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SEPTEMBER '94

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SUPER SF2 MORTAL KOMBAT 2

THE BIG REVIEWS!



HUGE
CHICAGO CES
REPORT

TIE FIGHTER
SHINING FORCE 2
HARPOON 2
SNES JUNGLE BOOK
SUBTERRANIA PLAY GUIDE

ISSN 1320-7458
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SUPER NINTENDO ENTERTAINMENT SYSTEM



GAME BOY

"It's a good game. No, it's a great game you should be very happy to include in your collection -91%." Total, June 1994

"90% for Game Boy" Total, June 1994

"Brilliant animation, hidden areas and secret bonuses to discover"

"Excellent stuff-90%." Total June 1994

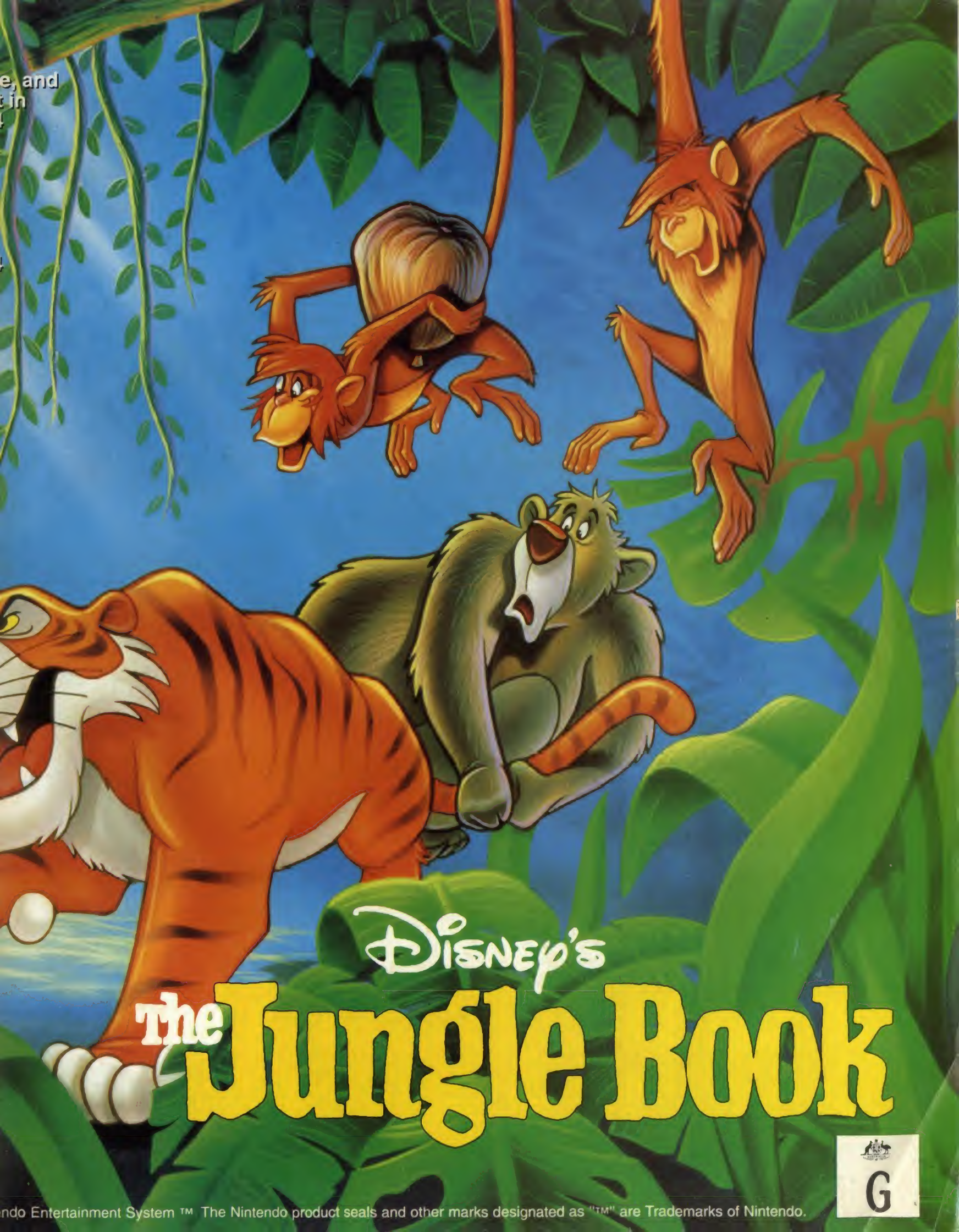


Distributed by



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Disney's
The Jungle Book



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HYPER's made it to double figures and have we got a boomer for you!

Not only do we have both the SNES and Mega Drive versions of Super Streetfighter 2, but we've reviewed both versions of Mortal Kombat 2 as well! Fighting freaks - you're now officially in heaven.

But even if you don't get off on fighting games, there should be more than enough to entertain you inside. Andrew's been jetting around the world and managed to visit the **summer CES in Chicago** on his travels. While there he saw all the latest software and hardware from all the different companies - **Sega, Nintendo, Atari, 3DO** - and you can find out what he thought about it all in our huge six page report starting on page 18. There are some very tasty details indeed, so check it out.

We've also got lots of previews for the games that will be big this Christmas (yes, the peak season's getting closer and closer!), so take a look and start writing your wish lists now (warning - it could be a long list). **Apart from that we've got all the usual hyperactive goodies - up-to-date news, the latest reviews and cheats and the ever-increasing Hypermart where you're sure to find a bargain or maybe another games freak to write to.**

So, lock on and spin out and remember, it's not whether you win or lose, it's how much fun you have playing the game. (Pretty dumb huh, but I couldn't think of anything else to say).

Stuart

NEWS

Sega Worlds to hit Oz

Sega have just announced plans for a series of indoor theme parks and large arcade centres around Australia. The "Sega World" theme parks will cost up to \$50 million to build and equip, while the arcades will cost between \$2 to \$5 million. The first arcade should be up and running early next year and locations are being considered in Sydney, Melbourne, Surfers Paradise and Fremantle.

There are already Sega Worlds in Japan, the USA and England and

hopes are high for the Australian operations because they will have the overseas experience to draw on. There's not much confirmed word as to what we can expect, but virtual reality "rides" will be a main feature. One of the most exciting rides looks set to be the VR-1 which is a 32 person virtual reality spaceship, equipped with headsets, interactive weaponry, body-hugging seats and Dolby surround sound. Exciting stuff, but we'll have to wait until next year for it to be reality.



More Games on Tap

In yet more oh-God-don't-they-ever-stop Sega related news, those deal doing boys at Sega of America have just announced an agreement to test market a new electronic delivery system for Sega titles in several Blockbuster Video stores in the US.

The system involves storing game software electronically at retail stores, then downloading games on-demand onto specially designed re-programmable game cartridges. Once they've been down-loaded, they'll play just like a standard cart of course and you can re-program a blank cart an unlimited amount of times.

The technology was developed by NewLeaf Entertainment and its sister company, Fairway Technologies - both of which are joint venture companies between Blockbuster and IBM.

If the trend towards game rental continues, this could be really big news. It'll certainly be a boon to rental stores. They won't have to clutter their shelves with messy game boxes and they won't have to worry about how many units of each title they order. And they'll never run out of games you want to hire. Everyone will be happy. It's almost a recipe for international goodwill and harmony.

Streetfighter Movie Update

Well you all probably know that Kylie is going to play Cammy by now (well you should if you read last months HYPER), but here's a bit more info on the upcoming Streetfighter movie.

The action takes place in a fictional Southeast Asian country, Shadaloo, in 1995. A civil war is tearing the country apart but the Warlord General M. Bison (played by Raul Julia) ups the ante when he kidnaps 63 Allied Nations relief workers. He threatens to kill them all in 72 unless he is paid twenty billion dollars (now that's not asking for too much is it?). The lucky Colonel William F. Guile (Jean-Claude Van Damme) is given the mission to rescue the hostages, but he can't start until he discovers the location of Bison's secret fortress. With the help of Ken and Ryu (Damien Chappa) and Byron Mann), Guile and his British Intelligence Officer (Singing Budgie and Gay Icon, Ms Kylie Minogue) work out a

plan to infiltrate the Shadaloo Crime Tong, which is led by Bison's arms supplier, Victor Sagat (Wes Studi). As the crisis builds to a head, the wild card turns out to be Chun-Li (Ming-Na Wen) who is a Global News Television reporter with a mysterious agenda.

Sounds exciting, huh? Apparently Jean-Claude and Kylie get in on (surprise, surprise) and there'll be lots of muscles, posturing and fighting (even more surprise, surprise). It's being directed by Steven de Souza who has been involved with such classic action films as "48 Hours", "Die Hard" and "Die Hard 2".

No confirmed word as to the release date, but filming is happening in Queensland at the moment, so if you're up north and run in to Jean-Claude or Kylie tell them to call and give us the goss.



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Sound to the Max!

Oh dear. Another PC sound card "standard", more choices to confuse your techno weary brain, more headaches for erst-while game developers wondering which cards to support and which not to. When will it all end? Never, I hope, if the Gravis Ultrasound Max is anything to go by.

The Ultrasound Max represents the leading edge in affordable audio technology for the PC, providing not only stereo 16 bit sampling, Digital Signal Processing and hardware audio compression, but full Roland Sound Canvas General MIDI compatibility as well.

The Gravis uses "Wavetable Synthesis" to provide the gamer with a heightened sense of (virtual) reality and even provides sound of high enough quality to be used in musical composition. Wavetable Synthesis essentially means using sampled waveforms of real instruments which can be played back, edited and mutated to get the desired effect. Most synths made from the mid eighties up to now use some form of this technology. The Max has a standard half meg of RAM on board for loading the sample 'patches' which can be expanded to one meg in total.

Another couple of whizzo features of the card are its software based operating system (usually only found on top of the line synths like the Kurzweil K2000 and Ensoniq ASR-10) which means its features and performance can be upgraded by simply loading a new system disk, rather than buying daughter boards and chips as with the Sound

Blaster. It's also got 3D processing capability so it can make footsteps come from behind and in front of you, not just left and right. A suped up version of Doom is included to show this off.

The software provided in the Max package is equally fab with no less than nine different sound fiddling, sequencing and organising programs plus a great sounding shareware pinball sim and Sound Blaster, Sound Canvas emulation programs.

The only beef I have with the Max is that the "emulator" software provided to allow the card to imitate the Soundblaster and the Roland sound canvas doesn't seem to work very well. The card works fine for games that support it but may not work at all in some games that, for example,

only support the Soundblaster, Roland or General MIDI.

It's a major bummer to spend this much on a sound card and find it doesn't work on all your games. Overall

though, this is easily the most impressive, best value sound card available for the PC at the moment and the

best way to make your GM compatible games sound awesome!

George Soropos

The Gravis Ultrasound Max sound card retails at **\$499.95**.



Acclaim

Loses Williams, Gains Titan

Acclaim haven't been smiling too much lately. Sure, they've got Mortal Kombat II and NBA Jam Tournament Edition on the way, but they've lost the licensing rights from the company that gave them these hot games in the first place, WMS Industries. Acclaim no longer have the right of first refusal over Williams' arcade games. It's likely that Tradewest (who WMS have just taken over) will handle all home conversions.

But just as their stock prices plummeted, Acclaim found some new friends to play with - Sega. Under the terms of a new mega-deal, Acclaim will become the first US software developers to use Sega's proprietary "Titan" development technology to create games for Sega's new 32X (Mega Drive 32) and Saturn platforms, as well as for

the arcades. The Titan hardware (based on three Hitachi SH 32-bit RISC chips) forms the basis of the 32X and the Saturn, so direct home conversions should be a breeze.

The first release under the agreement (arcades first, home versions later) will be Batman Forever, based on the upcoming third Batman flick. As well as Titan technology, the game should incorporate Acclaim's own advanced optical-motion-capture process. Running a demo called "Duel", Acclaim won an award for the ground-breaking process at Nicograph 93 - Japan's biggest computer graphics show. Sounds impressive. We can't wait to see it.

Sega Hotline Goes Hi Tech

Hard core Sega Hotline users are used to the odd change of phone number - if nothing else, it helps keep them on their toes. Well, here's the latest number for Sega's all new, all singing, all dancing Hotline:

1902 555 444.

You're probably saying to yourself right about now, "Hmmm, that's a mighty strange looking number". Yes, it is a strange looking number. You might also be wondering what it all

means. Well, most importantly, it means that all calls to the Hotline (and we mean all calls - it's a flat rate throughout Australia, no matter where you're calling from) will be charged at 95 cents per minute. That's right: 95

cents (that's 5 cents short of a dollar for the metrically challenged out there) for every minute you spend with those lovable Sega Masters.

If you do decide to throw caution to the wind and make a call, once you're connected, you're given the choice of using a recorded service (like "Dial 1 for Sonic 3" etc, etc) or speaking directly to a Hotline operator. The pre-recorded stuff will cover 53 of Sega's most popular games and, according to the press blurb, "The dialogue was recorded by an energetic young team of Sega Masters and is upbeat with loads of street cred making the call an adventure in itself". Oh dear. At 95 cents a minute, who wants an "adventure"?

Sega Masters are available (go on, ask them out on a date or something) from 10.30 am to 10.30 pm seven days a week; of course, the pre-recorded information is on tap 24 hours a day.

Nintendo Goes for the Jugular

Chicago, June 23: Nintendo of America's Chairman, Howard Lincoln, used his keynote address to the Summer CES to signal a new, dangerously aggressive Nintendo for 1994, 1995 and beyond. Responding to Sega's increasing share of the US video game market in 1993, Lincoln projected a vision of a "Golden Age" of video games, dominated by the new, games-driven Nintendo.

The "New Nintendo" will be aggressive, shedding the overly wholesome family image of past years, it'll be "a little bit humble - but only a little bit", and it will concentrate on making great video games.

Nintendo's aggressive stance should mean that the content of Nintendo games (which we've always considered over-regulated) will change forever. For example, *Mortal Kombat II* will contain all the blood and fatalities of the arcade game. To allow this heavier content, Nintendo of America now fully support the adoption of an "independent and honest" ratings system for all video games formats.

Even Nintendo's ads are going for the jugular. Their new TV ads, with a tagline of "Play It Loud", feature stage-diving antics to the music of groups like the Butthole Surfers and Sweaty Nipples. All in all, it's most un-Nintendo.

Project Reality Renamed Nintendo Ultra 64

Another key focus of Lincoln's speech was of course Nintendo's



upcoming 64-bit "Project Reality" machine. The new, official name for the machine will be the Nintendo Ultra 64. Nintendo are well aware of the market fact that new technology will not sell by and of itself. Without "hit titles" a machine is doomed. Lincoln made a number of direct and not-so-direct references to the 3DO Company to illustrate his point. In fact, he was

having a lot of fun paying out on 3DO. He sees the future of video games dominated by three, "world class companies": Nintendo, Sega and Sony. 3DO and Atari didn't rate a mention.

The A Team

To assure that the Ultra 64 has the software it needs for its 1995 launch (which, according to Lincoln is right on target), Nintendo have assembled what they consider to be their "A-List Team" for Ultra 64 development. First and foremost on the A-List is



Silicon Graphics Inc and their subsidiary, MIPS Technologies. The Ultra 64 will be powered by RISC processor technology licensed from MIPS. Nintendo have also signed up Canadian based company Alias Research Inc to create customised graphics development tools (to run on SGI's Indy desktop system) for the Ultra 64.

Also on the A-List are UK software developers, Rare Ltd (responsible for *Battletoads*) and DMA Design (creators of *Lemmings*). According to Nintendo, these guys are "two of the most innovative software creators in the industry". Hmmm. Lincoln also announced that Acclaim (and we all know what they do by now) will develop a new game exclusively for the Ultra 64.

The final member of the A-Team is WMS Industries, makers of arcade hits, *Mortal Kombat* and *NBA Jam*. Nintendo has granted WMS a long-term, worldwide license to create and distribute arcade games based on Nintendo's 64-bit technology. They've even formed a joint venture company, Williams/Nintendo Inc to bring these arcade games to the home exclusively for the Nintendo Ultra 64. Is anyone willing to bet that *Mortal Kombat 3* will be one of these games? The first two games, *Killer Instinct* and *Cruis'n USA* were shown (invitation only) at the CES and they should hit the arcades in as little as three months.

To top it all off, Nintendo are confident that they've got their best line-up of 16-bit titles ever, using Silicon Graphics technology to get the most out of the SNES. Check out the CES feature this issue for a full run-down.



3 The Hard Way Taking a *Hip Hop* Holiday

We're always happy to introduce up and coming bands to you, our beloved HYPER readers, especially when they're a bunch of friendly guys from across the Tasman (that's New Zealand you fools). After all, being a New Zealander is the next best thing to being an Australian, isn't it? So with much happiness, we'd like to introduce you lot to Mighty Boy C (we call him Chris), DJ Damage (Lance) and Mike Mix (funnily enough, his real name's Mike too), otherwise known as killer West Auckland Hip Hop act, 3 The Hard Way.

Touring Australia to promote their singles "Hip Hop Holiday" (which stayed at number 1 on the NZ

charts for three weeks and even as we speak is riding high on Australian charts) and "Many Rivers", 3 The Hard Way and their crew (which we have to say is bigger, if not better looking than the HYPER crew) took some time out from their never ending search for pizza to chat to us about the Hip Hop/video games connection in NZ.

All of the guys are heavily into gaming. Not surprisingly, Mortal Kombat and Streetfighter II rated high on their lists of favourite games. Yes, even in New Zealand they like to hit people. But 3 The Hard Way aren't out to live up to the typical Hip Hop Gangsta image - they're nice guys, happy to be in

Australia and looking forward to meeting as many people as they can at their gigs, and of course, at the local arcades.

According to Chris, games are huge in NZ but Sega totally dominate the market, so Mega Drives are the happening hardware. As for arcade games, most of the milk bars in and around Auckland have three or four machines which they leave outside the shopfronts so people can gather round and get into it. It's definitely a big part of the Hip Hop culture (which, like the whole dance hall scene, seems to be thriving more in New Zealand than it is here), although as Lance points out, it's kind of embarrassing when a 10 year old kicks your butt on Streetfighter.

As for music in games, well, 3 The Hard Way reckon they could do a better job on game soundtracks than most, taking away the repetitiveness and toughening it up to match the gameplay. We reckon they might be right too. These guys make clever, streetwise Hip Hop and if you can't wait for it to appear in games, then you really have no choice but to pick up a copy of 3 The Hard Way's new album, "Straight From the Old School", do you?



WINNERS

The winners of our NBA Jam Session competition will be receiving the excellent NBA Jam Session CD real soon, and they are:

Michael Ayliffe (S.A),
Ryan Thistlewaite (VIC),
Bill Felton (W.A),
Ben Croker (NSW),
Danny Law (S.A).

Well done guys!

Tempest 2000 Soundtrack on CD

Could this be top ten material? Or will it only be a hit on the techno/rave scene? Who knows? Due to "overwhelming demand" (ie, a few people telling them it sounded really cool), Atari are remastering the soundtrack to one of their better Jaguar games, Tempest 2000, for a new, special edition audio CD.

The Tempest 2000 Soundtrack will include new versions of the music used in the actual game cartridge plus bonus tracks of previously unreleased material. Video game soundtracks are already best-sellers in Japan, so there's no reason the

concept won't take off in the West - provided the music is good enough. We reckon Tempest 2000 pumps!

Anyone interested in the Tempest 2000 Soundtrack can obtain more information (like the price) by writing directly to Atari's Customer Service Department in the USA. Don't write to us, we don't know anything else. The address is:

Tempest 2000 Soundtrack
Atari Corporation
PO Box 61657
Sunnyvale CA 94089-1657
USA

Game Charts

Hyper's game charts supplied by the Gamesmen

Mega Drive

1. Virtua Racing
2. NBA Jam
3. PGA Tour Golf 2
4. European Tour Golf
5. Ren & Stimpy
6. NBA Showdown
7. Aladdin
8. F-117A Nightstorm
9. Lotus 2
10. B.O.B



SNES

1. Super Metroid
2. World Cup USA '94
3. F-Zero
4. Equinox
5. Flashback
6. Super Strike Eagle
7. Zelda 3
8. World Class Rugby
9. Aladdin
10. Clayfighter

PC

1. TIE Fighter
2. Alan Border's Cricket
3. SimCity 2000
4. X-Wing
5. Doom
6. Theme Park
7. Pinball Dreams
8. Alone in the Dark
9. Silverball Pinball
10. Humans

Mega CD

1. Ground Zero Texas
2. Sensible Soccer
3. Microcosm
4. WWF Rage in a Cage
5. Ecco the Dolphin

HYPER's August Chart Predictions

These are the games that should be big in the month of September

- Super Streetfighter 2 (SNES/Mega Drive)
- Mortal Kombat 2 (SNES/Mega Drive)
- Heroes of Might & Magic (PC)
- Hardball IV (PC)
- Inherit the Earth (Mac/Mac CD)
- Battlecorps (Mega CD)
- Zephyr (PC)
- EA Tennis (Mega Drive)
- NHL Hockey '95 (Mega Drive)
- Lords of the Realm (PC)

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It's the *Interactive* Lovesymbol!

With the advent of the CD-ROM the term "Interactive Multimedia" was introduced to the PC world, and what it basically means

is a CD-ROM that incorporates flashy graphics, great sound, Full Motion Video and the ability for you to interact with

the media just as if you were helping create it.

Because of the sound quality of CD, the music industry has been relatively quick to turn to the new medium for more exposure for their artists (or maybe they're truly doing it for creative purposes - who knows?). The first of the true interactive music CD-ROMs to hit Australia was Peter Gabriel's XPLORA, which incorporated everything Multimedia had to offer. Now, one of the most talented musicians of our time, the purple one, Prince, Lovesymbol, Victor (call him what you will) and former group New Power Generation, has jumped on the multimedia bandwagon with the PC CD ROM which is simply titled "Interactive".

Looking to set the standard for all future interactive Music CDs, "Interactive" boasts over 500 Interactive Experiences and thousands of 3D Graphics with an amazing 65,536 colours on screen at one time. Backed up with about 100 music clips and samples, Prince has stretched the bounds of MPC Level 2

to the limit of hardware restrictions.

"Interactive" is not a game, but more of a form of entertainment, exploring Prince's world from his music to checking out the clothes in his personal wardrobe. There are puzzles to solve along the way, most of which are designed to be easy, with rewards of Full Motion Video clips of his songs at the end of each. Walk through corridors with Prince's Platinum record collection hanging on the wall, click on them and they play whole songs. Find secret doors that lead down to Prince's private studios and mixing suites and you can mix your own tune and sing along to old favourites. Click on the pictures that hang on the walls and they come to life.

There are 7 chambers to visit such as The Virtual Video Room, Dance Club, Candle Room, Grand Hallway, Boudoir, Foyer and Library, each with its own puzzles such as mixing music, DJing, unscrambling videos, unlocking doors etc. After you have completed all the rooms secrets and puzzles you are entitled to enter The Dome Room where Something Special awaits.

"Interactive" is a highly entertaining CD ROM with a guarantee to impress. If you're into the Purple One at all it's a must see and even if you're not into the music, it's still a huge leap forward in multimedia CD ROMs. According to reports there are several more interactive CD-ROM releases promised under Prince's logo, so whether you're a fan or not there's no doubt that he's here to stay in cyberspace.

Thanks to Try and Byte (ph 02 906 5227) for the disc.



Try as we might, we just couldn't seem to find the Purple One anywhere... Bonus!

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FREEBIES

BOMBS AWAY!

Oh my, the HYPER competitions just keep on rolling in and this one's a beauty! Thanks to the warm, lovable, but not quite as attractive as the HYPER crew Andre at Sony, we've got some lovely gaming goodies to give away.

We've got two major prize-packs and 10 runner-up prizes of fabulous, fashionable Choplifter 3 T-shirts. So what's in the major prize pack we hear you ask? If you're lucky enough to win, you'll get a fabulous, ultra-cool Super Battletank original MA1 leather bomber jacket plus a copy of two of Sony's more fabulous Super NES games, Choplifter 3 and Turn and Burn. A jacket and two games? Willikers!

Unfortunately, we don't have any shots of the jackets (Stuart's been spotted in one at some of Sydney's seedier nightclubs though), but take it from us - you'll be the envy of all your friends and enemies.

Oh, and need we remind you that Choplifter 3 scored the excellent mark of 82% in HYPER #6 and that Turn and Burn scored an even better 85% in HYPER #7? Thought not.

To win, write your name, address and phone number on the back of an envelope and send it (before September 9 if you please) to:

Bombs Away!
HYPER
PO Box 634
Strawberry Hills NSW 2012



WIN AN ATARI JAGUAR!

Don't forget to get your entry in for our Jag competition. For those of you who missed last issue, Dominic at Sprint Electronics (ph 03 428 9630) has given us a PAL Jaguar (that means it'll work on any Australian TV), complete with controllers and the excellent Cybermorph game, to give to you!

All you have to do to win is tell us the nicknames for the two custom chips inside the Jaguar (hint: read the feature in HYPER #9 or pester a friend for the answer). Put your answer (and your name and address) on the back of an envelope and send it to us at:

I Wanna Jag
HYPER
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Entries close September 9.



MYSTIC TOWERS

The flow of free games just never stops around here. Thanks to Ian at Manacom, we've got 10 (yes, ten) copies of the latest and greatest version of the really quite hysterical PC game, Mystic Towers, to give to you, our loving readers.

Mystic Towers is the second game to star the legendary Baron Baldric, the ugliest, dirtiest, yet somehow cuddliest hero ever to grace the world of PC gaming. There's magic galore, puzzles

galore, action galore, and even towers galore to conquer as the Baron rids the world (or at least the towers) of evil.

For your chance to win a copy, write your name and address on the back of an envelope - dip your fingers in ink and make a handprint, see if we care - and send it as quickly as you can to:

Mystic Towers
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MANGA! MANGA! MANGA! WIN! WIN! WIN!

And don't forget our Manga comp. We've still got 20 awesome Manga packs (video, T-shirt, poster) to give away thanks to Siren Entertainment (ph 03 826 6911). To win, get out your crayons and send us the most surreal, Manga-inspired doodle you can think of. We know you lot have some very weird things floating around your minds, so make it good and send it to:

Manga Manga Manga
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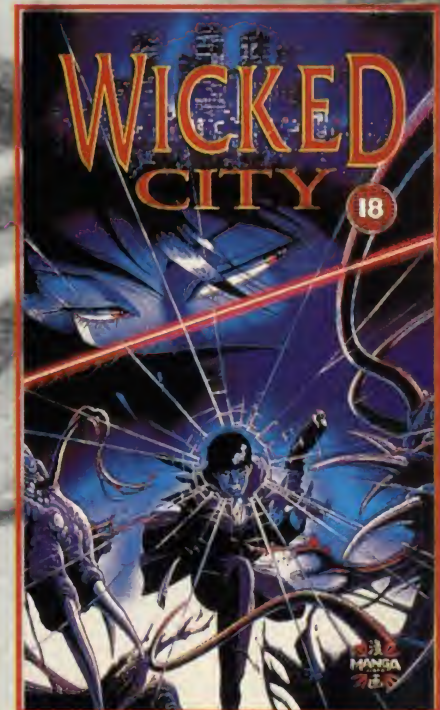
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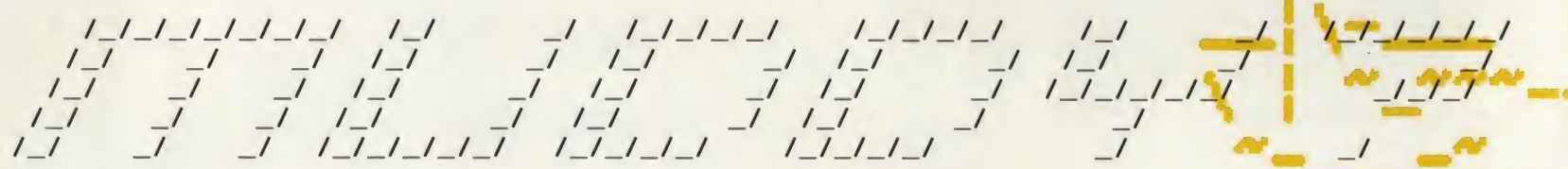
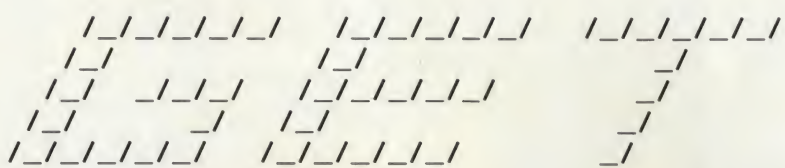
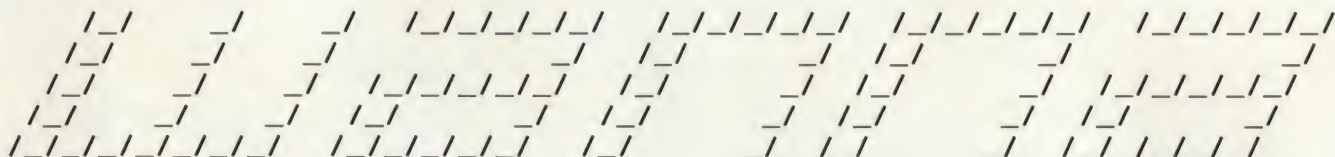
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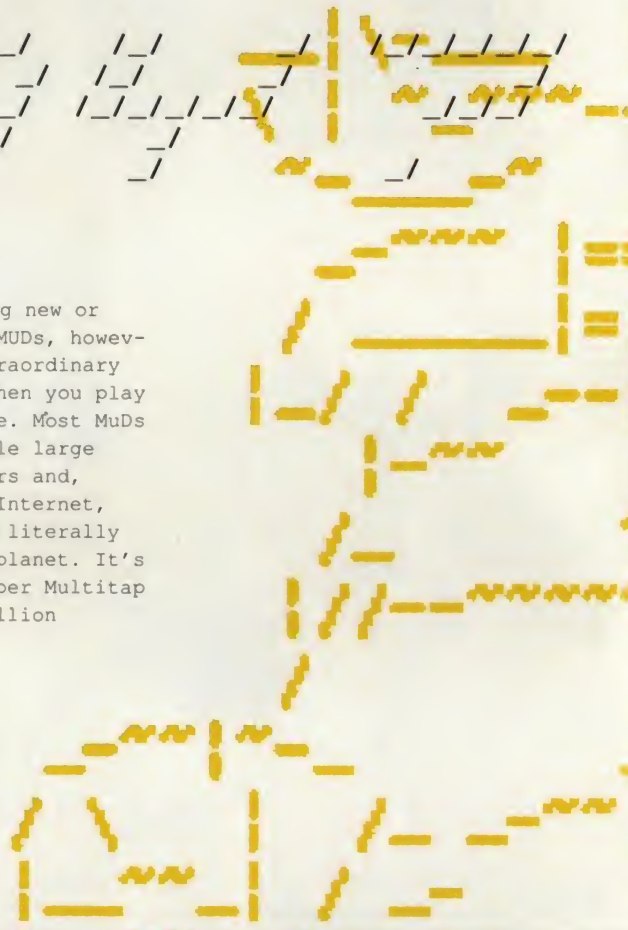
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MUDs, or Multi User Dungeons, are worlds built of words, in the form of multi player games which can be played on the Internet, the globe spanning network of computer networks. Also known as MUSHs, MUSEs, MUCKs and even MOOs, MuDs behave pretty much like the earliest adventure games, via the fairly dull method of entering text. The game prompts players with messages of the "You are in a small room. You can hear growling in the distance. There are doors to the North and East" genre, and players respond with commands in simple English, such as "Go North," "Kill Monster" or "Eat Food."

This is nothing new or groundbreaking. MUDs, however, have the extraordinary advantage that when you play you are not alone. Most MuDs are able to handle large numbers of players and, courtesy of the Internet, they can be from literally anywhere on the planet. It's like having a Super Multitap with up to 20 million inputs.



ing 137.238.1.14...
ected to sud.cc.geneseo.edu
ape character is "1".

WELCOME to

(A name that you can trust)

This DikuMUD Created By....
Hans Henrik Staerfeldt,
Katja Nyboe, Tom Rodson,
Michael Seifert, and
Sebastian Hammer.

-- Modified by MERC Ind.==
-- Brought to you by....==
-- SINGLE and IERZ ==

Thank You for connecting to ACME!!! We're sorry about the down time! machine which we run on has been plagued by numerous problems forcing us temporarily shutdown. However, it appears that the problems here are nning to be overcome. At present we are working on stamping out some bugs should be back soon!!!
Please send any questions, comments, etc to:
DBA12@uno.cc.geneseo.edu

20 36x94 11k 2400 N81

WELCOME TO
MEDIEVIA CYBERSPACE
...The Next Step...

Press [ENTER] to continue...

21:10 36x94 39k 2400 N81

DEATH IS HERE!

Things will be different from n...
corpse retrievals. No more los...
No more having your equipment d...
in time. The only way to lose...
and someone loots your corpse.

There are two parts to being de...
character lays there dead. You...
what's going on around you. Af...
are removed and saved. You are...
ree equipment and stats. Do no...
have your regular stats and equ...

The amount of time you spend un...
Player Kills. You will remain...
enjoy the idea of spending hour...
then you should either be more...
arena for player killing. KILL...
PK TOTAL. The arena is located

I should point out that Neutral...
instead of getting a free ride...
"interesting" place. :)

Buy a "Handbook for the Recentl...
more information.

--
Io, Goddess of Death

Press RETURN to continue:

21:37 36x94 41k 2400 N81

Create Your Own Character

MUDs also take the adventure game one step further by adding a role playing component. Where the traditional adventure game dictates the character you play and the environment you play in, MUDDers explore their virtual world in fictional personalities of their own creation, characters whose appearance they define as their first act in the game and which develop as the game progresses. As in conventional RPGs, characters gain levels and greater abilities. Players of high levels may even be granted the status of a Wizard, and be given the power to alter and extend the "physical" dimensions of the MUD. The most powerful Wizards, usually those who own the computer on which the MUD lives, establish the laws of the land for the MUD.

This make a MUD a radically different gaming experience, as the level of interactivity is way beyond anything any other game can offer. Instead of having to solve the predetermined traps and puzzles in a conventional game, MUDDers must do this and deal with the MUD's other inhabitants as they pursue their quests. Physically, MUDs simply add on whatever they feel they require and eventually, with enough attention to detail, a well formed MUD becomes a self contained world of

Will playing MuDs turn me into a nerdy misfit with B.O., terrible taste in music, books and clothes and nothing to do on any Saturday night?

MUDs are hideously addictive and it is not uncommon for players to spend far too much time in their fictional personalities. MUDDers have been known to spend up to 500 hours a month inside MuDs, to the detriment of their "real" lives.

Yet there is a growing school of thought that says what may appear to be excessive immersion in MUDs may not be all bad, as for some people the anonymous interaction offered by MUDs is simply far more to their liking and more suited to their personality than ordinary, everyday face-to-face socialising. A MUD can, for some, equate to a community, while time spent in the game is like a good night out with friends.

Another point in favour of MUDs is the fact that Educators are very interested in MUDs, as the amount of creativity that players need to play MUDs far surpasses that used in any arcade game. Children and MUDs mix very well, and the fact that all of the input is written is another factor in their favour; when else do kids write just for the hell of it?

Which doesn't change the fact that MuDs can be dangerous. Enter them at your own risk, be careful of the consequences and take the most practical step you can to avoid addiction: limit your access time when you buy your Internet feed.

incredible complexity and astounding potential.

Indeed, a Virtual Reality.

So how do you play these things? Well, it's not particularly difficult. Most MuDs provide a facility for new players to familiarise themselves at the beginning of the game, and typing "help" at any time during the game will usually have the desired result.

Other aids to playing form part of the MUD itself.

Entering a MUD, you will often find a noticeboard or newspaper filled with useful information. One MUD, *Medieval Cyberspace*, even has a *Tourists' Information Centre*.

Treat everything you find in a MUD as real, and you'll go a long way towards understanding the experience. A newspaper, for example, will quite literally describe the *News* inside the MUD. It may announce that a new black-

smith's shop has opened, that someone is offering a job in the MUD or that a character has died. There may even be a player who edits the paper. Befriend this person, and they may print a story designed to incriminate or trap an enemy of yours in the MUD.

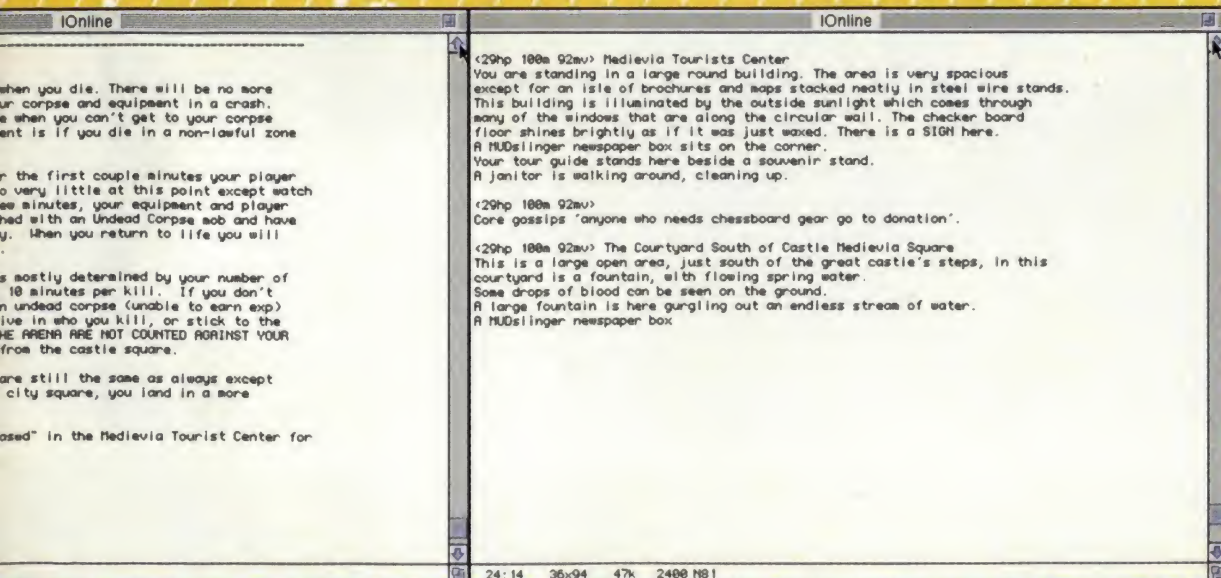
Random Violence

MUD life is not just all fun and games though. MUDDers are not a nice bunch and staying alive is, in many MuDs, quite a feat. Many MUDDers, and especially the newer ones, are randomly violent or otherwise antisocial just for the hell of it, often because in a MUD there is no-one to throw them in jail for their behaviour.

The result of this trend towards violence is that not all MUDs are combat oriented. Some relying on cunning, some on social skills and others on luck. Some ban violence, or censure it very heavily. Stylistically, MuDs borrow themes from works such as *Star Trek*, *Dune* and *Neuromancer*, others from traditional swords and sorcery themes and others still simply make up their own themes and scenarios. There is a MUD for nearly every conceivable taste.

Linking yourself up to the world of MuDs is slightly more difficult than playing them. You'll need a computer, a modem, and a source from which to receive the Internet. If you're at University, this can easily be found if you're studying Computer Science and is usually made available if you're a research student. For the rest of us, commercial providers are the best source of a Net feed.

Finding MUDs once you're on the Net is easy, simply type "Gopher" and the marvellous program of that name will guide you to more than 100 MuDs, opening the way for your exploration of more Virtual Realitys than you thought possible, often just for the price of a phone call.



HYPER

The Summer CES is the biggest games show on the planet. Of course, HYPER just had to be there, spreading Australian good cheer. We sent ANDREW ("Luckiest Man on Earth") HUMPHREYS to Chicago. They sent him back.

How do I get there?

Good question. The CES is a trade only event. But if you've got a business card and you're willing to pay the registration fee, you can get in. Try to get a Press Pass. Then you need to be in Chicago and you need to be there at the right time (this year, it was June 23-25).

But the Summer CES has been declining in influence of late (what with Sega going their own way, the Tokyo Toy Fair, ECTS and other trade shows), so this year's show was actually the last. The Summer CES will be replaced by a more focused show, CES Interactive.

CES Interactive '95 will be held in Philadelphia from May 11-13. Nintendo, Ocean, Disney, Konami and a host of others have already signed up as exhibitors.

HYPER Hits Chicago

Chicago. Home of Al Bundy, Oprah Winfrey, Michael Jordan, deep dish pizza and the Summer Consumer Electronics Show. The CES is the showcase of the entire consumer electronics industry. Aside from video games, there's pavilions packed full of electronic gadgets - like home tornado detectors (seriously), home theatre equipment, personal communications gizmos, VR peripherals, and just about anything else you can imagine that plugs into a power point and goes "Bleep".

But all I wanted to see were games. And there were plenty to see. Games, games and more games. Games to the left of me, games to the right of me... you get the idea. Over the last four or five years, it's been the big names in video gaming who've dominated the CES and this year was no exception. All the big names were there and they were all showing off new product. It's like all your Christmases have come at once.

Aside from the wealth of new games on display, what makes the CES so important? Well, it's generally regarded to set the tone for the entire video games industry for at least the next six months. The CES is packed full of big games, big deals, and big announcements. And HYPER was the only Australian games mag there, fighting it out with mags from around the world for all the press kits we could get our hands on. We've scattered some juicy tid-bits through the News and Previews pages, but you'll find most of the big stuff over the next six pages. So close your eyes, and pretend you're in Chicago...



Nintendo

Nintendo, judged on floor space at least, dominated the CES. In total, the "World of Nintendo" took up 70 000 square feet with a huge assortment of booths, displays and game stations. Following on from the keynote address delivered by their US chairman, Howard Lincoln, Nintendo set about re-establishing them-

selves as the undisputed leaders of the video games world, adopting the Show theme, "King of the Jungle", based squarely on their showcase SNES game, *Donkey Kong Country*.

No doubt about it, *Donkey Kong Country* is a stunning game. Using Silicon Graphics technology and a process called Advanced Computer Modelling (ACM), Nintendo are pushing *DK Country* as the game that bridges 16-bit and 64-bit technology. The ACM



Hi-res rendered images from *Donkey Kong Country*. The SNES never looked so good.

technology was developed by UK firm, Rare Ltd using SGI workstations to create a 32 meg monster of a game. All of the game's characters are completely computer rendered and animated. Once the character models have been created, the ACM process then allows designers to "simulate" photo realism, adding shading, shadows and light sources. The sound quality is wonderful too.

Playing the game, you take control of Donkey Kong and his new sidekick, Diddy Kong in a platform romp through jungles, mines, caves, snow, and of course, underwater sequences. By breaking open barrels you can find other creatures (like rhinos) to help you in your quest to defeat the Evil Kremlings. Needless to say, this game is going to be huge. It'll be released in the US in November.

As well as *Donkey Kong Country*, Nintendo showed off a bizarre side-scrolling, split-screen unicycle racing game developed by Scots-based DMA Design called *Uni Racers*. Apparently *Uni Racers* also uses ACM technology, although you wouldn't know it. Each cycle may have 6000 frames of animation, but really, the game looks rather plain. It is fast though, and judging by the number of people glued to the control pads, it's got the gameplay to be a winner.

Then there was *Super Punch Out!!* (a follow up to the NES hit), a first-person perspective boxing game that looked very slick, *Tetris 2*, *Wario's Woods* (another puzzler), a wild-west Super Scope game called *Tin Star*, and the Zelda-like RPG, *Illusion of Gaia*, which looked very tasty indeed.

Sneak previews of the first two games for Nintendo's Ultra 64 system (the re-named Project Reality), *Killer Instinct* and *Cruis'n USA*, were also on offer, but only to a select few. Once you were given clearance, a private shuttle whisked you away to an underground bunker where the games were held. It helped if you looked sad and said "I'm from Australia and I'm going home



Uni Racers for the SNES. It doesn't look like much, but it's fast and fun.



Illusion of Gaia. SNES owning Zelda freaks will go wild for this one.



Super Punch Out (SNES) looked cool... And so did Tinstar for the Superscope.

tomorrow. Please let me in". No pictures were available and the visit was short and sweet, but trust me, it looks like the Ultra 64 is going to be worth the wait.

But Nintendo's weirdest exhibit had to be the Life Fitness Exertainment System. Basically, it's an exercise bike (the Lifecycle aerobic trainer) that you hook up to your SNES. Special "Exertainment" software helps you

keep in shape - like *Mountain Bike Rally*, a pseudo-game with eight tracks of mountain bike hell. As you peddle (and resistance depends on what's hap-

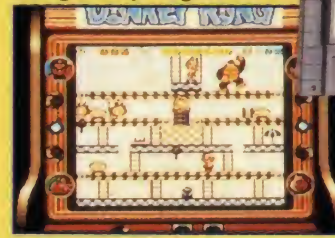
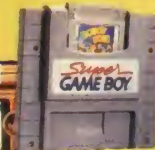
pening on screen) you'll have to avoid obstacles on screen and navigate the course. Sound like fun? For \$799 (US) it'd better be.

The Return of Donkey Kong

Donkey Kong was one of the original platform game heroes. In 1981, Shigeru Miyamoto created the original *Donkey Kong* arcade game; it was HUGE! Aside from introducing Donkey Kong, the

game also featured Princess Pauline, and the first appearance of a fat construction worker in red overalls, called "Jumpman". He later changed his name by deed poll to "Mario".

Since 1981, there's been three DK arcade games (DK, DK Jr, DK 3) and five NES games, the last (DK Classics) in 1988. Now, in 1994, he's making a comeback as Nintendo's number one ape, with *Donkey Kong Country* (SNES), and two Game Boy titles: *Donkey Kong* and *Donkey Kong Land*.



Tetris 2 for the SNES. More Tetris 2. Whoopee.

Sega

Sega took a very strange attitude towards the CES this year. First they were coming, then they weren't. Instead, they were focusing their energies on their very own "Sega Summit" for key retailers and developers (no press) at Orlando. Then they changed their mind again. The result? They did turn up, but not in numbers. Sega did a small (small enough to fit in the basement of the main exhibition building), press only showing of their new Mega Drive titles and the fabled Mars development system. Their theme? "Welcome To The Next Living Room".

Naturally enough, everyone (Sega included) made a big fuss over their upcoming Genesis 32X (Mega Drive 32) add-on. Two playable works-in-progress were demonstrated: *Virtua Racing Deluxe* and *Star Wars Arcade*. Both were very early demos. The 32X

hits the streets of America on November 7, 1994. From what I saw, Sega have some work to do.

Both demo games were running in 256 colours. As yet, there was no texture mapping; all the polygons were flat surfaces. One of Sega's technical boffins explained to me that 32X games would run in one of two colour modes: 32 768 colours or 256 colours. So, did that mean the bulk of 32X games would only run in 256 colours? According to the boffin on my right, no.

Strangely enough, there was no sign of the Saturn. According to one of the more interesting rumours of the show, there's some doubt as to whether the Saturn will ever be released in the US. If you believe the rumour (and personally, I don't), the Saturn would kill the 32X market, so Sega aren't in a hurry to release it. Could it be true? In any case, Sega,

at least for the mean time, are putting all their muscle behind the 32X.

Other companies are giving them a hand too. As at June 23, Sega had signed 27 major software publishers - including Absolute, Accolade, Core Design, Capcom and Sony Imagesoft - as 32X developers. Acclaim could give the 32X a huge lift: they've announced *NBA Jam Tournament Edition*, *Mortal Kombat II*, and *Alien Trilogy* as their first 32X games!

Six Genesis 32X games will be available in November - just in time for the launch. They are: *Doom* (and if you haven't seen this yet on PC, you don't know what you're missing), *Star Wars Arcade* (a first-person space shooter), *Virtua Racing Deluxe*, *Super Motocross*, *Super Afterburner*,

and a firefighting game for the 32X boosted Mega CD (32XCD) called *Fahrenheit*. Eleven more titles are (according to Sega) "just around the corner". We've got some pics of one of them,



Shadow of Atlantis (32XCD), and they look great. The other titles are *Tempo* (we think it's a platformer), *Super Space Harrier*, *Cyber Brawl*, *Stellar Assault*, *Metal Head*, *College Basketball*, *Golf Magazine Presents 36 Great Holes Starring Fred Couples* (can't wait for that one), *Midnight Raiders* (32XCD), *Surgical Strike* (32XCD) and *Wirehead* (32XCD).

So what about 16-bit titles? *Ecco* gets a new companion, *Trellia*, and the ability to morph into different creatures in *Ecco: The Tides of Time* (also on Mega CD), *Dynamite Headdy* (another platform hero) gets a game, Batman and Robin make an appearance in *The Adventures of Batman and Robin* (also on Mega CD), and *The Mighty Morphin Power Rangers* continue their global assault on the senses (also on Mega CD). Fight fans can also look forward to a Mega CD version of *Eternal Champions* with four new characters and even more special moves. All in all, a pretty dull line-up methinks.



Some development shots of *Shadow of Atlantis* (32XCD). Nice, huh?



Shadow of Atlantis again...

And *Star Wars Arcade* (32X).



Ecco: Tides of Time (MD)

Dynamite Headdy (MD)

Doom (32X)

32X Tech Specs

CPU: Two Hitachi SH2 32-bit RISC processors running at 23 MHz/40 MIPS.

Co-processing: Mega Drive 68000 and a new VDP (Video Digital Processor).

Graphics: High-speed RISC processing and dual frame buffers allow rendering of 50 000 polygons per second; texture mapping; hardware scaling and rotation.

Colours: Up to 32 768 simultaneously.

Memory: 4 mbit RAM in addition to Mega Drive and Mega CD.

Audio: Stereo, digital audio with programmable sample rates; audio mixing with Mega Drive sound.

Atari

For a company who nobody thinks will make it, Atari put on a pretty impressive display. What did they show? No, not the Lynx - their 64-bit killer console, the Jaguar. There were lots of games and lots of announcements.

Atari have now signed up over 150 developers for the Jag, and while many of these may aren't big name companies, the latest batch of licensees includes 20th Century Fox Interactive, Time-Warner Interactive, Electro-Brain and JVC Inc. Every new developer adds strengths to the machine.

Games on display included the first-person blasters *Doom*, *Wolfenstein 3D* and *Alien Vs*

Predator - all of which looked excellent. They're still unfinished, but the scrolling is smooth and fast and all the detail you'd expect is there. The Jag is also gaining its fair share of platformers - like *Bubsy* and *Zool 2* (which still don't look like much), plus a new game from Ubi Soft called *Rayman*. The colours and detail on *Rayman* look lovely.

But the real crowd puller was *Kasumi Ninja*, a truly vicious one-on-one fighting game. It's only about 70% complete, but the backdrops and sprites look wonderful and believe me, the blood flows freely in this one. In *Mortal Kombat*, once the blood hits the floor, it disappears, but with *Kasumi Ninja*, the real-time, texture-mapped surfaces retain all the blood spilled during a

fight. It gets very messy. Fortunately, you can lock out the gore if you want. *Kasumi Ninja* currently runs at 30 frames per second. The finished version will have a hidden Turbo mode, secret characters, multiple fatalities, and a 3-D labyrinth you'll need to negotiate to reach the final boss.

Besides the games, Atari were pushing the Jag's networking ability. The network package enables network compatible games to be played on different systems up to 300 feet apart. Using standard phone line

Jaguar CD-ROM

- Double-speed CD-ROM drive
- 790 Megabyte storage capacity
- 352.8 KByte/second sustained data rate
- Cinepak technology allows full-screen, true-colour, full-motion video and audio at 24 frames per second
- In-line cartridge slot for simultaneous access to cartridge media
- Video CD full-length movies can be viewed with optional MPEG cartridge
- Built in "Virtual Light Machine" interactive light show for audio CDs



An American checks out *Kasumi Ninja*.



A blurry close-up of *KN*.

Show Stoppers

Did any one game dominate the show? Nintendo would have you believe that *Donkey Kong Country* did, and with its Silicon Graphics rendered visuals it was attracting more than its fair share of attention. It played great too. But as a game, it seemed to be a fairly standard platformer, borrowing elements from Sonic and Mario and chucking in just about every platform cliché in the book. It certainly looks wonderful though.

Fighting games were real crowd pleasers. *Mortal Kombat II* and *Super Streetfighter II* were always surrounded, Takara's

stand drew fans of Neo Geo conversions, and Data East's *Fighters History* looked surprisingly slick. Then there was the exceedingly blood-thirsty *Kasumi Ninja* for the Jaguar and the even better *Way of the Warrior* for the 3DO. Both games use digitised fighters and buckets of the red stuff for effect.

But my personal pick would have to be *Earthworm Jim* from Shiny Entertainment. Both the Mega Drive and Super Nintendo versions were of stunning quality.

Then of course there was *Doom 2*, *Harvester*, *Vortex* etc, etc...



Atari have also released a range of merchandise called Jag-Ware. For a large sum of money you can look as cool as this idiot.

cable, up to 32 players (depending on the game) can hook up their Jags for simultaneous action. The first network game for the Jag will be the mighty *Doom*.

Players from further afield can come together via the new Voice/Modem for the Jag. Atari claims they'll have the add-on on sale by Christmas '94.

And speaking of add-ons, the Jaguar CD-ROM made an eye-catching debut. Atari have set a price of \$199.95 (US) and should have it in stores for the Christmas rush. Sitting on top of the console, the CD unit also provides a cartridge port so some games may use cart and CD at the same time. It'll play standard audio CD's and CD+G discs too.

No games for the Jag CD were on hand, but Atari were running impressive demos of the machine's Full Motion Video capabilities. They had Cinepak clips from Star Wars, Jaws and even Maverick and they all looked great - even without MPEG compression.

summer consumer electronics show

summer consumer electronics show

summer consumer electronics show

3DO

Taking up a large part of the Multimedia Pavilion was the 3DO Company's display. 3DO like to think of their technology as having a higher purpose than mere gaming, so it's not surprising they chose to separate themselves from the rest of the games mob. 3DO had new games and new hardware on show, and all of it was impressive.

On the hardware side, there were new machines from Sanyo, Goldstar, and a prototype from Samsung. Panasonic also showed off their PAL 3DO machine, so it can't be long before we get an official release in Australia. Will any of these new machines be cheaper than Panasonic's R.E.A.L 3DO player? No one would say, but at least in the short term, it's very unlikely there will be any price competition. Will they even be released? Hmmm.

Also on show was Panasonic's MPEG adaptor for CD movies and a PC 3DO plug-in. The 3DO Blaster from Creative Labs is a single slot add-in card for the PC with full 3DO compatibility. That means you'll be able to run all 3DO software on your PC's existing CD-ROM (or you can get one with the upgrade), at a video resolution of up to 640x480. Sounds cool, huh? It looks even better.

On the software side, there was a nice mix of old favourites (like *John Madden Football* and *Twisted*) with new games-in-progress. 3DO also had new licensees to show off, the big names being Capcom, Konami, Taito and Jaleco. Capcom means only one thing: *SF2*; and sure



Tetsujin on 3DO.



Digitised blood and guts flow freely in *Way of the Warrior for the 3DO*.



Humans aren't your only enemies - you'll need to beat up this dragon too!



More 3DO: *Mathemagics*, *Gridders* and *True Golf Classics*.

enough, Capcom announced the development of *Super Streetfighter II Turbo* for the 3DO. It should be ready by Christmas '94 and it should be arcade perfect, if not better.

But Capcom aren't the only ones producing fighting games for 3DO. Crystal Dynamics have an excellent conversion of *Samurai Showdown* (a game which I think is second only to *SF2*) and Universal Interactive have a potential blockbuster on their hands with *Way of the Warrior*.

Created by two 24 year old ex-EA programmers, Jason Rubin and Andrew Gavin (Naughty Dog Inc), *Way of the Warrior* features huge, digitised, 3-D rendered characters, photo-realistic arenas and a dynamic camera system constantly zooming in and out to heighten the action. Each character reportedly has 50 to 60 regular moves and up to 30 special moves, as well as two special termination moves. There's an Aussie fighter (Shaky Jake) too, and

loads of hidden secrets: secret moves, secret levels and secret characters. It didn't play as well as it should (it's about 80% complete), but it certainly looks like a real winner for 3DO.

PC

There were so many good PC titles at the CES it was hard to keep track, so I've selected a few personal highlights.

The game on everybody's lips (and soon, everybody's system) is still *Doom* and *Doom II* is currently in development. All I saw was a video, but it looked hot. Here's the deal: *Doom II* promises more treacherous levels, more monsters (twice as many demons!), more weapons, better sound, a new standard for graphics, and of course, non-stop action.

From Nova Logic comes *Armoured Fist*. To my surprise, it turned out to be a tank warfare

game and a good one at that. Using the same Voxel Space technology as *Comanche* and advanced graphic techniques, *Armoured Fist* has an amazing solidity to it. Hopefully, it's got the gameplay to match.

Virgin have a strong line-up on the way too, including the sequel to *The 7th Guest*, *The 11th Hour*, *Command and Conquer* (a strategy game which features the same in-depth gameplay and intuitive interface of the classic *Dune II*), the stunning, 3-D Studio rendered visuals of *Kyrandia Book*



Armoured Fist (PC)

What's a trade show without a bit of glitz and glamour? Aside from Capcom's Guile and Cammy look-alikes, there were even some relatively famous people attending the show. Like Chicago Bulls legend John Paxson checking out the Life Fitness "Exertainment" system for the Super NES and announcing his retirement. Hulk (who likes to be called "Terry" now) Hogan was also there, promoting his new TV show and spin-off game, *Thunder in Paradise* (The Software Toolworks). They even threw a party on Lake Michigan...

Then there were the programmer celebrities, like David Perry (*Cool Spot*, *Aladdin*, *Earthworm Jim*), Mark Turmell and the rest of the *NBA Jam* crew, and Mortal Maniac Ed Boon. PC nerds gathered in awe around John Romero of *Doom* fame, picking up tips and licking every exposed part of his body.

including the fairly cool *Looney Toons Basketball*, *Scooby Doo, The Death and Return of Superman*, the *Justice League* and *Aero 2* (all MD and SNES) and a conversion of *Myst* (!) for the Mega CD. All up, an overwhelming event an a hell of a lot of games,

Three: *Malcolm's Revenge*, and the metal-shredding thrills of *Mech Commander*.

But perhaps the most interesting batch of releases is coming from GameTek. There's *Quarantine* (an excellent *Doom* clone), the *Saturday Night Live* CD-ROM (can't wait to see how they pull that off), and a new line of cult movies on CD-ROM, including *Reefer Madness*, *Metropolis*, *Night of the Living Dead* and the *Toxic Avenger!*

Their best product appears to be *Hell: A Cyberpunk Thriller*, which plunges you, Dennis Hopper, Grace Jones and supermodel Stephanie Seymour (!) into a 3-D rendered "cyberpunk underworld of Satanic animation and multimedia videos filled with ruthless evil and sinister deceit"! If that doesn't sound like the perfect game I don't know what does.

The Best of the Rest

Acclaim certainly had the loudest stand at the CES, with a huge TV wall and even their own "Acclaim Rap". They were obviously pushing *MK II*, as well as *Itchy and Scratchy*, a new WWF game, *WWF Raw*, and *Maximum Carnage: Spiderman and Venom*. With chunky sprites, a special soundtrack by Green Jelly and a limited edition red cart, *Maximum Carnage* (for MD and SNES) looks like the best Spidey game yet.

Sony didn't show the Playstation (as the PS-X is now called) but they did have *Mickey Mania*, which features excellent graphics and loads

of variety. *Mary Shelley's Frankenstein* (which looks crap quite frankly), and the Super FX chip driven *Vortex*, created by top developers, Argonaut Software. With five vehicles and a 360 degree playing area, *Vortex* will be huge.

Capcom's small showing was disappointing. Other than *Super SF2*, they had little on offer. Mega Drivers will be happy to know that *Saturday Night Slam Masters* is on its way, as is *Mega Man in The Wily Wars*. On SNES, look out for *Mega Man X2* and *Demon's Quest*.

Konami had a strong show with *Animaniacs*, *Batman the Animated Series* (looking very smooth), *Lethal Enforcers 2*, *Biker Mice From Mars*, *Sparkster*, and *Tiny Toons Acme All Stars* (all for MD and SNES). *Acme All Stars* is particularly cool.

Interplay were also strong with good MD conversions of *Clayfighter* and *Rock 'n Roll Racing* and *Clayfighter 2* for the SNES. But the pick (excuse the pun) of their titles was *Boogerman* (MD), "A Pick and Flick Adventure". *Boogerman* picks his nose, farts and burps like no other platform hero I've ever seen.

And then there was Sunsoft, with their line-up of *Looney Toons* (*Porky Pig* and *Speedy Gonzales* finally get their own SNES games) titles,



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Earthworm Jim

When superstar programmer David Perry left Virgin to set up his own company (Shiny Entertainment), we just knew he was going to pull out a big one for his first game. And with *Earthworm Jim*, he's done just that.

Earthworm Jim (which will be published by giant US toy company Playmates) is one of the more original, and certainly one of the most marketable, characters we've seen for a long time. The game looks pretty special too. In fact, it was one of Andrew's favourites at the Chicago CES. Both the Mega Drive and SNES versions, he assures us, are superb. They can only get better too - since the CES, *Earthworm Jim* has been upped to a 24 meg game!

The plot involves the unlikely

story of an earthworm (that would be Jim) who's transformed into a hero of Rambo-sized proportions when a robonic suit from outer space lands on him from a great height. The bad guy is a bounty hunter named Psy-Crow and he wants to get his hands on (and Jim's body out of) the suit. A platform romp of unimaginable beauty ensues.

What's so special about *Earthworm Jim* is the cartoon-perfect animation the guys at Shiny have managed to cram into the game (both the MD and SNES versions are basically identical). Dave told us that he'd improved upon the graphics engine he devised for *Aladdin* to allow even greater detail and shading. Having seen the game in action, we believe him.

The controls are pretty special too. According to Dave (he just loves to chat), the control pad is actually reading your thumb's movements all the time, "predicting" where you'll go next. The result? Super cool, super slick gameplay that'll have you squealing with joy (well, almost) as Jim whips, blasts and bungee jumps his way to victory.

It doesn't take a particularly brave or even wise person to predict that *Earthworm Jim* is going to be huge. We can't wait to get our hands on a copy. As soon as we do, we'll review it (after we've taken it home for a week and shown it to all of our friends of course).

MD/SNES

Available: October
Category: Platformer
Players: 1
Publisher: Playmates



Jim heads into a Black Hole - it's no worm hole either.



Some sort of Space Age corridor we think.



EARTHWORM
JIM



Earthworm Jim bungees!



Don't have a cow, Jim. At least wear gloves...



There's always something snapping at Jim's heels.



Jim gives the Tire Monster a blast...



Then tries to turn it on with a whippin'.



Better than Aladdin? Definitely.



Queen Pulsating, Bloated,
Festering, Sweaty, Puss-Filled, Mal-
formed, Slug-for-a-Butt™

Psy-Crow

EA Tennis

After the emergence of Davis Cup World Tour and Pete Sampras Tennis, it was always a question of when, and not if, sport kings EA would come up with their own tennis sim. Well, now that they have (almost), what's it like? Bit hard to say actually - we've seen an early copy and it certainly looks like it'll be okay, but there's still quite a few nuts and bolts missing, so the end product should be somewhat more developed.

You'll get the now usual options of Exhibition, Tournament, Tour and different surfaces to play on, and EA have included some nice piccies of the various cities in which you'll play (ala Team USA Basketball). It'll also save the career stats of up to 10



MEGA DRIVE

Available: October
Category: Sport
Players: 1-4
Publisher: Electronic Arts

players even when you turn off the machine (just like PGA European Tour Golf) which is an excellent touch. No idea on whether there'll be any ATP or individual player licences yet, but with programmer's faces all over it, I'll bet that there'll be tour pros in it before it's finished.

Down in the game, the play follows the ball to an extent (good) and there's a pretty neat power and direction meter on the serve (as in most golf games). Other than that it's a bit chunky and the view seems somewhat cramped - let's hope that it's just early version hiccup, or it won't take it's place at the high table with FIFA Soccer. One presumes it'll utilise the 4-Way Play adaptor, but again that's not crystal clear. We will keep you posted, of course.

Wing Commander Armada

PC

Available: September
Category: Space Blasting
Players: 1-4
Publisher: Origin

With the incredible (and deserved) success of Origin's Wing Commander series it's now safe to assume a continued development of the game concept for as long as Origin is in business. The latest treat for Confederation pilot's is WC Armada and until the much awaited WC III arrives this is the best so far.

This package lets you do your favourite WC thing with complete freedom of choice. There's a WC Academy style arcade shooter together with the regulation linear storyline adventure and a new strategy game where trade income buys you equipment for your carrier. The beta version we played seemed pretty basic in the strategy department but the real fun in WC games is in the cockpit, so the addition of a new multiplayer mode where up to four players can shoot it out is a huge plus guaranteeing massive fun for

months to come. For non-modemed players a split-screen mode offers basic 2-player fun, although this feature was absent from the beta.

The graphics look a little sharper and eight new ships provide a mouth-watering feast of fun for WC fans of all persuasions. With the option to play as a Kilrathi the plot is truly thick and rich, making WC Armada one of the hotter titles so far this year. Stay tuned Terrans.



HEAVY ARTILLERY ACTION R-U-TUFF-ENUFF?



SNES
Coming
Soon...

- ★ The new hot Super-FX game to follow the blockbuster Starwing!!
- ★ Mind blowing futuristic robotic shoot'em up
- ★ Power up with the Super-Charged FX Chip Speeding at 21 Mhz
- ★ Take control of the ultimate robotic combat machine - transform instantly into a powerful walker, a sleek Sonic Jet, a defensive hard shell, or a speedy Landburner
- ★ Rotate through a full 360° battle field and a space age 3D landscape



JUNGLE STRIKE



SNES
Coming
Soon...

- ⚡ The sequel to mega-hit Desert Strike
- ⚡ Ranked as the greatest MegaDrive shoot'em up ever released
- ⚡ JUNGLE STRIKE IS NOW FIRING ONTO THE SUPER NINTENDO
- ⚡ Packed with combat action across new terrains - jungles, rivers, mountains and many more
- ⚡ New tougher enemies
- ⚡ A multitude of high-tech weapons to battle the enemy
- ⚡ Addictive fast scrolling action



**CHECK OUT THESE 2 HAPPENING SNES GAMES
AT YOUR VIDEO GAMES RETAILER OR RENTAL STORE SOON**

The Lion King

Strangely enough, The Flintstones is not the hit movie of the American summer. No siree, that title goes to The Lion King, the latest in a long line of blockbuster animated features from the Disney studios. Yep, The Lion King has taken America by storm. With its too-cute-by-half characters and vomit-inducing sing-a-long bits (Elton John and Tim Rice? Sends a shiver down my spine), it's sure to do the same here.

As we all know, a hit film usually brings a hit game with it, and Disney films have produced some of the best film licences around. *The Lion King*, a 24 meg platformer for both the Mega Drive and Super NES, looks like it's going to be another beauty. Building on the success of *Aladdin* (on Mega Drive), Disney has once again teamed up with Virgin to bring us another ten levels of high gloss, high quality entertainment.

The Lion King uses the same Digicell process developed by David Perry and co for *Aladdin* (Dave says he's improved upon the process for his new game, *Earthworm Jim*, but that's another story). Virgin's programmers at Westwood Studios worked with a team of 15 Disney animators who created 2000 brand new cels of animation specifically for the game. All of the film's music (including the five songs by Elton and Tim) have been adapted for the game too. They've even added two

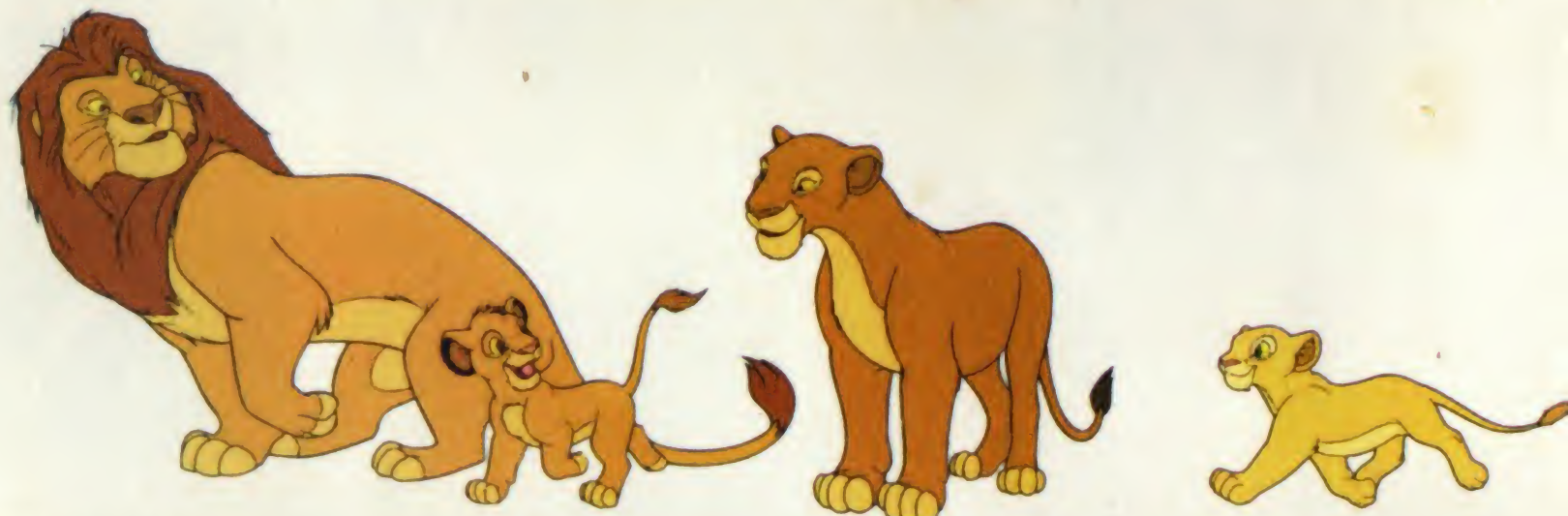
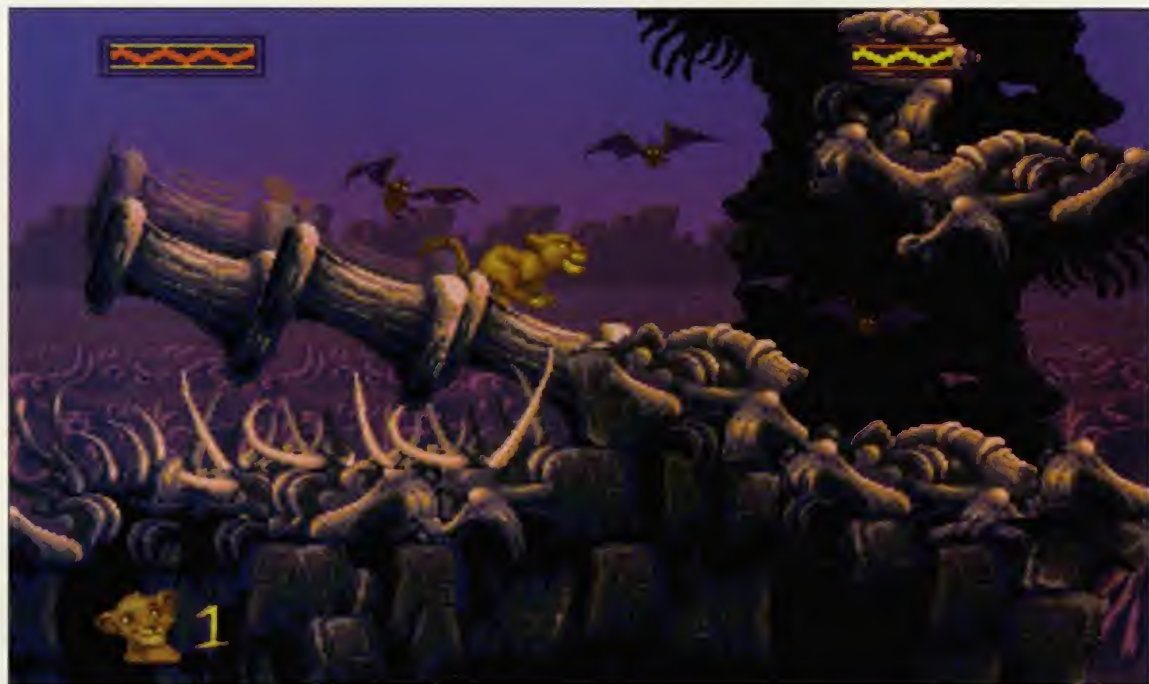
new musical sequences "inspired" by the original score. According to Steve "Is that a dagger I see before me?" Mc Beth, VP of Disney Consumer Products, "Never before have game players been able to participate so fully in the emotional experience of a hit film". And who are we to disagree with him?

Best of all, it looks like they've actually placed some thought into the gameplay. The game is divided into two sections. In the first, you're young Simba, the lion cub; in the second, you play the magnificently butch Simba the lion prince, out to reclaim the Pride Lands from his evil

Uncle Scar. As each level progresses, you grow older, wiser and of course, stronger. You learn new techniques as you go. By the time you reach Uncle Scar you should be one rock-hard lion.

Andrew saw a presentation (ie, a video) of the game in action at Chicago and was suitably impressed, if not emotionally moved. He also brought back these lovely screen grabs. Unfortunately, no one can tell us whether they're for the Mega Drive or Super NES version of the game. But Virgin assure us the games will be identical so it doesn't really matter too much...

MD/SNES
Available: November
Category: Platformer
Players: 1
Publisher: Virgin





These two grabs are not from *The Lion King*, but then you probably already know that. But both *Aladdin* and *The Jungle Book* are similar high gloss, high quality Disney products. It's almost like these games form a little family all of their own.



WingCommanderIII

Will the Wing Commander series never end? Who cares as long as the quality keeps up. Wing Commander III looks set to be one of the most awesome PC games ever released. Origin have recruited



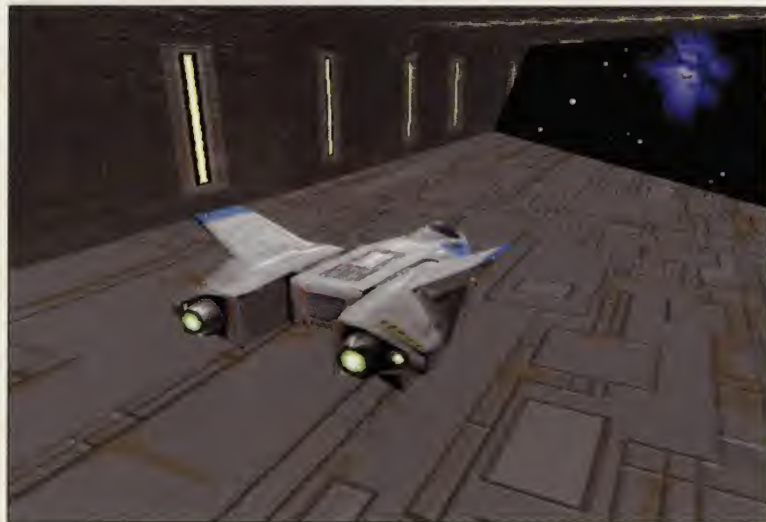
such Hollywood actors as Mark Hamill, John Rhys-Davies and porno actress Ginger Lynn Allen (I wonder why they call her Ginger?) to play characters from the previous two instalments of the Wing Commander series.

Apart from all of this acting talent the real hook should be the game's cutting edge technology. Wing Commander III will feature a fantastic Super VGA in-flight graphics mode and the actors will be seamlessly inserted into backdrops creat-

ed on a Silicon Graphics Workstation!

For those of you who still own 386s there will be a VGA mode available within the game and it is likely that you will require a very powerful 486 or Pentium to play in Super VGA.

Wing Commander III should be released by Christmas 94 or early in 95. Unfortunately, knowing Origin's previous record (eg. Strike Commander) it could be the year 2000!



PC
Available: December
Category: Action
Players: 1
Publisher: Origin

Phantasmagoria

The recent trend of CD-Rom only games continues with an unusual contender from Sierra. Unusual because it marks a departure from the normal fairytale Sierra graphic adventure. Phantasmagoria has been labelled a horror title designed for mature gamers. Hmmm, doesn't look that scary to me.

Phantasmagoria is the brainchild of the Kings Quest creator, Roberta Williams. It chronicles the disintegration of a marriage under the strain of living in a haunted house. Like Wing Commander III the graphics for Phantasmagoria were designed on a Silicon Graphics Workstation and the game will come on two or three CDs!

Sierra has yet to finalise all of the actors for Phantasmagoria but if you can recognise the dudes in these screenshots you're a better person than I. Phantasmagoria should also hit the shelves by Christmas this year.

PC CD ROM
Available: December
Category: Horror
Players: 1
Publisher: Sierra



**Get drunk and you
mightn't be the only one
who feels sick**



**How will
you feel
tomorrow?**

**THE DRUG
OFFENSIVE**
A Federal and State initiative.

UrbanStrike

We started off in the desert fighting for oil, then we were thrown into the depths of the jungle to take on a nuke-wielding terrorist, and now, in Electronic Art's latest *Strike* game, *Urban Strike*, we're battling a telecommunications mega-mogul. Is it Murdoch? Is it Packer? Is it Ted Turner (of CNN fame)? No, it's John Smythe. Who? Well, he doesn't actually exist, but this is the future after all, so who cares. It's the year 2006 to be precise and Mr Smythe is the world's leading industrialist of this glorious new Information Age. He's not satisfied with controlling the viewing and reading habits of millions however and gets involved in a plot to overthrow the US government. Bad move, bucko.

You are the leader of the UN

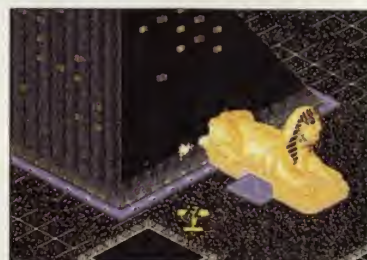
MEGA DRIVE
Available: October
Category: Action
Players: 1
Publisher: Electronic Arts

Special Forces taskforce called into take on the evil capitalist bastard, and you'll get to fly lots of high tech land, sea and air craft and blow up lots of enemies during the course of your mission. But if you've played both *Desert Strike* and *Jungle Strike*, what would make you run out and grab *Urban Strike*? Well apart from retaining the series' legendary playability, *Urban Strike* gives you the ability to leave your craft, enter buildings and battle enemies on foot. There are new interactions with

special control panels which you'll have to use to defuse bombs and open combination locks, as well as timed sequences which you'll have to complete special tasks in. The enemy's artificial intelligence has been increased, there are special power-ups like smart bombs, a new ability to pick up, carry and drop items with your chopper's winch and there are new audio-visual "movie" stunt effects like car explosions and flame outs. So as you can see there are quite a few added extras.

There are nine multiple-stage missions, taking place mostly in cities across the US including Las

Vegas (visit the Luxor Casino!), New York (visit the Empire State!) and San Fransisco (visit a gay leather bar!). We played the very unfinished Beta version and while we can't say for sure if this is going to live up to expectations, we've got our hopes high for a boomer.



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SUPER Streetfighter

Sometimes these intro thingies are pointless. After all, this is Super Streetfighter II. We don't need a hook to get your attention - you're going to read this regardless of how witty we are. Anyway, here's the reviews.

BRIAN COSTELLOE
did the SNES,
ANDREW HUMPHREYS
did the Mega Drive.

The New Challengers

SNES Another year, another Streetfighter! Well, at least there's no need for an intro as you all know the scene. In case you're new to the planet, it goes something like this: fighters from around the world gather to bash the crap out of each other in some meaningless tournament. It's a simple concept that's sold unbelievably well. So now we've got an updated version and apart from the four new guys (you'd have to be an idiot to miss them) the improvements aren't really that obvious. It's as if the other "old" characters were cheated. Oh sure, they've had a few cosmetic changes here and there, but this just isn't a new game. Anyway, let's see what changes we've got...



Old Faithful

The first thing you'll see is Ryu bouncing up and down looking awfully mean. Just like the arcade. In fact, the SNES conversion is faithful to the arcade in just about every respect, from the tournament mode (where you're just one of eight contestants - computer or human - fighting in a knockout competition) to the rather sad new voice of the announcer. He sounds like he's asking you whether or not you've won, not telling you.

As for the options, you've got the standard Super Battle and Vs modes, plus a one-player Time Challenge, Group Battle (which fans of the Mega Drive's Special Champion Edition will know and love), and last of all, the new Tournament Mode that'll have you swapping controllers, changing players, and watching computer opponents slug it out.

The game itself is noticeably slower than *SF2 Turbo*, but there are four speed settings (for every play mode) in the options and I wouldn't bet against there being a cheat to speed things up as the computer matches in Tournament Mode can be sped up considerably with the touch of a button (*Ed's note: Capcom have confirmed there's at least one cheat for*

Super SF2, but won't say what it is.)

As for the characters, you'll feel right at home with any of the old guys; all their moves are basically the same. They have been tweaked a bit though. For example, Ken's had a triple-hit Flaming Dragon Punch added to his arsenal, Ryu is faster and stronger than before, Sagat's speed and range has been increased, and Blanka can now roll over fireballs. Weaker characters have gained the most: Vega has a few new kicks and a deadly Spear attack, Balrog gains a new Shoulder Thrust and some new punches, and Zangief has more grabs and gropes (including an air throw and the new German Suplex) to jolt opponents.

The New Challengers

The new contestants are what *Super SF2* is all about and they really are worth looking at, especially Cammy, who replaces Chun Li as the resident SF2 sex symbol. She's the fastest character of the new lot with some controversial moves that'll catch any red blooded male (*or sad loser like Brian - Ed*) off guard! Then there's my new favourite (he replaces Ryu), Fei Long. Make no mistake, this is Capcom's tribute to Bruce Lee

and a good one at that. Lightning fast and painfully precise. Jamaica gets a representative with token "lovable" guy Dee Jay. This dude is no Smurf though, and his roundhouse is enough to kick the schnitzel out of anyone. Thunder Hawk is another "Brick with Eyes" - a slow galoot who'll probably make Zangief fans drool with excitement.

So what's the verdict? I bought the game on import and personally, being a big SF2 fan, I don't feel disappointed. But I don't think I could take another update next year, no matter how good it is. Make no mistake, this is great, but the sound may disappoint you. It's not as clear as *Turbo* and sounds tinny and distorted. If you loved the arcade version, then this is an excellent translation but I know that this is the last SF2 I'm buying, which means no more Hadokens until Capcom learn to count to three! This is another 32 megs of high quality fighting action if you're hungry for more - but only if you're hungry.

SNES

available

NOW (IMPORT)

category

FISTY CUFFS

players

1-8

publisher

CAPCOM

price

N/A

visuals

The usual stunning backgrounds, redrawn intros, and great detail on all the new characters.

94

sound

Yes, I know it seems weird, but the sound just isn't as good as past efforts.

86

gameplay

This game sweats playability. Play tested by God himself (or herself)!

94

longterm

Even if the Turbo version caused a severe case of overdose this'll last you through.

89

overall

Buy it if you need more SF2, but remember, it'll cost big bucks, so don't just get it to impress your friends.

93%



Options Galore: Vs Mode...



The one player Time Challenge.

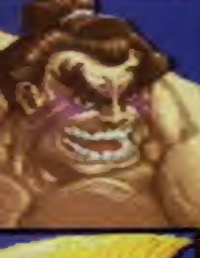


The Tournament Mode (up to 8 players!)



And the Group Battle.





Head to Head: SNES



Fei Long and Dee Jay in Mexico (for all shots, the SNES is on the left, Mega Drive's on the right).



Versus Battle matchup. Our SNES copy was Japanese (duh!).

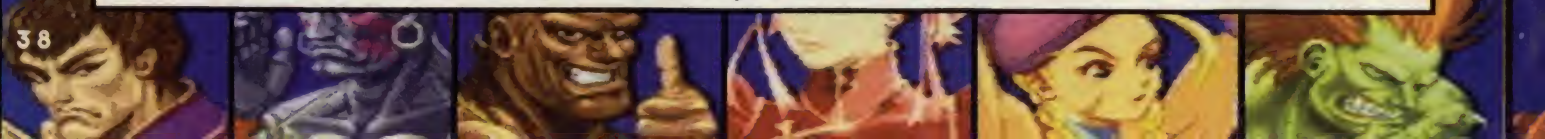


Ken (in a lovely shade of green) takes on Cammy on Cammy's home turf, England. Go Kylie! Er...Cammy.



You've all seen this bit before. Destroy the car before your time runs out.

Head to Head: Mega Drive



Mega Drive

Super Streetfighter II came on the biggest ROM board I have ever seen. I could barely fit it through my front door. The scary thing is, the board could handle a 64 meg game. Now that would be a big mother of a game. *Super Streetfighter II*, weighing in at a fighting weight of 40 megs, is a bit on the hefty side itself. With four new challengers, more moves and even more fabulous options than before, this is the ultimate one-on-one fighting game. At least, it will be until Capcom release the next instalment in the SF2 series.

And that's the problem with this game: if you do spend the enormous amounts of cash required to call it your own, how can you be sure that this time next year Capcom won't spring *Super Streetfighter II Turbo*, or even *Streetfighter 3* on you? After all, only eleven months ago, in the very first issue of HYPER, we were raving about *SF2 Special Champion Edition*. Should you wait and see? We can't tell you the answer; you're all smart enough to make up your own minds. Strange as it might seem, some of you will be able to lead perfectly happy, otherwise normal lives without owning a copy of *Super Streetfighter II*. Some of you won't.

Options

The Mega Drive *Super SF2* has all

the options of the SNES game and then some. Mega Drivers get the added bonus of an "Expert" mode for the one player game. Playing as an expert, you need to defeat all 16 characters (instead of the usual 12) to beat the game. The game itself doesn't get any harder (there's still 8 difficulty levels ranging from unbelievably easy to unbearably hard), it's just that there's more people to beat up.

Another extra option is provided with the speed settings - the Mega Drive version has a choice of five speeds, the SNES has four. But it's not as fast as *Special Champion Edition*. Is there a cheat for Turbo speeds? Like the SNES version, you can speed up computer matches at the touch of a button, but we'll have to wait and see if a cheat exists.

The other differences are less important, but here they are: a Score Challenge mode replaces the SNES's Time Challenge mode (how many points, with first attacks, combos etc, can you rack up in a certain amount of time?), and instead of a Match Play mode in Group Battle, there's a Point Match mode (when you beat an opponent, you get points for the time left on the clock; the player with the most points over a series wins).

Booty Time

Stuff the options (I hear you cry as one), how does it play? Very well. Wonderfully in fact. Providing you've

got a six-button pad, I reckon it plays ever so slightly better than the SNES. It flows very smoothly and special moves are a cinch. The extra speed setting helps a lot.

Graphically, it's right up there too. Like the SNES version, this is a direct port of the arcade game, so there's new animation, new character stills, new endings and new locations. The detail and the colour are both fantastic, but the SNES does look brighter and sharper - just. Take a look at the comparison shots and see what you think.

As for the sound, in two words, it sucks hard. The music is fine but the voices are terrible - even worse than *Special Champion Edition*. All of the voices are distorted and the imitation SNES echo effect is appalling. Capcom can't keep using the Mega Drive's inferior sound chip as an excuse - there's no way in the world the speech should sound this bad.

All things considered this is an excellent conversion. New moves, new characters - what more could you want? Decent sound? Maybe. *Super SF2* is a great game - easily better than *Special Champion Edition*. But it's just not as original or as exciting as it once was and that's why (for both the Mega Drive and SNES versions) we've given it lower marks. But we still love it.

MEGA DRIVE

available

AUGUST

category

BIFFO

players

1-8

publisher

CAPCOM

price

\$189.95

visuals

Every bit as good as you'd expect from a 40 meg game. Great backdrops and detail for the new guys, extra animation, re-drawn character portraits - it's all great.

93

sound

The sound on *Special Champion Edition* was below SNES standards. This falls further behind. The music's OK but the voices are terrible.

75

gameplay

Perfect control, lots of depth, and lots more strategy - everything SF2 is famous for.

94

longterm

If you're not already sick of Dragon Punching your way to victory then you'll get a lot out of this. The new options are a big bonus.

89

overall

Arguably the best feeling version of SF2 yet but it's let down by unnecessarily bad audio. Sigh.

91%



Expert Mode - Only on Mega Drive



Chun Li takes out the Tournament



New characters, new taunts





MORTAL KOMBAT II

Blood lovers unite! MK II is here and it's full of the red stuff you all seem to love so much. Yep, this time, even SNES owners get to wallow in a sea of sauce!
ANDREW HUMPHREYS fatalities, babalities and friendships his way through both home versions...





Big announcement time: both the Mega Drive and SNES versions of Mortal Kombat II will have full blood and fatalities. I'll repeat that one more time: both versions have BLOOD! You won't need any cheats to get the sauce either - just turn it on at the Options screen and you're away.

No more fiddling around with Game Genies and Action Replay carts trying to turn sweat red. In line with their new found aggressiveness and support of game classification, Nintendo have let Acclaim include all the blood, bone and entrails that made the arcade game such a crowd pleaser.

As a consequence, both versions will be classified as MA-15. That means you won't be able to buy a copy if you're under 15. Of course, there's nothing stopping your parents from buying a copy but you'll have to convince them it won't corrupt your feeble young mind first.

Besides the all-important gore, both versions contain all the other features of the arcade game too. It's all in there: fatalities, pit/spikes fatalities, friendships, babalities, secret characters, the lot - and we've got the screen grabs to prove it. If you're an MK II fan, you couldn't ask for more.



The Secret Fighters: Smoke pokes his head out (SNES); Jade makes an appearance on the Mega Drive. Baraka is distracted.



Kintaro: The penultimate boss, Kintaro is Goro's uglier cousin. All shots Mega Drive.



Shao Khan: Reach this guy and you're doing well. When he tells you, "You will die", believe him.

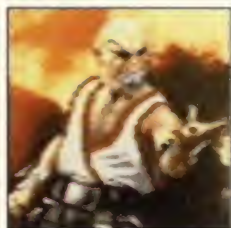
Better Than Blood

Thankfully, MK II is about more than blood and guts. Now I don't want to get into the whole "Which is better - Mortal Kombat or Streetfighter?" debate again, but a lot of people frowned upon the original MK as SF2's poor cousin. Why? Because it lacked the necessary gameplay depth to compete. Mortal Kombat II is different.

By adding new moves to old characters as well as seven brand new characters, Midway's programmers created a brand new game. It's much

more complex, and it's all the better for it. Best of all, MK II contains genuine combo moves for almost every character.

Because a lot of special moves can be performed mid-air, there's lots of scope for deadly two-hit and even three-hit combos. Characters like Baraka (with his Blade Fury), Jax (the Back Breaker) and Kitana (Fan Lift) have excellent moves to counter air-attacks too. But it's combos that set skilled players apart from average guys like the HYPER crew who know some special moves and the odd fatality or babality. In the hands of the truly skilled, characters like Mileena, Jax and Liu Kang are almost unstoppable.



MEGA DRIVE

available
SEPTEMBER
category

BLOOD AND BONE
players

1-2
publisher

ACCLAIM
price

\$149.95

visuals

91
Chunky sprites and good detail on the backdrops. A more than adequate translation of the arcade.

sound

80
Mega Drivers are used to this by now - the speech isn't as good as it should be. Great music though.

gameplay

89
Good control means you can let the combos fly. Make sure you've got a six-buttoner this time.

longterm

90
Twelve characters, multiple fatalities, babalities, friendships, secret fighters and a great two-player mode. Will you ever stop?

overall

89%
Arcade blood lovers will have a field day (or three) with this one.

Mega Drive

Acclaim liked the blood-drenched job UK programmers Probe did on the original Mortal Kombat so much they gave them the job of coding MK II too. Surprise, surprise, they've done a good job again.

One of the biggest criticisms of the original MK on Mega Drive was that the backgrounds were too dull. MK II uses a lot more colour and the detail has been pushed considerably. As for the sprites, they've had a bit of a face lift too. Like the Six Million Dollar Man they're bigger, faster, stronger. Well, nearly. They certainly look more solid thanks to more detailed shading, but with 64 colours on-screen, it was never going to be arcade-perfect. All that matters is that it comes pretty close.

The music is great too - just like the arcade - but the effects leave a little to be desired. All of the thumping noises sound like they hurt a lot, but like Super SF2, it's the voices that let the side down. The announcer's voice is very fuzzy and so are the characters' assorted yells and yodels. Liu Kang gets very annoying, very quickly.

But the Mega Drive's great strength was always gameplay and MK II is no exception. If you haven't got a six-button pad by now, get one. The moves are easy to pull off and overall, it plays really well. The computer's AI patterns seemed a bit weak though. It was too easy to sweep kick your way to victory for my liking. But that was probably just a bug in the preliminary version and it should be gone in the finished cart - which you should buy if digitised brutality appeals to you in even the slightest way.

Stuart says

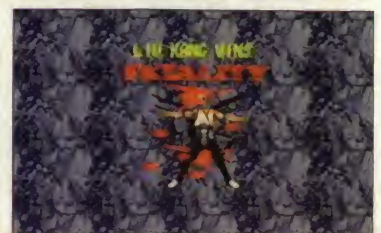
I've got to admit it, I've never been too crash hot on Mortal Kombat I or II. By that I mean I've never been good at it, not that I don't like it. Now, with the release of Mortal Kombat II on the home systems I may have to devote hours and hours to improving my skills, and it certainly won't be a chore because this game kicks!

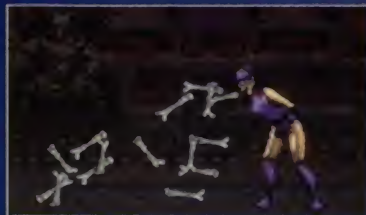
I started off on the Mega Drive and was mightily impressed with the improvements Probe have made from the original. The graphics and sound are both enhanced and the gameplay is also top notch. It's certainly not as impressive as the arcade but given the Mega Drive's quite considerable limitations, it's a great effort.

Then I got to the Super Nintendo, and let me tell you, I'm



not looking back. Firstly, a big slap on the back to Nintendo for letting us decapitate and rip apart our opponents this time. While the blood isn't an essential part of the gameplay it certainly makes it more interesting. The SNES's sound and graphics poo all over the Mega Drive and while I don't want to get into an inter-system bitch here, if you've got both machines, the SNES version is definitely the one to get. This'll top the charts for months to come.





Super Nintendo

No one doubted that the original SNES *Mortal Kombat* had superior graphics and sound to the Mega Drive version. All that was missing was blood and finely honed controls. MK II has all the blood and control you could ask for. So while the Mega Drive may have pipped the SNES at the post last time, this time Nintendo clearly has the superior version of the game. This is the complete MK II package.

Graphically, Sculptured Software have done an even better job than they did on the original. The depth on the backgrounds is superb. Using the 256 colours at their disposal to the full, the characters are finely detailed and superbly animated. It

looks like they've got a few more frames of animation than their MD counterparts too. All up, this is as close to arcade quality as a 16-bit machine can get.

The sound is equally impressive. The music's great and the effects are truly bone-crunching. And the speech? Not only is the quality heaps better than the MD version, but there's more of it too! In fact, all the arcade speech is there - from announcing the names of the fighters to the final result ("Liu Kang Wins... Babality"), that ghostly voice is as spooky as ever.

To top it all off, it plays wonderfully. Compared to the arcade game and the Mega Drive, I thought the original SNES MK played a bit stiffly, but MK II feels perfect. The controls are precise, the AI patterns seem spot on and it's faster than the MD too.

Mortal Kombat II on the SNES has it all: graphics that glow with pride, great sound and perfect control. And it's got BLOOD! Acclaim have really hit the jackpot with this one. Don't miss it.



SNES

available

SEPTEMBER

category

MORE GORE THAN BEFORE

players

1-2

publisher

ACCLAIM

price

\$129.95

visuals

As close to arcade-perfect as a 16-bit machine can get. Big sprites, great animation and super-deep backgrounds.

94

sound

Crank the sound when you play this one! Full arcade speech, pain-inducing FX and funky music.

93

gameplay

Good speed, perfect control and all the special moves you could want. As James Brown would say, "It feels good. Owwww!"

92

longterm

Let's repeat this one: 12 characters, multiple fatalities, babalities, friendships... Will you ever stop?

90

overall

Pure killer.

94%

FATAL FURY 2

With a name like his, you'd think a good fighting game (amongst other, more water-soluble things) would be right up STRETCH ARM-STRONG's alley. But do we detect a little world-weary cynicism in his tone? Read on and find out...

ties, babalities, taxalities or snogalities you stick in, it all boils down to two boofy blokes (or occasionally a boofy girl) standing side by side and beating the crap out of each other.

Still, if administering a digital thrashing appeals to you (and I know that it does, bloodthirsty ones) you could do a lot worse than *Fatal Fury II*. It looks good, it's got a host of characters and scenes,

Vaguuing Out There is undoubtedly some vague plot going on here regarding beating the best fighters in the world, taking on the grand masters and saving the Universe dot dot dot. Luckily neither you nor I give a tinker's cuss (*a what? Ed*) for the plot - we care about violence. Violence aplenty awaits with well known American trouser manufacturers Terry and Andy Bogard,

but who looks like an Irish bartender with a bad flat-top hairdo.

If that's not enough, there's also four extra boss characters who appear for the superduper Survival Match - the giant Axel Hawk, the very friendly Laurence Blood, stick-welding maniac Billy Kane and German World Cup soccer coach Wolfgang Krauser (maybe not).

As I intimated, you can do the usual fight your way up through the ranks in a variety of locations or choose the Survival Match where five fighters chosen by you do the endurance test with five of the computers best. The graphics are well done, with good looking animation and nice backdrops of cities, canal boats, Mount Rushmore, waterfalls and many others, all owlich move between daylight, dusk and night.

There are also some smart additions to the gameplay - fighters can make use of depth, rather than just move from side to side, they can interact with the scenery (try knocking off the passing bike riders in Korea) and - best of all - you can hit a man while he's down. Let me repeat that, readers. You can hit a man while he's down, and I'm sure you're all happy to hear that. For some reason, you can also make



Andrew Says...

So, those camp brothers of Karate, Terry and Andy Bogard are back, and this time they've brought some new friends to play with. Undoubtedly, *Fatal Fury II* is a better game than the original, but that doesn't mean you should buy it. Besides, you're going to need all your spare change for *Super SF2* or *Mortal Kombat II*.

The graphics are good (although the sprites could be bigger and better detailed), the controls are more than half-decent and hitting someone new is always fun, but in the end, the Mega Drive conversion isn't a patch on the arcade/Neo Geo original. The voices in particular are very scratchy. Oh, and if you do want to play it, make sure you've got a 6-button pad - but then, if you're a fight-fan, you'll already have one of those, won't you?

Fatal Fury II is a curious game. It's new, but then again, it's old too.

It's new by virtue of the fact that you haven't played it on your Mega Drive before, and now you can. It's old because, well, it's a fighting game, and as we all know, no matter how many special moves, fatali-

lotsa moves and some sweet touches. Sure it won't change your life, but when you perform a Big Bear Back Slam on your hapless opponent the philosophical ramification will be the furthest thing from your mind.

Aussie giant Big Bear (SNK wisely picking up the Glenn Lazarus license), Japanese babe Mai Shiranui, Thai kickboxing genius Joe Higashi (check those extending arms!), inscrutable Korean Kim Kwap Hwan, old bastard Jubei Yamada and the very fat Cheng Sin Zan, who would seem to be Asian

Jubei eat during his fights by hitting the C button - it there's a special food spitting move I can't find it, but surely there's a reason for this?

All up, fight fans will dig it and while others may wonder what the fuss is all about, this is a real solid effort.





Flash kick anyone?



This happened to Stuart once. We laughed heartily.



A special-looking special move from Joe Higashi.



This one isn't bad either.



Neither is this.



In fact, they're all pretty cool.



Except for this one - it's kinda lame.



But this makes up for it.

MEGA DRIVE

available

AUGUST

category

FIGHTING

players

1-2

publisher

TAKARA

price

\$139.95

visuals

Pretty good looking, but very true to the genre. Flashy special moves and lots of interesting things to look at while you hit people. **80**

sound

Nothing too special here. The music is OK but the voices are very scratchy. **70**

gameplay

Responsive, lotsa moves and apple-eating a bonus. **78**

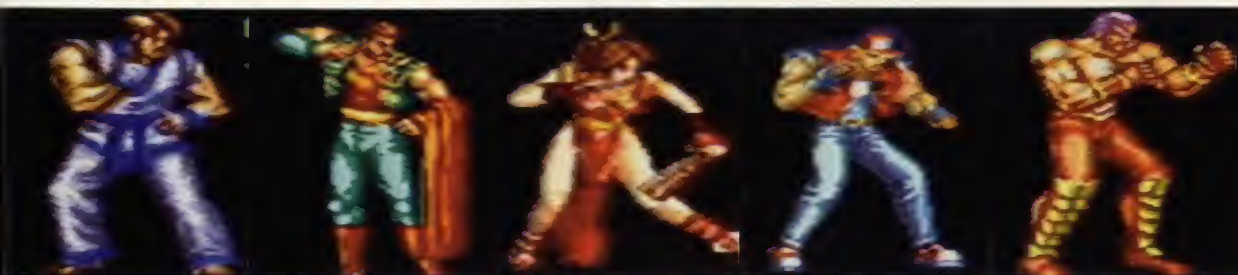
longterm

Numerous characters give it good legs as a one-player challenge, but it's the two-player game that'll keep the dust off this one. **78**

overall

Fun, varied but a little shy of earth-shattering.

77%



Jungle Book

The Jungle Book makes it to the SNES. Will it beat the Mega Drive version? ELIOT FISH goes swinging on a slippery vine wearing only a loin cloth...

The banana is a dangerous weapon. Believe me. I've seen one too many scars thanks to a maliciously applied banana. Just ask Baloo the bear. *The Jungle Book's* Mowgli is one experienced banana lobber and it's about time he put his lethal talent to a good use. So it's up to all you good-natured SNES owners to grab a vine and make some silly noises. You may have read the HYPER verdict on the Mega Drive version, and I'm afraid to say that SNES owners aren't in for too much of a surprise. In fact it might be safe to say that the Mega Drive version looks a lot better.

Disney Lover's Dream *The Jungle Book* is a very playable game, there's no argument there, it's just that everything it's trying to do has been done a lot better - namely by *Aladdin*. Everything is a Disney cartoon-lover's dream; the backgrounds are lush and the animation of little Mowgli smooth as a buttered proverbial, but what it comes down to is that *Aladdin* did it

first, and a lot better. Nevertheless, *The Jungle Book* is a fine little game in it's own right, it just relies too heavily on it's flashy visuals to compensate for an uninspired platformer.

There are quite a few major differences to the MD version, though the basic idea is very much the same. Your object is simply to navigate the levels (11 in all), picking up gems along the way and escaping with your little tanned bod intact. You can jump on your enemies or plant a banana between their eyes - your choice. There are lots of vines to climb, gaps to jump and er... platforms to jump on! Mowgli moves with the greatest of ease though at times it felt as though the controls were not cutting the cheese.

There are a few minor puzzles involving boulders, but they're the same on every level - if you can't reach something, find a boulder. Unlike the MD, there are no bonus levels and there's no timer, so you can cruise through not giving a mon-

key's arse what happens. A real shame. I think the obvious reason for all this is that *The Jungle Book* is aimed at a younger market, and this is certainly not a bad thing. It just means that you should play it before you buy it (as is the case with most games), and maybe you'll find it to your taste.

But for most hardened gamers this is going to be a breeze. Even the bosses are disappointing in their "non-threateningness". In fact, when I made it to Shere Khan, not only was he only waist-high, he acted as if I wasn't even there until

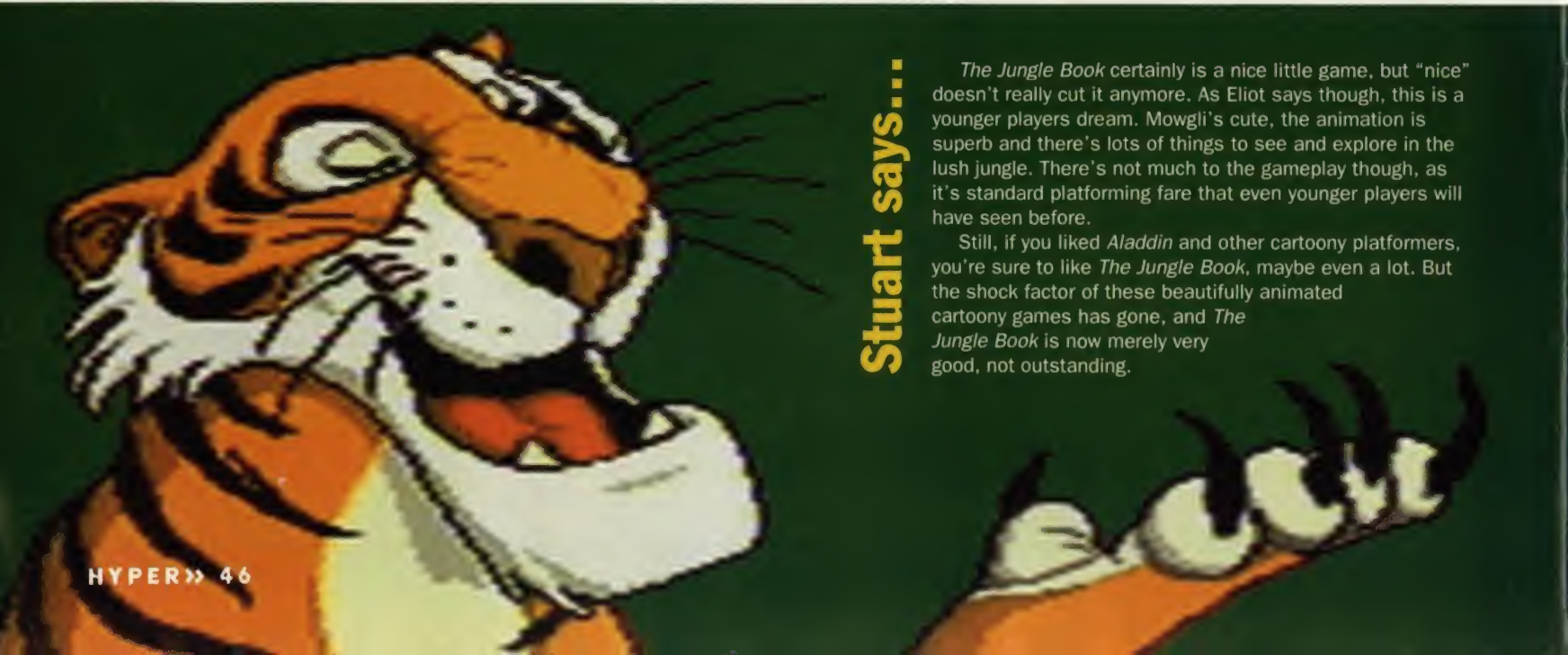
I'd pelted him with about ten bananas. Bosses are supposed to be terrifying, making lots of noise and at least reacting to your puny attacks. I guess it all goes with the "younger market". It's all a bit too cute and easy.

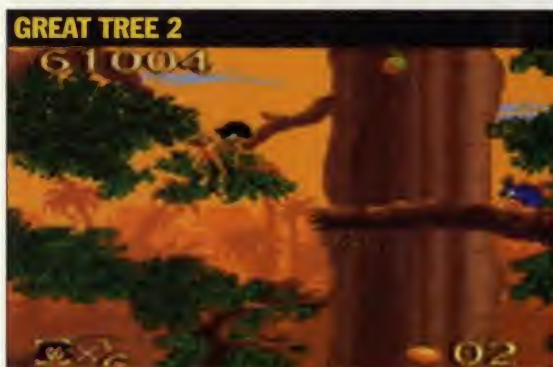
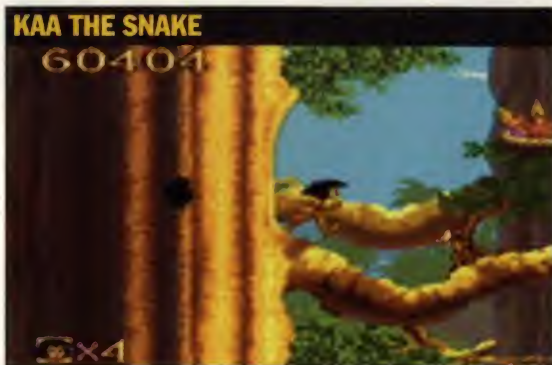
The Jungle Book is a flashy game and certainly fun to play, don't get me wrong... it just won't keep you up at nights. Your little brother or sister will probably love it though, and so they should - it's a younger players dream. And they shouldn't be staying up late anyway.

Stuart says...

The Jungle Book certainly is a nice little game, but "nice" doesn't really cut it anymore. As Eliot says though, this is a younger players dream. Mowgli's cute, the animation is superb and there's lots of things to see and explore in the lush jungle. There's not much to the gameplay though, as it's standard platforming fare that even younger players will have seen before.

Still, if you liked *Aladdin* and other cartoony platformers, you're sure to like *The Jungle Book*, maybe even a lot. But the shock factor of these beautifully animated cartoony games has gone, and *The Jungle Book* is now merely very good, not outstanding.





SNES

available

NOW

category

PLATFORM

players

1

publisher

VIRGIN

price

\$119.95

visuals

Everything is smooth & colourful - some of the backgrounds have a great 3D effect and the Disney cartoon atmosphere could be cut with a very large knife

92

sound

The music is appropriate, some nice vocal samples (especially Mowgli's little grunts when he pushes something) and all the animals sound fantastic.

82

gameplay

Though it's very predictable, there's enough fun moments to keep you playing.

79

longterm

Numerous characters give it good legs as a one-player challenge, but it's the two-player game that'll keep the dust off this one.

78

overall

It's worth a look - definitely a rent. Maybe buy it for your brother/sister and play it when they have a nap.

77%

It's time for fantasy role-playing, Japanese style. Has the Force got what it takes to make it the second time around? CHRIS WHEELER straps on his sword and tries to make friends...

SHINING FORCE II



LV means Level. Freak's at level 14
HP = Hit Points
MP = Magic Points
EX = Experience. Every 100 points you move up a level.
ATT = Attack Power. How tough are you?
DEF = Defensive Power
AGI = Agility
MOV is important - it's your movement circumference. Freak can move six squares in any direction in battle.
Item shows what you're carrying and are equipped with
Magic shows the spells Freak can use
Jewels are the Stones of Light and Darkness
KO = monsters Freak's killed
Defeat = the times Freak's had his butt kicked
Gold = Gold (moron)

Princess. You play a young princeling (I named him FREAK!! which is appropriate considering some of the things he says to those around him) whose usual day at school is interrupted by peculiar events. Along the way he picks up a host of companions; from female centaurs and junior wizards to a killer turtle (not the mutant Ninja variety) and a young phoenix (which looks more like a big chicken). What follows is fairly standard RPG fare - talk to this person, rescue this princess, heal this king, get this gem, all the while butchering any bad guy that happens to stray onto your path.

Graphically, the game is average - a top-view in the style of the latest Ultima games. The various characters, both friendly and not-so-friendly, are nicely characterised by both their strategic icons and their close-up representations. The sound, both music and effects, is once again average, with little to recommend it either way.

The gameplay is reasonable and intuitive both in the strategic stages and on the tactical display. It is on this latter display that most of the interactive parts of the game take place. During combat the player must individually control each member of his horde in the ensuing bloodfest. While there is a certain tactical element to this stage, the fact that even the weakest foes take ages to whack (most combats last around the ten-to-twenty minute mark) can leave the player a little impatient.

Walking and Hacking

Those were the good qualities of the game. On the down-side (deep breath): the introduction - five min-

utes of top-view story telling whose plot is all but indecipherable due to some rampant Japanese-English mis-translation (more on that latter) with all the visual interest of two snails in a "Who Can Sit Still the Longest" competition. The adventure itself has no logic puzzles or brain-teasers of any kind; you just walk a lot and hack a lot; the player has no control of conversations (though with the mis-translations abounding, this could be a good thing), so your character says the most inane things and deftly avoids asking the questions which you need answered.

However, the greatest source of frustration (and amusement) comes from the text. Some dialogue sections are translated so badly that the player teeters between hysterical laughter and total confusion. "Brace up! Brace up! Tighten your towel!", "FREAK!! was disturbing the chest", "Are you the legendary (sic) bird the phenix (sic)?" and finally, as a new member joins the pack "... join us on our hourney, Peter?". Let's hope all these are cleaned up in the final release version.

Shining Force II is a frustrating piece of work, but (and I am loathe to admit this) I played it non-stop for twelve hours. This is perhaps a more telling factor than any of the technical criticisms. I don't understand what strange compulsion lead me to such an act, perhaps Sega are employing mind-control as part of their marketing strategy, who knows? All I know is that I can accept a conspiracy theory as the reason for my addiction easier than I can accept that I just plain liked the game.

»» *Shining Force II* is one of the strangest games I've ever played. It is almost completely devoid of any of the essential characteristics that are needed for a good game, but somehow it exerts this weird kind of power over you (perhaps mind control?) that makes you play the god-damn thing for hours on end.

A Young Prince Called Freak

Like its predecessor, it is a standard fantasy role-play where you save the kingdom and rescue the





A Typical Battle usually starts with someone saying something stupid. Then you move your party about on a battle grid and when you're close to the enemy, you hit them. Switch to close-up...



Useful information like this abounds.

Stuart says...

Console systems very rarely get the good RPGs that PC owners take for granted. You can count the number of quality Mega Drive role-players on one hand. The original *Shining Force* was one of them. While it certainly wasn't as graphically spectacular as, say, the *Ultima* series for PC, it was big, involving and best of all, very playable. *Shining Force 2* is a bit bigger and a bit better and all those who were hooked on the first one are no doubt going to be hooked all over again.

Number 2 weighs in at 16 Megs, 4 Megs bigger than the original, and this translates as more playing area and superior art in the battle sequences. There's not much else to differentiate *Shining Force 2* from the original, and if you don't like the slow pace of RPGs at the best of times, this is not a recommended place to start. But if you're a Mega Drive owner hanging out for some involving fantasy adventuring, then the Force should pull you in again.

MEGA DRIVE

available

OCTOBER

category

FANTASY RPG

players

1

publisher

SEGA

price

\$129.95

visuals

Fairly average, except for the nice battle scenes. The main gameplay is viewed from a top-down perspective.

72

sound

Nothing special at all.

58

gameplay

There are some problems but if you get hooked you'll overlook them.

70

longterm

I can give up any time I want... I'm not addicted... Is there a *Shining Force* Anonymous?

80

overall

If you liked number one then you'll like number two too.

76%

Pirates OF DARK WATER

STRETCH ARMSTRONG

A long time ago in a galaxy far, far away a once beautiful land was laid to waste by...aliens? Disease? Nuclear holocaust? No dear readers, it was the scariest fate of all, the fate we all have nightmares about as children - Dark Water! I kid you not, the

highly improbable scenario of this game is that Dark Water has overrun the land. We don't know where it came from, we don't know why it's dark (though we have our suspicions) but no doubt we will find out in the course of this fantasy platformer.



»» **Ren (without Stimpy)**

Even more improbable are some of our characters. Our main protagonist (that's hero) is Ren, but he's a hunky Manga-style, Luke Skywalker bloke, rather than a gross, mean spirited Chihuahua. His dad is the late (or is he?) King Primus, benevolent ruler and aficionado of bass-driven freak-rock. Ren hangs out with a monkey bird called Niddler, Ioz - a devil-may-care pirate thug and Julia, the buxom, raven haired female warrior. Julia, incidentally is the last of the Ecomancers, a tribe known for humping people from the Reserve Bank and which is now, not surprising, teetering on the brink of extinction. It is with this motley crew that you must find the magic compass, solve the intergalactic piss in the swimming pool riddle and save the

whole bloody planet.

You'll do this, as in every other platformer that's ever graced the world, by battling your way through a series of levels which present you with different challenges. You'll begin in the Jungles of Pandawa, and you can choose to play Ren, Julia or Ioz, each of whom has their individual strengths and weaknesses. Niddler can also be called on to give assistance from time to time, but he's a fairly miserable bastard and he won't show up unless you've organised some food for him. The Jungles are Niddler's burbs and are teeming with pirates on the prowl for unattached monkey-birds and a good stink. If you want to progress any further you'll have to be prepared to take 'em on, with a combination of swordplay, kicks, throws

and jumps. It's actually not too hard, with the volume of pirates proving a far greater obstacle than any actual fighting skills. Collecting money, melons (ooh err) and other goodies won't do any harm either.

From there it's on to the other levels in this enjoyable, if not mind-bending game. You'll check out the Port soon after, which involves a hell of a lot more pirates, and my favourite, the Citadel, which looks like a scene from the Mexican Day of the Dead as rats, bats, skeletons, zombies and the undead generally join forces to ruin your day. It all looks pretty cool (with the Citadel way ahead) and moves passably. It's probably not one I'd buy but you'll have a bunch of fun renting it.



Choose your hero wisely. This is Ren.



And this is Stimp, er... Jula.



Ren has a lovely, very butch ponytail.



Even standing still, he's calm and collected.



Those backdrops aren't bad at all, are they?



Ren cops a beating (and loves it).



Jula jumps over a skeleton.



Then she sneaks up behind it.



Oh look - some water. It's very dark too.

Stuart says...

This is a very standard platform hack and slash, reminiscent of *Blades of Vengeance*. Like that game, the choice of three distinct characters with which to adventure is a bonus but there's no two player option here, so it's for solo slashers only. The graphics are nice but not outstanding, and the sound won't have you screaming, but you won't be turning it up either. If you're into the whole fantasy platformer thing, then you should grab this for a look, but as Stretch said, this is definitely a rental and not a purchase.

MEGA DRIVE

available

SEPTEMBER

category

PLATFORM

players

1

publisher

SUNSOFT

price

\$129.95

visuals

Nothing prize winning but a good looking, if tedious, intro and pretty good throughout, especially the undead bits. **80**

sound

The music is fairly moody and dark, but there's nothing much going on here of any note. **65**

gameplay

Very basic, logical controls. **75**

longterm

Good first up and will keep you going awhile, but could struggle a second time around. **70**

overall

Pretty good but it's certainly no life changer.

70%

Virtual B

We can't get enough of the Simpsons here at HYPER. The World's Cleverest TV Show has spawned a whole host of games, with only a couple being anywhere near decent. Virtual Bart is the latest, but does it have even a touch of the brilliance of the cartoon? ELIOT FISH goes back to Springfield...

Stuart says...

I really, really love the Simpsons. I can watch an episode of the TV show 10 times and still hurt myself laughing, so it's always a disappointment to play a Simpsons video game and not feel the same joy. *Virtual Bart* tries hard to cover all the bases and be funny at the same time but it just doesn't work.

Like *Bart's Nightmare*, there are six sub-games, none of which would be worthy of release on their own. Why then, do they think that six sub-standard games all of a sudden becomes a worthwhile purchase when lumped together? The only two sub-games I found remotely interesting were the waterslide and the bike racing. The rest were crap on a stick, especially dinosaur Bart. The controls suck hard on almost all the games and once you've seen the intro and linking cartoons a few times they no longer hold much joy either. It's all cute enough for five minutes and younger players may like it, but I found nothing in the game of any redeeming value. Which is really, really sad.



One of the more enjoyable bits: Mad Bart.



Bart goes down a rather psychedelic waterslide.



Chuckling rotten tomatoes at Principal Skinner.



The Virtual Bart Wheel of Misfortune. No matter where you land, you lose. If you haven't guessed by now, we found this game highly disappointing.



art



Dino Bart. This bit sucks.



Baby Bart's a bit on the sucky side too.



As for Pig Bart, the less said, the better.

Aye Carumba! Bart is back in yet another instalment of the Simpsons video game saga. Unlike the platform affairs of *Bart Vs the Space Mutants* and *Bart vs the World*, *Virtual Bart* is a real mix of game styles, sort of like *Bart's Nightmare*. Racing, platforming and target-shooting all get a look in, but unfortunately they are in their most basic of forms.

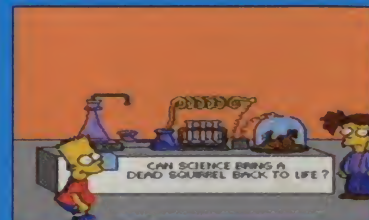
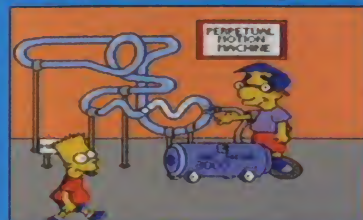
This is a hard one to judge though... whilst the controls were on the whole pretty crappy, the presentation of the game is great, capturing the unique Simpson humour and cartoon visuals down to the very last sprite (not to mention heaps of fantastic speech). This just saves the game from coming across as an 8-bit

console experience (but only just). There are six different games that Bart can play whilst strapped into his Virtual Reality machine — dinosaur Bart, baby Bart, pig Bart (yep!), futuristic Bart, waterslide Bart, and just plain old tomato-pelting, sniggering Bart. You'll be laughing all through this game, yet at the same time you'll be cursing at the repetitive, practice-till-you-get-it-right simplicity of the gameplay.

The stage where Bart has to throw rotten tomatoes at his classmates has the potential to cause severe concussion (as your head smacks into the MD console 'cause you've fallen into a deep slumber), though the satisfaction of splattering the

Flanders kid is wonderful (or as Bart says, "All-right!"). How can a game be dull, yet extremely entertaining at the same time? *Virtual Bart* is just that; you'll either love it and forgive the quirks or boot your console across the room.

Hopefully SNES owners might get a better game (the bike-riding stage just begs for some neat Mode-7 rotation) and the Nintendo version of the game is due for release soon, so we'll keep you informed as to developments. But we're talking about the Mega Drive here and if you want one great night at home then hire it. Only absolute Simpson-freaks will find it worth buying.



MEGA DRIVE

available

AUGUST

category

PLATFORMY

players

1

publisher

ACCLAIM

price

\$149.95

visuals

Nice in some bits, but some really appalling 8-bit graphics in other sections. **78**

sound

Some good Bart samples, but that's about all there is to recommend it. **79**

gameplay

The controls are fairly terrible throughout, but if you like variety in a game then you may like this (I doubt it though). **55**

longterm

Simpson freaks may keep trying to like this for a while, but I think it's a lost cause really. **50**

overall

It's a sad day when you slag off the Simpsons, but all I can say to Bart is "Eat My Shorts" **60%**

BATTLE

The mechanised thrills of Mechwarrior weren't enough to keep him happy. Even sending him to Chicago barely put a smile on his face. Will **ANDREW HUMPHREYS** finally get some satisfaction with Core's new Mega CD masterpiece?



The Lava. Lots of bright red stuff, lots of heat. All in all, not very pleasant.



Underground. Some idiot turned out all the lights. Consequently it's very dark.



The final battle with MOSES. We still have no idea how to defeat it.



CORPS

Is it just me, or are Core Design the only software producers in the world who bothered to put some hours into mastering the intricacies of programming games for the Mega CD? While others are content to churn out titles that can only be fairly described as Crap with a capital C, Core (with a capital C) have quietly gone about the task of producing quality games; games that take full advantage of the Mega CD's graphics sizing chip and the massive storage capacity of CD like Thunderhawk, Soulstar, Chuck Rally (a Super Mario Kart clone which may be retitled BC Racers), and now, Battlecorps. Of course, Core were also responsible for Chuck Rock II, but that's bad, not good, so we'll have to overlook that one.

Battlecorps is another Godsend for beleaguered Mega CD owners. It looks wonderful, it's strong on atmosphere, it plays very nicely indeed, and it's as tough as nails. What more could a hardened game warrior want? Well, nothing really, so you may as well stop reading now... just don't blame me if you miss something of potentially earth-shattering importance.

Justification

When we previewed this back in HYPER #8 I said something very much like this: "Battlecorps is shaping up to be the game that Mechwarrior (on the SNES) should have been". Well baste me in warm butter and call me a chicken, I was right. The missions (and there's 13 in all) are long, varied, and incredibly challenging. You've got a choice of three different gun-jockeys, more weapons than you can shake a heavily armoured cyberform at (my favourites are the homing missiles, the plasma pulse and the triple mortar), and a big metal thingy that goes BOOM! to sit in.

That big metal thingy is an Armordillo class, Bipedal Attack Machine, affectionately known as a BAM. The entire game is viewed through the cockpit of the BAM. The terrain scrolls and scales beautifully

In The Cockpit



around you as your BAM lumbers across a variety of landscapes, from lava filled strongholds to icy wastelands. Like Thunderhawk, every level reveals a fully rendered, texture-mapped 3D world full of fully modelled 3D enemies. Battlecorps in fact uses the same 3D engine as Thunderhawk, but this time there's 64 colours on screen, not 16, so it looks even better.

There's even some plot to speak of. There's this planet see, called Mandelbrot's World. It's rich in resources and the Interplanetary Mining Corp takes full advantage - until a rival company (BioMech) infects the colony's bio-computer (MOSES) with a virus. Naturally, all Hell breaks loose, so it's up to the Battlecorps (that's you) to defeat the BioMech forces and take out MOSES. As a bonus, you get to blow up lots of things on the way. And believe me, scaled explosions are cool.

Battlecorps is an excellent game. Once you get the hang of the BAM's movement, the controls are ultra-responsive and with three difficulty levels to conquer, you'll be at it for quite some time. Sure the widdly

widdly guitar music's a tad overdone (it's becoming a bit of a Core trademark) and because the terrain is all flat (which is a real shame), the action's a bit samey, but you'll be having so much fun, you'll barely notice it. An almost essential Mega CD purchase.

Meet The Gun Joks



Before each mission, you need to download a cyber-jok. Jack Cutter is the "does everything OK" character, Dika A Jang is the heavy-hitter, and Becky Ojo is the speedster to use to hit and run. You can also attend a briefing session with the hard-biten operations controller, Calgary. He likes to yell at you and call you names like "Sweetmeat" and "Spithead". Some kind of weird sexual thing we think.

MEGA CD

available

NOW

category

BIG METAL SUITS

players

1

publisher

CORE/\$129.95

visuals

Another fantastically detailed, smooth scrolling 3D world to romp through. **90**

sound

Lots of speech (the communications buzz is cool), lots of explosions and some great atmospheric effects. It's a pity the widdly-widdly guitar cuts in... **84**

gameplay

Simple, concise controls, lots of action and a sizeable challenge. Just what you've been waiting for I think. **87**

longterm

The 13 missions are big and tough and even after you finish it, you'll be coming back to this one just for the thrills and spills. **84**

overall

In your face robotic blasting action that delivers a mighty wallop and a hefty challenge. **BAM! BAM!**

87%



It's about time somebody made a game that allowed you to be well and truly evil. Who wants to save the galaxy when you can enslave it anyway? HYPER new boy JASON HILL (who we suspect is capable of unspeakable acts) pulls on an Empire helmet and experiences breathing difficulties...

At last, the chance to jump into the cockpit of a TIE Fighter, and wear some really cool tight-fitting body armour. It's time to blast Luke Skywalker and his goody-two-shoes Rebels out of the universe for good. TIE Fighter reverses the perspective of the Star Wars story and puts you under the command of old wheeze bag himself, Darth Vader, and the universe's most ugly creature, the Emperor.

It's been a long wait for TIE Fighter. As the sequel to X-Wing, the biggest selling PC game of 1993, there has been a lot of hype and big expectations. Fortunately, LucasArts have delivered the goods, producing their best game yet.

The X Factor

TIE Fighter uses the same engine as X-Wing but is a vastly superior game. It has better graphics and

sound and significant game-play advances. The game starts right after the Rebels have fled the icy wastelands of Hoth, around the time of The Empire Strikes Back. As a new imperial pilot, you must help crush the rebel insurrection and bring peace to the galaxy. Like X-Wing, there's a galaxy (sorry) of training runs and practice missions you can undertake to improve your skills. You have access to four

Imperial starfighters - the TIE Fighter, TIE Bomber, TIE Interceptor and the Assault Gunboat. If you can prove your worthiness, later on you are rewarded by access to the TIE Advanced Starfighter, personally designed by Mr Asthma himself. There's also an even more powerful, secret TIE Fighter that becomes available in the later missions.

The cockpit controls are almost identical to X-Wing, so fans of the pre-

decessor will feel right at home. But the big improvement in the gameplay over X-Wing is that it is no longer so linear. Each campaign consists of a series of large battles divided into several missions, of which there are about 50. These missions can be tackled in any order, and include inspecting crafts, helping fight civil wars, establishing Imperial bases and battling pirates. You can now question the briefing officer about specific aspects of each mission, or talk to a mysterious cloaked figure who will give you advice on how best to serve the Emperor. The plot is slowly revealed through debriefing sessions and the fabulous cinematic cut scenes.

A new character added to the game is Admiral Zaarin, a brilliant technician and researcher responsible for extending the Empire's technology. However, Zaarin lusts after the Emperor's robes, and in the game there's a climax

where Zaarin attempts to dispose of the Emperor and Darth Vader. You play a part in uncovering Zaarin's plans, and try to defeat the coup. A great advantage of playing as a bad guy for a change is that you never know when your wingman (or even your star destroyer) is going to turn on you.

Big, Tough, Cool

I loved X-Wing, but the one thing that stopped me playing it was its difficulty. This new game plays even harder than X-Wing, but thoughtfully the programmers have taken into consideration that not everyone can fly like Luke Skywalker and have added three difficulty levels. I'll bet nobody can complete the game on the hard setting, but the easy level provides plenty of opportunity for progress.

The graphics are absolutely superb. I won't bore you with detailed descriptions of the Gouraud shading, a tech-

nique that makes the crafts look even more realistic. I'm sure you can see for yourself the quality of the graphics. There is an incredible feeling of being thrust into the Star Wars universe. The cinematic cut scenes are also excellent, and if ever there was an excuse to upgrade your soundcard, this is it. There is speech, awesome digitally mastered sound effects, plus the incredible iMUSE soundtrack that changes with the pace of the action. Get a good sound card like the Gravis Ultrasound and a huge pair of speakers because this is a game to share with the neighbours.

You will be playing TIE Fighter for a long time. The presentation is faultless and the gameplay is addictive and challenging. TIE Fighter is a classic, it will be at the top of the charts for the rest of the year. Go out and experience the Dark Side of the Force today.



PC

available

NOW

category

SPACE COMBAT SIM

players

1

publisher

LUCASARTS

price

\$99.95

visuals

90

Just like being at the movies! The scrolling is excellent and the Gouraud shading makes the fighters look even more realistic.

sound

95

Straight away you'll know you are playing a Star Wars game. Speech, brilliant sound effects and music that changes with the action add to the atmosphere immensely.

gameplay

95

If you loved the space combat of X-Wing or any of the countless other space fighters, you can't go wrong here.

longterm

97

It's not easy being on the wrong side of the force, and with around 50 missions you will be battling the Rebels for months.

overall

A fantastic experience. don't miss.

95%

HARPOON

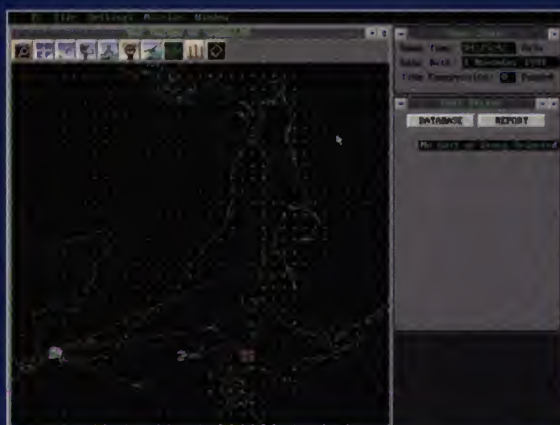
The original Harpoon caused lots of PC gamers to turn their backs on normal human interaction until they completed it. Will Harpoon 2 do the same? BEN MANSILL modemed us this review from a darkened room. We haven't heard from him since...

Several years ago, when the first *Harpoon* game was released, an Amiga owning chum disappeared into his games room carrying a shiny new box. After two months he finally emerged with a haggard yet serenely satisfied look about him, declaring that he'd finally won all the missions on the hardest difficulty level in *Harpoon* and that life could no longer deal him a blow he couldn't deal with.



Naturally I immediately investigated the cause of this most unusual behaviour, within an hour I too was hopelessly hooked and have since spent more time over the gaming years playing *Harpoon* than any other game - with the possible exception of *Falcon 3.0* and *Civilisation*. A fundamental pre-requisite for *Harpoon* addiction is being either a mad military technology freak or a purist fan of strategy games. Being both is a guarantee of a mis-spent life of minimal accomplishment yet enormous satisfaction and happiness.

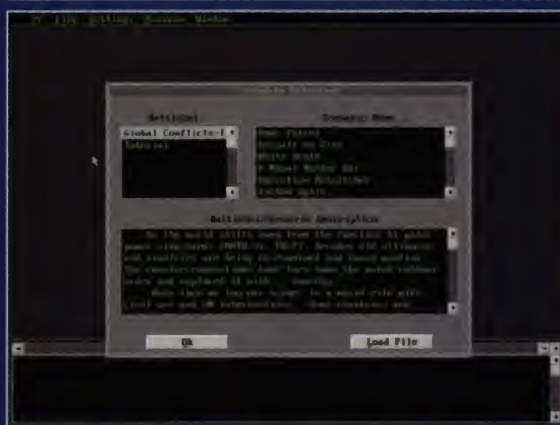
Real Time Conflict *Harpoon* is a real time strategic simulation of the potential conflicts modern military forces could experience. With its original missions plus four scenario sets, most global "hot spots" were covered, although the underlying hardware was mostly either American or Soviet in origin. Almost all the missions are centred around naval units as the key operational consideration in the game, while many very attractive missions involve only air units or subs. No ground units are involved and perhaps because of this, the games tend to be relatively fast moving and fluid. Enemy AI in *Harpoon* is complex but ultimately predictable,



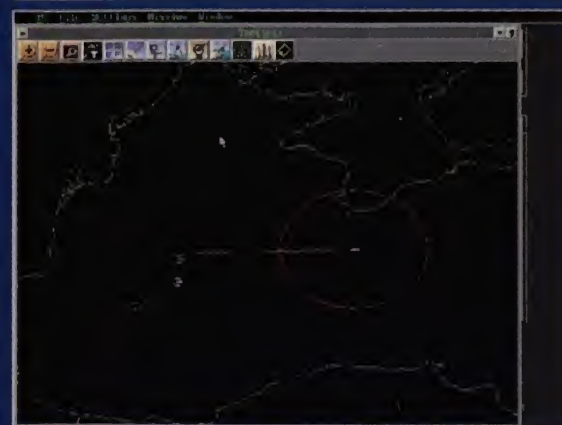
Coloured dots indicate land and water, wow.



Mass destruction via icons in SVGA, great!



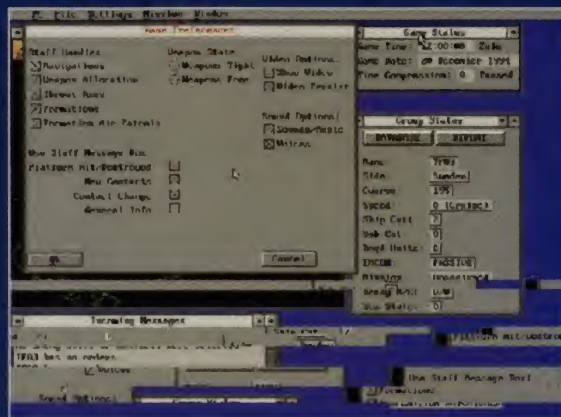
Sizable, zoomable and moveable windows, no bull!



15 basic scenarios with more to come later.



The massive database covers EVERYTHING.



And more!...



Tailor it to compensate for your lack of skill.



Design your idea of the perfect game screen.

the limitations of early programming being the cause.

Harpoon is brilliant, addictive, deep and varied, but over the years the demand for an improved follow up has grown from a whisper to a desperately shouted plea. Finally, after many delays, *Harpoon II* has arrived and God bless Three Sixty because it's everything that was needed plus so much more.

The basic game structure is unchanged, the scenarios still have the same flavour and the bulk of unit types will be familiar to most Harpooners. The important changes lie with both the interface and level of control, where frustratingly basic sets of commands used to hamper play. Incredible scope has been added to enable perfectly efficient use of all your resources. Missions of any variety can now be completely plotted prior to initiation and can comprise multiple platforms and weapon type.

Waypoints for any unit can now be set to specify almost any action the unit is capable of. For example, speed, altitude and radar changes can now be set differently for any number of waypoints in an air mission. A new thing called an "Exclusion Zone" has appeared,

enabling you to set "no-go" areas and these are selectable for various unit and mission types. An obvious example would be an exclusion zone for reconnaissance aircraft over enemy missile bases. Zone shapes and sizes are fully variable so they can be set just outside enemy missile range.

Far more realistically depicted too are the characteristics of sensor systems, almost to the point of annoyance because now you lose track of your missiles unless an active radar is painting them. It's a bummer to miss out on seeing the enemy Fleet Carrier go down, but those radars just had to stay off so the enemy bomber strike has less of a chance of locating your fleet. Another major enhancement is the massive increase in weapon load selection for aircraft. While it's still not possible to assign individual weapon types to particular missile or bomb racks, loadouts are now selectable from lists three times as long as previously. This is because every weapon transportable by the unit is now available instead of generic selections like Anti-Radar or Air-to-Air.

Graphically Enhanced Gameplay alone though is by no means the

only area to have experienced a quantum leap. *Harpoon II* runs in any of four Super VGA modes from 640 x 480 up to a magnificent 1024 x 1280 resolution, all in 256 colours (video card allowing). The display now looks and operates like a cool version of Windows, but happily is DOS based. Sensible icons do most of the work and you can design your own screen layout and colour selection to suit your taste and style. Little Quicktime movie boxes open when anything involving an explosion occurs, showing fun stuff like cruise missile hits and fighter kills.

With these and a thousand other enhancements, *Harpoon II* is a deep and intricate evolution of an already highly complex game. Existing Harpooners have much to learn and newcomers, regardless of strategic background, will no doubt find it intimidating. It's worth bearing with though, because once it all makes sense, an immensely satisfying gaming experience awaits.

PC
available
NOW
category
STRATEGY
players
1
publisher
THREE-SIXTY PACIFIC
price
NO RRP

visuals
1024 x 1280 res. is unbeatable if your gear can cope, but even in low res. it looks stunning. Design your perfect game screen and colour anyway you want.

sound
Minimal. Event sound and digitised staff announcements may seem scant but the lack of annoying music is appropriate and allows you to really concentrate.

gameplay
Keen mouse dexterity and a sharp tactical mind will be rewarded with the fruits of inspired game design. WWII in your own home! Almost perfect.

longterm
If you like the flavour, years of satisfaction are ahead with promised scenarios and a mission builder. 30 basic missions x 2 with a choice of sides.

overall
Not for everyone, but for those climbing the computer strategy game mountain, *Harpoon II* is near the top. This will attract a big following.

1942 the Pacific Air War

The Japanese/American air battles in World War II are keeping programmers around the world happy. Microprose has the latest Pacific War game on the market, and BEN MANSILL's in the cockpit...

There is a good reason why the *Aces of the Pacific/Over Europe* sim remains so popular among truly discerning PC pilots - it's because the planes handle so beautifully. Skilled pilots learn to turn the distinct character each of the many planes included offer, to their advantage, while avoiding weak areas which have the potential to end your fun in an abrupt flaming dive. What's more, the game design is a gem of functional simplicity and the missions are many, varied and genuinely challenging.

Unbelievably, these combined qualities are a rare thing with today's flight sims, but Microprose have continually lifted their flight sim game from the unhappy days of *F15-III* and *Harrier* to the point where a winner such as *Fleet Defender* is within their capabilities. Now the house of Microprose tackles WWII with *1942 The Pacific Air War* and have proven their talents once again, for it is good, very good.

Propellers and Guns With the far more complex genre of flight sims based on modern jets approaching perfection with timeless classics like *Falcon 3.0* and *Tornado*, it's amazing that the seemingly easier problem of getting a propellers and guns sim right does not come naturally to most designers. *1942* though comes as close as we need right now; the flight models are a delight, it's a breeze to get the feel of with an interface designed by friendly, happy people and best of all, it has finally overcome the long accepted compromise of all serious PC pilots by producing a smooth and fluid sim that actually has decent graphics.

The game's title is a little misleading, for the era represented in the game covers the entire American involvement in the Pacific starting in 1942 and continuing through to the war's end. The sim begins straight after the Japanese gave the American's the excuse they needed with Pearl Harbour and offers four basic ways to play.

For beginners and occasional players there are the mandatory Single Missions. Unlike *Aces* though, all the missions are re-creations of historical engagements instead of the debatably more enjoyable fantasy situations. Naturally there's a Campaign, a big one too with over 40 missions in an average career and an option to re-enlist for a further tour, assuming you're still alive. A bizarre strategic game is included which bears a 100% resemblance to the main screen of Microprose's *Task Force 1942* and operates like any other strategy game until a battle is about



A plane, a large expanse of water and some sky.



The strategy bit. Now where's my compass?



Shoot! Kill! Destroy!



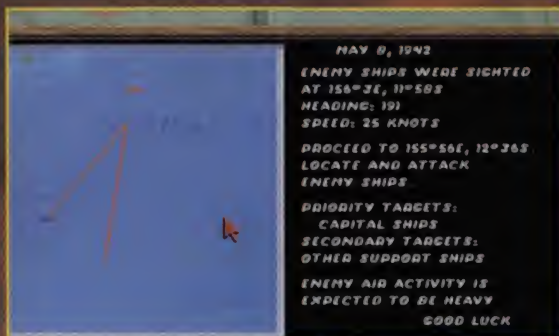
In the cockpit with a clear sky ahead. Very soothing.



War is a truly ugly thing. But it can look pretty at times.



The Training Mode. Go ahead, train.



This looks suspiciously like a mission briefing.



More empty sky. When are we going to see some action.



One of the game's many stills. Nice, huh?



We love the smell of diesel in the morning.

to occur, then it jumps you straight into an already airborne cockpit to fight it out yourself. Lastly there is a Mission Designer, effortless to figure out and with great potential for extended fun.

More Than Dogfighting *1942* far exceeds the usual fare of a mostly dogfighting super plane which can drop the occasional bomb, offering participation in most of the significant airborne activities of the war. Recommended beginners fun is to be had taking the backseat of a torpedo bomber on a carrier strike; the autopilot is perfectly capable of dealing with basic manoeuvres during a tussle, leaving you to ratta-tat the bad guys with your swivelling machine gun, then jump back to the joystick seat when all is safe to fly the final

bomb or torpedo run yourself. All the important U.S. planes are modelled, along with most Japanese planes. Bombing has become somewhat of a science with the first proper bombsight screen I've seen in a sim of this era which isn't a dedicated bomber game.

Having passed the Serious Flight Sim Test with the absence of music while you fly, *1942* presents itself as a no nonsense game that begs attention. The all important enemy AI is commendable; instead of merely producing computer pilots who perform with flair and skill these guys simulate the same tactics each plane or mission would have produced during the real thing. Zero's desperately try to maintain a tight turning battle which favours their odds, while early U.S. fighters rely mostly on high speed passing

attacks. Ships actually try to manoeuvre away from bombs and torpedoes while mostly defeated enemy squadrons wisely attempt escape.

With all this and pretty graphics too, *1942* deserves a go whether you're a part-time pilot or a full on flight-sim freak. Tally ho!

PC

available

NOW

category

FLIGHT SIM

players

1

publisher

MICROPROSE

price

\$99.95

visuals

Wispy clouds and stunning object detail and shading are a new treat for flight simmers. Water and land texture a bit yucky though, but it's no real problem.

90

sound

Period music's OK, engines rev nicely and incidental effects are rich and plenty enough. Meatier guns are needed though - not enough ratta, too much tat.

81

gameplay

Brilliant! Even the cheat options won't save you if you're lazy or talentless. A sugar-sweet flight model in a world of cruelly designed missions.

89

longterm

For sure! Enough depth for months of regular or occasional play and a mission designer for when you've really whipped it.

87

overall

Makes Pacific Strike look pathetic, and forces the Aces games to finally pass the flight sim crown. Mad fun and super hard!

88%

Back issues

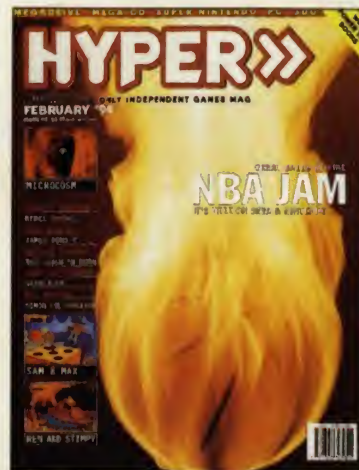
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BYTE SIZE

FIFA INTERNATIONAL SOCCER MEGA CD

Available: Now
 Category: Sport
 Players: 1-2
 Publisher: Electronic Arts
 Price: No RRP



Just as Mega Drive owners are starting to stop playing FIFA an explosion of conversions is happening. The SNES version made a brave attempt but I personally think the MD version outclassed it. IBM and Amiga owners are also getting the FIFA experience soon but right now let's see what the Mega CD has to offer.

Right from the start this game oozes class. Everything from the cartridge version is here but on steroids. The intro boasts a 3 minute long video clip that looks nothing short of a TV intro, with the EA SPORTS logo being almost subliminally flashed here and there. Those who played the MD version will instantly recognise the music but it is now in the form of a kick butt soundtrack straight from the CD. The selection screen and all other screens are now re-worked. There are around 10 more teams with 4 "All Star" teams from different regions of the world.

Straight away (well after 10 seconds of loading time) you're smacked in the face with surround sound! The graphics have changed very little though apart from the crowd. The gameplay is better with easier passing and faster game-play but the original program didn't really need much done to it. There are new scoreboard animations to give that goal a magic touch and if you look hard enough there is a whole one minute video ad for the Adidas Predator boot!

Apart from the dodgy video used for the highlights (which the intro more than makes up for), this is one slick CD that leaves *Sensible Soccer CD* in the sin bin. Check it out and pay the bucks now to give your Mega CD something to do besides playing The Best of ABBA.

Brian Costelloe

VISUALS	91	SOUND	94	GAMEPLAY	95	LONGTERM	91	OVERALL	94
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WORLD CUP SOCCER '94 SNES

Available: Now
 Category: Sport
 Players: 1-2
 Publisher: US Gold
 Price: \$119.95



It seems like a simple sport and we're constantly reminded that it's the easiest sport to get into. But if that's the case, why is it that there are so many bog standard soccer games released? Let's look at the latest - *World Cup USA '94* for the Super Nintendo.

Firstly and foremost it features one of the saddest looking mascots since the Illawarra Steelers were formed. The players have very rough animation (3000 frames is what they claim) and the play method is a touch awkward but adaptable. You can change just about everything from game speed, set plays and team colours. There is no edit option to speak of but all the World Cup teams are there plus a few token teams to keep the Japanese and the Australians happy (Sorry New Zealand but there are no Kiwis here). You can make the ball control to your liking and save all these options to battery back-up.

Having the real names and cup qualifiers is great for re-creating these golden moments or setting up those "What if" matches. This title is not a disgrace by any means and those who have already bought it will back that up. But Super Nintendo owners have two of the best soccer titles on the market available to them in the form of *Sensible Soccer* and *FIFA International Soccer*, so there's really no need to consider this one as it doesn't have anything those two don't.

Unless you're a little lost in the head you would have already gone out and bought either *Sensible* or *FIFA* by now if you're football mad. *World Cup USA '94* is just a big license that suffers from that same syndrome that afflicts most movie licences. So don't act surprised 'cause it was never going to be a huge hit.

Brian Costelloe

VISUALS	69	SOUND	73	GAMEPLAY	72	LONGTERM	76	OVERALL	73
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FUN AND GAMES MEGA DRIVE/SNES

Available: Now
Category: Edutainment
Players: 1
Publisher: Tradewest
Price: \$79.95/\$89.95



Here's a strange little game. It's probably strange because it's not actually a game at all, but a package of vaguely educational things to do. It's aimed at the very young SNES or Mega Drive owner, so if you're over 12 don't even think of getting this unless you need some remedial art or music classes.

There are four categories to have fun and games in; Paint, Games, Music and Style. Paint is sort of like SuperPaint for the Macintosh, and a very basic version at that. You've got icons like brushes and pencils to choose from, as well as a large colour palette. If you're not artistic at all, don't worry, because there are pre-drawn pictures which you can just colour in.

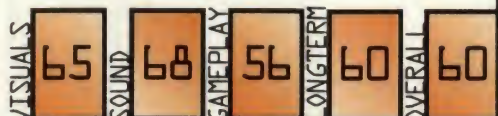
Games is pretty self-explanatory. You can play the grand total of two games and they're pretty shocking ones too. Mouse Maze is a Pac Man rip-off, and a bad one at that, while Space Lazer is an appalling space shooter that will keep you entertained for about ten seconds. Let's move on...

The Music section is a lot more fun, even though it's fairly primitive compared to computer programs like Cuebase. The pre-programmed tunes are abysmal, so concentrate on composing your own masterpiece. There are backing beats, flat, sharp or natural sound, three tempos and lots of simulated instruments and animal noises to have fun with. While it's certainly nothing new, it is fun for a while.

Style is divided into two parts - Mix 'n Match and Stylin' Stuff. Mix 'n Match is the old game where you try and match the bodypart (head, torso, legs) to the person and Stylin' Stuff gives you the thrilling task of dressing a model. Yawn.

All in all though, Fun and Games is not a bad little package for the very young gamer (or more likely, the very young gamer's parents) but it doesn't have anything to offer those out of primary school.

Stuart Clarke



INTERPLAY'S 10 YEAR ANTHOLOGY PC CD-ROM

Available: Now
Category: Anthology
Players: 1
Publisher: Interplay
Price: \$99.95

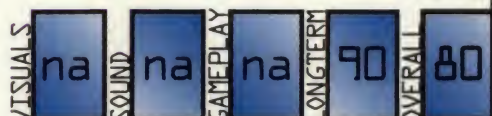


With a new compilation CD of some sort being released almost weekly it's becoming a real struggle to find true entertainment value. Most have a main game and all the mission add-ons like *Wing Commander*, or are a collection of oldies of a similar genre like the stuff Microprose regularly come out with. Rare though are compilations of real interest...until now that is. Interplay's is the best value and most playable anthology I've seen, the games included are current and top quality.

While the inclusion of text-based adventure games like *Bard's Tale*, *Dragon Wars* and *Wasteland* offer only curio value, current winners like *Flashback's* predecessor *Out of this World* and *Star Trek 25th Anniversary* as well as *Castles* and *Lord of the Rings* provide amazing entertainment value if you're on a limited budget (aren't we all?). At a RRP of \$99.95 you're getting these gems at about 10 bucks each - that's pretty good even if you only play half the games.

This is a terrific representation of the Interplay style as it has developed over the last decade, as well as being a most economical way to boost your game collection. Even the impossible to find *Battle Chess* original is here. The complete documentation from the original games are collected as one huge manual and makes fascinating reading as a piece of gaming history. This is more than the fruits of a bored marketing department, this is a snapshot look at the evolution of the computer game, and it's highly playable too!

Ben Mansill



TONY LA RUSSA'S BASEBALL II MPC CD-ROM

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



The pitcher steps slowly up to the mound, eyes narrowed, knuckles whitening around the small leather sphere as the batter tentatively takes his place over home plate. Their eyes meet and wills lock... The classic contest; an ancient - almost primeval - hatred stirs in them; like the lion and the wolf, the spider and the wasp - natural enemies. A silence grips the massive crowd, time dilates, seconds stretch into centuries. With a crack like a rifle shot, the pitcher's arm whips out; snapping the ball away like a sidewinder missile - the batter leans forward, muscles coiled like a steel spring. He swings...

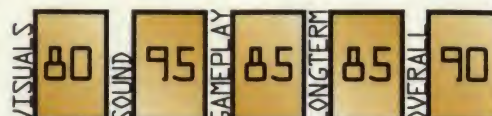
I really don't want to overstate this, but *Tony La Russa's Baseball II* is the best sports simulation I have ever played. It takes the genre out a brand new door. Simple to play, yet incredibly detailed, it caters to the die-hard arm-chair manager or the most inveterate joy-stick jockey. The presentation is flawless and the gameplay is slick and intuitive.

Graphically, it's superb - from the actual game screens to the animated "incidentals" - home-runs, pick offs, double plays etc. However, it is the sound that is truly breath-taking; from the background crowd noise (badda, badda, badda, sa-wing badda) to the continual, and I do mean continual, commentary; which updates the games stats, makes stupid sporting jokes and provides a great, authentic feel to the game.

Game-wise, you can completely control the style in which you wish to play; from either managing the team only, managing and playing, or just playing. You can also delegate certain functions to the computer - fielding, base running, and sneaking, to leave your hands free for the important task of knocking baseballs out of stadiums.

It may seem a bit much to go overboard about such a game, afterall, it isn't Sonic, but as soon as you throw your first strike-out, or swat your first homer you'll understand...

Chris Wheeler



INHERIT THE EARTH

PC/PC CD ROM

Available: Now
 Category: Adventure
 Players: 1
 Publisher: New World Computing
 Price: \$79.95



"Long ago, in a time now ruled by legend, lived a strange and powerful race. Well before our history had even begun, this race had carved towns from out of the mountain side, changed the course of rivers and soared high above the Earth in metal darts the size of houses.

Little remains of what they wrought. The ruins left behind seem as mysterious now as when first discovered. No one knows what happened to the people of the Wild Lands but their legacy lives on, hewn into the living

rock... **STONE HENGE!** where the demons run..."

No, not in fact the introduction to Stone Henge by Spinal Tap, but the background to a great little game called *Inherit the Earth*.

You play Rif, a fox, in a world where the human race has mysteriously disappeared. Now animals rule the planet (no apes to be seen anywhere) and fight amongst themselves for the powerful artefacts that the humans have left behind. When one of the great treasures disappears, all fingers seem to be pointing at you. Your only chance is to find the thief before the new moon.

Inherit The Earth is an adventure which is strong on plot and light on puzzles so you can slam it down fast. The emphasis is always on conversing with other characters rather than slaving over strange combinations of objects (ala *Zork*) so it is difficult to get stuck. The script is tight and often very funny and will appeal to adults without being lost on children.

The game's only real problem is its brevity. I finished the game in 2 sessions or about 8 hours. I enjoyed every moment but when the story came to its natural conclusion, unfortunately so did the game.

A sequel to this game is must. Hopefully with a length closer to *The Lord of the Rings* than *The Hobbit*. Highly recommended.

Damien Hogan



THE GRANDEST FLEET

PC

Available: Now
 Category: War Game
 Players: 1-2
 Publisher: Quantum Quality
 Price: \$79.95



If you savour the sting of sea spray as it whips against the lids of your half closed eyes or if you long to lie quiet, among the creaking cedar beams and listen to the rhythm of a distant storm... then I'm afraid you will have to look elsewhere because *The Grandest Fleet* is about the serious business of drowning people. As Grand Poohbah of your countries forces, your mission, should you choose to accept it, is to blow the living shit out of everything that floats. For safety's sake, it's also best to turn your enemy's home town into a firestorm, in case they think about fighting back. The game falls into two separate sections (in fact almost two separate games), one tactical and one strategic. Unfortunately there is no option to allow the computer to handle the boring bits, so you'd better like both. The tactical section has a typical board game feel. Your armada is composed of a number of different ships each with its own movement and attacking strengths. You move your pieces around the big blue board (the ocean) looking for the enemy. Once you've found them you try to blow them up, cleverly if need be, or if not, then with brute force. This is as good as the game gets. The strategic element of the game has all the excitement of the home shopping show with the sound turned down. Without a steady flow of new lives and machines to throw into battle you'll soon be swinging from the yardarm (or should that be walking the plank?). To that end you must manage the cities under your control in order to produce more, and nastier, weapons. By assigning a strange collection of "culture" and "victory" points to each of your cities you can eventually steer your country to the production of weapons of mass destruction, i.e. nuclear bombs. Hooray! Overall, there is nothing outstanding about this game. It just sails along, doing its own thing. Personally I'd rather listen to the Village People.

Damien Hogan



THE SETTLERS

PC

Available: Now
 Category: Strategy
 Players: 1-2
 Publisher: Blue Byte
 Price: \$99.95



In this stale, boring era of democracy and "kinder, gentler" governments, it is a welcome relief to find a game like *Settlers*, which allows you to be a total despotic, megalomaniacal dictator.

To be honest, this isn't actually what the latest Blue Byte offering is all about. In theory, you are a governor of a fledgling feudal society, controlling the various workers and toilers (twenty different types thereof) who are the foundation of your empire; growing crops, mining metals, smithing ironware, building houses, etcetera, etcetera. While this is fun for the more economically minded gamers out there, the true thrill of the game comes when you send soldiers and knights to pillage and destroy the surrounding villages, subverting them to your will, crushing their urge to resist, wanton mutilation, hacking, maiming... Oh - sorry.

Settlers is a classy little game, it encourages thinking and planning, whilst tinkling that little urge inside us that wants to play God. All the while, making sure we get our daily dose of blood and slaughter.

The graphics are quirky, cute and interesting - a good blend of presentation and playability. Sound and music are excellent - with a medieval score and lots of little effects for the attentive listener.

If the game sounds a lot like *Serf City* (see review in HYPER #9) that's because it's the same game. The only difference, aside from a few minor changes, is that *Settlers* has a comprehensible manual, which tutors you through the game's tricky initiation - a feature which *Serf City* desperately needed but conspicuously avoided.

Overall, not a bad piece of work - a nice blend of economics, feudal politics and good-old barbarian aggression. See the little carpenter from the enemy village, happily sawing and hammering his little bookcase... See three members of my barbarian horde creeping up on him... See them attack; see them enslave; see them grind away his very will to live... nyah, ha, hahhh...

Chris Wheeler



D-DAY

PC

Available: Now
 Category: Strategy
 Players: 1
 Publisher: Impressions
 Price: \$99.95



Thick morning mist hung still and quiet over the Normandy coastline. Offshore, away from the gently lapping waves of the English Channel, Allied forces watched and waited for Zero Hour, the moment that would signal the beginning of the end of Nazi Germany – D-Day.

It was with solemn reverence that I installed *D-Day* on my hard-drive. It seemed fateful that, in the year of the Fiftieth Anniversary of that crowning achievement in WWII Allied strategy, I should be sent such a game. Always up for a challenge, I played the Germans - charged with stopping the might of Eisenhower's invasion. I used every trick I knew; Rommel's tank assaults, Dietrich's infantry rushes, Alexander the Great's skilful feints, Caesar's Tortoise, the Zulu "Bull's-head" manoeuvre, anything!!!!... until I realised that no matter what you do, if you play the Germans you lose.

I admit there could have been flaws in my strategy, but when the 3rd Division Waffen-SS (the cream of Hitler's army) supported by tanks and artillery, get mashed by a US Engineer Battalion (the guys armed with pencils who build bridges), one begins to doubt either the programming, the research or both. I've seen fairer battles when little boys play Super Soldier by dropping bricks on their model tanks.

The game attempts some tactical depth by providing two styles of gameplay - a strategic option where you manage the overall war and a close-up mode which zooms into each battle, allowing control on a unit-to-unit level. Despite this, the game has absolutely no detail, in both conception and presentation. A cumbersome movement system will have you strangling the mouse in frustration, inexplicable game design choices make tanks virtually useless against infantry, German paratroops unable to make para-drops (although the Brits can) and fighter aircraft unable to support ground troops.

These factors, combined with a seemingly compulsory Allied cheat mode, provide a wargame so biased, that is fun for only the most insecure of arm-chair strategists.

Chris Wheeler

VISUALS	52	SOUND	60	GAMEPLAY	44	LONGTERM	32	OVERALL	38
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DRAGONSPHERE

PC/CD-ROM

Available: Now
 Category: Adventure
 Players: 1
 Publisher: Micropose
 Price: \$89.95



Dragonsphere is the latest addition to the Microprose line of adventure games. You play Callash, the newly crowned King of Callahach. Unfortunately your father has just passed away. Apart from leaving you his kingdom, pop has also left you with a nasty legacy. It seems that 20 years earlier he magically imprisoned an evil sorcerer, Sanwe, in a globe of crystal - the Dragonsphere. Now dad's six feet under, the globe has started to crack. It becomes apparent that unless you find a way of dispatching Sanwe once and for all, he will break out and take his revenge upon you and your kingdom.

Yes folks, *Dragonsphere* is another quest-based adventure game. Thankfully Microprose have managed to create a thoroughly absorbing game world or *Dragonsphere* may have become just another pretty adventure game in this done-to-death fantasy genre. Apart from the beautiful graphics and the smooth rotoscoped animation, *Dragonsphere's* main strength lies in the complexity of the plot and the variety of terrains for you to explore. The world of Callahach is shared by five races and only one of them is human. Each race has its own agenda and, as King, you will have to overcome ancient prejudices in order to encourage understanding between the different peoples. Diplomacy is the way to go here, you will need help from each race in order to ultimately succeed.

Like other Microprose graphic adventures, *Dragonsphere* gives you two difficulty levels. When you choose to play in "Challenging Mode", the puzzles are more difficult and not as much is highlighted when the mouse cursor passes over it.

I was playing the CD version and I was only disappointed in one area - the speech. It often sounded as though the actors were saying their lines via a cellular phone with a bad connection. I eventually turned it off and reverted to displayed text. That aside, *Dragonsphere* is a beautifully presented adventure game which should prove challenging to both experienced and novice gamers alike.

Julian Schoffel

VISUALS	85	SOUND	76	GAMEPLAY	80	LONGTERM	83	OVERALL	84
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LEISURE SUIT LARRY 6

PC CD-ROM

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



When David Wildgoose reviewed *LSL6* in the third issue of this fine journal his commentary was less than favourable. He took the view that Larry is old hat and only appealing to dirty old businessmen and ultimately his mark of just 50% testified to the strength behind those convictions. While it's simply marvellous to see the fine principal of impartial free speech (the cornerstone of games reviewing) at work, many felt his review to be cruelly unjust. With the release of the full talkie CD ROM in stunning Super VGA, Sierra has clearly felt the need to recapture the faith of gamers, doing so magnificently despite the presence of the same awful jokes and cheap innuendo.

The game offers no new challenge for previous Sierra gamers, each section requires the collection of various items which are clearly spelt out in most situations, with the reward at the end of each an encounter of sorts with some unnaturally perfect super-babe. The gameplay though is deliberately light enough to let you just wander around soaking up that bizarre but disturbingly appealing Larryworld aura that may have you laughing aloud. Larry games have a relaxed fun feel about them, bright colours and cheery music complete a brainless but pleasant picture.

The CD has two enormous enhancements; talking and Super VGA. Graphically this game is now one of the finest available with huge playing areas set in incredible detail. Larry is animated smoothly and I suspect the realism of shaded hi-res cleavage is the real reason for the game's development. Everything talks too. Anything previously text based is now performed by a range of actors - including Larry who sounds predicably nerdy. The whole effect is stunning. Like David, I thumbs-downed the first release but this effort is of such high quality that even the bad jokes seem funnier.

Ben Mansill

VISUALS	91	SOUND	89	GAMEPLAY	80	LONGTERM	76	OVERALL	82
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EMPIRE DELUXE MASTER EDITION PC CD ROM

Available: Now
 Category: Strategy
 Players: 6
 Publisher: New World Computing
 Price: \$59.95



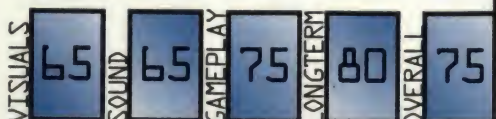
The CD ROM format is proving to be a boon to cash strapped gamers tired of the ever spiralling cost of indulging in their favourite hobby, allowing software companies to pack more add ons, scenarios etc. into their packages. The Masters edition of *Empire Deluxe* includes the "classic" version of the game, the DOS and Windows version of its newer incarnation as well as all of the scenarios previously only purchasable on separate disks. Nothing new here, just good value for money, something sadly lacking in a lot of game packages.

Most of you who are into strategy gaming will probably be familiar with this piece of software, as its original version has been around for a long, long time (in gaming terms that is, not geological or astronomical). And what can I write about something which has simply been repackaged and re-released?

The graphics, even in SVGA, won't set your pants on fire, but then this sort of game doesn't really require 'Voxel Space' technology or gouraud shaded fiddly bits. The terrain and unit types are clearly and easily recognisable and that's all that really matters with this sort of thing! The number of different types of units available and the fact that they are always the same means *Empire* is more like chess than, say, *Civilisation* or *Masters of Orion*, and can make this game a bit dull for anyone but the pure strategist, of which I am not.

The computer opponent is a bit docile for my liking, and the game really only comes into its own when played with other people. Modem play is fully supported and is by far the best way to enjoy the game. Invading, crushing and subjugating another gamer and savouring their anguish is much more rewarding than simply sticking it up your computer. Metaphorically, of course.

George Soropos



PRINCE OF PERSIA 2 MAC

Available: Now
 Category: Action/Puzzler
 Players: 1
 Publisher: Broderbund
 Price: \$89.95



Prince of Persia is one of the true computer game classics and it seems that a version of it can be found on just about every second computer. The fluid animation and the gripping gameplay hooked millions and even though it's quite dated now, a lot of people still come back to it regularly for some old style fun.

Prince of Persia 2 (sub-titled *The Shadow and The Flame*) came out on PC last year, and while it did well and was an excellent game, it didn't cause the fuss of the original title. I think that's because game technology had moved on in the meantime and it was no longer cutting-edge, merely very good. And that's by no means a bad thing because as we all know, gameplay comes first and that's something that *Prince of Persia 2* has stacks of.

After escaping the dungeons and rescuing the princess in the first game, you are the Prince of the land. But that's not a very exciting storyline, so now the evil magician Jaffar has assumed your identity, stole your princess and thrown you out of the palace as a beggar. It's back to square one, and you'll be sword-fighting, jumping traps and solving puzzles in 15 tricky levels of fast action fun.

The Mac conversion is a winner - great controls, nice sound and the animation and cut scenes look great. The game comes together as a seamless whole, and it really does feel like you are playing a cartoon at times. The overall atmosphere is spot on, as are the puzzle difficulty levels. All in all, this is a fantastic little game, and while it won't keep you glued to the keyboard for months, it makes for a very nice distraction.

Stuart Clarke



WHERE IN SPACE IS CARMEN SANDIEGO? - DELUXE MAC/PC

Available: Now
 Category: Puzzle Education
 Players: 1
 Publisher: Broderbund
 Price: \$99.95



It is always difficult reviewing a game whose primary motivation is not entertainment. Such was the case with Broderbund's latest offering in the Carmen Sandiego series, *Where in Space is Carmen Sandiego?*. The object of the program is to educate the player about our solar system, whilst amusing them with a light weight adventure-style chase game.

My first reaction regarding educational computer games is usually negative, I always wonder at a product that spends half its time in glitzy presentation rather than education - why not just read a book? Upon playing *WiSiCS?* for awhile though, I realised that such outmoded opinions were quite inappropriate.

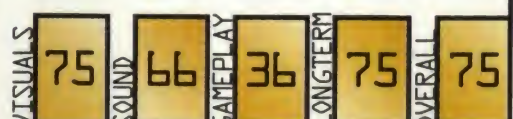
The game itself is pretty boring, you chase various members of Carmen Sandiego's gang of interstellar villains around the solar system, finding their bases and apprehending them (yawn). The programmers try to add some interest by throwing in some animated, humorous skits during the game but these add little spice - although I did enjoy the one involving an alien surfing on a 2001-style space obelisk. However, the educational material included in the game, in the form of a large illustrated database, is quite amazing.

Excellent, detailed graphics of the planets and their moons, atmospheric and environmental data, mythological and historical information as well as some speculative views on future research, keep the average space enthusiast reading for hours.

The only problem is spotting who the program is aimed at. The game section of *WiSiCS?* is obviously for the mid-school age bracket, whereas the database contains material clearly targeted a little higher up the age-chain. Obviously someone out there bought the previous four programs; *Where on Earth...*, *Where in the U.S.A.*, *Wherein History* and *Where in Time is Carmen Sandiego*, but I don't quite know who.

As an interesting database to store on the hard drive, I strongly recommend *WiSiCS?* However, if you buy it as a game, bring a pillow...

Chris Wheeler



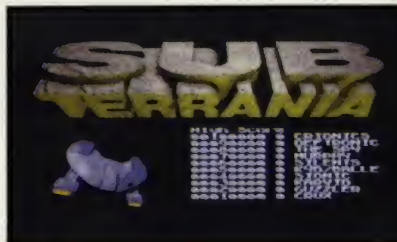
Subterrania

Miners are trapped! Equipment needs retrieving! Evil aliens are threatening to take over the colony! And you don't even know the missile launcher from the windscreen wipers! Let HYPER show you how it's done...

THE MISSIONS

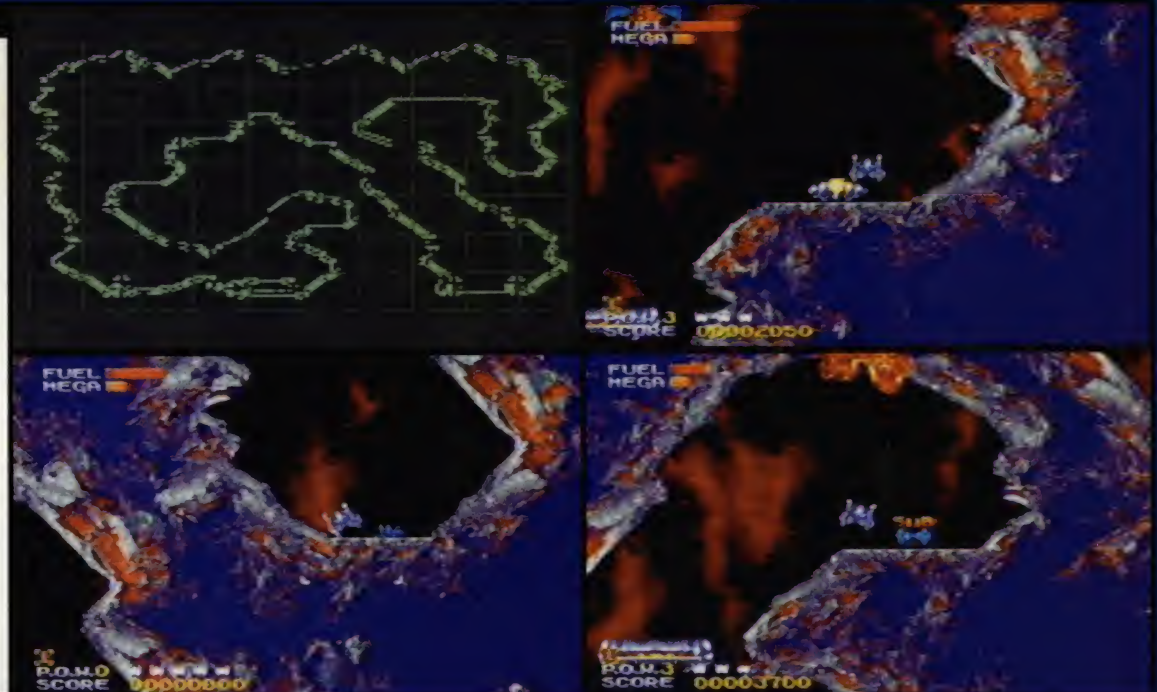
You're going to have to pilot your craft through 9 ball-breaking missions in all, carefully fulfilling your orders from Mission Control. Each mission has a slightly different objective; you'll be rescuing miners (ala Choplifter), powering up your blasters, retrieving sub-modules and navigating the tricky mazes, plus a heap of crafty puzzles that you'll no doubt need HYPER to explain to you! We recommend that you fart around in the training mode at first, to get

used to the strange controls. It will take practice, but you'll soon be ready to blast some alien butt. Pay close attention...



MISSION ONE

Lucky you. No really, this is quite easy. There isn't much here that attacks you, so play it cool and concentrate on your objective: rescuing those poor little workers and picking up the sub-module. Just to the right of your starting point you'll notice an extra-life — get it. Be careful not to shoot the robotic door or it will destroy the life. Cruise over to the far right and avoid the orange robot, take out the suspended-laser or make sure that you simply avoid it's green shots. Drift down and rescue the innocents. Next, go far left, down, pick up the fuel, drift down the side of the robotic door and fly to the right. Up here you'll find the sub-module. Get back to base. Easy!



MISSION TWO

OK... it's best to follow some sort of order here. First thing to do is fly below your starting point to pick up a weapon powerup (remember that it changes colour, and that getting the same colour as your current weapon will make you more powerful). Hook up with the left rail and drift up towards the destroyable wall. Using the rails saves your fuel and, believe me, you'll need it. Sit here and shoot the wall, taking out the laser as well. Inside you'll find an extra life. Next fly to the top far right (avoiding the boss) where you might want to pick up a shield top-up. Now take on the ugly head. First, settle onto the platform below it and shoot up to destroy the tail. Next objective is the small faces on his sides -

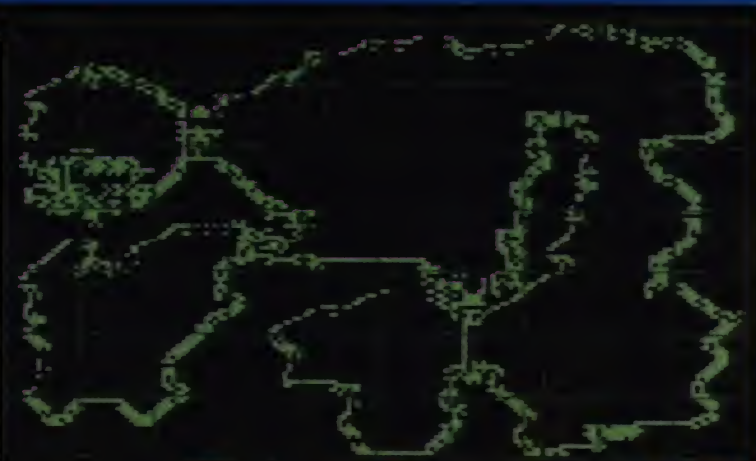
use the left rail to find a safe position to attack from (saving fuel yet again). Once you've done away with them, fly up the top and try to hover - shooting the ugly sod in the top of the head. This'll finish him. Far bottom left and right are two caverns with missiles - you'll need these later in the game. Finally, go to the top left corner and get the sub-mod and workers.



MISSION THREE

Don't waste fuel - you'll need every last drop here. First, drift down to the left and pick up the mirror — leave the fuel for later. Take it round the top (blasting the laser on your way) and drift down (the swirling pods don't damage) dropping the mirror on the tank. To the right of it is a platform - sit on this and fire (it switches off the electric wall beneath you). Fly back around (drifting when you can) and go left into the cavern. Get the next mirror and fuel. Head

back to the circle of pods and hang in the middle - carefully use the mirror to deflect the green laser into the wall on your left. Fly into the new cavern and blast away the machinery (this deactivates another wall). Get the mirror and fuel. Fly back to the centre of the circle and deflect the laser back onto itself. Now go through and get the prisoners and the sub-mod.



MISSION FOUR

Get the powerup on the left first. Fly far right and kill off the orange robot and building to find missiles.

Head down to the flying boss. Shoot his head and keep your distance. Up to the left is more machinery - there

is an extra-life hidden in it. Below that is even more (the sub-mod is hidden here). Far bottom right are the

distracted blue miners. You're doing well.



MISSION FIVE

Don't move. Do away with those annoying bat-things first. Now take off and fly carefully to the top right corner. A mega-blast should kill off the tank. Get the anti-shield weapon. Drop down to the bottom right and use it on the shielded building. Blast it all away to reveal a spiky ball. Take this to the top far left (picking up the miners on the way) and drop it on the leggy-insect. Get the sub-mod. The other miners are in the bottom left cavern.



MISSION SIX

At the bottom of the first rail is a powerup. Blast through the door and drop down the rail for another powerup and some miners. Up

and right for an extra-life and more workers. Blast through the second door and go down to the centre chamber. This robot is tough as

nails, so use your missiles. Try to get the fuel and shields in the far right chamber first then hover at the ceiling and blast down at the robot.

Then take out the ground guns and pick up some workers. Head to the left and grab the sub-mod.



MISSION SEVEN

OK... you're getting close 'cause these next few levels link up. Take note. Fly to the right to find some missiles (save some for the boss later if you can). Fly into the water to the left and avoid the fish, re-surface at the far left and try to mega-blast the robot fleas as you fly up (you might have to use some missiles here). Grab the anti-pressure thingy as it allows you to sink (saving fuel). Go right and shoot the little blobs (they'll fall into the water below). Now grab the fuel and hover, shooting a gap through the blobs to the water. Sink down (use the anti-pressure device) and pick up the tube bombs. Float back up and try to get back to your starting point. Now sink to the right and drop the bombs on the green pipe. Beware of the explosion. The water will drop and you can exit to the far left.



MISSION EIGHT

Dive down into the water and travel right. Go up the first tunnel and be ready to mega-blast a baddie, quickly grab the fuel. Phew! Above you is a force-field. Switch it off by shooting the blue light. Fly up and left where you'll have to shoot another one. Now you'll have to drop back down and navigate the water back to the second tunnel. Up here you'll find the mirror laser. Head back to the start and fly up and left. Drift down to save fuel and then use the anti-

pressure device to sink quickly. Race to the right, (face slightly towards the ground and use the water's pull to inch along - thrust when you need to) mega-blast baddies if you can but watch your fuel gauge. Finally you'll surface at the far right - grab that fuel!! Get underneath the right gun and shoot it with your mirror laser until it runs out. Now blast until a hole appears. Exit to the right.



MISSION NINE

Navigating these water tunnels can be an absolute nightmare as you'll need every bit of shield you have to make it through to the boss. Take it slow. First, dive left and sink down where you'll find a wonderful nuclear crystal which will stop your fuel from running out. To the bottom right is an extra life too. Head back up and then far right where you enter the water. Below you is an electric wall, so you'll have to cruise right and up where you'll pick up a key - now the wall is deactivated. Head back down and left and down to the now open gap. Pass through here and go up, left and take the first tunnel down and follow it down and round to the right. Hit the brakes as some spiked balls will drop from above.

Use the same drifting/thrusting technique to inch your way to the right (the most important thing here is to save your shields). Mega-blast (or missile) the crabs before they get close enough to punch you and stay down. Ignore the first turn off and then head up, right and down to the right. Float up and grab the key which will de-activate the electric wall in the tunnel on your left. Head back down and around to the now open tunnel (watch out for the crab). Follow this left and then up, out of the water. Shoot the spider or you're doomed. Fly right, until you'll have to re-enter the water. Cruise right and you've made it to the final boss.



THE BOSS

This will be an absolute bastard. Sorry - but it pays to know the truth. Look out for the red tail, use your missiles first. After his tail is gone, concentrate on his face. There is no way you can

avoid his attacks - just don't fly into him. If you're lucky, he will successfully explode. But wait! Don't put your feet up yet. A horrible red squid-thing comes out of the shell. If you can, thrust into the air (avoiding

the little squids) and just KEEP SHOOTING!! The creep will soon burst into flames and you'll be able to relax, soothe the cramps in your hands, lean back and watch the crap end

sequence which lasts about ten measly seconds. It was all worth it, wasn't it?



CONGRATULATIONS!!!

During the campaign to free the subterranean mining site, you have made yourself worthy to carry the most distinguished title within our system of ranks. You have proven to be a brave and cool minded warrior and if a similar situation should arise, we hope you will face the challenge....

CHEAT MODE

TEENAGE MUTANT NINJA TURTLES: TOURNAMENT FIGHTERS MEGA DRIVE

ULTRA DESPERATION ATTACKS

This mightn't be as good a game as the SNES version, but Turtle maniacs everywhere will get into these very nasty "Ultra Desperation Attacks". You can do them when your character's energy is low enough that your life bar starts flashing. They'll give you extra strength and a very nasty attack. For April and Casey you'll need to be close to your opponent to perform the move, but everyone else seems to be able to pull them off no matter where they are.

- Leonardo:** Left, Right, Down (Diagonal right), Down, Down (Diagonal Left) + C
- Michaelangelo:** Right, Left, Down (Diagonal Left), Down + C
- Donatello:** Right, Left, Down (Diagonal Left), Down + C
- Raphael:** Left, Right, Down (Diagonal Right), Down, Down (Diagonal Left) + C
- Ray Fillet:** Left, Right, Down (Diagonal Right), Down, Down (Diagonal Left) + C
- April O'Neil:** Left, Down (Diagonal Left), Down, Down (Diagonal Right), Right + C
- Sisyphus:** Left, Right, Down (Diagonal Right), Down, Down (Diagonal Left) + C
- Casey Jones:** Right, Left, Right + C



TERMINATOR

MEGA CD

FULL MOTION VIDEO

Now this isn't the best game in the world and the quality of the FMV interludes is far from stand-out, but here's a code that allows you to look at all the full-motion video sequences without playing through the game. Choose Options from the main menu and at any of the items hold C, push Right, Left and release C.

The flashing triangle cursor should change into a square. Now choose the Sound Test option and you'll find a new menu item called "Cinema Sequences". Now, as this might suggest, this option shows all the cinema sequences. Sit back and enjoy...or not, as the case may be.

WWF RAGE IN THE CAGE

MEGA CD

WRESTLE THE SAME PLAYER

Beaten all the other boofheads and want to wrestle yourself (don't do it - you'll go blind), well you can with this code. You can use this for either a One Fall, Brawl or Cage Match. In a one player game, select Player on the "Opponent Chosen By" screen. When you choose your character, hold Left and press C. When you hear the signal that the wrestler has been chosen and the gold player medallion appears by his name, press Down on the joypad. You now have the option of wrestling yourself - what fun!



THE LOST VIKINGS MEGA DRIVE

LEVEL CODES

This game is a lot of fun and surprisingly addictive, so here are the passwords to get you through.

- LEVEL 2 GR8T
- LEVEL 3 TLPT
- LEVEL 4 GRND
- LEVEL 5 LLMO
- LEVEL 6 FLOT
- LEVEL 7 TRSS
- LEVEL 8 PRHS
- LEVEL 9 CVRN
- LEVEL 10 BBLS
- LEVEL 11 TR33
- LEVEL 12 VLCN
- LEVEL 13 QCKS
- LEVEL 14 PHRO
- LEVEL 15 C1RO
- LEVEL 16 SPKS
- LEVEL 17 JMNN
- LEVEL 18 SNDS
- LEVEL 19 Tmpl
- LEVEL 20 TTRS

ROBOCOP VS TERMINATOR

Here's a whole lot of cheats for this fair to average platform blaster thing.

54 LIVES

You want lives? We'll give you lives. To get 54 of them, press Start to pause the game and punch in the code C, C, A, A, B, B, C, C, A, A, B, B. If you've done it right you should hear an explosion and you'll find yourself in a secret level where you'll get a message from the game's programmer John Botti. When you exit you'll have the grand total of 54 lives.

WEAPONS SELECT

The message from the programmer also includes an extra code to get a weapons select. Just pause the game again and use the code B, A, C, C, C, A, B, B, A, C, C, A, B. You should hear machine gun fire now. Unpause the game, then hold down Down, A, B and C (simultaneously) on the joystick. The icon at the top should start to cycle through the

different weapons and all you have to do is release the buttons when you see the killing stick you want.

TURBOCOP MODE

Now this is a bit of a fun one. When the game is paused, enter the code A, B, C, C, B, A, C, B, A, C, B, A, A, A, C, A, C, B, C, A, C, A, C, A, B, C, B. Phew!! You will hopefully hear a "zippy" sound to tell you the cheat has worked. You will now be able to run a lot faster and jump a lot higher. Cool!

IMMORTALITY

First off, you've got to enter the TURBOCOP mode, and then you go to the game's "Trainer" level. Move Robo all the way to the left, hold up and press C to jump. With the added spring in his step, you'll find the "Immortality Level" with another message from the fun bunch of Virgin game designers. Those whacky, crazy people! But you're now invincible, so make the most of it.



PARODIUS

SNES

INVINCIBILITY

Our good friend Peter Brodie sent us this cheat for this older but well-loved shoot 'em up.

To gain invincibility, hit Pause and then L, R, Up, X, Right, A, Left, Y, Down, B, A, Y, A, Y, B. Release Pause and you're now right for the rest of the game.

If you think you're a bit of a game master, then send your best cheats into Hyper for national and maybe international recognition. (What this really means is that we're not giving out prizes or anything, but we'll credit you with sending us the juicy hint.)

After making sure it's correct and that we can follow the instructions, send your cheats to:

**HYPER Cheats
PO BOX 634
Strawberry Hills
NSW 2012**

MEGA DRIVE

DROP THROUGH THE FLOOR

This is basically a bit of a de-bug code. When the game is paused press A, B, C, C, C, B, A and you should hear a whistle to tell you the code's been activated. You'll know be able to drop through the floor (once only) by holding Down and pressing C. If you want to do the trick again, you'll need to enter the code again. This trick can help you get through levels faster and there's also apparently a hidden section that the programmers sealed off. How exciting!

ECCO THE DOLPHIN MEGA DRIVE

UNLIMITED AIR

This will make the game a bit easier. Simply type in the password "LIFEFISH" and press START and you'll be able to breathe a sigh of relief as you won't have to worry about running out of air.



GAUNTLET IV

MEGA DRIVE

LOTS OF HEALTH POINTS

If you want to be extra healthy (and let's face it, who doesn't), just follow these instructions. Choose your player, but don't play him/her. Huh? Yes, that's what I said. Instead play the other characters in turn. Give

each of them 2000 health points and then get them killed. When all three are dead, pick your chosen character and keep pressing START. You should (all things going well) have 66 000 health points, as opposed to 18 000. See, you do feel better after killing someone.

CHEAT MODE

CLAYFIGHTER

SNES

GOO'S MULTIPLE NOTE ATTACK

In the very last issue of *HYPER* we gave you the definitive Play Guide to this wonderful beat 'em up. Well, it was almost definitive - we couldn't figure out how to do Blue suede Goo's Multiple Note Attack. We invited you to drop us a line if you knew how to do it. We even said we'd let you gloat. The first line-dropper/gloater was



Shane Eddy from Shepparton VIC.

Shane says the move goes like this: it starts with a half-circle movement on the joystick, then it gets a bit tricky. Anyway, here it is: Press BACK, DOWN-BACK, DOWN, DOWN-FORWARD, FORWARD, then immediately pull BACK and hit button R (brutal punch). The move won't work with any other punch button - it has to be a heavy hit. Taa Shane!

ALIEN III

SNES

AMMO POWERUPS

Thanks to the disturbed (and obviously bored) Peter Brodie of Cronulla, NSW, all you Sigourneys out there can increase your ammo supplies beyond belief!

Start the game and log on to the nearest computer terminal. Start the Closed Door scenario, log off and enter the first door on your left. Blast through the egg chamber and instead of sealing the door on the other side (as your mission states), go through and stock up on all the ammo. Leave and re-enter this room until your guns are bursting with Alien-hammering goodies. You should have enough to complete the whole game!

SUPER METROID

SNES

ENERGY RECHARGE

It's possible to recharge your energy with the aid of your Power Bombs. If your energy is below 50 points and all your reserve tanks are empty then try this quirky little trick (it's not a bug either; it's been deliberately programmed into the game) as a last resort tactic. You must have at least 10 missiles, 10 super missiles and 11 power bombs.

First, select your power bombs and then morph into a ball. Holding down the L and R buttons and DOWN on the control pad, press fire to drop the bomb and keep it held with all the other buttons until after the bomb explodes. If you've done this correctly, a ball of white light should surround Samus. All your reserves and energy will be restored!



NBA JAM

MEGADRIVE

SPEECH TEST

This is an odd one. Rich "call me a dickhead if you will" Lant of Greenwood, WA has discovered a way of hearing some speech at the initials screen. You can only hear one at a time (just press reset to start again). Enter your initials as such...

SNK - with button C
ZOB - with button B
GAP - with button C

If any of you brainy *HYPER* readers can get anything else out of this - drop us a line.

EQUINOX

SNES

INVINCIBILITY

This is a rather lovely RPGer if I remember correctly. This is a rather lovely little cheat too. On the title screen (it'll say "Press Start") enter this code with the two corner buttons on your joystick: L, L, R, R, L, L, R, R, R, L, L, R, R, L, R. The licensing box at the bottom will turn green if you've done it right. Now you're invincible (when you start the game of course). You can cast as many spells as you like and you won't lose any hit points.

ETERNAL CHAMPIONS

MEGADRIVE

MORE OVERKILLS

Here are some more tasty overkills to spring on your hapless opponents. All are described using Larcen as your fighter, because David Knights of Happy Valley, NSW, thinks he's the best (and he doesn't mind Larcen either). Take note.

XAVIER STAGE

Throw your opponent to the right so they land just past the stake. It helps if Larcen's head is covering the small, square window to the right of the axe-wielding dude. This will not work if you throw them from the right or if the stake can be seen at the edge of the screen. Now observe as green flames appear, your opponent's head pops out, skin fries, eyes explode and they're reduced to a crispy skeleton which promptly loses its head.

SHADOW STAGE

Again, throw your opponent to the right, this time so they bounce past the second letter in the neon sign between the fence with the two small lights and the rods that hold up the first letter. They fall into the sign and it's electrocutions ahoy!

Look forward to an eye popping out, and flames from the mouth.

TRIDENT STAGE

This overkill is supposed to be very difficult — unless David is just crap at this game.

Throw your opponent right so they land under the big rock with the mermaid on it. Notice two smaller rocks? Stand so your front foot is covering the smaller rock on the right. A tentacle arises and grabs your opponent. Then another and another until they're swiftly dragged under, only to leave behind a pool of bubbles and blood.

JETTA STAGE

This one's easier if you're fighting Rax.

Throw him so he lands under the big column holding up the roof. Stand so that Larcen's head is on top of the LEFT column, and you will almost never fail. Some loud rumbling begins and cracks appear in the ground. Before you know it, Rax (or whoever) has fallen into a lava-filled pit! There you go all you blood-thirsty readers.

JURASSIC PARK

MEGADRIVE

SECRET OPTIONS SCREEN

Gareth MacDonald has thankfully found a way to liven up such a poor game...

Enter NYUKNYUK as a password then go to the left arrow and press A, B, C one at a time (holding them down). Then press start. Highlight EXIT and press any button. Ta da! Bash those Dinos to your heart's content.

F15 STRIKE EAGLE

MEGADRIVE

HIDDEN RE-SUPPLY OPTION

It seems that Peter Brodie must have a very sore bum by now...

Go to the Options screen and select SEE CREDITS. On the Credits Screen press UP, LEFT, DOWN, RIGHT, UP, RIGHT, DOWN, LEFT, UP. You'll hear a fanfare if you did it correctly. Start playing and press PAUSE. Go to the INFLIGHT MENU and select RESUPPLY. This will boost weapons, fuel and decoys to the maximum allowed for the difficulty level you're on.



STREETS OF RAGE 3

MEGA DRIVE

SAME CHARACTER CODE/NINE LIVES

Here's a few more cheats for Sega's latest beat 'em up. If you both want to play as the same character, just highlight the 2 Player option and press DOWN and button C at the same time. You should hear a tone telling you it's

worked. Now you can both be Axel! Cool?

For a cat's number of lives (ie, 9), go into the Options menu and highlight the number of players. On controller 2, press UP, A, B and C simultaneously (keep them held). Now press RIGHT on controller 1 and you can give yourself up to 9 lives!



WOLFCHILD

MEGA CD

LEVEL SELECT

On the options screen, press A, B, A, C then A and B together. You should hear an explosion. You'll now have access to the following levels with these commands...

- Level One - Press Start
- L2 - B and Start
- L3 - C and Start
- L4 - B, C and Start
- L5 - A and Start
- L6 - A and Start
- L7 - A, B and Start
- L8 - A, C, and Start
- L9 - A, B, C and Start

Thanks to the ever studious Peter Brodie again.

COMMANDER KEEN 6

PC

Here are some excellent cheats courtesy of Matthew MacKenzie, Vic. Simply hold down the keys and you're laughing!

- Slow motion - F10 and S
- Jump Cheat - F10 and J
- God Mode - F10 and G
- Warp - F10 and W
- Free items - F10 and I
- Telling the active and inactive objects - F10 and C

Oh, and the combination of doors in the Bloop control centre is 4213. Thanks Matt, now get some sun, boy!

MICRO MACHINES

MEGADRIVE

Thanks to Gareth "Sore thumbs" MacDonald, Vic, for the following cheats...

Pause the game then choose from the following:

Infinite lives - B, Down, C, Down, Up, Down, Left, Down

Increase speed - Up, Down, A, B, Left, Right, C, Start

Bad Collisions - C, Up, Left, Right, A, B, A, C

LETHAL ENFORCERS

SNES

EIGHT CONTINUES

Yet more opportunities to shoot people are yours if you follow this little cheat to the letter. PAUSE the game then enter this code: UP, UP, UP, DOWN, DOWN, DOWN, LEFT, RIGHT, RIGHT, RIGHT, B, A, A, A. Just unpause and eight continues are yours.

Letters...



Aaron who? Yes, it seems like only a month ago we were farewelling him, now we can barely remember his last name (we know it had something to do with singing cowboys). How could we forget what's-his-face so soon? We've got a brand spanking (only on weekends, mind you) new Art Director who goes by the name of Mark Gowing. We have reason to believe his real name is Pablo Escallop and that he's wanted by Interpol, but for now, we're happy just to call him "Mark".

Mark's stepped into the heady world of the HYPER crew and in just over two weeks, he's put together the fabulous issue you're no doubt marvelling over right now.

Andrew's been to the States to cover the CES and take a bit of a holiday and even the tireless Stuart Clarke took a break when Andrew got back, leaving a slightly dazed Andrew in the editorial hot seat. The result? Stuart's come back well and truly rested and Andrew's burnt his bum.

Any suggestions on how he can relieve the pain should be sent to:

HYPER Letters
PO Box 634
Strawberry Hills NSW 2012

WARNING THINGIES

Dear Hyper

In issue number 8 you said there was a level select for Sonic 3 on the Mega Drive, but my mother and brother are not sure if they should let me do it, because you have to be willing to go against a few of Sega's warning thingies. So I thought that I should write in and ask you if it would damage my Mega Drive in any way.

Catherine Curtius

PS Keep up the good work

Thank you for being so courteous, Catherine. As we said when we published the cheat, it goes against Sega's warning and could indeed affect the cart or the machine. Having said that, it did nothing to our Mega Drive, so you'll just have to make up your own mind whether it's worth the risk or not. Otherwise try and use the other cheat we published - it's tricky but it does work.

DOOM GLOOM

Hey Hyper,

I heard there was a 3DO card coming out for the PC. When will it be out and how much will it cost? Does this mean it will be compatible with the 3DO system or just use the same sort of technology?

I can't play Doom. I've got everything required and more in my computer. I know why, its because I've got Windows and it uses a different type of memory (Extended or Expanded) to Doom. Please tell me how to set up a menu from the DOS prompt, so I can play Doom without stuffing up my system.

Robert Galton

There certainly is a 3DO card for the PC, but as to price and release details we're not quite sure. Check the CES Report in this issue for more info. As for running Doom, your memory isn't a problem, but EMM386 in your config.sys must be disabled before you play. All you need apart from your soundcard driver is himem.sys and files=30.

WHERE'S SAMUS?

Dear Hyper

I have been reading your omnipotent magazine for several months now (from the beginning actually) and you are by far the best in comparison to your (pretty dismal) competition. I recently picked up issue #8 with Samus on the cover and I

immediately recognised that battle suit. Then I saw the words Super Metroid in bold print right next to her. Trying not to drool with anticipation, I flicked thru the pages until I found the review. As I stared in fascination at the photos I thought to myself, "This is a game I would sell my family to play!".

I searched for the release date and when I saw that "NOW" I nearly had a coronary. I rushed out, jumped into my car and drove to the city centre and ran straight into the best video games store in town. Breathless with excitement I said to the girl. "Gimme Super Metroid NOW!!!" She replied "We don't know when that game will be released". I gaped at her mouth open and eyes wide. Then slowly, I stumbled from the shop, shoulders slumped, the crush of disappointment registering clearly on my face.

That exciting narrative took place over 3 weeks ago and after countless visits and phone calls to games stores, Super Metroid still isn't here. So, I have one question I have one question I'd really like you to make an effort to answer for me.

WHEN IN THE NAME OF THE FRAGGIN SOUL DAMNING PITS OF HADES IS SUPER METROID GOING TO BE RELEASED?

Thanks (and keep up the good work)

Josh Hobbs
Algerter, QLD

It's sad but unfortunately it's a fact of life - game release schedules slip. It's beyond our control and usually also beyond the Australian distributor's control. But Super Metroid is definitely out NOW (as opposed to NOW two months ago), and there's no excuse for a retailer not to have it.

TWO BIG PROBLEMS

To Hyper Crew,

Hi, I've got to two big problems that are really pissing me off. The first is game censorship. What's the go? Why can't we have full fatalities and endless blood gushing out everywhere? I got my Super Nintendo for entertainment. I know that I'm only playing a game, and so does everyone else (I hope).

Who are the people who rate games anyway? Are they senseless fools? (I'd say so!!!). They probably never took the time to sit down and

play computer games, they're too scared to admit how much fun they are! Is it possible that you can give me addresses to the censor's houses, so I can take my SNES around and just show them how much fun it really is.

And my other problem is game prices. Why are games so dear? I paid \$150 for SFII Turbo only to find out 2 months after it's release it's only \$110, there's \$40 I could have spent on something else. Is it me that feels ripped off or are there other gamers pissed off about prices? (I hope so!!!)

Paul Schultz

Paul I think you share your two big problems with the rest of the Australian game-playing public. The only thing you can really do is write to politicians, the game distributors and the maybe the Prices Surveillance Authority expressing your concerns.

VIOLENCE IS A PART OF LIFE

Dear Hyper,

I am writing about the "computer games are too violent" debate. Recently, I read a statement that some obviously uninformed person wrote, saying that "Computer games are a mere distraction from reality. These games are nothing more than a sick manifestation of violence to desensitise children and make them more susceptible to media control".

Rubbish. A mere distraction from reality? Books are a distraction from reality. Television is a distraction from reality. Even sleeping and dreaming are a distraction from reality. Does this mean that all these things are bad? No, not at all. People need to be 'removed' from the harshness of everyday life, or they could be overcome with stress. In severe cases of stress, suicide could become an issue.

And now we are seeing the introduction of censorship on computer games. You will find it is much stricter than TV. A game with an "M" rating would scarcely match the violence in the nightly episode of The Simpsons.

Do you think a child could be desensitised, and made uncaring by playing computer games? Personally, I think the mere suggestion is an utter load of crap. Again,

we could look towards television to see that its effects are more severe than computer games. You allow a child to see a car accident on the news, and at first they will be horrified. Soon, however, they grow used to it, and even expect it.

Violence is an everyday part of all our lives, and no matter how much we want to, or how hard we try, we can't change that. So why do adults insist on making our childhoods a misery? Because they're jealous that they didn't have computer games when they were young? They managed to make it to adulthood in one piece - so can we. So come on all you whingers - give us a break; let us enjoy our childhood.

Yours sincerely

Daniel Cotter

I think I'll stay out of this. You've all probably heard what I think a thousand times. I would send this letter to your local member and the Film and Literature Classification Board.

NOT A PROPER LETTER

Dear Hyper,

I hate people who suck up to magazines. And the sad thing is that these people started littering HYPER right back from issue No 2. I mean, people, cut the crap will ya! If you want to make the Letters pages boring then go ahead; suck up to the Hyper Crew.

Just think, you are reading through letters and after the third one, you suddenly realise that all of them write about the same bloody things.

I mean come on start using your brains and put them to good use. So, unless you want me to come around to your house, and kick you head in, start writing proper letters!!!

John Smith

Q. You know what I hate more than suck up letters (the majority of which are heavily edited or never published)?

A. Useless, boring letters like yours. Why didn't you practice what you preach and use your brain to make some interesting point or ask some intelligent questions.



The most excellent illustration above was sent in by Mathew Brady of Norman Park in sunny Queensland. He based his drawing on a friend's miniature. Miniature what, we say? Anyway, he's won a PC game for his efforts.

FOOLING THE OLDIES

Hello HYPER,

I promised myself I wouldn't kiss your butt too much, so I will simply say your mag is alright. Even though it's fairly new, it already rules the newsagent.

Anyway, I have a story to tell. I was playing MKII a few days ago, when I ripped off Kitana's arms (Jax Fatality). For some strange reason an old lady was watching and she made a few "Tsk-Tsk, Tut-Tut" comments but she continued watching me play, and just to please her so she wouldn't go to some strange organisation to ban these games I performed a babality and a friendship. This worked and she smiled, so I don't think she'll be complaining. Cool huh? I also have some questions for you to answer.

1. Why don't you review a few arcade games every couple of issues?

2. Have you seen the Street Fighter comic? Its crap. The movie looks crap too!

3. Do you like Milo?

Stay fresh
Chris McNally

A very cool story Chris. What the oldies don't know, can't hurt them right? As for your Q's 1. We are planning to. Look out for it soon. 2. Yes, I agree about the comic but I'll wait and see regarding the movie. 3. Hmmm, yes, but not in large doses. It gives you the runs.

RAD, AWESOME, DUDE ETC.

To the Hyper Ed Dude,

So far I have all of your totally Hyper crew magazines (from 1 to 7) and I think they are awesome! But right now I've scoped up some ultra cool magnificent questions.

1. I read your rad review on Streets of Rage 3 and I saw some awesome blue bars going down next to the life support bar of your selected player. What the heck are they?

2. When will the radical game (that's better than MK), Streetfighter III be coming out for the arcades, cause I have a rad friend who comes from the Philippines who says they've already got SF5.

Oh well better go now, play Virtua Racing on my Mega Drive. NOT! But I'll be soon getting the fabulous rad game anyway. Keep up the totally rad work!

From the totally Hyped dude

Mark Skoljarev

1. The new bar in SOR3 is the energy which allows you to perform special moves. When it's running low, you can't use them. 2. No word at all on SFIII, but your friend from the Philippines is speaking through his ass if he thinks there's an SF5.

Letters...

AGEISM SUCKS

Dear Hyper

First of all congratulations on Australia's Number 1 interactive media mag. Now on a more serious note, I am PISSED at the Blockbusters so called "World Championship" as being 21 I miss out on their age requirements by 5 months. I mean how the hell can they call it a World Champ when only a certain percentage of the world can enter?

Now I've told everyone I feel a tad better, keep up the great work. Thanking you

Michael Aspinall

All I can say is I wholeheartedly agree and I hope that next year everyone will be able to enter. Video games aren't just for kids anymore!

MORE 3DO!

Hi HYPER,

OK guys straight to it! What I'm writing about is the total lack of 3DO reviews. Come on guys - stop hiding behind the lack of software curtain. I've had a 3DO since Jan (import of course) and since then we've seen a steady flow of stuff - the likes of Super Wing Commander, Jurassic Park Interactive (don't buy it), Out of this World, Dr Hauser, Ultraman

Powered, Sewer Shark and all the others (there seems to be tonnes of stuff coming out of Japan). Personally I rely on mags to help me decide what titles to buy.

Considering these 3DO titles are between \$100 - \$200 each then you feel kinda ripped off if they're crap!

As for the 3DO's future - I've seen full software lists and they're huge! MPEG 1 will be here soon and work has been done on Virtual Headsets and keyboards - there has also just been a price drop, and to top it off I believe Street Fighter II Legends and Mortal Kombat II are currently in production!

I feel like a real whinger now but I feel if you're gonna put 3DO on the cover of your mag then with all the stuff and news floating around for this system - one little paragraph in a whole issue does not cut it! Disgruntled

Barossa Valley SA

We won't have big 3DO reviews in every issue until the unit is locally released (hopefully anytime now) because not everyone is as fortunate as you in having the cash to buy an import machine. We promise to keep you up-to-date with all 3DO happenings though and will review the big titles (like Super Wing

Commander and Twisted last issue). Hopefully you're right about 3DO's future and Super Street Fighter II Turbo (not Legends - that's for the Sony Playstation) is definitely coming but there's no word on MKII yet.

WHAT WE NEED TO KNOW

To the Hyper Crew,

I know from Letters #8 that you don't want "Suck Mail", but I still have to say that it's great to find a mag that tells us what we need to know as gamers, and not some sympathetic "but they've made some good games" crap. It makes it even better when it's Australian, not to mention that it's one of the cheapest mags going. Good on ya guys! Now down to the questions.

1. What's the goss on Rise of the Robots 2?

2. What will MKII be classified on Mega Drive and will it contain all the arcade cheats?

3. Finally, I reckon that Byte Size is a cool idea but why not take games out like Sam & Max CD Rom, which you gave 95%, give 'em a full review and put crap like SNES Lawnmower Man in small?

Yours in Gaming

Beau Burton

1. Hang on a minute! Rise of the Robots 1 is yet to be released, so there's no goss on number 2. 2. It's classified MA 15+. Check the full review this issue for more info. 3. I agree, sort of. We try and give the good games big reviews, but at the same time when a good game is re-released on a new format, there's not much point doing another big review unless it's radically different. The SNES Lawnmower Man was a big title, it just happened that it wasn't a good game. It's our responsibility to tell (or warn) our readers what we think of it before you spend your money.

NINTENDO TREK HEAD

Dear Ed,

I first started getting HYPER from issue 4 and I must say I was very impressed with the quality of the articles. It is great to see a mag totally dedicated to being up to date on all information and the latest games available, also not just dedicated to one machine. I only have 2 questions and they are as follows.

1. About 2 years ago there was a lot of hype about the latest CD ROM for the Sega Mega Drive. At this stage there were also many rumours about a similar unit to be available for the Super Nintendo. After a few months I read that Nintendo had put its plans on hold. What I want to know is - is Nintendo planning on releasing a CD ROM unit for the Super Nintendo and if so when is it planned to be released?

2. I was reading your special on Star Trek in issue 5 and I was wondering if there was any word on when the Next Generation cart would be released in Australia for the Super Nintendo and also Star Trek: Deep Space 9 for the Super Nintendo.

David Conduct

David, David, David. If you've been reading HYPER carefully you would know that the Super Nintendo

CD add-on was scrapped in favour of the 64-bit Nintendo Ultra 64 and the rumoured 32-bit machine which we told you about last issue (we can't get confirmation on this machine though). As for question 2, Star Trek should be out now and Deep Space 9 should be coming in November.

WHY IS IT SO?

Dear HYPER

"Why is it so?" as a once famous person said. So why is it so that my last letter never got published? Must one write several times? Or does one have to be rude or abusive? I was neither and I don't think I was boring.

Here goes again. I will not be as blunt as Ben White in issue 7 but you are the best Aussie magazine on the market, even better than most Pommy and Yank mags, but if you want to be truly multi format please raise your standard a fraction to a true adult level, not half way between adult and teenybopper. I'm sure the teeny bops can raise their intellect level if they have to, to read as fine a magazine as this. It works with "Edge" and after only a couple of issues it's the top selling title in Britain. I'm sure you people at HYPER are not too proud to take a few lessons from as successful a mag as that. Now to my queries.

My Panasonic has : TV: PAL B, PAL 60, NTSC 4.43, AV: PAL 60 NTSC 4.43 NTSC 3.58. What does this mean? Would imported consoles from USA or Japan run on my TV?

Does 3DO really run at 6 MHz? Why is this all so?

Still Curious

Maybe the reason we didn't publish any of your earlier letters was that we were short on poo paper at the time. Or maybe we were out cruising for teenyboppers. Anyway, your TV certainly looks like it's got the ability to run any import console, providing you've got the correct power converter of course. As for the 3DO, the clock-speed of the CPU never tells the whole story for a multi-processor machine, and besides, it's been clocked at 12.5 MHz, not 6 MHz.

PC vs CONSOLE WAR

Dear HYPER,

Now I know that there has been a lot of talk about consoles and com-

This charming Wabbit was done by Stephen Holmes and Hilton Devitt. Good job boys.



puters (I myself have an IBM DX 40 with 4Mb of RAM and a CD ROM). The reason for this is because someone in issue 6 asked too many questions and it has now lead to war. The IBM was originally designed for business applications (that's why it is called an IBM or International Business Machine) and not games, but the IBM has been around for longer than any decent console I can think of, and I would like to point out something:

Many graphics programs were originally written in polygon graphics. But what's this? Sega is releasing Virtua Racing in polygon graphics, now isn't that strange. The IBM is past the polygon stage and producing Gouraud shading (if you don't know what that is then go out and buy an IBM with TIE Fighter). I'd like to see a console that can do that.

Now to all the IBM users, one of us has to do something about Andrew Montesanti (Letters issue #8), I reckon he needs a cork up his ass.

Sincerely

Philip Ilnativ

I'm staying well clear of this argument, but gaming has always been about GAMES, not machines. I'm just laughing because I've got both a computer and a console.

DUMB QUESTIONS

Hello to all HYPER dude and ettes at HYPER,

We all know by now that HYPER rules so there goes the first paragraph.

I own a Mega Drive, a lowly XT (10 megs of hard drive space) and a 36sx 33MHz. I am really into my computer but not so into my Mega Drive, because of game prices. I have some questions.

1. Why the hell didn't Sega put more colours into the MEGA CD? It would be heaps better if it had more on-screen colours.

2. Would it be possible for Road Rash 3 to have polygon graphics and for it to use the DSP chip?

3. How about Sonic 4 using the DSP chip to pump up the speed even more?

4. If people want to get a home VR Headset off to a good start they should put Doom on it and sell it with a gun. If you want to move forward, you move the gun forward. If you want to go left, etc. I think that would be

sconingly awesome.

This is the 1st letter I've ever sent to anything. I hope you read and answer some of my questions. One last thing. Could Nova Logic (using Voxel Technology) make a level on Comanche where you fly around a city with massive buildings and parks etc? Oops, I've used more than 300 words

Okay, see you guys next magazine, Michael Moriarty

I'm sorry to be cruel to you seeing you're a virgin letter writer but your questions were a bit of a joke - what the hell am I supposed to say? Sigh. Well here goes. 1. Don't ask me, ask Sega 2. I'm sure it would. 3. Good idea, but telling me isn't going to make it happen 4. This is about the most intelligent thing you've said so far. It would be a boomer. As for Comanche - I'm sure Nova Logic can and will do it when they want to. Maybe you should give these suggestions to the companies concerned, but they'll probably ignore you just like me.

DUMBER QUESTIONS

Dear HYPER Crew,

Some ideas:

Maybe you could have a permanent double page on basketball or all the cards currently out.

A pullout arcade poster and on the back all the hints-tips and ratings. Now I've got some questions:

1. Should I buy a Saturn, Jaguar or SNES?

2. Could you print a poster of Chun Li and Cammy PLEEEAASSE!

3. Are there any back issues of issue 1 left?

4. I wish to get a subscription to HYPER but I'm moving to another state. Would I be able to get my magazines diverted?

5. Who's your favourite basketball player?

6. What happened to your music section?

By the way I love your magazine so much I drool over it. Not in public of course.

Ben Nichols

Tasmania

I don't particularly like either of your ideas. As for your questions, 1. Make up your own mind - if you've got one 2. No. 3. Yes, just turn to the back issues page and order it. 4. Yes. 5. Chris Webber from the Warriors, but who really cares 6. We cut it. Doh!

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SNES Nintendo Scope 6. Includes 6 game cartridge, sight assembly, super scope gun (cordless), super scope receiver, box and all instructions. Excellent condition \$55 ono Good value. PH (09) 342 8858 Ring after 4pm Mon to Fri. Ben

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\$450 Ring Alex on 754 2356

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PC Games: Rex Nebular \$40, Rocketeer \$30, TMNT: Manhattan Missions \$30, Space Ace 2 \$25, Wolf 3d - All 6 episodes \$30. Prices negotiable or will swap. Original boxes etc. Great cond call Ryan on (097) 341 392 after 7 pm

Mega Drive games: Fatal Fury \$35, Sonic \$30, F1 \$45. All games brand new in boxes with instructions Ph (050) 242268 Paul

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HYPERMART

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Mega Drive 2 with Sonic 2, Another World, Columns and Alex Kidd in the Enchanted Castle. \$250 ono. PH 02 918 2519 Jonathan

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Game Boy game: Metroid 2 perfect condition with box and instructions \$30 or will swap for another good Game boy game PH Linda on 046 553231

Wanted

Sega Game Gear. In good condition and working order must be under \$167.12 Phone 090 491 617

Wanted to buy SFII posters. Good condition Also wanting to buy a copy of Sega Power Issue 41. Luke Wong 242 McLachlan St Orange NSW 2800 PH (063) 627 030

Swaps

Mega Drive game to swap, Royal Rumble for John Madden '94' or '93' Ph (086) 723 148 ask for Tom.

Recently won Ultima VIII IBM Pagan, perfect condition unopened. Would like to swap for Sktichin on Sega Mega Drive or any other new release Mega Drive game PH 056 785 584

Mega Drive version of Mortal Kombat will swap for either X-WING, Tie Fighter or Sam n Max (CD if possible) on PC. Mortal Kombat is in excellent condition but no box PH (043) 285 916

Will swap Mortal Kombat for Street Fighter 2 or Turtles Tournament Fighters PH 043 521 829

Swap Spiderman and X-Men World of Illusion (Mega Drive) for StreetFighter II SCE (Mega Drive) PH 00162 (021) 819 4151 Indonesia
SNES games to swap SFII Turbo, Wing Commander The Secret Missions, Powermonger, Desert Strike, Super Swiv, Flashback. Ring Paul (09) 44 88 301

Pen Pals

Looking for female ages 12 - 14. I'm 13 and I have an IBM and a

Megadrive write to: Raymond Sinnamon M/S 299 Rosedale Rd Bundaberg QLD 4670

Hi my name is Anton Murru I'm in need of a pen pal. So if you collect basketball cards, think Hyper is cool, like IBM 386, 486 or Pentiums, like bagging the crap out of XT adn 286 owners, then write to me at 39 Beach St Gladesville 2111 NSW

If you own a Super Nintendo or an IBM and love NBA Jam and Mortal Kombat please be my pen pal Write to: Ben Giles 10 Silkword court Blackmans Bay Tas 7052

Pen Friend male/female gamer 18+ I work within the games industry and am looking to communicate with fellow gamers about games, books, movies, and anything else interesting. If you're interested don't hesitate to write to Michael Aspinall, 17 Blandford Cres, Bayswater North Vic 3153

Pen friend in early teens must like console and arcade games especially Super NES Write to: Sean McGoldrick 22 Atkinson St Mackay Qld 4740

I wanna pen pal now!! must own IBM and knows a lot about computers also must like footy. If you are aged between 11 and 13 then write to: Daniel Gribble 68a Banks St, Alderly Qld 4051

15 Year old male wanting pen pal, 15 to 30, any sex, must love computer games of all sorts and comics. Write to Jason Steel 22 Stafford St Gerroa NSW 2534

Wanted a pen friend who really likes MK2 and has lots of cheats for IBM. Write to Graeme Villanueva 5 Finnerly Pl Kimbah ACT 2902. I AM 13 years old.

Wanted pen pal 8-12 that has a SNES or NES and knows lots of tips so write to Ray Zhang 8/448 Albion St BRUNSWICK VIC 3056

Yo! You like video games and other stuff, over 12, male? Write to James, 18 Waverly St Sherton Park WA 6008

Wanted: A Hyper reader/collector to be my penpal. He/she must be over 13, have a game system and love MK and SF2 Write to Justin Carroll 15 Browne Ave Ballarat Vic 3350

My name is Gabriel Callaghan and I am a 16 year old male in year 11. I own a PC, a SNES, two C64's, a C128 and my family owns a Macintosh Powerbook. My hobbies include: playing on computers, watching videos, reading computer magazines, sci-fi movies, and reading about sci-fi. My favourite universes are Star Wars, Star Trek and Red Dwarf. I will reply to anyone who writes: Gabriel Callaghan 11 Pine St Stirling SA 5152



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

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The Settlers



Your daring fairycastle is the centre of your power.



Around your castle little settlements arise everywhere.



Detailed statistics, shown here within the 2 player mode, let you influence supply and demand.



Opposing knights once more cross the borders to steal your wealth.

91% PC Gamer

8/10 PC Review

90% The One

89% PC Zone

85% PC Format

90% Amiga Power

90% CU Amiga

The aim of "The Settlers" is to develop a working and successful colony, in a world which allows the player to get lost in the exhilarating medieval fantasy atmosphere which the game creates. The lifeline of any civilization relies upon the creation of small settlements, the exchange of goods and services and the production of food. Cut trees, work in mines, produce weapons and tools, deliver building materials, defend your land and castles, attack your enemies, provide work for your people, and much more... It is possible to create up to 64,000 people in your kingdom. Each one will behave as an individual and will perform a different task, that can be watched at every time during game-play. "The Settlers" is a proud addition to the successful Blue Byte stable of unique strategy games. The kind of game that has never before been published, keeps the player fully engrossed with its deep strategic, economic and fun elements.

"The Settlers" is a 1 or 2 player game - 2 players can compete simultaneously on screen together or together against the computer. Depending on your computer's specification, up to 64,000 "tiny people" will be displayed - 20 jobs and 5 different knights - 30 missions - 10 additional training duties - computer-generated sceneries - lots of fun, lasting for months.

Out now for Amiga and MS Dos



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first we went to
The Desert

STRIKE 2

The Jungle
then we went to
The Jungle

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The City
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