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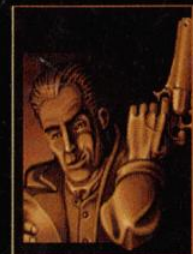
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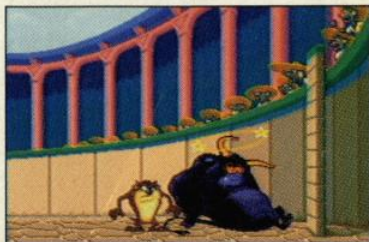
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CENSORSHIP BLUES A bit worried about the government stepping in and spoiling your video game fun? We are too, so that's why we spoke to the people at the Film and Literature Classification Board.

TRADING CARDS The latest trend for teenagers is collecting coloured bits of cardboard, or trading cards to be more precise. We take a look at the phenomenon.

JAGUAR - REALITY BITES? Atari's new 64 bit wonder machine made it into the HYPER office and we tore it apart in an attempt to find out if it's any better than the real thing...

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You now have the chance to be first on your block to own a brand spanking new Atari Jaguar. With 64 beefy bits behind it, this is one competition you definitely don't want to miss!



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COVER: Mathew Hatton
PRINTED BY: Wilke Color
SEPARATIONS BY: Pica Overseas
DISTRIBUTION BY: NDD Ph. 353 9911

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WRITE TO HYPER!
PO Box 634, Strawberry Hills, NSW 2012
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Here we are again.

Another issue, another editorial. What fun. If you saw the cover (and you'd obviously be visually challenged if you didn't) then you'd know we have the first shots of **Mortal Kombat 2** as it will appear on your home machine. I can hear the **freaks going wild** all around the country already. There's not long to wait until it's released either - less than two months in fact, so start saving the coins you're spending at the arcades.

Apart from **MK2**, we have the long-awaited first **Mortal Kombat** game finally arriving on the **Mega CD**. Was it worth the wait? Turn to page 36 to find out. We've also got **Stunt Race FX** which is the second **SNES** game to use the much hyped **FX** chip, and the good news is that it's a beauty. Then there's another **SNES** Claymation title, **Claymates**, plus **The Incredible Hulk**, **Bubba n Stix** and the latest Disney platformer, **The Jungle Book for the Mega Drive**.

In terms of features, we tell you what's going down in the video game censorship debate and check out **Trading Cards**, the latest phenomena to crawl over from the USA. But we've also got hold of Atari's new **64 bit wonder machine**, the **Jaguar**, pulled it apart and told you what we thought. You'll find all that and more inside, plus the chance to **win your very own Jag**. Too much? I thought so. Try to stay calm.

Stuart

NEWS

Games Busted... on video!

Here's a whole new way to get good at your favourite games...watch a video! Very soon you'll be seeing a whole series of Video Game Busters videos at your local store and they'll be going right through selected games and cracking them wide apart. The videos (which are being distributed by Village Roadshow) will contain footage of at least four brand new titles. The guys putting it together know that some of you need more than a nudge in the right direction, so most if not all, levels will be shown in their entirety, with full running commentary. Therefore games will take over 30 minutes to review and the whole tape will run

for over two hours.

But here's the best bit. The Video Game Busters are an Australian project (out of Tasmania, no less) and they'll be producing these videos in ten different languages for sale around the world. And guess what? They need experienced game busters who think they can crack the toughest of tough games in a few days. If you have what it takes then you could be flying to Tasmania, all expenses paid, and then getting paid to play games! How's that for a tough life! So, if you think you're good enough give Danny Meyer of Video Tasmania a call on (002) 315 123.

The Hacker Crackdown

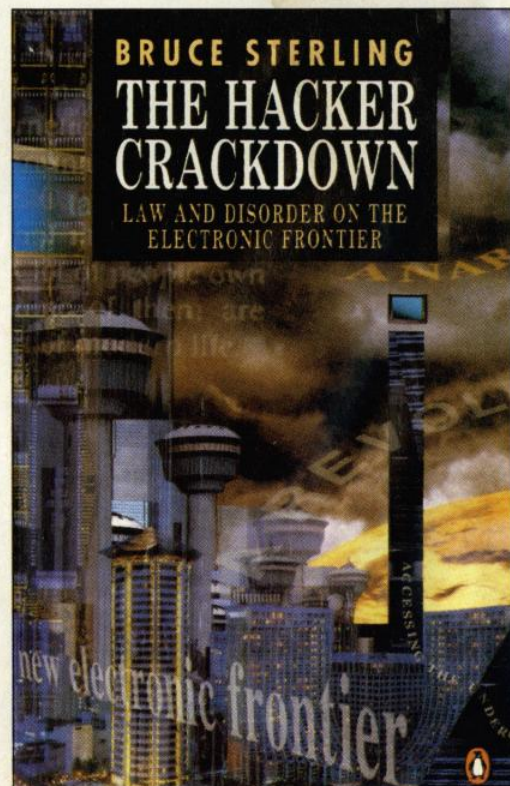
Do you consider yourself a bit of a computer hacker? Or maybe you just want to know how hackers operate, what their favorite targets are and how they connect themselves into a digital underground?

Yes? Well in that case it is essential that you read *The Hacker Crackdown*, Cyberpunk author Bruce Sterling's true story of what happened when a software bug crashed half of America's long distance phone system in 1990.

Going well beyond the cliches of hackers as either evil geniuses or curious teenagers, Sterling spins a great yarn about the spinoffs from the crash, what it meant to the hackers arrested in it's wake, how the emerging computer cops deal with events of such magnitude and how the events he describes are already shaping discussions of privacy and freedom in the digital age.

And its all done in great style. Sterling

researched the book by hanging out with all the people in it, making *The Hacker Crackdown* very, very well done. If you're interested in this type of thing, go out of your way to read it. It's available through Penguin at an RRP of \$12.95.



Capcom Vs Data East. Round One

And the winner is...Data East. Those of you who haven't read HYPER #4 (and if you haven't, buy a back issue now)

are probably wondering what the hell we're talking about. Even those of you who have read HYPER #4 are proba-

bly a little hazy - but then, that's just the way we like our readers.

Here's a reminder. Capcom, sick of people ripping off their big money spinner, are suing Data East. They claim Data East's game, *Fighter's History*, infringes the copyright of their most famous

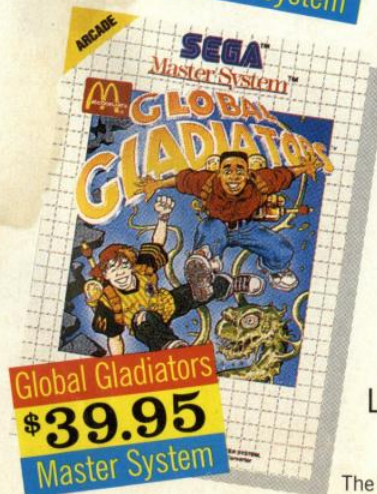
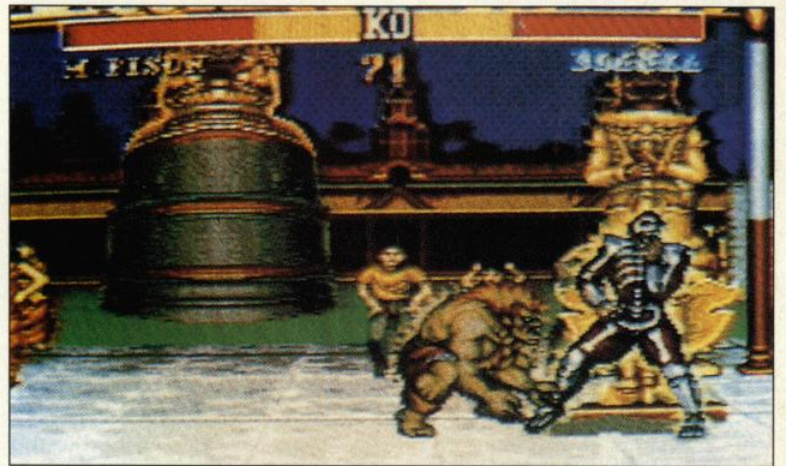
game, *Street Fighter II*.

In the US, a Federal Court Judge denied Capcom a preliminary injunction which would have prevented Data East from marketing and distributing *Fighter's History* until the case was fully resolved. Judge Orrick held that "Data East has not captured in *Fighter's History* the 'total concept and feel' of the protectable expression in *Street Fighter II*. Rather, the similarities that result between the two games stem from Data East's emulation of the unprotectable, commonplace features of *Street Fighter II*, such as its stereotypical fight characters and its reliance on unoriginal fighting techniques derived from the martial arts".

So Data East are free to sell the game while the case continues - failure to grant the injunction is not the final decision on infringement of copyright. If Capcom are

ultimately successful, they could recover substantial damages. Judge Orrick did find certain aspects of *Fighter's History* "troublesome" (like the obvious similarities between certain characters and their special moves, which are protected by copyright) so the final result could be very different.

Below: *Street Fighter 2*. Apparently Capcom were shocked by the decision. Haw, haw!



Bone up on the Classics



SEGA CLASSICS
ARE AVAILABLE
NOW FROM MOST
LEADING RETAILERS.



The titles shown above, and the full range of Sega Classics, may not be available in all stores.

Super SF2

More Megs, More Muscle!

While you're reading this, hundreds of kids in Japan are more than likely getting their rocks off playing *Super Streetfighter II - The New Challengers* on their Super Famicoms (Super Nintendos to us Westerners).

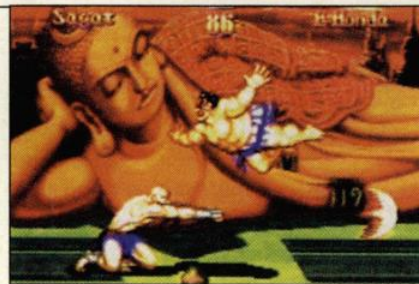
Nintendo of Japan's scheduled release date for *Super SF2* was June 26. Assuming everything is running to plan, it should then be released in the US sometime in July. That means import copies are probably already around - but how long will we have to wait for an official PAL version?

The SNES version of *Super SF2* weighs in at a hefty 32 megs, with all the characters and all the revisions of the arcade machine intact. Sadly, it's not the new Turbo version, but it should have some sort of speed setting built in - after all, the arcade game was a bit on the slow side.

Meanwhile, we've received word from Sega that the Mega Drive version of *Super SF2* is finished too. How many megs is it? Guess. Those of you that said 40 would be right. Yep, it'll be a ridiculously HUGE 40 meg cart! It should be released in Japan about a month later than the SNES game (in Japan, sales of Mega Drive software are comparatively small, so the Mega Drive always plays second fiddle). We should see it sometime in September.

And how much would you expect to pay for a 32 or 40 meg game? That's right - HEAPS. We can only hope it'll be worth it.

Right and above right: These are screen shots for the Super Nintendo version of *Super SF2*. Nice aren't they?



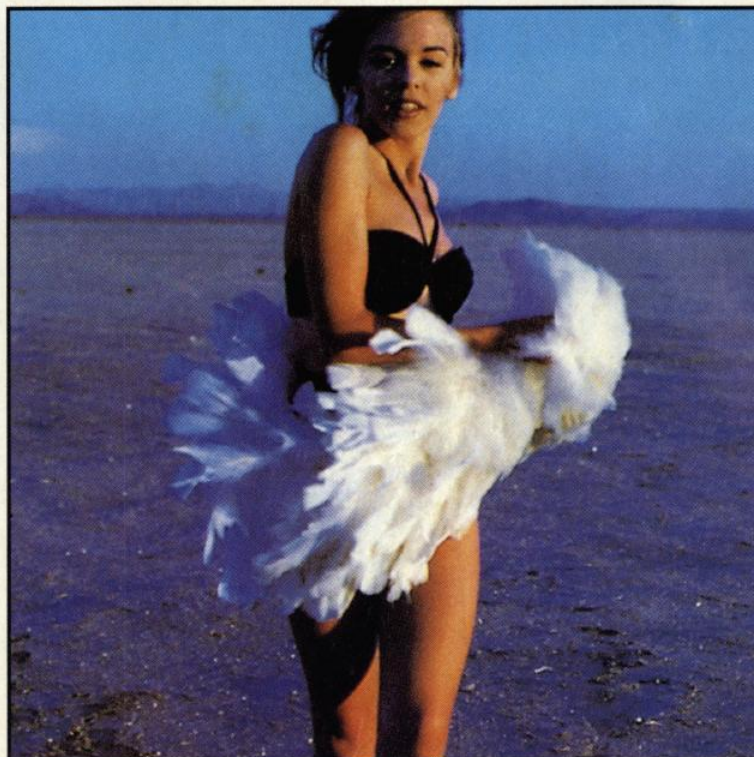
We should be so lucky!

This news is hot off the presses, so brace yourselves. Australia's own Singing Budgie turned sex kitten turned trendy deConstruction dance artist, Ms Kylie Minogue is to star with Jean Claude Van Damme in the upcoming *Streetfighter* movie. And the movie's going to be shot in Queensland as well! Jean Claude is going to play Colonel William F. Guile, who's up against the evil General M.

Bison (played by Raul Julia) in the \$38 million flick. While we thought Kylie might be getting a "girlfriend" role, the good news is that she's going to play the spunky British intelligence officer Cammy. Hmmm, now I think we'd all like to see Kylie doing some scissor kicks, wouldn't we?

More news on this next issue.

The singing budgie. Is that cheap, cheap or cheap, cheap?



Nintendo Go 32-Bit!

Concerned and aware *HYPER* reader: Hang on a minute. What's all this about 32-bit? Aren't Nintendo supposed to be releasing a 64-bit super console? You know, "Project Reality", developed in conjunction with Silicon Graphics Industries. What happened to that?

HYPER: Calm yourself. The Project Reality machine is still in the pipeline. It's just that Nintendo of Japan have announced another machine which will be released BEFORE the Project Reality. They've really caught everyone by surprise.

Nintendo say their new 32-bit system (and it'll be a stand alone machine, not an add-on like Sega's Mars) will be a Virtual Reality machine. They plan to release it in Japan in early 1995. Details are very sketchy, but get this - it won't plug into a TV and you won't need a VR headset of any kind either.

Concerned and aware *HYPER* reader: So what does that leave us with? Our guess is that the system will use some sort of projector thingie to display its images. All Nintendo will say is that they are currently researching video display technologies with an unnamed American company.

Other interesting tid-bits: the software will be priced lower than current SNES software (does that mean Nintendo are finally committing to CD?) and the machine itself should have a sub \$300 price tag.

Concerned and aware *HYPER* reader: Thanks for the info, but one question remains: Why?

HYPER: Good question. Leaving aside the possibility that Nintendo are just foxing with media and the competition (again), it seems that the Big Boys in Japan are very worried about Matsushita's (Panasonic's) R.E.A.L 3DO machine.

Priced at less than its US counterpart, the 3DO is going down in a big way in Japan. In fact, impeccable sources at EA have told us that their 3DO software is now outselling both their Mega Drive software and their SNES software in Japan. If its initial success continues, 3DO might become bigger than Nintendo!

The obvious way to combat the 3DO menace (not to mention the Saturn menace and, of course, the P-SX menace) is to release a 32-bit machine of your own. But when do we get Project Reality? We don't know.

Doom Goes Off... *Big Time!*

Australian gamers have taken to the ultra-violent PC masterpiece, *Doom* in an amazingly massive way. Sales are way past 10 000 units,

which is virtually unheard of for a PC game, and compares very well to the United States figures of 70 000 sales.

Of course, lots

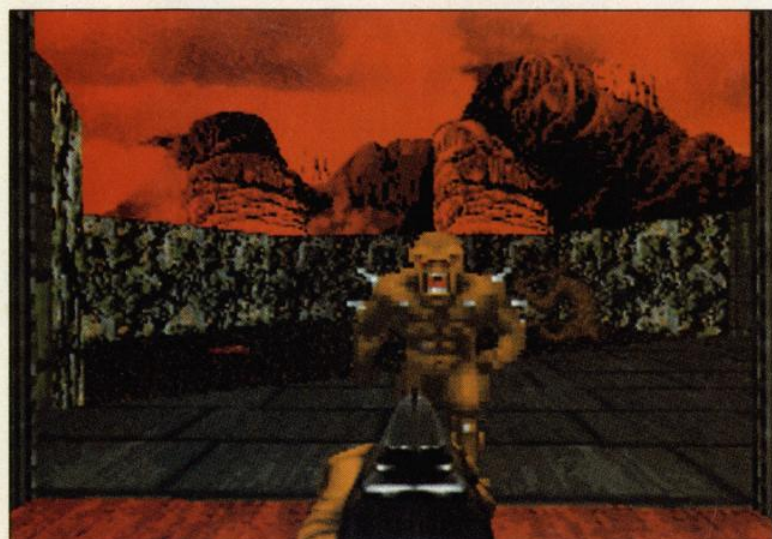
of Americans got pirated and shareware copies, but still, our PC market is only 3% of the United States market, so doing a seventh of the total US sales is no small achievement. Ian MacKay, marketing manager for Manacomm (one of *Doom*'s Australian distributors) said, "Initial stocks of *Doom* sold as fast as they could be produced. The game stunned players and their response has stunned the industry." It certainly has. The big bucks in games have been with the consoles in the last few years, but the *Doom* sales shows that there is also lots of money to be had in the PC games area. An innovative approach to distribution helped sales, with sample episodes being released. As Ian MacKay says, "There is no doubt that *Doom* is the most advanced game available in terms of gameplay and interaction, but because it was so good, people really did have to see it before they would believe it. The



Do your best Michael Jackson impersonation in these attractive gloves.

fact that they could go out and get a sample episode for around \$10 gave them that chance. After they saw the game for themselves, players were keen to get hold of the complete version and experience everything the game has to offer." And lots of people are still experiencing it, with sales expected to stay high for at least a couple of months.

Below: *Doom* — you really do have to see it to believe it.



Sore Hands?

If you're a bit like the HYPER crew, then you're almost constantly chained to a computer - sometimes working, mostly playing games. Now, Repetitive Stress Injury may sound like the sort of thing older people and wimps get, but it can happen to anyone and we've just found something that may help all the mouse jockeys out there. It's called the MouseMitt Glove. It's sort of like fingerless gloves taken to the extreme - basically it just covers your wrist. It's got a wrist supporting pad to cushion the weight of the hand and it keeps the wrist in a neutral position, preventing you from cramping the important median nerve (the one that works the motor and sensory functions of the hand).

There's actually two sorts of gloves; one for people who use the mouse a lot (the MouseMitt Computer Glove) and one for those who use the keyboard a lot (the MouseMitt Keyboarder). Both are apparently becoming cool fashion accessories in the daggier parts of the United States. We've yet to see them catch on here in any big way but they do come in a range of spectacular colours including red, hot pink, black, purple, grey and teal!

Whoops

Sorry to Sam Young, alias Autohead, and Chris Wahl who provided HYPER with the brilliant Molly Millions illustration that accompanied the William Gibson article last issue. Sorry guys!

It's the Console Modem!

Are all you console players just a tiny bit jealous of PC owners? Not because of their games, but because they can play with friends across the country via a modem? You are? Well you won't be for much longer because a special modem has just been announced that will work on Sega and Nintendo systems.

A new company, Catapult Entertainment (who are backed by the giant Blockbuster Entertainment Corporation) has come up with the modem (which will use existing software) and plans to sell it later this year at

around \$40 to \$60 (US). The service allows you to put a game into your Mega Drive or SNES, dial into a central data system and then be matched with other customers who own the same game. Fun, fun, fun! The units will also be rented through the Blockbuster video chain, so there is no real need for a big financial outlay.

No official word on the Australian debut for the console modem, but it'll no doubt make it down here a few months after America, and with Blockbuster video growing rapidly we should see available through rental too.

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IBM ~ SNES & Mega Drive Model. Program up to 12 buttons via the keyboard.

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AQUA PAD

2 standard fire buttons
4 turbo buttons
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MAXI PAD

- suits Mega Drive
- 6 button pad.
- Turbo fire
- Auto fire
- Slow motion

MAXI PAD



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Hot New Game Technology **ALERT!**

The hype about Virtual Reality is starting to become real with the arrival of the new Virtuality Series 2000 units in Australia. If you've had a whirl in cyberspace before it probably means that you've played *Dactyl Nightmare* in the first generation Virtuality machines. That was widely regarded as a lot of fun, even if the graphics were fairly primitive.

With the new generation machines both the equipment and the graphics are markedly improved. For example, in *Zone Hunter* you are (literally) surrounded by 360 degrees of arcade game quality graphics. Turn around and you'll see behind you, look up and you'll be seeing what's above, look down and you'll find out what's going down. When you are in a game with someone else you can communicate directly into each others earphones. The headset is also a lot less bulky than the first generation machines, and now is just an eye and ear band weighing 645 grams. It is also adjustable for head size and the view can be sharply focused.

Not many of the 2000 series are in the country yet, but if you live in Sydney or Melbourne, keep a look out and you'll be able to find the locations. In the mean-time, here's a short run-down on the first three games to be released for the system.

Virtuality Boxing

What can we say here? It's a boxing game and you can play it against the computer or against a friend. The object, of course, is to knock your opponent out and landing the right combination of punches is important. All damage you do

Zone Hunter

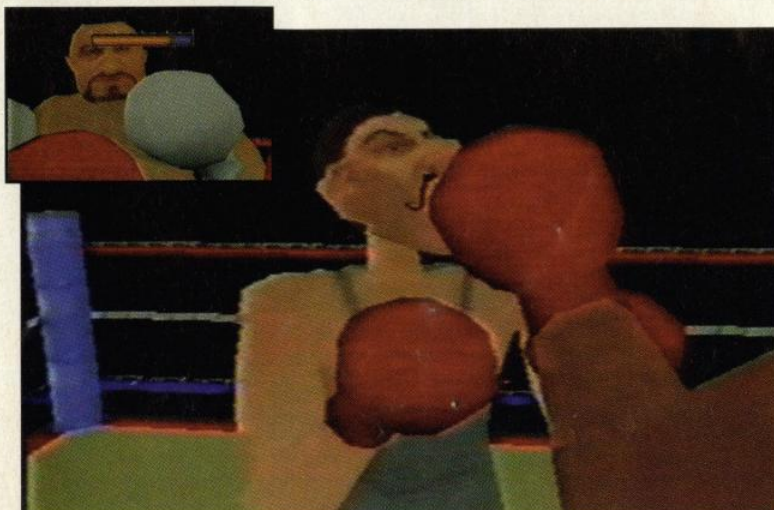
You take the role of a 21st century urban warrior on a desperate mission to save Earth (oh no, not again!). You get a big gun, big armour and a big partner (if you're playing in a linked machine), but you'll be fighting combat droids, laser sentries, attack cannons and aliens and it's a constantly moving blast fest so you'll have to be on your toes at all time. Time is limited and it's a race to reach certain Bonus Time points before you see the big Game Over sign. There are also power-ups lying around which you can shoot, and you can either team up with your partner or compete in a head-to-head race (. It's great fun, and while the forced movement destroys the feeling of control over the virtual environment (ie you can't stop and explore or choose another route), it's possible to look up, down and around in a very satisfying way. This is the game you'll probably be seeing most often and it's a must try, even if it's just for the new experience.



X-treme Strike

It's time for a virtual intergalactic war! *X-treme Strike* is made for the sit down Virtuality unit which may not be coming to Australia, but we thought we'd tell you a bit about it anyway. You're piloting a new attack ship, along with a droid navigator, armed with unlimited laser fire power, autolock Plasma missiles and head

mounted targeting system. You'll be battling it out in space and on the planet's surface, but you'll also have to survive showers of deadly asteroids and the deadly planet-fall. Of course, there are power-ups and all the other usual bits you find in a blaster, but we can't tell you much more because we haven't played it yet!



MISSION OBJECTIVE: HOSTILE ENEMY TERMINATION

TURN & BURN

- SNES - \$109.95 - OUT IN AUGUST

As a naval aviator, you are required to enforce a 'No Fly' zone within the Mediterranean Area of Operations. All aircraft entering this air space will be assumed to have hostile intent and must be neutralised with maximum prejudice.

"Turn & Burn sets itself apart from the other wannabe flight carts we've all seen. Definitely one of the best flight combat sims for the SNES. Whoooosh! Come fly with me!..." HYPER 85%

SUPER BATTLETANK 2

- SNES - \$109.95 - OUT IN AUGUST

M1A2 MAIN BATTLETANK SPECIFICATIONS

WEIGHT: 63 tons

MEASUREMENTS: 20' long, 11.8' wide,
7.8' high

PRIMARY WEAPONRY: 120mm M-68E1 smoothbore cannon, firing M-728 armour-piercing shells with an effective range of 2.5 miles

MISSION: Each mission will require you to track enemies and destroy. You will be assigned to 16 missions, some of which culminate in assaults on heavily fortified Enemy Strongholds - can you reach the big league.



THE ULTIMATE COMBAT SIM

AVAILABLE FROM ALL LEADING VIDEO GAME OUTLETS

Meet the Classifiers

The national classification scheme for video games and computer images is well and truly up and running (the commencement date, for all practical purposes, was April 11) and we thought you might like to know a bit more about it. How is the scheme going to run and who's going to run it? After all, we can't just leave the fate of our beloved games to any old censor, can we?

ANDREW HUMPHREYS went on a little trip to the Sydney offices of the Office of Film and Literature Classification (where all the classification of video games will be carried out) to find out what goes on behind the sound-proofed walls. Who's in charge around here?



Peter Mackay is the acting Senior Censor Responsible for Computer Games. That doesn't mean he'll do all the classifying himself (every game will be classified by a panel of 3 or 5 members of the Board) but it does mean he'll oversee the scheme.

Peter isn't a newcomer to the wonderful world of video games. In his days as a youth/welfare worker he spent a lot of time on the streets and a lot of time in video arcades. He's watched arcade games grow from simple pinball machines into the VR monsters we see today. Peter's son James, 14, has also been a positive gaming influence. Although James' attention is turning towards surfing, they've played a lot of games over the years, both at home (they've got a couple of home systems, but Peter wouldn't say which ones - can't show favouritism in his job) and in the arcades. So Peter knows his games. He knows how kids like to play them, and he knows where they fit in.

So Peter, the classification scheme's been up and running since April 11. How's it going?

It's going reasonably smoothly actually. There's not as many products coming through as we anticipated, but that's largely due to the fact

that distributors got their games out before that date. But around July/August they'll start doing their importation for the Christmas market, so I'm expecting the load to increase.

The scheme itself is running very well. I think the best thing we did was to run the training sessions (for company appointed assessors) which has made the applications a lot easier to deal with. We ask assessors for a huge amount of information about the game and to supply us with a video tape of the gameplay and all of its strongest elements, which makes it much easier for us to actually classify them.

I think the media loves sensationalism. It does what it's supposed to do: it sells papers and programs. That's the nature of the media; it's always going to happen. We just have to deal with that.

You haven't come across any "problem games" yet?

No. They've all been classified within the system that we've got and there's been no negative feedback from anywhere. After the initial shock, I think the industry has realised that this is a worthwhile scheme. I don't know of anyone in the industry who is actually against the principle that we

should both inform the community and protect them from the really horrendous stuff.

While we're on the subject, what do you think of the whole "Violence in Video Games" thing?

That's a massive issue. Obviously, everybody's perception of violence is different, but I think the government's reaction has been a responsible one, not an authoritarian one. The problem initially was that there were lots of assumptions being made about games. There were lots of urban myths and some very, very emotive press, which was

not helpful to say the least. It did initiate the whole classification process, so I guess it wasn't all bad. But now we need to take a much stronger look at what exactly is out there, at what the realities are, rather than operating from the assumptions of media articles or very strong personal opinions.

Now the whole media circus sur-

rounding games like *Night Trap* and *Mortal Kombat* has died down, has that made your job easier?

Yes, in a way, but I'm sure that will continue. There'll be more games coming onto the market which, shall we say, will "interest" the media, and without being too negative, I think the media loves sensationalism. It does what it's supposed to do: it sells papers and programs. That's the nature of the media; it's always going to happen. We just have to deal with that. The guidelines that we've got have been extremely well developed so we can deal with any game, even the controversial ones,

efficiently and realistically.

Personally, what do you think about States banning the sale of R and X rated video games?

That's a difficult question for a man in my position to answer. I guess all I can say on that is that it's the States' responsibility to do that, acting on the information and advice they've received. They believe they're basically protecting the community.

In the future, what do you see as potential problem areas?

The biggest problem, to me, is that of individual perceptions and definitions of "interactivity". We need to look at what it really means. A lot of people have said that the term "interactivity" adds a dangerous element, but I think a lot of that has to do with their naivety about the technology and a lack of information.

Further down the track, we need to look at studies and research from around the world about what interactivity really means and what the realities are, and try to dispel some of the myths around the term so that people will begin to perhaps calm down, especially on their concerns about interactivity.

Before we go Pete, what have you been playing? Any fave games?

Obviously I can't talk about games from specific companies, but personally, I particularly like quality flight simulations. In the arcades, I'm a bit of driving freak. I like the off-road stuff. With James, we tend to play the combat games together, but I'm not very good at those. I like to move on to the driving games so I've got a chance at beating him.

These stunning screen captures are from the PC CD-ROM game *Harvester*, which we previewed two issues ago. *Harvester* is likely to be the next game to cause a media sensation.



The Dogma of the Hysterical

TONY THORNE links the hysteria over video game sex and violence with what happened to comic books in the 1950's. It seems some things never change...

What it is with some people? Are they terminally anally retentive? What drives them hysterical whenever they are confronted with something new? Why is it that they always see something lurking out there that threatens the innocence of their children? Victim toys, obscene records, and cartoons are just a few recent examples, all of which have survived the hysteria that built up against them and are ironically more popular for it.

But the computer game is different. It is an even greater threat to the innocent because it has a perceived potency that is its interactivity. The hysterical approach here is that an innocent mind can be seduced by this new interactivity, in and of itself, and coupled with the violence involved in the games can distort the innocent's view of the world and lead to violent behaviour.

This same argument was used in the 1950s against the comic book, a new industry at the time which had blossomed over the previous decade, its audience largely children. Suddenly hysteria erupted over the seductive power of these four colour, often violent images with text, and a strong link was suggested between juvenile delinquency and comic books. This young medium had no defences against such an onslaught and almost overnight all that was interesting, thought provoking and creative was crushed by sweeping censorship. In the USA during the decade after the complete expunging of explicit violence from comic books the number of arrests for juvenile delinquency increased massively. Meanwhile in Europe and Japan the comic book suffered no such onslaught and is now considered a literary form enjoyed by the entire community.

As I write this, the censorship of computer games is being implemented, but I fear a critical point

has already been passed, as it had for the comic book when its censorship was introduced in 1954. This is the point at which the hysterical media, politicians and do-gooders have succeeded in implanting in

the minds of the general public (anyone over the age of eighteen) that the medium is fundamentally bad. That there could be anything of creative or educational value in computer game is now laughable to them - just ask your mother if you want proof.

If the comic book history is any indicator this idea will stick like shit to a blanket, and the consequences are major. Lets face it, this medium can explore anything that we are capable of imagining in a truly expansive and wonderful way. But what will happen under the dogma of the hysterical is that the industry will, by necessity, focus on the only demographic left that will take it seriously while still

appealing the censors. This probably means we can look forward to games of the same fairly limited scope - only lamer.

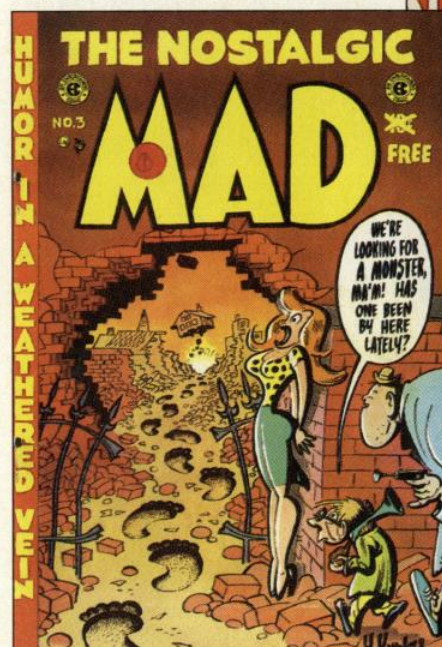
It would stupid to suggest computer games have no effect on so

ter why would anyone watch a movie or read a book)? But any suggestion of a link between a game and behaviour will always at best be a guess. So when a bespectacled shrink or a politician

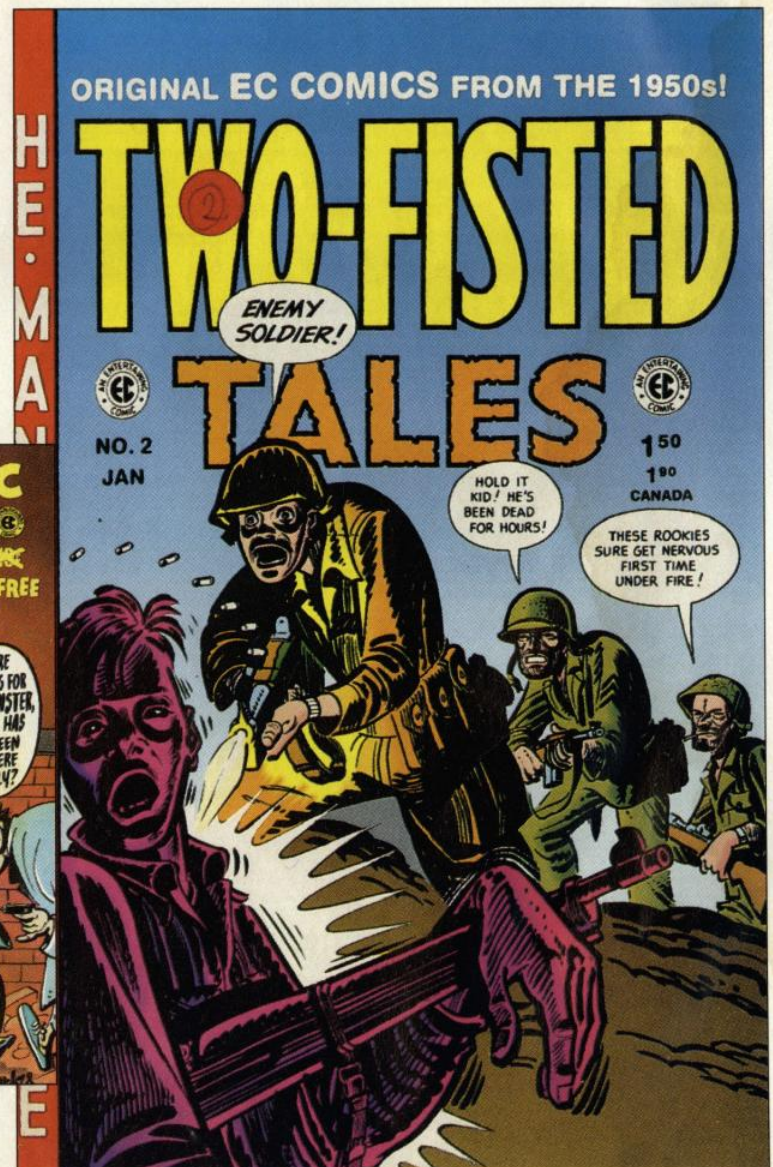
It would stupid to suggest computer games have no effect on so called innocents. Of course games have an effect. Why the hell would we bother with them if they didn't entertain or excite us? But any suggestion of a link between a game and behaviour will always at best be a guess.

called innocents. Of course games have an effect. Why the hell would we bother with them if they didn't entertain or excite us (for that mat-

on the TV tries to tell you they know where playing computer games will lead remember they're jerkin' your chain.



Above and Right: Some fine examples of 1950's comics.



Back issues

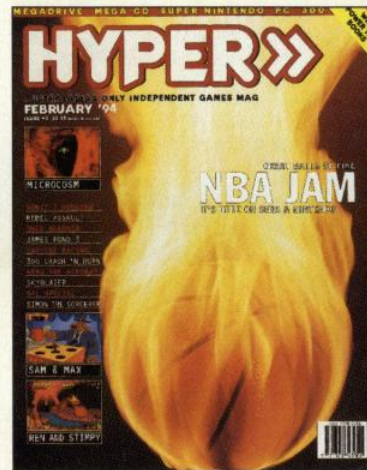
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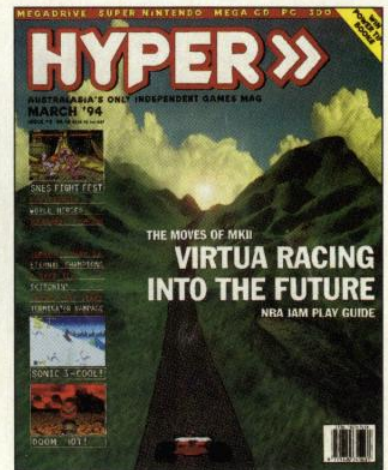
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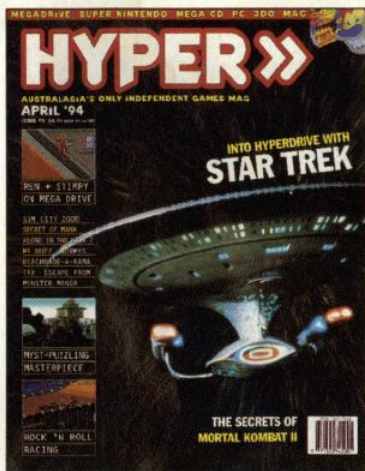
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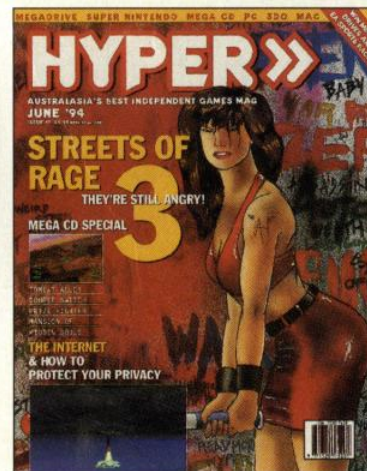
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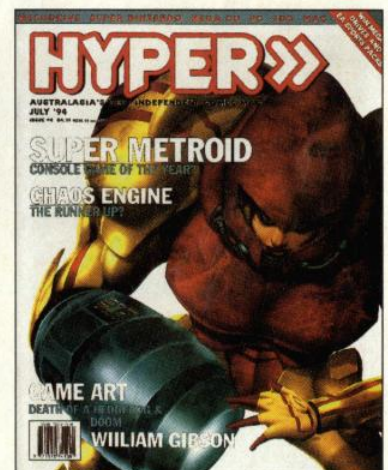
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Dealing the Cards...

In this age of full colour digital graphics, portable video games and CD ROMs you would think that a piece of cardboard with a picture of a sweaty man on it would be about as desirable as a 78 RPM record (and if you don't know what they are, ask your mum about records, and your grandpa about 78s). But strangely enough, pictures on cardboard are currently among the most desired items by teenage boys all over Australia. When the pieces of cardboard have pictures of particular basketball players on them, some of the collectors (and they're not all teenage boys) are prepared to pay big money to own them.

The pictures on cardboard are, of course, trading cards, and they are not just confined to basketball. American football, baseball, ice hockey, soccer, cricket, Aussie Rules, and surfing are all covered by their own cards, with the American sports each having several series. The craze is not restricted to sport. Oh no, no, no! Ren and Stimpy, Spiderman, Star Trek, and The Simpsons are just some of the subjects for trading cards series, and with entire shops in Sydney and Melbourne dedicated to cards and collector paraphernalia, you can only wonder who, or what, will be next.

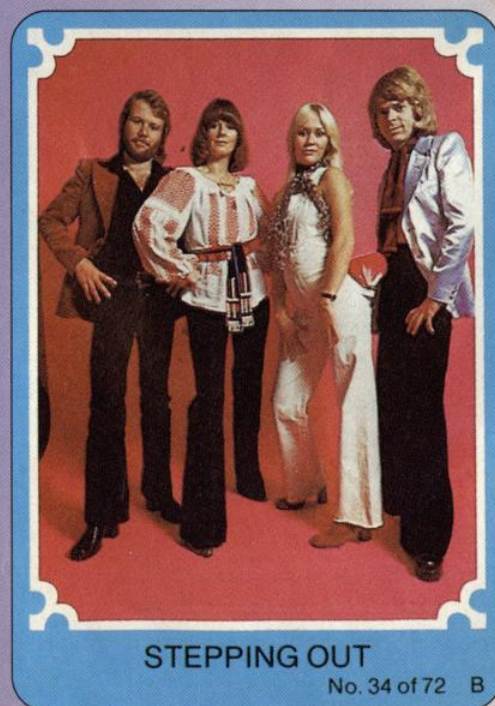
The new wave of collector cards started in the USA (of course) in the late 1980s. An interest by baby-boomers in old baseball cards ignited a collectors' market that previously had been unrealised. It seems that guys who were headed into their mid-forties, their first hair transplant and a low

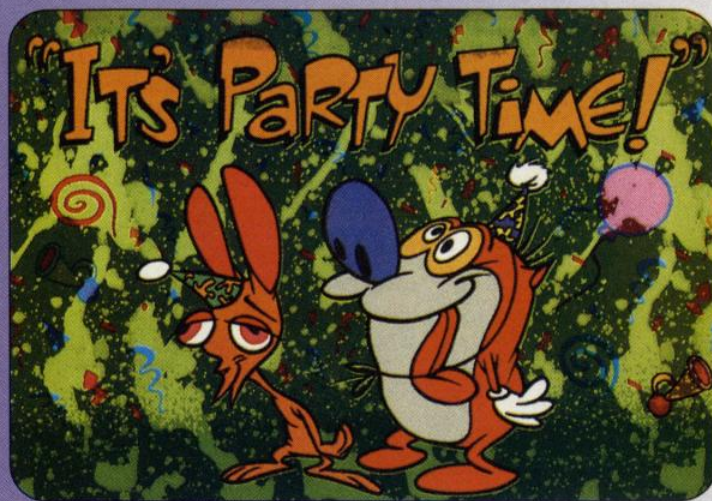
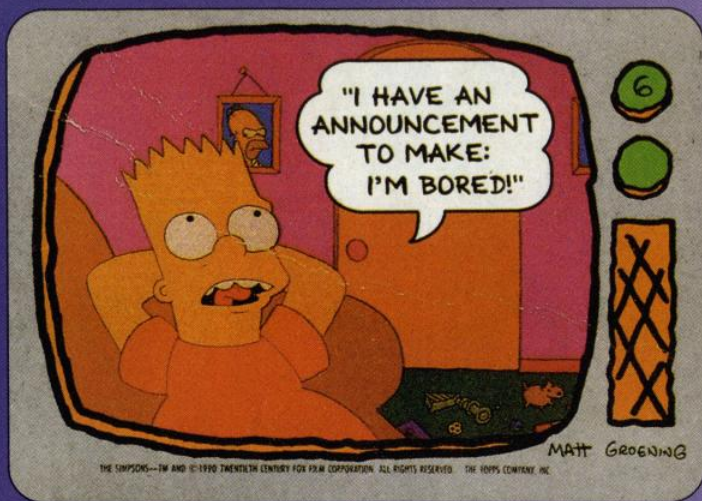
cholesterol diet suddenly needed a nostalgia hit to remind them of their lost youth. They were willing to pay for baseball cards from the '50s and '60s, as a reminder of a time in their lives when things were much easier and simpler.

Collecting fever soon caught on, and spread to other sports, pushing up the prices of the old cards. Clever companies, seeing an opportunity, started issuing new cards of current players in baseball, football, ice hockey and then basketball. These new companies (Upper Deck, Score, Pro Set and Fleer for example) began to print limited edition, gold foil and hologram cards, on high quality stock to woo the thousands of new collectors into parting with their hard earned cash. The stick of hard pink bubble gum was thrown away, and new tamper proof foil packs were introduced. The age of serious collecting had begun.



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Sporting Stars Sell Big

The current wave of card collecting in Australia is riding high on the popularity of American basketball (which really was the last sport to be covered by cards in the US). Not only can you watch your favourite NBA player on television or use him to wallop your friends in *NBA Jam*, you can now make it your life's mission to collect every card he has ever appeared on, using your skills as a buyer and trader. The joy in this hobby seems to be as much in the chase as the catch, as eager future stock-brokers gather each morning and afternoon at their local card shop, and cut deals to rival Wall Street. Buying packs and trading commons are two ways to obtain your dream sets, and when all else fails, cold cash can usually get you what you want. Specialist shops have rare cards priced anywhere from \$10 to over \$600 displayed in pristine condition in special clear plastic holders, just waiting to be

added to some deserving collection.

The guys from Card Shaq in Sydney have managed to collect four shops since they first started trading in February 1992. Owner Richard Ernster says he, and partner Oliver Slobodetsky, went from selling single cards, to packs of the Olympic Basketball Dream Team (featuring Magic Johnson and Michael Jordan). As interest grew they diversified into other sports, and opened more shops, but basketball is still "huge". While the big players (Charles Barkley, Alonzo Mourning and Shaquille O'Neal) are selling well, the current hot card is Latrell Sprewell of the Golden State Warriors.

Cards For Everyone

However, not everyone is incredibly impressed with grown men playing silly American sports, as skillful as they may be. No, a more mature, cultured taste will be interested in a set of Dinosaurs Attack cards. For

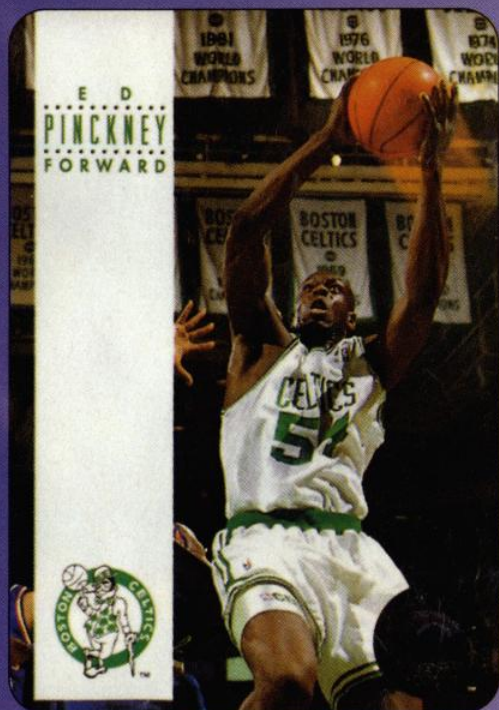
all you lovers of fine art, airbrushes and semi-naked horned barbarians, there are Hildebrandt and Frazetta cards waiting to be snapped up. DC and Marvel comic books have several sets out covering super-hero adventures. Star Trek fans are far from left out with several sets including holograms and language inserts. (They have the "bravely go..." speech in five different languages- not in Klingon, but give it time.) And for you stubborn people who still haven't bought a CD player, and are just waiting for vinyl to make a comeback, there are always those old Monkees cards to search for, or perhaps a set of Abba (circa 1976).

A pack of cards will cost you anywhere from \$2 to \$7.50, and you might get an insert card worth anywhere from \$1 to \$85. If you score one of these "WOW" cards you will want to shell out more for some protection. Plastic sheets (PVC free if you please, we don't want any nasty acid turning our cards yellow) are

okay for your commons, but for those special cards you want to keep to show your grandchildren, you'll want something more heavy duty. There are top loaders, snaptite holders, screw-down frames and jewel boxes to keep your valuables in. And for your entire collection, plastic and cardboard long boxes.

Starting to sound expensive? Well, it can be, and don't think that you can necessarily make a fortune at it either. Your price guide (that's Beckett for American sport, and Card Crazy for local sport and non-sport) might tell you a card is worth \$50 but that's only when someone wants to buy it. A card shop will offer you up to half the price in cash, but probably more in product, if they want the card you're offering. That's simply because they can only resell it at the list price. So collect what you like, but not with an eye to your retirement, if you want the most enjoyment.

Craig Gilliver



What are they talking about?

So you won't feel like a total dork when you head into the card shop, here are a few phrases you might hear the cardheads using:

FULL-BLEED Not a medical condition or a death metal band, it is a printer's term to describe a card that has no border, so the picture continues to the edge of the card.

GOLD FOIL It can be what your Easter Eggs come rapped in, but in terms of cards it means the gold seal and writing on the front.

HOLOGRAM A neat looking silver card with a 3-D effect. They can scratch easily so handle with care.

INSERT Do what? No, it's a limited edition card, that you will only find in certain packs. Can be highly collectable.

MINT Not a breath freshener! This is a card in perfect condition, with four square corners, straight edges, no creases and good centring. Straight out of the pack into a holder. Don't even let the air get to it.

ROOKIE CARD A player's first ever card from an officially licensed card company.

ATARI



Reality Bites?

You've all heard us rave on about the Jaguar before. You know, 64-bits, Alien vs Predator and all that. Well now we've actually got our hands on one. ANDREW HUMPHREYS throws it around, jumps up and down on it, and finally takes it for a test drive...



No doubt about it, if the Jaguar is not a success, it's the end of the line for Atari. Atari's perilous financial position has been legendary since the collapse of the "first video games boom" in the 1980's. When the market for the Atari 2600 dried up, so did Atari. The ST never really set the world on fire, the Falcon barely saw the light of day, and the Lynx - well, it hasn't exactly been a huge money-spinner, has it? So the Jaguar, billed as "the world's most powerful video games machine", is Atari's last throw of the proverbial dice. Will it be a winner?

Judging by the number of letters we've received about the Jaguar, there's a lot of interest out there in the gaming community. And let's face it, no matter how you roll it around your tongue, "64-bit" sounds very big and very sexy. Although the first roll-out has been limited to New York and San Francisco, it's selling well in the States and import Jags, both here and overseas, are currently in high demand.

But forget consumers (after all, most companies do), the big question is, will third party software developers - vital to any new machine's success - back the Jag? Even if the machine is the best thing since sliced bread (and opinion is divided), there are still doubts about Atari's ability to push it in competition with the big boys. Marketing has never been their strong point. Look at the Lynx: there's no doubt it was technically the best hand-held on the market, but what happened to it?

Now a Jaguar has fallen into the hands of the HYPER crew. We've looked at it, we've smelt it, we've thrown it around, and we've played it. We have to say, we're not that impressed. The first batch of games are dodgy to say the least (especially in comparison to 3DO titles like *John Madden*, *Super Wing Commander* and *Twisted*) and the control pad sucks. But we have seen little shiny glimmers of potential in our Jaguar. In fact, we've grown kind of fond of it.



The Box

We've talked tech specs before (in HYPER #2), but I'll run through it one more time for the pedants. The Jaguar is a multi-processor, cartridge-based (a CD add-on is in the pipeline) system with a high speed, 106.4 megabytes per second data path. It's this data path (often referred to as the bus bandwidth) which makes it 64-bit: it can process 64 "bits" of information at a time.

At the heart of the Jaguar are two custom chips (nicknamed "Tom and Jerry" by Atari) containing multiple processors. Tom is the graphics chip, containing the GPU

(graphics processing unit), the blitter (for scaling and rotation, shading, speeding up screen display), and the object processor (for processing objects methinks). Jerry contains the DSP, which is basically for sound. There's also a 68000 chip to coordinate Tom and Jerry.

All this means the Jag can display 16.7 million colours (24-bit or "True" colour). But don't get too excited - to display that many colours takes a lot of memory. Most games will run in 16-bit colour (around 65 000 colours) or even 8-bit colour (256 colours). The primary strength of the Jag is animation. It can move over 850 million pixels per second and is capable of real-time rendering of 3-D polygons.

So that's what's under the hood. What about the box itself? It's sleek, it's sturdy (I've whacked Aaron over the head with it five times now without making a dent - except in Aaron's head), it's a big hunk of plastic. It's got two controller ports at the front, and an RF out at the back.

It's also got an AV slot to send a composite video or S-VHS signal

and an expandable Input/Output slot, possibly for a modem and other future peripherals. Our Jag is NTSC (which means you need an NTSC monitor and a power converter) but PAL versions will be available, and thanks to a built-in TV modulator, they'll be the real McCoy too: with a full-screen display and roughly the same operating speed as an NTSC machine.

The Controller

The Jaguar's 17-button control pad is a bit of a mystery. I mean, why do you need that many buttons? Surely, with a bit of thought, a 6-button controller can do just about anything? And keypad overlays? Talk about dicky. It's not as unwieldy as it looks (it's actually quite comfortable to hold) but it doesn't feel half as well made and sturdy as the machine itself. The buttons are OK, but as for the direction pad, it's really dodgy - you'd have no chance pulling off a complicated movement like, say, Ryu's Dragon Punch. Let's just hope someone starts making Jag compatible controllers soon.

The Games

No matter how impressive a machine's specs are, it's merely an eye-pleasing hunk of plastic without good games. As I've said, the first batch of Jag games haven't knocked our socks off. They're not great games and they don't really show off the Jag's capabilities. But they DO show potential.

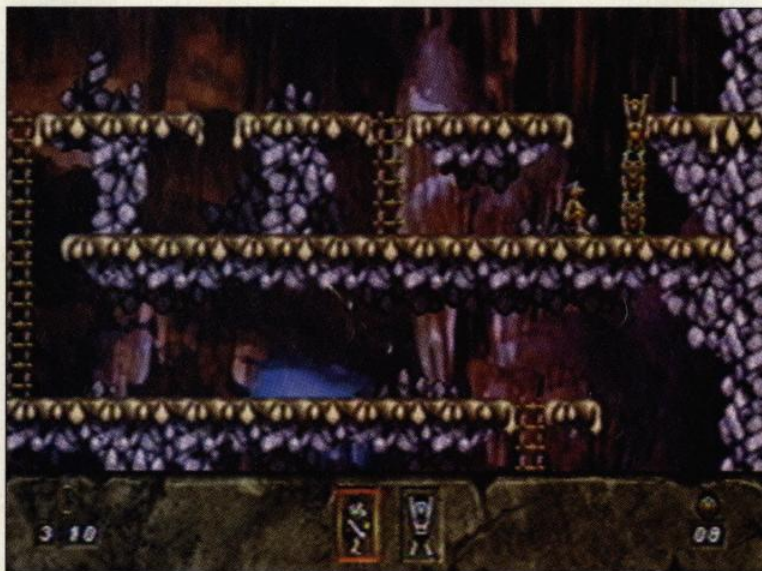
It's obvious, for instance that "Jerry" is an excellent sound chip - the soundtrack for *Tempest 2000* is wild. It's also obvious that the Jag has colours to burn, it can do some nice things with texture-mapping and light-sourcing, and it can handle polygons with ease. Bearing in mind that it's going to take at least a year before developers start coming to terms with Jaguar hardware, and that *Doom*, *Wolfenstein 3-D*, *Alien vs Predator*, *Tiny Toons* and *Mortal Kombat* are just around the corner, it's not such a bad start after all.

Evolution Dino Dudes

If you've seen *The Humans* on the PC, Amiga, Mega Drive or SNES, then you've seen *Evolution: Dino Dudes* - it's exactly the same game, re-programmed and re-named for reasons beyond comprehension. It's a disappointing conversion too: all the levels are exactly the same and all the gameplay flaws (chiefly, the lack of speed) remain. Sure, it's got

a few more colours and some of the backdrops are OK, but that's about it. Even the sound is disappointing. The game itself (a kind of fun, platform-based puzzler that requires you to oversee the evolution of a tribe of cave-people) is OK, but it was never going to be a show-case game for a 64-bit system.

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Tempest 2000

Like *Raiden*, *Tempest 2000* reveals that Atari most certainly has one eye on the past, and one on the future. *Tempest* is another classic coin-op, but this time, they've really jazzed it up. The result? A colourful, playable game with a wicked techno soundtrack that's far more addictive than it should be. Of all the titles we got, I enjoyed this one the most and I know I'm not alone - geriatric gamers around the world have gone for *Tempest 2000* in a big way.

The vector graphics are nice (though nothing special) and the whole cart just oozes gameplay.

It's really four-games-in-one (Traditional, *Tempest Plus*, *Tempest 2000* and *Tempest Duel*) so it's definitely value for money too. The concept is simple (alien nasties run up different shaped "tunnels" and try to grab and/or shoot you; in turn, you blast the hell out of them) but the execution is excellent and although there's nothing in *Tempest 2000* to make you stand up and shout "Wow, now

84

I know what 64-bit means!", it's tremendous fun and that's what really matters.



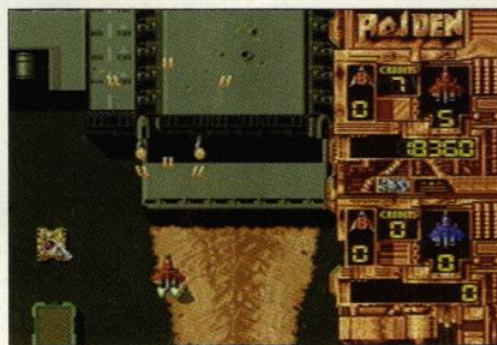
Trevor McFur in the Crescent Galaxy

Another shoot 'em up (this one scrolls left to right) but it's poorly designed, the controls suck, it's got 8-bit sounds, and it's barely any fun at all.

What it does have are loads of vibrant colours, some great looking boss-sprites (love that rendering), and more texture-mapped flying boulders than you're ever likely to want to see. But only two layers of parallax? Please. Anyway, despite the fact that *Trevor McFur* sucks as a game, it certainly

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shows that the Jag will be capable of displaying some very flashy images.



Raiden

As ancient vertically scrolling shoot 'em ups go, *Raiden* is considered to be a bit of a classic. Most formats have seen some sort of conversion over the years (like *Raiden Trad* on the SNES), but the Jag's is the closest version to the arcade original yet. Big deal - it's nothing that a well programmed 16-bit machine couldn't do and as a game style, this is about as

dated and unexciting as it gets.

Still, it's smooth enough and the sounds are chunky. But what about that ugly panel down the side of the screen? It's also very, very slow.

Thirty year old arcade freaks may well

love it, but who cares about them anyway? Besides, they're probably too busy with *Raiden II*.

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Cybermorph

Cybermorph is the pack-in game with the Jag, and in many ways it's the most impressive of the lot. Like *Starwing*, it's a polygon-based space shooter (well, actually the emphasis is more on collecting pods than blasting things, but we'll get to that later), but instead of a limited flight path, you've got total freedom of movement in a fully rendered 3-D world.

Of all the software available so far, *Cybermorph* is the only one to make use of the Jag's 3-D graphics capabilities. *Cybermorph* shows off a technique called "Gouraud shading" which has been used before in games like *Comanche Maximum Overkill* for the PC. Gouraud shading adds a fixed light source somewhere within the world in an attempt to take some of the edges off the polygons. Once you've plotted your light source, the colour intensity changes across the face of every single polygon. You can see it happening in the screen grabs - each polygon has a dark side and a light side, the result being a more realistic, rounded look.

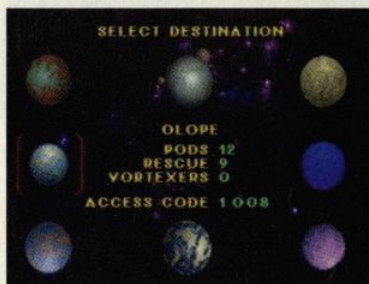
Everything moves ultra-smoothly as your ship (the T-Griffon) hovers over the terrain. The speed is excellent too. Technically, it's a very impressive effort - and it should be: *Cybermorph* was programmed by British outfit Attention to Detail, who've had the Jaguar development tools for longer than any team on the planet. They even debugged the Jag hardware for Atari. Many people think that the ability to create real-time rendered 3-D worlds on the fly will be the hallmark of the hardware of the future. The Jaguar has that ability.

As for the plot, it's a standard Galactic War saga. The evil Pernitia Empire is bent on Galactic domination. The weapons, supplies and information you need to fight them have been sealed into pods and scattered among five sectors, each with eight different planets. You need to collect a given number of pods from each planet to clear a sector; the ultimate aim being to reach the fifth sector and destroy the Pernitian threat.

It's a big game and a big challenge, but the controls are good and the combination of strategy and blasting makes for a nice change of pace. *Cybermorph* is certainly a

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game to get lost in and probably the best pack-in game for a new system I've ever seen.



HOW WOULD YOU LIKE TO WIN ONE? (A JAGUAR, THAT IS)

You've just read all about Atari's new 64 bit wonder machine - the Jaguar, and now HYPHER's giving you the chance to have one of your very own!

Yes, thanks to the very attractive Dominic at Sprint Electronics (ph 03 428 9630) we have a PAL Jaguar (which means that you'll be

able to use it with any Australian TV) to give away, and that comes complete with controllers and the excellent *Cybermorph* game. Huge or what!?!

And what do you have to do to win it? Well it's about as easy as it gets. Simply tell us the nicknames for the two custom chips inside the

Jaguar (hint: if you don't know, read the Jag article), put your answer on the back of an envelope and send it to:

**I WANNA JAG
HYPER
PO BOX 634
STRAWBERRY HILLS NSW 2012**

We're kind-hearted people here at HYPHER so we'll give you nearly two months to get your entries in, and we'll remind you of the comp next issue. Stuart's going to draw the winner out of a big bag and his pick is final so there'll be no complaining if you don't win, thank you very much.



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HYPER»

0009

scribble
scribble

Inferno

"Burn, baby burn, disco inferno! Burn, baby burn, burn the mother down...Woo!" Excuse us. We tend to get a little carried away in the HYPER office when it comes to 70's dance hits and even the most tenuous connection can set us off. The fact is, this game has absolutely nothing to do with "Disco Inferno". Sigh. But it looks like it's going to be pretty bloody fabola anyway.

Put together in true "filmic style" (you know - organic development of narrative, character and game, lots of atmosphere, funny voices, weird camera angles, that sort of thing), *Inferno* places you in the hot-seat and into the rather generous-in-the-crotch overalls of a gung-ho fighter pilot.

As usual, the human race is facing extinction at the hands of an evil, ugly alien menace. The Rexxons are perhaps the ugliest alien menace you'll ever see. They're fat, slimy, with big, overhanging teeth. They rate pretty highly on the Evil-o-meter

PC/PC CD-ROM

Available: PC/PC CD-ROM

Category: October

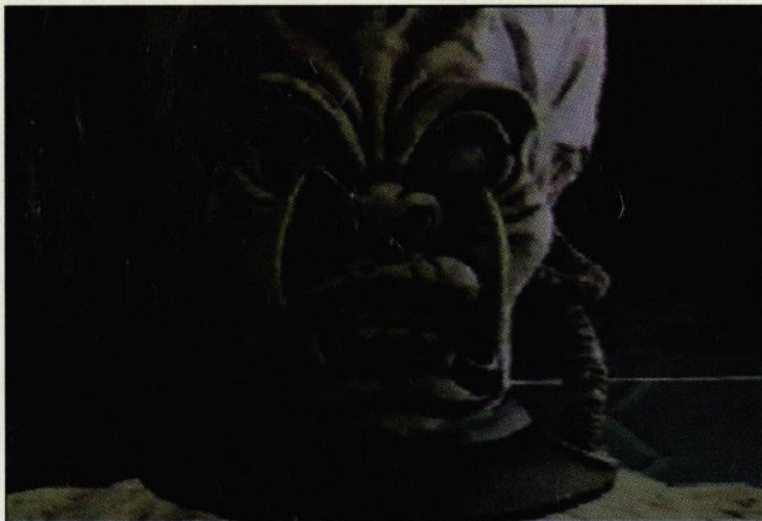
Players: 1

Publisher: Ocean

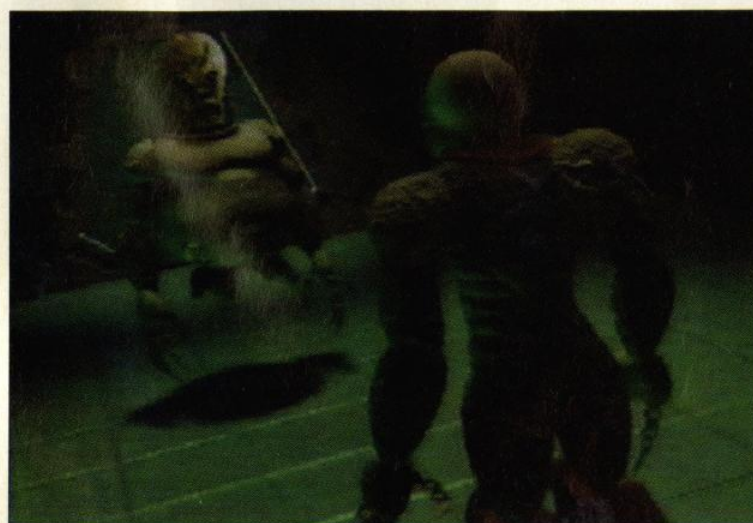
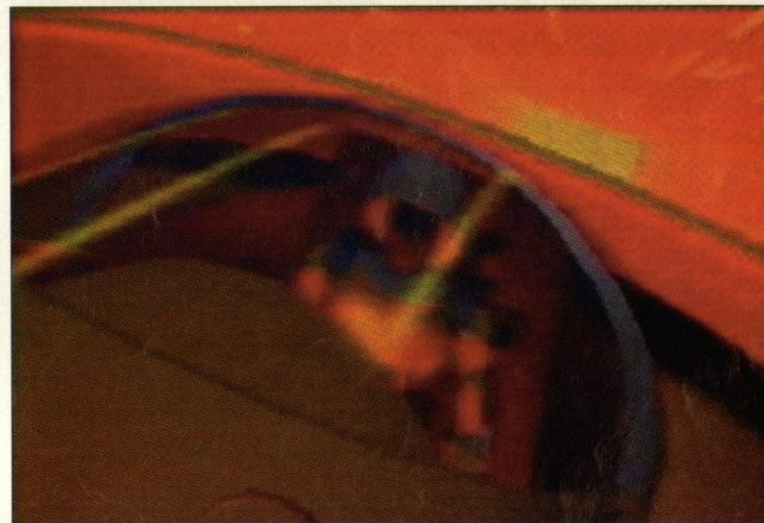
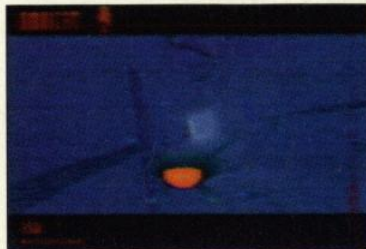
too. Their leader spouts some classic lines and a very nasty philosophy: "Oh, the thrill of human suffering".

As you can see, the graphics are fairly spectacular. The characters have a solid, unique look to them and the 3-D modelling is excellent. Sound-wise, it's full-speech (the accents, you'll be happy to know, are anything but tacky American) and features a soundtrack by "legendary Goth-Rock band", Alien Sex Fiend (if by "legendary" they mean slightly more memorable than Sigue Sigue Sputnik then they're probably right).

With 64 scenarios and nearly 700 missions, *Inferno* should be a huge, enjoyable experience. The preview tape is certainly impressive but how much of it is actually gameplay? Hmm. We'll let you know as soon as we get a copy.



The shots you see to your left and right are the in game shots. The other graphics are cinematic cuts and intro scenes. While they may not look too exciting it moves very smoothly and quickly. But we didn't have our hands on the joystick so we don't know how it controls.



Taz-Mania

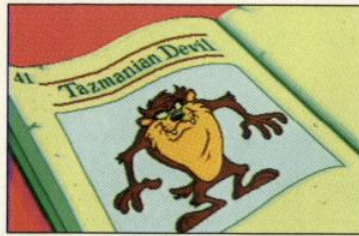
He slobbers a lot; he's constantly hungry. Among his favourite foods are small, furry, defenceless, little wood-land creatures. Yep, you just can't help but love Tazzy, the world's most famous (or is that the world's only famous?) Tasmanian Devil. Besides, it's not often that Australians strike it big in the heady world of cartoon/platform game entertainment, so when they do, proud, patriotic, young Aussie battlers like us owe them as much support as we can muster.

The original Mega Drive *Taz-Mania* was a good looking, slightly-more-fun-than-most platformer. Tazzy spun around like the devil he is, ate everything in sight, and let

MEGA DRIVE
Available: August
Category: Platformer
Players: 1
Publisher: Sega

fly with fiery, potentially dangerous chilli burps. Now he's back, looking much the same and doing more of the same, only this time, he's doing it in outer space.

As far as we can tell from the unfinished copy of the game we've got our sticky date fingers on, Taz is kidnapped by Marvin the Martian and taken to a Martian Zoo. Rare Earth creatures are very popular exhibits on Mars, don't you know.



Taz, forever the untamed beast, breaks out and somehow winds up hopping spaceships as he travels from planet to planet in a quest for freedom spanning the farthest reaches of the known universe. At least, that's what we pretended we were doing.

The graphics and animation still look very polished, Taz still spins

at a hundred miles an hour, and there's still loads of platforms to jump on and loads more bosses to battle. At this stage, it looks like being a very competent, if not wholly exciting product and though we can't say we're awaiting it with our customary baited breath, we'll still give it a full review when we find the time.



Itchy & Scratchy

SNES/MD

Available: September
Category: Platform
Players: 1-2
Publisher: Acclaim

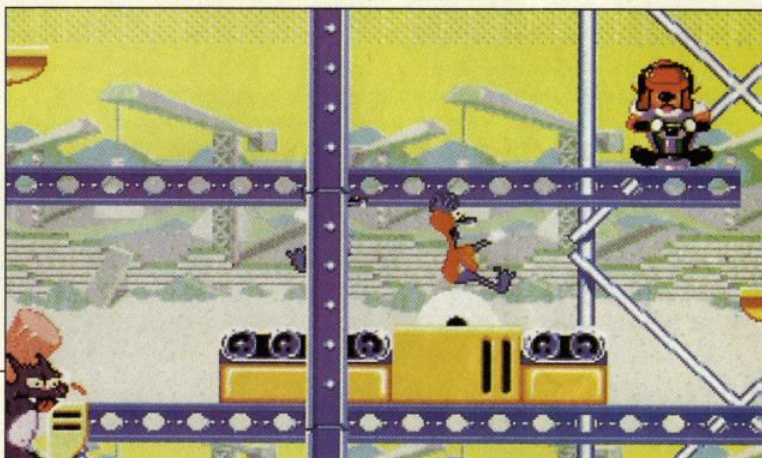
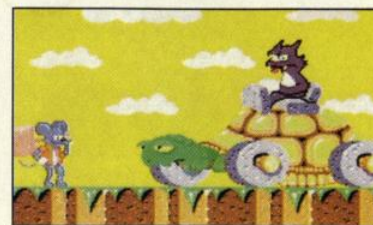
Everyone's favourite cat and mouse pair are finally getting their own game, years after Bart and the rest of the Simpsons got to be game heroes. About time too! If you haven't seen *The Simpsons* (and if you haven't I would immediately seek psychiatric help), then you probably wouldn't know that *Itchy & Scratchy* parody the ultra-violence of older style cartoons. Well they do, and that means that have to indulge in completely over-the-top acts of extreme violence in order to do so.

The game will hopefully contain a lot of the same (so keep your parents and other concerned citizens away). There's not too much info on what exactly is in the

game. All we know is that it's a seven level platformer and you play as Itchy (the mouse) and battle to defeat Scratchy (the cat). Scratchy will be chasing Itchy all the way through the levels and you'll have to hurt him as much as possible by using all the gadgets you will find conveniently lying around the place.

If the game is anything like the side-splitting, yet totally gross, cartoon, we could be in for a real treat. It's scheduled for release on both Mega Drive and SNES in September, but then schedule's are made to be broken. Whenever it's released though, you can expect a full HYPER review.

Itchy + Scratchy doing what they do best - causing pain and suffering. Just the way we like 'em!



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Michael Jordan Adventures

MEGA DRIVE/SNES
Available: November
Category: Platform
Players: 1
Publisher: Electronic Arts

Michael Jordan, who many consider the best basketball player ever, certainly isn't going to be left behind even though he no longer plays the game. But the Jordan Mega Drive cart isn't a basketball game either, it's a platformer!?! You control MJ as he takes on the evil genius, Dr Eibrow who has kidnapped 20 of the best basketballers from all over the world (I wonder if he got any Australians).

The Jordan sprite (which supposedly has over 350 frames of animation) uses basketball moves to defeat

enemies and there are 7 different super powerball weapons: Earthquake Ball, Fire Ball, Boomerang Ball, Heat-seeker Ball, Ice Ball, Cannon Ball and the Rebound Ball. There are special power-ups in the form of sports drinks and cereal boxes (no doubt Gatorade and Weeties who also sponsor Jordan) and finding high-tops make you invincible.

The game also boasts non-linear gameplay, so you can choose between any of the levels in each stage and can also replay a completed stage, exploring for alternative routes, secret rooms and power-ups. The Beta version we played didn't have any enemies, but Jordan looks cool and controls well, so that's a good start, isn't it?



Shaq-Fu

MEGA DRIVE/SNES
Available: November
Category: Fighting
Players: 1-2
Publisher: Electronic Arts

We told you a bit about Shaq's game in the very first issue of HYPER, but now we've got most of the details. It's probably going to be called *Shaq-Fu* but *Shaq Attaq* was the name on the title screen of our demo cart. Anyway, regardless of the name, it's not a basketball game, but a one-on-one fighting title that's being developed by Delphine, those very clever people behind *Flashback* and *Another World*.

The story of the game is that Shaq is touring Japan with his basketball team when he's mysteriously transported to another dimension (don't you hate it when that happens). Anyway, Shaq is up against 11 other fighters who all have amazing

fighting and magical abilities. You'll discover in the course of beating their heads in that the other fighters are all servants of an evil Warlord and you'll have to fight the boss in two different forms if you want to get Shaq back to our dimension (I suppose if you're not an Orlando Magic supporter you could leave him there).

The 24 Meg game (woah!) features some fairly impressive rotoscoped animation and digitised video along with 11 scrolling locations including a Hindu temple, a desert, a dense jungle, in a dark cave, inside a crypt and in the Andes mountains. One or two players can also play in tournament mode where you get to choose any of the 12 combatants and fight your way to the top. From what we've seen, the sprites are tiny, and the playability is questionable, but it's got Shaq, Delphine Software and 24 Megs behind it so can't help but be big!



FREEBIES

MANGA! MANGA! MANGA! WIN! WIN! WIN!

To celebrate the release of Manga videos in Australia (you'll now be able to find them at all cool retailers), HYPER has 20 awesome Manga packs to give away. These packs include a video with the best in Japanese animation on it, a Manga T-shirt and a very Manga poster. The video will either be the awesome *Battle Angel Alita* or the outrageous *Crying Freeman*. This is definitely a Hot Prize Pack alert!

To win you'll have to get out your crayons (or whatever else you draw with) and send us the most surreal, yet ultra-violent Manga-inspired illustration you can think

of. They don't have to be big or anything, just good.

Send your entry to:
**MANGA MANGA MANGA
HYPER**

**PO BOX 634
STRAWBERRY HILLS NSW 2012**

For more information on Manga (like where you can buy the videos) call Siren Entertainment on (03) 826 6911.

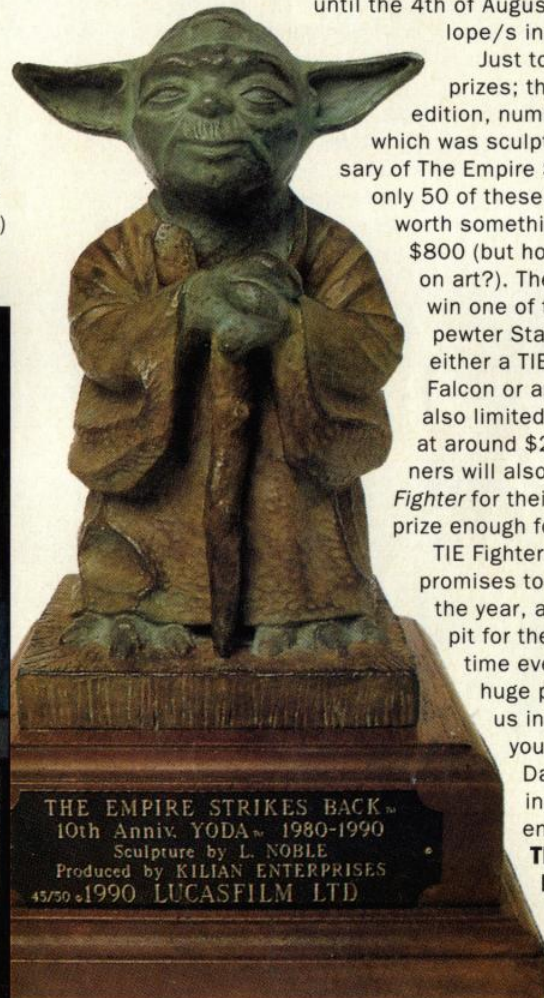
TIE FIGHTER COMP CONTINUES

We've had such a huge response to our *TIE Fighter* comp that we're going to extend the deadlines for entries. You've now got until the 4th of August to get your envelope/s in.

Just to re-cap on the fabulous prizes; the first prize is a limited edition, numbered Yoda figurine which was sculpted for the 10th anniversary of *The Empire Strikes Back*. There are only 50 of these in the world and it's worth something in the region of \$800 (but how can you put a price on art?). The three runners-up will win one of three finely detailed pewter Star Wars spacecraft - either a *TIE Fighter*, a *Millennium Falcon* or an *X-Wing*. These are also limited edition and are valued at around \$250 each. All four winners will also receive a copy of *TIE Fighter* for their PC, and that would be prize enough for some!

TIE Fighter (the sequel to *X-Wing*) promises to be one of the games of the year, and puts you in the cockpit for the Empire for the first time ever. To win one of our huge prizes, you have to tell us in 50 words or less why you'll enjoy fighting for the Dark Side. So, let evil inspire you and send your entries to:

**TIE Fighter Comp
HYPER
PO Box 634
Strawberry Hills NSW
2012.**



MortalKombat2

What can we say about Mortal Kombat 2 that you don't know? Hmmm, well it's nearly here on the Mega Drive and the Super Nintendo for a start! It's a 24 Meg monster and the Sega version (at least) will have all the fatalities, friendships and babalities (when we played the Beta version we couldn't access them, but we're assured they will be in there).

There's still no confirmed word about the Nintendo fatalities, but we can all hope and pray that the Big N sees the light and allows them in (even with a code). With the classification system now in place there's no excuse for them not to include the blood. The game hasn't been classified for Australia yet, but it shouldn't be any higher than MA-15, so just about everyone will be able to slice heads off and disembowel opponents with gay abandon.

MEGA DRIVE/SNES
Available: September
Category: Blood Sports
Players: 1-2
Publisher: Acclaim

The graphics you see on these pages are for the Mega Drive version (we couldn't get the SNES copy in time), and as you'll no doubt be able to tell, they're better than the first game, but still nowhere near the arcade standard. Still, it's much sharper, the sprites are bigger and it moves well. That's about all we have to tell you - look for yourself, and if you're a Mortal Maniak start saving your coins. It'll be released in mid-September and rest assured, HYPER will give you the full-look down real soon.

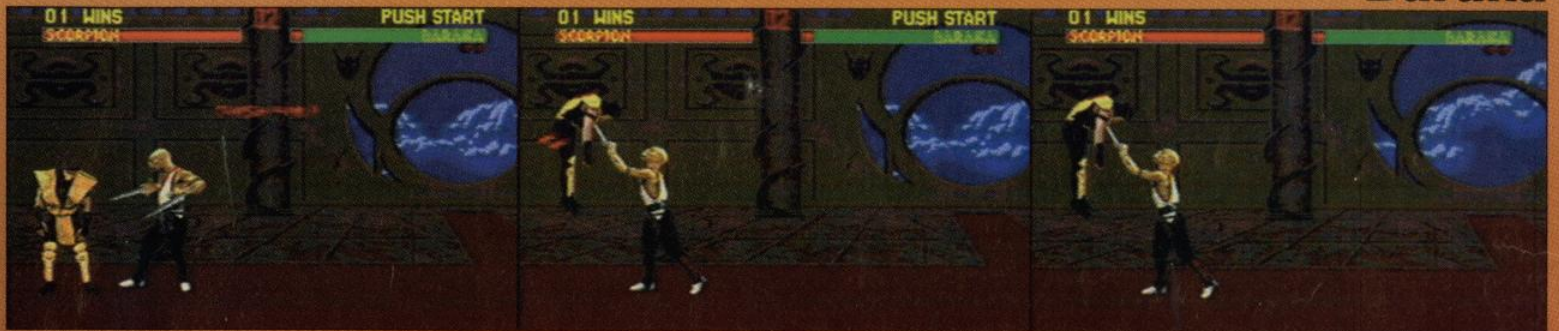


Fatalities

Kung Lao



Baraka



Jax



Kitana



Raiden



Mortal Kombat CD

Mortal Kombat freaks finally have a CD to call their own, but does better sound a better game make? STUART CLARKE rips to the heart of the matter...

Mortal Kombat on Mega CD has been a long time coming (over 8 months between it and the Mega Drive version) and hopes were high that something really huge was about to be unleashed. Well, I don't know what you call huge, but *Mortal Kombat* on Mega CD, while a very good game, hasn't been worth the wait. Sure, it's got the full blood and fatalities, improved audio, lots of cheats (to boost you to Turbo speed amongst others) and the gameplay is smoother and faster than the cart version, but it's also got an annoying access lag between fights, no real improvement in the graphics and no other added extras to make the CD a worthwhile purchase if you already own the cart.

Still, *Kombat* freaks everywhere are no doubt going to go ape-shit over this one. The CD begins with the full length American TV commercial that Acclaim did for the game (complete with SNES footage), backed by some average techno with lots of *Kombat* samples. Very nice, but what's the point? Oh right, the gameplay. The first thing you'll notice (after waiting for it to load) is that while it looks no different to the Mega Drive version (which is very lame), you don't need a code to splash about all the tomato sauce (good one Sega!). You'll then probably notice that the characters handle very nicely and move very smoothly. A good start, then.

And it's hard! Yep, quite noticeably harder than the cart version. All your opponents have quite a deal of intelligence (I know they don't look that bright) and you won't be able to use the one move all the time to win a fight. It gets even better (and harder) when you put in the DULLARD cheat (same as the Mega Drive) which gives you access to Turbo speed. This really livens up proceeding. If only you didn't have to wait for it to load between fights...sigh...

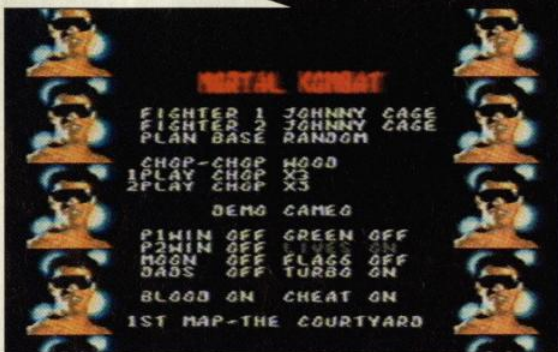
Basically though, if you have the Mega Drive version, you really don't need this game. It's definitely not special enough to waste your money on. If you don't have the cart, then the CD is the better alternative but if you don't have *Mortal Kombat* by now you aren't likely to be a fan.



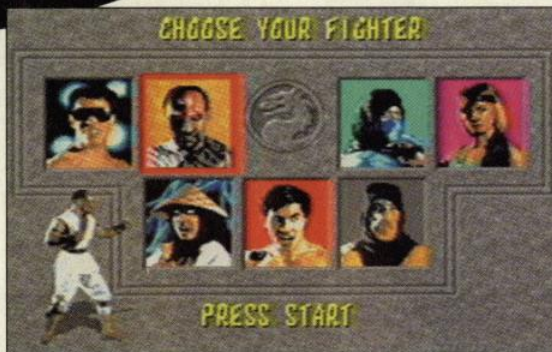
Goro gives Liu Kang the evil eye.



You don't need a code to get the blood this time.



But the DULLARD cheat is still here...



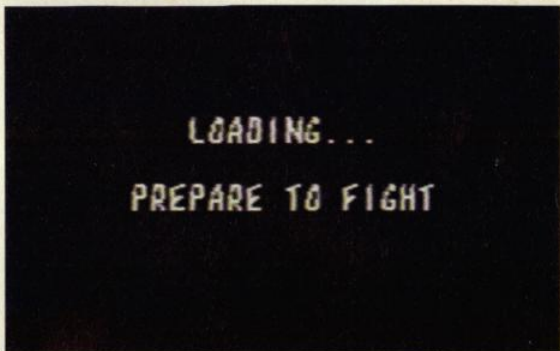
...and so are all your old favourites.



Sonya does the Funky Chicken after winning.



Scorpion's Bad Breath Fire Death in action!



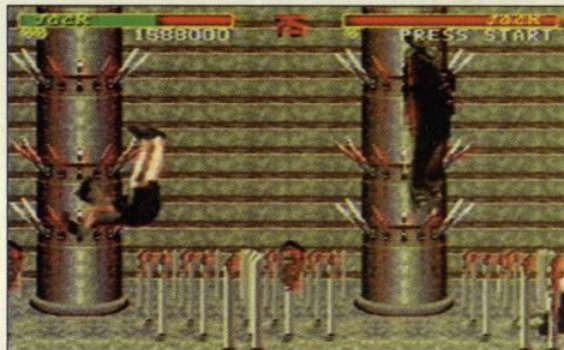
Be prepared to see a lot of this screen.



Shang Tsung has one serious sneeze. Icky!



No it's not a pick up line, it's Reptile.



The Mega CD version is more gory in the pit.

Andrew Says...

We've waited all this time for the "ultimate" version of *MK* and what do we get? A poxy intro and not much else. Visually, it's basically identical to the Mega Drive version. The backgrounds are still dull and the sprites are still kinda rough. All they've added are the extra "missing" frames of animation on the fighters. When you see it moving, you'll see it's much more fluid.

As for the sound, you get all the music and all the voices from the arcade game, but after all, this is a

CD game and there'd be no excuse if the sound wasn't up to scratch. As it is, the quality of the sampled speech still isn't great.

The real changes have been made where they really count - to the gameplay. The Artificial Intelligence of computer opponents has been improved significantly. They'll react to your attack patterns and, if you're not careful, they'll kick your butt. As well as being tougher, it's also much faster, especially if you use the DULLARD cheat and whack it on

Turbo (or Whoah Mamma! as I like to call it). Anyone who can beat Shang Tsung on Extra Hard Turbo is a true *MK* freak.

Overall, *MK* on CD is better than the cart version. It's just that after all this time, a lot of the hype and most of the gloss has worn off. When you throw in annoying access times between fights, screen freezes when the fighters change during Endurance Matches, and an annoying propensity for the game to crash, there's very little to be excited about. Wait for *MK II*.



Pick the difference between the Mega Drive and the Mega CD.



Hint. The Mega CD is on the left.

MEGA CD

available

NOW

category

FIGHTING

players

1-2

publisher

ACCLAIM

price

\$129.95

visuals

79

They've thrown in the missing frames of animation so it's smoother, but the backgrounds are still pretty shoddy.

sound

83

Nice tunes and there's all the speech from the arcade, but nothing that'll blow you away.

gameplay

84

Fast, smooth and bloody like *Mortal Kombat* should be. If only it wasn't for the painful access time.

longterm

77

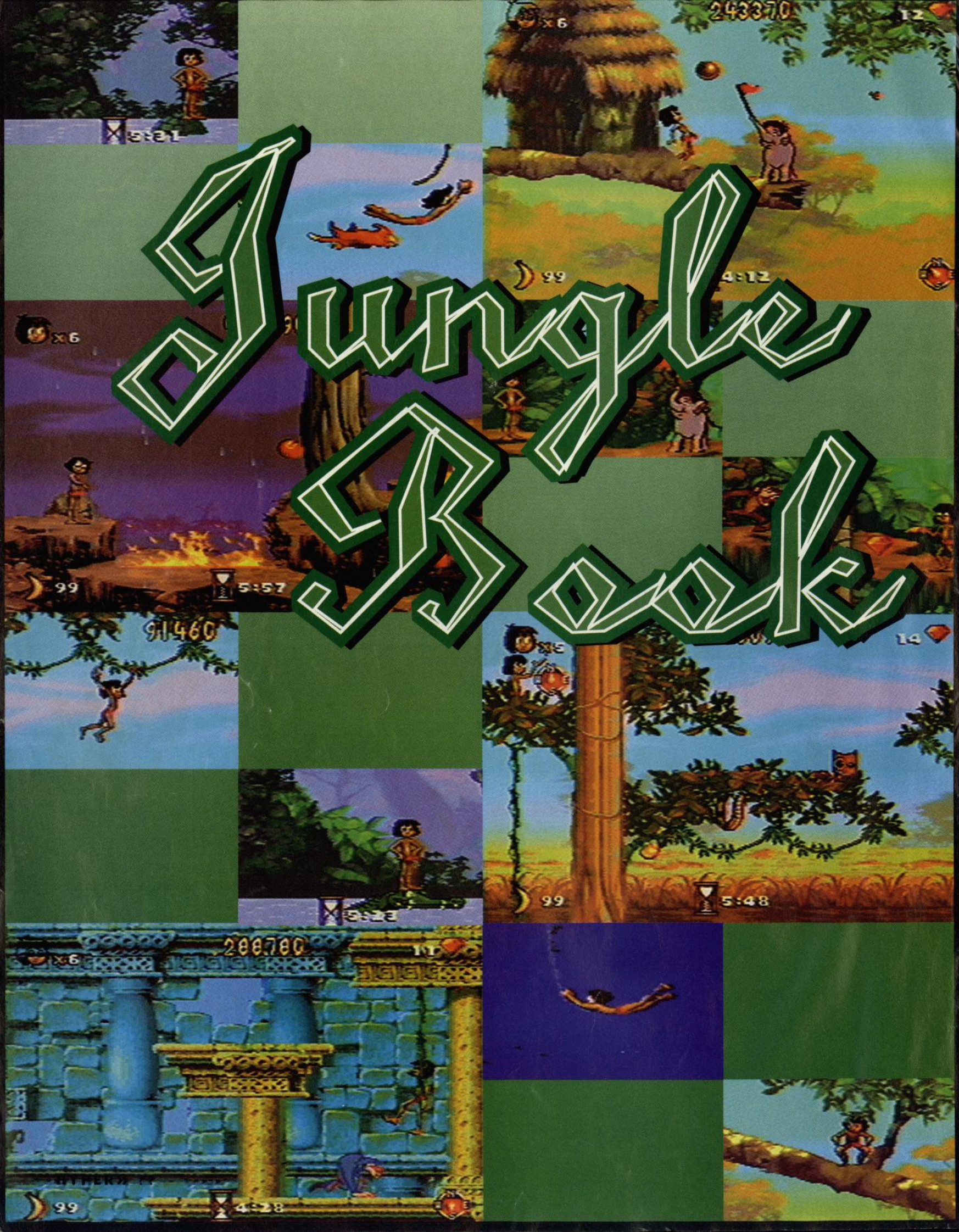
If you're a *Mortal Kombat* freak you'll be rippin' out spines until next year. That is, if you're not playing *MKII* by then.

overall

Good, but not the conversion it could have been. If you own the Mega Drive version, stick with it and wait for *MKII*.

78%

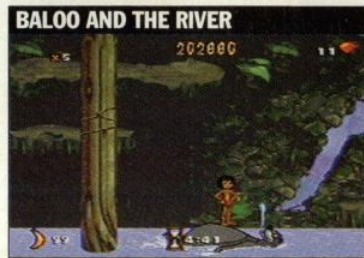
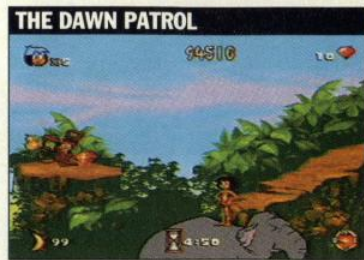
Jungle Book



What springs to mind when you think of the "Bare Necessities"? A leopard skin loin-cloth perhaps? Maybe three meals a day and a warm place to sleep? How about a boy named Mowgli and a movie called The Jungle Book? ANDREW HUMPHREYS imagines a tight-fitting wetsuit and a collection of flotation devices is all he'll ever need...

The Jungle Book is going to be big. Huge even. When a game looks as good as this you just have to play it. It's not exactly low on the "cute factor" either. Besides, it's a platformer, and everybody just loves a good platformer, don't they? And let's not forget the all-important Disney/film/video licence. Yep, this is going to sell (or rent as the case may be) by the truck load. But the question is, is it any good? Well, yes and, sadly, no.

Yes bits First, the "yes" bits. It really is lovely to look at, isn't it? You can see the depth and detail in the backgrounds from the screen grabs. You can see how well drawn the characters are too. What you can't see is the quality of the animation. Talk about silky smooth - I don't know how many frames of animation there are on Mowgli, the main sprite (I think more than 10 would be a safe bet for a 16 meg cart like this), but he moves better than any game character I've ever seen, Aladdin included. Whether



he's swinging from a vine, hanging over an edge, or even falling from the sky, he looks great.

It plays well too. The controls have been tweaked to perfection, so no matter what dangers arise, you always know you're in charge. Just like *Aladdin* (get used to the comparisons), *The Jungle Book* is so smooth it's scary. As soon as you pick up the control pad, you'll be running, jumping, swinging (keep it in the privacy of your own homes please) and chucking bananas with ease. All games should be this fluid and this playable.

No bits Now for the "no" bits. When it comes to making a good

game, slickness isn't everything - sure, it helps, but to truly capture the imagination of the well-educated gaming public (ie, the ones who read *HYPER*) these days you need to do more than just dazzle them with not-very-cheap pyrotechnics for five minutes. We've all seen at least a half-dozen slick platformers before. We expect them to look lovely and to feel good. We expect lots of bonus levels and little hidden bits throughout the game. *The Jungle Book* delivers everything you expect, but very little else. It just doesn't have that elusive "X" factor (or as I now call it, the *Super Metroid* factor) that separates genuinely gripping gaming experiences

Of Jungles and Things

The Jungle Book is based on the classic Disney film of the same name. It's a story about a young boy (or "Man cub" as the jungle folk prefer to call him) raised by a pack of wolves. His name is Mowgli and now that he's old enough, he sets out to find the Man Village. That's where you come in.

You guide Mowgli through ten levels (or "Chapters") of platformin' fun, each based on a specific chunk of the movie. You start off in the *Jungle By Day*,

climb the *Great Tree*, take the *Dawn Patrol* to the *River* (where you meet Baloo the Grossly Overweight Bear), then you swing around some *Ruins* and face the *Jungle At Night* (spooky!) before winding up in the *Wastelands* for the final battle with *Shere Khan*.

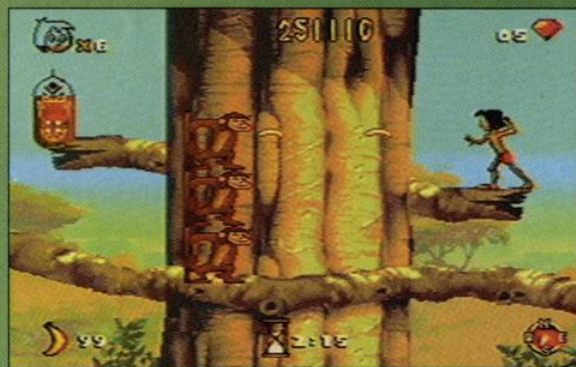
To complete each level, you need to find a certain number of gems (it depends on the difficulty setting: 8 for Practice, 10 for Normal, 12 for Hard). The best bit is that the levels aren't just crappy left-to-right scrollers; they go up, down, in, out, around and about. It's just a pity they're not bigger. If you find all 15 gems you get to play a bonus level. The gems are always in the same place. Each level has a time limit too, so you can't afford to stuff around too much.

The problem is that once you find the compass (it's not available on Hard), finding the gems is a breeze. The compass points directly to the closest gem. That means if you just follow the compass, you'll find the gems in next to no time.

The Bosses

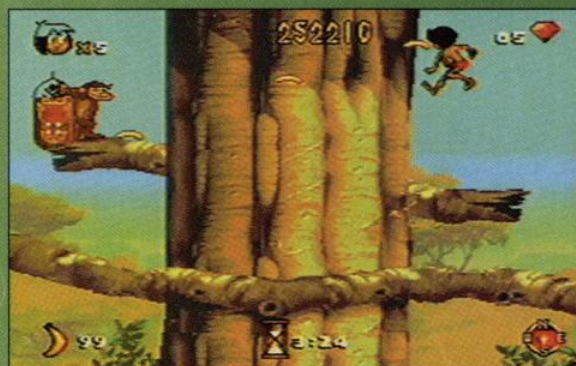
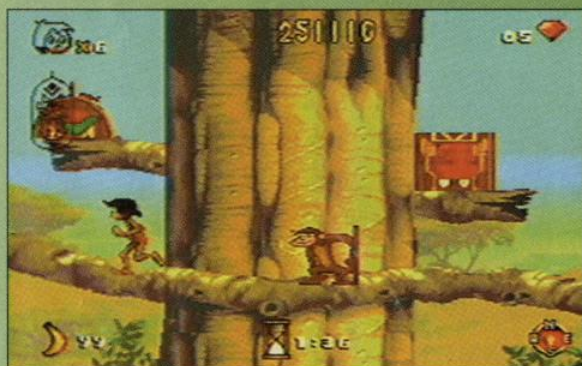


The first boss is Kaa the Snake. Avoid his mesmerising stare (watch out, it follows you wherever you go...) and throw a few nanas at him. When he comes down to your level on the branch, switch to the more powerful double nana weapon.



At the Tree Village you'll come up against the Witch Doctor, who is actually three monkeys behind a shield (sounds a lot like the HYPER Crew). When they flip the shield, let 'em have it.

Soon they'll split up and attack you from all sides. Stand to the left of the trunk and take them out one at a time (how romantic!).



Wait for them to flip their shields, do your nana thang and run to the far left of the screen.

Before you know it you'll be down to one monkey.



King Louie is next. When he charges towards you, all arms swinging, jump over him and stand to one side of the screen. When his arms stop swinging he's ready to attack. This is the only time you can hit him.

He's only got three patterns and you can jump or duck his attacks easily.



The final encounter with Shere Khan. He breathes fire a bit and the columns collapse below you so you'll need to jump around.

Again, just use your stronger weapons and you'll soon set his tail on fire. (I thought it was just the Tandoori Chicken he'd been eating - Ed)

from ordinary, dime-a-dozen, "good" games.

The main problem with *The Jungle Book*, vaguely enjoyable as it is while you're at it, is that it's simply too easy. I know it's hard for programmers to set the difficulty level right, but games should at least provide some challenge. I finished it the third time I played it, on the Normal difficulty setting, with all three continues remaining. I would've finished on my second go, but the game crashed on level eight.

Unless you're a recent visitor from the planet Venus and you've never played a video game of any kind before, you shouldn't have too

much trouble with any level of *The Jungle Book*. You might fall foul of a time limit occasionally and the bosses will take a life or two off you when you first encounter them, but once you suss out their patterns (and they really are very simple) you'll get them first time, every time. Besides, there's extra-men all over the place to keep you going.

The really sad bit is that all the time I was playing, I knew exactly what was coming next. If nothing else, *The Jungle Book* runs true to the Virgin formula: 10 levels, four bosses, lots of cute but extremely predictable enemies to jump on or throw bananas at, lots of platforms to negotiate. If you like this sort of

thing then you'll probably love it - just don't expect to be asked to do anything you haven't done in a game hundreds of times before.

I can't help but think that the Virgin/McDonald's alliance (you do remember *Global Gladiators*?) has left an indelible mark on Virgin's products. *The Jungle Book* is a "McGame" - there's no other way to describe it. The service is friendly, the wrapping is nice (if not totally environmentally friendly), and while you're stuffing it in it tastes OK, but five minutes after you've finished, there's a big, empty void in the pit of your stomach and you're still very, very hungry. And you don't get any fries with it.



Who's Responsible?

The Jungle Book has been a long time coming. David "Dave" Perry (you all know him by now - wonder boy/programmer of *Global Gladiators*, *Cool Spot* and *Aladdin*) did the original demos, then *Aladdin* came along and interrupted the whole process. *Aladdin* made Dave BIG. So big, in fact, that he left Virgin and set up his own company, Shiny Entertainment. Shiny's first project will be (surprise, surprise) a cartoon platformer called *Earthworm Jim*. It's looking very cool.

Anyway, when Dave left for greener pastures, Virgin passed *The Jungle Book* project onto an English team called Eurocom. Eurocom aren't well known (well, at least not by us) for their 16-bit titles but they've had a few successes with *Dropzone* (Gameboy) and *The Jungle Book* on the NES. Now they're working on titles for Mega Drive, SNES, 3DO and PC CD-ROM. And that's all we know, except that they've got some very talented graphics people and programmers if this game is anything to go by.

Mowgling on the SNES

Virgin are also doing the job for *The Jungle Book* on the SNES. Graphically, it's looking very similar, but there looks to be a bit more to it as far as gameplay is concerned. Needless to say, as soon as we get it, we'll give it a full review.

MEGA DRIVE

available

JULY

category

PLATFORMER

players

1

publisher

VIRGIN

price

\$139.95

visuals

You won't find many better looking games than this. The characters are cute and cuddly, the backgrounds look all jungly, and the animation is superb.

94

sound

Full of toe-tappin' tunes from the movie, but CD quality it's not. Nice effects though.

81

gameplay

This is a tricky one: the controls are great and it is a lot of fun, but if you're looking for some semblance of originality, or challenge, look elsewhere.

83

longterm

Too short, too easy, even on Hard.

58

overall

The perfect game for the newly discovered rental market - great for a few hours, not much fun after that.

79%

Claymates



Muckster



Doh-Doh



Globmeister



Goopy



Oozy

Hey, you wanna save the world? Er...there's a slight catch - you're a small lump of clay. But hey, it never stopped Super Putty or the Blob. You can do it! Here, take ELIOT FISH's advice...

Claymates is what platforming games are all about...or should be about. There's absolutely heaps to do and you'll enjoy every feverish second it takes to do it (though it may force you to break a few household objects in the process).

You are Clayton and you live in Mudsville, USA. Your crackpot dad has just invented a serum which transforms living things into clay. Some jerk in a dress who calls himself Jobo isn't too happy with all of this, and so he nicks off with the formula and your old man. But just before he leaves he turns you into a blue ball of clay...and you're one pissed off blue ball of clay! You've now got to travel to the ends of the Earth to retrieve them. Don't snivel, because you've got the ability to transform yourself into a number of different clay animals - the Claymates! There's Muckster the cat, Oozy the mouse, Goopy the fish, Globmeister the gopher and Doh-Doh the bird. Of course you have the respective talents of each animal, so look forward to a lot of digging, swimming, climbing, flying and general oozing and squelching.

Secrets and Sub-games You start in "Clayton's Yard" which is packed full of secret areas and gadgets to manipulate (there are mutasizers which you squish through to produce special results, bonk boxes

which you headbutt Mario-style to reveal hidden treasures and a whole array of other useful things). You'll also need to collect gems and square, round or triangular keys which unlock the bonk boxes. If you finish the level with over 100 gems you'll get to play one or two sub-games. These are an excellent addition! One is a pinball style level and the other is a more simple task of jumping on a rotating board (this seems to be a use of Mode 7 just for the hell of it). In between levels you have to play on a map screen, with the object being to alter the direction of a couple of robots who conveniently clear the way to the next level. Yet another sub-game here, with some nifty puzzles too.

There is so much to explore on some levels that you'll be able to come back and play it again and again. Expect to stumble across a few warps as well (in fact, jump four times on the first flower in Clayton's Yard to warp to the next world). The Claymation is a dream to watch, though it's not as impressive as *Clayfighter*. Actually some of the graphics are a bit sloppy, but the gameplay makes up for it.

And watch out Sonic! Oozy the mouse can hit some breakneck speeds and on some levels your poor little sprite is literally hurtled into space by some groovy wind tunnels. All the animals are actually quite different to control, but a few deaths here and there will have you concentrating!

It's a wonder more platformers aren't this imaginative. I think the programmers at Interplay deserve a big smoochy kiss, because I had a ball (geddit?).

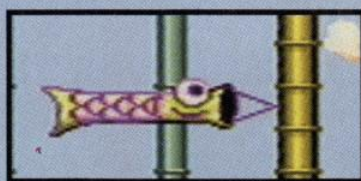




Muckster on Cloud 9.



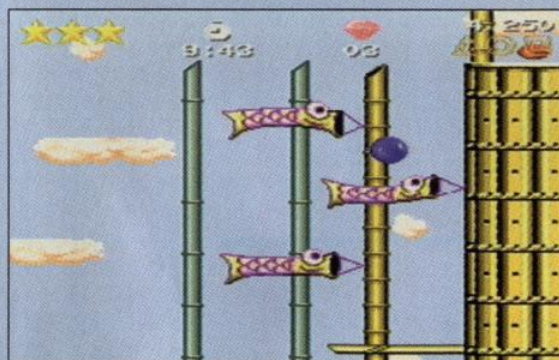
Goopy doing what he does best.



This is the map screen. The blue blob is Clayton.



Goopy builds up a head of steam. Mmm... steamed fish.



More wind than Stuart Clarke.



Muckster can walk up walls. None of the others can.



This is a save point.



This is a leaping cat and a Samurai. Der...

SNES

available

JULY

category

PLATFORMER

players

1

publisher

INTERPLAY

price

\$89.95

visuals

Great claymation, though some back-grounds are dull. Wait till you get to Japan though - delightful! Very smooth, fast scrolling too.

sound

Pretty standard platforming music, but at least every level is different. Some of the FX are hilarious.

gameplay

This is excellent, compelling stuff - easy to get into and the controls are excellent.

longterm

Lots of secret levels and vast playing areas. The only drawback is unlimited continues and some fairly easy bosses.

overall

An original, witty, addictive offering! What more could you want (except maybe a bath full of raspberry jelly and some Lego!)

87%



DRAGON

Dragon, the movie about Kung Fu legend Bruce Lee, was a bit of a dog even though it had some cool fighting action. The game of the movie looks like a bit of a dog - without the cool fighting bits. RUSSELL HOPKINSON goes in swingin'...



I know this has been said a trillion times but, apart from a select few, movie licences suck the big one and this boring beat 'em up is no exception. Even the most avid martial arts fan would be hard pressed to want to finish this. It's been thrown together with the express purpose of extracting hard earned dosh from as many pockets as possible and I'm sure on that count it will succeed.

The game (and movie) are loosely based on the life of Bruce Lee, an incredible master of the Kung Fu discipline and an astounding screen presence who forged his way to stardom in the seventies and at the same time created a huge market for a flood of ultra-violent (for the seventies anyway) Kung Fu movies. He died in mysterious circumstances and has remained an enigma ever since.

No Excitement Have you played *Street Fighter 2* or *Mortal Kombat*? Well if you answered yes then you've

basically played *Dragon*. Except that *Dragon* has no multitude of supernatural characters to play and no exciting special moves (that I could find) beyond a few different punches and kicks. Even with a six button controller it's hard to get Bruce doing anything too flamboyant.

You have to fight a whole bunch of adversaries (much in the same order as the movie) until you finish the game. The Final Boss is the big Samurai type chappy who haunted Bruce in the movie.

In the options screen you can choose the number of "shields" you need to win before you can go to the next level. This basically means that if you choose three shields, then you have to fight the same guy(s) three times. Best out of three wins etc. You can choose different game speeds but even on "Turbo", the game is remarkably slow. You have three lives and you can choose to have "Movie Screens" or not. Movie

screens are scrappy digitised images from the film with exciting bits of dialogue underneath such as; "Hands off that girl!" or "I challenge you to a duel!". A simple enough plot device and one that caused much laughter during gameplay. Only the most Po faced Martial Arts fans won't smirk at the ludicrous distillation of the movie!

One, Two or Three Players You can play in one player mode or (stretching the imagination a bit) two player mode where Bruce is joined by another Bruce (wearing brown trousers instead of black). With three players, two players team up against the other, but it's really an all-out brawl. This is as good as it gets really, and that's not saying much.

The graphics are pretty cool though, with some nice, varied backgrounds and the sprites are large and well animated but pretty darn slow. The sound and music on my review copy weren't quite complete, so things may get better in that department, but even if my favourite Punk rock 'n' roll group, the Manic Street Preachers, supplied the incidental music and the sound effects were the best ever, it wouldn't save this turkey!

Personally all I can say in closing is to reiterate my initial thoughts on *Dragon* when I first played it...this game sucks!!!!





Above is Dragon on the Mega Drive. Things aren't looking too good for the CPU...

...and they're looking even worse on the SNES version at right where the twin Bruceies do some serious disco on their opponent.

Head to Head



Stuart says...

I wouldn't have been quite as hard on this game as Russell, but only just. It's a very unimaginative beat 'em up that's for violence fans only. It's also very tough, so that may be one of it's few saving graces, as I know quite a few fighting fanatics who complain about *Street Fighter* and

Mortal Kombat being too easy. Another positive is the three player mode, and while it's not the best fun I've ever had, it beats plodding through on your own.

There are only tiny differences between the SNES and Mega Drive version, and nothing that really affects the gameplay at all. Sound is improved on the SNES and some of the graphics look a bit sharper, but that's what you expect. Otherwise,

when you were playing in two or three player mode the Sega version allowed you to beat up the other Bruce while the Nintendo game didn't. I don't know what will happen on the final versions though.

Dragon is really only for those who can't get enough of fighting games - it's got nothing in it to sell it to anyone else. It's a pity. Bruce Lee is a certified legend. He deserved better than this.



The siamese Bruceies! (SNES)



Bruce turns on the anti-gravity machine. Wooooaa. (MD)



Doing a rather good Peter André impression! (SNES)



It's Bruce versus Edward Scissorhands. (MD)

MD/SNES

available

SEPTEMBER

category

KUNG FU FIGHTING

players

1-3

publisher

VIRGIN

price

TBA

visuals

It looks good... but no better than a heap of others.

78

sound

Even the best sound in the world couldn't save this game. Some of the FX are all right though.

72

gameplay

Zzzz... huh? Oh sorry I was sleeping. It's hard but it's not good.

52

longterm

Longterm! This sucker don't even have short term!

50

overall

An average fighting game that doesn't really have anything to set it apart from the crowded field.

59%

THE INCREDIBLE HULK

Q: What do you have when you've got a green ball in each hand?

A: The Hulk at your mercy!

STRETCH ARM-STRONG told us that old schoolyard favourite so he got to review the game...

I'm sorry if I caused any offence, dear readers, but the above testicle joke is not completely irrelevant. In fact, if the programmers of *The Incredible Hulk* had managed to squeeze (ahem) the previously unavailable manoeuvre referred to (ie. the squirrel grip) into this game, then at least it would have got a few extra marks for originality. Because, I'm sad to say (actually, I'm not sad

at all, but it's a popular figure of speech) that, while *The Incredible Hulk*, has many things going for it, originality is not one of them.

Classic Comic Hero When it comes to characters, the Hulk is a good one and lends the programmers lots of possibilities. I mean, I could never get too excited about an opossum with a magic backpack but the Hulk is another story entirely. Almost everyone has come into contact with the Jolly Green Giant, whether through the classic Marvel Comics, the not quite so classic Bill Bixby/Lou Ferrigno TV series or the more recent cartoon show. You probably know the deal with the story, but I'll repeat it anyway. I'm just a little hazy, but here goes...

Bruce Banner is a weedy scientist and... um.. something goes wrong in the lab and now, whenever he gets angry, his veins pulse, he develops a physique that Arnie would be proud of, his clothes rip, he turns green and becomes extraordinarily strong.

Like all community service superhero types he uses his new powers to try to save mankind rather than, say, becoming an excellent footy player or a bouncer at a Kings Cross night club. In this game he has

(groan) to save the human race from extinction at the hands of some indeterminate megalomaniac freak.

Like a lot of games, *The Incredible Hulk* doesn't really know what it wants to be - as a fighting game it's definitely no *Streetfighter*, as a platformer its no *Sonic* or *Flashback* and as a soccer game its no *FIFA*. Well actually, it doesn't even try to be a soccer game but I'm sure it wouldn't be all that special if it did.

What you get is a mishmash of bits from a whole bunch of genres cobbled together in an attempt to get you to buy on the strength of the character, rather than on any hardcore gameplaying criteria. It's either a noble attempt to combine the great, varied facets of gaming which sadly falls short or a cynical ploy to screw some comic nerds for several weeks pocket money with a half-arsed melange. You be the judge.

The Incredible Hype If you've made it through all that philosophical cant without topping yourself, you probably think I hate the game but HAH! you're wrong. I actually like it a bit, but there's no way *The Incredible Hulk* can live up to The Incredible Hype that is accompanying its release. Basically, it's a rea-

sonably enjoyable scrolling beat 'em up, nothing more, nothing less and if you go into it with that in mind then you won't get burnt.

Graphically the game is pretty cool - the Hulk sprite is based very closely on the comic character - nice and big, nice and green. He moves well and has some good manoeuvres, in particular a headbutt that would do Bulldog Brower proud, a fine array of punches and the impressive ability to throw enemies off the top of scaffolding. The moves aren't that hard to master and the controls are adequate, although the lack of any defensive moves is an unfortunate oversight and sometimes the Hulkster has to just stand there and take the cheap shots.

Monotony is a big problem, but the scenery is okay, in that popular post-industrial kind of way, and there's a bunch of bosses to liven things up. The usual power-ups are to be found and there's some nice touches where you can throw jeeps, people, trash phone booths and the like.

That's about it really. Don't get fooled by the fizz. Try before you buy and you may have a lot of fun - just don't go looking for the Meaning of Life. Because that's a movie, not a game.



Bruce Banner is a weed. That's why he crawls...



...and corks it first hit.



The Hulk can do all sorts of things. Like climb ladders!



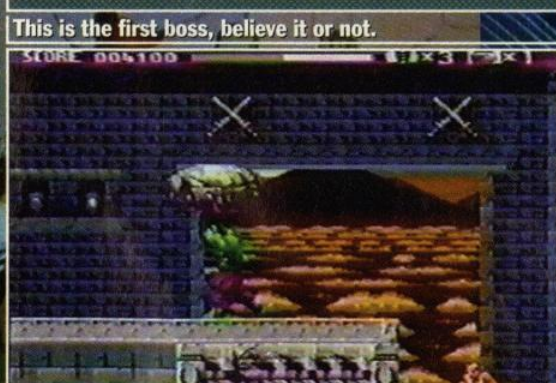
Hulk smash little man in funny suit!



This is the first boss, believe it or not.



Girders and other such platform-like things.



Hulk throw big rock.



Some more exciting enemies...



Hulk no fit in car...



...Hulk smash phone booth... Mmmm, small change!

MEGA DRIVE

available

NOW

category

BEAT 'EM UP

players

1

publisher

US GOLD

price

\$129.95

visuals

Best part of the game, with the Hulk sprite being way better than his surroundings. **80**

sound

Lots of grunting, crashing and some OK if vaguely boring music. **70**

gameplay

Pretty responsive, not quite earth shattering, and some neat moves. **72**

longterm

Knock it over and you'll probably struggle to find a reason to come back. **68**

overall

Fun to play on it's own terms but nothing really startling. **69%**

Bubba



At the start of Level 2 it looks like you're trapped.



Use Stix to roll the barrel and reveal a vent.



To open the vent shove Stix in the hole.



You end up here. Knock the top off the barrel.



Hit this switch...



...this little dude appears and jumps into the barrel...



...like this.



Hit this switch with Stix and ride the platform up.



Hit this switch...



...and you can finally ride across to the lift. Wohoo!

You're stuck on an alien planet with only a stick to protect you. Bummer, dude. Luckily STRETCH ARMSTRONG is here to help...

Well here's a red letter day, a platform game that I don't hate. Actually there's been a few that fall into that category but the memory of the good ones tends to be blurred by the pile of crap games that will one day pose a problem for environmentalists struggling with the problems of excess landfill.

Bubba 'n' Stix is a fine platform game because it's not just made up of mindless platforming - almost from the very start you'll be met by puzzles that you must solve to advance and this adds far more interest than simply rushing left to right. During some of my less lucid moments I hate this game, but for reasons which make the game strong. You see, being logically challenged, I am not particularly good at puzzles and it becomes intensely frustrating standing next to a cliff without even the foggiest notion of how to climb it. But that's just me. You, being far more intelligent but probably not better looking, will work it out in a jiffy.

Standard Alien-bashing Fare

Generally, the plot is the standard alien-bashing fare. Has anyone ever considered that if aliens ever do invade Earth then any chance we ever had of establishing civil relations will be destroyed as soon as they check out the video game plots? Anyway, aliens (Sponellians, actually) have kidnapped Bubba (real name: Elvis P. Goober) to be the human exhibit at Urfnurkle T. Floint's Theme Park and zoo. Bubba's not too chuffed about this so he tries to escape with the help of Stix, and this is where you come in. Stix, by the way, is not the very bad mid-70's rock band but rather a

ba n Stix

stick. Escape from an alien planet with a stick? I'd like to see that.

Well you will because, as far as sticks go, Stix is a champion - he can be used to kill aliens, to climb cliffs, to lever rocks, to stir potions, to breathe underwater and as a tighrope balancer. And you can forget all those jokes about a stick being a boomerang that doesn't come back, because whenever Bubba clicks his fingers (or you hit the "A" button) Stix comes flying back to his side. It's a good thing that Stix is such a resourceful companion, because if Bubba is to make it back to Earth he's going to need all the help he can get to battle his way through five very challenging levels, each with their own puzzles, tricks and foes.

Lovable Hero & Uninteresting Stick

Bubba, with a blonde quiff,

baseball cap and saggy overalls is a particularly lovable hero and is well animated throughout, pulling some excellent faces when he gets electrocuted and performing a nice hula dance immediately before he carks it each time. Stix is not too graphically exciting because, well there's buggler all you can do to make a stick interesting, is there? Overall, though, the graphics are excellent - from the prison blues of the evil Waldo's spaceship/zoo to the fiery reds under the volcano it all looks great, in a jokey futuristic cartoon kind of way. Something like *The Jetsons*, but with a decent game attached.

The controls are very simple and will take you about two seconds to master. Within the game itself, things will not be such a breeze. Some of the puzzles are completely straightforward but others are four

or five step monsters that will have you baffled until the almost Zen-like moment of revelation that proceeds the solution entering your head. And don't think that you'll breeze through the early levels until you hit the hard bits - there a cliff just a short way into the Alien Forest with two gibbering little jelly monsters in front of it which drove me absolutely mental for more time than I'd like to admit. But maybe that's just me. Each level is long and heaps of fun, and you'll have to work your way through the Alien Forest, Waldo's Spaceship, the Volcano, Marine Temple and the insanely tricky Space Port (not to mention the bonus levels) before you're safely back on Planet Earth.

I've got to tell you this is one seriously enjoyable game and I, president of the Cynical About Platformers Club, wholeheartedly recommend it.

A boy and his stick...



Balancing Stick.



Boomerang Stick.



Lever Stick.



Low Throw Stick.



Snorkel Stick.



Stick Stand.

MEGA DRIVE

available

JULY

category

PUZZLE PLATFORMER

players

1

publisher

CORE

price

\$109.95

visuals

Not ground breaking but very cute, always interesting and perfect for the game.

88

sound

I hardly noticed, which may be good, may be bad and is probably neither.

70

gameplay

Simple to control, varied to play and hard to beat.

85

longterm

Long levels and some real tough bits, and I'd come back to it for sure.

86

overall

I like this one a lot (except for the bits which make me look dumb).

86%

World Cup USA '94

World Cup USA '94, eh? Could this be the first video game to be based on the World Cup of Frog Racing, to be held in Arkansas this August? Or could it be that other World Cup - you know, the soccer one? ANDREW HUMPHREYS investigates...

Alright, alright - I won't keep you in suspense. *World Cup USA '94* is based on the soccer tournament of the same name. Amphibian enthusiasts will have to wait a little longer for their dream game. But don't lose heart - I'm sure someone will snaffle up the rights to the Frog Racing World Cup (or Frog Hop '94 as it's come to be known) very soon. An event as exciting as that one promises to be just has to make a good video game. Meanwhile, we're stuck with this: more soccer.

I don't know about you, but we're very much *FIFA International Soccer* fans here at HYPER. If anyone was to corner us in a dark alley and ask, "Eh, Boofheads - which soccer cart should I buy?", we'd shout "FIFA International" faster than we'd whimper "Please don't hurt us, we've got orphaned children to support".

So where does *World Cup USA* fit in then? Would we change our answer to the above question

because of it? Er...no. *World Cup USA* is a game with many worthy features - it's the only game with the official World Cup USA seal of approval, it's got an insane amount of options and user-adjustable features (you can even customise and save to battery back up set pieces from throw-ins, corners, free kicks and the like), and it looks rather cute - but when it comes down to it, it just isn't enough fun.

More Sensible Than Sensible?

Tiertex, the programmers of *World Cup USA* (remember their work in *Davis Cup World Tour*?), seem to have modelled their game engine on *Sensible Soccer*. Taking the traditional top-down perspective, the sprites are small (though far better detailed than *Sensi*) to allow a better overall view of the field. So fast action and strategy is the order of the day. Or is it?

World Cup USA certainly has the potential for fast, smooth gameplay, but every game is such a stop-start affair (because of the number of

penalties, goal kicks, throw-ins etc) that it never gets into a really good flow. It doesn't handle as well as *Sensi* either. It's got all the features - simple controls, intelligent passing, after-touch, etc - but it just doesn't gel together to give a proper "soccery" feel. It's obviously more fun with two-players, but these days, when multi-player gaming is all the rage (for all the right reasons), it would've been nice if there was a four-player option too.

As for the presentation and all those tweakable bits, well, it's a nice idea to make everything icon based (it's certainly very "international") but they're not exactly easy

to decipher and if I see that bloody lovable World Cup mascot one more time, I'll smash the telly into tiny, little fragments. I mean, who are they trying to kid? A dog in soccer boots? Everywhere you look you see his cutesy face, grinning inanely. It gets very tiresome, very quickly, let me assure you.

World Cup USA isn't a bad game; it just isn't as good as the competition. To my mind, it runs third to *FIFA* and *Sensible Soccer*. And as any self-respecting soccer fan who's ever yelled abuse a referee will tell you, when it comes to the World Cup, coming third just isn't good enough.





Above: Coin toss.

Right: Kick off.

Below Left: Look closely, it's a goal.

Below Right: Morocco sets a wall.

Bottom: Free kicks change to a first person perspective:



US Gold are bringing World Cup USA '94 to the Super NES too. It looks like it's going to be basically identical to the Mega Drive version, but it's a funny old world, isn't it. Who knows - it might just surprise us with its brilliance. Then again, it probably won't. Luckily the SNES conversion of FIFA International Soccer (check out Byte Size) is excellent.

MEGA DRIVE

available

NOW

category

BALL KICKING

players

1-2

publisher

US GOLD

price

\$99.95

visuals

A fairly standard top-down view of the action with good scrolling and some nice detail on the teeny-weeny sprites. **78**

sound

There's a crowd in there somewhere, but they're not particularly vocal. Nice music though. **68**

gameplay

All the options in the world and all the right ingredients for fast soccer action, but it just doesn't gel. **69**

longterm

Lots of teams, friendlies, leagues and tournaments to win, and you could fiddle with the options forever, but is the game enough fun to bother? **72**

overall

Decent enough on its own, but the competition kicks it all over the field. **69%**

REVIEW»

STUNT RACE FX

Over-hyped, wholesome family fun alert - it's Stunt Race FX! The game destined to be bigger than Super Mario Kart is here, but is it any good? ANDREW HUMPHREYS hits top gear then hits the wall...

0'50"72

We've been hearing about *Stunt Race FX* for longer than I care to remember. We always knew it was going to be big, but we never knew just what trump-card Nintendo had up their corporate sleeve. After all, any game that's going up against Sega's *Virtua Racing* had better be pretty good. Guess what? It is. And Nintendo's trump-card has Gameplay with a big, fat, capital G.

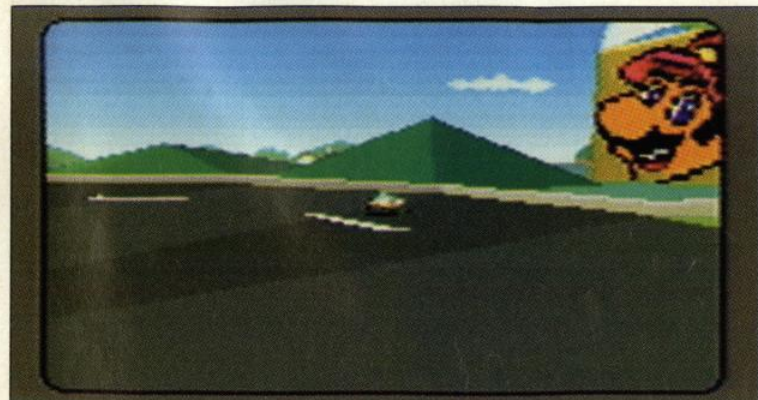
My first impressions of *Stunt Race FX* (and the name may be changed yet again in some countries, this time to *Wild Trax*) weren't good. When I first played it I thought it was slow and clunky, and the graphics just didn't look as good as they should've. The polygons look a little rough around the edges and instead of using the full screen, the action takes place inside a TV/monitor-style window. Of course, like everyone else will, I was comparing it to *Virtua Racing* and things weren't looking too good.

But a few plays later, I began to see the light. I began to appreciate the meticulous design of the tracks, the finely tuned controls, and the variety of the challenges on offer. Then it hit me - I was having more fun than I'd had since I got that pop-gun thingy on my fourth birthday. The two-player action was even better. So what if it's not full-screen? So what if the overall graphic style is too cute by half? The more I played *Stunt Race FX*, the better it got - and that's the sign of a great game.

Anyway, it's not strictly fair to compare *Stunt Race FX* to *Virtua Racing*. *Virtua Racing* is all about serious, F1-style racing. *Stunt Race FX* isn't - it doesn't even have the option of manual or automatic transmission (gasp!). No, *Stunt Race FX* is all about fun, and to my mind, it's the better game because of it.

Product Placement City

Just like real racing, *Stunt Race FX* gives the advertisers lots of room. Of course, the only advertiser



Combination Stir-Fry *Stunt Race FX* takes the best elements of *Virtua Racing* (fast, polygon-based racing with a choice of perspective), *Rock 'n Roll Racing* (no holds-barred, push-and-shove competitive action), and *Super Mario Kart* (character, variety and playability), adds a few nifty touches of its own, and turns out to be an excellent game. Of course, the big question is, is it better than the legendary *Mario Kart*?

Hmmm...tough question. In many ways, the games are very similar: they both offer lots of tracks to race on, they've both got a killer split-screen, two-player mode. It's just that they use different techniques (straight Mode 7 programming Vs the heavy polygon-generating capabilities of the FX chip) to produce the same result: ie, pants-blowing fun. If only for its Battle Mode, I think *Mario Kart* might have a slight edge. But then, Mario's had years to grow on me. I only had a week with *Stunt Race FX*. Ask me in a few months and my answer might be different.

On its own, *Stunt Race FX* is still a must-have game. Thanks to the battery-backed record keeping, the number of tracks, and the challenge, you'll be at it for ages as a one-player game. Then there's the Stunt Trax.... Grab a friend or sibling, whack it on Battle Trax and you'll be at it forever. The cars and the music might be a bit too cute for some, but hey, this is Nintendo - what did you expect? All the hype hasn't been for nothing. Just like *Super Metroid*, this is another fine example of what games are all about. Buy it.

is Nintendo. Have some extra fun playing Spot the Plumber. How about Spot the Fox?

The Racers

Once you've selected your race, you're given a choice of three different vehicles to use. In Free Trax they've thrown in an extra one - the 2WD. Every vehicle handles differently, each one having a distinct feel. First-timers should stick to the 4WD. Although its top speed is only 100 km/h, it's tough, it's got good acceleration, and it's relatively easy to handle.



Choose your Perspective

By pressing Select, you can change your perspective of the track. Hmm...where did they get that idea from?



The Trax

Speed Trax

At the title screen, you're presented with four options: Speed Trax, Stunt Trax, Battle Trax and Free Trax. Speed Trax is where you'll spend most of your time. There's two difficulty levels, Novice and Expert, each with four tracks and a special bonus track to master. Free Trax lets you race on all the same tracks, only there's no competition. It's simply a race

against the clock, good for practising your stuff and building up your personal esteem.

The basic idea is similar to *Virtua Racing* - to keep racing you have to reach the various checkpoints within a certain time limit. Lose three times and it's game over. To progress to the next track you don't have to win the race, but then, who likes coming second?

You'll need to keep an eye on your damage bar too.

On every track, you can pick up icons to refill your damage bar (pink) and your Turbo Booster (blue). While you shouldn't have too

many problems as a Novice, once you get to the Expert tracks, things start to get pretty tight - the timer gets tighter and tighter so you'll need to pick up every Turbo icon you can.



Bonus Trax

The Bonus levels put you behind the wheel of a semi-trailer! It's a real bitch to handle of course, but if you're up to it, you

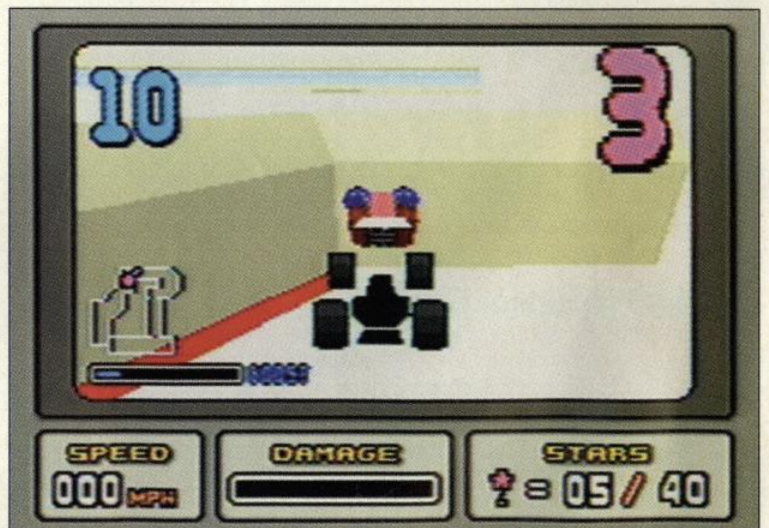
can pick up time bonuses and extra-men. Check the lovingly rendered "Nintendo" on the side of the trailer.



Stunt Trax

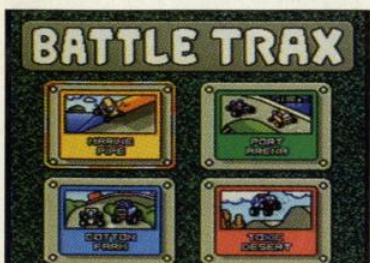
The Stunt Trax are very cool, full of ramps and all sorts of wobbly hazards. There's four separate tracks - Ice Dance, Rock Field, Blue Lake and Up 'n Down - where the aim is

to collect as many stars as you can while beating the time limit. The excellent battery back-up feature will save your attempts. With Stunt Trax, you can get very gnarly, er...dude.



Battle Trax

Head-to-head split screen action on four new tracks. Whilst you don't have any weapons, you can still bump each other around - maybe even off the track and into the water below. Adrenalin pumpin', hate-your-best-friend stuff.



Stuart Says...

I had very similar first impressions of *Stunt Race FX* to Andrew. I thought it was a silly little racing game that looked very nice, but compared to *Virtua Racing*, wasn't very special at all. But as I played it more and more I found that unlike *Virtua Racing*, this game has depth and the all-important, yet indefinable, fun factor.

The gameplay and controls are superb, as are the graphics. While polygon graphics are not exactly new anymore, the programmers have managed to give the cars plenty of personality by including plenty of extra crash frames for the many times you'll stack as well as the sickeningly cute, yet irresistible eyes on the headlights. Actually the whole game has that "too cute" feel, but the gameplay is so good that you'll probably ignore it, even though you may hate it on principle.

With three different types of gameplay - Speed, Stunt and Battle - this is a game you'll be pulling out

Mr Miyamoto & the Super FX2

Stunt Race FX may well be the second Super FX game, but it's the first game to use the new, all-singing, all-dancing Super FX 2 chip. Like the original FX chip, it's been designed by English boffins Argonaut Software, who claim it doubles the speed and power of the original chip, as well as allowing for enhanced graphic definition and groovy new effects like texture mapping - which you can see in the Bonus sections of *Stunt Race FX*. But is it twice as impressive as *Starwing*? Er...no.

The game was also coded by Argonaut, but (just like *Starwing*)

the finishing touches and final gameplay tweaks were done in Japan, under the direction of top Nintendo duder and Mario creator, Shigeru Miyamoto-san. The design of the tracks is excellent - full of cleverly placed bonuses and fiendish corners. There's some lovely touches too - like running deer, leaping dolphins, and rising planes - to feast your eyes on. As for the cute, little bug-eyes on all of the vehicles, we reckon Miyamoto-san has seen *The Love Bug* once too often. He may have even hired *Herbie Goes To Monte Carlo*...

to entertain friends for months and months to come. There's nothing too different about it, and racing games do tend to have a limited shelf life by their very nature (I mean how many times can you go round and round a track), but if that's your thing then take my word for it - *Stunt Race FX* is very, very good.

Instant Replay

Win the race then settle back and watch the thrilling moments on Stunt Race-cam!



Battery backup saves your best times.

RESULTS	
NOVICE CLASS	
2'17"31 BANK TURN	2'55"04 ROAD TURN
2'50"76 BANK TURN	3'52"23 ROAD TURN
TOTAL 11'55"34	

Andrew practices his fencing. Geddit?



Below: You start the Stunt Trax inside a trailer. Just like *The Fall Guy*!



SNES

available

NOW

category

RACER

players

1-2

publisher

NINTENDO

price

\$99.00

visuals

Some of the polygons are a bit rough around the edges and the cars look kinda goofy, but the track design is a real winner. **89**

sound

Some great effects (the horns are very cool) and typically friendly, annoying, yet-somehow-lovable Nintendo-esque soundtracks. **88**

gameplay

You'll oversteer a lot to begin with, but once you get the hang of it there'll be no stopping you. Lots of variety, highly addictive, and more fun than it should be. **93**

longterm

Great for one-player, with 8 Speed Trax, 4 Stunt Trax and Bonus tracks too. With two-players, it's even more fun. **92**

overall

If every game was this much fun we'd all wander around aimlessly, gibbering at passers-by. Thank heavens for crap games then. **92%**

twisted

Andrew You know Stuart, I really like it when we do these whacky dialogue intros - they're such fun.

Stuart Yes, I like them too. Hang on... Why don't we try and do it for an entire review? That'll impress the kids. But do you think we can keep it up?

Andrew Well, I've never had any complaints. **OUCH!** If you keep hitting me like that you could cause permanent damage, er...damage.

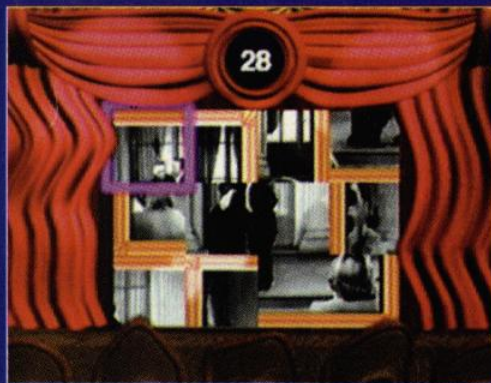
Stuart That's enough out of you. Let's get on with it.

And they did...

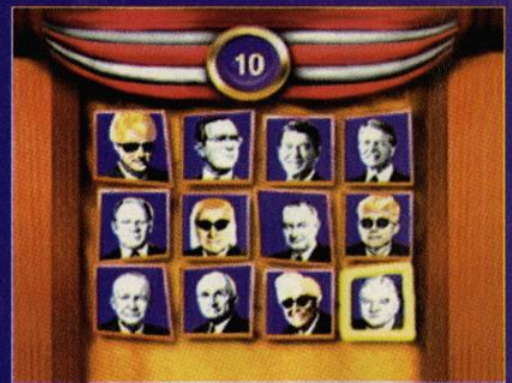
The Challenge Rounds



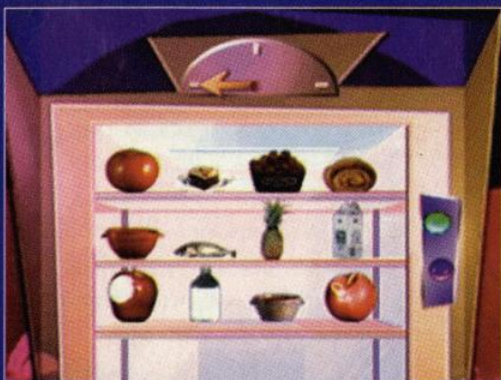
Face Lift Salon: Match the messed up faces within the time limit. Eleven seconds to go. It's harder than it looks.



Mystery Matinee: Unscramble the movie pieces to win. This one's not so hard.



Sound Bites: Each president makes a different sound. Match the sounds within the time limit. When you get them right they get shades.



Supermarket Nighrise: You get a quick flash of what's in the fridge and then you have to choose which item out of a selection of 3 was in there.



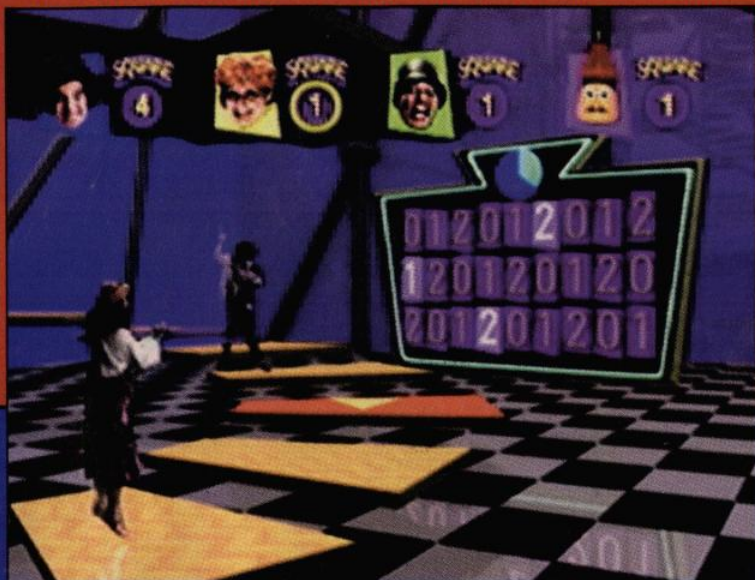
Twin Peeks: Match the pictures behind the windows within the time limit.



Zapper: Zap the ad breaks from the television shows before the fuse blows.

Rolling The Cyber Die

Race to the top of the Helix to win the Grand Prize: a trip to reality, or whatever the hell's on the other side of the screen. There's 90 squares including the Wheel of Torture, The Bozo Square (miss a turn) and The Bonus Square (roll again).



Stuart OK, shove over and give me my joypad. You can jack yours into the bottom.

Andrew I beg your pardon? Oh, yes I see what you mean. It's clever how you can link the 3DO controllers together so easily. No adaptors needed.

Stuart And a built-in headphone jack and volume control with each pad. Cool!

Andrew OK, let's put the disc in. I want to be the lovely Major Steel, host of War Crimes Workout. Or maybe Johnny Pow...

Stuart Why limit yourself to one personality? That's the beauty of this game - you can play as more than one character. I'm going to be Humble Howard Humbert, the preacher from hell and maybe Uncle Fez because he's small, green and worm-like. A bit like you really.

Andrew Ho ho! It's no wonder you're the Editor and I'm your lowly lacky with sparkling wit like that.

Stuart Shut up. Twink Fizzdale's on. It's time to roll the Cyber-Die! Last one to the top of the Helix has to finish *Last Action Hero*.

Andrew Ouch! I'm up. Oh shit, I landed on the Wheel of Torture. Ahhhhhhhhhh...

Stuart What a loser, baby. Well, Humble Howard just got a Challenge Square. Time to play Supermarket Highrise. Help me out here Andrew - was there a broccoli in that refrigerator?

One Hour Later...

Andrew So how good was that!?!?

Stuart Well I can honestly say I've never played or seen anything like it before. And you know how much I like new and different experiences...

Andrew Let's keep to reviewing the game, shall we? The quality of the video - and that's without MPEG compression - is outstanding. Twink and the contestants really do come to life. Even the acting is perfectly suited to the overall style...

Stuart Which is sorta tacky and sorta groovy at the same time. Yeah, I loved it. It's one of the cleverest games I've ever played - and I'm not just talking about the trivia questions either - they've put a lot of time, thought and effort into this one.

Andrew The variety of the challenges is great. And it's been programmed so well that you barely notice any accessing delays. They get around it with ad breaks, intro screens and the best game show voice over I've ever heard.

Stuart It could certainly teach *Sale of the Century* a thing or two.

Andrew I don't know, I find Glenn Ridge fairly surreal.

Stuart True. But forget that tosser for now. We've got to sum up and come up with the scores. What do you think?

Andrew Excellent. Wildly original. Great fun. Multi-player. Never the same game. A big thumbs up.

Stuart That makes two big thumbs up then.

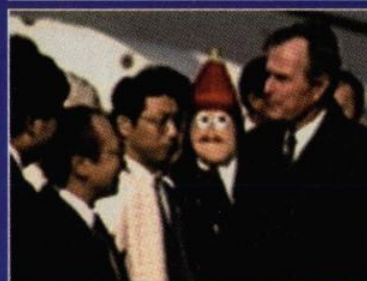
Andrew Ouch!



Madame Elaine



Major Steel



Uncle Fez and friends



Humble Howard Humbert



Johnny Pow



Wormington

3DO

available

NOW (IMPORT)

category

GAME SHOW

players

1-4

publisher

ELECTRONIC ARTS

price

N/A

visuals

Outstanding. The custom effects, video quality and the overall style all hit the mark. A work of biting satire. A work of art.

95

sound

Great voices, excellent effects. Bloody good, really.

95

gameplay

Great controls, lots to see and do and there's strategy and competitiveness galore.

89

longterm

You'll be having parties where this is the centrepiece, but you mightn't play this one too much on your own.

82

overall

Excellent. Wildly original. Great fun. Multi-player. Never the same game. A big thumbs up. Hang on, that sounds familiar. How spooky.

90%

Super Wing C

Wing Commander

is a PC classic. Does the 3DO have what it takes to match it?

ANDREW HUMPHREYS attacks the Kilrathi with his heart in his throat and his hand on his ever present joystick...

Mention *Wing Commander* to a PC freak and they go all weak at the knees. Some start to salivate quite noticeably. *Wing Commander* (they'll no doubt tell you) encapsulates everything good about PC gaming - smooth, detailed, fast-action space combat, enormous depth, strategy galore, and a plot so involving you'll pester your mother for weeks to sew you a little Terran Confederation uniform.

Wing Commander is that good. So how can a little game box do it

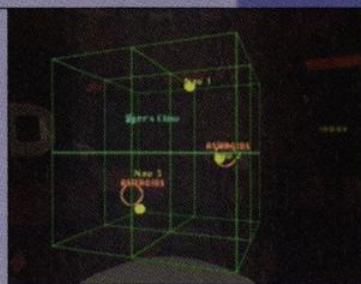
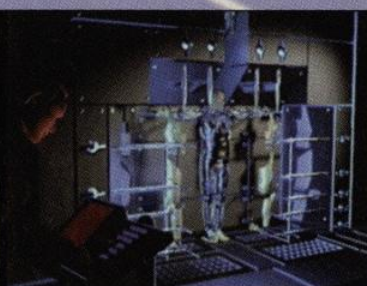
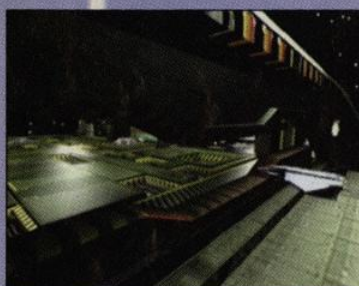
justice? It helps if the game box is as powerful as the 3DO. *Super Wing Commander* is every bit as good as the PC original. In fact, it's better. It's got more missions (72 in total), more cinematics (the quality is amazing), better sound (full speech and an excellent CD soundtrack) and slightly better graphics. Couple all of that with *Wing Commander's* legendary playability and you've got yourself a game good enough to sell a system.

James Garner If you've played the PC version or even the dodgy SNES conversion, you'll know the scenario. You play Maverick, a newcomer to the Tiger's Claw, a Terran Confederation Strike Carrier. The Terran's are at war with the evil Kilrathi, an alien race who all bear a striking resemblance to the Cowardly Lion from *The Wizard of Oz*.

As a Confederation pilot, you're naturally averse to the Kilrathi. You like to call them names like "Furball", "Fleabag", "Shit for Brains". You like to kill them too and *Super Wing Commander* gives you plenty of opportunity to do just that. With the Tiger's Claw as your base, you'll fly mission after mission (you know the type - escort missions, reconnaissance missions, attacking missions, defensive missions) in an attempt to turn back the Kilrathi threat. As your career progresses (you can save up to eight games at a time in the 3DO's internal RAM), you'll make some friends, win some medals, get promoted, and wind up in bigger, more powerful fighters. Then things start getting really hectic.

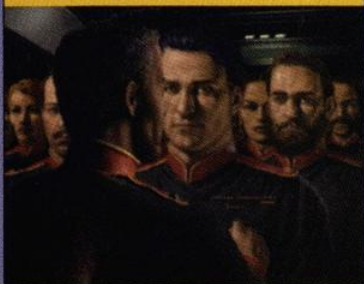
The constantly evolving story line and the interaction with your ship mates and Commander provides atmosphere in huge chunks and a great backdrop for the most important parts of the game - the space combat. Combat in *Super Wing Commander* is thrilling, immediate, and very dangerous. The view from your cockpit is glorious (there's external views too if you like), the comprehensive controls are well laid out and ultra-responsive, and the Kilrathi opposition never give you a break. You might get away with zooming in, thrusters on full, all guns blazing for a while, but if you don't develop some sound tactics soon, you're dog meat.

The graphics are sensational, the movement is fast and fluid, the music is stirring and the gameplay is every bit as good as it should be. Oh, and did I mention you can use a 3DO compatible joystick too? I have now. Once we can all afford systems like the 3DO the world will be a truly happy place. The End.



Commander

RECEIVING A MEDAL



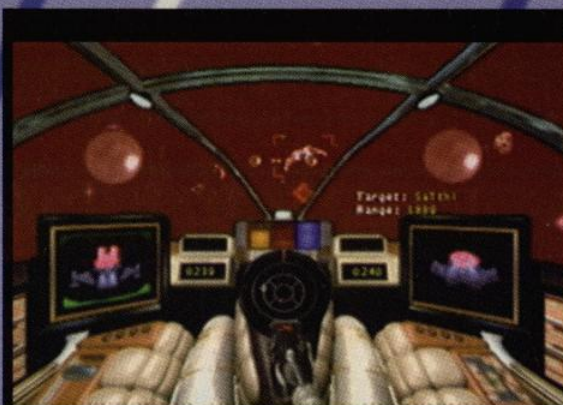
GETTING A PROMOTION



BEING BURIED - THAT'S LIFE!



Taking damage in the Hornet.



Things don't look to good in the Scimitar either!



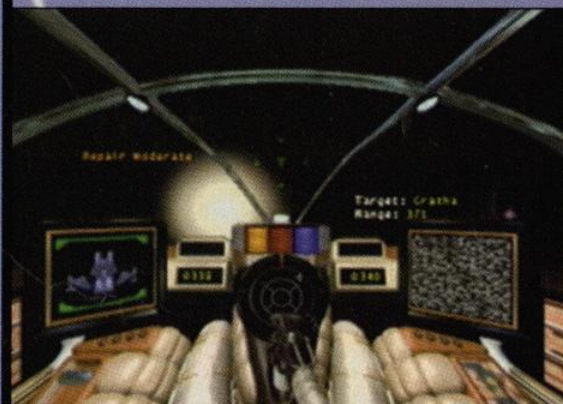
The Tiger's Claw is under attack. Kill!



Checking your weapons in the Scimitar.



She's breaking up Captain!



A satisfying explosion. In space no-one can smell you burn.

3DO

available

NOW (IMPORT)

category

SPACE SHOOTER

players

1

publisher

ORIGIN

price

N/A

visuals

The cinematic bits are truly mind-blowing and the in-game action won't leave you disappointed either.

94

sound

Some of the accents are dodgy, but it's full speech and the soundtracks are nice and dramatic. Love those cymbals.

90

gameplay

At first, you'll have no idea what you're doing, but after a few missions, you'll thank the Lord that depth and playability have been combined so well.

91

longterm

72 tough-as-nails missions to fly, four different fighters to master, places to go, people to see.

89

overall

The 3DO is really starting to come into its own. The lucky ones who own one already should buy this on import now.

91%



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Serf City

Life is Feudal



You've got to love this game, if only for the title. But does the gameplay have anything to offer? DAMIEN HOGAN does the medieval strategy thing...

Buried deep within this web of confusing icons, mysterious mouse clicks and unbounded fractal landscapes there may lie a half decent game. However, the effort required to unearth such hidden treasures may be too great for all but the most dedicated feudal overlord.

Burgeoning Empire *Serf City* is a nice idea for a game. As supreme ruler of a burgeoning feudal empire, you attempt to build a complete economic and military system that will withstand, and hopefully overcome, the might of the surrounding empires. Animated serfs move about at your beck and call, mining, laying foundations, catching fish, baking bread and farming. In all there are more than 20 different jobs that your serfs can be assigned. Each serf will carry out your orders to the end — give us victory or give us death.

The graphics owe a lot to the game *Populous* and perhaps a little to *Lemmings*. The animation is smooth and the country side peaceful. A medieval soundtrack adds atmosphere as you turn your lands from a collection of small villages into bustling cities.

On the economic front you must manage a complex system of distribution and production to make

sure that your resources arrive where they are needed most. Even a seemingly simple problem can become a logistical nightmare. For example, imagine that you have an unemployed serf (yes, unemployment is a problem even in this feudal society) and you decide to make him into a new "farmer-serf".

Now your empire will grow more wheat and therefore harvest more grain. The grain will feed more pigs. (*big breath everyone!*) More pigs mean more meat for the butchers to feed the toolmakers who make hammers to build the wood from the sawmill into windmills that grind the grain that makes the bread that feeds the blacksmith that makes the weapons that arm the knights that defend your empire.

Of course, you now have less land to place defences, one less potential knight to defend your empire, one fewer toolmaker. More grain means more mouths to feed in the long run, and too much grain can create stockpiles that cost money to store and which will need a knight to defend. And we haven't even been attacked yet!

As you can see, the complexity of the game is impressive but ultimately it is the games inability to deal with its own complexity that leads to its downfall.

Confusing Instructions For me the problems started as soon as I began the game. The main menu screen seemed confusing so I turned to the manual (*real men don't need manuals*) for help. I flicked back and forth looking for the right page until I realised that there was no picture of the main screen. Next I turned to the index — and found there was none. Trying to stay calm I started back at the very beginning and found an entry called "The main menu" under the heading "On the right path" in the table of contents.

There it was, a text description of the main menu screen. With instructions like "special-click the second icon from the left in the lower half of the screen to change the game mode". I soldiered on for a few more hours through pages and pages of descriptions of menus and icons until it became apparent that I had two choices. I could either stop reading the manual immediately or hunt down its writers and kill them and their families.

Fearing incarceration I chose the former and switched the game into demo mode. Quite delightful really. I wonder if you can buy it as a screen saver.

Serf City may be a great game. I don't know. When the "real" manual comes out I'll tell you.



PLATFORM: PC

AVAILABLE: NOW

CATEGORY: SIMULATION

PLAYERS: 1-2

PUBLISHER: SSI

PRICE: NO RRP

visuals

The games strongest point. Perhaps this would work better as a screen saver. 80

sound

Some excellent sound effects and "ye olde style" music. 75

gameplay

If you can understand this games interface then consider a career as a brain surgeon. 38

longterm

Surprisingly, if you are willing to learn the unique language of this game, it could be quite fun. 70

overall

A nice concept for a game, but it's been implemented with too little thought or care. 60%

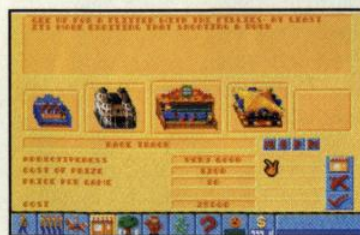
Theme Park

Owning Australia's Wonderland, Seaworld or maybe even Disneyland would be pretty cool. Sadly though, this fantasy is no doubt destined for the ever growing scrap heap of dreams. But as always, a computer game has come to the rescue to fill that gap in our otherwise perfect lives. BEN MAN-SILL goes for a ride...

Theme Park is the next biggie from the good people at UK house Bullfrog, the creators of *Syndicate*. The basic idea is to design, build and operate a Land to rival the Disney's and Wonder's of the real world. It sounds mighty dull on paper, but thankfully the designers have added scope and depth in quantities massive enough to ensure satisfaction for Sim-ers looking for new thrills and empire builders needing a little more colour in their life.

World Domination Starting with a barren patch of land in an exciting nowhere like Iceland with a measly \$200,000, the grand plan is to create a fun park which is so compelling that no other park in the world has a hope of pulling a crowd. Yes indeed, this game reaches far beyond the small and funless universe of safe rides and clean toilets, *Theme Park* simulates the whole big picture in the bitterly competitive world of theme park owning.

Turning an abandoned paddock into a colourful and exciting place where Mom's and Pop's love to spend up big to keep their loved one's happy is a big task. A park is an economic and social microcosm (something I didn't know before playing *Theme Park* and yet another testament to the educational qualities of games) and a fine balance must be struck between many interacting factors. Driving the game is a breeze, just pick what you want in your park from a pop up menu and click on where you want it. An icon bar covers the range of categories you choose your stuff from, as well as pop up



You may start with only a Haunted House (above) but soon you'll be filling whole parks with beautiful 3D-modelled rides and buildings (right).

screens for news of your financial prosperity or impending bankruptcy.

A park has several basic requirements and the ultimate barometer of how complete your land is are the visitors. As they trot around little thought bubbles show what they really want as well as how happy they are. Basic transportation is a must, and can range from footpaths to monorails, budget allowing. Having fun is usually tough work, so strategically placed refreshments must be available to

keep your visitors enthusiastic. These shops and cafes also help kick the tin along with a small but usually critical contribution to your fiscal health. A nice touch is the ability to adjust prices so you can squeeze as much cash as possible from your guests without driving them away. Also adjustable are sugar levels in the ice cream and drinks and caffeine in the coffee! You want these people pumped up with energy but want to avoid giving them heart attacks.



Riding High Naturally enough the rides require the most attention. I mean after all, who wants to visit a park with boring rides? A Haunted House is about the best you can offer in the first year, but a research department is on hand to devise more adrenalin charged money spinners. Different research categories make various enhancements available, from bigger buses to bring visitors in to staff training to improve efficiency and reduce wage costs. At the start though it's ride research that's most important. A ghost train is a must with the ultimate development being the faithful rollercoaster. Research costs are selectable; a trickle of cash produces a very occasional improvement while fast tracking can produce overnight wonders but drain the treasury.

Parks grow over time. The idea is not to spend hours designing the perfect Land then declare it open. Instead a merry-go-round and cake shop may be all you open with, followed over the years by the fruits of your research and paid for by the results of clever strategic management. The game ebbs and flows like any Sim game, ongoing expenses must be met by an efficiently produced profit margin. A bank is always willing to lend but interest charges and repayment costs make this a careful decision. The shops must constantly be re-stocked from a small and expensive warehouse, although research can make these bigger and cheaper. Your employees must be both carefully selected and generally pampered, entertainers are grossly expensive but very necessary and security guards are a must to keep out undesirables like skate punks and enemy spies.

Theme Park is totally enjoyable and absorbing. Its challenges extend far beyond what could initially be perceived as one for the kiddies. Buy this and you can soon expect to worry as much about how many clowns you need as you did about bus stops in *SimCity*.



PC

available

NOW

category

SIMULATION

players

1

publisher

BULLFROG

price

NO RRP

visuals

A scrollable isometric view shows the highly animated action in your park. The tiny visitors merrily run around and the rides do everything you expect.

sound

Brilliant! It sounds like a park - screams, shouts and an ever-present excited babble. Carnival music too, of course.

gameplay

Adjustable "sim" levels can make it all easy, but the hard setting is the way to go. Many factors must be constantly monitored but it's balanced and satisfying.

longterm

Definitely a stayer, with countless possibilities so every game is new and different.

overall

Far more than meets the eye. Theme Park is right up there with the great strategy games and it's so darn cute too!

85%



HAIR by Perry Farrell, EYES by Kurt Cobain, LIPS by Courtney Love, JACKET by Bono, NOSE & EYEBROWS by Smashing Pumpkins,
BOOTS by Juliana Hatfield, HAND used to hold Janet Jackson's left breast, ADVERTISEMENT by

Rolling Stone

BYTE SIZE

THE TERMINATOR

MEGA CD

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



I think it's about time to face facts. While Arnie and his Terminator made two excellent movies, the game spin-offs can't seem to avoid being large, smelly piles of a particularly large and nasty smelling substance. *Terminator* on Mega Drive was criminally short and painfully uninteresting, and while the Mega CD version has been redesigned by Virgin and is a better game in general, it's still far too short and hopelessly uninspiring. It looks nice enough, sounds nice enough and the play controls are OK, but the tired platform shooting action just doesn't cut it anymore.

Just in case you don't know the story of the Terminator, the game designers have been kind enough to include some scenes from the movie in between each level, so you can kind of keep up with where you are in terms of the overall plot. I say kind of, because the quality of the cinemas has got to be the worst I've ever seen for the Mega CD (and that's saying something) and really don't tell you a thing.

As I think I said just a few sentences ago, the gameplay is hopelessly uninspiring, consisting as it does, of Kyle Reese running around and shooting terminators, punks and other assorted enemies. He moves well and can shoot at a number of different angles (as well as from ladders), so it's quite user-friendly. It's also helped along somewhat by the well recorded soundtrack which ranges from heavy guitar rock to hardcore techno (unfortunately it's got some pretty middle-of-the-road pop schlock in there as well), but good tunes and average character animation aren't going to rescue boring gameplay. I suppose if you played and liked *Terminator* on Mega Drive then the Mega CD conversion might not be a waste of time and money, but I'm just glad it's your time and money and not mine.

Stuart Clarke



SENSIBLE SOCCER

MEGA CD

Available: Now
 Category: Sport
 Players: 1-2
 Publisher: Sony
 Price: N/A



Sensible Soccer has long been the King of Computer Football Games, but unfortunately it was released on console just as *FIFA International Soccer* blew everything else away. *Sensi Soccer* still stands up remarkable well however, and if you're looking for an eminently playable game for your Mega CD (and let's face it, there's not much else to choose from) then you could do far worse than check this one out.

As with most Mega CD titles, they've changed absolutely nothing in the gameplay department but just whacked in a spunky intro (Hmmm, nice stadium). In this case, not touching anything was a wise move because the gameplay is already top notch, and with the extra speed of the CD it is a touch faster and even more exciting. The graphics are simple yet workable (you see everything from a top-down perspective) and the CD sound is great, with lots of added atmosphere from the crowd's chants and big "Oooooooohs".

There is also a lot of lastability to the game, with three levels of skill, lots of tournaments and leagues to play in, plus the ability to save your progress. If you've been inspired by the World Cup, this game could give you many more late nights of soccer overload, so if you haven't got *FIFA International Soccer* (still a better game as far as I'm concerned) and you've got a Mega CD, stick your boot into *Sensible Soccer*.

Stuart Clarke



FIFA INTERNATIONAL SOCCER SNES

Available: Now
Category: Sports
Players: 1-5
Publisher: Electronic Arts
Price: \$99.00



It's always hard to judge a game the second time around. No matter how hard you try, it's impossible to re-create the excitement you felt when you first plugged it in, long ago, on another system, in a galaxy far, far away. So having been there, done that on the Mega Drive, *FIFA International Soccer* inevitably loses some of its impact on the SNES. To me at least, the razzle-dazzle is gone. Take that away, however, and you're still left with an excellent conversion of an excellent game.

FIFA's famed isometric 3D perspective is here in all its glory. Some soccer purists will tell you that a top-down view is the way to go, and that *FIFA*, good as it is, lacks the finesse of a game like *Sensi Soccer*. Bollocks. *FIFA's* touch sensitive controls let you be as skilful as you want to be. Once you get the hang of the controls you can pull off some sweeping movements.

What's been added to the SNES version? The graphics, including all the player animations, look basically identical. EA claim they've been improved, but frankly, I couldn't see it. The sound, however, has been tweaked. It's clearer and there's some new chants to hum along with too. They've also chucked in a power meter for passes and kicks but (and I just love being frank today) I couldn't see its value. *FIFA* is all about touch and feel. A power meter is basically extraneous. Other additions are purely cosmetic: reverse angle replays, slo-mo replays, and a Man of the Match award.

If *FIFA* on Mega Drive had a weakness it was this: it wasn't the fastest soccer game around. The SNES version may even be a touch slower. But *FIFA's* greatest strength, it's multi-player options, are even greater here: with a Super Multitap, it's full-on 5 player fun. If you've got the friends, it'll last you forever.

Andrew Humphreys



WIZARDRY V – HEART OF THE MAELSTROM SNES

Available: Now
Category: RPG
Players: 1
Publisher: Capcom
Price: N/A

ELIOT thrusts hard at Troll and hits once for 7 damage. Troll is destroyed!



First, a warning. *Wizardry V* is slow with a big, fat capital S and you'll need the patience of a mountain to get it up and happening. So, warning out of the way, here's the plot...

You have been given the charge of restoring peace to the land of Llylgamyn, by destroying the evil Sorn and freeing the imprisoned Gatekeeper. Train some Gnome clerics, Dwarven fighters or whatever your fancy, fit them in some snappy tights and venture forth! There's absolutely nothing original about the gameplay whatsoever...but some very nice touches have been added to an otherwise average game.

Besides the usual biff with trolls, there are also NPCs who you can talk to, barter with and more importantly gain special items from. Atmosphere is in most cases the only saving grace of some RPGs, and *Wizardry V* has plenty of it. Depending on what's happening on screen, the moody medieval music varies with the action. For instance, if you bump into the jolly Dwarf Ironnose, the music really starts to rollick along in a humorous, fat Dwarfish way. But it's the superbly drawn monsters and objects that really stand out. Instead of Walt Disney-esque, goofy looking creatures as in most SNES games, these evil dudes look EVIL. This is a place where a rotting zombie is literally dripping with flesh.

But what it all comes down to is the *game*. Is it FUN? Well, it all comes back to how much of a rabid RPG devourer you are. *Wizardry V* is certainly not user-friendly, so first timers will be turned right off, but with time and practice you get used to the way it operates and get sucked right in. Unlike most other RPGs though, you can't save your game every two seconds. This may at first seem like a major headache but if you persist long enough, this actually draws you closer to your characters and adds to the longevity of the game.

Wizardry V is not for beginners - it could put you off RPG's for life. But for the dedicated, well... you'll dribble with excitement. I did. Ahem.

Eliot Fish



MLBPA BASEBALL MD/SNES

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



EA Sports have made the definitive ice hockey game (*NHL '94*) and the definitive grid iron game (*John Madden*), but they've yet to hit on the winning formula for the definitive baseball game. But with *MLBPA Baseball*, they might've finally cracked it. I know there's 28 000 baseball carts out there, but this is a good one, and if cracking little, white leather balls with a big hickory stick is your idea of fun, then you should definitely check it out.

Before we get into the nitty gritty, I should tell you that I'm reviewing both the Mega Drive and SNES carts together. Why? Because, for all intents and purposes, they're the same game. Of course, the SNES version looks brighter and the speech is a little clearer, but the gameplay is exactly the same and that's what really counts. Oh, and the Mega Drive game is 4 player compatible, the SNES is only for two swingers.

So what do you get for your money? Every single team (that's 28) and every player from the '93 Major League baseball season, complete with accurate stats on pitching, hitting, fielding, and how far they can spit. You can play one-offs, a full 162 game season, or go straight to the League playoffs and the World Series. Plus, there's all those options that baseball fans seem to know and love - like rearranging the batting order, re-signing fielders, defensive positionings, etc. etc...

More importantly, it looks nice, with big, chunky, well-animated sprites and scoreboard animations for atmosphere, there's a persistent buzz from the crowd and lots of speech samples chucked in for good measure, and the play controls are simple yet responsive. A few more pitching and hitting options would've been nice, but EA have kept it simple: everything is controlled by a couple of buttons coupled with presses on the joy pad. The action moves along very smoothly, with home runs, pickoff plays, double plays, run downs, fly balls, diving catches, and everything else that happens on a baseball field - except for those all-in brawls and silly mascots. Oh well, at least it leaves something for the sequel...

Andrew Humphreys



DETROIT

PC

Available: Now
Category: Simulation
Players: 1-4
Publisher: Impressions
Price: \$99.95



I have absolutely no interest in cars, I have never driven one and have no idea whatsoever about how they work (well except that you hold down button B to accelerate in *Mario Kart*), so what do I get to review? *Detroit* - an automobile manufacturing simulation! Cheers.

How can you possibly make an enjoyable game out of manufacturing cars? I really don't know, but Impressions have tried awfully hard. There's all sorts of pretty graphic stills showing the various sections of your factory plant. There's your office where you can hire, fire and assign personnel to specific jobs or you can check up on numerous files, reports and bank statements. Then there's the research centre where you set some clever people to work on improving the engines, brakes, suspension and safety aspects of your cars. In the design building you can configure your car prototypes in any way you please and then give them a test run. And finally, there's the marketing bit. Here you decide how much to spend on advertising on billboards, in magazine, on television, etc.

I reckon they covered pretty much everything, but how does it play? Like a spreadsheet actually. And a really boring one at that. The only vaguely interesting bit was the test driving (where your car is rated for its Handling, Acceleration, Fuel Economy, etc), but you don't get to drive the bloody thing! Like, what is the point?

Detroit has a multi-player option so, rather than you being bored by yourself, you can bore all your mates instead. This is not my innate hatred of cars clouding my judgement (some of my best friends are racing games), it is simply a natural hatred of useless games.

David Wildgoose



EUROPEAN CHAMPIONS

PC

Available: Now
Category: Sports
Players: 1-2
Publisher: Ocean
Price: N/A



Slice up the oranges, rub on the liniment and strap into your leathers, yes indeed, it's another soccer stimulation. Soccer games are a gratefully infrequent affliction which only seems to strike down English software houses. Funny that. Ocean, a company that started out making leading edge games for the Spectrum and C64 computers, are the sufferers of the latest bout of this disease. And they have come through it looking like they've taken one kick in the shins too many. The game actually reminds me of an old C64 cart. I can't recall the name but it was made by Commodore itself and was the best thing around at the time. But this crusty old gamer has gotten just a bit more demanding over the years and *John Madden* or *FIFA International* this ain't.

The cover of the manual told me that the game was released concurrently with versions for the Amiga and ST. This is always a bad omen for the PC gamer and things got worse when I opened it to discover only one floppy in the box. Have Ocean developed compression software the likes of which no mortal man has seen before or is this game going to look like Pacman? Well you need only look at the picture above to discover the answer.

Who cares about the graphics, you may say, how does it play? Well, the whole thing runs quite smoothly, but the players tend to leave the ball behind at the most annoying times, and when you haven't got the ball it's a bit hard to know where the hell you are. If you're playing with a friend though it can be a bit of fun.

There is little in the way of reward when you win a match in the game and playing solo can become rather pointless, except for the thought that the cherished European Championship cup may one day sit next to your front door and hold your umbrella on soggy winter days. The sampled crowd noises are quite nice but the rest of the audio is a bit plonky.

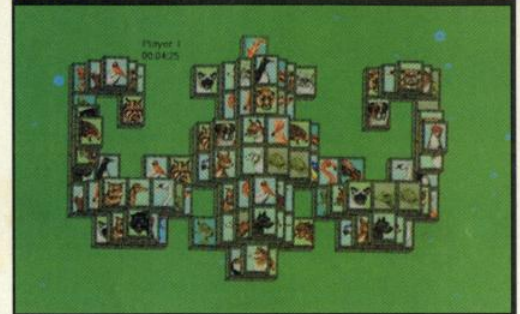
I'd recommend that the diehard soccer fans out there wait until their local games shop puts this one on sale before they run out to buy it.

George Soropos



SHANGHAI II: DRAGON'S EYE PC (WINDOWS)

Available: Now
Category: Puzzle/Strategy
Players: 1-2
Publisher: Activision
Price: \$69.95



Shanghai is a beautifully simple game. You are presented with an arrangement of Mah-Jongg tiles and the aim is to remove them all from the board, by matching like pairs, until there are none left. The trick is that you can only remove a tile if either its left or right side is free or not touching another tile, and there are no tiles on top of it, of course.

Dragon's Eye is similar in concept, but since there are two players involved it plays quite differently. It relies a bit too heavily on pure chance though, for my liking. You can play either game with two players (two player *Shanghai* is the perfect way to lose friends - it can get very nasty) or even as a tournament where you accumulate points over a series of games. Despite this, the solitaire version of *Shanghai* is the one you'll be coming back to.

I'm sorry if this doesn't sound too exciting, but a game like this one, just like *Tetris* or *Columns*, has to be played before you can really even come close to comprehending how good it is. And *Shanghai II* is incredibly good. Not to mention compelling and engrossing and absorbing, elusive, entrancing, deceptive, captivating and many other like just-plucked-from-the-the-saurus-type adjectives.

Subtlety is not a term you would normally associate with video games, but *Shanghai II* is full of it. So subtle, in fact, you will probably hardly notice it. Which is a great shame because although it doesn't appear very special at first - Kapow! (or something) - suddenly you realise that it's one of the best games you've ever played.

Shanghai II is a superb game. Anything that kept me from playing *Pinball Fantasies* for a week has to be.

David Wildgoose



IRON HELIX

PC CD ROM

Available: Now
 Category:
 Players: 1
 Publisher: Spectrum Holobyte
 Price: \$99.95



For a confusing and frustrating period which is impossible to explain, the most impressive-looking (7th Guest excluded) CD ROM titles were appearing exclusively on the Mac. The Journeyman Project, Myst and Iron Helix to name the most obvious. Progressively these games are being converted to run on real computers (watch it! - Ed), with Iron Helix being the most recent.

Being designed to run in Super VGA under Windows, Iron Helix naturally has almost no moving parts, other than a barely scrolling corridor view in the now regulation "cigarette packet" size in a corner. Scratchy Quicktime movie clips are abundant, although short, serving mostly to provide game clues rather than entertainment.

Your mission is to steer a robot probe through the half-dozen levels of the starship Obrian, which has been possessed by someone/thing evil and is set on a course to destroy some hapless planet. Some levels sprawl, others are just one big room and all are displayed fully mapped on your main screen, including the location of the enemy "Robot Defender", your only real problem in the game.

The mysteriously missing crew have left clues about activating the ship's automatic defensive systems on computer terminals throughout the ship, accessing these systems is the point of the game and is only allowed after collecting DNA samples of the lost crew which are scattered around the place.

Scanning for DNA quickly drains you probe's limited energy, as does tapping into the computer system for clues, so much that you'll need all three of your allocated probes to cover the whole ship. Avoiding the enemy robot is the only distraction to the trial and error exploration that's required to win. Just keep moving and scanning and eventually a way to destroy it will also be revealed, along with the games end-scene.

This ones really only good for that occasional hour of office fun before guilt sets in or the boss appears.

Ben Mansill



AL-QADIM - THE GENIE'S CURSE

PC

Available: Now
 Category: RPG
 Players: 1
 Publisher: SSI
 Price: No RRP



This one's a bit of a change for SSI. Normally, you would expect an AD&D game to be bursting its trousers with reams of terrifying statistics, stilted turn-based combat and the obligatory Daft Plot. The Genie's Curse is, however, just like Zelda. Except it's not as good, obviously.

The action is presented from a bird's-eye view which makes everything look a bit flat, but the scenery is quite lovely - all golden sands and lush green shrubs. Your character, a young corsair or warrior, wanders around this land in search of adventure. He can talk to people, whereupon a list of suitable replies pops up for you to select from. He can also fight the many beasts who roam the wilderness, but only the nasty ones - his sword won't harm any good creatures. Combat is in real-time and plays just like a simple hack'n'slash beat 'em up, Best of all though, there are virtually no statistics (and the ones that are there try their damndest to hide from you off screen).

The Genie's Curse is definitely an enjoyable game, but it's not without several flaws. The structure is way too linear, it plays too much like a book for my liking and there's no scope at all to experiment. More of a problem is the slow-down that occurs when there are any more than four characters on screen - it is especially horrendous during combat, but not so much that it's unplayable. Even with these problems I still like The Genie's Curse anyway, but it's one for the novice role-playing gamer, methinks.

David Wildgoose



WARGAME CONSTRUCTION SET II: TANKS!

PC

Available: Now
 Category: Strategy
 Players: 1-2
 Publisher: SSI
 Price: No RRP



Those of you out there who cut their gaming teeth on boardgame classics such as Squad Leader and Panzer Leader will be familiar with the layout and feel of SSI's TANKS!. All the action takes place in a world evenly divided into hexagons, and populated by little squares covered in military hieroglyphics. SSI seem to have cornered the market in high quality military strategy games, along with our own SSG, and this game is a good example why.

TANKS! offers the budding megalomaniac an opportunity to control the armoured and mechanised forces of the world's superpowers from 1918 to 199x (x meaning the big bad future) and relive their historic conflicts. Trench warfare, D-Day, the Battle of the Bulge (a Jenny Craig cameo appearance here wouldn't go astray), and yes, the mother of all battles, Iraq, as well as Korea and North Africa . If it's fire-power your interested in, the game provides you with the full compliment of hardware from each nation and period with all the technical info on each listed in the very comprehensive manual.

The game is a breeze to play, the interface doesn't interfere with the playing rhythm at all. There's no Silicon Graphics developed mega visuals here, but there's really no place for that sort of thing in this type of game anyway. The graphics provided by SSI are pleasing to the eye and make all the terrain types clearly visible. The explosions are a bit of an anti-climax though, I must say.

As the name suggests, the game is also a construction set, ie it allows the user to create scenarios in which to play. Lots of fun can be had by pitching a T-80 against 15 St. Chamond's in an ice covered swamp !

All in all, an enjoyable foray into the world of tank warfare, but probably for the strategy enthusiasts only.

George Soropos



ASTRO CHASE 3D

MAC

Available: Now
Category: Space Blaster
Players: 1
Publisher: MacPlay
Price: \$89.95



Guess what, fellow space cowboys? Aliens are invading Earth and only you can save them in your experimental fighting craft. Ahhhhhh! I really don't think I can go on. I'm going to go insane if I hear that pathetically predictable plot-line one more time.

But for some reason the unimaginative plot suits this supremely unimaginative game down to the ground. Don't be fooled by the spunky packaging, this game's a dud. Imagine *Asteroids* in a 360 degree environment without the playability and you'll come close to visualising the travesty that is *Astro Chase 3D*.

You fly the newly commissioned Ultraship, with your main mission being to destroy red triangular things that are floating in space called Mega Mines. If the Mega Mines make it to Earth it's the Big Bang, so all of humanity's counting on you (aren't they always?). There are also alien attack ships to deal with, floating red circles which will restore your energy and other bog standard shoot 'em up extras. There are 40 levels to struggle through (oh, the horror!) and it can be controlled by keyboard, mouse or joystick. There's really nothing more I want to say.

Stuart Clarke



THEATRE OF DEATH

PC

Available: Now
Category: Action
Players: 1
Publisher: Psygnosis 1
Price: N/A



If imitation really is the sincerest form of flattery then the people at Psygnosis must be falling over themselves trying to kiss Virgin's feet. Aside from superficial differences, *Theatre of Death* is virtually identical to Virgin's *Cannon Fodder*, right down to the hammy style of the manual writers, who heartily recommend wanton destruction as soothing therapy for tension. Same again are the less than wonderful graphics and terrific gameplay, although *Cannon Fodder* has a cooler intro.

T.O.D. (like *Cannon Fodder*) involves steering little soldier dudes around various battle fields, the view is from above and control is via your mouse. Your platoon of half a dozen will obediently follow your cursor with a left-click and open fire with a right-click, with the view following their progress across the sizeable terrains. With an I.Q. requirement around the monkey end of the scale, T.O.D. is naturally great fun and cute features like the sharks who eat occasional swimmers are a great touch.

Each mission only takes a few minutes to finish and usually involves killing everyone and destroying everything there is to be found. Fifteen missions in each of three terrains make up T.O.D. - grassland, desert and snow plus five killer missions in a lunar landscape, so there's isn't much mileage in the game first time round but it is appealing enough to come back to later.

There's not a lot of strategic thinking required here, although care must be taken when attempting a raid on an enemy site. Vehicles and helicopters can be commandeered for enhanced killing and fun, with jet packs a treat in later levels. Overall *Cannon Fodder* is just a bit more fun and is definitely cuter, although gameplay is exactly the same in each. Mad, if short-term fun.

Ben Mansill



OPERATION CRUSADER

MAC/PC

Available: Now
Category: Military Strategy
Players: 1-2
Publisher: Avalon Hill
Price: \$109.95/\$99.95



Remember how wargames used to be? Game boards as large as a small football field, counters so numerous a rogue wedding might use them as confetti, piles of dice high enough to base-jump off and rule books so complicated that an open invitation to lecture at Oxford was granted to anyone who understood them. Fun, weren't they?

In this tradition, Avalon Hill and Atomic Games present *Operation Crusader*. Although completely devoid of interesting graphics or memorable SFX, *Operation Crusader* is the kind of game Avalon Hill excel at; detailed, realistic, brilliantly researched and beautifully designed.

For realism, few war-games match it. Every minute detail is captured. Apart from the campaign game, there are also scenarios for individual battles; rated from beginner to expert. You can play the battles as they were in 1942, down to exact weather, unit strengths and supplies, or add random factors to give some unpredictability.

One of the features I appreciated was the "Executive Officer" which allows you to delegate duties to the computer; from moving a single unit per turn, to controlling the air power available, to playing out your entire game. On the down side, the game is very ugly. Boring graphics, dull sound and pretty unadventurous presentation. As far as playability is concerned, it's complexity, is also its worst liability. I had to wade through a 70 page manual before I even had a clue about how to play it - how about a tutorial guys?

It's interface is slightly clumsy but with the amount of options available this has to be expected. The game is also so completely focused on experienced wargamers that it leaves those uninitiated a bit lost. However, it must be said that if you are willing to put in the effort, *Operation Crusader* is an excellent military simulation, full of historical depth and tactical challenges. Few things are as satisfying as going head to head with Rommel, arguably the greatest general of modern times... and winning!

Chris Wheeler



Clay Fighter

Play Guide

*Sick and tired of your friends kicking clay in your face? Too stupid to figure out the secret moves for yourself? Have we got a deal for you... it's the **HYP**ER Helpin' Hand to ClayFighter.*

BASIC TACTICS

One Practice. As with all one-on-one beat 'em ups, it's best to learn all the moves of every character - that way you'll know exactly what they can do when you're up against them.

Two If your opponent is dizzy, get close and try a special move - a lot of them give you a double hit up close.

Three When the "KO" arrow comes up, don't let it go to waste. Hit 'em with a special move (non-projectile) for maximum damage.

Four A lot of the special moves that follow can be performed mid-air - try them out!

TINY

The token Powerful Meathead with Limited Moves character but nearly all of his specials will give you at least two hits.

1. Medicine Ball Charge BACK for 2 secs then press FORWARD and any punch button. A good move to do mid-air.

2. Sucker Punch Tiny's stock-in-trade move. Press DOWN, DOWN-FORWARD, FORWARD and any punch button.

3. Vertical Medicine Ball Charge DOWN for 2 secs then press UP and any kick button.

4. Super Sucker Punch it doesn't look any different from a normal Sucker Punch, but it'll score 3 hits in close. Use a half-circle: BACK, DOWN-BACK, DOWN, DOWN-FORWARD, FORWARD and any punch button.



THE BLOB

The Blob and Bad Mr Frosty are HYPER favourites. They're both versatile characters with heaps of special moves. Mix it up.

1. Clay Stomp This one's in the book. Press DOWN and button R simultaneously.

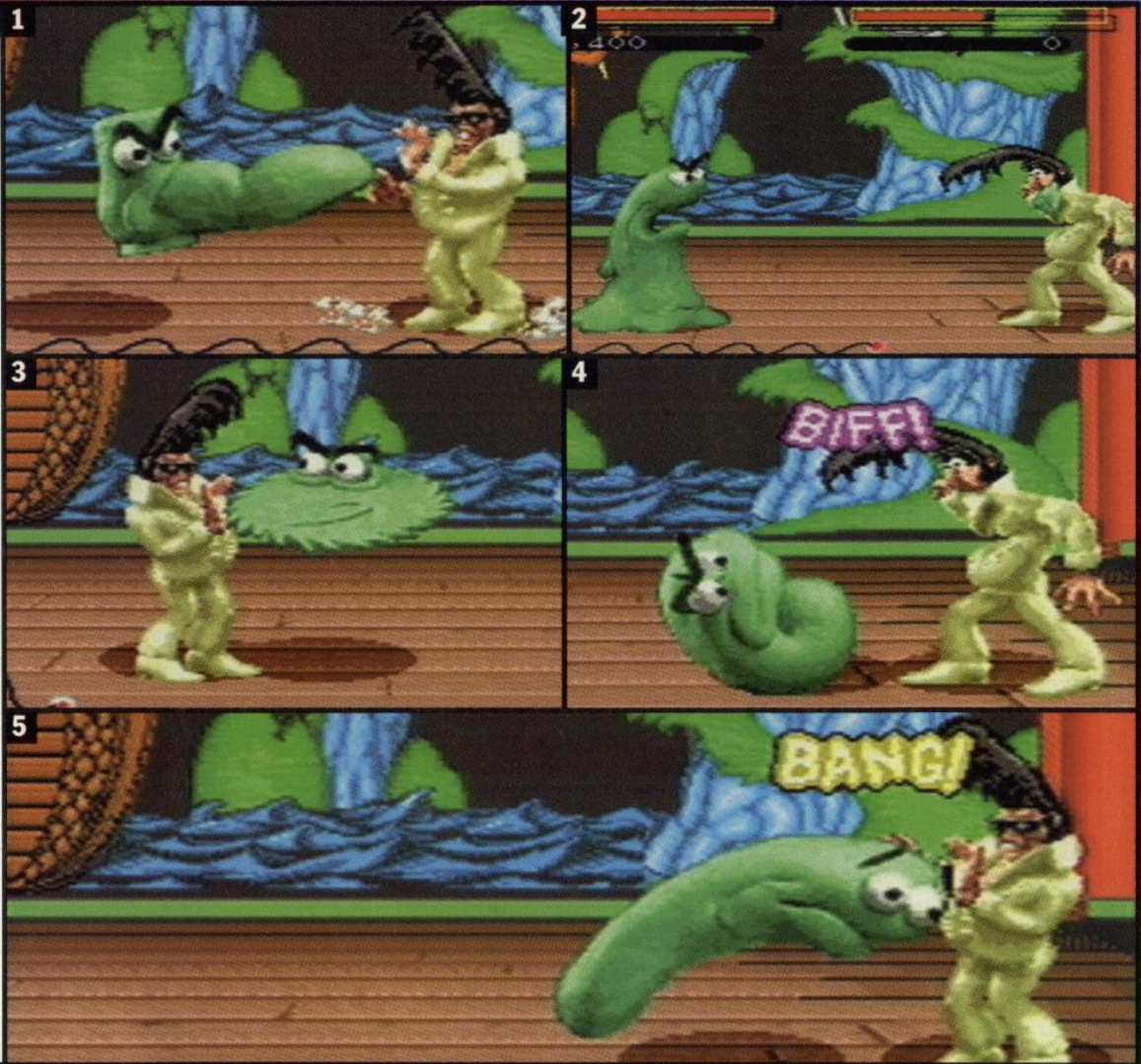
2. Blob Spit Just like Ryu's fireball, it's a quick, quarter-circle movement on the pad followed by hitting any punch button. Press DOWN, DOWN-FORWARD, FORWARD then punch.

3. Buzzsaw Blob A great move for lots of hits, especially if your opponent is jumping towards you. Charge BACK for 2 seconds, then press FORWARD and any punch button - just like Guile's Sonic Boom.

4. Blob Slide Most of the slide moves are great for going under projectiles. The joystick movement is a half-circle. Press BACK, DOWN-BACK, DOWN, DOWN-FORWARD, FORWARD and any kick button.

5. Blob Charge Another quarter-circle movement, this time away: DOWN, DOWN-BACK, BACK then hit any punch button.

6. Da Bomb - Game Genie Only through the wonders of the Game Genie, you can access a special move that was disabled in the finished version. Here's the code: **6280 DD6F**. Do the same half-circle move as the Slide, but this time hit any punch button.



HELGA

Big. Beefy. Scandinavian. Just the way we like 'em.

1. Viking Ram A quarter-circle/punch move that's very hard to counter. Press DOWN, DOWN-FORWARD, FORWARD and any punch button.

2. Valkyrie's Ride (Flying Bum-Butt) A charge plus half-circle move! Charge back for 2 secs then press DOWN-BACK, DOWN, DOWN-FORWARD, FORWARD and any kick button.

3. Elbow Uppercut Very handy when the "KO" starts to flash. Press DOWN, DOWN-FORWARD, FORWARD and any kick button.

4. Super Shriek Wait for your opponent to get close before you let this one rip. Charge back for 2 secs then press DOWN-BACK, DOWN, DOWN-FORWARD, FORWARD and any punch button.



BAD MR FROSTY

He's bad, he's cool, he's nobody's fool. He's also got some wicked moves.

1. Frozen Fist Another quarter-circle/punch move. Press DOWN, DOWN-FORWARD, FORWARD and any punch button.

2. Horizontal Snowball Charge BACK for 2 seconds, then press FORWARD and any punch button.

3. Vertical Snowball Charge DOWN for 2 secs, then press UP and any kick button. If you're close, you'll hit 'em twice - once on the way up, once on the way down.

4. Frosty Slide A half-circle and kick move. Press BACK, DOWN-BACK, DOWN, DOWN-FORWARD, FORWARD and any kick button.

5. Frosty Breath Another projectile, but it's a bit bigger and tougher. Press BACK, DOWN-BACK, DOWN, DOWN-FORWARD, FORWARD and any punch button.

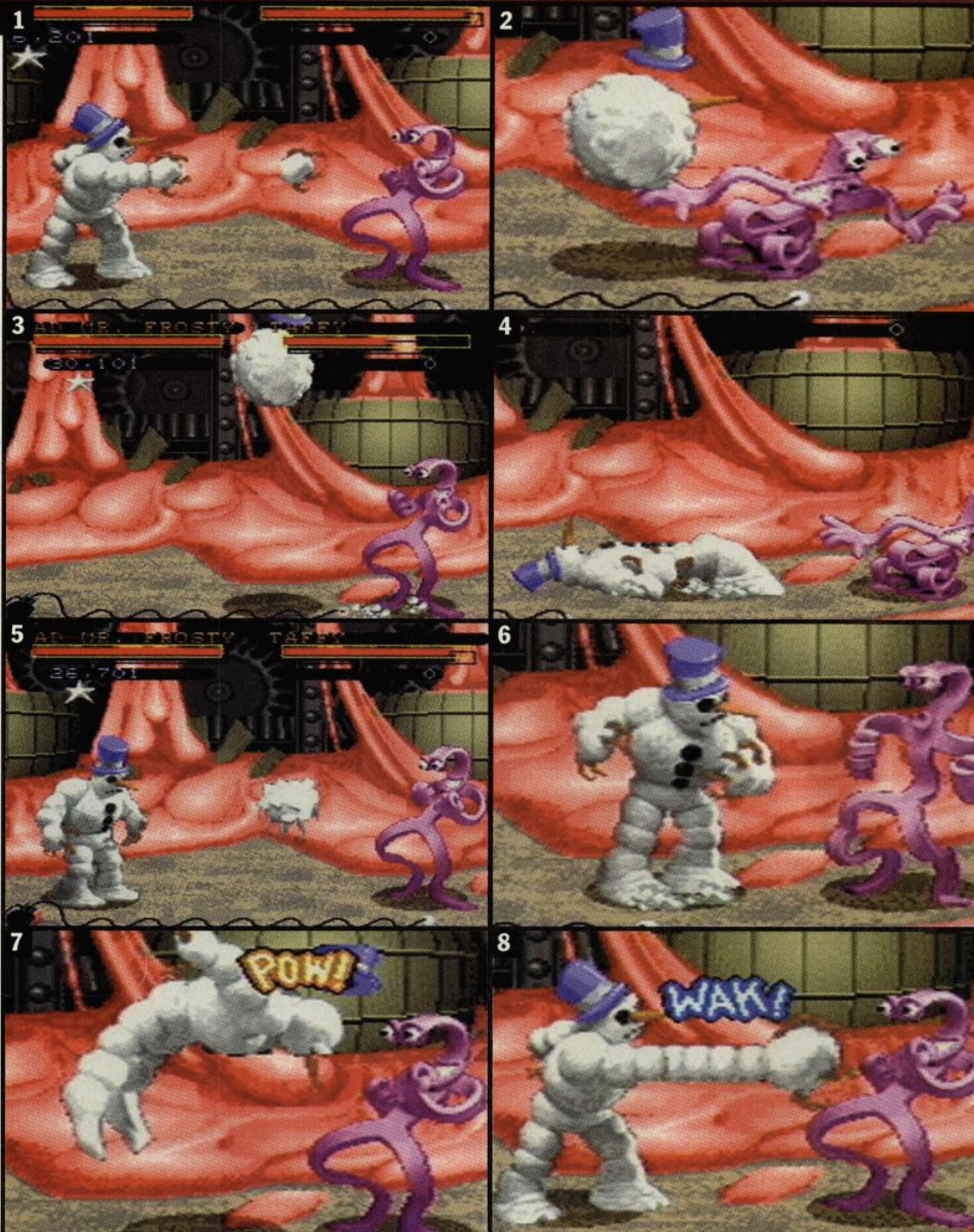
6. Shoulder Charge

A great, fast-moving, hit and run move. Quickly press BACK, FORWARDS, and any punch button.

7. Leaping Head-Butt

Use this up close or to take opponent's out of the air. It's the same movement as Ryu's Dragon Punch. Press FORWARD, DOWN, DOWN-FORWARD, FORWARD and any punch button.

8. Super Punch It takes a while to charge and it moves real slow, but it's the strongest move in the game. Charge DOWN for about 5 seconds, then press UP and any punch button.



BLUE SUEDE GOO

With only two special moves, he's not exactly Mr Versatility. But then, neither was Elvis. Don't forget that pressing punch rapidly will give you a kind of Hundred Hand Slap move too.

1. Bad Note Another quarter-circle/punch projectile. Press DOWN, DOWN-FORWARD, FORWARD and any punch button. We've seen computer-controlled Goos chuck six notes at a time, but we're not sure how it's done. If you know, drop us a line. We'll even let you gloat.

2. Hair Whip A great move to use in close. Press DOWN, DOWN-BACK, BACK and any punch button.



ICKYBOD CLAY

A good choice for all you Ryu/Ken lovers with a handy teleporting ability thrown in for good measure.

1. Ecto Ball Another quarter-circle/punch move. Press DOWN, DOWN-FORWARD, FORWARD and any punch button.

2. Ecto Punch It looks just like a Dragon Punch; it's performed just like a Dragon Punch. Press FORWARD, DOWN, DOWN-FORWARD, FORWARD and any punch button.

3. Ecto Dash Charge BACK for 2 secs then press FORWARD and any punch button.

4. Teleport Sometimes this is a bit tricky to do, but pressing both the L and R buttons together seems to work more often than not.



BONKER

Another HYPER fave, not the least because of his name. He's quick and his specials are great.

1. Cartwheel

Charge BACK for 2 seconds, then press FORWARD and any punch button.

2. The Sarah Lee Baked Apple High Pie

Quarter-circle and punch. Press DOWN, DOWN-FORWARD, FORWARD and any punch button.

3. Low Pie

Press DOWN, DOWN-FORWARD, FORWARD and any kick button.

4. Flying Horsie

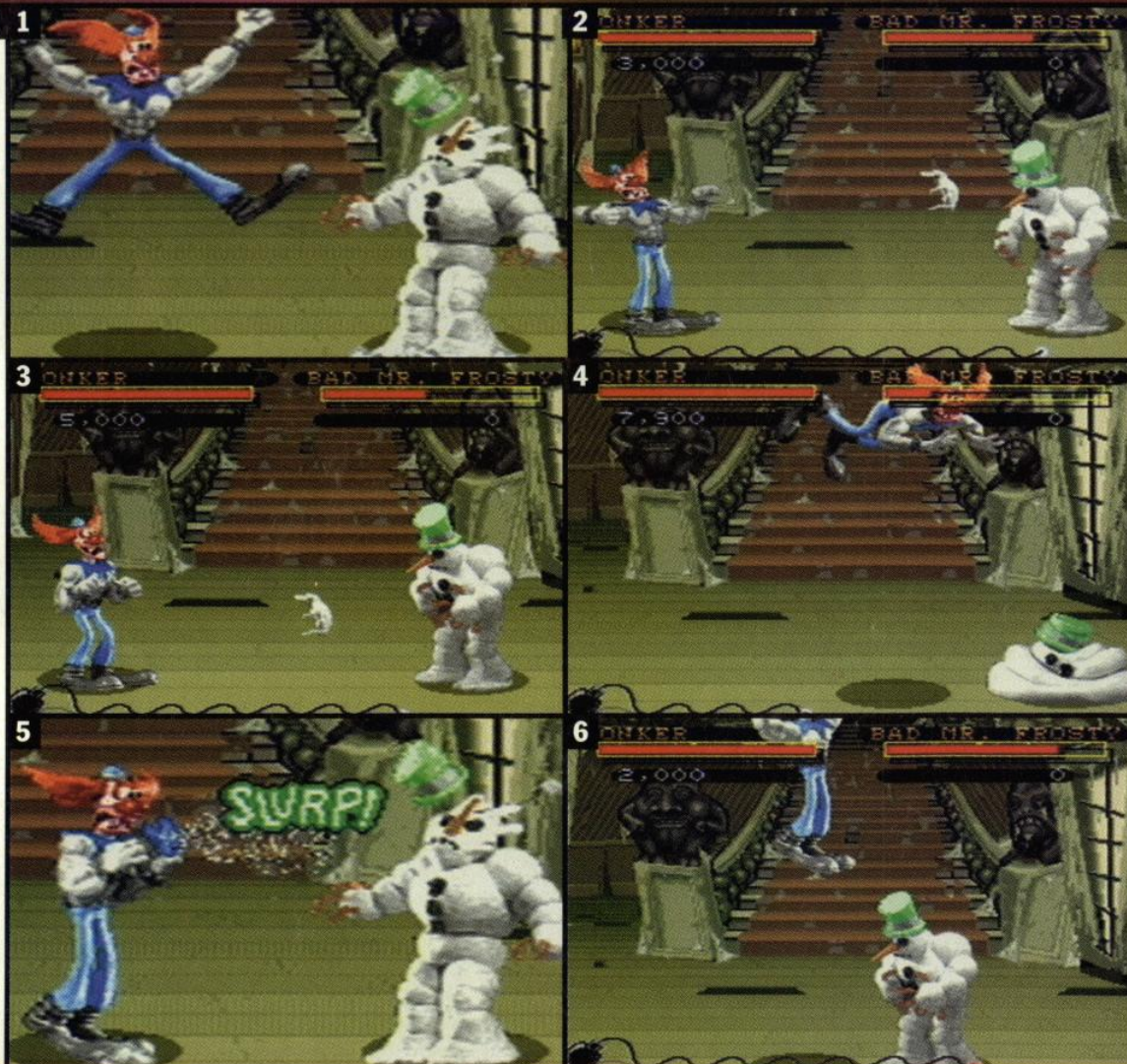
Good for taking down flying opponents and hitting up close. Charge DOWN for 2 secs then press UP and any punch button.

5. Joke Flower Spray

A half-circle/punch move. Press BACK, DOWN-BACK, DOWN, DOWN-FORWARD, FORWARD and any punch button.

6. Leaping Head-Butt

Only use this when your opponent is in the air. Press BACK, DOWN-BACK, DOWN, DOWN-FORWARD, FORWARD and any kick button.



CHEAT MODE

FIFA INTERNATIONAL SOCCER

SNES

CHEATS GALORE

Go to the Options screen and press the following buttons for some wild effects (they'll come up as new options). You can keep adding them, one after the other, if you like!

Dream Team: A, A, B, B, Y, Y, X, X

Super Kick: B, A, B, B, B, B, B, B, B, B

Super Goalie: A, A, A, A, A, Y, Y, Y, Y

Super Offence: R, R, R, R, R, L, R (top buttons)

Super Defence: L, L, L, L, L, R, L
Invisible Walls: Y, Y, Y, X, A, A, A, B

Crazy Ball: X, A, B, Y, Y, B, A, X

Crazy Curve Ball: B, A, R button, B, Y, L button



DRAGON'S REVENGE

MEGA DRIVE

MORE BALLS

Video pinball eh? Whoopee. But some of you might find it appealing and if you do, you'll want to thank my pal and yours, yes, that bloody **Peter Brodie** guy again, for the following cheats, all of which are passwords you should enter.

For 10 balls enter L T 9 L A K D

For 15 balls enter X M H 5 A Q G

For 20 balls enter D 9 9 4 A N B

BONUS LEVELS COMPLETED

Two done: X 3 2 K W N E

Three Done: D K A S W A Z

Four done: E K I 3 Y V I

Five done: F K S B 8 W 2

DAFFY DUCK - THE MARVIN MISSIONS

SNES

FIFTY LIVES

Not only will this little cheat let you start the game (which, let's face it, is only a rather average platformer) with 50 ducks, you'll also have a couple of power-ups up your feathered sleeve.

When the "Where There's Duck, There's Fire" screen comes up enter this code on the joystick: LEFT, LEFT, RIGHT, RIGHT, Y, A, B and X. You should hear Daffy quack "Mother!".

And away we go...

GROUND ZERO TEXAS

MEGA CD

FINISH LEVEL FOUR

Here's a strange little tipette from a strange little fellow by the name of **Ben Lynch** of a strange little town called Wanneroo. He tells us there's an easy way to finish level 4 on this kinda cool shooter, but you'll need a pad with Autofire.

All you have to do is put your

shield down and keep moving the cursor from side to side while holding down the fire button. For some strange reason, the cursor will automatically target the bad guys! Ben says he's finished level 4 this way without losing any energy!

Good for you, Ben.



SONIC 3 MEGA DRIVE

LEVEL SELECT/DEBUG/SECRET SPECIAL STAGE

Since we printed the Sonic 3 level select last ish, we've got a lot of mail from people like **Josh Smythe** of SA that seems to confirm it works - which means we're probably just hopeless. Anyway, here it is again: just after the Sega logo fades and Sonic starts to appear, quickly (and we mean very quickly) press UP, UP, DOWN, DOWN, UP, UP, UP, UP before the screen flashes white. You'll hear a chime if it's worked. Now pull DOWN on the title screen to highlight "Sound Test". Press Start and you're in. Remember, if you can't get it to work and you've got a copy of Sonic 2 you can always try the other Sonic 3 cheat we printed last ish y wishy.

For the Debug mode, just highlight a level, hold down button A and press Start.

For the Secret Special Stage, set the Sound Test to 07, highlight "Special Stage 2", hold button A and press Start. Thanks Josh!

ROAD RASH 2 MEGA DRIVE

DO THE WILD THING

This one was sent in by *Daniel*

"I feel the need for speed"

Bowman of NSW. Do it right and you'll be Rashin' on a super-doo-er, nitro-charged bike called "Wild Thing".

On the Title Screen, hold down **A, C** and **UP** and press **START**. Keep them held until the screen with the "Start Race" option comes up. Start a game and you should be able to choose **The Wild Thing** as your bike!

PLOK! SNES

SECRET LEVEL

Now just calm down all you *Plok!* lovers - to get this cheat to work you're going to need an Action Replay cart. If you've got one, whack in this code: **7E18 000A**.

Start the game and you'll go to a super Test Drive Secret Warp. Why is it called a Test Drive Secret Warp I hear you ask? Because you can test drive every vehicle in the game as well as all the special power-ups! A very Plokky tip indeed.



BRAM STOKER'S DRACULA MEGA DRIVE

LEVEL SELECT

This game sucks. No, really. We weren't trying to make a cheap pun or anything. But if you must play it, then play it with this Level Select cheat installed.

At the start of the game, when the battlefield scrolls across the screen, press **DOWN, RIGHT, A, C, UP, LEFT, A**. You'll hear a spooky laugh. Start your game and **PAUSE** it. The score becomes the level select. Press **UP** to change your level.



ZOOL MEGA DRIVE

MORE ENERGY/MORE TIME

What's an issue of **HYPER** without a cheat from Cronulla's favourite son, **Peter Brodie**? A giant relief perhaps? Never! Peter, we love you - now put the knife down...

Anyway, this little trick will let you top up to 240 units of Energy and 999 units of time, and you can do it any time you want! Just **PAUSE** the game (hit Start you idiot) and enter **RIGHT, A, DOWN, A, RIGHT, B, LEFT, UP** and **RIGHT**. The more astute of you will notice that this spells "RADARBLUR". Very good. Now unpause and you're away.



CHEAT MODE



X-KALIBER 2097 SNES

LEVEL SELECT

To be brutally honest, we didn't really like this game when we reviewed it. But it is good for a rent or two. This cheat'll help you get your money's worth, even if you're hopeless.

At the Title Screen, press RIGHT, RIGHT, LEFT, LEFT, UP, DOWN, LEFT, DOWN, DOWN, DOWN. The music will reset if you've done it right.

Press Y to move to "New Game" then press Y again to bring up the level select. You can start at the beginning of any level or at the boss of your choice simply by pressing Y again.

MASTERS OF ORION

PC

Here's a very handy cheat for this excellent Microprose strategy. Hold down ALT and type "GALAXY". All planet types and enemy locations will now be revealed. Easy, huh? However, with this cheat on, artifact planets will not give bonus technology, so if you want to use it, save your game, run the cheat and then restore.

SUPER EMPIRE STRIKES BACK

SNES

HEAPS OF CHEATS!

All of these codes are done at the Title Screen (Start Game/Option Menu/Password) with control pad 1. If you enter them correctly, Darth Vader should say "Impressive" (he says that to us all the time).

Debug Screen: A, B, Y, X, A, B, Y, X, A, B, A, B, Y, X, X, Y, A, B, Y, X. Play the game with the cheat installed. You can bring up the Debug Screen (where you can change your level, your lives,

health and weapon) at any time by holding the top L and R buttons down together on control pad 2. You can clear the entire stage you're on by pressing START on control pad 2 as well!

99 Lives: X, Y, B, B, B, X, A, Y, Y, B, A, X, Y

Skip to Final Battle with Darth: A, X, B, A, Y, X, B, A, A, X, B, B, Y, X

Unlimited Thermal Bombs: A, X, B, X, X, A, Y

Start With All Jedi Powers: X, B, B, Y, X, A, A, X

EQUINOX

SNES

INVINCIBILITY

This will totally spoil the whole point of the game (ie, not to lose magic or energy), but here goes nothing:

At the Title Screen press the top buttons in this order: L, L, R, R, L, L, L, R, R, R, L, L, R, R, L, R. The box at the bottom of the screen will turn from blue to green and when you start the game you'll be invincible! Cheater...

CHEATERS WANTED

Think you know a bit about games, and more importantly, about cheating? Good, because we need your hints and tips (especially for PC). We only run the latest and greatest cheats, so if you think you could handle international acclaim for your excellent cheat send it to:

HYPER CHEAT MODE
PO BOX 634
STAWBERRY HILLS NSW 2012





DUNE II - BATTLE FOR ARRAKIS MEGA DRIVE

This is one of Stuart's favourite games of all time and he's gone and gone and played it to death, just to give you the codes. I hope you all appreciate all the hours of selfless sacrifice he's put in.

ORDOS

DOMINATION
SPICESABRE
ARRAKISSUN
COLDHUNTER
WILYMENTAT
SLYMELANIE
STEALTHWAR
POWERCRUSH

HARKONNEN

DEMOLITION
SPICESATYR
BURNINGSUN
DARKHUNTER
EVILMENTAT
ITSJOEBWAN
DEVASTATOR
DEATHRULER

ATREIDES

DIPLOMATIC
SPICEDANCE
ETERNALSUN
DEFTHUNTER
FAIRMENTAT
ASHLIKENNY
SONICBLAST
DUNERUNNER

END SEQUENCE

DUNEFINALE

And here's a few handy hints:

Don't forget to harvest! I know it might sound obvious, but as long as you're not in immediate danger, you're better off going for multiple harvesters and refineries before building lots and lots of troops and tanks. When the money starts rolling in, then you'll

have time and resources to make lots of weapons.

Watch out for the sand worms. In later stages they can get to be a real pain in the ass. Watch your harvester almost constantly, and fire on sand worms when you spot them. I don't think they can actually die, but they do disappear if you hit them enough times.

If you're using the Ordos Deviator tank, make sure you order your newly converted friend to fire on other enemies immediately, as the effect does not always last very long. Your tanks will not fire on the converted enemy as they think they're now allies.

If you're using your Palace's special troops, keep a careful eye on them as they have a habit of attacking your own buildings before going to do some real damage.

Rocket Turrets are a very good thing! Strategically placed around your settlement, they should keep out almost all invaders...but watch the rockets don't destroy your own buildings. It's very important to keep repairing damaged buildings, especially your Construction Yard.

When you attack an enemy settlement, send in the launchers against the Rocket Turrets, but have tanks around to protect them.



STREETS OF RAGE 3

MEGA DRIVE

LEVEL SELECT

At the startup menu (1 Player, 2 Player, Options, Battle) press and hold button B. Now, press and hold UP. With both of them held and "Options" highlighted, press START. If you've done it right you'll hear a noise and you'll be able to pick "Stage Select" from the Options.

HIDDEN CHARACTERS

Funnily enough, you can play as some of the bosses after you kick their heads in.

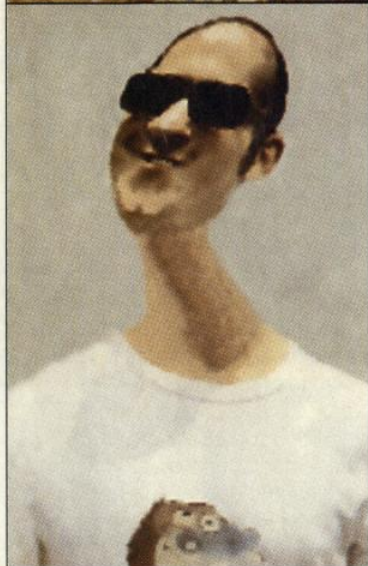
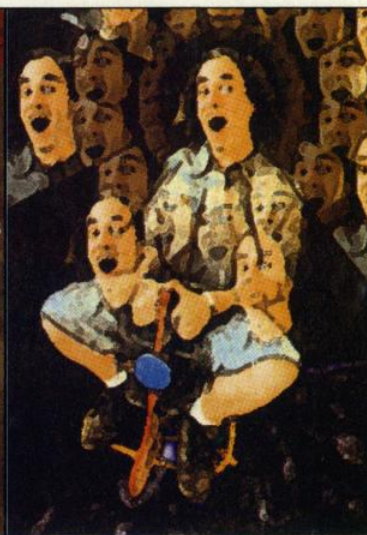
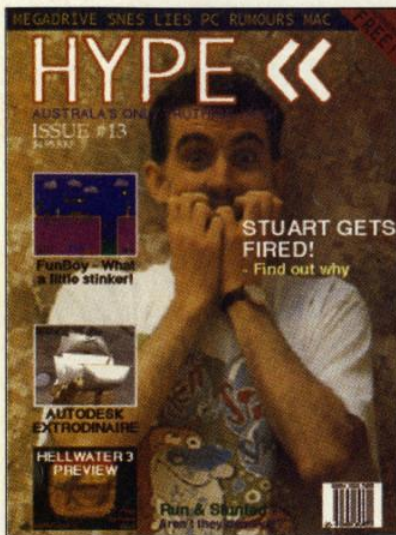
The weirdest of all would have to be the Boxing Kangaroo. If you want to play as the Kanga (and

what red-blooded Aussie wouldn't want to go the 'Roo?), get up to him and his keeper and defeat the Keeper, NOT the Kanga. That's Keeper, not Kanga. Keep fighting. If you continue after you cark it you'll be able to select the Kanga as your fighter!

You can play as Shiva too. Get up to him and beat him to a bloody, lifeless pulp. As soon as you defeat him, press and hold button B until you start the next stage (keep it held all through the cinemas). If you continue after you're killed you can choose Shiva as your character.



Letters...



Shock! Horror! Aaron's Leaving!

It's never easy to say "Goodbye", is it? Especially when you've got a speech impediment. But, alas, "Goodbye" (and some might add "Good riddance") is what we have to say to the lovely Aaron Rogers, who's leaving the relative comfort and security of the HYPE crew, for the hustle and bustle of a new, non-gaming magazine. At a time like this, all we can manage to say through the sobs is this: he was born a freak, he lived his freaky life to the full, our lives have been enriched merely through the casual contact of his presence these past ten months.

Whilst Aaron will no doubt miss the witty conversation and hearty camaraderie of the HYPE crew, we'll miss his whacky dress sense and finely honed sphincter jokes. Oh, we'll also miss his superlative design skills and good Protestant work ethic. All jocularity aside, it was nothing but an absolute joy working with Aaron. HYPE looks as good as it does because of Aaron, and Aaron alone. It's been said countless times before, but it was a pleasure to have him. Honest.

All condolences and other letters should be sent to:

Aaron- We Love You, Don't Go
c/o HYPE Letters
PO Box 634
Strawberry Hills, NSW, 2012

PC NERD

Dear Hyper Crew,

I have just one thing to say to you people, and that is WAKE UP TO THE WORLD, GUYS! In about 240 reviews, previews and Byte Sizes (issues 2-7), only 68 PC articles have been done. Now correct me if I'm wrong, but nowadays anyone who can afford a games system will probably have a PC. In about the 120 people I know, only 3 don't have a PC. Compared with that, only about 6 have Super NES's and only about 3 have Mega Drives. But you, however, seem to think that hardly anyone has a PC because you only devote about 30% of your mag (based on the above issues) to PCs, and about 65% to Mega Drives and Super NES's! Now if you are only going to concentrate 30% of your attention to 98% of your readers, and 65% to 5% of your readers then I think there is something seriously wrong with your mag. What other system has SVGA graphic capabilities? What other system can run at 66mh/z? None! So unless you start bringing your PC coverage up to scratch, you can consider me and many, many others like me *PC Zone*, *PC Review*, and *PC Format* readers.

So there,
A very angry PC Activist
Are you a complete idiot or what? HYPE is a multi-format games magazine and that means (surprise, surprise) we cover games on many different formats. I'm sorry that you and your many friends don't have a Sega or Nintendo, but the fact is that many of our readers do. And who cares if they don't have SVGA graphics capabilities or can't run at 66 mhz? It's the games that count - not the hardware.

MKII QUESTIONS

Hey Hyper

I just wanted to say that you have the maddest mag out and hope that it keeps that way. I buy it as soon as every issue hits stand, and have done so since last November.

I have a couple of questions to ask you, so be cool and answer them:

1. Does either Sega or Nintendo have the license to MKII or not?

2. Is it even possible that it will come out on the PC and if so will it be as good as MK1?

3. Would it be any use for me to buy an 8 bit sound card for my PC
Yours Groovingly,
Afrodeude

1. *Neither Sega nor Nintendo has the license for MKII, but Acclaim does and as it is a licensee for both Sega and Nintendo. The game will appear on both systems.* 2. *It's very possible that MKII will come out on the PC but I can't tell you how good it will be.* 3. *If you don't have a soundcard, then any is better than none, but a 16 bit card is far superior to an 8 bit card.*

SAME CRAP, DIFFERENT WRAPPING

Dear Hyper

The mag is excellent, but that's not why I am writing. Approximately 12 months ago I purchased a Mega CD and now I am wondering if I could get my money back. With the introduction of the Mega CD Sega promised new games that consoles were unable to handle. Well, 12 months later there are some good games with a cinematic intro. In other words: same crap, different wrapping. So Sega, what the hell are you doing? And while we are at it, why do the Yanks get about twice the amount of games we do? Do they think we are a bit too stupid to handle all those deep thought adventures and RPGs? Well Sega, as far as I am concerned bring out some CD RPGs or kiss my butt (*Ultima Underworld* would be good).

Thanks

Chris Dodd

Well Chris, I think you're expressing a commonly held view among Mega CD owners, as the games just don't seem to be worth the extra expense of the machine. Ultima Underworld was promised for the Mega CD a long time ago, but so far I haven't seen anything of it.

A LOYAL MORON

Dear Hyper,

When I first saw your magazine I loved it. I have all of the issues plus a Mega Drive and a Commodore 64.

1 I have a MENACER gun. Can I use it to play 2 players on LETHAL

ENFORCERS?

2. I have a 6 button joystick, and the instructions said it was for Mega Drive 2. Will it work on my Mega Drive 1?

Your loyal reader

Andrew Morison

1. No, you'll need to buy an extra Justifier.

2. Are you a complete dork? Of course it will work on the Mega Drive 1 - they're the same machine, just different designs.

OH SO FAMOUS?

Dear Hyper

Congratulations on a most excellent Australian video games magazine. I drool over the Cheat Mode and I love reading the Letters section, so that's why I thought I would write to the 'Oh so famous Hyper mag'

I would be pleased if you could answer the following questions for me.

1. Will *Raiden 2* be coming to the Mega Drive?

2. Will *Lethal Enforcers* be transferred to a cartridge for the Mega Drive?

3. What games do you think are ideal for the Game Gear?

Thanking you

Michael Johnson

I don't know about famous, but we do our best. Anyway, 1. I haven't heard about it. 2. It's already out on cart - have a look around 3. The Sonic games are good Game Gear games, as are Aladdin, Ecco and Mortal Kombat.

A TRAGIC SITUATION

Dear Hyper

Great Mag. The first games mag I actually bought after browsing through it, not bad considering I haven't got a games console.

As you can see it's tragic. This is because I have no idea which to chose, the Mega CD or the SNES. I'm crazy about war games and that's the only kind of games I want to play. Combat, flight sims, helicopters, tanks etc.

I would appreciate it if you could give me some advice on this matter.

Awaiting desperately

F Sabih

No games system! That is tragic.

I would have to say get a PC given your game interests, but if that is out of your price range, either a Mega Drive or SNES would do nicely (don't worry about the Mega CD).

KIWI KWESTIONS

Oi Hyper

I've noticed that you haven't printed any letters from your fellow Australasians. Well here's a letter for you from New Zealand. Anyway I would like to compliment your team on a brilliant effort in producing this mag, But I would like to make a few suggestions:

1. Put more posters/pin up pages in your mag. A few MKII pictures with the new characters would be nice.

2. Can the Streetfighter II is God thing. Everyone gets sick of a game once in a while. I have got sick of Street Fighter but I still play it.

3. Put more news about the consoles and how they are competing against each other in the market.

That's all I can really think of, but here's a question or two for ya:

1. Will there be a new piece of hardware that you can plug into your Mega Drive/CD so that it can be compatible with the Sega Saturn?

2. How long has the Mega Drive and SNES got until the 32bit and 64bit machines wipe out their market? I think people who want a games console/computer go for the best and the latest model technology ie the C64 competing with the Mega Drive or SNES: What would you rather have?

Later

Ronal Bhan

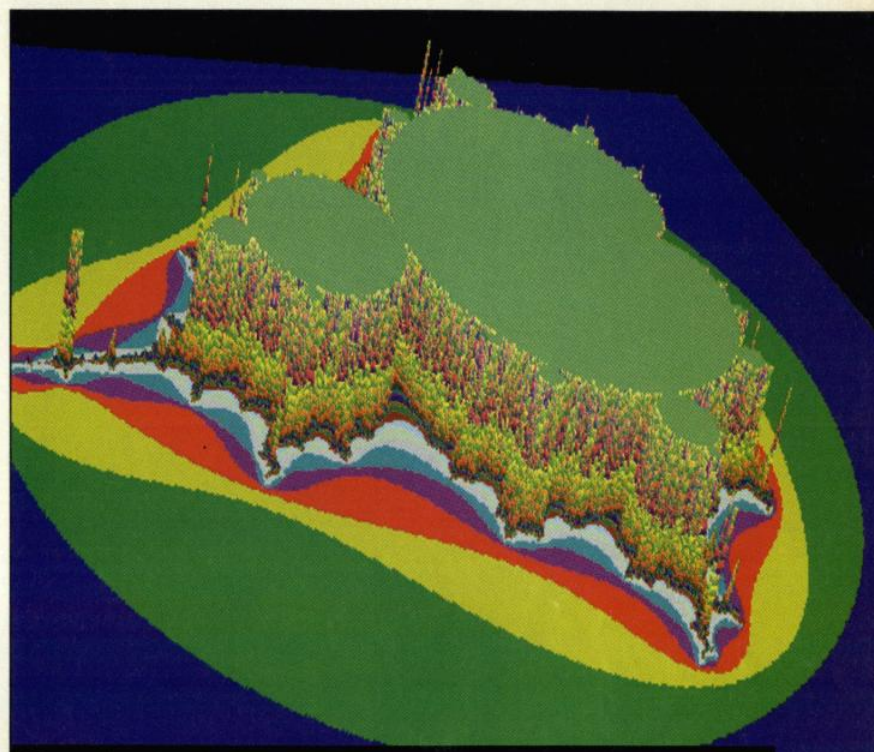
You're right, we've been a bit slack to our Kiwi readers but it's great to get letters and feedback from outside Australia, so keep it up. As for your questions 1. Yes, and it's called the Mars. There was an article about it in our last issue 2. I would say that this is the last big year for the 16 bit systems. We will see a lot more sales of the 3DO, Jaguar and Mars next year.

A PISSED OFF DUDE

To The Hyper Crew,

I'm one pissed off dude. Do you want to know why?

Because all the major software



Mmmm, I wonder which clever HYPER reader created these beautiful fractals. We have no idea, actually, as we've lost your details. If you're the clever dick, let us know and we'll give you a free game. The HYPER crew pics to the left were created by the remarkably prolific Tim St Clair. Onya Timmy!

companies that produce IBM game think we all have a computer like Mr Josh Edge, issue 6. I have a 386DX40 with 2 meg and I am sick and tired of games being released that require 486SX with 4 meg min. My 386 is the equivalent to a 486SX25 and if I had the money I'd buy two more megs. But that could cost up to \$250. So game developers should slow down and not have so move so quickly with the technology.

Another gripe is the price of software. We pay too much. Their reason is: "We must raise our costs because we are losing money on piracy." If they didn't have such high prices people wouldn't have to pirate games. But you have to feel sorry for those saps who own consoles and are charged ridiculous prices.

Now that I've got that off my chest I've got a few crappy questions.

1. If the new Jaguar is so great then why didn't it go CD straight away? It said in one of your previous issues that it would get an add-on CD.

2. Why is that when you've played one Sonic you've played them all?

3. Why oh why do you have to put so many shitty basketball posters in? I loved that Doom poster though!

4. What's wrong with Cindy Crawford?

5. Do you think we'll ever really

see a decent and viable home virtual reality machine?

Yours sincerely

The "I hate consoles" fan club!!!

You had some valid gripes so I hope it feels better now you've aired them in public. On to your questions: 1. A good game system doesn't necessarily need a CD drive. The Jag copes fine without one. 2. Because they're very similar 3. Lots of people like basketball and there are lots of b-ball games out at the moment 4. Nothing at all - and I mean that literally 5. Yes, but give it a few years.

QUICK QUESTIONS

Dear Hyper

To start with I'd just like to say I think your mag kicks. I can't wait until the next issue. Now I have a few questions:

1. In Mortal Kombat 2, can you do both of Baraka's fatalities on the one person. ie chop of the head then lift them up onto his blades?

2. How do you play as the woman on the Mega Drive version of NBA JAM?

Anyway keep up the good work.

Yours sincerely

Michael Jordan

Here's some quick answers 1.

You can try, but I've never been able to get it to work (maybe I'm just not quick enough) 2. You don't, unless there's codes we haven't found yet.

Letters...

MORE SIERRA GAMES

To Hyper,

Could you please put in more reviews on Sierra games instead of games like "Harvester" which is simply a load of gruesome and sickening crap! Do you realise this is affecting kids all over Australia!

Many thanks,
Ben Speare

We can't put more Sierra games in the mag unless Sierra produce more games - simple really. But while you may think Harvester is sickening, it's got a big response from other readers and will no doubt be huge when it's released. As to its effect on kids, well the job of the classifiers is to rate games so they are limited to a suitable audience, so I think I'll leave it up to them to be the moral guardians.

KEEP THEM OFF THE STREETS

Dear Ed,

How easy is it to blame all the worlds problems on video games? It's about time politicians and stupid old farts wake up to themselves - rampant unemployment, the AIDS virus, asthma, Don Burke and Alan Jones are not the fault of video games, unlike what it says in the Old Farts Handbook.

I have completed both Mortal Kombat and Streetfighter Hyper fight and so far I have not killed anybody. For some strange reason I

don't think Jeffery Dahmer and our late pal John Wayne Gacy would have been Sega or Nintendo playing men. "Will you pass Wonderboy and that severed head" doesn't seem to work somehow. Maybe if these serial killers as children had something more entertaining than the Brady Bunch they would not have turned out to be the loonies they are today.

For many kids, video games help keep them off the streets and also leave them penniless so they don't have the urge to increase the local drug dealers bank balance. I say to parents, would they prefer to have dope smoking children with red eyes or a console playing whizz kid who is kept off the streets by spending a little time playing video games.

Anthony Olsen
What!?! I don't need to say anything. Hallelujah!

PRICING CONCERNS

Dear Editor,

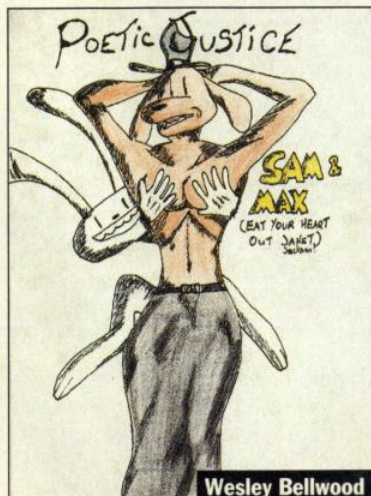
I'm writing to express my concern regarding the prices of video games and systems. I've been a video game fan since I was nine and have purchased an array of systems and games. I've seen systems evolve from the Atari 2600 to the Jaguar, Sega CD, 3DO and more. The technological and software advances are very impressive but the price tags aren't.

I realise the importance of high quality sounds and graphics so I understand the inevitable rise in price that comes with better technology. But there is a point where video games become too expensive to be a toy. When the new generation of 16 bit systems was launched, I gladly purchased it because it offered greatly improved games for twice the price. But with the arrival of several new systems Jaguar, 3DO, Phillips, CD-I etc which are expected to sell at \$600 plus, I've decided to draw the line and will not be buying any new systems. As far as I'm concerned, the SNES and Mega Drive are the best game machines on the market in terms of value for money and quality.

Just because a system is electronically superior to another, it does not mean the games are better. The quality of a game depends on the amount of work a programmer puts in.

The point is, a game or a system doesn't have to cost a lot to be good. Most of the time manufacturers claim to have considered the price factor but ironically the market often ends up with a much more expensive machine. I congratulate companies such as Capcom, Konami and Takara for their efforts to produce good and cheap games but I think many others still need to prove themselves.

Yours Faithfully
Vi Phu
Another letter where my input is totally unnecessary. Woo-hoo!



Sam & Max

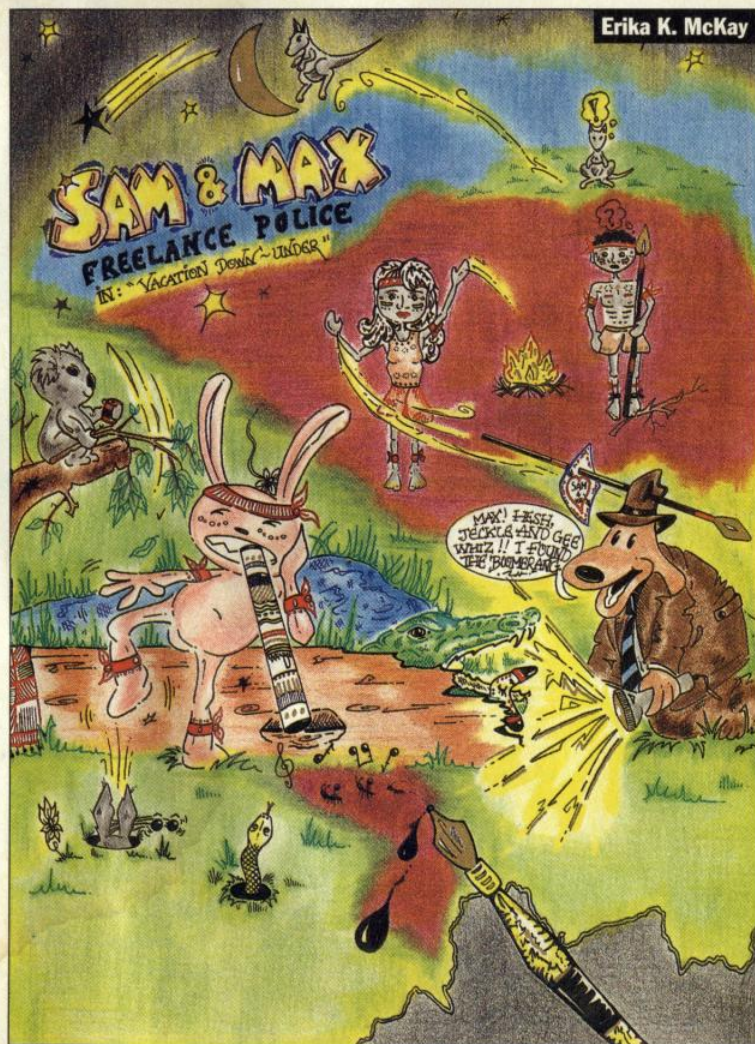
Comp Winners

A big and very sincere thank you to the hundreds of people who entered our Sam & Max competition. We really mean it when we say we wish we could give you all prizes as there were some truly excellent entries. Unfortunately there can only be five winners. The three lucky people to win a signed Sam & Max print plus a copy of the CD ROM are Erika K. McKay of Ballarat West, Victoria; Luke K. of Parafield Gardens, SA and Matt Hogan of Yarrowonga, Victoria. Congratulations! And there were two people who won copies of the most excellent Sam & Max CD ROM - Wesley Bellwood of Greenfield Park, NSW and Anthony Olsen of Home Hill QLD.

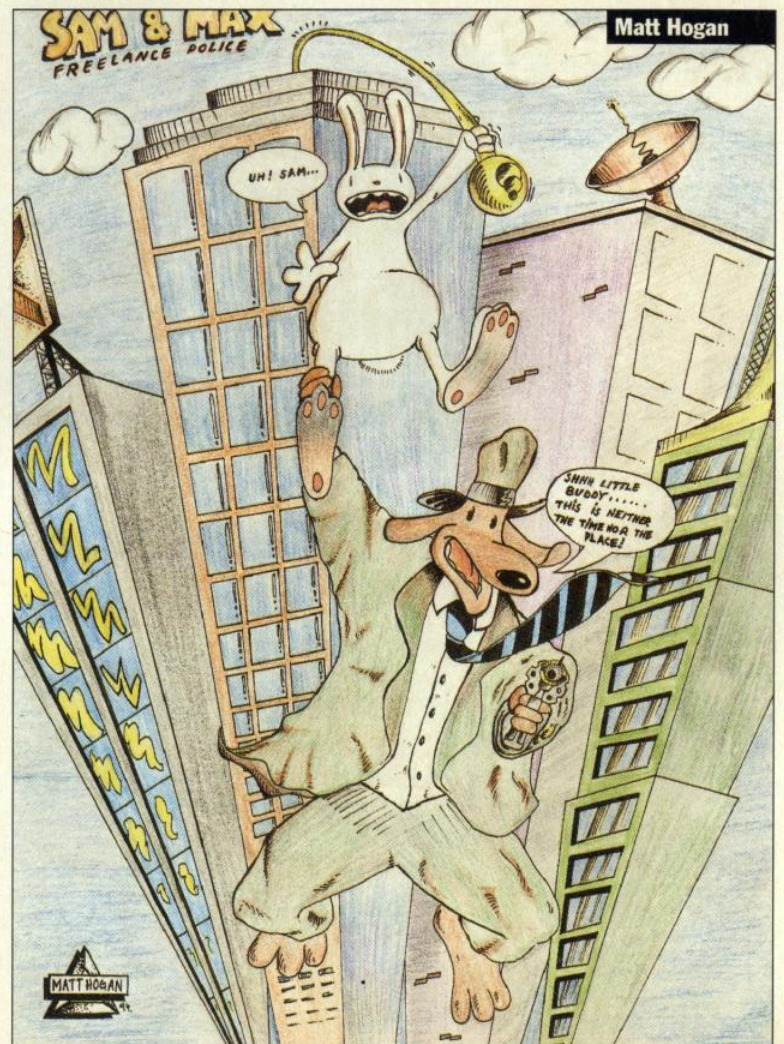
Here are some of the winning entries:



Anthony Olsen



Erika K. McKay



Matt Hogan

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Mega Drive unit for sale: \$135. Games for sale including Cyborg Justice, Joe Montana, Sonic 1 & 2 and NHL '94. All around \$45. Also a Game Boy and 10 games and Lynx with 7 games for sale. I also want to buy a SNES. Phone Lloyd after school hours on (02) 907-0645.

Sega Master System II. 2 games - Super Tennis, Mortal Kombat. 2 Control pads, one is rapid fire. For more details phone (003) 951558.

SNES system, control pad, tank joystick, Action Replay and the following games: Super Mario Kart, Super Mario World, Alladin, NBA Jam, SF II, SF II Turbo, Mortal Kombat, Super SWIV, Alien, Probotector, Starwing and Jurassic Park. \$750 ono. Ph: (067) 561 384. Ask for Malcolm.

Sega Mega Drive, 2 controllers, 2 Games, \$150 ono. Or will swap for 3-4 SNES games depending on games. Ph: Kristian on (002) 436082.

SNES games. Fatal Fury (US import) will sell \$45 ono. Final Fight 2 (US) will sell \$40 ono. Rival Turf (US) will sell \$40 ono. Or all for \$100 or swap for some Game Gear or Lynx games. NES games over 30 US games, will sell for \$15 each. GB Mega Man III will swap for Mortal Kombat or SM Land or sell for \$30. Ph: (089) 531608.

Sega Mega Drive with 2X6 button control pad, 1 X 3 button control pad, 9 games including, NBA Jam, SF II, Aladdin, Sonic 3, Sonic, FIFA International Soccer, Madden '94, PGA European Tour and LA Russa Baseball, Perfect condition \$600 (07) 3512985.

SNES, 2 control pads, Action Replay Mark II, 6 games including Mortal Kombat and SFII, and 30 assorted magazines. \$450. Phone (09) 2961454, weekends only, and ask for Stuart.

I have a Gameboy and Mortal Kombat for sale for \$60. A Mega-PC

Computer 386SX & Mega Drive in 1 sale for \$1300 ring for more details. (065) 838224.

Atari Lynx games \$10 each game, includes boxes and manuals. If interested phone Matt on (02) 311-2423. Ring after 5pm.

Sega Mega Drive in perfect condition. Twelve games boxed with instruction. Ten are excellent titles. Speakers, carry case and two joy-pads. Swap for 386 or 486 IBM or sell for \$700. Phone Leigh on (003) 593512.

Mega Drive games incl. Krusty's Fun House and World of Illusion. Both \$35, all good cond. (02) 9070640.

Sega Mega Drive plus 20, yes 20! games. All well known titles such as NBA Jam, Bulls Vs Blazers and NFL '94. All this and one joy pad and one arcade power stick. All worth well over \$2,000, will sell for \$1000 ono. Will sell games separately. Ph: 089-279722.

Amiga 500, with colour monitor/TV, Deluxe Paint III, lots of games, two joysticks and mouse. Excellent Condition. \$400. For more details call Andrew or Nichola on (076) 362 963.

Mega Drive Games. Micro Machines, John Madden '93, PGA Tour Golf, James Pond, Mario Lemuix Hockey and Super Monaco GP. \$200 for all or \$60 for Micro Machines and \$30 for others. Also Arcade Power Stcik \$45 and power Base convertor. Game boy with Powerclip, ASCii carry-all gamelight plus (light and magnifier), 5 games: Robocop, Revenge of the Gator, NFL Football, Tetris and Pipedream. \$250 ono. Ph: (069) 592126 after 4 PM.

Game Gear with AC adaptor, Master System convertor plus columns and Sonic 2. Exc. condition, all boxed, for \$325. Gameboy with 9 games, including Double Dragon I and II, Super Mario Land, R-Type, Golf. Good condition \$275 Ph (02) 6076654 (around 4-8pm)

Amiga 500 with extra ram expansion, external disk drive, colour stereo hi-res monitor, 100s of games including word processors. 2 Joysticks, 2 mice and a printer. \$1100 ono. Ph: (08) 2776391.

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Penpals

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If you have an IBM compatible and have a few good games to talk about or just want a penpal, write to 7 Evedon St, Bunbury, WA, 6230.

Penpal wanted! Male or Female who likes Mega Drives and/or Mortal Kombat II, Collects the magazine Hyper>> which is the best computer magazine, between the age of 12-13 if you're interested send a letter in to Brad Ryan, 32 Hillcrest Rd, Ballarat, VIC, 3350 or ring (053) 323406.

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