheer violence and manly destruction behind movie classics like *Apocalypse Now*, there is another war sim on the SNES which attempts to emulate the excitement of full metal jacket induced ballistic fury.

After seeing the joke that was *Super Battle Tank 1*, my first reaction to a sequel cart was "Why bother?", and this reaction seemed to be justified for quite a while as I started to play the cart, but then something magical happened. I began to enjoy myself a bit. I started to be impressed, and all without the aid of hallucinogenic chemicals (which I might add that I don't advocate the use of). Yes, *Super Battle Tank 2* isn't the piece of old rusted out crap that the first instalment in the series was. It's still not good, but it is an improvement.

It Has It's Moments "So what are these so called good points?", I hear you ask (yes, the little voices are back). Well, *Super Battle*

Tank 2 has its moments graphically, although most of the good bits are not related to the actual gameplay, like the opening massive-macho-tank-racing-over sand-dunes bit. Still they are nice to look at. Also, there is a greater diversity of weaponry and viewpoints in *Super Battle Tank 2* as you have cannons, laser guided missiles, plus a beam weapon, and externally controlled turret mounted machine guns to control. The turret view is a real bonus on this cart, as one of the aspects of the original which really annoyed me was the claustrophobic way you were confined to such a small area for all of the cart's action, and most of the screen was taken up by the tank interior which didn't

really do very much. Now admittedly that sense of wasted screenage (if there isn't such a word there is now) is still a problem, but at least you can have a look at the world around you in every stage before the main objective is reached, as you fend off the bothersome barrage of fire that the choppers and attack aircraft are kind enough to send your way.

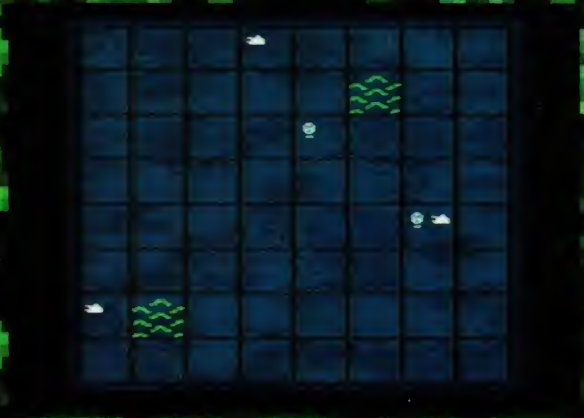
One other aspect of this cart which makes it better than its predecessor is that it has 4 times the memory, thus the rumbly tank noises and cannon samples are a little more defined. Also there is a greater diversity in opponents, with jets, trucks and more complicated strongholds to overcome as well as the usual tanks and choppers.



A helicopter at dusk. Pretty.



A tank at midday. Not so pretty.



A map screen. Downright ugly.



An explosion. Getting better.



Lookin' good!



Mission complete. Go get yourself some turkey!

Gremlins But there are still a few gremlins left over from the original which should have been looked into. The first and most irritating of these is the way the opposition has a special deal in nitrous oxide driven tanks, as they move faster than a Ferrari Dino, zooming towards you, spinning on the proverbial ten cent piece, and pissing off again on another. Still at least *Super Battle Tank 2* has improved the target system a little as you seem to be able to hit Speed Racer rejects a lot more easily. Also too much memory has been wasted on flashy intro and in

between stage cinematic sequences, which would have been better invested in tightening up gameplay or giving your opponents a greater variety of attack patterns.

But the cardinal sin of *Super Battle Tank 2* is that it is just plain dull (it's actually plain and dull) and it's a little too slow for my liking too. Still if you like the idea of playing in a big hostile sandpit, with your armour plated friends then it's possibly worth a look, although I'm still waiting for a good ground based war sim for the Super Nintendo.



SNES

available

JULY

category

TANK SIM

players

1

publisher

ABSOLUTE

price

TBA

visuals

Good to look at, but at times irrelevant to gameplay dynamics.

77

sound

It rumbles. It shoots. Fairly boring to be honest, but that's the desert for ya!

68

gameplay

Not quite fast enough and you still can't do enough on screen but it is a huge improvement. Worth a look - just.

58

longterm

Lots of missions, and a fair degree of variety in ground based targets, but it could have been better for 16meg.

60

overall

I don't think there is 16 megs of well invested memory here. Still, it is better than dried camel droppings. But what isn't?

60%

Mario Andretti's Racing

First Ayrton Senna, then Nigel Mansill, now Mario Andretti. The world's best drivers are lining up to put their name on a video game. STRETCH ARMSTRONG checks whether this one will take pole position...



Well, let's put our cards on the table to begin with. I struggle to see the appeal of motor racing games, for a lot of the same reasons that I struggle to see the appeal of motor racing. Certainly, the sight of several millionaires in heat resistant suits and bad haircuts spraying giant magnums of champagne all over each other has its positive points. The problem is that one has to sit through several hours of fossil fuel destruction and noise pollution to reach that point. I firmly believe that most people watch racing for the crashes, whether they'll admit it or not, and that makes the value added violence of *Road Rash* and *Rock 'n*

list owes something to the fact that Mario Andretti (and his petrol-guzzling offspring) has always been a versatile little rev-head, in a career straddling a variety of racing formats. It's good that this little bit of Mario has made it into the option menu, because he appears to have added bugger all else, other than his smiling bonce on the title screen. Accordingly, the gamer has the choice of racing in sprint cars, stock cars or Indy cars. You could, on the other hand, start a career, earn some cash and move up through the car types. Of course, all the cars perform according to their particular style and race on a variety of challenging tracks

throughout the US. Each race starts with the qualifying competition, where the driver can familiarise him or herself with the track and earn a good pole position. Then it's onto the track, and the battle to get through the pack, via hard racing and tactical pit stops, to fame and riches, which can be used to upgrade your equipment and further advance your career. Out in the race you can choose either one or two player mode and in one player mode my favourite feature kicks in. While racing along you can select, by a mere flick of the C button, a variety of views on a split screen, in addition to the first person racing. From a rear view mirror, to competitor view, to a full panoramic screen to a view which shows your relationship to all other vehicles, this is an exciting and thoughtful addition to the game. It's this kind of feature which makes what could have been a pretty dull title into a fun, if not life changing, racing game.



Roll Racing far more attractive propositions for this little gamer.

Petrol Guzzling That being said, this is still a pretty seductive addition to the ranks of racing games. Graphically it's no *Virtua Racing*, but then there's not much going around that is. Rather, it builds on the base of the *Lotus* games, being a sharper, more vivid and more varied version of that style of colourful, first person racing. What this game does have going for it, adding to that solid graphic base, is plenty of options, options that make this a bunch of fun to play. Maybe the large option



FORMAT: MEGA DRIVE
AVAILABLE: MAY
CATEGORY: RACING
PLAYERS: 1-2
ELECTRONIC ARTS
PRICE: NO RRP

visuals

Pales somewhat next to the best competition but on the whole it's very adequate. **75**

sound

The sound of cars basically. **65**

gameplay

Pretty responsive, if not earth shattering, with the multiple views a big bonus. **70**

longterm

Big options and two players make it a goer. **74**

overall

Fun, good looking, but unlikely to affect the development of Western thought.

72%

Championship Soccer



Another soccer game. It must be World Cup year or something. STRETCH ARM-STRONG goes for a dash around the paddock...

Ryan Giggs is touted as the Great White Hope of British soccer, but he's certainly not the Great White Hope of British business after lending his name to this pile of bollocks. One would expect that, after the release of EA's *FIFA International Soccer* (for my money, the best sports sim ever), those releasing soccer sims would attempt to make them... um, you know, good. Not so. Plugging in, I immediately opted to be The

really settle disputes, things just get worse. The teams don't wear national colours, don't change ends at half time and exist in a side-on world where perspective means little. A few of the player animations look good but there simply aren't enough to cover the variety of situations one will encounter in the quest for World Soccer domination. I often found the platers reacting strangely (to the admittedly dodgy controls) or just

being their boring old selves time and time again. In short, the close control that you need over your team to really feel part of the game is absent and, one of the true delights of *FIFA*, the interaction between players as they battle for possession, is, like many other features, also missing here.

Being the jovial and positive sort of bloke that I am, I've been searching for some positives and, let me tell you, I'm struggling. In tournament mode and being something of a stat hound, I like the fact that the table tallies goals for and against but that's it, the only advantage this game has over the competition. You may think it's a little unfair to compare this incessantly to the EA sim, given that that's such an awesome game. However, the fact is that the benchmark has been set, and on almost every measure Championship Soccer falls a long, long way short of getting anywhere near *FIFA*.

I'm sure I know which game Ryan Giggs would prefer to play, regardless of the royalty payments. Ryan, you're a turkey and so's your game. Gobble, gobble, gobble.



Cameroon in Tournament mode (as one does). Imagine my surprise when I found that my team was dressed in blue (rather than the national red and green) and was, well, white. Call me old fashioned if you like, but I expect my simulations to simulate and, unless Acclaim is privy to some radical international developments which remain a secret to the rest of us, they've taken the lazy route here.

Dodgy Encased in the sports show-style coverage that now seems the norm, there is a healthy collection of 32 international teams and a variety of play options, but the teams are rated only in three categories and there are no individual ratings at all. Out on a paddock, the only place to



FORMAT: MEGA DRIVE
AVAILABLE: NOW
CATEGORY: SPORT
PLAYERS: 1-2
PUBLISHER: ACCLAIM
PRICE: \$119.95

visuals **57**
 Okay in places, shoddy in others and no more than adequate overall.

sound **55**
 Not too bad, but not as exciting, atmospheric or responsive as the competition.

gameplay **55**
 Sluggish and uninspired, in much the same manner as the English soccer team.

longterm **30**
 You'll want to play something else after about half an hour.

overall **45%**
 Destined for swift relegation.



SUPER PUTTY

What's small, gooey and burps a lot? No, contrary to popular rumour it's not STEVE POLAK, but the star of this new SNES platformer.



Stretch Armstrong? No, it's Super Putty!



Heading for the spaceship, bypassing a burger on the way.

If you have ever wondered why Stimpy has such an attraction to his collection of magic nose goblins, then now may be your chance to find out. Because with *Super Putty* you play the role of a little blob of globulous goo which has the ability to animate, slink and stretch all over the place, dealing with opponents and platform challenges in the most bizarre and elastically eccentric ways.

The story is as silly as you would expect, and basically it revolves around an evil wizard who captures all of Super Putty's fellow Puttians who live on Putty Moon and he threatens to turn them all into bubblegum to be consumed by the most evil of creatures, humans!

Clayfighter Reject Anyway all of that aside, you basically have a number of areas to roam about freeing up robots, whilst eating hamburgers, and burping quite loudly all of the way. But there is more to this little reject from Clay Fighter, as he is really the most pliable of platform personalities. As well looking like a blue nose goblin, making burping sounds and squelching a lot, your putty dude has quite a few other slithery tricks to perform.

Firstly, he can elongate into what looks like a long drip of something green and unmentionable, and climb up or down levels. Also when roused Putty shows you what he learnt from Clayfighter's "The Blob", as he

extends his hands into blue boxing gloves, and gives the opposition a solid smack in the chops. Putty can also stretch out on the floor and absorb enemies into his body, which is really the best way to kill them. Additionally Putty can jump, inflate into a giant balloon, popping and killing all on screen, and most interestingly of all, polymorph into a character he has come into contact with. Very T2.

All of this means that you are put in charge of a tenacious little dude who has a great many talents, which after a little effort can be easily mastered, giving you hours of varied platform gameplay (which is all too often a rare commodity). Putty moves in that smooth dribbly way that most things we are embarrassed about move, but for once having long dangly dribbly bits are an advantage. Putty's eyes also have quite an expressive nature about them in a cute blobby way, and the intro sequence where he cools out with the "blue blob band" is different at least. In fact that is really the main point in this carts favour - its originality. Otherwise I might have reached for my copy of *Mr Nutz* a lot earlier in the piece.

Green Goblins Other aspects worth mentioning, are that it features a bright and humorous world where putty has to contend with mutant Bad Babies, Green Kamikaze Chicklets, and machine gun toting Terminator



Try and find Super Putty. Look for eyeballs.



He's still pretty hard to see, isn't he?



That's better. More of this please.



Super Putty goes for a steak. Mmmm... red meat.



Flat out going for a hamburger.



Rescue bots? Sounds like a job for Stuart!



A nice set of cumulus clouds.



"If you're blue and you don't know where to go..."

Carrots - "I'll be back, and nutritious as well". And apart from a real Green Goblin (which may or may not have sprouted forth from a certain Stimpson J Cat's nostril, the best funny character is Old Man Spittoon, who I am sure doesn't need any explanation. I know none of this sounds very hygienic or in good taste, but remember we are talking about biochemically sanitised light pixels, so you can just have a good laugh playing this cart and not worry about

its bubonic potential.

Now as well as sight, *Super Putty* also has some sonorous sounds to slobber along to, with some great speech and burp samples which really augment the goofy gameplay. One of the best is where Dazzledaze the cat (your fearful furred adversary) does this totally stoopid laugh when you fail to absorb bonus babies.

So overall the verdict looks putty good (HUGE GROAN!), but there are a few concerns about the game, namely

that it is perhaps a little easy. There could also have been a few more levels, or perhaps the existing levels could have been larger. But these are relatively minor problems, as Putty is one of the most original and challenging platform puzzlers I have seen in a while. And if you don't like him you can always just use him to stick up this months fantastic HYPER poster, so what are you worried about?

Thanks to Mega Games (03) 894 3611 for the cart.

SNES

available

NOW (IMPORT)

category

PLATFORM

players

1

publisher

SYSTEM 3

price

N/A

visuals

It stretches, and moves so fluidly that well quite frankly I am glad it's blue and not another colour. Good colourful backgrounds too.

85

sound

Good speech samples. Great squelching, burping and other similarly uncouth noises. The music is passable although nothing special.

81

gameplay

You will be dripping and wobbling all over the place, and for once there will be no personal embarrassment. Smooth and pliable.

80

longterm

Putty may be a little too short on levels, but you will have fun with what is on offer.

70

overall

S'not a bad game!

83%



Burn

**I feel the need...
the need for speed.**

Or failing that a good

intro. Yes, it's time to fly further, faster and higher than any other air combat sim for the SNES. Your trusty co-pilot is STEVE POLAK.

From the very second you power up your flight simulator emulation module that is masquerading as a Super Nintendo, Turn and Burn sets itself apart from the other wannabe flight carts we've all seen. This cart has it all - good gameplay, great sonic booms and some really cool digitised photo bits.

This game also has one of the most unusual options for a flight sim, namely a two-player option where the "co-pilot" takes over the weapons systems. This option is interesting, although there really isn't enough for the co-pilot to do to make it totally engrossing.

Anger Management Still, for those out there who are after a good session of meaningless violence (or "anger management" as I heard one psychologist describe games), Turn and Burn offers a good selection of challenges which range from simply landing your craft to coping with incoming submarine missiles and multiple Migs. And if that isn't enough, at the end of the later stages there are also some rather prickly seaborne targets to attack, like tankers, oil rigs and other big nasties.

All of this action is well presented using some stunning digitised explosion cinemas and missile launch sequences. The use of Mode 7 is brilliant, and the rear views have a real function in combat because you can check the progress of incoming missiles before you release your diversionary flares. Being able to watch your tail also helps during those particularly nasty dogfights when you are being attacked by multiple bogies from the front and rear.

The action is complemented by a soundtrack which is moody and coldly military in tone. These minimalist musical vibes are augmented by great jet and missile launching sounds, as well as warning beacons, and this all adds up to a very realistic atmosphere.

The F14 you are piloting also has quite a few features which broaden



After killing all the Migs you have to dive this heavily defended island.

the variety of strategies you have the option of adopting. You can choose to use your long range missiles from a safe distance or close for the kill with your Vulcan cannon and thereby take advantage of a more plentiful supply of ammunition. Either way, there are quite a few tactical positions you can adopt as there are 3 types of missiles, plus your cannons and 2 types of ECMs (Electronic Counter Measures) for coping with incoming fire.

Turn and Burn also has good play dynamics which gives you a nice mix of speed, realism and workability, as given time, you will be able to cope with all sorts of hostile situations (like someone else in the room hassling for a turn). Another plus is the variety of weather conditions which you have to contend with. Night flights, dusk missions, fog, cloud cover and even clear horizons are all extremely well done and you'll get some breathtaking views from the cockpit. Unfortunately, you probably won't get time to enjoy them. But if you do fail, there's also the "para-

chute falling into the cold and desolate ocean" scene for you to marvel at. All very tasty.

Minor Quibbles Turn and Burn is not without its problems however, and although these are relatively minor they are still a little annoying. The most irritating is that the bosses (the end of level seaborne objectives) are hard to attack using any sort of strategy or skill - it's basically a case of dive-bombing the suckas and hoping for the best. Also I think there could have been a little more in the way of variety in opponents and attack patterns, as the main way the game gets harder is through the use of greater numbers of enemies rather than tougher attack patterns or stronger planes.

At least there are no shots of Tom Cruise in this cart (*we can all give thanks for that - Ed*) and minor quibbles aside, it really is a compelling and fast-paced game that you should check out. So, unless you get your kicks from the mornings after Tandoori overload, I think this is probably the best way to Turn and Burn.

SNES

available

AUGUST

category

FLIGHT SIM

players

1-2

publisher

ABSOLUTE

price

TBA

visuals

Breathtakingly expansive. Great Mode 7. Could have been more variety in terms of opposing aircraft, but I'm probably being picky.

87

sound

Competent - minimalist and appropriately unobtrusive

79

gameplay

Solid, fast and challenging, although once you sort out your strategies it tends to become a little patterned for me.

85

longterm

If you're into action packed flight sims you'll love it, but otherwise it may not appeal to you for as long as it deserves.

80

overall

Definitely one of the best flight combat sims for the SNES. Whoooosh! Come fly with me!

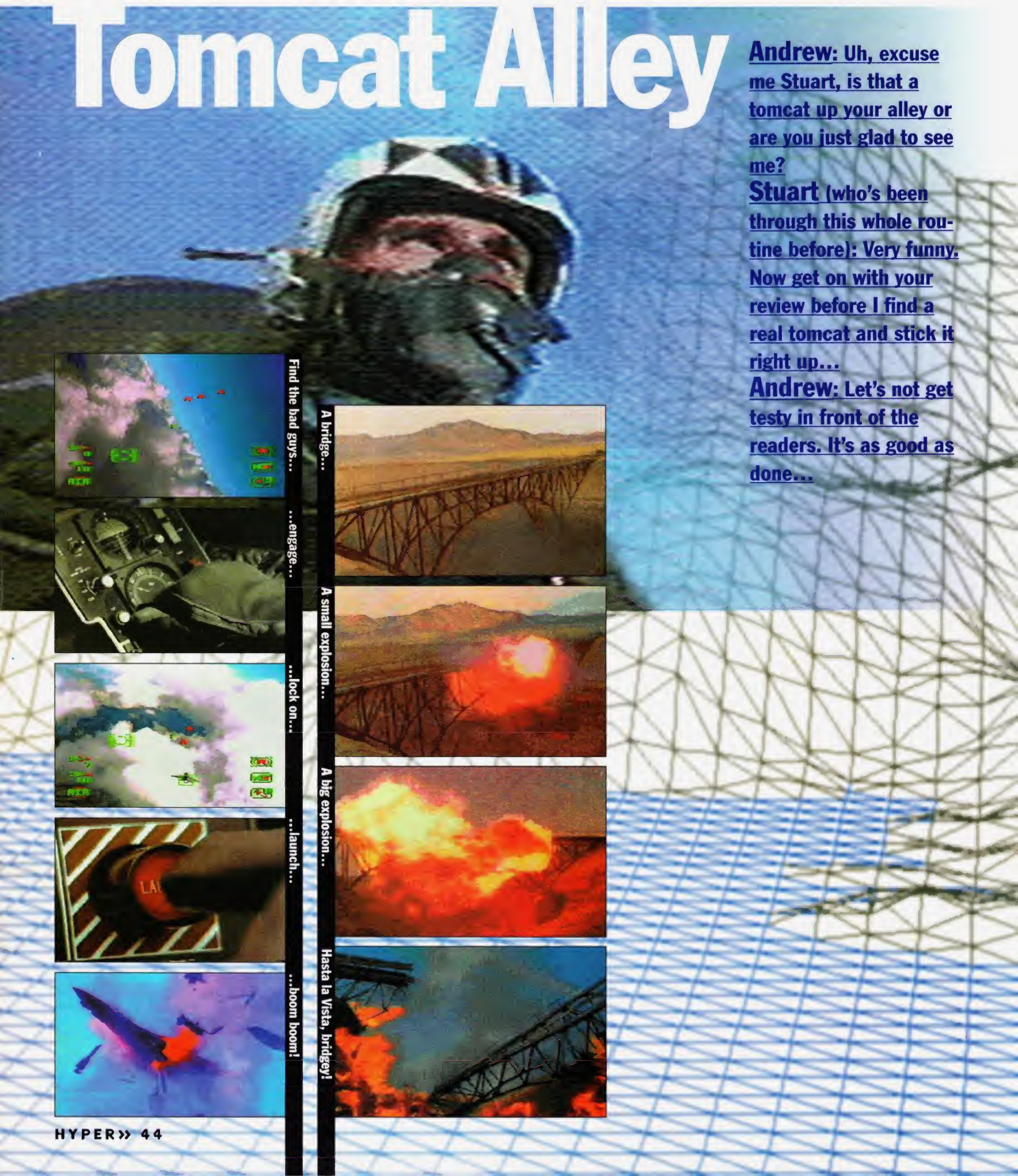
85%

Tomcat Alley

Andrew: Uh, excuse me Stuart, is that a tomcat up your alley or are you just glad to see me?

Stuart (who's been through this whole routine before): Very funny. Now get on with your review before I find a real tomcat and stick it right up...

Andrew: Let's not get testy in front of the readers. It's as good as done...



Find the bad guys...



...engage...



...lock on...



...launch...



...boom boomi!



A bridge...



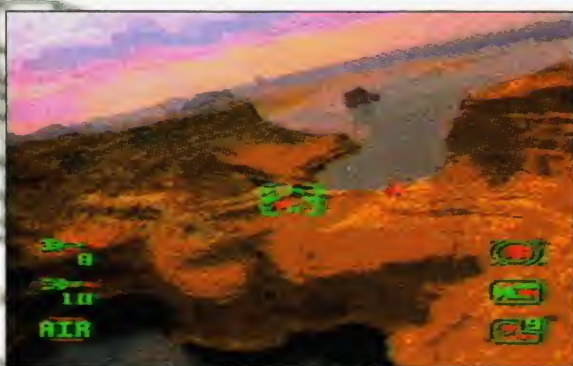
A small explosion...



A big explosion...



Hasta la Vista, bridgey!



We've got a lot of Mega CD games in this issue and all of them are at least trying to do something different and for that, no matter how successful the games are, we should be grateful. *Tomcat Alley* is no exception. Categorising it is a little difficult. In some respects it's another "interactive movie": the entire game is made up of full-screen, full-motion video and each mission is linked with a cinematic sequence. In other respects it's a flight sim: you're flying about in a plane after all. Then again, it's a basic shoot 'em' up: you target things and you shoot them. No matter what you call it, it's a slick package and it's not a bad game.

The Kid Lives You play the part of a rookie wing person called "The Kid" (yes, I know you play "The Kid" in *Prize Fighter* too - just think of yourself as multi talented). Your pilot and all-around square-jawed, blue-eyed, devil-may-care flying fool goes by the rather butch (and appropriately all-American) handle of Dakota.

Dakota's as good as they come, but without you he's just another Tom Cruise wannabe. Every mission, you set the way points, you decide which enemy fighters to engage, you target them, and you shoot them. You're also in control of weapons selection, radio communications, the reconnaissance camera and defensive chaff bursts.

The bad guy in the plot is a renegade Russian commander who's out to mess up the beautiful harmony

and symmetry of "The New World Order". He's very aggressive and he's got chemical weapons (which is not generally regarded as a healthy combination) so it's up to you and Dakota to sort him out. Along the way you'll fly air-to-air missions, air-to-ground missions (blowing up bridges is particularly fun) and reconnaissance missions as you experience moments of glory, pathos and of course, bladder-bursting excitement.

There's sub-plots and romantic tensions a' plenty too, all of which unfold in the between-mission cinematics. You'll meet Commander Remington (yeah, yeah - he was so impressed he bought the company), a shifty secret service type, and loads of so-called "intelligence" experts. And Dakota's got the hots for another wing person (of course, you've already rejected his advances; mixing business and pleasure only leads to emotional disaster) whose name sounds suspiciously like Ratshit. (I'm not making this up). Will their love blossom? Will you save the Free World? Will I stop all this crap and finish the review?

Finishing the Review The best thing about *Tomcat Alley* is that you've got lots of things to do. You might not do the flying (that's Dakota's job), but you do just about everything else. The controls are simple and responsive, and because the video cuts between action sequences, external views, and "in the cockpit with Dakota" stuff so

well, it's actually quite exciting. Once you've mastered the art of targeting and firing (you need to get a target lock first) it's a bit of a doddle, but it's still fun, and while the objective of each mission is the same every time you play, the location and attack sequences of enemy fighters keep changing, so there's always a reason to play it again, Sam.

The quality of the video (and I'll say it again just in case you missed it, the entire game is made up of full-motion video) is pretty good too. Sure, just like every other FMV game for the Mega CD it's a bit grainy, but it's full screen, the colours are surprisingly colourful, and the speed of the aerial combat sequences is certainly good enough to fool you into thinking you're really flying. There's lots of close ups of little model aeroplanes exploding into flames too (all the models were supplied by Revell), which should save you from having to go down the street to watch the local weird kid set fire to his model planes and anything else he can pour petrol on. And that can't be a bad thing, can it?

Diabolically crazed Ruskie-pinko-swine aside, *Tomcat Alley* is a good game. It's fast, it's exciting, and it's fun to play. It looks pretty and it sounds good. It's also infinitely better than the sad piece of CD storage wastage that is *Afterburner 3*, so if you're after an aerial combat game, this is the one to go for. Dakota is a major wanker, but you're stuck with him. Besides, you can always beat him up when it's all over.

MEGA CD

available

JUNE

category

FMV AIR COMBAT

players

1

publisher

SEGA

price

TBA

visuals

It's all-video action and (surprise, surprise) it's all good! And that Dakota is hunky enough to make even grown men puke.

84

sound

Strangely enough, things get pretty noisy in the heat of a battle. Lots of explosions, lots of speech, lots of zooming about.

86

gameplay

Lots to do and good controls make it easy to do it. The video makes it all rather exciting too.

79

longterm

You shouldn't have too much trouble finishing it but you can always whack it on Hard. And every game is different enough to make you come back for more.

72

overall

Fast action flying fun. Now if only they'd make a sequel to *Top Gun* we could all sleep easier at night...

80%

Mansion of Hidden Souls

Some souls are best left hidden. Take **BRIAN COSTELLO** -

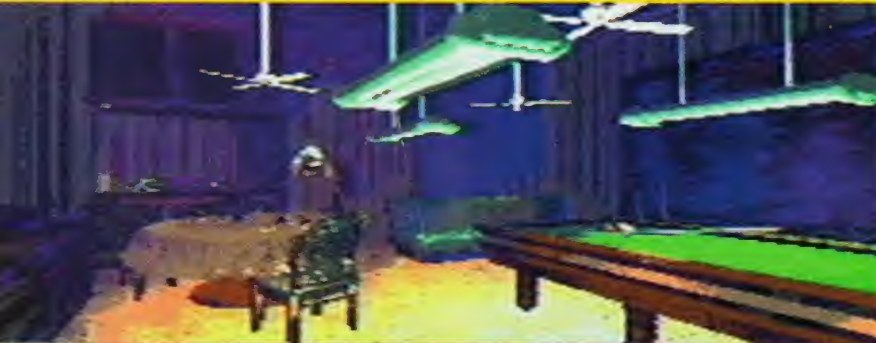
LOE - please! He's been trapped in this spooky mansion for a while, but as soon as he gets out, he's yours...



takes up the chase, which leads him to an old, gigantic house. As he enters, the door slams shut behind him. He is now trapped. He must find his sister and the way out, and maybe even kill a few butterflies on the way.

Your first task is to find the diary that allows you to save your position in the game. But it'll take a while to do so as you'll find yourself gazing around the joint and

just getting used to the unique first-person viewpoint. The game involves you moving from one point of the house to another. At each point you can face either north, south, east or west and you can examine any object that you may be facing. The objects can be picked up and used later on. There's some rather weird paintings that can be examined for clues too as well as a mirror which



Just when you're thinking all of the latest releases are trash, a game pops up by surprise and grabs your attention. That's what happened to me with *Mansion of Hidden Souls*. Before I start going over the plot, please bear in mind that it doesn't try to hide the fact that it's a lot like *The 7th Guest*. In fact, it might be the game's main selling point.

Butterfly Wings Two children are

roaming amongst a field of grass. The girl notices a butterfly nearby and asks her brother if they should follow it. He warns her about the strange rumours of the "Butterfly Mansion" which supposedly transforms humans into butterflies. The girl, showing all the signs of a washing powder overdose, starts to chase the butterfly, screaming out "I wanna be a butterfly!" (heck, doesn't everyone?). Her brother



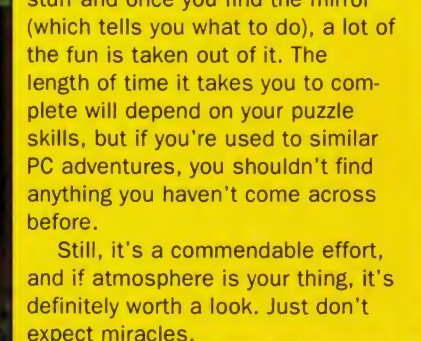
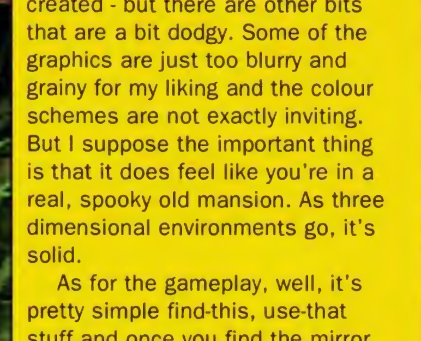
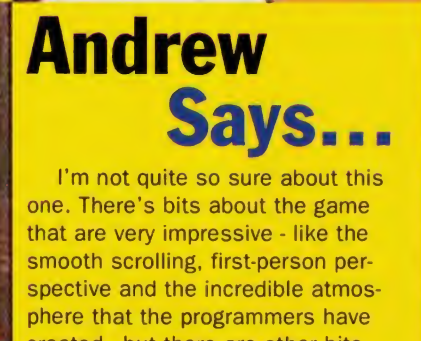
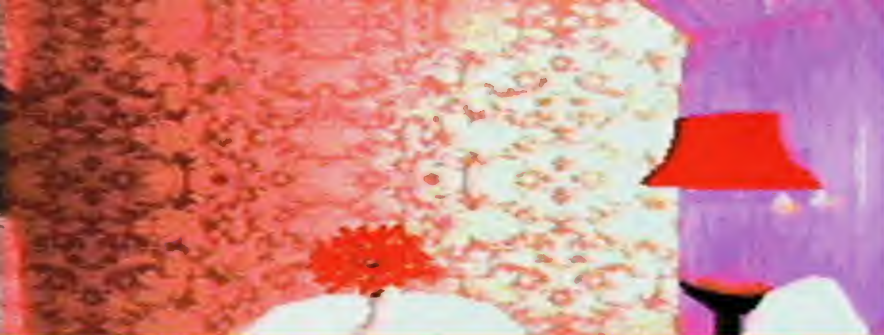
tells you what object you need to find to gain further access into the game.

Sometimes a butterfly will stop you and make conversation about either the good points or the downsides of being a lousy butterfly. Some try to help you, others try to confuse you. Each butterfly has a different accent too to add a bit of variety.

Spooky The graphics and sound

combine to create a spooky, mysterious feeling to the adventure. With a main hallway that echoes with the sound of a clock relentlessly ticking away and butterflies being the only occupants, this is one oddball house to hang out in. Lack of colour does hinder otherwise brilliant computer-modelled graphics but the result is outstanding nonetheless. The music in some rooms is frustratingly repetitive but





the butterfly voices and other sound effects justify having the volume up a touch.

There are loads of complex puzzles that'll have you tied up for nights on end as the riddles sometimes aren't as obvious as you think. It's also compatible with the Sega Mouse. How it uses the mouse is a mystery to me, but I bet it's a little more enjoyable to use than the control pad.

Mansion of Hidden Souls isn't *The 7th Guest*, but it's the closest the Mega CD has to offer, and that's certainly not a bad thing. It's good to see a game on the Mega CD that doesn't let the "Multi Media" thing get in the way of solid gameplay. My only question is how long will it last after you finish it? But you will have fun in the process.

Andrew Says...

I'm not quite so sure about this one. There's bits about the game that are very impressive - like the smooth scrolling, first-person perspective and the incredible atmosphere that the programmers have created - but there are other bits that are a bit dodgy. Some of the graphics are just too blurry and grainy for my liking and the colour schemes are not exactly inviting. But I suppose the important thing is that it does feel like you're in a real, spooky old mansion. As three dimensional environments go, it's solid.

As for the gameplay, well, it's pretty simple find-this, use-that stuff and once you find the mirror (which tells you what to do), a lot of the fun is taken out of it. The length of time it takes you to complete will depend on your puzzle skills, but if you're used to similar PC adventures, you shouldn't find anything you haven't come across before.

Still, it's a commendable effort, and if atmosphere is your thing, it's definitely worth a look. Just don't expect miracles.

MEGA CD

available

NOW (IMPORT)

category

GRAPHIC ADVENTURE

players

1

publisher

VIC TOKAI

price

TBA

visuals

82

Hot 3D effects that prove computer modelled graphics are the way to go. Pity it's got that famous Mega CD grain to it all.

sound

84

Repetitive music is made up for by great sound effects and voices.

gameplay

82

Involving is the key word here.

longterm

72

Depends on your puzzle skills and what you want to do with it after you've finished.

overall

The Mega CD is missing a good quality RPG and until one comes along, this'll do quite nicely.

80%



Brutus



Laura and Phoebe



Elizabeth



Jeff and Scream



Alex



Eddie



Lyle the Handyman

If this is an interactive movie boasting “Hollywood quality production, cast and entertainment” then what the hell is Corey Haim doing in it? Inquiring minds want to know. Strangely enough, so does ANDREW HUMPHREYS.

Double Switch

Ah, Corey! Such talent, such boy-ish good looks, such a heart wrenching saga of the evils of drug and alcohol addiction. Now that you're fully rehabilitated and an example to young people everywhere, you deserve better than this, you really do. I mean, 64 on-screen colours just aren't enough to capture beauty like yours, are they?

But at least you're in good company. As washed out company goes, it doesn't get much better than Deborah Harry of Blondie fame. “Once had a love and it was a gas, soon found out I had a heart of glass” - music just doesn't convey emotion like that anymore. And what about Thomas Dolby, composer of the “eerie CD music” for the game? Remember his glory days? “She

blinded me with science”? Well, he blinded me with the sheer brilliance of his musical vision. Who would've thought that talents like this would wind up in a video game?

Night Trap Part 2? Remember *Night Trap*? How could you forget it and the media circus that surrounded it? Well, *Double Switch* is kind of like a sequel to *Night Trap*, only it's not. The plot and characters are totally new, but everything is very familiar. You're in a house. It's full of people. Some of them are good, some of them are bad. You're in control of an elaborate video surveillance/security system. You use it to trap the bad guys in order to protect the good guys. If it wasn't for the lamentable absence of noted child





Above and Right: Three different traps in action. Who would have thought that a chandelier could kill?

star/convenience store robber Dana Plato, you'd swear you were actually playing *Night Trap*. The only real difference is that *Double Switch* lets you set the traps you want to use.

The action centres on The Edward Arms, once the home of famous industrialist Lionel Atwater Edward III, now a run down apartment building. Only traces of its former glory remain - like the grand entrance hall, which recalls the grandeur of an ancient Egyptian temple. But rumours persist that somewhere within the walls of the Edward Arms lies a vast haul of hidden treasures - it may even contain the legendary statue of Isix, a relic from Lionel's archaeological expeditions!

Lionel's ancestor Eddie (Eddie Edwards, played with inimitable style by Corey Haim) has rigged up a security system which he runs from the basement of the building. He's got cameras in every room (the little pervert) and enough home made traps at his disposal to trap the entire population of Tasmania. But someone has trapped Eddie in the basement and switched off his controls. He needs your help to get out...

The Mystery Deepens Sounds good, doesn't it? But that's because I tell a good story. The game itself isn't spectacularly great. It is a lot better than *Night Trap* but if grainy full-motion video bothers you, you won't like it. Then again, if you liked *Night Trap* you should love this. It moves along at a much faster pace, there's heaps more to do, and it's got Deborah Harry in it.

Eddie gives you a brief rundown of his predicament at the start of the game and introduces you to the tenants of the Edward Arms. He wants you to trap all outsiders and Lyle the handyman whenever you can. To get him out of the basement, you'll need to find the lock



code numbers. That means being in the right place at the right time.

You've got a map of the building, a video screen and a trap control panel at your fingertips. You move from room to room, listening to any conversations you happen upon and trapping intruders and thugs (represented as red dots and yellow squares respectively on the map). Each room has a couple of different traps - you can see where they are by pressing the Start button and bringing up a blueprint of the room.

After you select your trap, you arm it (three presses on button A), then spring it (another hit on button A) when a bad guy steps on a trigger (usually a floor tile). If you don't trap enough baddies, Eddie will look for help elsewhere. Keep a close eye on the storage room: if a thug turns off the building's power or cuts the phone lines, you're history. If you keep at it for long enough, you might just free Eddie and learn the secrets of Edward Manor. But is Eddie all he



appears to be? And what of Lyle the handyman and his Mummy? Hmmm...

And that's basically all there is to it. The video quality isn't great (but you already knew that, didn't you?), the acting isn't going to win any Academy Awards (nor will the scriptwriter for that matter), but it is kind of involving and it is fun. The sequence of events never changes so it really is just a matter of time and memory before you crack it but like I said before, if you liked *Night Trap*, you'll love *Double Switch*. Oh, and if you're a Corey fan, you're in for a treat: he's matured into an actor of breath-taking range and ability.

MEGA CD

available

MAY

category

INTERACTIVE MOVIE

players

1

publisher

SEGA

price

\$99.95

visuals

82

The video is full of that grainy old quality we know and love, but there's some interesting camera angles and of course, Debbie Harry.

sound

85

CD quality voices some nifty FX, and a decent job on the music by Thomas Dolby. Who would have thought it?

gameplay

77

Just like *Night Trap* but there's more to do and it moves along at a much faster pace. Thank God.

longterm

70

It could take you a while to suss it out, but once you do, it's well and truly sussed.

overall

One of the better "interactive mysteries" I've played but they've still got a long way to go, haven't they Corey?

78%

Prize Fighter

Another boxing game, eh? We all know what that means. Yes, it's time for all those big, sweaty ring jokes to start flowing. Can **ANDREW HUMPHREYS** resist the temptation?



Now that we're seven issues old, I think it's about time we lift the general tone of *HYPER*. And that means no ring jokes in boxing reviews. Sure, it'd be easy, but we've never taken the easy route to success around here. No sir, "integrity" is our middle name. Well, it's my middle name anyway and, take it from me, I suffered heavily at school because of it. So, from now on, all references to "rings" should be taken to include no smutty innuendo whatsoever.

Prize Fighter's box proudly proclaims it as "the first all-video boxing game". The box is right: it is the first all-video boxing game. But that doesn't mean it's any good. Innovative and adventurous yes, but good, not quite. Like most boxing games, the basic gameplay is limited and with only four fighters to beat, it's not exactly going to last a lifetime. But what *Prize Fighter* does, it does well and if you're after a bit of moody, atmospheric violence, it might be right up your alley (you can read in a smutty innuendo here if you like).

The Kid's Alright There's nothing that screams "moody atmospheric!" quite like black and white film sequences. All of the video in *Prize Fighter* is black and white. They wanted to capture that elusive, Scorsese-like quality of *Raging Bull*, a movie classic if ever there was one. To this end, Digital Pictures spared no expense in hiring Ron "Oh dear, look at all that Blood, Sweat and Spittle" Stein, who staged the fights in both *Raging Bull* and *Rocky*.



Put up your dukes to defend.



Honeyboy hits the canvas.



Its hard to distribute power points when you haven't got any.



Ron has managed to capture some of that in the ring immediacy they were after. The pre-fight cinematics (they pop up in between rounds and after the bout too) are generally good, full of adoring fans, hecklers, trainers, spit boys, and of course, taunting opponents. And the first-person perspective action is literally "in your face". But the Mega CD is just not the right showcase: the in-game video window is way too small and the quality of the video, even in black and white, is less than spectacular.

What the video does manage to do, however, is to create a sense of story. You play the Kid, a newcomer to the World of Rings, full of heart, full of energy. To take on the champ, Nuke "The Duke" Johnson, and win the heavyweight title you'll need to defeat three other would-be challengers first: Honeyboy Hernandez, Mega Joe Falco and T. Rex "Telegram Sam" Hawkins.

Each match has three rounds, each round lasting three minutes - unless of course an early KO brings proceedings to a halt. Both you and your opponent start the bout in good health, represented by little smiley faces in the bottom corners. As the fight goes on and the claret flows, the little faces get uglier and uglier and the boxes they're in start to turn red. If the frame fills completely with red, you hit the canvas.

Winning a fight (and it's not that easy) will earn you "Power Points" to allocate between your right glove, your left glove, and your stamina. All the information is saved to the Mega CD's backup RAM. Like the career modes in most new boxing carts, distributing power points adds a bit of strategy to an otherwise brutal game.

Billy the Bucket Boy Prize Fighter certainly doesn't suffer from a lack of punches either. The control layout is similar to *Muhammed Ali's Boxing*: the outside buttons control each fist, and the middle button blocks. Hitting the buttons in conjunction with the direction pad (up for hooks to the head, right for body blows and down for uppercuts) gives you lots of punches to throw around. It's even easier with a 6 button pad.

The problem is that you've got no freedom of movement around the ring. Basically, you can't move - it's like your feet are nailed to the canvas and you have to wait for your opponent to come at you. All you can do is duck right and left. It's also very difficult to string a combi-

nation of punches together (although the computer does it easily enough) so you're forced to fight defensively. It's all about learning a fighter's sequences and waiting for an opening. And that, boys and girls, isn't much fun at all.

If you want a decent boxing game

you really should try and find a copy of Electro Brain's *Legends of the Ring* (for either SNES or Mega Drive). *Prize Fighter* just hasn't got enough depth to compete. If you do buy it though, you will at least have a little bit of fun with it and in the end, that's not such a terrible thing, is it?



Honeyboy's down again!



Let's see that from another angle.



Eat leather, Honey!

MEGA CD

available

NOW

category

BOXING

players

1

publisher

SEGA

price

TBA

visuals

79

Lots of video (ie, the entire game) but the quality isn't great and the action window is way too small.

sound

87

All the speech sounds like speech, all the punches sound like they hurt, and the crowd full of ring fans sounds just like a crowd full of ring fans.

gameplay

70

Lots of punches to throw but the controls are timing based and it's not overly exciting.

longterm

69

Only four bouts to win in total but it isn't easy. Every fight is different too so you will come back to it.

overall

Worthy of a glance or two if you're a Mega CD owner who doesn't mind a bit of black and white brutality.

70%

The Zoom and Tilt feature covers all the angles in the instant replays as seen below.



John Madden Football

If anyone's going to sell an overpriced games system it's an overweight has-been American

football coach turned "colour commentator". John Madden porks his way onto the 3DO and takes ANDREW HUMPHREYS along for the ride.



The 3DO hasn't exactly had the dream start in the States everyone expected. Initial sales of the hardware have been disappointing and good software has been a bit on the thin side. But things are starting to look up: Panasonic have dropped the price of the machine to \$500 in the US (the rumour is that it may even come in under the \$400 mark around September) and the games are getting better. One of those games is *John Madden Football*.

Everyone who has ever played a Madden game for more than five minutes loves Big John. He's a lovable guy. The fact that his games are so good has nothing to do with it - well, maybe it's got something to do with it. Yep, every one loves John. Mega Drive owners, SNES owners, and now 3DO owners. I know there's only about five 3DO owners in Australia so far, but any way you look at it, that's a lot of lurve for one man to handle.

John the Baptist So how does the 3DO version shape up? It looks as good as I hoped it was going to look and the presentation is flawless, but devotees of 16-bit Madden (you know, the ones that

run around screaming about how it's the best game ever made) might be a bit disappointed. Why? Because the gameplay doesn't match the 16-bit versions throw for throw. Madden on 3DO does play well, it's just that the feel is very different from both the Mega Drive and SNES games.

The basic gameplay is identical to 16-bit Madden and the layout of the controls is identical to the Mega Drive's. The three-step play calling process (missing in *Madden NFL 94*) is back: on offence you pick a set of players (normal, hands, fast, big), a formation and a play; on defence you pick a formation, coverage (attack, read or cover) and the play. Everything, right down to the plays themselves, is very familiar.

What's different is the speed of the game and the style of offence you need to play. Madden on 3DO plays much faster than the 16-bit versions and the timing of plays is very different. When I first played it I was anything but impressed - it seemed impossible to run diagonally (it isn't, but the controls are a bit stiff) and my quarterback took forever to throw (so he got sacked every time). I was expecting it to play exactly the same as the Mega

Drive Madden, but it doesn't. You have to re-learn the feel of the game all over again.

The biggest change you have to make is to your passing game. You need to adjust to a timing game or you won't get anywhere. Let the quarterback drop back by himself, then hit the buttons as fast as you can. The more you play, the more you'll like it and once you get into the swing of things, Madden on 3DO is just as much fun as the Madden you know and love. The downside is that *Madden 94* on cart has more features. There's only 38 teams (instead of 80) and there's no season play or play flipping either. Sigh.

John, Paul, George and Ringo

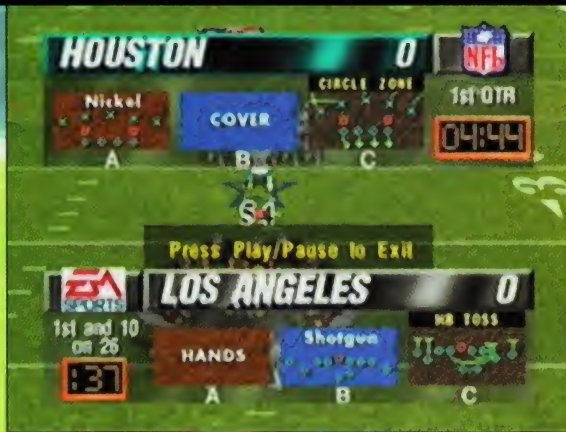
But the 3DO's fancy visuals make the Mega Drive and SNES games look positively primitive. All of the players have been fully digitised and thanks to the seamless animation they look like real, flesh and blood people, not blocky little sprites. Both the scrolling of the field and the zoom and tilt instant replay feature are smoother than Stuart after he's had a few beers and the quality of the video (especially of Big John himself) is superb. All this plus presentation screens so good you'd swear you were watching a TV broadcast.

The sound is rather nice too, with all the speech, cheering, biffing and boffing we've come to expect, all CD quality. The "all new" Madden commentary is very limited though - basically, it's the same speech as the cart versions of *Madden 94*, there's just more of it and it's better quality.

But words can only express so much, so stop reading and start looking at the pretty pictures. *John Madden Football* is certainly the most impressive 3DO game to date. When a game looks as good as this and it's got the gameplay to match, you just have to sit up and take notice. If this is the future of video games, I like it. Heaps.



The coin toss. What a lovely looking ref.



This is how you pick your plays. Familiar huh?



The rain actually affects playing conditions...



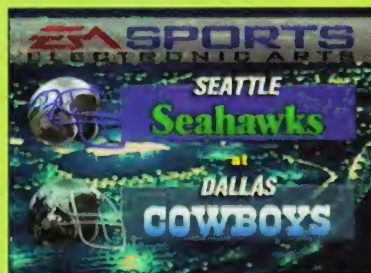
...but score a TD and you'll be singin' in the rain.



Full Motion Video in the Scouting Reports. Big John...



...and the mighty Cowboys.



3DO

available
NOW (IMPORT)

category

SPORTS SIM

players

1-2

publisher

ELECTRONIC ARTS

price

N/A

visuals

Makes every other system look like an Atari 2600. Great colour, detail and scrolling and lots of superb quality video. **95**

sound

A bit more Madden commentary and some nice speech from the refs, but otherwise, not that much of an improvement over the cart games. **90**

gameplay

It takes a bit of getting used to and there are a few niggles, but this is fast, compelling, All-Madden football. Head to head action is unstoppable. **89**

longterm

Lots of teams, lots of options and lots of reasons to keep coming back for more. **92**

overall

Fat old men and over-muscled meatheads have never looked so good. An excellent version of a classic game. **91%**

Ravenloft



Taking up sword and spell against vampires might not exactly be your idea of a good time, but then you're probably not a fantasy role-playing freak. GRANTLEY DAY is, so that's why he's reviewed this game.

SSI were synonymous with the development of Fantasy Role Playing Games (FRPG) a number of years ago, with releases such as *Eye of the Beholder I & II*, and *Pool of Darkness*. Recently all they have had was *Eye of the Beholder III*, which was in my view a flop, and I was left wondering where SSI were heading. Well after seeing their new offering, *Ravenloft*, I was not only left totally satisfied that SSI had re-entered the FRPG world with a product worthy of recognition, but I was also mighty happy that they were back on track.

Gothic Fantasy *Ravenloft: Strahd's Possession* explores a new sub genre in FRPGs; the Gothic world of Vampires, Werewolves, Gipsies and it is set in the mythical European heartlands, called Bolivia in the game. But don't be confused, *Ravenloft* is not just another Dracula rehash, it's a genuine game that explores this Gothic world.

The game starts with the realisation that Lord Dhelt, your king, has been attacked and a powerful amulet has been stolen. Your quest is to return the amulet to Lord Dhelt before it is too late. I must admit I am getting tired of such narrow story lines, but *Ravenloft* is saved by the fact that it has many other unique touches which makes it very enjoyable to play.

Your party set out to find the lost amulet. As the game progresses you

realise that you have been transported to another land which is ruled by the mysterious Baron Von Strahd. No prizes for guessing what the Baron is! As you explore the world you meet the Baron, who is initially quite pleasant but you soon realise that there is evil afoot, and of course you must stop it.

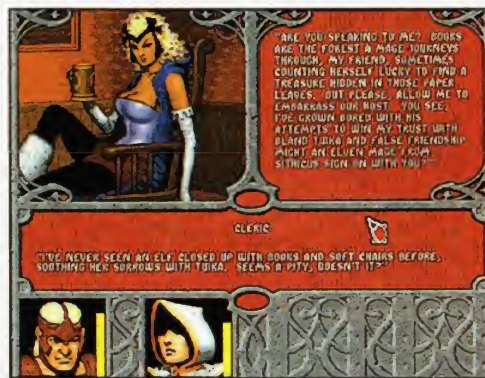
Fluid Movement The game uses a fluid movement screen and unlike other fluid FRPGs, it was quite fast on my 486DX33 computer. But don't panic if you only have a 386, as *Ravenloft* has the ability to turn off the fluid movement and use a standard step movement, as in the *Eye of the Beholder* series. This concern from SSI regarding people who don't have whiz-bang computers is really great to see. Of course, there is also an excellent automapping system, which maps everything you see, unlike other FRPG systems that only map where you walk.

By far the best part of *Ravenloft* is that fact that your party can consist up to four characters, which contrasts to all the fluid FRPGs in the past which have only used one character. *Ravenloft* initially starts off with two characters you can create yourself, and throughout

your journeys you can add two more from a myriad of people you meet. Character generation was also a blast, with you choosing your character's race, profession, sex etc through the use of a deck of cards similar to tarot.

The whole Gothic sub structure of the game was also a welcome relief from the standard medieval format. In *Ravenloft* the undead rule the plains, Lycanthropy inflicts almost every beast in the kingdom, and things get pretty hairy when the sun sets.

I enjoyed playing *Ravenloft*, as it sort of combines the first two *Eye of the Beholder* games, with an added pinch of *Ultima Underworld* and the *Dracula* legend. With the added screen resolution of 320 x 400 pixel's, virtually double the height of other FRPGs, *Ravenloft* is definitely an exciting choice for people who enjoy fantasy role-playing.



FORMAT: PC/PC CD-ROM

AVAILABLE: NOW

CATEGORY: FANTASY RPG

PLAYERS: 1

PUBLISHER: SSI

PRICE: NO RRP

visuals

A new screen resolution (320 x 400) enables more to be seen than any pervious fantasy role-playing game.

sound

Standard FRPG music with the mix of monsters and mayhem.

gameplay

Easy of use, inter-face involvement and excellent character creation, make playing enjoyable and interesting.

longterm

A huge game world, coupled with sub plots, minor and major quests, should keep you involved for hours.

overall

After the disaster that was *Eye of the Beholder 3*, SSI are finally back on track and producing great fantasy RPGs.

80%

Great Naval Battles II

Guadalcanal 1942-43

Virtual war is a strange thing, especially when it recreates actual battles. Should you really have this much fun killing people? BEN MANSILL can't answer that, but he can review latest war game from SSI.

WWII naval combat was generally very unpleasant for its participants. Hundreds of terrified young men would huddle nervously in huge floating steel things. They would try and make large bits of metal kill people in other huge floating steel things by exploding most of the large metal bit inside a long steel tube pointed at the other floating steel thing. Happily though, the huge floating steel things and the flying engines that protected them proved interesting and popular with people who weren't there.

Great Naval Battles rightly earned high praise for its accessible complexity and accurate portrayal of the intricacies and responsibilities a naval task-force Commander had to face. The new game boasts about a zillion bug fixes, as well as a substantial redesign of most screens. Best of all it's all in crisp and sharp Super VGA now!

Steered to Success Aside from a couple of introductory scenarios, an entire fleet must be steered to success. Often more than one fleet is involved and the array of vastly differing ship types makes a fairly large handful for the budding Admiral. Your best friends will rapidly become the

fearful Battleships with their massive and far reaching guns. Closer in, torpedoes become effective, although hits come usually through sheer luck with the sadly accurate modelling of the incredibly high rate of duds actually experienced in the war.

The action is spread through many different screens, each covering key areas. Pleasingly, the option for computer control of the various stations is available to help reduce the severity of your headaches, although the big idea is to eventually do it all manually. Easier said than done. The guns for example, are aimed by carefully observing the splashes around a moving target up to 30,000 yards away - and the shells can take a minute to get there. Trusting the computer is extremely tempting and usually reliable, but it's not impossible to improve the odds by doing it yourself, and naturally it's where most of the fun is to be had.

Only one ship's guns can be fired at a time though, so the caper is to jump only to whatever ship is best positioned and spend a minute or two doing your best there, before handing control back to the computer. Then it's promptly back to the main fleet tactical screen for the big picture.

The Big Picture Here the zoomable map shows you and the known enemy. Overall orders for all your forces are given with a painless point and click routine. Little amphibious spotter planes can also be launched, and they should be whenever possible, as they provide precise targeting information, dramatically improving the odds for your guns. Bear in mind though that a 15% hit rate its considered good, and a big ship can take lot of hits. These are battles of attrition and the skill is maximising your odds while limiting those of your enemies. Very difficult, but this is a well designed game and it's all challenging fun rather than a huge effort.

The whole shebang is fought around a muddy rock called Guadalcanal which both the Americans and the Japanese wanted really badly. Stopping enemy supply convoys was the American goal, making sure they weren't there to do it was Japan's. It was a grim and bloody campaign, perfect for a computer game scenario. With big guns blazing, SSI have again confirmed their position as masters of this genre. Give it your time.



FORMAT: PC

AVAILABLE: NOW

CATEGORY: STRATEGY

PLAYERS: 1

PUBLISHER: SSI

PRICE: NO RRP

visuals

Digitised photos as backdrops add atmosphere and the super sharp SVGA screens are a joy to use. **85**

sound

Booms and splashes sound as they should, as does the nasty rattle of machinery when you take a hit. **77**

gameplay

Managing 50 things at once is handled surprisingly well. And the lazy can always give the dirty work to the computer. **86**

longterm

This is a big game and your relationships may suffer through the long haul. **83**

overall

For military fans mostly, although superb as a smoothly executed challenge for any keen mind that's hungry for fun. **83%**

Mystic Towers

The infamous Baron Baldric is back with a game that should please both action and role-playing fans. DAVID WILDGOOSE holds on tight to his magic staff and joins the fun.



Hero. Okay, stop. What image immediately leapt into your mind as you read that word? I'd suggest many of you envisaged a muscle-bound Rastan-type warrior, wielding some kind of beefy medieval weapon. Was I right? Well maybe not, but what I can say with the utmost certainty is that your hero wasn't a bald, wrinkly, toothless old geezer with a hunched back, a limp, no trousers and (ahem) a magic stick. Unless of course, you've met Baron Baldric before.

Yes! He's back! (Back! Back! BACK!). *Mystic Towers* is the Baron's second journey into the warm and cuddly world of video games, but this time he's stumbled into an RPG. Of sorts. There are these six towers (yep, mystic ones) and you have to explore each, vanquishing all the nasty monster inhabitants, and escape. The towers all have five levels with roughly nine rooms on each, so it's not the biggest game in the world.

Legend-ish At first glance *Mystic Towers* looks just like a simplified *Legend* (an oldish PC/Amiga RPG). Anyone who has seen *Legend* will be familiar with the isometric viewpoint, as opposed to the more traditional first-person 3D used in most RPGs.

This has the advantage of the player being able to see their character which is obviously a good thing.

Also in common with *Legend*, *Mystic Towers* is incredibly easy to get into. There's no character generation, and there are no tedious statistics to get bored by or even confusing spell ingredients and runes to remember. Instead, everything is presented clearly with bars to indicate health, food and water, and - get this - real English words for your spells and things. A big "Hurrah!" there then.

To complete a tower you have to kill all the monsters in that particular tower. Again, this is beautifully simple - select your spell (using the spacebar) and fire (press Ctrl). The Baron's magic stick holds many spells from the puny Ice to the devastating Lightning, as well as many other useful ones such as Teleport, Heal, and Levitate.

But it's not all violent spell-casting japey for the Baron. Oh no, he will have to resort to time-consuming logical and lateral thinking on the many occasions when the frequent-

ly fiendish puzzles raise their heads. Pressure pads, switches, levers, and invisible platforms are generally what are on offer here, and the difficulty varies wildly from closed-door-with-button-next-to-it-type stupidity to others far more convoluted for me to go into right now.

Twisted Humour I do have room to mention the graphics though. They're great. Whilst not exactly spectacular or revolutionary, they do possess an undeniable charm and twisted sense of humour which more than makes up for their apparent crudeness. I mean, how many other games (RPGs especially) allow their main character to indulge in belching, wheezing, whistling, nose-picking, and finally, getting drunk, stumbling around and spinning aim-



lessly. Not bloody many, that's for sure.

The Baron's foes also merit a special mention (and a paragraph all to themselves). They are brilliant. One looks like a huge apple core with big red lips, and to even attempt to describe the others would be a pointless exercise. Needless to say, they are all extremely bizarre and I love them for it.

I think *Mystic Towers* could perhaps be best summed up by the somewhat oxymoronic label, "Action RPG". It's simple, lightdepth is probably its only downfall, but at \$49.95 you can't really complain.



FORMAT: PC

AVAILABLE: NOW

CATEGORY: ACTION RPG

PLAYERS: 1

PUBLISHER: MANACOM

PRICE: \$49.95

visuals

It looks primitive, but so what? I like it.

68

sound

Nice music, but only average effects.

72

gameplay

Accessible and enjoyable. Could've been more varied.

75

longterm

My only real concern. But at least it plays different every time.

60

overall

Good fun, and definitely worth a go at the price.

75%

Raptor

After Jurassic Park, everyone equates Raptors with large scaly lizards that have been dead for 65 million years. Well a Raptor is also a bird of prey and in this game, a futuristic war-plane. MARTIN SOUTHGATE tries not to get confused...



Game reviewers get cynical after a while. They sometimes seem to forget that not everyone has played all the latest and greatest titles around. They can sound a bit ho-hum unless something really exceptional comes along. But that's the way it ought to be, right? Well, up to a point.

Two Sides Giving *Raptor* a fair rap means giving the reader a story with two sides. This latest release from Apogee is good for what it aims to be, but, it ain't no great shakes if we're talkin' totally new, ground-breaking entertainment.

On one side, *Raptor* is a vertical-scrolling shoot 'em up that delivers the latest in arcade action. Players pilot the Raptor, a futuristic war-plane, over detailed scenery, trying to take out as many ground and air targets as possible. On the second side however, *Raptor* doesn't really push back the bounds of entertainment experience. It's more or less the result of improvements made on existing theme. If you've seen Epic Megagames' *Zone 66* you've seen most of the gameplay features before.

As a mercenary pilot in the pay of Mega-Corps, players get bucks for bangs. Every hit is rewarded with cash that can be spent later back at the base. What you can buy is basically power-ups - armaments for your pride and joy - and the weapons available are pretty cool. Some of the better ones would be the laser and mini gun turrets that find their own targets and the pulse cannon that wrecks both ground and air targets. There's also some neat bombs that have shrapnel effect for some really extensive collateral damage.

Enemies range in size from small and irritating to big and ugly. There are extra-big boss enemies at the end of every wave but these are easier to kill than you might expect, as long as you have the right weapon. Action in the game is pretty fierce. The screen can get so full of graphic effects that at times you may find it tough to see what you should be shooting at before you get blown out of the sky yourself.

If you do get nailed though, there's some slight compensation in a fantastic fire trail as you bite the dust, followed by a couple of cinematic frames to really rub it in.

Trigger Happy Game control is all common sense and weighed in favour of the player. Auto fire is automatically enabled and there's unlimited ammo for every weapon. The challenge is in tough enemies that require the right weapons more than anything else. The only other thing you really have to watch is your shield levels.

You can play *Raptor* with the keyboard, mouse, joystick, Gravis Gamepad or Thrustmaster. It needs a



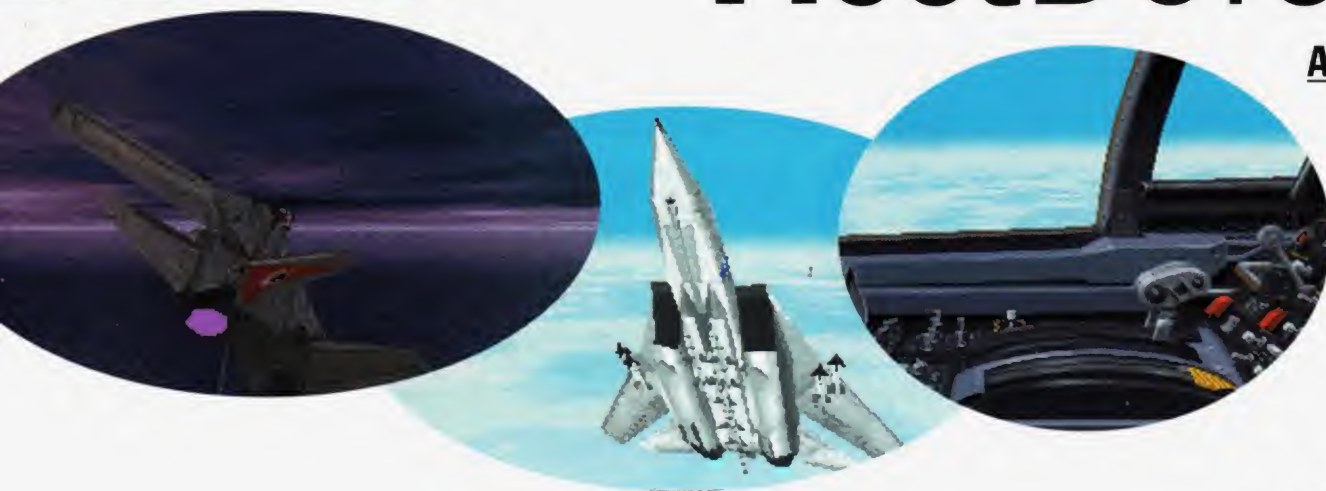
386 with 2Mb of RAM, although 4 are recommended, and it takes up close to 16Mb of hard disk. There's a good but somewhat repetitive MIDI soundtrack and outstanding digital sound effects if you have a soundcard.

Without doubt, *Raptor* is the best arcade shoot 'em up available as shareware. It's a hoot if you like this kind of thing and the creators have obviously set out to indulge the trigger-happy types who go in for animated carnage from start to finish. Yet it's nothing to get really excited about. It's a new game that does an old job just a little better and with more style. Perhaps if you've been through your current shoot-'em-up a dozen times you'll go for the latest look just for a change.

PC
AVAILABLE: NOW
CATEGORY: SHOOT 'EM UP
PLAYERS: 1
PUBLISHER: APOGEE
PRICE: \$49.95
visuals
Great graphic effects make-up for so-so terrain. 85
sound
Music is good but there's not enough. The booms are wild. 80
gameplay
Easy control makes the action intense. 80
longterm
A bit of a yawn the tenth time round. Don't play it all day. 45
overall
A standard shoot 'em up that should keep blaster freaks happy. 75%

FleetDefender

A serious flight sim that's also fun as a game? No. Surely not. BEN MANSILL straps in to take a look...



Fleet Defender from Microprose is an absolute gem. It combines all the complexity and technical accuracy a serious flight-sim must possess with a perfect flight model that's a joy to pilot. It also looks so very pretty with colours and textures which offer a true sense of height and distance. Such a complete package is rare in a combat flight sim. In the past, without exception, compromises have been made in at least one key area to produce sims which either fly well or look great - never both.

A Thing of Beauty The first thing that hits you about *Fleet Defender* is that it looks great. Your plane in external view is a bitmapped thing of beauty, complete in every detail. In the

tasty and imagination to fill in the gaps the simulation could not provide. Now Microprose (who are least known for decent flight sims) have gotten it right, and bless them, it actually runs smoothly on any old 486, a miracle of programming considering the masses of data being moved around your screen.

Long Distance Killing The F-14 Tomcat is an aircraft designed to do just one thing - carry the awesome Phoenix long range air-to-air missile, and use it to protect a U.S. carrier battle group and its planes. The Phoenix can kill another aircraft over 100 kilometres away. If the Tomcat ever gets to see its opponent, it has failed. Shorter range missiles are usually car-

ried as a contingency measure, and the F-14 has a fair degree of agility, but defending a carrier means taking out the threat before it can launch it's own long range cruise missiles.

It's an unusual choice for a combat flight sim, but *Fleet Defender* is both challenging and satisfying. Microprose's main purpose was to simulate accurately the take off and landing procedure, with everything else a peripheral consideration. Sounds a bit shallow, but landing on a carrier is so incredibly difficult it really is a game within itself. Your margins are intensely narrow, an even slightly botched approach results in a "bolter". Landing at night in a storm, with damage to your aircraft and shot nerves after combat is the hardest job in the world.

Thankfully, Microprose have recognised the need for just a little more to occupy buyers, and a huge range of missions are presented. The demise of the cold war is largely ignored and it's Russian bombers and their escorting fighters which require your attention. Your own strike aircraft will also require protection as they attack both ground and sea based targets.

Fleet Defender is a revelation for PC flyers. Finally all the important elements have been brought together without compromise. Buy it, fly it, love it.



cockpit the layout is functional, sensible and most attractive. The cowlings curve down to the lower corners of your screen instead of the usual straight line split-screen, giving you a terrific view of the gorgeous world you fly through. The sea and ground is richly textured and detailed, not merely for the sake of looking good, but to give a sense of height without referring to your dials. Flying over the cloud layer gives an extremely rare sensation of speed as the patterns race past your canopy.

Overall, the effect is one of fast flight. Too often in the past the PC fighter pilot has had to resort to fan-



FORMAT: PC

AVAILABLE: NOW

CATEGORY: FLIGHT SIM

PLAYERS: 1

PUBLISHER: MICROPROSE

PRICE: \$119.95

visuals

The best ever seen in a proper flight sim. An incredible sensation of both flight and speed and such pretty colours!

89

sound

Horny engine sounds, a faint scrape from your arrestor hook and full-on digitised speech. Oh yes!

85

gameplay

Your plane is big, fast and sexy, and that's how it flies. Wickedly difficult carrier landings and killer missions.

91

longterm

Flying all the missions and perfecting landings is a good few months worth. By then you will be addicted, not bored.

90

overall

A winning flight sim from Microprose of all people! Substance instead of flash makes a worthy package for all.

89%

Starlord

For those of you who lament the fact that ruling the universe during your lifetime will never eventuate, be cheered by the knowledge that this theme is a perennial favourite among game designers. Microprose have just released two empire building games, *Masters of Orion* and *Starlord*, with BEN MANSILL taking a HYPER look at the latter.



Reading the blurbs on both *Masters of Orion* and *Starlord*, Microprose could easily be describing the same game, but these two gems of entertainment are worlds apart in the execution of the same basic concept.

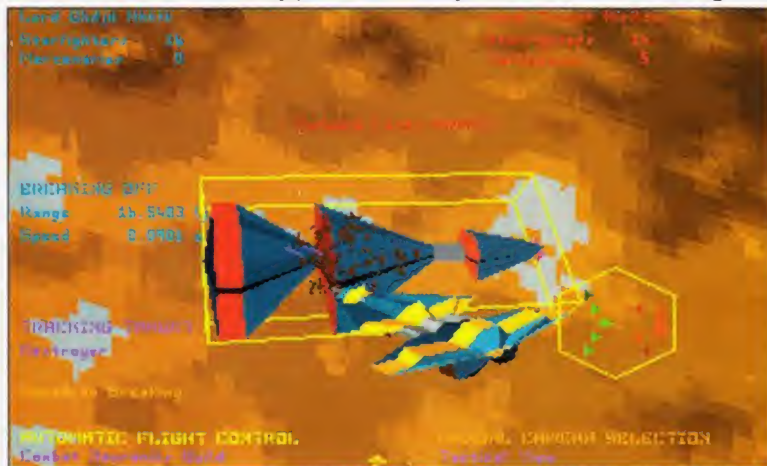
Masters of Orion is basically *Civilisation* in space. Exploration, technological development and resource management are the main focus. Through the eons you guide your race to supremacy by cultivating the most appropriate scientific pursuits and making efficient use of your industry and economy. On the other hand, *Starlord* dumps you in an established world of dirty politics,

Back to the Feudalism And guess what? It's Feudalism! A complex hierarchy of family clans battle constantly for domination and conquest. The top of the pile is the Emperor, immediately seconded by five Kings (usually relatives), then Dukes, Earls and finally, Lords at the bottom of the heap. The situation is fluid, war is a constant presence, hunger for power the driving motivation for each of the dozens of clan leaders. Each leader has a healthy stockpile of extended family members of who are usually placed in control of one of the family stars. In *Starlord*, through your computers library, intimate details covering

each and every one of the participants are available. This database is massive in scope and is modelled with much care and thought, not just a flashy but useless dress-up for an adequate space flight-sim.

You start your career at the bottom of this messy and ugly heap, a mere Lord with a tiny collection of stars. But you have both ruthless ambition and a small armada of battlecraft. The initial phase of the game involves visiting neighbours, insulting them, then going to war. As with all properly run wars, the victor takes the spoils. By carefully choosing your enemies, your empire will steadily build to a decent level of respectability, and as word of your military prowess spreads, other clans will proclaim their friendship and their armies may be available for larger campaigns.

Each battle is fought initially through moused movement of icons across a hex grid, but the moment your capital ship closes with the enemy flagship, control switches to the cockpit, where you get to blast away happily. It's fun and looks fantastic. It's a strange new way of dealing with this aspect of the genre, but it works well and is an adrenalin pumping distraction from all those icons and menus.



frail allegiances and constant warring. The core of the game is a *Wing Commander*/*X-Wing* style space combat shooter, but it's dressed up in an unusually interesting and plausible variety of peripheral activities, which make it an absorbing challenge that will drag you in happily for the long haul.

This universe is a mankind-only affair, with no interesting aliens to clutter the plot. Thankfully though, the experienced and imaginative designers at Microprose have built a scenario which is an intricate and enjoyable representation of what may become of humanity.



FORMAT: PC

AVAILABLE: NOW

STRATEGY/ACTION

PLAYERS: 1

PUBLISHER: MICROPROSE

PRICE: \$99.95

visuals

Good looking and atmospheric static backdrops with very funky 3-D polygon dogfighting. **84**

sound

Mars by Gustav Holst during the intro is brilliant. Poxy bleeps and mostly complete silence let it down later though. **62**

gameplay

Interesting enough trade, politics and economics dress up a perfectly acceptable space-combat sim. **81**

longterm

By it's very nature you're in it for months, thankfully the tapestry evolves and new skills develop. **87**

overall

Buy *Masters of Orion* if you're the thinking/planning type, *Starlord* if you prefer to solve problems the simple and violent way. **80%**

UNDERWATER ADVENTURES

Some gaming themes just won't go away. Due far more to the popularity of the subject matter than any lack of creativity from game houses, certain real life activities happen to translate extremely well into computer games.

Submarine warfare is one. Subs require their commander to be a brilliant tactical thinker yet be able to invent masterful solutions to impossible problems in an instant. These aspects, plus the inescapable charisma of the submarine, make it a natural winner for the world of PC games.

Three new sub games have just hit the shelves, each with an individual approach to undersea combat. *Wolfpack* from Nova Logic does it in the uglier, dirtier days of

WWII, *Seawolf SSN-21* by Electronic Arts represents the sterile techno world of WWII where one enemy sub could destroy your entire country, and *Subwar 2050* is

Microprose's futuristic world of one-man fighter subs and corporate mercenary war.

When it comes to the crunch though, they all involve the same basic fun - killing someone underwater. BEN MANSILL goes down on all three games and comes up smiling...

WOLFPACK

Wandering innocently through your favourite games shop you notice a very shiny box screaming for attention. A close inspection reveals it to be a WWII sub game, an even closer look and you spy the Nova Logic name on the box, and your heart rate rises slightly as you fondly recall *Comanche Maximum Overkill*, the bestest game in the whole wide world and a Nova Logic production. With shaking legs you carefully flip the box to inspect the screen shots and get sucked in by the blurb. You buy it.

With a breathless excitement unnatural for a one-person activity, you fire up *Wolfpack*. A sinister mottled green U-Boat slides gently toward it's prey, an escorting shark circling curiously. Above, the enemy is ready. Depth charges suddenly rain down and the mission is abruptly transformed into one of sheer survival. This is the intro and it is astounding. About the best you have ever seen. Dirty greys and greens, flickering patterns of reflected light, cinematic direction and moody action music. Wow.

As the intro triumphantly finishes, you experience an awful sinking feeling, not for the sub as it descends into the crushing depths, but that feeling you know so well as an avid gamer. The main game screen appears and a tingling deja-vu reminds

you of a game first seen at least three years ago, originally on Amiga.

Buyers Beware Please pay careful attention consumers, *Wolfpack* is not a new game. It is a CD re-release of one of Nova Logic's first games, with an incredible intro. Hmmmm. It's a depressing shame to see Nova Logic's reputation take such a steep tumble.

The main game happens on a single screen. All the essential controls for WWII submarine warfare are packed on, with a tiny box for periscope views. Depth, speed, heading and torpedo firing are all conducted from this screen. It's a functional and easy-to-use layout, your mouse hand will not be over-taxed and all the information you need to absorb is

available in one screen.

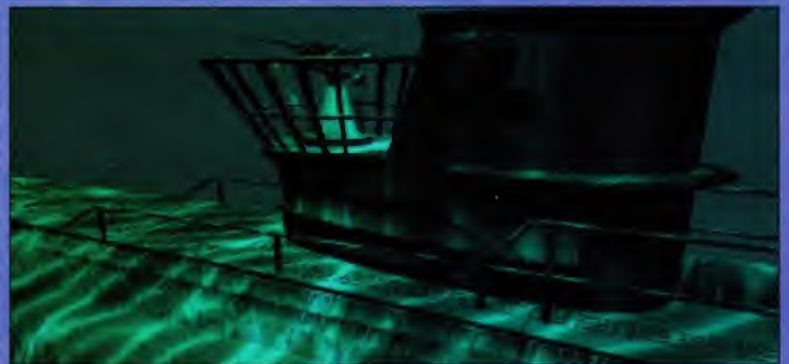
Let it be said that there is nothing fundamentally wrong with a game with just one screen. However it shows the game's age horrendously, and even similarly ancient games of the genre like *Red Storm Rising* or *Silent Service* provide different full-screen stations for key activities. It becomes very questionable however when paying full price for the lavish intro and pretty box when the same game can be had for \$10.00 in the bargain bins.

Deep scope is added with the option to play as destroyer captain on the surface. The same dials and controls are rearranged, and your weapon is the depth charge instead of the torpedo. Being WWII with only primitive sonar and short range weapons, it's a close and dirty fight however you play.



Good fun too, as sneaking in to attack a heavily escorted convoy is a nervous challenge. Thankfully the ability to switch control to any other sub in your "pack" makes the high attrition rate less of a concern.

Wolfpack is about the simplest conceivable way a sub game could be executed. On the positive, this lets you focus on the real task without being weighed down with complicated intricacies. On the negative, why the hell did they bother?



FORMAT: PC CD-ROM

AVAILABLE: NOW

CATEGORY: SIM SUB

PLAYERS: 1

PUBLISHER: NOVA LOGIC

PRICE: \$79.95

visuals

This is an average. **70**
It gets 95 for an incredible intro, 45 for the rest. No intro with a superior game would be better.

sound

The box says **62**
Sound Blaster support, but no! Only inferior Adlib sounds are available. It's tragic.

gameplay

Simple and charming yet agonisingly weak. Why are these old games re-released? Have these people no creativity? **66**

longterm

If you really like it there are 70 missions plus a scenario builder. What fun. **67**

overall

Why did Nova Logic knowingly destroy their perfect reputation with this barely competent ancient game? **66%**

SSN-21 SEAWOLF

With the exciting prospect of WWII between the forces of NATO and the Warsaw Pact diminishing rapidly, it has come down to gamers to determine once and for all which side's technology and tactics would succeed.

Recently weapons of astounding capability have emerged from the old USSR, particularly in the area of surface and undersea warfare. New Russian subs dive deeper, run faster and hit harder than their Western adversaries. To counter this threat, Uncle Sam developed the Seawolf attack sub. Costing more than most Third World countries owe, only two or three pre-production prototypes are likely to slip by Congress.

But thanks to Electronic Arts, you've got one of your own. The Reds have been annoying lately, so the President has wisely declared war. All available forces (you) are to protect the interests of God's own by killing as many Communists as possible.

The Seawolf is a Centurion class attack sub. Packing long range missiles, smart torpedoes and dazzling electronic gear, its mission is to protect the huge and vulnerable ballistic missile subs from Russian attack subs, protect surface convoys while destroying the enemies and do as much damage as possible to the potent Black Sea fleet.

The Many Wonders of Modern Military Technology *Seawolf* tackles the basic concepts of PC submarining in some fresh and unusual new ways. Some work brilliantly, others are a fiddly bother. As a package though, EA's newest is a great way to explore the wonders of modern military technology.

A main look-down screen shows the essential tactical information, important stuff like where land is, known contacts and a useful shaded contour map showing depths. You can zoom in or out, and centre the display on the action for a clean overview. In a strange approach to this sort of game, EA only offer one proper console (sonar) for your dirty work. Fun stuff like weapons launch, speed, depth and heading are all executed by clicks on a pop-up menu available from any view screen. It works efficiently, but unfortunately removes you from any real sense of true involvement.

Submarine warfare is about finding and killing your enemy without him knowing you're there. Sonar is the tool for the finding part of the job, and *Seawolf* has an absolutely amazing

sonar screen to do it from. Past sub games have usually displayed enemy contacts as blips on a map. *Seawolf* makes you do it the way it actually has to be done. On a circular display you rotate the subs sonar detectors to hear the sounds of the ocean around you. The "signature" of each contact is displayed as a multi-coloured and initially incomprehensible blur. Other displays give more information and your Sound Blaster surrounds you with chunka-chunka engine sounds, the whine of an enemies nuclear reactor

or even the singing of a whale! The idea is to match these sounds against a library of known types, then figure out what's out there and where it is. It's totally bizarre and a fresh and absorbing challenge to get lost in.

Once you've found something you'll want to kill it. Missiles are easily the simplest and most fun way, but unfortunately tell the enemy exactly where you are. Sneaking in for a torpedo attack, using the primitive but effective outside views to creep along an undersea ridge is the way to go.

Launch a surprise attack and watch the fun from a drone camera view while desperately evading counter-attack. Ships explode with fantastic plumes of flame, but mysteriously disappear immediately after. Slowly sinking would have been a much nicer touch.

The first person experience of being there is absent with *Seawolf*, but the intensity of modern techno-war is nicely captured. Worth a long, hard look for military fans, and it's still value for normal people.



FORMAT: PC

AVAILABLE: NOW

CATEGORY: SUB SIM

PLAYERS: 1-8 (NETWORK)

ELECTRONIC ARTS

PRICE: NO RRP

visuals

Dramatic missile launches, stunning outside periscope views and an ultra-cool sonar screen.

sound

The only game in the world which requires you to differentiate between a Russian nuclear engine and a whale farting.

gameplay

Different but highly playable. Pull-down menu's instead of working control panels are unusual but effective.

longterm

Long missions with multiple challenges, a huge campaign and fascinating subject matter, guarantee you won't be bored.

overall

Monotonous undersea stealth made interesting. The incredible sonar screen is a new gaming experience.

83%

SUBWAR 2050

It is the future. The world is a happy, if resource starved place. It was only natural that the oceans would be exploited as a prime source of food and minerals. Huge companies have massive mining and farming operations in places the sun never shines. Sadly though, the friendly competition so common among today's entrepreneurs has been replaced by bitter and bloody contests over prime undersea real estate. Governments turn a blind eye and companies are permitted to employ mercenary forces to defend their operations and wreak havoc on competitors.

The perfect submarine game?

If this sounds fun, Particle Systems, under the banner of Microprose, have produced *Subwar 2050* for your electronic satisfaction. In every important department it comes up a winner, it looks fantastic, is a breeze to learn and is enthralling fun. Easily dismissible as the one millionth boring variation on the same theme, *Subwar* (to me) is actually the perfect submarine game.

By necessity, previous sub games have isolated the player from the action. You know it's happening, but the action is outside and removed, you can't see it or do much about it in any instant hurry. *Subwar* is immediate and in your face. Basic dogfighting tactics are the main key to success, but a new way of thinking must be adopted for ultimate success.

To find your enemy you listen for

him. To hide you stay silent. Turning on your active sensors will reveal all, but tell everyone wanting to kill you exactly where you are. Oceans have "thermal layers" which block sound. They are useful to hide under, but also dangerous if you're unaware of what's hiding under another. Your sub is very fast, but very fast = very noisy. Cruise in, sneak up, then full throttle for a hopefully brief skirmish then dive deep and run through underwater valleys.

Your campaign or single-mission orders may require reconnaissance or ultra deep diving work, so there are four subs to fly, each with appropriate strengths and weaknesses.

Underwater in Computerland

Once out there, you really feel like you're underwater in Computerland, the thermal layers are represented by grids which gently ripple into the distance and looks fantastic. The sea floor has all the ridges and valleys which are supposed to be present in the actual places modelled, and are realistically convincing with their grim patchwork colours. It is one of those game worlds where the need for perfect technical accuracy and photo-realistic graphics are much less important than creating a really cool looking world of snappy computer graphics. And that's the best kind.

You'll kill with either fast but manually aimed rockets or slower but more potent torpedoes. Unlike flight sims, one hit isn't necessarily a kill.

IN CONCLUSION...

Subwar 2050 is easily top dog on my hard drive for sheer fun. It's an entirely different approach to the genre, although prone to criticism from die-hard sub game fans. Stuff them, because you see your undersea world, you see your torpedoes hit the enemy - it's all around you, it looks fantastic and is massive fun, yet still requires the same basic combat principles.

Seawolf and *Wolfpack* do it with a mouse and a sharp tactical mind as your best friends. Being only slightly younger than the war it simulates, *Wolfpack* is at a disadvantage, but it was a good game a few years ago.

Many torpedoes may have to be ploughed into a large target before it breaks up. If you're hit, you'll have to head up for safety, as staying deep too long with damage will cause the sub to implode unceremoniously. *Subwar* requires as much tactical common sense as it does calculated bravery. The missions throw a huge variety of challenges at you, and in a *Wing Commander* way some are easy, others near impossible, but all linked together with a linear but charismatic plot.

Not a ground-breaking game, but an exciting and stimulating variation of a perennial theme. And don't tell Greenpeace, but yes you can torpedo whales, and it's mad fun.

and still is if the simplicity and confusing packaging don't bother you.

Not knowing whether it's an action game or a strategy game is *Seawolf's* only problem, you'll need a little extra settling in time but there is a lot of satisfaction to be found here. NATO v. Warsaw Pact sims are too rare and any competent attempt should be investigated.

FORMAT: PC

AVAILABLE: NOW

CATEGORY: SUB SIM

PLAYERS: 1

PUBLISHER: MICROPROSE

PRICE: \$99.95

visuals

A surreal world of grids and crazy underwater colours. Easy to get lost in and pretend you're really doing it.

sound

Mysterious and soothing sounds, the whine of torpedos and whale music.

gameplay

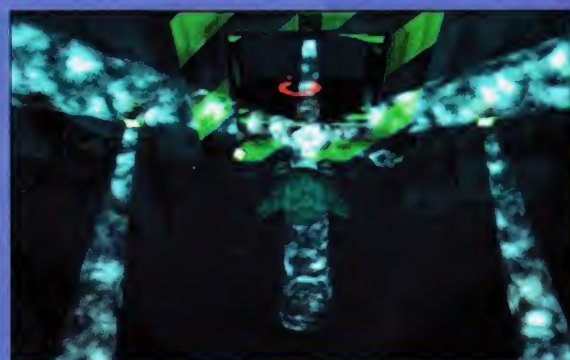
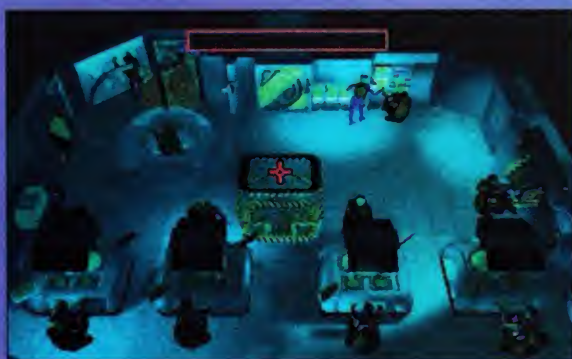
Not weighed down with a million key commands to memorise, *Subwar* is a cinch to jump straight into and enjoy.

longterm

Probably won't become a cult game, but is terrific value for weeks of solid and happy entertainment.

overall

A perfectly executed fantasy sim. *Subwar* looks great and plays well. Show off those dogfighting skills you're sure you have.



BEAVIS &

BUTTHEAD

HUH-HUH

Huh-huh

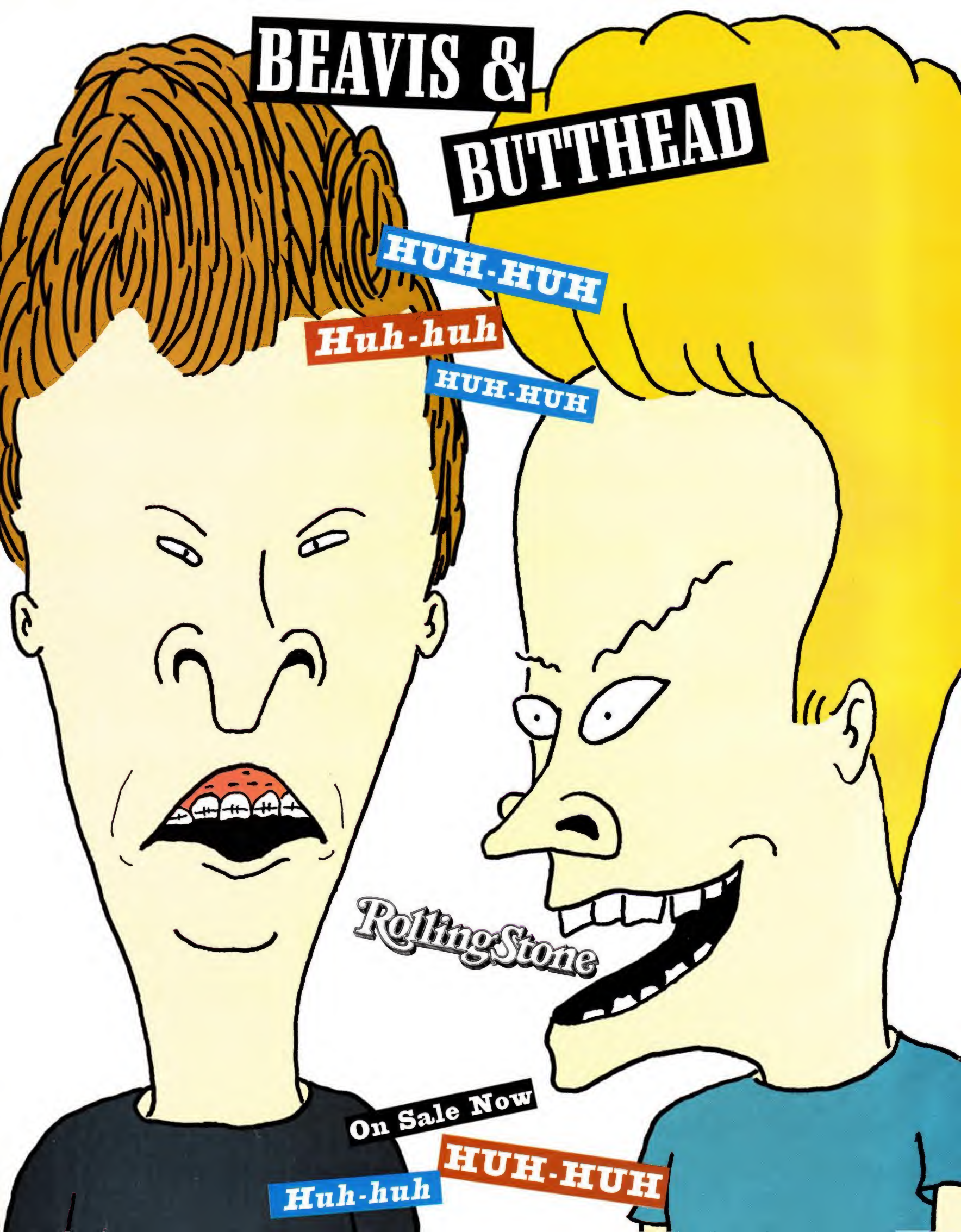
HUH-HUH

Rolling Stone

On Sale Now

Huh-huh

HUH-HUH



BYTE SIZE

REVENGE OF THE NINJA MEGA CD

Available: Now (Import)
 Category: Animated Crap
 Players: 1
 Publisher: Renovation
 Price: N/A



In the early '80's, one game took the arcades by storm. It had Pacman fans pumping in the coins and left most gamers in a fit. It was *Dragon's Lair*, the first Laser Disc title. Last issue we checked out the Mega CD conversion. Andrew admitted it was an OK conversion, he just never liked the game. Playability wasn't its strong point as it was nothing but a glorified reflex tester that let you view more of the cartoon if you pressed the controller in the right direction at the right time. Years later and we've got the technology to have video footage games at home. But is it too late?

The Revenge of the Ninja is just a revamped *Dragon's Lair* with a ninja rather than a knight playing the main role. You've got four directions and an action button and you have to hit them at precisely the right time. This leads to frustration as you watch the same scene over and over again. Sometimes you'll be given multiple choices that leave you guessing which way to turn but this does nothing to add to the already shallow gameplay.

I really don't need to say much more if you own a Mega CD as you probably already own either *Road Avenger* or *Cobra Command* as it is. If you've got any brains you'll leave it that way. If you really want another game of the same type, maybe *Dragon's Lair* is a better bet. Maybe Wolf Team (the fools behind *Revenge of the Ninja*) have lost the plot. With *Time Gal*, *Road Avenger* and *Cobra Command* (all Wolf Team titles) already on the shelves, there's just no need for another "interactive" cartoon. There are better Mega CD titles on the way but it's a familiar case of hanging in there and waiting for them. *Revenge of the Ninja* is a pointless waste of time.

Brian Costelloe

VISUALS	75	SOUND	81	GAMEPLAY	18	LONGTERM	36	OVERALL	32
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MUTANT LEAGUE HOCKEY MEGA DRIVE

Available Now
 Category: Sports Comedy
 Players 1-4
 Publisher: Electronic Arts
 Price: NO RRP



What little sportsmanship that was left lingering amongst the already brutal sport of ice hockey has been totally pushed to the side in this beautifully violent game that is *Mutant League Hockey*. You still need skill and luck but knowing how to use a chainsaw will be a big bonus, and if you can swing a mean iron bar then you'll be in demand. But talent is really measured in the number of your opponents' gravestones. Fans of *Mutant League Football* (yes, the two of you) will already know the score but basically MLH is just NHL '94 with monsters and weapons with lots of green blood chucked in for laughs.

If you have read my reviews in the past than you may already know that I go gaga over Ice Hockey but I must admit that I didn't like the smell of what was to come from this cart judging by how often it was called back for re-working. And it turns out that this game does have more bad points than good, but it is interesting to note the good ones.

Firstly the sound of the crowd is a far cry from the familiar "white noise" sound that has been used in the past and when a player is wasted the crowd really get into it. The four players adaptor is a huge bonus and the computer teams can be awfully cruel at times. The graphics on the death scenes are a cack with hockey sticks being rammed down throats and other various crevices! But the best is seeing the players floating under the ice once they've fallen into a hole. However the game is over way too quick as the players are killed easily. Also the play doesn't move as smoothly as NHL '94. I can't see many people handing over the dosh for ownership of this one after they've hired it for a night, except maybe those two fans of *Mutant League Football*. Let's hope *Mutant League Basketball* isn't a dud!

Brian Costelloe

VISUALS	69	SOUND	72	GAMEPLAY	70	LONGTERM	52	OVERALL	66
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MICKEY'S ULTIMATE CHALLENGE SNES

Available: Now (Import)
Category: Puzzle
Players: 1
Publisher: Hi Tech Expressions
Price: N/A



Hmmmm. Ultimate is not a word I would readily want to use when describing this unusual offering. This cart is a puzzle game, and as such it gets marks for at least attempting to be original in terms of the multitude of stereotypical release for cartoon licenses such as Disney. However any cart that advertises itself as containing "five magical puzzles full of family fun" is for me a bit of a warning sign that another pile of pixelated dross is about to pollute the screen of my monitor.

There are three levels of challenge on this cart, and they are all basically the same stupid puzzles, but with more memory patterns required. What there is of a plot revolves around the fact that Mickey or Minnie Mouse (you can choose) are lost in the world of their dreams and they have to discover the source of an earthquake, which turns out to be the result of their snoring in the first place.

In this fantasy world you have to do puzzles akin to the sliding block puzzles in *Zelda*, a memory game where you have to hit pistons which make stupid farting noises, and there is also a simpler version of that real adrenaline buzz, the peg board game *Master Mind*. So basically this game is one where no sedatives are required to calm you down after you have finished.

Admittedly the graphics are quite cute, and the animation of Mickey and Minnie is faithful to the original cartoons, but we expect that as they're fairly simple figures. The sound is, in a word, ANNOYING. Please can someone scrape their fingers down a blackboard instead! This cart would only be worth considering if you were planning to buy it for your 8 year old, and you had something against the *Mario is Missing* series, which has a lot more to offer.

Steve Polak

Thanks to Mega Games (03) 894 3611 for the cart.



LANDS OF LORE PC CD-ROM

Available: Now
Category: Fantasy RPG
Players: 1
Publisher: Westwood Studios
RRP: \$119.95



I thoroughly enjoyed *Lands of Lore* when it was released last year. Even though they've only added digitised speech and a few other effects, playing the CD-ROM is like playing a whole new game. The big drawcard for the CD is Patrick Stewart (Captain Picard from *Star Trek - The Next Generation*) as the voice of King Richard, the ailing monarch who has a big grievance with the enemy of the lands, Scotia.

You have to hear this game to believe it. Every line, every spoken word, every parchment read has had digital dialogue added to it. Not just voices talking into a microphone, but professionally sampled digital audio, with every character in the game having their own separate actor. In actual fact once I started to play it I couldn't stop until I had finished it, and then I wanted to play it again with another of the four characters who you can choose, just to hear their voices. Hearing Patrick Stewart as the voice of King Richard was an absolute spin out, and if you're any sort of *Star Trek* fan (like me) it will make the game even more fun.

Other additions include minor changes to the plot which make things a little easier. No longer do you have to explore all the Urbish mines for Valean's cube as Dawn gives it to you, and the Daricle requires a proper trinket not the Jewelled dagger, as many people were using it as a weapon. There is also an added three minute sequence titled the Lore of the Lands, in which Patrick Stewart speaks about the game's history.

If you haven't yet played *Lands of Lore*, then I would say that *Lands of Lore* CD-ROM is money well spent. The game is large, has captivating graphics and now has some of the best audio in the PC game world. If you have played the floppy version and enjoyed it, then give the CD-ROM version a look in as the speech is interesting enough to make you want to play and enjoy it again.

Grantley Day



RIGHTEOUS FIRE PC

Available: Now
Category: Space Combat Sim
Players: 1
Publisher: Origin
RRP: \$39.95



It's one year since you destroyed the Steltek Drone, and your discovery of the Steltek Blaster Cannon. Life has been easy and profitable for you and your privateering rackets. If you don't know what Steltek is then you obviously don't own *Privateer*, and you won't be able to play *Righteous Fire*, its first add-on disk. After the completely dismal speech pack that Origin released for *Privateer*, I was very cautious to see what how good *Righteous Fire* would be. After running, I was presented with an excellent introduction sequence, as impressive as the original.

After spending some time on Jonah's pleasure base, your character is cornered by a Militia Robot, which soon informs you that your ship has been vandalised and someone has stolen the Steltek Blaster Canon. As you begin the search, you notice that there is chaos in the entire Gemini sector; Militia ships attack you (always), Religious groups protect you (sometimes), and pirates are there usual greedy selves. Everyone wants you to do some type of service for them, from escorting ships to safety (the hardest missions) to delivering cargo (the easiest). With heaps of missions to complete the game, *Righteous Fire* promises as many hard spent hours fighting Talons and out-running capital cruisers as the original game.

Righteous Fire also allows you to incorporate new and additional features to your vessel. These include higher than normal specification shields and generators, a Fusion cannon more powerful and faster than a Meson canon, Isometal armour more resistant than Tungsten, a new Gun cooler, a new Shield Regenerator, a new Thrust enhancer (my Centurion got up to 1200 km/s) and a new Advanced Repair Droid. It's important that you realise that these modifications are only available in *Righteous Fire*, *Privateer* cannot access them.

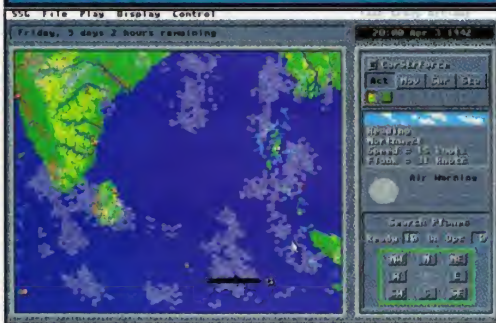
Without doubt, if you played *Privateer* and enjoyed it, then *Righteous Fire* is for you. It will ensure that many more hours are spent crouched over your computer with joystick in one hand and keyboard in the other.

Grantley Day



CARRIERS AT WAR II PC

Available: Now
 Category: Strategy
 Players: 1
 Publisher: SSG
 Price: \$79.95



It's widely accepted that the centre of the entertainment universe is Drummoyne, Sydney. Strategic Studies Group are headquartered there, and have recently obtained a reputation enviable to many try-hard pretenders located in far less prestigious valleys with silly plastic names.

Carriers at War I catapulted them to international electronic entertainment stardom a couple of years ago. It was a game of air and naval warfare set in WWII (the big one!) which pioneered no new concepts, but was executed seamlessly within the basic requirement that the player be presented with easily accessible and comprehensive information, in a game vehicle that is both thoroughly entertaining and properly challenging.

Yes, you must love the subject matter to be truly satisfied, so if your emotions are less than suitably stirred by the concept of the power and versatility of an Aircraft Carrier, you should perhaps be playing *Aces of the Pacific*.

Carriers at War II is an enhancement and scenario change for the original. Other than the map and some new toys to play with, it all looks the same, but a major bug-eradication project has clearly been undertaken. Smoother, better, cleaner, and still as appealing the first.

The main screen map shows your fleet and airfield icons. Planes are deployed and ships moved through a friendly interface with true depth available for intimate technical information and the nitty-gritty involved with fine tuning your winning attack or stout defence. Expect attrition, as it was that sort of war, but the clever application of your tactics will yield satisfying and enjoyable results.

Big map screens, worthy artificial intelligence and an effortless interface make any strategy game a winner. *Carriers at War II* has it all and it's Australian made as well. Bewdy mate!

Ben Mansill



THE JOURNEYMAN PROJECT PC CD-ROM

Available: Now
 Category: Interactive Multimedia
 Players: 1
 Publisher:
 Price: \$109.95



The year is 2318, the world is at peace after many years of fighting, the barrier of time travel has been overcome and the Earth has been approached by an alien race of peaceful beings known as Cryollans, who have invited humanity to join their "Symbiocracy of Peaceful Beings". You play the part of an Agent belonging to the Temporal Security Annex, an organisation set up to protect the course of history by monitoring saboteurs who would modify the past to destroy the future.

Unfortunately you discover a rip in the fabric of time, in three specific places. Some robots have been sent back in time by a mad scientist (who else!), to disrupt the flow of time and stop the Earth from meeting the alien race in the present.

I was impressed by the way JP rationalised the interface to the game player. Your agent, titled agent 5, has an bio-mechanical implant attached to his head. This allows the agent to interface with different computers, and also allows us to control the agent. The implant has directional arrows, and through the display window you can manipulate the environment.

The flow of the game was interesting and there were a few challenging puzzles and situations in which you have to navigate, in order to finally defeat the mad scientist's robots at the various phases of the game. My greatest disappointment was with the speed at which the game played. The computer I tested it on was a 486DX33 with a double speed CD-ROM and heaps of memory, yet it was SO SLOW that some frames took anything from 10 seconds to 1 minute to finally update (perhaps this is due to conversion problems from the Mac).

The Journeyman Project is the best of the small bunch of Interactive Multimedia games I have reviewed, and coupled with an excellent music score and sound effects it has the makings of a great game. But until the designers come up with a way of speeding up the action, careful consideration is required before purchasing. Maybe *The Journeyman Project II*, which is in the pipeline, will solve these problems.

Grantley Day



THE 7TH GUEST MAC CD-ROM

Available: Now
 Category: Puzzling Adventure
 Players: 1
 Publisher: Virgin
 Price: \$99.95



If I had received this conversion a few months back I would have still been waxing lyrical about what a superb and ground-breaking game the *7th Guest* is. And it is, there's no doubt about it. It's appearance on the PC CD-ROM last year really showed what CD games were capable of. But then *Myst* came along and did everything the *7th Guest* did, only bigger and better (as far as I'm concerned).

Myst may not have the stunning movement between locations like *7th Guest*, but the thrill of wandering around a house quickly fades, as it really slows down the action, and there really isn't much action anyway. *The 7th Guest* is a slow game, and by slow I mean s...l...o...w.

Nothing really happens, and all you're required to do is search the old house and solve puzzles. However it really does look a treat and the puzzles are all beautifully constructed and challenging. Digitised actors (and given their skill at acting I'm being very kind calling them that) appear every so often to give you a bit of plot and look impressive, and this does liven up proceedings somewhat.

The plot goes something like this: Henry Stauf was a nasty horrible man who made toys that killed kids. His old mansion has been abandoned for as long as anyone can remember, but now guests have been invited to dinner. There are six dreadful actors and one mysterious other person - the 7th guest. Ta-da! We have a game title! It's your job as a roving onlooker to discover the secret of the 7th guest and Stauf's mansion.

If you're into mental stimulation and gorgeous graphics that you can show off to friends, then *The 7th Guest* will keep you happy. If you're good at puzzles then it shouldn't take you too long to finish (there are only so many rooms in a house after all), but this is a game that, if you get into, you'll keep on coming back to.

Stuart Clarke



Toe Jam & Earl 2

Play Guide

Panic on Funkotron

Earthlings have invaded Funkotron and only you can stop them! That is, if you're playing Toe Jam and

Earl 2, one of the coolest platformers in the universe. Can you jar the humans and find the great Funkapotamus? With the love and guidance of HYPER, you can.

The Basics

TJ and Earl 2 isn't like other platformers. There's no end-of-game boss (there's no end of level bosses either); your main aim is to find all of Lamont's favourite stuff.

There's 10 Lamont items in total (one per level, starting on level 6). Talking to Funkotronians will give you clues to their locations but they're still not easy to pinpoint. The rest of the Play Guide will tell you how to find every single Lamont item. Don't take any short cuts - you have to

talk to all the relevant Funkotronians to get every item.

Look for secret doors that will take you to Trixie too. She'll give you beefed up powers.



Finding Lamont

1. Read the manual!

We know we keep saying this, but some people just never learn. Or is it that they don't want to learn? Anyway, even though it's one of those pissy blue fold-outs, the manual is a good one. Read it carefully. Reading the game tips (from the fountains) is a good idea too.

2. Take your time

This is a very big game and it's bursting with secrets. Thorough exploration is the key. Use your Funk Scan to find secret doorways and Funktivate spots and your Funk

Move to go through (or to get inside) walls.

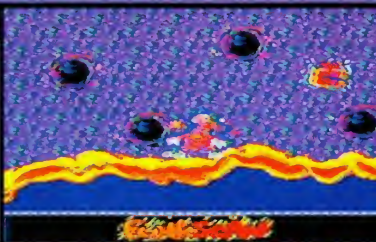
3. Learn to share

In a two-player game, TJ and Earl can share energy by doing a high five (face each other and squat). Don't be a hog - it's better for both of you to stay healthy.

4. Save Your Panic Buttons and Funk Vacuums till you really need them.

LEVEL 5 Lewanda

After you've bagged the humans, talk to Lewanda. She'll tell you about the first Lamont item you need - the Chocolate Covered Pickle! Smoot can tell you where it is.



LEVEL 6 The Pickle

Now you need to track down Smoot. A friendly Funkotronian will tell you where he is (ring the doorbell, silly); jump off the fungus below and through the wall on the left. Smoot tells you where the Pickle is: to the far right there's a platform with a secret door. Go through it to the Pickle Place.

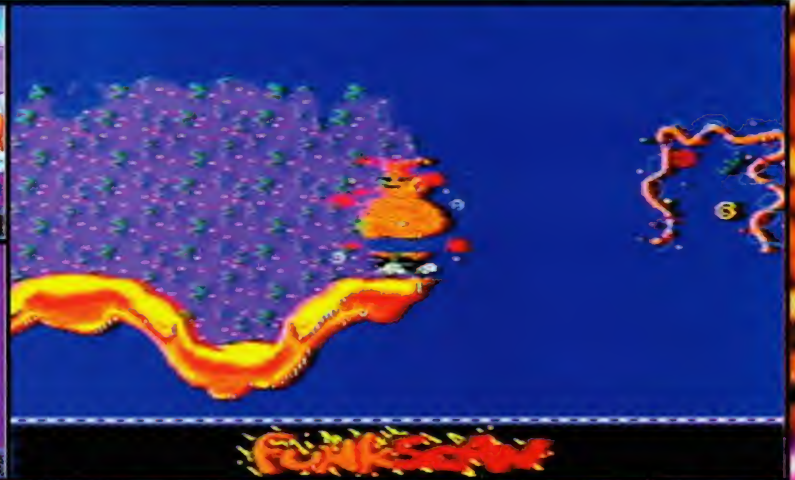
Before you leave the level, you might want to help out Slumpy (he hears crying under his house). Go to the left of his house and funk move through the wall and you'll find the source of the problem:

Sharla. She'll tell you about a secret place (where you can find Trixie) in the next level.



LEVEL 7 The Red Sneakers

At the far right you'll find Bloona stuffing her face. She'll tell you about the Red Sneakers. Now all you have to do is follow the arrows that spring up to find them. The arrows point straight into a wall. A quick Funk Scan and a nifty Funk Move and you're there.



LEVEL 8 The Picture

First up, find Lewanda. She tells you about the Picture. Peabo knows where it is so you have to find Peabo. He's hiding in a bush (on a platform with a rock) further down the track - near where Sharla tells you she heard hiccupping. But Peabo's hiccupping is so bad, he can't tell you where the Picture is until you get the hiccup cure from Otis! Go back to Otis, get the cure and Peabo'll tell you where to go: there's a secret door in the wall next to Otis.



LEVEL 9 Alexander

Flarney tells you how to find Lamont's favourite house-plant, Alexander. Head back from Flarney till you reach the button that takes you to the top of the pit. Jump down and hold to the left and you'll land in the secret passage which contains the secret door. Secretive, huh?



LEVEL 10 Eyeball Collection

Bloona points the way to Lamont's Eyeball Collection: jump straight down into the underwater maze and keep heading to the right, not up, and you'll wind up in a secret cave. Talk to Chester/Lester and he'll tell you where the secret door is.



LEVEL 11 Ceiling Fan

The first thing you need to do is find Bloona. She's way up high on a platform. Look for an arrow pointing up and keep jumping up - you'll find lots of secret platforms. Help her to find Peabo and she'll tell you the way to the Eyeballs. Find a little room in the ground and jump into the wall next to the door.



LEVEL 12 Rubber Ducky

Flarney tells you that you need to find Lewanda: she's in a secret place in Boogie Down Caves. Get to her via a small room with two Boogie men in it. She tells you where the Rubber Ducky is: look for a secret door on the farthest right platform.



LEVEL 13 Theodore

Ride the first bubble to Otis. He'll tell you all about Lamont's pet moon slug, Theodore, and how to find him. Look for a bubble next to a sign with an "X" (keep heading right), ride it till it pops then find the secret door. Talk to Peabo and Sharla (through the door to the right of Peabo) for some extra goodies.



LEVEL 14 Record Player

Snoot tells you to ask Lewanda or Bloona about the Record Player. Lewanda's at the top of the mountain but she's not talking to Bloona. You have to sort out their troubled friendship (by going back and forth between them) to get what you want. Head right from Lewanda and jump up at an arrow to find Bloona. Eventually she tells you that you can find the Record Player in a spot just underneath 3 flags in a row.



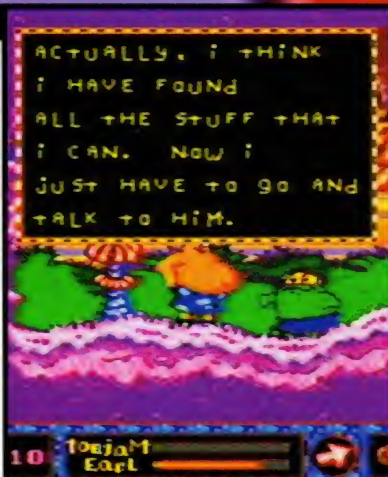
LEVEL 15 Lumpy Pillow

At the end of the level you should come across Flarney. He'll show you the way to Sharla and Lamont's Lumpy Pillow. Follow the arrows and you'll come to the Door Dilemma: you need to go through all four in the right order to get to Sharla. It's a simple process of elimination but here's a hint: use the top left door as your starting point. Sharla tells you of a secret door behind the fire. Use your funk scan and you'll find two doors: the one on the right takes you to the pillow; the one on the left is the exit.



LEVEL 16

You should have all the Lamont items by now. All you need to do is jar the remaining humans. But this level is tough: make sure you've kept a few Panic Buttons and at least one Funk Vacuum up your sleeve. At one point you'll fall into a wall full of humans - you have to use a Funk Vacuum. Once you've got them all the exit is through the water. After coming up for air in a few dead ends, you'll find it.



LEVEL 17

After you jar a few Witches at the start all that's left is to celebrate. You chat with all your friends, then step into the Funk Dimension to meet the Great Funkapotomus. Sit back and enjoy it!



A Happy Ending





Sam 4n

First of all go to the mouse hole

at the back of the room and pick-up the money. Then go right and get the black light out of the cupboard. Then go outside. where you will find a cat. Use the Max icon on the cat and you will have your instructions. Go to the carnival and give the instructions to the fire eater. Go inside and get the hand that's in the jar at the far left. Also pick up the bigfoot hair at the bottom of the ice. Go outside to the Wak a Rat. Win the prize and use it with the black light. Get the fishbowl magnifying lens that is behind the Wak a Rat. Go left and talk to the man about riding the Cone of Tragedy.

After the ride talk to the man again

about your lost inventory and he will give you a claim ticket. Go to the right hand side which is on the right hand side of the entrance to the Carnival. You will get a fish magnet. Look at it. Then go to the far left and go to the Tunnel of Love. Ride it. Once inside use the flashlight with your surroundings. When you see the fuse box use the Max icon on it until you

bang Max's head into it. Pull on the guy's beard and a secret passage will open up. Go in, talk to the mole man, turn on the power and leave. Then go to the closest Snucky and get the cup. Go in and pick up the candy, which is on the shelf closest to the counter. Then give the hand to the guy behind the counter. Then pay for the candies and then ask if Max can use the toilet.

As soon as Max leaves,

finish your conversation and go outside. Talk to Max as he comes back and click on the rasp symbol. He will then give you the rasp. Go back to the Tunnel of Love and give the candies to Doug. He will give you a key and you can enter the caravan. Max will start jumping on the bed and while he does that open the closet and get the card. Then open the box. Go outside and go to world's largest ball of twine. Go up to the top and use the wires with the telescope. Then use the Fishbowl with the telescope. Go right and talk to the man with the turban. Eventually a tool icon will appear click on it. He will give you a wrench.

Go to the World of Fish

and pick up the bucket of fish. Then use the tool with the bottom of the big fake fish. Get in and then use the Max icon with the fish and eventually you will be at the top of the ball of twine. Use the Max icon with the loose end of twine. Now go to the Gator Golf. Pick up the broken ball retriever and use the hand and the magnet with it. Go to the golf course and swap the fish with the balls. Pick up the golf clubs and try to get a straight line of alligators. When you're with Max open his door and you will

jar loose another door. Open the door and get the vortex. Max should give you a piece of bigfoot hair. Go to the largest ball of twine and go to the shop down the bottom. Use the magnet/ball retriever with the ball of twine. You will now have a ring Go to the magical vortex and go inside. There will be a couple of doors, each with different colours. Use the mirror and you will see two magnets. Go right and there will be a third one. There will be switches near the magnets but don't use them yet. Go and check which colours the door are and



Max Hit the Road

Having problems with one of the best PC adventures ever? Never fear, HYPER's here! Here's the solution, thanks to Miles Cederman-Hayson.

THE SOLUTION

write the colours down. Go back to the magnets and flick the switch of the first one. The room will glow red. This means you can open the red door(s). You can mix the colours around. When the colour is red go and open the red door. If you come out again you will have to change the room colour to yellow or whatever and try the next door. When you finally get through you will see another mole. He will want his ring so give it to him. He should say find frog rock. Go outside and go through the curtains. You will be upside down. Get the bigfoot hair from the ice then leave. Go to the top of the ball of twine and use the telescope. Move around until you find a rock or something interesting. You will finally come across frog rock. Go back to the mole in the vortex and get the mole man dust. Then go to frog rock.

At frog rock use everything that you were told by the mole man and go to Bumpusville. Once there go inside and go right until you get to the

bedroom(the room with the truck). Pick up the pillow with hair tonic and then go to the top of the truck and use the golf ball retriever with one of the books above the door. Save the game and when the robot comes in click on him with the use icon. Click on the wires that are not connected then press escape. Go out the door and into the VR room. Once there, save and use the VR equipment. In the game pick up the sword and walk to the cave. Quickly cycle through the icons until you get the sword, then use sword on dragon. If you fail, reload the game. Pick up the dragon's heart and exit the room. Go far left past the records until you come across the animals. Pick up the picture on the back wall. Go into the room to the left and unlock Bruno and Trixie. Then go to the Savage Jungle Inn on your map. Once inside give the rasp to the bigfoot. Go talk to the woman and get the brochures. Go to the vegetable museum and go far right and get the Conroy Bumpus head. Then give the painting to the woman.



Now go to the dino park. Go to the woolly mammoth and use the Max icon with it. Now press the button on the dinosaur and when its mouth is open, click the mouse. When you have the mouth open, use the rope with the mouth. Now you should have a tooth. Go to the bungee jumping down the path and go up the lift. Once up there get changed. Use the cup from Snucky on the golf ball retriever and then jump. While you're jumping use the golf ball retriever on the tar. When you're back up the top use the tar with the dress.

Then use the mammoth hair.

Get back to your car and go to Bumpusville.

Go to the bedroom and use the vegetable head with the toupee. Now go to the vegetable place and pick up your John Muir vege. Use the toupee with the dress and go to the party. Use the phonebooth and you will change and be allowed in. Once inside, pick up the bottle of wine off the table and go to the kitchen at the back. Pick up the ice pick near the freezer and try to leave. You will be caught so use the dress and you will take it off. While Conroy is changing, Max will go next to the freezer door. Keep trying to talk to him and he should slam the door. After this go to the top of the ball of twine and give the ice pick to the man in the turban. Now use the ice pick to uncork wine bottle. Now go to the Vortex to the upside down room. Once in there, use the vortex and while in there use the mini-vortex with the big vortex. Once out, quickly use the cork with the mini-vortex. Now go to the jacuzzi at the end of the pool and use the tooth, the vegetable head and the mini-vortex with the spa.

Now you've only got one more little puzzle to go. We're not going to tell you... after all there are some things you just have to do on your own!



CHEAT MODE

SUPER EMPIRE STRIKES BACK SNES

END SEQUENCE

Yes, we know this isn't much of a cheat, but it will help those of you whose sole purpose in life is to finish a game so you can see the ending - and you don't even have to play the game to do it! All you have to do is hit these buttons on the Title Screen: A, B, A, B, A, B, A, B. Isn't Yoda adorable?



SUPER PUTTY SNES

UNLIMITED LIVES

We've only just reviewed this cute little platformer but, as usual, we've got a cheat to help you enjoy it that little bit more. All you've got to do is play the game, PAUSE it (in any level) and enter this code: R button, A, L button, L button, Y. Putty on, Dude!



WOLFENSTEIN 3D SNES

PASSWORD

This rather lovely code was sent in by **Jay Lessons** and **Ben Dickson** from somewhere within Australia. Nice work boys, but if you think you're getting a copy of NBA Jam you're sadly mistaken. Anyway, to get to mission 5, floor 4 with unlimited lives, enter HJQVFC (on Hard mode). Jay and Ben leave us with this lovely thought: Happy mass murdering.



LIFE: x01 0032230



ROBOCOP VS TERMINATOR MEGA DRIVE

THE SECRET OCP OFFICE LEVEL

This nifty little cheat comes to you courtesy of **Trent Townshend** of SA. To find the secret OCP office complex you must be on level 2. Find a long piece of cable - Robocop will have to travel hand-over-hand to get across. When the cable ends, you should drop down behind a building where another, shorter piece of cable will start. Don't go across it. Instead, go back to the left until you hit the wall then press UP. You will enter the office complex with the prime directive of finding extra lives. The office can be re-entered as many times as you like. It'll make things a lot easier we should think.





MEGA MAN X

SNES

LEVEL CODES

1. 4325 5852 1821	4. 4123 5412 3438	7. 5653 7642 7554
2. 6718 5177 6171	5. 5656 8156 5224	8. 4576 1666 5168
3. 4561 1718 8546	6. 4573 5466 7434	9. 1676 6626 2188

TMNT TOURNAMENT FIGHTERS

SNES

THE BOSS CODE

Last issue we told you that Konami had confirmed that there was a code which would allow you to play as the two bosses (Rat King and Karai) in the Vs Battle and now we know how to do it!

First up, you need to enter the code for the extra speed setting with Control Pad 2 on the title screen: UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A. You should hear a yell from Aska confirming the cheat has worked. Now (still with Control Pad 2) enter this code: X, UP, Y, LEFT, B, DOWN, A, RIGHT, X, UP. You'll hear Aska squeal again. Now go to the Vs Battle and to the left of Shredder you'll find Karai and the Rat King. Now fight!



COOL SPOT

SNES

CHEAT MENU

This very cool cheat will get you to the programmer's debugging menu - just like the Mega Drive cheat. Hold down the top L and R buttons together, then switch on your machine. When the Virgin logo comes up, PRESS SELECT 30 TIMES and the screen will fade to the cheat menu. Press button A to turn "Lives" to ON (this will make you invincible) and use the L and R buttons to select which level you want to start on. Press SELECT (not Start) to start on that level.



SIM CITY 2000

PC/PC CD-ROM

GET 16 MILLION DOLLARS

You might remember last issue we printed a cheat for the Mac version of this fabulous city (and ego) builder. At the time we thought it would work on a PC but it turns out we were wrong. Whoops! Of course, we couldn't leave PC owners out of the action, could we? Thanks to the very lovely **Grantley Day**, you can all build to your heart's content. Here's how.

STEP 1: Create a new game in Sim City with the difficulty set to Easy, so you start with \$20 000. As soon as the game starts, set the speed to PAUSE, save the game and exit to DOS.

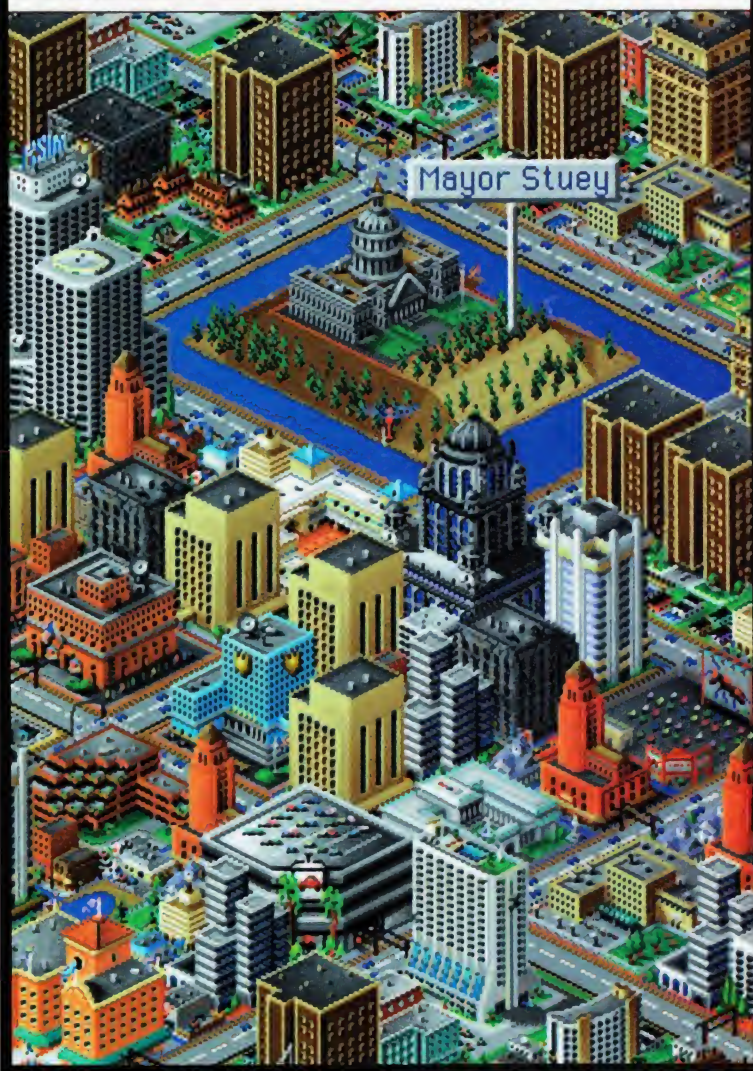
STEP 2: From DOS, edit your save game through a DOShex editor, such as Norton Utilities. Around file offset 41, you'll find the hex decimal characters of 4E and 20. Change these to EA and 60 respectively. Save these changes to disk and exit the editor.

STEP 3: Restart Sim City and load your edited save game. You should now have \$60 000 in the bank instead of \$20 000.

STEP 4: Issue yourself a \$10 000 bond through the budget window, it doesn't matter what the interest rate is. Now save your game again and exit to DOS.

STEP 5: From DOS again load up your save game into your DOS hex editor. Around offset 41 again you will find the hex decimal characters of 01, 11 and 70. Change these to F4, 4B and 10 respectively. Save these changes to disk and exit the editor.

STEP 6: Restart Sim City and load your edited save game again. You should have \$16 010 000 in your coffers! Immediately re-pay your \$10 000 bond and you'll be left with a dazzling \$16 000 000! That should be enough to keep those bothersome citizens happy.



CHEAT MODE

SKITCHIN

CHEATS GALORE

These cheats come to us courtesy of the lovelier than lovely **Robyn** at EA. All the passwords below will let you skitch until you bleed, but first you have to enter the special **BADASS** code at the "Warning" screen (and all this time we thought it was there as a socially responsible message from EA): take the control pad and press button B, A, DOWN, A, START, START. You should hear a smashing sound. After that, all these passwords are enabled (just enter them at the password screen):

MONEY Gives the player(s) \$2000
 THRASH Gives the play-

er(s) the Bat, Whip and Stun Rod
 SPEED Gives the player(s) 3 nitros
 ARMOR Gives the player(s) all Grade 5 (the best) equipment
 TOTEM Takes you to Vancouver
 BRONCOS Takes you to Denver
 BEACH Takes you to San Diego
 AIRPORT Takes you to Seattle
 HILLS Takes you to San Francisco
 STARS Takes you to Los Angeles
 CAPITAL Takes you to

MEGA DRIVE

Washington (what a surprise)
 JAYS Takes you to Toronto
 CARS Takes you to Detroit
 PIZZA Takes you to Chicago
 PALMS Takes you to Miami
 LIBERTY Takes you to New York

These passwords can also be combined, so if you enter **MONEY**, **THRASH**, **LIBERTY** and **ARMOR** (just keep going back to the password screen) you'd be in New York, with \$2000 in your pocket, with the best weapons and equipment money can buy. Then again, you'd need it in New York...



JAMES POND 3 MEGA DRIVE

LEVEL SELECT/ACCESS ALL AREAS

James Pond 3 is a big game. The passwords are big too. But the game itself is pretty special and it's also full of extra-special hidden bits, so even if you've finished it, you probably haven't seen everything. What you really need to enjoy this fishy platform fun is the ability to wander around at your leisure.

Here's how....

At the password screen, enter **RED CHEESE**, **YELLOW MOUSE**, **GREEN CAT**, **BLUE DOG**, and **RED BOOK** then click on the "Door" icon. Now all the routes will be open as you move around the map screen!

Once this cheat is active, go to the Options screen and HOLD LEFT and button B and press START and a new options screen, including a level select, will appear.



COOL SPOT

MEGA DRIVE

CHEAT MENU

This one's suspiciously similar to the SNES Cool Spot cheat and even more similar to the Mega Drive Aladdin cheat we printed just a few issues ago. Go to the Options screen and press A, A, B, B, C, C, C, C, B, B, A, A, A, A, B, B, C, C.

A digitised piccie of David Perry (the same one in the Aladdin cheat

- he must have a lot of photos of himself lying around the house) will pop up with "David Perry, time for some cheatyness!" underneath it. Then you'll be magically transported to the programmer's cheat screen with three options: infinite lives, a level select, and "freezability" (all it does is let you pause the game without losing screen brightness. Whoopie).

MORTAL KOMBAT II

We've had a huge (and we mean HUGE) response to our *Mortal Kombat II* guide. These extra moves (and the ones we missed) is for people like **Peter Zammit** and **Steven Brennan**, **Damon Thompson**, **Mark Knotts** and **Tom Lacey**. You're all Mortal Kombat FREAKS! And we mean that in the nicest possible way.

KUNG LAO

Kung Lao does have a Friendship move! We know it works on Version 3.0 machines (look for the DCS Sound System intro). He's obviously a Rocky and Bullwinkle fan because he pulls a rabbit out of his hat. Here's how you do it (all the other Friendship rules apply): B, B, B, D, HK.

Kung Lao has a Decapitation Fatality too. Stand on the opposite side of the screen to your opponent, HOLD LP, then tap B, B, F and release. He throws his hat at the opponent, but you have to guide the hat with the joystick to lop off their head.

SUB-ZERO

Subby's "Super Freeze": F, F, F, D, HK

Subby's "Ice Grenade" Fatality: stand on the opposite side of the screen to your opponent, HOLD LP, then tap B, B, D, F. Boom!

SHANG TSUNG

His Pit/Spikes fatality is D, D, U, D but it's nowhere near as exciting as the "Kintaro Fatality". Shang Tsung morphs into Kintaro and smashes the victim in half. **Damon Thompson** (who's done it on a Version 3 machine) says it goes like this: you hold LP for the majority of the final round (about 20 seconds is enough) then when it's Fatality time, stand within sweep distance and let go.

Peter Zammit and **Stephen Brennan** do it like this: Hold LP for

the entire fight (get a friend to do it) and when it's Fatality time, stand close, tap B, B, F, F then release LP.

JAX

The big guy's third fatality (he rips the victim in half) goes like this: stand close, HOLD LP, then TAP FORWARD and RELEASE.

RAIDEN

Raiden's "Shock the Shit Out of Em" fatality does NOT require any joystick movements. Just charge up LK for a few seconds, walk up to your victim, and release.

His Exploding Uppercut Fatality is done in a similar fashion, but you have to charge HP for 7-8 seconds (start early).

REPTILE

Reptile has another Fatality up his sleeve: he turns invisible and rips the unlucky opponent in half. Here's how to do it: turn invisible first, stand close and hit F, F, D, LP.

OTHER STUFF

Apparently you CAN perform a Fatality after a Babality! The same thing can be done with Friendships - you just have to be real quick. Multiple Babalities are also possible so you can make several babies, one after the other.

There's another secret character called NOOB SAIBOT. He can be found by winning 50 games in a row. In any one of these 50 games you must have found another secret character - then you'll fight Noob in Goro's Lair.

The Random Character Select feature (ie, the machine picks who you play as) is done by pressing UP and START on the Player Select screen.

In a two-player game you can disable throws: hold DOWN and HP during the Battle intro screen.

NBA JAM

Over the last three issues we've printed all the NBA Jam cheats we could find, but we've found a few new ones (Power Up Dunks and Power Up Fire) and we've decided to consolidate them all. So here's all the NBA Jam power ups and other stuff in the one handy location. They're all done at the "Tonight's Matchup" screen.

MEGA DRIVE

POWER UP DUNKS

ROTATE the control pad CLOCKWISE (until the tip off) and TAP BUTTON B 13 TIMES. Make sure you get all 13 taps in before the players' faces disappear. You'll be able to dunk from way outside the three-point line - and even from centre court. Now that's what we call Hyerdunkin'!

POWER UP FIRE

Love that "He's on fire" feeling but can't be bothered to score three unanswered buckets in a row? Well, now you can be on fire for the entire game. All you have to do is this cheat: at "Tonight's Matchup", TAP BUTTON B 7 TIMES then HOLD DOWN BUTTONS B and C plus UP on the direction pad until the tipoff.

POWER UP INTERCEPT

ROTATE the control pad CLOCKWISE (until the tip off) and TAP BUTTON B 14 TIMES.

POWER UP DEFENCE

TAP ANY BUTTON 5 TIMES. On the fifth time, HOLD the button down until the court appears.

POWER UP TURBO

TAP ALL THREE BUTTONS 7 TIMES. On the seventh time, HOLD the buttons down until the court appears. You can also do it this way: TAP BUTTON A 13 TIMES then

MEGA DRIVE/SNES

HOLD A, B and C until the court appears.

SHOT PERCENTAGE DISPLAY

TAP B ONCE then HOLD buttons A and B plus DOWN on the direction pad until the court appears.

JUICE MODE

TAP ANY BUTTON 13 TIMES then HOLD buttons B and C until the court appears.

SNES

POWER UP DUNKS

ROTATE the control pad CLOCKWISE (until the tip off) and TAP BUTTON B 13 TIMES. Make sure you get all 13 taps in before the players' faces disappear.

POWER UP FIRE

TAP BUTTON B 5 TIMES then HOLD button B and UP on the direction pad until the tip off.

POWER UP INTERCEPT

ROTATE the control pad CLOCKWISE (until the tip off) and TAP BUTTON B 14 TIMES.

POWER UP DEFENCE

TAP BUTTON A 5 TIMES. On the fifth time, HOLD the button down until the court appears.

POWER UP TURBO

TAP BUTTON A 13 TIMES then HOLD Y, A and B until the court appears.

SHOT PERCENTAGE DISPLAY

TAP ANY BUTTON ONCE then HOLD buttons A and B on the direction pad until the tip off.

JUICE MODE

TAP BUTTON A 13 TIMES then HOLD buttons B and X until the court appears.



Letters...



As you can no doubt see, the HYPER crew haven't changed their clothes since the last issue; in fact they haven't moved more than three feet. But at least Aaron's stopped pointing the gun at Stuart (he's taken to sticking it up his nose) - after all, Stuart's far too busy for such nonsense. He's got people to see, places to go, calls to make. Meanwhile, Andrew's still just standing around looking glamorous. His spiritual leader has convinced him the world's going to end with a massive flood in two weeks time, hence the goggles. We wouldn't want you to think he had nothing better to do than stand around on street corners looking silly. If for some strange reason you want to write to this motley crew, keep it short (under 300 words), keep it sweet, and try to keep it at least vaguely interesting. Telling us how good looking we are will help your cause. When you're done, send your letter to:

HYPER Letters
PO Box 634
Strawberry Hills
NSW 2012

And remember, if they're no good we'll take turns wiping our bottoms with them.

A SNES Owner Complains

Dear HYPER,

As a member of the "older" generation of gamers, I must congratulate you on your efforts. You have produced what must be a first - an enjoyable independent magazine that is produced LOCALLY.

My main reason for writing however, is to complain about the long wait we SNES-owning Australians face when trying to buy the latest software for our machine. Games such as *Madara 2*, *Ranma 1/2* and the *Dragon Quest* series may never be released locally. Others such as *Legend of the Mystical Ninja* and *Actraiser* take forever to be released - their sequels are already out and about in Japan. Why must we put up with the garbage produced by THQ and company, when there are so many great games just itching to get on to our shelves? Many gamers, myself included, have been forced to revert to buying imported games. Reading Japanese is pretty bloody hard, I can tell you! US imports are better, but the problem remains. What would you rather play, *Home Alone* or *Mystical Ninja 2*?

A popular argument for the problem is that a substantial cultural gap exists between Japan and the rest of the world. Why then, have games such as *Pocky and Rocky* been so successful here?

Another argument is that the cost involved in releasing games in a distant and, shall we say slightly less than a major country such as Australia, far outweighs the profit. Give me a break! Nintendo needs to get behind software houses in order to make Australian releases economically viable. Sega seems to have had little or no trouble in doing so. Sorry for being a bit miserable, but I'm sure you can understand why.

Justin Madden

I sure can Justin. SNES owners are missing out on some very tasty games indeed just because no body can be bothered (or wants to take the risk) of locally releasing them. Having said that, it is a large risk, especially seeing the console adventure/RPG market is quite small. But no one's going to find out how big it could get if they don't release the games and support them.

I Want Blood

Dear Hyper and Ed,

First I would just like to say that your mag is truly, ultra wicked. Alright now I've got a few questions:

1. I was looking forward to *Mortal Kombat* coming out on Super NES. I played it and I think it's absolute crap. For one thing there's no blood and it doesn't even come close to the arcade. Well anyway what I wanted to know is if *MKII* will have blood and if it'll be worth buying?

2. Could I have a pic of Cage doing his torso rip fatality on Jax?

Ben McEwan
Perth WA

1. As I think I've already said, I doubt that Nintendo's *MKII* will have blood unless the company changes its entire policy, but they are coming under a lot of pressure from SNES owners right over the world so who knows, they may cave in. They've got no excuse now there's an official classification system - they could even launch two versions of the game, one with blood, one without.

2. No. How about this though.



I Want Blood 2

Dear Hyper Crew,

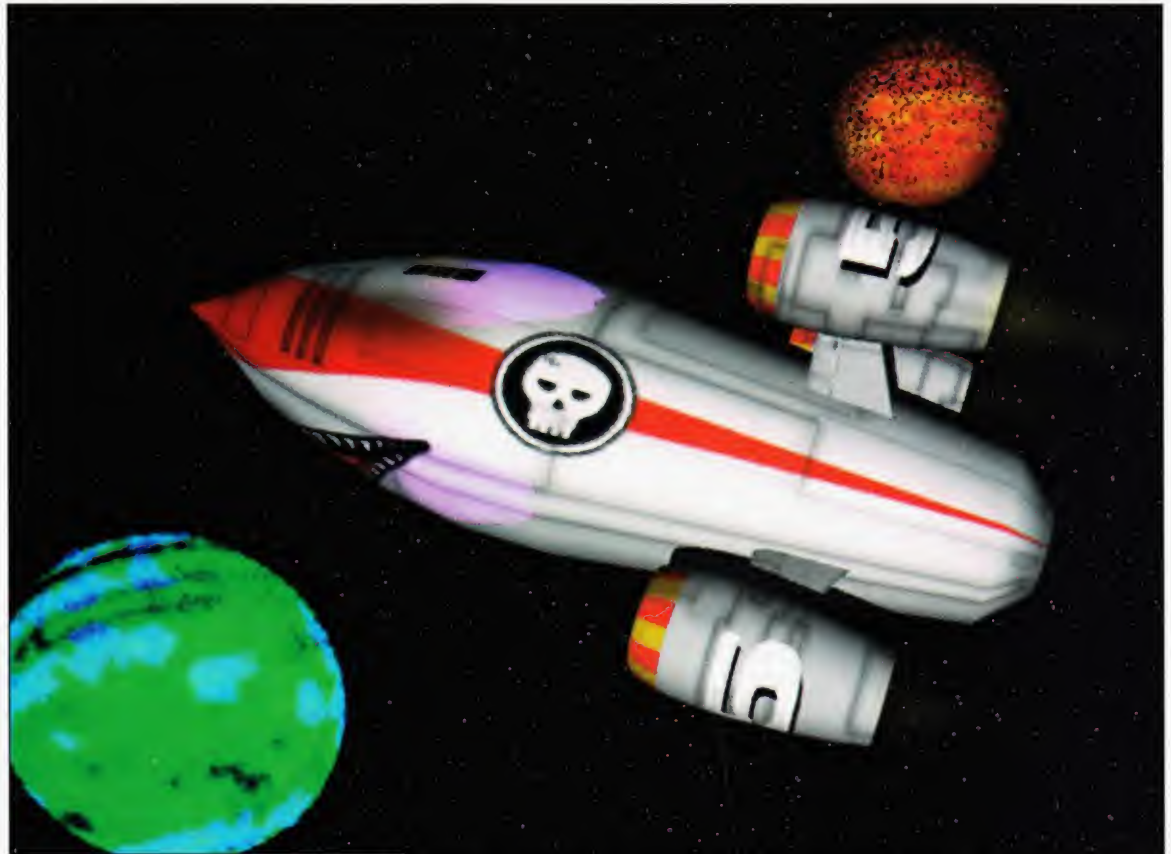
We all know your magazine is the bestest in the world so I'll just get on with it.

I own both a SNES and a Mega Drive. I am also fortunate enough to own both versions of *Mortal Kombat*. Now I like the SNES one better because of the better speech, graphics and gameplay, but I like the MD version for the blood. But last week my friend told me about an Action Replay Mark 2 which gives you blood for the SNES version, could you please, please, please, PLEASE find and print the code/s as it would make many SNES owners very, VERY happy.

Darrell Quist

OK Darrell, here's the code. But don't get too excited - just like the Game Genie code we printed a few issues back, all it does is turn the white "sweat" into red "blood". None of the fatalities are affected. We certainly wouldn't have dreamt of running it on the cover in a vain attempt to sell a few more copies of our magazine. Make sure you enter the Dead Code phrase first.

DEAD CODE
80E6 9B08
08C2 30A2
0000 A916
009F 3014
80E8 E8E0
0800 DOF2
2808 E220
9C21 215C
A1E6 8000



Our Search Has Ended

Dear Hyper,

Being the proud owners of a Mac Plus for three years, a Mega Drive for two years and a SNES for one year, my son (13 years of age) and I (23 years more aged) have been searching for the perfect games magazine.

With the first issue of HYPHER we knew that our search had ended. HYPHER, a fine example of Australian creativity, has set itself apart from the British offerings that clog the newsagents' shelves in our land. It is well laid out featuring witty, user friendly previews, reviews and game hints on ALL platforms known to personkind as well as including great regular sections.

HYPHER is the ONLY games magazine for us now and at only \$3.75, the subscription cost per copy, I am able to save over \$10 per month on the cost of those two foreign publications I used to buy. It makes me proud to be an Australian! Keep up the good work!

Yours sincerely,
G.J.Olsen esq.

Believe it or not we didn't make this up.

PC User

Dear Hyper,

I just picked up April's issue of your mag, the first time I've seen it, and I think it's great. I really only have one question that will probably affect all your PC users out there.

Are you going to keep your current format of reviews across the board of different playing systems or are you planning to go into a solo waste of time like doing only consoles, such as another Australian mag did that really isn't so MEGA anymore (although going totally PC is definitely NOT a waste of time.) I think it's a pretty important question and if the right answer is given you'll have at least one more subscription. You'd be surprised how many real gamers such as owners of the ultimate gaming machine, a PC, are absolutely hanging out for a decent AUSTRALIAN gaming mag.

Keep up the unreal work, your large size full colour mag is definitely a winner, any chance of it getting thicker? (the mag that is).

Glenn
Canberra

Don't worry, there's no chance that we'll lose PC reviews, and there's every chance we'll get thicker....one day.

A Total Freak

Hello,

I am a total Mortal Kombat freak, so you can imagine the joy I felt when MKII appeared in the arcades. So, I pumped in all my dollar coins, and was absolutely useless. I had no idea of the moves and so I looked like an absolute dickhead. But then, your absolutely and totally mad magazine printed all the moves for us bud-

These particularly impressive "Rocket" pics were sent to us by David Plint of East Maitland in NSW. He created them on a Macintosh SE/30 using the 3D program Infini-D and then added finishing touches in Photoshop. Good one David! He's won a game (tell us what format you have, apart from Mac David) and you can too just by sending in to HYPHER Art, PO Box 634, Strawberry Hills NSW 2012.

ding...um...computer game playing experts. Then, when I had studied the moves long and hard, and spent many dollars on this brilliant game, I was still crap at playing it, but I looked very good when I pulled off a fatality or two.

Anyway, who cares about me? I have a couple of Q's that I would like you to A.

1. What would you say is the average PC? I have a lowly 386SX with a pissy 2mb of RAM, and therefore cannot play any new games.

2. Regarding the state of my computer and the state of my bank balance I can't afford an upgrade. How do I con my dad into an upgrade?

Keep up the very, very, very, very good work.

PS MK2 kicks Street Fighter 2's arse from my house to someone else's house somewhere very far away.

1. I would say that a 386 is a very average PC, and while there's nothing to be ashamed of, if you do want to play any of the new high-end games, you'll need to upgrade eventually and get a CD-ROM drive 2. It's a tough one I know, but you probably know your dad better than I do so it's probably time to use your own brain.

Mega Chips

Dear Hyper,

First of all I'd like to congratulate you on one of the best magazines on the Australian market. Now down to business.

1) With the new Sega DSP chip will the Mega Drive be able to get games like *Starwing* or *Silpheed*?

2) Can the Mega Drive get games like *Doom* or *Wolfenstein*?

3) I've heard rumours that the Mega Drive can now put on over 100 colours on the screen at one time, is this true?

4) Will there be a Mega Drive version of *Super Street Fighter II* or *Mortal Kombat 2*?

Mark. M
VIC

OK 1. Technically yes, but I doubt those two will be coming 2. Again, given extra chips, technically yes, but I doubt very much if it will happen. *Doom* is apparently coming to SNES, 3DO and Jaguar though 3. Yes it's true, X-Ranger had 128 colours but no one else seems to be using the shading technique that allows it to do so 4. A definite yes for both MKII and Super SFII.

Letters...

Hard To Fault

To Hyper,

Great magazine, very hard to fault, however one thing I would like to see is when reviewing a PC game that you show the memory the game takes up, and also what is the minimum system required ie 386/486.

Also when is the official release of the 3DO system in Australia? And is there a possibility for a review of John Madden for this system (or at least some more screen shots).

Once again keep up the good work.

D.Noppert

Moe, Vic.

If we don't put the memory and minimum system requirements in you can pretty safely assume you can play it on most PCs. We will always mention if a game needs any special requirements (eg 32 Meg of Hard Disk space, a CD-ROM drive etc). The official release of the 3DO has been pushed back to September, but you can buy an NTSC model now if you so desire. Look on page 52 for a full review of John Madden on 3DO.

SimHead

Dear Hyper,

Congratulations on the cool mag and all that stuff (I could have written 2 pages on how good you guys are but I wouldn't want to bore you!)

Well, I'm a real SimCity maniac and ever since I sold my Amiga to get a Mega Drive. Will *SimCity 2000* be available for the Mega Drive? And if not is there any other games which are similar to *SimCity* which are available now or coming soon on Mega Drive?

Your review on *SimCity 2000* was great and I hope you keep up the good work!

From a sick Simhead

J.Stewart WA

*SimCity 2000 will never come to the Mega Drive, and if it did it would be a very poor excuse of the PC version. Look for Mega Drive games like *Populous 2 - Two Tribes*, *Mega-lo-Mania* and *Powermonger* if you want some sim fun.*

Take Things Seriously

Dear Hyper,

Late last year I bought your magazine, and I was delighted. "Australasia's only independent games mag" is a very powerful reason to buy this magazine. There were things to be ironed out, but understanding you were new, I thought they would be fixed in a couple of issues. Issues #5 now, And things have got worse.

Your magazine is 74 pages long. I'm sorry, but that is pathetic. Maybe it is difficult to find advertisers, but look at foreign mags such as EGM. they have hundreds of full page ads. If anything, this improves the magazine - games companies tend to have very high quality advertising (Sega Australia excluded). HYPHER uses its 74 pages abysmally - look at your page lay-outs. There was a double page spread introducing something which seems just slightly misplaced - the Star Trek 'feature'. Why the hell was 10 pages devoted to 4 pages of already commonly known Star Trek info, two pages introducing the ST games reviews, 2 pages to a crappy PC game (56%), leaving only one game that you describe as good? Out of 10 pages devoted to Star Trek, how many games? Two! How many good games? One?!? Not pandering to obsessed Trekkers are we?

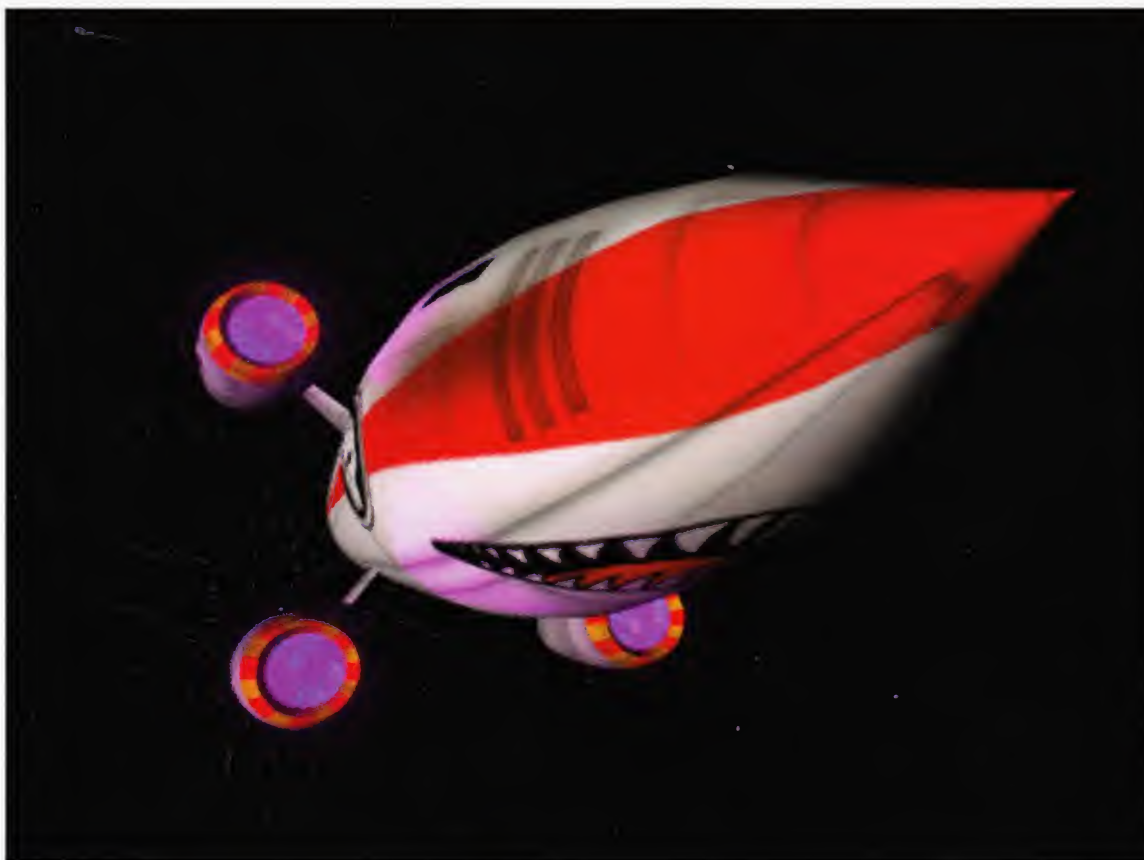
If you want to succeed as Australia's premier games mag, you will have to start taking things seriously. Take some hints from foreign magazines. Use a bit of colour. Get advertisers. Stop using OCR-B (a font) which everyone is sick of by now - you were hardly the first to use it. You have great potential with your multi-platform attitude (probably your biggest drawback) and independence (we all saw what happened to Megazone). You're in a favourable position for a magazine - raise your standards and who knows what might happen.

Ben White

Templestowe, Vic.

Well Ben, thanks for your tips.

First to advertising. We would love to have more ads, but the fact that may have slipped by you is that ads cost money, and in Australia companies don't have the same sort of money to spend on game promotion as they do in America. If you want to place an ad so the magazine gets thicker - go right ahead. The smallest HYPHER has



ever got is 76 pages and now we're regularly 84 pages, which is larger than any other Australian games magazine. As for Star Trek, well as you might have noticed, issue #5 was a bit of a Trekkie special, and if you don't like Trek then I suppose you may have felt a bit left out. Fortunately for us thousands and thousands of HYPER readers are Trek fans and we got a huge response. It wasn't our fault that the Sega and Nintendo games weren't released on schedule and that one of the PC titles was crap. Anyway, crap games are an unfortunate part of life and like it or not there will always be less than fantastic games reviewed in the magazine. HYPER's role is to review games impartially and to tell our readers what to investigate or ignore. As for the design tips, well that's a pretty subjective thing but your suggestions have been noted. Oh, and by the way we never take things seriously - life's too short.

Totally Pointless

Dear Hyper,

I'm 14 sitting and writing to tell you I'm shocked. I was at school and I heard some complete *!@# head say that Doom is pretty shitty!

At this I decided to ask this pin head why he thought that DOOM was utter crap. He went on about some utter crap on how the graphics weren't up to scratch. I went to my bag and showed him the excellent article that was written on DOOM DOOM (sorry I just can't stop writing doom doom doom doom) in issue 3 of your Australian mag and by the end of the day I (with a little help from my friends at HYPER) had made him into a Doom fan.

I'm not going to go on with how you could add extra bits and pieces to your glossy mag because you have everything.

Well I better get back to some fun homework.

Craig Harris
Bendigo VIC

Um, there really was no point to that was there. This is an example of a letter not to send in to HYPER because in future we'll call the writer lots of rude names, like dweeb, dork, freak, loser, retard, smegma breath., sphincter boy.....we can go on like this for ever, believe us!



Sucked Me In

Yo HYPER Ed,

About a month ago I bought my first issue of HYPER and it was excellent! The issue was no. 4 (Virtua Racing) and the cover just totally sucked me in, so as you have probably realised, I am now a devoted reader. But now (like every other letter) I have some questions.

1. What the heck is mode 7? In nearly every issue mode 7 is mentioned and I'd just like to know what the hell it is.

2. Do you have a cheat for Street Fighter 2 Special Championship Edition that gives you unlimited energy?

3. With your Mortal Kombat 2 tips, have you found out how to get to Sonya and Kano, and who the fifth secret character is? How about these so-called Animalities and Beavis and Nudalities?

4. How about a Super Street Fighter 2: New Challengers moves and play guide?

5. How about an annual issue where you almost double your pages and do a double-sided poster that's 8 pages big?

6. What about envelope art?

Well that's all from me. Hope you can help me, and good luck with the mag!

Yours Hyperly,
Craig Simms

Thanks Craig. 1. Mode 7 is basically just a fancy name for the SNES' in-built ability for scaling and rotation. It is one of the advantages of the SNES over the Mega Drive, and that's why it's continually mentioned (especially by SNES owners) 2. No, not without an Action Replay cart 3. Check out this month's Cheat Mode for all the latest MK2 info. 4. If you can't play SF2 by now, even the New Challengers you need more help than we can give you 5. That's a great idea, it's just a shame we don't have the time, money, resources etc. But who knows what will happen down the track 6. Again that's a great idea and if anyone wants to decorate their envelope send it in to us and we might print them (then again we might throw them in the bin).

Sanitised Fun is No Fun

Dear HYPER,

Gideon Bunder in issue 5 had a point: the Super Nintendo version of Mortal Kombat is fine, but the blood and gore were an integral part of the original's appeal. MK had an atmosphere all its own, and that was torn to shreds by Nintendo's censors.

Now Mortal Kombat II is (supposedly) on its way for the SNES later this year. Nintendo aren't backing down on their policy of having a

"family" console with sanitised games, so what's a MKII fan to do?

We certainly can't go out and buy new consoles (especially 3DO and Jaguar) and even though these consoles could perfectly replicate the graphics and sound of the MKII coin-op, none of these consoles have a six button controller... and the Mega Drive is nearing its use-by date.

Now that the Federal Government is passing legislation to have all video games rated, like films, Nintendo have no excuse to relent to the demands of the games playing public. I myself am an adult - I bought a Super Nintendo to play the best games around, not to pay huge prices for censored software that is a pale shadow of its former self.

Nintendo can no longer afford to treat its customers like children. Their reputation for quality has attracted the more mature consumer; but now it seems they want to chase that consumer away. Those who are paying for the games should dictate what is acceptable, and not some anal retentive trying to force his ideas onto an unsuspecting public.

Derek Nielsen

Goin' off Derek!!!! Three cheers for that one. One small point though: both the 3DO and Jag controllers have more than enough buttons to handle MK II.

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SNES Pocky and Rocky. Only a few months old, excellent condition. Box and instruction book included \$70. Ph (02) 488 0154 Ask for Anthony.

SNES Games; Legend of Zelda - A Link to the Past \$35, Mystic Quest \$35, Joe and Mac \$35, Pilot Wings \$35. Ph: (076) 614 715.

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MD Ghouls 'n Ghosts, Columns, Alex Kidd, Altered Beast, Mickey Mouse, Alien Storm & Dungeons & Dragons. Swap for 2-3 other games ie: Fatal Fury, Sonic 2, Alladin. Excellent condition. Ph 071 823109 after 6pm.

Mega Drive games for sale: Rocket Knight Adventures \$80, Another World \$60, Rolo to the Rescue \$45, Alex Kidd: Enchanted Castle \$30, Columns \$30 or both for \$50. Will consider swaps. All boxes and instructions included. Phone Phillip on 044 218187

I am selling an Amiga 500 with

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Game Boy games. Mortal Kombat and Battletoads. Both almost new and fully boxed with instructions. Will sell for \$35 each o.n.o. Ph (02) 771 3971 after 3pm.

For sale or swap: NHLPA Hockey (MD), Moonwalker (MD), Taz-Mania

(MD). I'll swap these games for anything on Mega Drive or sell them for \$20 each. Excellent condition. Ph (079) 727212.

WANTED

I am wanting to Buy A Super Nintendo with 2 control pads or a Mega Drive with 2 control pads. I am willing to pay up to \$300. Ph 066 761185 after 4pm

PENPALS

GIVE ME A PENPAL NOW! I'm into video games, I have a Mega Drive, and I would like a penpal that enjoys Sega (God this sounds sad). I'm very witty so write to: Ben, 46 Head St, Forster NSW 2428

If you own a Mega Drive and love, I mean LOVE!!!! Virtua Racing, and agree with me that the HYPER crew should put a poster of it in the mag, then write to me: John Smith, P.O Box 701, Gladstone QLD 4680.

My name is Joe Devlin and I own a Mega Drive. Things get a bit boring at home sometimes so I wouldn't mind having a pen pal to write to. I am looking for someone between the age of 12-13 and must like computers. Male or Female. Write to: Joe Devlin c/o Axedale PO Axedale VIC 3551

SWAP

My Super Nintendo with 7 games, 2 controllers and a joystick (all have boxes, manuals) for a Mega Drive and a Mega CD with games. Ph (042) 833 598 and ask for Damien.

In **HYPER** next issue

Mega Racing on PC

Super Wing Commander on 3DO

William Gibson has a chat

and a **HYPER** Comic Special

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Doom – Now, from the creators of Wolfenstein, comes the 3D action adventure of the year. DOOM takes you into an amazing world of high technology and gothic horror as you battle to stay alive. DOOM features unbelievable virtual reality environments and puts you in complete control of the action.



Duke Nukem II – All new graphics and gameplay features make this sequel a must-see for arcade game fans. Duke Nukem has never looked so good!



Halloween Harry – Hit the trail of the aliens and their zombie army in this premier arcade adventure! Fantastic 256-colour, parallax-scrolling graphics and amazing digital soundtrack.



Bio Menace – Experience the big monsters and big levels of Bio Menace as you try to stop a mutant rampage through your city. Great graphics and animation.



Monster Bash – Apogee's brightest animated adventure takes you into the underworld for great fun and scary action. Help Johnny Dash defeat zombies, dragons, witches and werewolves in this huge after-dark rescue mission.



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