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OCTOBER '94

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ISSUE

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

"Excellent stuff-90%." Total June 1994



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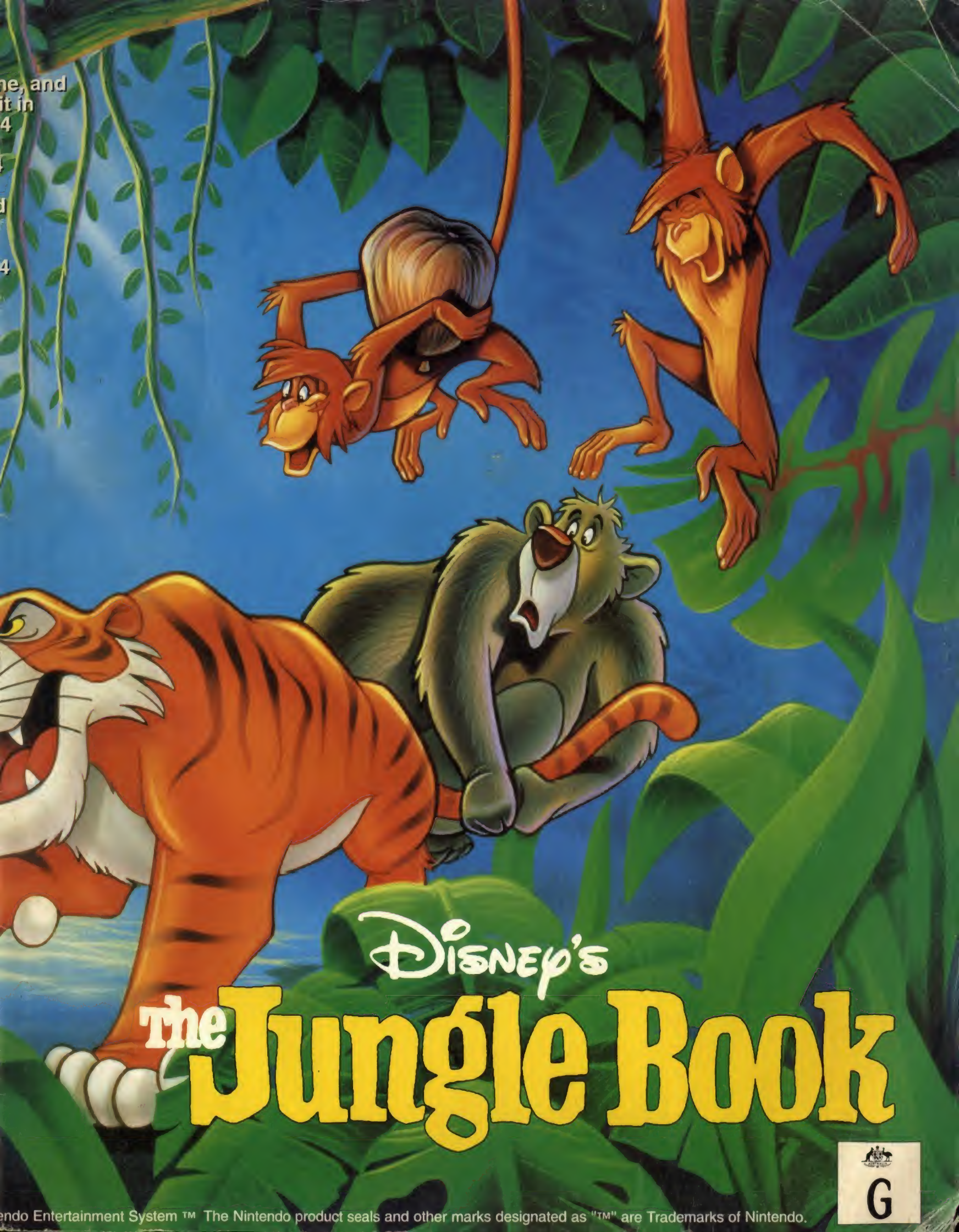


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Disney's
The Jungle Book



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We've been given more presents than we know what to do with, so we're giving them all to you, dear readers. Win Game Boys, an NBA Jam jacket, sci-fi videos, Mighty Morphin Power Rangers goodies and lots, lots more...

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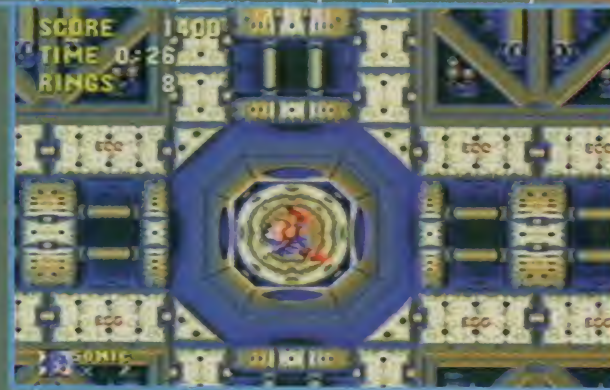
PC

PC

PC

PC CD ROM

PC CD ROM



This could well be the best game you play all year, so we give it a huge 6 page test drive and talk to Jim's creators, Shiny Entertainment

Everybody's favourite blue hedgehog is back again, and this time he's playing with a pink echidna. Watch the spikes fly!

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'R' Rated Games Banned



We told you it was coming, and in the latest classification guidelines from the Office of Film and Literature Classification, they've confirmed it - games rated "R" (restricted to those over 18 years old) now cannot be sold, hired, exhibited, displayed, demonstrated or advertised. What the document didn't explain is why.

These are the things we will not be able to see in computer games: depictions of realistic violence (even if it's not detailed, relished or cruel), extreme "horror" scenarios or special effects (what?! no special effects!), nudity (unless there's an educational, medical or community health purpose), sexually explicit language and the encouragement of the use of tobacco or alcohol (ooh, naughty, naughty). Of course, all the "X" rated type stuff, like child abuse, extreme violence and sexual violence that is banned in movies is banned as well.

Why can adults see nudity and violence on TV or video and not on computer? Why are computer games more likely to pervert young children's minds than films and books? Why do they think that computer game players are idiots and unable to handle the realities of society? After all, we're talking about over 18s here, not children. And as the guideline states, bulletin boards are not covered by the legislation, so "adult" games are going to be freely available on the Net anyway (and under 18s can access the boards too). This sort of ignorant censorship (even though it may be well intentioned) is knee-jerk politics at its worst and the politicians responsible should be hanging their heads in shame....But all is not yet lost. These sorts of laws are very susceptible to public pressure, so it really is time to start faxing, phoning, writing, e-mailing etc, your local politicians and tell them the facts, not the fantasies.



The PC CD ROM game Harvester may be the first game to get the chop. Apparently though, Merit Software is working on an "edited" version, which takes out some of the naughty bits.

The weather's getting hotter and so are the games! The best console game I've played for a long, long, long time is the one we've featured on the cover - Earthworm Jim. Spectacular animation from the team behind Aladdin is complemented by awesomely addictive, tricky and varied gameplay. Jim is a true gaming hero for the 90s and he'll definitely give Mario and Sonic a run for their money. Look out for it on Mega Drive and Super Nintendo real soon.

Talking of Sonic, he's got a new game too (they seem to appear every six months now!). Is it Sonic 4? Yes and no. It's basically identical to Sonic 1, 2 & 3 but this time you can choose to play Knuckles and there's a fuller storyline too. Any good? Find out what we think inside the mag. you're a regular HYPER reader you'll probably notice some subtle and some not-so-subtle design changes. Those big scoreboxes were just getting in the way of more game graphics (which is what you all ask for), so we've condensed the score information and generally done a bit of a Spring clean with some of the pages. Ta da! Australia's spunkiest game mag just got even spunkier!

We've also got a new arcade game column, lots and lots of prizes to throw away to lucky readers, Myst and Super Metroid Play Guides and a special feature on one of the oldest (but best) arcade games, Pinball. Of course, there's also the best game reviews and previews around.

So dive in and don't come up for air until you're blue in the face.

Streetfighter II Anime

» A movie with Jean-Claude and Kylie may be all well and good, but what we're really looking forward to is the Streetfighter II anime. The Streetfighter style has its

roots firmly in Japanese animation, so it's hardly surprising that a major SF2 anime (and for those of you that haven't figured it out yet, an anime is basically an animated movie) is on its way to Japanese screens.

We don't know much about it except that it features all 16 SF2 characters (including the four new challengers)

and that it contains all the gratuitous violence that we've come to expect from those whacky Japanese Manga people. Oh, and it'll be called Streetfighter II apparently. If and when it'll get to Australia is anybody's guess. Enjoy the stills.



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The Sony PlayStation

» Oh, what we'd give to live in Japan. Why? 'Cause then we'd get to play with all the latest gadgets and widgets before anyone else. This very Christmas, lucky Japanese gamers should have more than enough new toys to keep them indoors well into the new year, with both Sega and Sony set to launch their new super consoles. Sadly, Santa won't be visiting Australia with the new machines until next Christmas, but if you're all good boys and girls in 1995, who knows what could end up in your Christmas stockings?

Sega and Sony go Head to Head

If things had gone to plan, Sony's PlayStation would've been the much anticipated CD-ROM add-on for the Super Nintendo. Sony and Nintendo had a deal; Sony made the machine (and according to rumour, a stunning RPG to go with it), but Nintendo got cold feet and the project was cancelled. To this day, Nintendo still don't like the idea of games on CD.

Sony, on the other hand, liked the CD-ROM format. They liked the idea of dominating the video games hardware business even more. So they went their separate ways with Nintendo and pressed on with development, upgrading the machine into a 32-bit powerhouse as they went. The result: the Sony PlayStation, on sale in Japan this November.

Don't get too excited: we won't get to see it (at least officially) until around November of 1995. Traditionally, the Japanese market buys new hardware regardless of available software, so Sony are confident they'll be able to sell the machine regardless of the number of games available. The US and European (and that includes us apparently) markets are different: they won't buy a machine that doesn't have good software support. By Christmas next year, the PlayStation should boast a number of great games, and that's when we get our go.

The PlayStation is being touted as the most powerful games machine ever made. Support from developers seems to back this up. In Japan alone, 164 companies have already signed development contracts. Significantly, they include all the big names like Capcom, Namco and Konami.

The tech specs are equally impressive. Based around a 32-bit RISC CPU, the PlayStation is said to be able to process around 500 million instructions per second (MIPS). Four other processors complement the CPU: a "3D Geometry Engine" (or matrix operating processor) to do the number crunching for the huge number of polygons the machine can handle, a graphics processor to display those polygons (and sprites) at 60 frames per second, a sound processor (CD quality, of course), and a data expansion engine for decompressing graphics and sound data straight from the CD-ROM at very high speeds. Hopefully, that should put a stop to those annoying CD access times we've come to know and love.

And the games? How about arcade-perfect (and this time we mean it) conversions of Ridge Racer and Cyber Sled from Namco, 11th Hour, Indycar Racing and Demolition Man from Virgin, Ultimate Parodius and Powerful Pro Baseball from Konami, and from Capcom, three as yet untitled games: a platformer, a role-player and a beat 'em up. Wonder what that could be?

PlayStation Tech Specs For Those Who Give a Damn

CPU

R3000A 32-bit RISC chip
clocked at 33MHz
Bus bandwidth: 132
Mb/sec

Clearing capacity: 30 MIPS

Graphics

16.7 million colours
Resolution: 256x224-
640x480

3D Geometry Engine
Capable of calculating 1.5
million flat-shaded polygons
per second or 500 000
texture-mapped, light-
sourced polygons/sec

Sound

24 channels
Sampling frequency: 44.1
Hz

Data Engine

Clearing capacity: 80 MIPS
Direct bus connection
with CPU

Memory

Main RAM: 16 Mbits
VRAM: 8 Mbits
Sound RAM: 4 Mbits
CD-ROM buffer: 256K
RAM cards for data save



Sega's Saturn and 32X



Sega are also readying for their assault on Japanese sensibilities. Contrary to what the pundits (including us) thought, it seems that the Mega Drive 32-bit add-on (to be called the Super 32X) will be released in Japan, despite the relatively small Mega Drive user-base. The US launch date of the 32X is November 7; the Japanese launch should be around the same time.

The big news is that the Saturn should also get a Christmas release in Japan. But (sigh), just like Sony, Sega won't be releasing their machine here until late 1995. Anyway, we've got a shot of the finalised Saturn design (earlier prototypes were made of wood) and even more juicy details on the 90 titles currently in development for Sega's top-of-the-line game box.

Conversions of Daytona and Virtua Fighter are well underway (Virtua Fighter should be even better than the coin-op and is scheduled for completion in November) as are Victory Goal ("Virtua Soccer") and Shinobi EX (all from Sega). Other titles from Sega include Doom, Tomcat Alley Saturn, Basketball Saturn,

Virtua Tennis, Ice Hockey, Sim City and Ecco The Dolphin Saturn.

Third party developers are also keeping busy. Capcom are working on a beat 'em up (No!), Banpresto are doing the licence from one of the HYPER crew's fave Manga flicks, Fist of the North Star, Sun are doing a conversion of Myst and Nihon Bussan are doing their bit to ensure the Saturn's success with - wait for it - VR Mahjong. Be still my beating heart.



Nintendo Still Number 1

» Sony and Sega might be getting the jump on "Next Generation" hardware, but Nintendo want us all to know that they're still the biggest players in the games biz. According to Nintendo's latest press release (and they might be exaggerating you know), they now hold 75% of the total video games market.

A list of Japan's top 100 companies (based on consolidated net income for the 12 months up to March 31, 1994) recently published in Nihon Keizai seems to back up Nintendo's claims.

Nintendo were ranked fourth on the list, behind Mitsubishi Heavy Industries, Hitachi and

Japan Rail. Although they slipped one place on last year's rankings, Nintendo had a consolidated income of 52 653 million Yen (A\$731.29 million). Sony were ranked at 53 and Sega were ranked at 75.

Nintendo are keen to point out that Sega (ranked at 22 last year) have slipped 53 places and that their income of 11 216 million Yen (A\$156 million) was a paltry one fifth of Nintendo's.

To be fair, we'd like to point out that Sega have never been very strong in the Japanese market but in the bigger US market, they're now generally regarded as having a slight edge over Nintendo. The Big N, as we reported last issue, have gone on the offensive to regain the initiative. Sega also dominate the European market. Interesting, eh?



Subscription Winners

The lucky winners of the Mega Drive and EA Sports Pack subscription prize are Lambert Kiang from Randwick NSW and James Bradley from Adelaide SA. Congratulations guys.

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VFX1 - VR on the PC

» Most of you will be familiar with the term Virtual Reality. If you aren't you must have picked up this magazine by mistake, so put it down immediately and go and find the gardening section of the newsagents.

VR has to be the most hyped technology on the planet, apart from angled toothbrushes and enzyme powdered laundry detergents.

It promises to take human experience to giddy new heights of artificial perfection and immerse the user in totally convincing "brave new worlds". So far, however, the only VR machines gamers

have experienced have been

arcade style machines which do little more

than leave you with a dull ache and an empty pocket.

Recently I have been bombarded with questions by fellow public transport users, such as when will VR be available in a useable form for the home enthusiast? How much will it cost? Will I have to buy a Pentium? Will you get off my foot? I was unable to answer these philosophical conundrums...until now.

As it turns out an American company called Forte Technologies is primed to release something they call the VFX1, which in a nutshell is a PC based Virtual Reality system which will run on any 386 or higher machine. Forte were the company that developed the Ultrasound family of sound cards, which they sold to Gravis, and have apparently been working on the VFX1 for the last three years.

The setup consists of a card which attaches to the feature connector of your video hardware, a lightweight helmet containing goggles and headphones and something called a Cyberbat which is the control input device. The goggles are two independent LCD screens which can be focused separately for maximum viewing comfort and provide a resolution equal to that of most PC games (ie. VGA 256 colour). The VFX1 helmet uses a three axis tracking system, as opposed to the six axis system used in the arcade machines, which has allowed the company to keep costs down to a minimum.

The hardware was also designed to make it easy for developers to convert any first person perspective or 3D modelled game over to the VFX1 way of doing things, because as we all know, hardware without software is like a skateboard without wheels. Apparently Forte has a fully virtual version of Doom up and running using the Ultrasound's 3D sound as well as the VFX's graphical capabilities!

How much, how much!?! Good question. Well, as the system has not actually been released yet it is impossible to give a concrete figure, but it will not be cheap. It seems that it will sell for just under \$1000US, but what that will translate to when it gets out here is anyone's guess, probably about the equivalent of the cost of a brand new DX2 system! But for those eager to escape the confines of their drab existence I'm sure money is no object.

George Soropos



differential velocity: *n.* (L. *delta-v*); 1 a change in the quickness or rapidity of motion or action over time; acceleration 2 a flight sim where thought and reaction are one; see DELTA-V 3 a difference in the rate of movement or motion; —**speed**

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BETHESDA SOFTWORKS™

Sega Get Sporty

TIE Fighter Winners

» Being on the Dark Side is a pretty popular option judging from the thousands of entries we received to our TIE Fighter competition. It's was amazing how many HYPER readers wanted to be evil for a while, but it just wasn't good enough to say that you wanted to fight for the Empire so you could kick the Rebel's butt. How obvious is that? The winners were the people who showed a bit of originality and made us laugh.

The Big Winner (the one who gets the Yoda Statue worth \$800) is

Steve Williams

from Ringwood in Victoria who wrote, "Flying for the Alliance was fine, but those orange flight suits! My love life really suffered. The happiest day of my life was when I turned to

the Dark Side - those shiny black suits really turn you into a babe magnet - great for shore leave I can tell you." Dumb, but a far better reason for being evil than most people came up with.

The other winners

of the pewter figurines

(worth \$250) are

Aaron Mitchell

from Connolly WA,

Matthew Jones

from Lavington

NSW and

Steve Scholz

from St Mary's SA

who sent this

excellent drawing to

go with his text.

Congratulations guys!

In a bid to attract older gamers and possibly to combat the strength of Electronic Arts' EA Sports label, Sega Ozisoft are launching their own range of "Sega Sport" branded games. The Sega Sport label will include both old and new releases and it won't be restricted to games produced by Sega themselves: the first batch of 15 titles includes World Cup Soccer (US Gold), Pete Sampras Tennis (Codemasters), NBA Jam (Acclaim) and F1 (Domark).

In the US, the strength of the Genesis (for some strange reason that may or may not be Phil Collins related, the Mega Drive is known as the Genesis over there)

has always been as a sports machine. Funnily enough, a lot of that success is due to EA, whose John Madden Football and EA Hockey games have been regarded as must haves by serious American games freaks for some time. Sega of America produce their own sports titles under the Sega Sports label, but we don't get to see many of them in Australia because, well, they're a bit crap really.



Sports games tend to attract an older (20 plus) age group. Parents, in particular, often fall victim to the competitive thrills of a good game of NBA Jam. They might not know much about video games, but they know a lot about sport, so the progression onto video game sports (especially as they get older and flabbier) is a natural one. And once they're hooked, they stay hooked. With the upcoming release of the Mega Drive 32 add-on, the combined forces of techno-lust, mind-blowing games and the love of all things sporty will be hard for potential YCG's (Youth Challenged Gamers) to resist.



Freak of the month

» We come in contact with a lot of freaks here at the HYPER office. If they're not phoning us up, they're writing us letters and even dropping by to see the crew in action. We love all our readers dearly, freaks or not, so we thought we'd start a little section to celebrate the beauty, diversity and well, let's face it, freaky of you all.



Our first lucky recipient of the Freak Award entered the TIE Fighter competition. His name is Craig Hambleton and he comes from Mount Coolum in Queensland. He loves Star Wars (Princess Leia in particular), so much so that he had a photo taken with a cardboard cut-out on his 17th birthday. Some may say this is sad, others may say it's wonderful - we just say it's freaky. Keep up the good work Craig!

If you think you've got what it takes to be Freak of the Month (or you know a good candidate), just send in a photo to HYPER (PO Box 634, Strawberry Hills NSW 2012) and soon all of Australia and beyond will be laughing at..oops, with you.



Game Charts

HYPER's charts are supplied by The Gamesmen

Mega Drive

Aladdin

NBA Jam
FIFA International Soccer
European Tour Golf
Virtua Racing
Mortal Kombat
Sonic 3
MLBPA Baseball
Mario Andretti Racing
Jungle Strike



SNES

FIFA International Soccer

NBA Jam
Mario Kart
Aladdin
Mortal Kombat
SF2 Turbo
Super Metroid
John Madden '94
Vegas Stakes
World Cup USA '94



PC

Doom
FIFA International Soccer
Alan Border's Cricket
SimCity 2000
TIE Fighter
Theme Park
Elder Scrolls - Arena
Cannon Fodder
UFO Enemy Unknown
Falcon 3.0

Mega CD

FIFA International Soccer
Ground Zero, Texas
Tomcat Alley
Dracula Unleashed
Jurassic Park

PC CD-ROM

Theme Park
Inherit the Earth
High Command
Lotus
Day of the Tentacle

HYPER's October Chart Predictions

Look for these big ones on your shelves soon.

AD&D: Wake of the Ravager
PC/PC CD ROM
Shining Force 2
Mega Drive
EA Tennis
Mega Drive
Cyberspace
PC/PC CD ROM
Xlth Hour
PC CD ROM
Rebel Assault
Mac/Mega CD
Ecco 2: Tides of Time
Mega Drive
Road Rash
3DO
Maximum Carnage
SNES/Mega Drive
Mega Race
Mega CD

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Sci-Fi Your Brain Away!

» Everybody loves a good science fiction adventure and thanks to the moderately attractive Aaron at Festival we have 20 (woah! 20!) classic sci-fi videos to give away in five big prize packs. They range from the classic old-style adventure of "The Day the Earth Stood Still", to the camp fun of "Attack of the 50ft Woman", to the horror of "The Hidden" to the special effects magic of "The Abyss". We've got five of each video to give away, and "The Abyss" is the special Director's Edition with lots of previously unseen footage and a revised ending (it's much better than the original cut), so even if you've already seen it, you'll want to see this.

If you don't win the videos you should be able to find these movies (plus plenty of others in Festival's great range) at a store near you. But you all want them for free, don't you? Well, just tell us on the back of an envelope who directed "The Abyss" (hint: he also directed Terminator 2 and Aliens) and send it to:

Sci-Fi Movies Comp
HYPER
PO Box 634
Strawberry Hills NSW 2012



Kick Repulsive Butt With Mighty Morph'n Power Rangers!



» You'd have to be clinically dead to have missed these guys: on the telly, on those groovy little lunch boxes, and in toy stores across the globe, the Mighty Morph'n Power Rangers are taking over the hearts and minds of our troubled youth. Cool!

Splicing together the antics of five All-American, no-zits-on-us teenagers (Jason, Zach, Kimberly, Trini and token nerd Billy) with dubbed footage from a typically Japanese martial arts show, the Mighty Morphin Power Rangers have become a world-wide smash. According to Haim Saban (President of Saban Entertainment) the Power Rangers are such a success because they work on two levels: "The younger kids like the physical comedy and the action, and the more sophisticated audience gets the campy sense of humour". We must be very sophisticated around here.

With the top-rating kids TV show (both here and in the US) and the top selling toy line (Croner Tyco expect this year's sales to be around \$60 million in Australia alone), naturally we can expect a slew of video games (for both Mega Drive and SNES) real soon. In the mean time, you'll just have to satiate your Morph'n Lust with this fabulous competition...

Thanks to Polygram Video and Croner Tyco Toys we've got FIVE Mighty Morph'n Power Packs to give away. Each pack contains three MMPR videos (Volumes 1, 2 and 3), a super-kitsch, super-cool MMPR hand-held LCD video game and a huge MMPR poster. That's right, each lucky winner scores three videos, a game and a poster.

To win, scribble your name and address on the back of an envelope and send it (by October 12 if you please) to:

Mighty Morph'n
Power Pack
HYPER
PO Box 634
Strawberry Hills
NSW 2012

Eat Mario and WIN a Game Boy!

Mario, Mario, Mario. Some of you are so keen on the little plumber that you live, breathe and sleep Mario. Well now you can live, breathe, sleep and eat Mario too! Thanks to Edgell, makers of those handy Quick Shots thingies (nuke 'em in the Microwave for a quick and easy, not to mention very tasty, meal) and the ultimate tinned spaghetti, Mario now has his own range of food products. Yep, with Super Mario Space Springs and Super Mario Spaghetti Bites, you need never go hungry again. They taste great too - we devoured the samples they sent us in a matter of seconds. Mmmm...

To celebrate Mario's attack on supermarket shelves (and just because they're very nice people), Edgell and Nintendo have put together four fantastic prize packs for you, our beloved HYPER readers, to win. Each pack contains a Nintendo Game Boy including the utterly fabulous Wario Land game, a Super Mario T-shirt and a mouth-watering assortment of Edgell's latest and greatest Quick Shots varieties - like Corn Meteors in Creamy Chicken, UFO Pasta with Tomato and Ham, and of course, the new spaghetti range of Super Mario Space Springs and Super Mario Spaghetti Bites. You'll be playing games and eating so much you'll think you've died and gone to heaven.

All you've got to do to win is tell us (on the back of an envelope) the name of one of Edgell's new spaghetti or Quick Shots varieties featuring Mario (and if you can't figure that out you're in dire need of the brain-building nutrients a good quick meal can provide). Add your name and address and send it to:



Eat Mario
HYPER
PO Box 634
Strawberry Hills NSW 2012

Entries close October 12.

WIN



NBA Jam Jacket & Sydney Kings Goodies

We love basketball here at HYPER and we love NBA Jam in particular. Why? Because we've got an extremely stylish wool and leather NBA Jam jacket to give away, thanks to Raoul at Metro Games. There aren't many of them around (In fact, if you see another person wearing one they'll probably have won one too!) so they're worth quite a bit of money.

And we're such kind and generous people here at HYPER we've also got some additional bits to throw in - namely a basketball and T-shirt autographed by the entire Sydney Kings basketball team. Now, there's something to impress your friends with! So, for your chance to win simply answer the following question on the back of an envelope and send it to:

NBA and Kings Comp

HYPER

PO BOX 634

Strawberry Hills NSW 2012

The question is: What do the letters NBA stand for?
Good luck!





ST
TOZ
MGE

PLA
MEL

THE

winning the

Gravity sucks. And so does that day when every computer game you own own seems...well...kind of dull.

The difference is that when a game sucks you'll throw it in your bottom drawer along with those **Y-fronts** Granny gave you for Christmas. But when gravity sucks, it produces a game that you'll never tire of. **A game of infinite variation, incredible difficulty and extraordinary cool.** Pinball.

Pinball's extraordinary unpredictability and playability does not, however, derive solely from the laws of physics. Aiding and abetting Einstein's favourite forces are solenoids, coils of copper

wire which generate magnetic fields, and release that energy in more or less random quantities whenever the 300 grams of **solid** steel pinball hits whatever is attached to them.

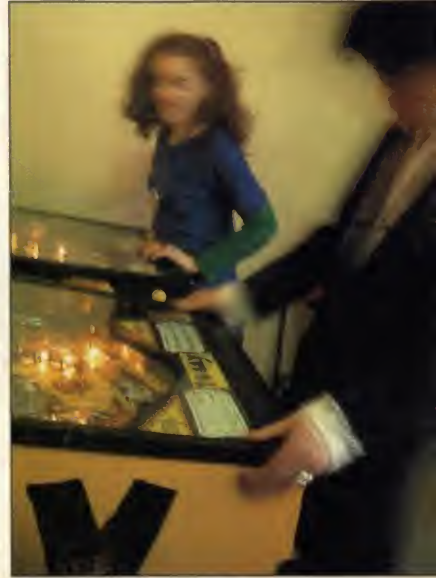
And in most cases this means **bumpers**, although solenoids also control **flippers** in arrays of two and are responsible for "throwing" balls out of holes. The all new **thrills** of pinball are further enhanced by computers of considerable sophistication, hidden within the

"lightbox," (which is the bit of the pinball which holds the screen and the main illustration). These computers pack a punch equal to that of most consoles, and according to pinball technician Jonathan Deitch of Atlanta U.S.A, they're usually driven by two (or sometimes three) of Motorola's 6000 series CPU's, each of which performs a different task; One deals with scoring and general gameplay, the other with the **groovy** animation and video modes displayed on modern pinballs' dot matrix screen.

Games manufactured by the Williams company even feature a third CPU dedicated solely to sound and which handles four tracks of 16 bit sounds, samples and speech, drawn from 4 megabytes of storage, way more than a cart devotes to sound.

Also skulking about in the system software are the secret keys to controlling a machine, in the shape of a nifty set of menus which controls a large number of variables, such as how many points are required to win a **free game**, whether Special will award a **free game** or merely an **extra ball** and how many **free games** and **extra balls** a single player can win.

It is also possible to adjust the machine's difficulty, which can be set to one of seven levels in the case of Gottlieb machines. Individual tricks



You might be so good at arcade games that you can tie reef knots in your opponents'

spines while chanting "Boom Shakalaka" to a techno beat, but you'll never be the coolest dude in your local arcade until you draw a

crowd

playing pinball. **SIMON SHARWOOD** lifts the lid on the oldest, hardest and coolest arcade game of them all....



and traps can be put into or out of action, varying the results and the amount of points awarded for certain actions. It is even possible to change the music a machine plays, the language it

speaks

The ease with which a machine will **Tilt** can also be controlled in this way, although the machine's computer is not the sole arbiter of this menace, as lurking beneath the playfield of the beast is the tilt mechanism, a cone shaped weight, surrounded by a brass ring.

As you **shake the machine**, the weight moves, bringing it into contact with the ring and closing a circuit that brings up **Tilt warnings** galore.

This mechanism can be adjusted by raising or lowering the pendulum, changing the chances that the pendulum and ring will meet.

Adjusting these settings is easy, provided you've a key to the pinball. And as most of us have no such luck, these changes are usually made by the owners or operators of machines.

Actually acquiring a machine yourself is another way of unlocking these pinball secrets, although newer machines generally cost **two or three thousand dollars**

second hand and must be maintained yourself, a task which will require **considerable knowledge** of electronics.

Well, the 29 year old Melburnian "trains" six days a week for around five hours, and has developed a repertoire of ball saving tricks such as "sucking" balls out of outlanes with judicious use of nudging and the "death save" which is performed by kicking a machine's right leg and lifting the left flipper when the ball has left the outlane.

He can pass a ball from one flipper to another, shoot with near absolute accuracy and instantly trap the ball at any time, no matter what it's trajectory, a manoeuvre he calls a "sudden midair stop."

Anticipation is another of his skills he says is essential. "If you can telegraph where the ball is going" he says "you can then see what you need to do with it, so if

it's heading for an outlane, you can take the right steps to keep the ball."

Doing that will, more often than not, require players to give a

machine a thump of one sort or another, and Robert says that the ability to do this accurately and without tilting a machine is vital, and that the number of balls good nudging saves will ensure large scores.

Luck, often seen as an essential in the frenetic world of pinball, is not something he even mentioned when speaking to **HYPER**, probably because luck is removed from pinball tournaments, when the pinballs are placed in a special tournament mode ensuring that no extra balls are awarded and that the same amount of points will be awarded to each player in situations which would in normal play result in random awards. Features such as outlane kickbacks are disabled, and the machine turns itself into an unforgiving beast, reverting to settings of maximum difficulty on all of it's features.

Which doesn't seem to bother Robert. Recalling his participation at the 1993 World Championships in Milwaukee, he says that scores were surprisingly low. Why, he scored only about 1.6 Billion on Dracula in the World Championship Doubles Final...

And what would he like to see in the future of pinball? Aside from a return trip to the USA for another chance at a World crown, Australia's champ would

like to see colour screens on pinballs, special targets which would protect players from tilts, and multi-level machines with up to six flippers, which he reckons might just prove to be a challenge. And who knows, at the rate he's going now, perhaps only these machines of the future can stop him...



Australia's Pinball Wizard

So, will all of this newfound pinball knowledge translate into increased prowess at the tables? The person to ask is Robert Macintosh, Australia's pinball champion. Robert Macintosh hasn't needed to pay for a game of pinball for two years. When he starts a game he doesn't use another of the many credits he inevitably wins for around forty five minutes, and sets so many high scores that he wins free game vouchers at his local Timezone every day. He regularly plays games which last two hours and once played for four and a half, has an all time top score of 89 Billion on Star Trek: The Next Generation and is also part of the second ranked doubles team in the World. Oh...and he has only been playing seriously since 1990, when he became addicted to Terminator 2. So how does he do it?





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There's not much worth watching on TV these days, so we're lucky there's so many good games to play. One of the best games you could possibly ask for on your Mega Drive or Super Nintendo is Earthworm Jim and HYPERS has 10 copies of the game to give away to subscribers this month.

We've got 5 SNES and 5 Mega Drive copies to give away, thanks to the wonderful people at Metro Games, and as you'll read in our 6 page review, we think Jim is one of the best 16bit games ever. We liked it so much we gave it 94% and called it the "perfect platformer". So, if you want to see if you agree, simply subscribe to this magazine and soon you could be whipping crows, bungee jumping with a pile of snot and riding giant hamsters too!

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HYPER 

0011



The Flintstones



Fred with his head up another man's bum. What will Wilma think?



Fred hauls his flabby self up a ledge.



Fred shifts a rock.



Fred climbs a chain... watch his muscles quiver.

▶ We know what you're thinking - "Hang on, I've played Flintstones games before" - but this is a new game entirely, based not on the cartoon license (which Taito snapped up years ago), but on the film license. What film? The Flintstones obviously - Spielberg's latest big budget dinosaur extravaganza starring John Goodman (as Fred), Rick Moranis (as Barney) and a whole bunch of special effects left over from Jurassic Park. The movie's been unkindly dubbed by some US critics as "The Flopstones", but those valiant programmers at Ocean intend to soldier on regardless, bringing you the best prehistoric platformer they can muster.

The game picks up where the film leaves off - with Cliff Vandercave (who we can't remember being in the cartoon) holding Pebbles and Bam Bam hostage somewhere in Bedrock. Strangely enough, you play the part of Fred, and rather than let Cliff keep the little buggers, you set out to rescue them in true platform hero fashion.

There's seven stages (each split into a series of smaller



sub-levels), plus the obligatory bonus stages and the odd driving level to break up the monotony. Fred works his way from the Quarry to the Jungle, through the centre of Bedrock, around the insides a volcano (cue all sorts of wavy heat effects), and finally into Cliff's Lair.

As you can see, the graphics are looking rather nice (all the shots shown here are for the SNES, but the Mega Drive version is basically identical). The resemblance of the game's main sprite to lard-boy John Goodman is particularly striking but those lovely deep backgrounds are nothing to sneeze at either.

All up, we're looking forward to a very slick game, with cavemen, dinosaurs and Yabba Dabba Doos galore. Full reviews soon.

**MD
SNES**

Available
NOVEMBER

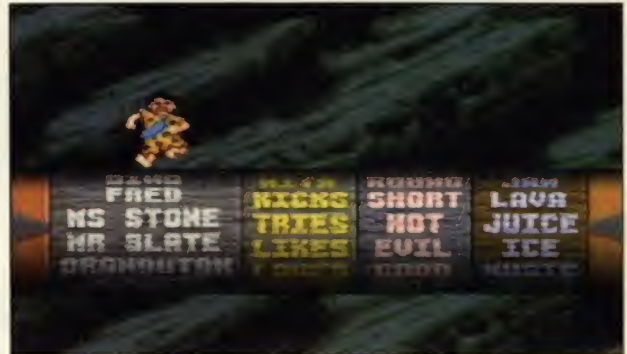
Category
PLATFORMER

Players
ONE

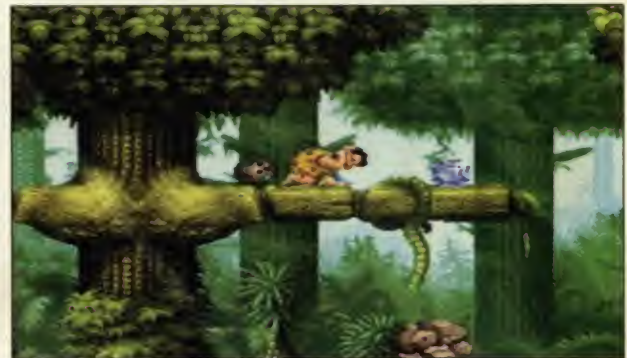
Publisher
OCEAN



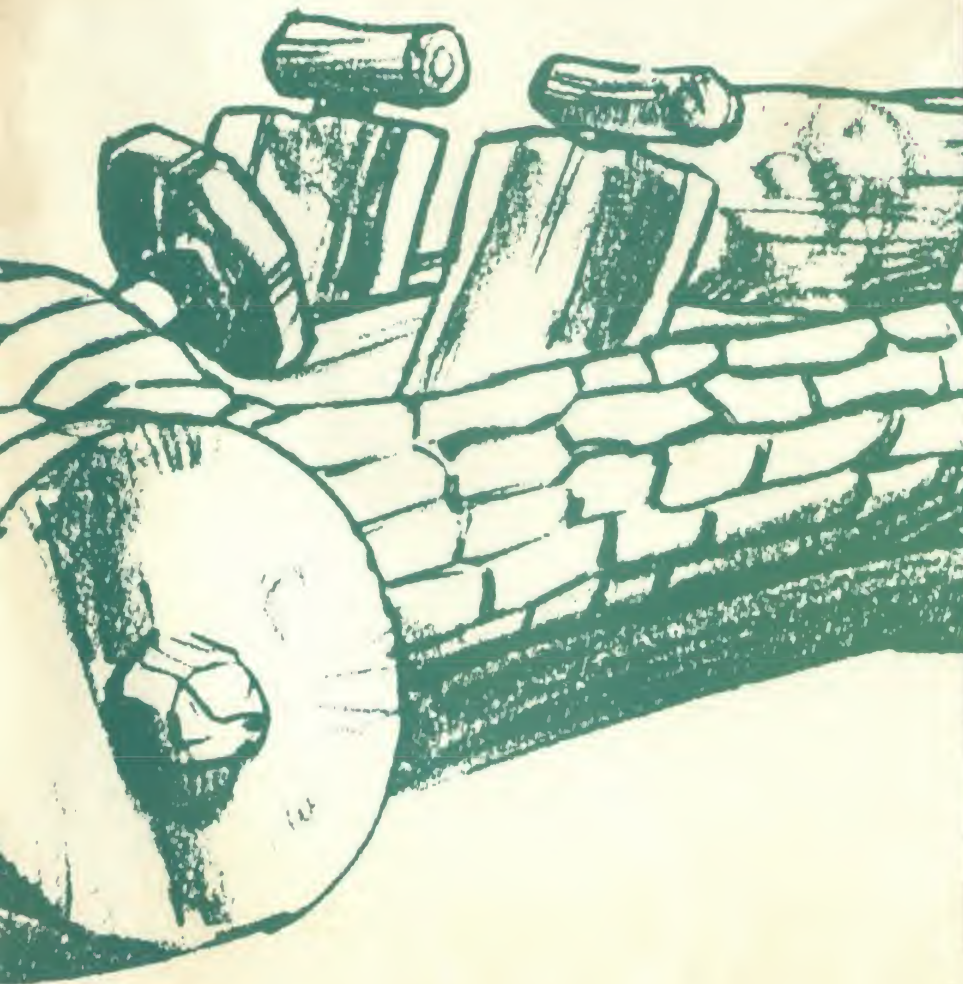
John Goodman and a gorilla. Can you tell them apart?



This is the password screen. Oh, how we laughed.



Fred has all sorts of moves - he can even bend over!



X1th Hour

» This is the sequel to the game that changed the face of CD gaming, The 7th Guest. X1th Hour has already generated huge interest overseas and much is promised. Answering valid criticism of the original, X1th Hour will focus more heavily on deep gameplay with more puzzles than the original plus around 40 adventure style objects to collect.

Naturally it will look sensational, with smoother and faster flowing movement through the rendered SVGA mansion most are familiar with. This time though it's a decrepit ruin, as your adventuring takes place in the present with you playing the part of an investigative journalist. Abundant scary stuff may earn it a censorship rating towards the high end of the scale, but Virgin are unconcerned as most of The 7th Guest's buyers were well over 18.

Technically superior to it's predecessor, it will include 70 minutes of FMV, which apparently adjusts to run smoothly on a single-speed CD. The whole show comes on 3 jam-packed CDs. Expect a special MPEG version to follow soon after the first release. Very exciting stuff indeed, and you can bet on this being a winner.

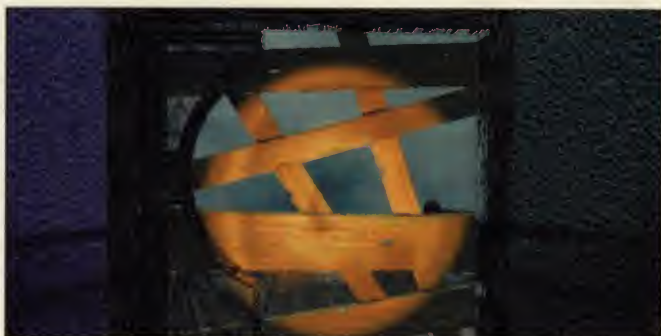
PC
CD ROM

Available
NOVEMBER

Category
PUZZLER

Players
ONE

Publisher
VIRGIN



PC
CD ROM

Dark Forces

Available
TBA

Category
ACTION

Players
ONE

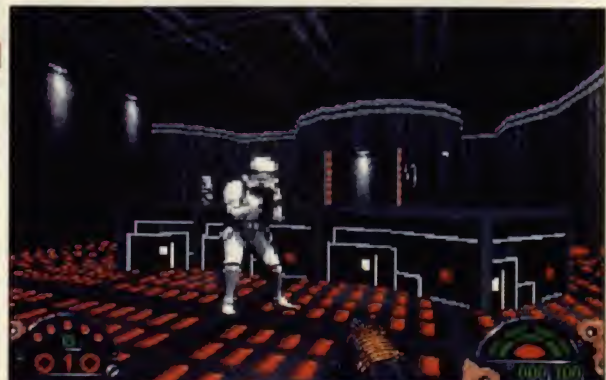
Publisher
LUCAS ARTS

LucasArts are determined to squeeze the Star Wars connection for all it's worth. What with X-Wing, B-Wing, Rebel Assault, TIE Fighter and Yoda Goes To Hollywood, there's bound to be a Star Wars game to suit anyone's fancy. The latest addition to the line-up is Dark Forces, a first-person perspective blaster squarely in the mould of Doom.

The story-line (as ever) is unimportant, but it goes something like this: you infiltrate the Death Star (yes, the one you blew up ages ago) with the sole purpose

of destroying a new army of mechanised Stormtroopers. The plan is for the players to run through blasting everything in sight, and you'll be able to look up and down, instead of just around.

But as far as we can tell, the only real difference between Dark Forces and Doom is that Dark Forces gives you Stormtroopers and other assorted hangers-on of the Empire to waste instead of demons. But so what? If the game turns out as good as we suspect it will (just take a look at the screen shots) we'll be only too happy to pick up some heavy weaponry one more time.



Full Throttle

What happens when the team that created Day of the Tentacle get together and watch a couple of Mad Max videos? Full Throttle, that's what.

Full Throttle features a butch, door-kickin', bike ridin', simply named hero called Ben (after Michael Jackson's pet rat apparently). Ben's on the run from the law because he's been framed for murder. He rides from town to town looking for the lost heir of Corley Motors in order to clear his name.

The game is currently being developed under the watchful eyes of Tim Schafer (co-designer of Day of the Tentacle), with Peter Chan and Larry Ahern (DOTT, Sam and Max) providing the art and animation. Needless to say, with these guys on board, it's bound to be a winner. Better still, they promise it'll be the most cinematic adventure game LucasArts have ever made. That means a hard, almost Manga-like visual style, lots of cool cars, bikes and trucks, and lots more action.

We've already strapped on the leathers in anticipation.

PC
CD ROM

JANUARY

Category
ADVENTURE

Players
ONE

Publisher
LUCAS ARTS



EA Sports Rugby



What with the huge success of FIFA International Soccer on the European market, EA seem to have realised that they can make bags of money on games simulating "European" (ie, non-American) sports too. Hence the imaginatively titled EA Sports Rugby. We can picture the ads now: "Ruck it. Maul it. Play it" (and if they use that, Andrew wants a royalty).

We don't know much more about the game other than that it involves all the usual rugby-type things like scrums, line-outs, field-goals, private school boys getting friendly in post-match showers... (that's quite enough - Ed) and that it looks rather lovely. The version we got our hands on was decidedly unplayable. It only ran demos, but they looked far more impressive than any other rugby game we've seen on any format. The FIFA-ish perspective is great.

So, enjoy the pics. More information when it comes to hand.



MEGA DRIVE

Available
NOVEMBER

SPORTY

Players
1-4

Publisher
ELECTRONIC ARTS

Ecco 2: The Tides of Time



Everyone's favourite singing mammal is back, and this time he's got a love interest! Yes, Ecco gets it on deep beneath the rolling waves with a young she-dolphin, Trelia, in The Tides of Time - the sequel to the biggest-selling dolphin sim of all time (which also happens to be the only dolphin sim of all time), Ecco The Dolphin.

But it's not all fun and games for our love-struck fishy friend. The evil Vortex has returned to Earth to destroy the magical Asterite. The Asterite's globes are scattered across the seas and two of them have been taken back to the future by the Vortex! Only Ecco can restore peace to the high seas by reconstructing the Asterite.

Aside from a new friend to help him out, Ecco has also gained the power to morph into other creatures. He can even change into a seagull and take to the air, thereby avoiding those pesky drift-nets.

As you can see the graphics are looking as lovely as ever (there's even some new, first-dolphin perspective "3D travel scenes"), the soundtrack is even newer than the newest of the New Age, and there's 25 brand new levels of thrilling swimming, singing, feeding and jumping to keep you happy. Ecco 2 is due soon. Expect versions for the Mega CD and Game Gear to follow.



MEGA DRIVE

Available
NOVEMBER

FISHY FUN

Players
ONE

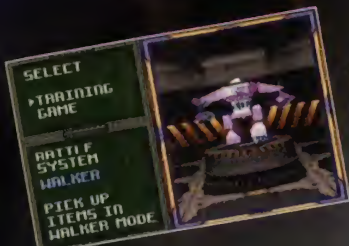
Publisher
SEGA

HEAVY ARTILLERY ACTION R-U-TUFF-ENUFF?



- ★ 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

VORTEX



NMS Seal Of Quality

94%

"Vortex is a great 3D adventure that you shouldn't miss."
"Seven huge levels to conquer and explore, tough as nails and gameplay that sucks you in for more!"



THIS AWESOME SUPER-FX POWERED SNES GAME EXPLODES INTO YOUR VIDEO GAMES RETAILER OR RENTAL STORE SOON

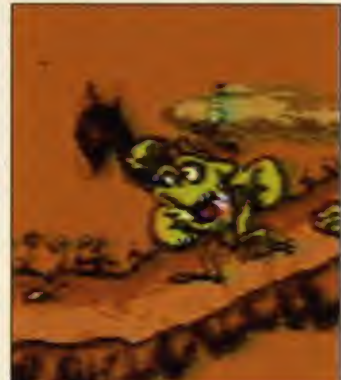
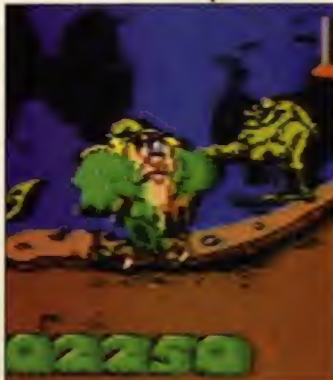
BOOGERMAN

Lesser magazines will probably resort to cheap puns a' plenty for this one, but we'll get straight to the point: Boogerman (A Pick and Flick Adventure no less) is about snot. That's right, snot - boogers, nose-goblins, call them what you will, we've all got a few clinging to the insides of our noses. Some of us even carry them around on our shirt sleeves. It's also about farting, burping and other bodily functions too numerous to mention. It's destined to be a hit.

You play the part of Boogerman. He's fat, obnoxious and his personal habits would not make his mother proud, but his heart's in the right place and so is his cape - tied tight around his neck. As you can see from the pics, he combats enemies with nose flicks, burps and farts of varying degrees of viciousness. Once he eats a chilly, he's deadly.

The preview copy we played only had two complete levels (both of which are very green) and while the appeal of the main character is strong, the controls left a little to be desired. In fact, they left a lot to be desired. In their never-ending quest for the perfect screen grab, both Stuart and Andrew threw the control pad down in frustration on more than one occasion. But if Interplay do find the time to make the gameplay as cool as the character (and they usually do) we could be looking at a nice little platformer. We'll dig around for more gunk next issue.

MEGA DRIVE
Available **NOVEMBER**
Category **S'NOT A PLATFORMER?**
Players **ONE**
Publisher **INTERPLAY**



Back Issues

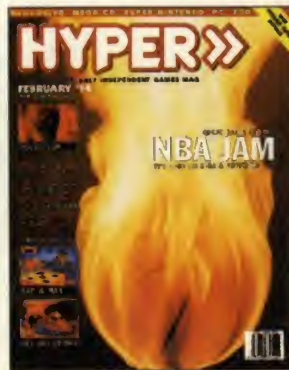
No home is complete without the complete collection of **HYPER**. But don't despair. For a mere \$7.50 an issue (including postage and handling!) you can regain your street credibility. Be warned, there are only limited stocks of issues #1 and #3. New Zealand readers please pay AUD\$7.50 per issue.



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Issue #2 Sonic Spinball and CD, Super Empire Strikes Back, Pocky and Rocky Play Guide, Laserbeam Software and Volition Records.



Issue #3 NBA Jam, Rebel Assault, Crash 'n' Burn, NFL, Aladdin Play Guide and VR founder Jaron Lanier.



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ARMORED FIST

PC
CD ROM



Available
OCTOBER

Category
ACTION

Players
ONE

Publisher
NOVA LOGIC



Five minutes after it was released, Comanche Maximum Overkill was the best action helicopter simulation ever, and Nova Logic seem set to repeat their success in the tank simulation arena with Armored Fist (it's an American spelling, so don't blame us). The game (which will be coming on both floppy and CD-ROM) will use the same Voxel Space 3D terrain as Comanche, plus some outrageously good animations and groovy effects such as translucent smoke and explosions.

As you might expect from a tank simulation, you are in charge of a state-of-the-art tank, and you'll have the option of controlling either American built M1A2 Abrams and M3 Bradley IFV or the Soviet T-80 and BMP. As the commander you can dictate strategy for up to four platoons from the Command and Control vehicle or alternately you can hunker down (ooh-er) and fight with the men in the tanks. If things are getting tough though you can always call on remote artillery or air support.

The strategic displays will supposedly offer complete battlefield awareness and night vision allows you to track the enemy when things are getting a bit gloomy. There are multi-channel digital effects (the game supports Soundblaster and compatibles) that will put you even further into the thick of the action. There is also a built-in construct set which lets you "create battles as diverse as your imagination", which is a bit scary when you consider some people's imaginations.

Sounds pretty special? You bet. This is one game the HYPER crew is really hanging out to play and no, it's not just because we like its name.

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UNDER A

ORDER NOW
COMING OCT

KILLING ROOM



- The world's first interactive movie.
- "The detail is sumptuous" - Edge Magazine, Sept. 1994
- Participate in a compelling, suspenseful interactive drama, with four CD's of imminent peril at every turn.
- Includes instant online help features easily accessed while in the middle of gameplay.



Distributed by

Sega·Ozisoft

Contact Shockwave BBS for Screenshots and Demos on (02) 669 6041

ACCESS
SOFTWARE INCORPORATED

**»» HI, AND WELCOME TO
 HYPER'S NEW COLUMN ON
 THE HOTTEST ARCADE
 GAMES. I'M ARCANE AND
 IN THE COMING MONTHS
 WE'LL FEATURE THE LATEST
 AND HOTTEST ARCADE HITS
 FROM COMPANIES SUCH AS
 NAMCO, SEGA AND MANY
 OTHERS. BUT THIS TIME WE
 CHECK OUT KILLER ETs
 AND A KIDNAPPED
 AMERICAN ROCK BAND...**

Alien Vs Predator

1-4 players

One of the hottest comic book licenses around is the Alien Vs. Predator Mythos. Basically it tells that the Predators have bred the Aliens for a long time for hunting purposes. Us humans (except for Arnie) were easy prey. For the Predators, the aliens were tough and could be bred fairly easily, at the expense of some planets species.

Anyway, the Queen Bitch Alien, as well as pumping eggs, produces a substance called royal jelly. This stuff is highly sought after and is very expensive. To cut costs, the Earth based company Weyland-Yutani decided to get their own queen alien! Nice idea guys. Not so nice is the fact that the Queen escaped and has started laying eggs by the dozen. Soon enough there are more aliens than the world can handle, and that's where the Predators, and you, come in.

In this game you can choose from four characters, each with their own special attacks. There's the token babe - Lt. Lynn Kurosawa, the token hunk - Major "Dutch" Schaeffer and the token butt-uglys - two Predators; a hunter and warrior. Once you have chosen your character, it's time to kick some butt. The rules are simple, if it moves kill it. Now that's my kind of game! Each character has their own special attacks. It is kind of like a vertical scrolling Street Fighter at times. And of course there are baked dinners lying around for energy and treasure for points.

The story is great, and there are loads of plot twists as you go along through the levels. And there is enough action even for the most ardent freak! Alien Vs. Predator looks great, plays great, sounds great but surprisingly doesn't taste very good at all.



Revolution X

1 - 3 players

Doh!! What have those zany Aerosmith kids got themselves into this time! It's not really their fault though, it's the most evil organisation on Earth, the "New Order Nation" (NON) who are out to put a stop to all the things the world's youth hold dear. Things like Video games (Gasp!!), television (arggh!!), music (hurr!!!) and magazines (eeek!!) - these are all things that have been taken away by force.

So what happens when you and your mates head down to Club X (no, not the porn shop) to catch Aerosmith live only to see them snatched away? You grab your trusty super-rifle, with CD shooting capabilities and put an end to NON and their hordes of henchmen for good. What else did you expect?

Starting at Club X you move your campaign of destruction and anarchy to every venue in the city until you reach NON headquarters. Along the way you get to choose which path you want to take as you set out on your mission, by shooting at arrows along the way. The action doesn't just sit on one screen, you move around constantly, through the levels and you'll find that you can shoot just about anything to get a result (ie. getting a bonus).

A fun few minutes for those into shooting Aerosmith...er, that should be shooting and Aerosmith.

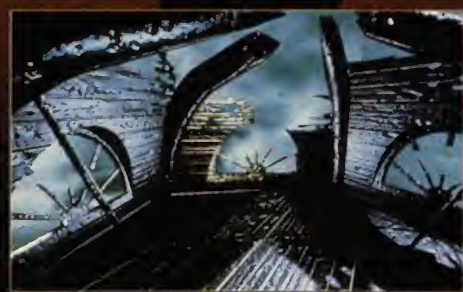


NOVEMBER RELEASE

THE 11th HOUR

The sequel to The 7th Guest™

- **The 11th Hour: The Sequel to The 7th Guest™** takes the revolution of state-of-the-art multimedia entertainment one step further.
- **Over 1 hour of live-action video, faster and smoother graphics, high quality full motion video.**
- **An all new trail of sophisticated, psychological terror and more diverse games, puzzles and quests.**
- **The 11th Hour: The Sequel to The 7th Guest™** bests any interactive game on the market.



Distributed by
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EARTHWORM



How did a mild
mannered, ordinary
earthworm become
game superstar



ANDREW HUMPHREYS (WHO'S ALWAYS PREFERRED LIVE BAIT) GOES FISHING FOR ANSWERS...



ld
y, garden variety
me the biggest
of the year?



MEGA DRIVE

Available
NOVEMBER

Category
PLATFORMER

Players
ONE

Publisher
PLAYMATES

Price
\$119.95

Rating
TBC

have EWJ's bizarre sense of style.

Multiple Personalities

But it's the gameplay that really marks Earthworm Jim out as more than just the prettiest face on the block. As David Perry says in the interview, this isn't just another platformer. The Shiny team has gone to great lengths to stop you from going into a "jump and shoot" induced trance. The platform levels themselves have been lovingly designed to keep you on your toes and more often than not, they're a bit on the tough side too. There's even a Sleepwalker style "Look After Peter Puppy" level in which you need to protect

Peter from the oncoming obstacles.

But the platform bits are just a part of Jim's multiple personalities. There's Bungee Battles with Major Mucus, Rocket Tube races with the Psy-Crow in between levels, and half falling/half flying (using Jim's head as a propeller) bonus levels. Plus, there's giant hamsters (yes, giant hamsters) to ride and glass submarines to navigate. Variety is Jim's middle name.

Of course, the controls are spot-on (whipping's a bit hard at first, but just like in real life, you get used to it after a while), there's plenty of speech, the music bops along and the presentation is flawless. You won't play it forever (hey, who wants to play a game forever?) but it'll give you more joy per minute than most other games could ever hope to. We love it.

Lots.

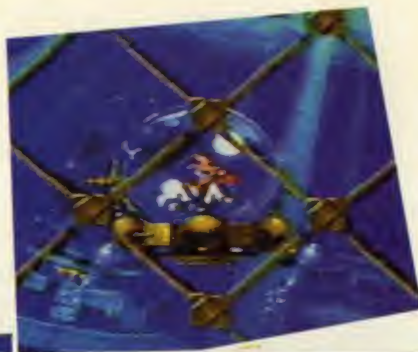
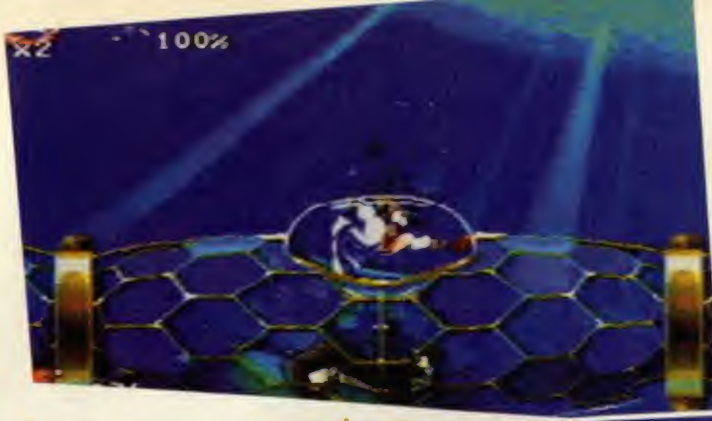
Who said 16-bit gaming was dead? Whoever it was (and I suspect each and every one of you) is an idiot - an idiot who obviously hasn't played Earthworm Jim. Earthworm Jim shows just what talented people who know their tools (and believe me, those boys at Shiny know their tools) and their systems can do. The platform game genre might be marked for death in the coming age of 3D graphics, but there's always room for one more when it's as good a game as this. And Earthworm Jim may well be the perfect platformer.

What's so good about it?

Everything. For a start, there's the character of Earthworm Jim himself. A whip crackin', plasma shooting, good old Southern boy (Jim's voice gives him away - you can almost hear him tell Ned Beatty to "Squeal like a pig, boy!") who also happens to be an earthworm, Jim is as cool a game character as you'll ever encounter. There's nothing contrived about Jim; he hasn't been fashioned to fit straight into a game, he's a one of a kind, original creation. Earthworm Jim will probably earn Shiny millions of dollars - not because he was designed to, but because he deserves to.

Then there's the graphics.

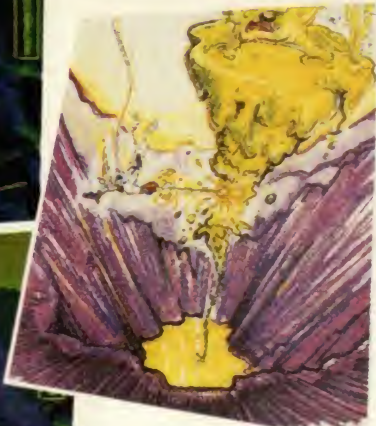
Earthworm Jim certainly gave the old HYPER Wow-O-Meter™ a mighty wobble. The quality of the animation and the detail on the backdrops is just stunning (I know it's an over-used word amongst game reviewers, but this time I mean it). The Worm makes Aladdin look decidedly bodgy in comparison. Jim's every move (and there's plenty of them) is a delight. I could throw in another over-used term that I really mean this time for good measure and say that it's cartoon-perfect, but most cartoons don't look half as good as Earthworm Jim and they certainly don't



The Sea Tubes are way cool!

Jim gets to ride a hamster and guide a sub

Bungee Battle: Try to shove Major Mucus into the rocks but look out below!!



An artists impression of the Bungee Battle

Who's afraid of the dark? Not Earthworm Jim



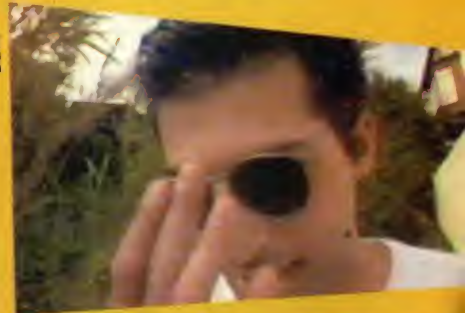
Shiny Happy People

Earthworm Jim may be Shiny Entertainment's first game, but these guys certainly aren't newcomers to the industry. In fact, if Shiny Entertainment were in the music biz they'd be heralded as a supergroup - kind of like Asia, Yes or The Travelling Wilburys. Shiny Entertainment are a collection of some of the most talented people around.

There's David Perry - programming superstar, President of Shiny and all-around lovable guy. David started programming way back in the dark ages for the Sinclair Spectrum, Amstrad CPC464 and the C64, coding classics like Tin Tin on the Moon and Ikari Warriors. At Virgin, with games like Global Gladiators, Cool Spot and Aladdin (all MD), David hit the big time.

Helping out in the programming department (he's actually the lead programmer for the SNES version of Earthworm Jim) is Nick Jones. Nick's background also runs deep into the bowels of gaming history - he too programmed for the Spectrum and the C64, cranking out games like Equinox, Time Machine, Stormlord, Cybernoid and Smash TV. He also did the excellent Alien 3 for the SNES. Joining Dave from the Virgin days are Art Director Nick Bruty, Animation Director Mike Dietz, animator Edward Schofield and Lead Artist, Steve Crow. Doug TenNapel, creator of Earthworm Jim and animator extraordinaire completes the Shiny team. Doug's a relative newcomer to video games, but he's already worked on Jurassic Park (MD), The Jungle Book (MD and SNES) and Ren and Stimpy: Mutate-O-Matic (MD). If you layed them end to end (ahem) and covered them in puff pastry you'd have the largest and most talented sausage roll in recorded history.

David



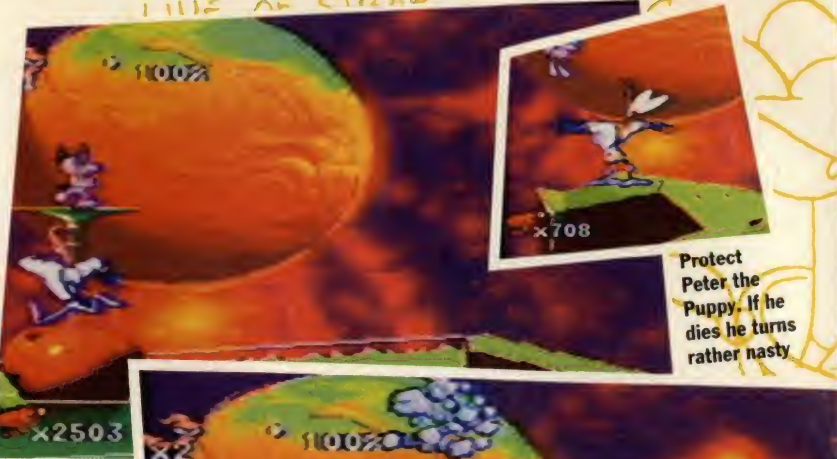
Doug



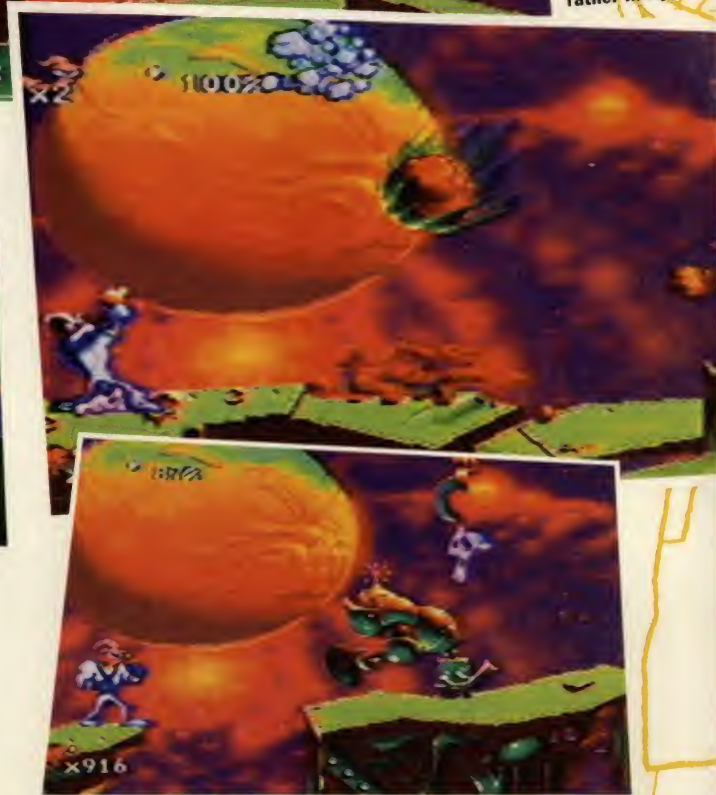


Whip that fridge

OF SHOULDER INTO
LIFE OF STRAD



Protect Peter the Puppy. If he dies he turns rather nasty



SIFIFED



Jim doesn't have many other animal friends

LEFT ARE TUST



Professor Monkey for a head



Jim has an out of body experience

VISUALS

A new standard in 2D game animation. Brilliant character and level design.

96

SOUND

Lots of quality speech, great FX and a boppin' soundtrack.

90

GAMEPLAY

Perfect controls and lots of variety makes for quality bonding time for you and your worm.

94

LONGTERM

Lots of secrets to discover and enough fun to want to finish more than once.

88

OVERALL

Is this the perfect platformer? Why, yes it is as a matter of fact.

94

Ride the Rock Tubes: a race to the end with the Psy-Crow

HYPER talks to Daye Perry, game programmer extraordinaire

Firstly, where did you get the character Earthworm Jim from? Earthworm Jim came from the mind of the slick and twisted 6 foot 8 inch individual named Doug TenNapel. He started off rather grey and flaccid (I mean Jim), but over time he has grown like a horse, turned white and carries a gun (I mean Jim).

Jim looks set to become a bit of a multimedia phenomenon (comics, TV etc). What are the exact plans for Jim?

We expect comics, TV, toys, underpants - the whole nine yards. TV and toys are already on the way (so for the minute hold onto your Sonic underpants). I hope that by October next year you will be watching the show on some Oz channel.

Earthworm Jim is a platformer. How much scope do you think there is in the platform game format? How do you keep it fresh and challenging?

Earthworm Jim is definitely not just another platformer - he has a myriad of other abilities. He flies through space, bungee jumps, captains a glass submarine, controls Peter Puppy (now and again) etc...

Are the Mega Drive and SNES versions identical?

The SNES and Genesis (the US Mega Drive) versions have all the same features, however when possible we use the extra abilities of the particular machine, like more colours on the SNES graphics. But there's one extra level on the Sega. Both Sega and Nintendo are being very helpful in the development of EW J.

Without giving away any of your secrets, can you explain the Digicell process to us. How has it progressed since Aladdin?

Digicell is a process we created at Virgin for Aladdin. We worked out an entirely different technique, "ANIMATION", that replaces humans with clever software. The result is peace and quiet so I can listen to my Barry Manilow (only joking!). Now we are getting much cleaner animation and more frames for the same amount of bucks. This lets the animators keep doing what they like best - animating!

Aside from the gorgeous graphics of your games, the controls are also near perfect. How do you achieve this? Any tricks, or just lots of playtesting?

We use intelligent code in the game that watches the player through the Joypad. It sounds silly, however, for example, the code predicts movements of your thumb faster than you can make them and helps kick enemy butt etc... Basically it feels good!

As hot shot game programmers with your finger on the pulse of the industry, can you tell us which of the new systems (3DO, Jaguar, Ultra 64, Saturn, Sony Playstation etc) you think will succeed and why? Which systems are Shiny planning to program for, or are you sticking with 16 bit for a while longer?

Shiny is holding on to its chip at the 32 Bit gambling table. After Christmas it will all be much clearer. My favourite game at the moment is Daytona - I just wish the Saturn had a steering wheel! The Sony is the farthest on but is very Japanese in flavour just at the moment. The Ultra 64 is still hiding behind a black curtain.

Earthworm Jim is about as sure-fire as any sure-fire hit can get. Where does Shiny go from here? Can you give us any scoops on upcoming projects?

Earthworm Jim 2! We will take the longest time we have ever spent on a game to create EW J 2. We are discussing making it a two player game and making an arcade machine at the same time. We'll just have to wait and see. Australia's warm and sunny like California and we don't live in fear of being swallowed up by a catastrophic earthquake. Any chance of relocating?

I would probably move to the Barossa Valley, near Adelaide in South Australia. IT'S COOL! However who cares about an earthquake or two - we don't have funnel web spiders, box jellyfish and red-backs!

Finally, are you planning a future career in the movies? You're a very good looking man after all.

I'm not hip enough to be in the movies. I still say words like GROOVY!



JIM IS

IS RELAXED



Oh heck, it's Heck!

GUN
ALL
JIM

JIM'S CHECK
414817



Handwritten scribbles and notes.

Stuart says...

Oh joy! At last, a console platform game that makes me laugh at the humour, makes me cry when I get out and makes me want to keep playing and playing and playing. They're few are far between, let me tell you. As Andrew said, platform games are now fairly stale and boring. It was a genre just waiting for a new hero to breathe a bit of life back into the field, and Earthworm Jim fits that description as well as he fits his robot suit. I don't think I would even want to classify this as a platform game because of the huge amount of variety contained within. It's almost like six or seven games for the price of one. And it's all so well

programmed and animated that I really want to get down on my hands and knees and thank God (or whoever) that someone's finally got everything right. Usually the graphics are good and the gameplay smells worse than your grandma's armpit. Or the gameplay's a winner but constantly staring at the dull sprites drives you insane. Earthworm Jim looks absolutely brilliant and plays like a million dollars (which is probably less than 1% of what this little beauty will gross). And it's tough too! There'll be no "I finished it first go" on this game, let me tell you. Take a look at Jim in action as soon as you can. You'll peak. I did.

Available
OCTOBER

Category
PLATFORM

Players
ONE

Publisher
SEGA

Price
\$109.95

Rating
G

Sonic &



Knuckles is a very strange looking pink echidna...



Who can climb walls...



And glide. What a clever echidna!



Sonic is the same old hedgehog we all love to hate



He's fast, he's blue, he's spiky...



And that's about it really.

It's no secret that I've never been Sonic T. Hedgehog's number one fan. In fact, we got some rather nasty letters concerning the tone of my review of Sonic 3, even though Stuart insisted we give it 90%. But the mere fact that I'm not hopelessly in love with the little rodent doesn't disqualify me from doing the Sonic and Knuckles review. Reviews are always personal opinions and numerical scores can never tell you the whole story. Some people think Sonic is the greatest game character in the history of the world but frankly, the little bugger gives me motion sickness. Anyway, if you are a Sonic freak, you're going to love Sonic and Knuckles; so stop reading the review right now - you might read something you don't like.

Leftover Larry

Sonic and Knuckles strikes us (me and Stuart, formerly the poster boy for the "I Love 'em Blue and Spiky" club) as a game made up of leftovers. It's not full of cold chicken and soggy vegetables or anything like that, but it's just as unappealing. Rather than create a new game from scratch, it seems to us that the programmers just collected a few levels leftover from Sonic 2 and Sonic 3 and whacked them together to form a new game. Why do we think that? Take a look at the names of some of the levels: Sandopolis, Mushroom Valley (or Hill), Flying Battery. If you've ever seen the Sonic 3 level select screen, these names would be familiar - they were left out at the last minute. Then there's the Hidden Palace zone - Sonic fetishists would know that this was the incomplete level that was hidden away in Sonic 2, yet here it is in Sonic and Knuckles.

I suppose the only important thing is that all these levels have never been seen before, so they are all "new" levels. But it still smacks of laziness if you ask me. More fundamentally, it goes to show that nothing has really changed. Sure, all the levels look different, but underneath it all, this is exactly the same game as every other Sonic game. You run to

the right, collect a lot of rings, jump on the odd creature, and come up against an array of bosses that can only be described as unbelievably easy to beat.

Robotnik Lives!

After all this time, Robotnik still hasn't seen the error of his ways and he's continuing to give Sonic and his furry friends grief. I have no idea of the intricacies of the plot, but the evil Doctor has rebuilt the Death Egg (remember Sonic 2?) and it's up to Sonic till destroy it again. The nature of Sonic and Knuckles' relationship is somewhat troubling - at first, Knuckles is a real pain in the bum, but after you slap him 'round a bit in the Hidden Palace zone, he starts helping you out. That's if you play the game as Sonic (like I did) anyway. You can also play as Knuckles: the levels are the same, but Knuckles can climb up walls and glide (just like Bubsy the Bobcat) a bit too, so the experience is slightly different. You can't (repeat CAN'T) play as Sonic and Tails together (like Sonic and Tails in Sonic 2 and 3).

There's seven zones: Mushroom Hill, Flying Battery, Sandopolis, Lava Reef, Hidden Palace, Sky Sanctuary and Death Egg. All the zones are made up of two big Acts, except for Hidden Palace, which is basically just a short interlude before the final confrontation.

As I've said, the gameplay hasn't been changed in the slightest. The Special Stages are unchanged from Sonic 3 and even the Bonus Stages are re-workings of familiar Sonic themes (pinball and poker machines). And it's still dead easy. If you know how to play Sonic (ie, be a bit careful and always catch the rings that fall if you get

hit), you'll finish it in no time. It took me two goes. The bosses are pushovers too. In fact, some of them have been lifted (with slight changes) straight from Sonic 1 and 2. Some of them simply kill themselves if you stand in the right spot.

Yes, it looks great (although there's been no real advance since Sonic 2), there's some cool effects and the music is everything we're all used too, but the bottom line is, there's no challenge, it's only mildly enjoyable and it's totally bereft of new ideas. More grumbles: there's no battery backup and no two-player option either. Sega have milked him for all he's worth, but Sonic's run out of puff if you ask me. Unless they do something radically different with him for his next outing, I'm just not interested.



Knuckles

THE BLUE HEDGEHOG AND THE
PINK ECHIDNA ARE BACK IN AN ADVENTURE OF
DAZZLING COLOUR MISMATCHES.

ANDREW HUMPHREYS RECOMMENDS

DARK SUNGLASSES...

What's this expansion port thingy?

When you see a copy of Sonic and Knuckles, you should notice that there's a slot on top of the cart, not unlike the slot you'll find on top of Action Replay carts or Universal adaptors. This slot is called an expansion port. The idea is this: plug in a copy of Sonic 2 or Sonic 3 and you'll be able to play the earlier Sonic games as Knuckles; you should also be able to access previously hidden levels.

We haven't seen a copy of the finished cart yet, so we can't tell you exactly what will happen when you plug in your old Sonic games but we have it on good authority that you'll be able to play as Knuckles in Sonic 2 and that (as well as being able to play as Knuckles) you'll be able to access two hidden zones in Sonic 3. Given that the Sandopolis, Mushroom Hill, Flying Battery and Hidden Palace zones are already in Sonic and Knuckles, it's hard to say just what secret zones will be revealed. We'll update you next month on what we find.

Oh, and you can't plug in the original Sonic. John Madden Football's probably no good either.



Flying Battery Zone has Sonic hanging about



And doing some hand over hand exercises



The bosses may look real tough...



But they're not really very fierce



Sandopolis is a very attractive looking zone



But the lights keep going out and ghosts appear



This mid-boss is a complete joke



Sonic spins out...



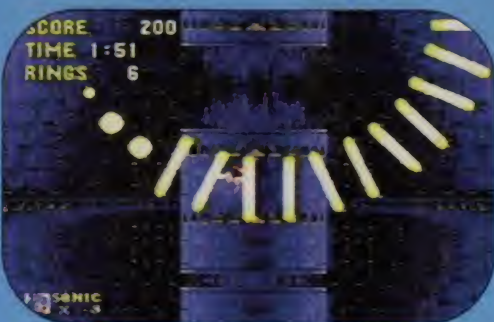
A mid-boss. Dum de dum...



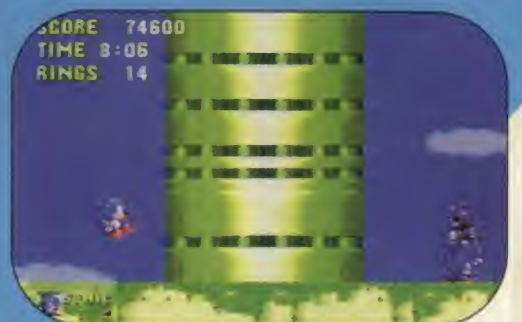
Another boss - it looks similar to a nasty in Rocket Knight



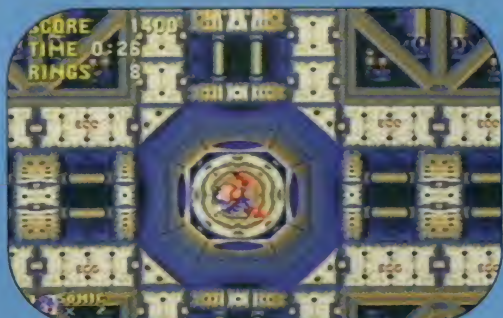
This looks very nice, but you're not controlling Sonic



These light-trails are groovy but also non-interactive



The new, improved Metal Sonic makes an appearance



The last zone, Death Egg, which has some pretty extreme effects and is also pretty tough. Of course, the "final" Robotnik boss awaits you here...



One bonus stage is sort of a cross between a card machine and the bonus in Sonic 1, while the other is a strange pinball game. The special stage is basically identical to Sonic 3



Sonic & Knuckles aren't exactly on the best of terms, and Knuckles appears at several places (if you're playing Sonic) to interrupt all that spinning and jumping



This is the tiny Hidden Palace Zone where Sonic & Knuckles finally come head-to-head. As you can see, Knuckles doesn't come out looking too healthy...

Stuart Says...

The Sonic series are some of my favourite games, but even I've got to admit that repeating the same winning formula is getting pretty boring. Sonic & Knuckles is basically identical to Sonic 1, 2 & 3 and it suffers because of that. While it all looks spectacular, sounds good and the gameplay is top notch, you can't get over the fact that you've done it all before. There's nothing in here to really surprise you at all - even the special stage is virtually

identical to the one in Sonic 3. How about some fresh ideas guys?

Playing Knuckles is a new thrill however and his different moves like climbing walls and gliding will keep you happy for a while, although this won't lengthen the longterm value of the game much. Sega were wise to go heavily into rental when they did, because Sonic & Knuckles just isn't worth buying unless you're a total Sonic maniac. They've really

got to find something new and exciting for Sonic to do, otherwise he's going to go the same way as Mario (ie become old, fat and slightly boring). If you're into the Spiked Hedgehog (and heaps of you will be) then my advice is to rent Sonic & Knuckles for a few days because you'll have fun and probably finish it, but then you won't really care if you never see it again.

VISUALS

Lots of colour and sick animation, but nothing eye-popping. Seen it all before.

90

SOUND

New tunes, but all in that distinct Sonic style. Heard it all before.

80

GAMEPLAY

The usual stuff. Done it all before.

81

LONGTERM

Sigh, it's too easy and it's over way too quickly.

69

OVERALL

If you've never seen or played a Sonic game before you might be impressed. We have and we weren't.

78



TA-DA! HERE IT IS, THE FIRST
GAME FROM ARCADE ZONE
(A NEW NINTENDO PUBLISHER FROM EUROPE).

LEGEND IS A SELF-CONFESSED
“BEAT ‘EM UP SITUATED IN
MIEVEAL TIMES”, BUT DOES IT
LIVE UP TO ITS TITLE?
ELIOT FISH TAKES A SLASH...

Legend



Master the jumping kick and you've mastered the game



The shield move - you'll never need to use it



Mmmm, Mode 7



Let's break some bones!



No time for a shower now boys!



A flying, pain to the ass boss



Our heroes get captured...



and thrown into jail. They quickly bust out and go for a ride. What a fun jail!



SNES

Available
OCTOBER

Category
HACK'N
SLASH

Players
1-2

Publisher
ARCADE
ZONE

Price
\$89.95

Rating
TBC

Legend



Oh dear. Though I've always been partial to a bit of "ye olde sword-biffery", it really is about time game programmers started being a bit more adventurous. Legend simply comes across as yet another Golden Axe wannabe and fails miserably at coming anywhere near the variety and challenge that such a game demands.

Beaten & Bruised

Let me just get straight to the beaten and bruised heart of the matter... Legend is terribly flawed. It really is a bit of a worry when a game's Turbo speed is about as fast and fluid as Castlevania IV, with the normal speed being about as much fun as playing hopscotch in cement shoes. Cross this with a total of about three attacking moves (the thrust, jump-kick and jump-slash) and you're really in deep trouble. I guess it's not quite as unplayable as I've made it sound, but it's nowhere near what a game needs these days to satisfy Actraiser/Final Fight experienced gamers.

There are some uplifting aspects but I'll get to those later. Your character is the usual sword-swishing beefcake with a few magical tricks up his muddy sleeve, sauntering through the forest with his axe-wielding partner (who you don't even have the choice of playing as in One Player mode!). Surprise, surprise — it's your task to free the kingdom of Sellech from the corrupt Cloris, who is threatening to release an evil power over the land! What Cloris doesn't know, is that a "legend" is going to come along and give him the boot in between watching the five o'clock news and Neighbours. Yep, the game literally took me two hours to complete from beginning to end. And was I rewarded with a spine-tingling, jaw-dropping end sequence? Not on your life. How about a brief congratulatory message and a Mode-7 rotating piccie of the programmers — dark sunnies and all. Sheesh!

Total Dog

Now here's where I try and convince you that Legend isn't a total dog. Have a look at the screen-grabs — nice eh? Indeed, this is a great looking game. All the characters are animated well and nicely detailed in a very sinister, medieval way. Some swish backgrounds and lovely weather effects also lift the game's authentic atmosphere. There are some nifty moments where you get to kick-in doors and plummet down a Mode-7 rotating chasm. But again, the programmers have shot themselves in the foot. In trying to pack the screen full of beautiful surroundings, thirty percent of the time the actual action is obscured by big tree trunks or columns trying to give the game some "depth".

Whilst the music is fairly hopeless (though appropriate), you can look forward to some super clanging and crashing of swords against shields, screams of agony and general biffa FX that help to make the battles that teeny bit more engaging.

I didn't want to rip Legend to pieces, I did enjoy it's brief stay in my SNES and it is an enjoyable game — if you play it on Turbo, the Hard setting and with a friend. But as a one player experience it will only last you a brief afternoon.



The first boss has the longest pole we've ever seen



The bonus screen: get that gold!



Stacking up dogs is heaps of fun

A fat, blubbery boss models the latest in masks

VISUALS

Nice big chunky characters and foes, some lovely backgrounds (though some are repeated), and hey, Mode-7 never goes astray.

79

SOUND

The music is forgettable but the FX are cool.

75

GAMEPLAY

It's slow, repetitive and simple. Yet there's always something appealing about winning a fight ten to one.

60

LONGTERM

Unless you're not a terribly experienced gamer, you'll be able to rent this and get to see it all.

40

OVERALL

It fails as a one-player game, but everything is always more enjoyable with a friend. Ahem.

59

MEGA DRIVE

Available NOW

Category SPORT

Players 1-4

Publisher ELECTRONIC ARTS

Price NO RRP

Rating G



Goal! The players and crowd go wild



Face-off time. Watch the close up window



Another goal and yet more big men hugging each other

NHL '95

TAKE TEN WELL-FED BOOFHEADS CHOCK FULL OF THE ANGRY PILLS, PUT 'EM ON ICE, GIVE THEM A PUCK, SOME STICKS AND AN EXCUSE TO HIT

NEW FEATURES



Slapshot time - the defenders hit the ice



Training mode: 2 on 2 is fast and furious

MODIFY RATINGS			
Name	First	Last	Pos. F Hand R
	KID	HYPER	Mt. 220 Unif. 11
Speed	95	Shot Power	92
Agility	44	Shot Accuracy	94
Endurance	36	Pass Accuracy	88
Off. Awareness	36	Aggression	99
Def. Awareness	36	Checking	85
Stickhandling	36		
Maximum Unallocated Points			359
+++ = Select Rating			
A-B = Decrease/Increase			
START = Done			

Creating players: Kid Hyper's a 220 pound giant

» If you're a keen HYPER reader you'll already know how I feel about EA's Hockey games. I love them. In fact, every night when I go to bed I slip a copy of the original EA Hockey under my pillow. Just knowing it's there makes me feel all warm and gooey on the inside - and sometimes even on the outside. They're excellent games; challenging, addictive, always different. With four players it's unbelievably good fun - real palm-sweating stuff. If you've never played either EA Hockey, NHLPA '93, or NHL '94 then rush out and buy NHL '95 now, don't bother reading any further. But if you're a bit of a hockey veteran, you might want to know

if NHL '95 is new and different enough to warrant adding to your collection.

Check the "What's New Pussycat?" boxout (apologies to Tom Jones) for a quick run-down of the latest updates. The season mode is great. Like NBA Showdown '94, the stats are constantly updated (goals, assists, saves, etc) - perfect for sports freaks. You can even set it up for multi-game injuries. Throw in Player Trades and the Create Player option and you've got enough to keep you interested for a very long time. Placing yourself in the middle of a game is wild. I mean,

it's all well and good pretending to be Mark Messier or Wayne Gretzky, but it's nice that you can relax and be yourself for a change. Go on, slip on your mother's high heels and go for it.

Gameplay Tweaks

As for gameplay tweaks,



Whacking 'em into the boards has never been so much fun...



Injuries still play a big part in the game

The presentation screens have been redesigned a bit

After a big win, check out the Stars of the Game

ockey 95

EACH OTHER AND WHAT DO YOU GET? A VERY COOL (EXCUSE THE PUN) GAME. ANDREW HUMPHREYS CHECKS OUT EA'S LATEST UPDATE.



Season mode, just like Madden

More season mode: the January calendar

You can even trade unwanted players

the speed boost and new moves make the game a tiny bit more exciting. Hitting the ice is fun (don't lick it - your tongue could get stuck), fake shots are tricky and a well-timed drop-pass is a very handy new weapon, especially if you can follow it up with a one-timer.

But don't think you'll be

hitting the net too often; EA's programmers have pumped the AI patterns on computer controlled goalies and the defensive line. They're much more aware. Trying to slip a pass into the middle is hell; more often than not you'll find a defensive player in your way. EA claims the tougher defence makes the game closer to real NHL action, and they're probably right, but if you're only out there to score, you might be disappointed.

Graphically, there's new animations to catch your eye and the players seem to have lost some of their chunkiness. When I first played it, it felt like they'd

made the rink (that thing with all the ice on it) bigger too; there seemed to be much more space on the ice. When you know and love a game so well, you're bound to spot all the fiddly differences and not like them - but you'll get used to them eventually. I did.

Overall, NHL '95 is a cut above the average update. The gameplay refinements round off an excellent package. It still plays beautifully, it still looks great, and it still sounds like a great sports sim should - ie, very noisy. It's not that much better than NHL '94, but it is better. EA are very cunning like that, aren't they?



What's New Pussycat?

NHL '95 is full of new features - from new player animations to new options to new moves. Improved frame rates make it even faster than previous updates too. Here's what you get:

- * Full 84 game season mode with compiled player stats (including league leaders in 6 different categories), season stats, injuries and end of year trophies.

- * Player trades.

- * A "Create Player" option. Put yourself on the Free Agent list and get picked up by your favourite team!

- * New moves: fake shots, drop passes (very cool) and defenders hitting the ice to block slap shots.

VISUALS

Nothing flash, but they do the job perfectly. Lots of nice touches and smooth, fast scrolling.

90

SOUND

More organ music to groove to, noisier crowds and the hits into the glass sound more painful than ever.

92

GAMEPLAY

Wonderful controls and a genuine feeling of being on ice. The new moves are great too. More than amazing with 4 players.

95

LONGTERM

Season play, playoffs, battery-backed users records and a host of new features. This is one game you'll keep.

92

OVERALL

More than an update, this is the complete EA Hockey package. Now where's the 300 version?

93



LT. CMOR DATA
Data contemplates a switch - the probability is that it will open the door.



PHASER
Warf goes for the simpler, more Klingon, approach to closed doors.



COMMAND
The Away Team play Murder in the Dark in a scary mine.



MEDICAL LOG:
LT. CMOR GEORDI LA FORCE
WAS SEVERELY INJURED DURING
THE AWAY TEAM MISSION.
STATUS:
PATIENT RECOVERED AND RESTORED
TO ACTIVE DUTY ROSTER



The Space Combat bits are a bit of a flop...



Floppity, flop, flop, flop...



It gets better when you blow your opponent away.



So, Warf, who does cut your hair?



ALL COMMUNICATIONS WITH
THE USS ENTERPRISE HAVE
CEASED. STARFLEET ASSUMES
IT HAS LOST IN THE LINE OF
DUTY.



The stations on the Bridge

Star Trek:

The Next Generation - Future's Past

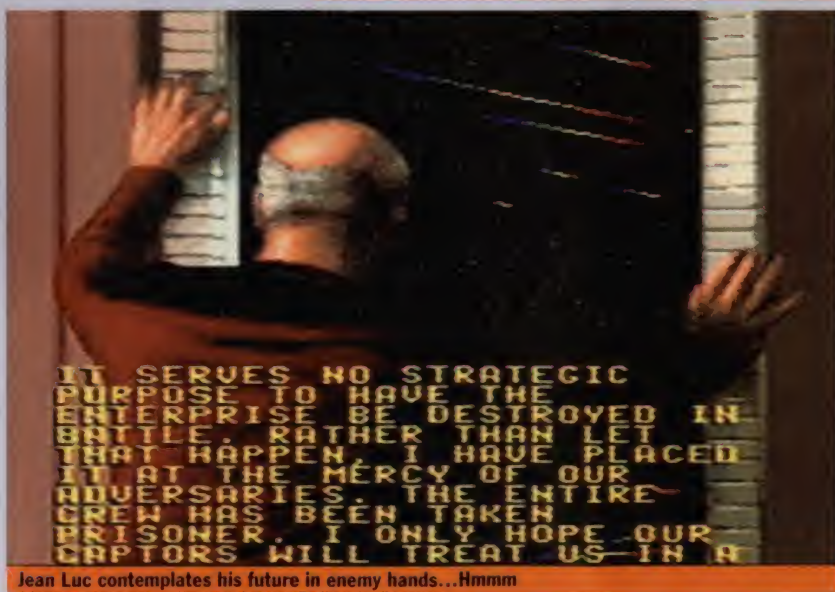
THE NEXT GENERATION TV SERIES IS FINISHED (IN THE US AT LEAST) AND EXCITEMENT IS NOW BUILDING OVER THE NEW MOVIE, STAR TREK: GENERATIONS. BUT IF YOU WANT TO TAKE CHARGE OF THE ENTERPRISE RIGHT NOW, THEN YOU CAN ALWAYS TURN TO YOUR SUPER NINTENDO. STUART CLARKE BEAMS ON UP...



Unfortunately, this screenshot is boring (except for Troi).



Pick me! Pick me! Choose your Away Team carefully.



Jean Luc contemplates his future in enemy hands...Hmmm

SNES

Available NOW

Category ACTION/RPG

Players ONE

Publisher SPECTRUM HOLOBYTE

Price \$99.95

Rating TBC

» When the Trek bug bites, it really bites. I've watched otherwise normal human beings turned into what can only be described as freaks by exposure to this tacky, yet hideously addictive American sci-fi series. I've got to admit to being infected with the bug over a year ago now, so I'm not quite a hard core fanatic, but I'm sliding down that treacherous path very quickly.

Something that might turn me against the Enterprise and it's loyal crew though are the Star Trek video games. They haven't been much good so far (in comparison to the show) and with a whole host of Trek related games on their way they better shape up soon or Trekkin' gamers like me will be shipping out.

Future's Hope

Future's Past on the Super Nintendo is a good little game, but it doesn't quite make it as a totally satisfying experience. It follows the tried and true format of the TV series very closely. The Enterprise is floating happily through space when it comes across a problem; the resourceful crew have to warp on over to the source of the problem, beam down, solve some tricky puzzles then get back on board to solve another, newer problem a few light years away. There is a thematic link which joins the missions (hint: you'll be fighting Romulans all the way) but I'll leave the specific details

to those who play the game (I hate having my Trek plots spoiled for me).

It's a cross between an action and role-playing title, with you controlling all the workings of the Enterprise, plus the Away Teams when on missions. There are six stations on the Bridge: the Conn, Transporter Room, Engineering, Systems, Sensors and Briefing Room with the Conn turning into a Communications station when there are incoming messages. The Bridge looks good, if a bit static and blocky, but this is really just the command area so you shouldn't really worry about it too much. All you'll be doing from here is plotting course, receiving messages, assigning resources and beaming down.

The Action Bits

The main action happens on the away missions and in space combat. The away missions are viewed from an overhead perspective and are usually puzzles (although phasers will be handy). You'll have to choose your team carefully because you'll need a combination of skills such as medical, tactical, technical and good-old strength. You can beam up any time, but you can't really continue in the game until you've completed each mission and when you go back down everything you may have just done has been reset (very dumb). The puzzles succeed to varying degrees; some are satisfying and some are just downright frustrating. The space combat sections are just downright frustrating. The graphics are primitive, the Enterprise controls like the blip in Asteroids and the action is tedious and uninvolved. Not what space combat should be like at all.

Future's Past is not a bad effort from Spectrum HoloByte, but it's far from being a perfect game. Some of you will get excited just because it's got the Enterprise and crew on the cover but try to restrain yourself and give it more than a quick glance before you decide to buy.

VISUALS

Some good moments (like the Enterprise going into warp), but in general they're blocky and uninspiring.

75

SOUND

The theme music always gets the blood pounding but the sombre in-game tracks gets boring very quickly. Nice fx though.

81

GAMEPLAY

Fiddly controls and a slow pace means that this isn't the easiest of games to get into. Once you get the hang of it though, it's moderately enjoyable.

72

LONGTERM

If you're a Trekkie you'll be warping here, there and everywhere for as long as it holds your interest (could be weeks, could be minutes).

77

OVERALL

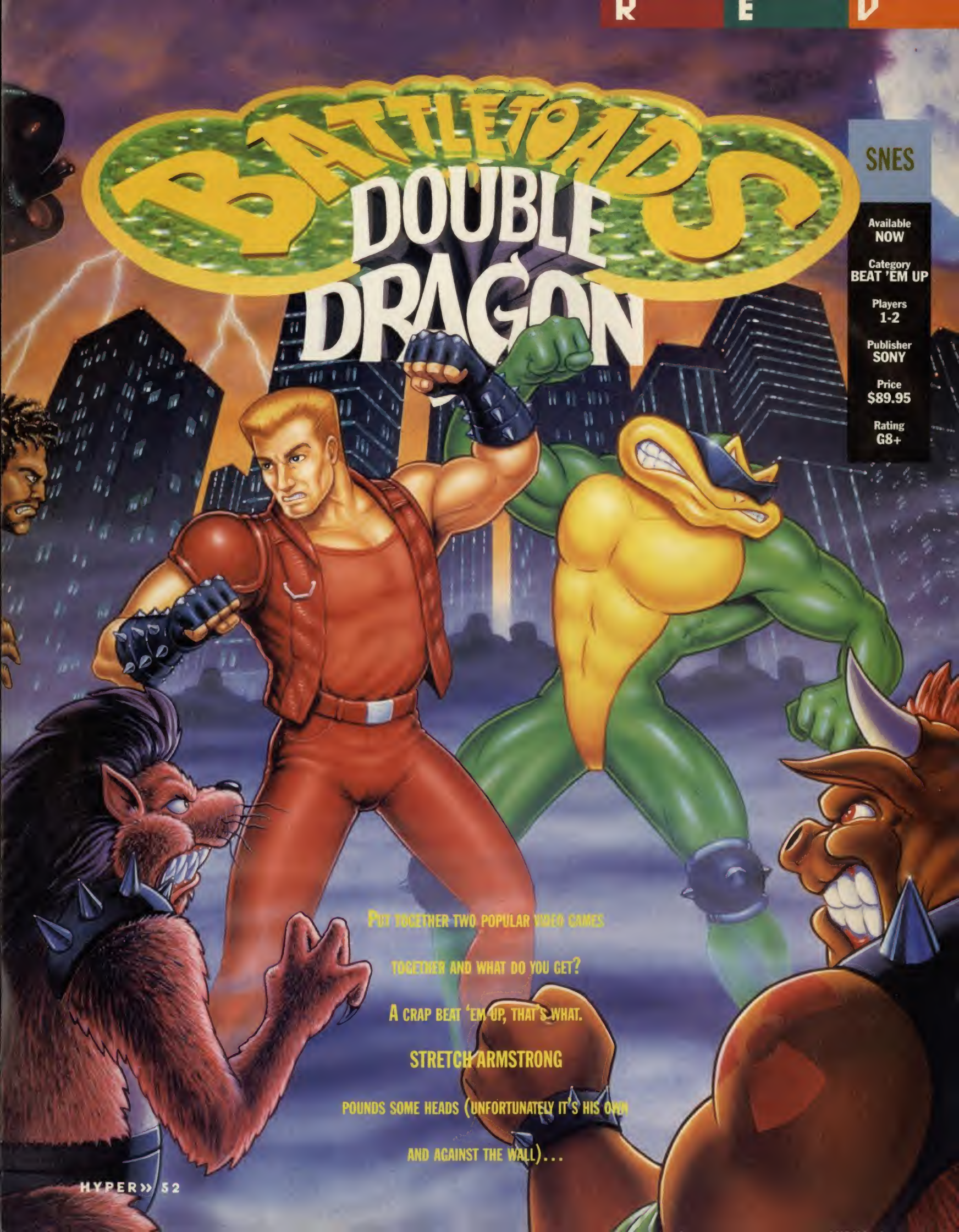
Not the Trekkie game to have fans cheering wildly, but a creditable effort nonetheless.

74

BATTLE TOADS DOUBLE DRAGON

SNES

Available
NOW
Category
BEAT 'EM UP
Players
1-2
Publisher
SONY
Price
\$89.95
Rating
G8+



PUT TOGETHER TWO POPULAR VIDEO GAMES

TOGETHER AND WHAT DO YOU GET?

A CRAP BEAT 'EM UP, THAT'S WHAT.

STRETCH ARMSTRONG

POUNDS SOME HEADS (UNFORTUNATELY IT'S HIS OWN

AND AGAINST THE WALL)...

» The SNES is, as we all know, a family orientated system. Among the thousands of characters that have graced its pixels, not one drinks, not one smokes and not one even bonks. Hell, even when they kill someone the victim's not allowed to bleed (well that is until their recent change of heart with Mortal Kombat 2).

Why then do they let this, a flagrant glorification of drug use, slip through the net? What am I on about? I am, of course, referring to steroids, which permeate this game like a virus (and are about the only thing in it worth talking about). Whichever of the five main characters you choose - Rash, Zitz and Pimple of the Battletoads or either of the imaginatively named Dragons (Billy or Jimmy) - you'll be controlling

a hero positively reeking of 'roids, a sprite with muscles on his muscles, ready to save the world, provided he doesn't get arrested for dealing at the Gym. Having chosen your potent hero, you'll then go into battle against a series of bosses who are equally eye-boggling in their musculature, whether it's the apparently brain dead Abobo, the monstrously ugly Blag or the ultimate ultra-vixen The Dark Queen, they've all been carbo loading in a big way.

What's the Point?

So apart from show casing a host of animated Arnies, what's the point of this game? Well, I've played it at some length and I'm still struggling for an answer. Neither Battletoads nor the Double Dragon series really set my universe on fire and on the evidence of this, when you put two very ordinary games together, you simply end up with a game that's doubly ordinary. That's what you get here anyway.

By combining the two games, the net result is that you get to choose from five rather than three characters and, despite what the manual might say, there's really not a stuck match between them. They'll then stomp their way through six levels, none of which are super long or particularly interesting, whether it be the aircraft carrier-style spaceship that houses Abobo (or is it that Jeff Fenech?) or the fiery palace of The Dark Queen (or

is that Kitten Natividad? - ask your dirty old uncle, kids).

To add to the yawn factor, your character can only do, effectively, two things. He can jump and he can fight. Fantastic, isn't it? Sure, within fighting mode your character will pull off a variety of moves but you'll have little to do with it. You'll just sit there hammering away on the button and, should it take your character's fancy, he'll fight back or do a stylish throw, and that, dear readers, is all there is to it.

It looks OK (just), but of course the animated stills at the game intro are far superior to anything that's in the game. If you love these characters (I figure you don't) you may find something to recommend this game. I don't, I can't and I haven't been as bored since last time I watched synchronised swimming and dressage on the same day.

Andrew Says

Crap, crap, crappity crap and more crap. Double crap even. I won't take up much of your time with my vital second opinion; suffice it to say that I wholeheartedly agree with Stretch on this one. In fact, he may be being a touch kind. Nice angle with the steroid abuse though Stretch, congratulations on finding something to talk about. I'm struggling.

All I'll add is this: Battletoads/DD is one of the simplest, most tedious platform beat 'em ups I've seen since the heady days of about 1985. It's not a good example of a 16-bit game. It wouldn't even be a stunning example of an 8-bit game. In fact, it's just not a good example of a game, full stop. Avoid it.



A Toad on the edge.

A Dragon on a fence.

A bad guy getting a knee to the head. Ouch!



Look at the size of those sprites. Big they're not.

This bit's kind of like Asteroids, only worse.

The Dark Queen. I knew a dark queen once...



The last boss. First, a hand...

then the Queen...

and then some deep fried Toads.

VISUALS

Serviceable, with some nice touches on the intro.

65

SOUND

An intensely annoying soundtrack

50

GAMEPLAY

There's not a lot to do.

54

LONGTERM

I was bored after five minutes, and I shan't be back.

40

OVERALL

I can't recommend this I'm afraid. No, not even a little bit.

49



3DO is having a bit of a hard time in America, with critics saying that it's too expensive and won't stand up to all the newer consoles being launched next year. They're certainly right about the price, but as for the games, well, the ones we've seen so far (apart from Mad Dog McCree) have been winners, and Shock Wave is no exception. But this time it goes a bit beyond winner, to something approaching truly exceptional.

A Shocking Suck

The overall plot may be a huge cliché, but Shock Wave is like an interactive movie, so you are constantly updated with great full motion video as to the finer details. The acting is actually half decent and you will probably be quite engaged by the slowly unfolding plot. Basically, a huge bunch of aliens forgot to take their happy pills and decided to take an armada to Earth to

VISUALS

You may well stain several pairs of underpants when you see this in action.

95

SOUND

Great speech, great effects, great music. Just plain great really.

94

GAMEPLAY

It not only looks and sounds good, but it plays well too. The controls are excellent, it's tough and very addictive.

93

SHOCK

WE USUALLY HATE THE OLD "ALIENS INVADING EARTH AND YOU'RE THE ONLY ONE TO STOP THEM" PLOT, BUT SHOCK WAVE IS SO



enslave the human population. They are using shock gas to paralyse humans before sucking them up (ouch) and putting them in giant prisons. You (nicknamed Wildcard) and your fellow pilots of the experimental F-117 Fighters (with names like Boomer, Spike and Hitman) are being thrown into the global hot spots to stop all this.

From then on it's just a shoot 'em up, but probably the best looking shoot 'em up you've ever seen. You've got full 360 degree movement, the aliens and buildings are beautifully 3D modelled, video clips pop up to give you updates and the various terrains are all stunning. And the gameplay - woohoo! - it's intense, fast, hard and just about everything you're hoping for while you're dribbling over the fantastic intro. This game absolutely kicks!

One of my favourite things about Shock Wave is the friendly fire - you can destroy basically anything, like ancient Egyptian buildings, oil refineries, skyscrapers - and this is almost as much fun as kicking alien butt.

3DO

Available
NOW (import)

Category
SHOOT 'EM UP

Players
ONE

Publisher
ELECTRONIC
ARTS

Price
NA

Rating
TBC

You'll be penalised at the end, but you'll also be given funny messages while flying like "I hope they were insured" and "Did you have a bad childhood?". Aliens are also vulnerable to their own kind and every now and then flying craft will run into each other. Other than that though, the alien artificial intelligence is on the high end of the scale. This is one game I would recommend playing on easy (at least until you get the hang of it) and with three difficulty levels (Cadet, Wingman and Ace) the long term appeal is enormous.

I loved Shock Wave. It's an extremely well designed and executed piece of game software. If the 3DO doesn't succeed with games like this, then there's no hope for it. I just wish all games could look this good and play this well.

Thanks to Sprint Electronics for a copy of the game.

LONGTERM

This game makes you want to save Earth over and over and over again.

91

OVERALL

What a boomer of a game! The 3DO is almost worth the money just for this!

93

Andrew Says...

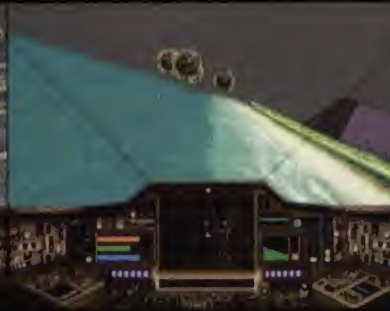
I didn't get to play ShockWave as much as I would've liked because Stuart kept shooing me away from the 3DO and grabbing the control pad himself. However the brief time I spent battling those evil invading aliens was a happy time indeed.

The first thing about the game to strike you like a wet mullet across the buttocks is how stunningly good it looks. The texture-mapped terrain moves beautifully and the quality of the cinematics is excellent. The sound is equally as impressive. Better still, it actually plays well. The controls are simple and responsive and the action gets fast and furious (not to mention rather difficult) around about Mission 3. I would've liked to have had a few more evasive moves up my sleeve (the barrel rolls of Starwing would've been nice) and a choice of perspective, but I'm overly finicky for my own good. If you fancy yourself as a rock-hard blaster fan, you'll love it.



WAR OF HEAVEN

GOOD WE GOT OVER THAT LITTLE PRECIPICE VERY QUICKLY. STUART CLARKE TRIES NOT TO DRAG ALL OVER THIS REVIEW...



COLLECTOR

HEAT SEEKER



THE LAST REMAINING GROUP

OF HUMANS ARE TRYING TO

SURVIVE ON A HARSH, ALIEN

WORLD. YOU'RE IN

CHARGE... WELL, ACTUALLY

BEN MANSILL IS.

OUTPOST

VISUALS

You can press your eye to the screen and still not find a jagged edge. Truly magnificent rendered SVGA.

90

SOUND

Mars, a suite from the Planets symphony by Holst and a perennial favourite background tune for this genre features continually and predominantly.

81

GAMEPLAY

Complex and balanced depth with appealing subject matter and it's also really cool to play. Save humanity by building a PC Legoland that everyone loves.

86

LONGTERM

Sierra plans great things for future add-ons like multiplay and ALIENS! What you can buy today though is enough for months, if you like the flavour.

87

OVERALL

A colossal game that overcomes near fatal flaws. Outpost can reward your efforts with a rare satisfaction.

86

POSTER

▶▶ A massive asteroid is about to slam into the Earth and absolutely everyone is about to die. What would you do? Because this is a family magazine you get family company Sierra's version of events. An unprecedented effort of international co-operation results in the rapid construction of a fragile and untested interstellar colony ship. There is room only for 200 of the luckiest souls, and the awesome responsibility of ensuring the continuity of the species lies in your hands. There has never been a greater or more important task, but relax! It's only a game.

SimCity in Space

When you boil it all down, *Outpost* is essentially *SimCity* in space, with a plot. The clever inclusion of atmosphere in this sort of

game is a transformation though. The essential key to playing *Outpost* lies with meeting the needs of your "sims" by providing appropriate facilities which are selectable from a healthy range, with choice dependant upon your current industrial base and level of technological development. The isometric overview in Windows SVGA will make Simmer's feel comfortable, as will the sparing terrain decoration.

The game starts with the selection of four planets from a range of 21 for your interstellar probes, these are sent out while your ship is still in orbit around Jupiter and provide basic information about your potential new home. Once the most likely has been chosen a string of stunning cut scenes send you and humanity on your way. Arrival at the new star yields an abundance of comprehensive data about its planets, the most suitable of which you select for the colony.

Indeed, Sierra boast regularly throughout the documentation of the accuracy of the scenario and the capabilities of the technology, although the largest grain of salt you can find should be kept handy due to the unpredictability of the situation and the fact that it's set 50 years in the future. A striking oddity that seriously questions Sierra's claims of accuracy is the simple fact that only a minute

fraction of what was sent from Earth actually hits the deck. The vast starship representing mankind's best with its abundance of useful materials are left forever in orbit - along with huge and complex launch systems for the satellites you deploy while in orbit. Still, the intro you watch which reveals all this is truly one of the all-time greats, with animated SVGA renderings that look supremely cool.

On the Ground

Planetary surfaces are a patchwork of "tiles" which represent different surface types. The way the terrain is represented allows straightforward tile by tile exploitation of the planet but removes any sense of "being there". A problem is the limited field of view which becomes totally inadequate with even slightly sprawling colonies, the lack of an overview of the whole map compounds the difficulty and awkward scrolling controls really frustrate. Another sour point is the choice of Windows as the environment because screen updates are woeful on anything less than a local-bus 486/50 with 8 megs. Sierra have firmly committed themselves to Windows for many/most of their future releases, the popularity of the system is the only explanation.

Outpost is big. Very big. The initial establishment of a colony on a dusty rock requires astute and balanced discrimination when building. In the beginning you need a C.H.A.P. a S.P.E.W and a D.I.R.T., along with agriculture domes, accommodation and sources of food and energy. These cute names basically describe sewerage, recycling and resource generation. Later, when you have a healthy base of happy Earthlings living underground in their excavated homes and working contentedly in the perfect city of wonders you have built them, the game really takes off. Keep the peasants at bay by building them red-light districts (but remember to put a police station nearby) and devastate the rebel colony that inevitably springs up by infecting them with a killer virus. Technology=victory, so development of leading and essential new toys is a paramount consideration and eventually becomes the game's main focus.

Outpost has a cold, harsh and barren feel to it, but that was probably the plan. Immensely enjoyable and bound to attract much attention it looks and plays like the high-end game it aspires to be.

**PC
PC CD**

Available
NOW

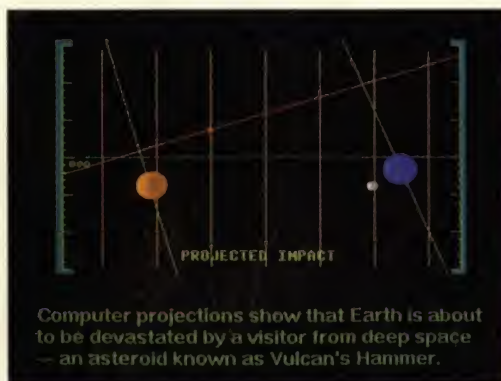
Category
SIMULATION

Players
ONE

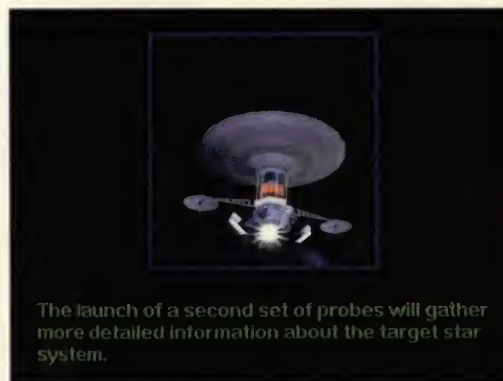
Publisher
SIERRA

Price
\$99/\$109

Rating
G



The Earth's in trouble - head for the hills...



Unfortunately the hills are in outer space.





PC

Available NOW

Category PLATFORM

Players ONE

Publisher APOGEE

Price NA

Rating G

PC PLATFORM GAMES ARE FEW AND FAR BETWEEN AND THIS ONE'S FROM APOGEE, THE MAKERS OF WOLFENSTEIN, SO IT'S JUST GOT TO BE GOOD. CHRIS WHEELER RUNS, JUMPS AND TRIES A BIT OF MAGIC...



Hocus

When the editor asked me to review a PC platform game I laughed derisively. "I am a PC gamer," I said, "and I have no need for childish games. My hard-drive stores only games of wit and cunning - perplexing role-play, ingenious strategy, games for the advanced adult mind. Begone with your foolish platformer! I spit in its general direction..." Eight hours later I emerged from my computer room, thumbs blistered and red, but with an insight into the early days of computer gaming when fun was the programmers only goal and if a piece of software made you think, it was doing something wrong.

Plotless but Fun

It is a time of joy for PC users; a rare platform game is out and yes... it's good. So starved of arcade style fun are we PC jocks, that any game involving running and jumping will usually have us wagging our joysticks



It may look pretty basic but Hocus can supply hours of running and jumping fun.



in delirious anticipation. Devoid of plot, intricacy, subtlety or any other characteristic usually essential for a quality game, Hocus Pocus is, nonetheless, a helluva lot of fun.

You are an apprentice wizard from the Land of Lattice. You are sent on four quests to prove yourself worthy of a seat on the Council of Wizards and to win the hand of the beautiful (and well drawn) princess Popopa. Flashback this ain't... It's pretty straight-forward stuff, involving treasure and monsters, tricks and traps, magic and mayhem. Each quest is divided into a series of castles, with a number of special gems to be collected on each level before progressing to the next. The first castles are pretty easy but gradually the tricks and traps get more complicated and greater control of the character is needed to finish each section. As Hocus you can only run left and right, jump (length and height controlled by player) and blow the crap out of stuff with mini lightning bolts.

Graphically, Hocus Pocus is fairly standard; no let-downs, but nothing to write home about either. Both character and monster movement is average and unsophisticated, but the screen colours have a nice look (even though Hocus himself is a bit of a fashion criminal), and some of the backgrounds have a good other-worldly quality to

them (check out level 3 of Time Tripping...). Sound effects and music are good, giving great momentum to the game and rewarding good gameplay with a host of beeps, twerps and buzzes.

Oldstyle Playability

But it is the game's absolute playability that is its coolest factor. Good, intuitive controls launch you straight into the game, and from then on its just level after level of the kind of addictive gaming that was born with the Donkey Kongs, Hard Hat Macs and Mario Brothers of this world. There is also enough variety in the game components (Super lighting, rapid fire, healing potions and the rest) to make sure you don't get bored. Humour is liberally spread throughout the game, from the legends preview pages to the comments of your wizard mentor, whose astrally projected form litters each level, sometimes giving you hints and advice, but usually just being a senile old bastard whom you'd like to strangle.

Sure, Hocus Pocus isn't the most amazing thing that's hit my computer screen lately, but its fun, addictive and good value. It probably won't be remembered in the computer game Hall of Fame but it will help you waste a good couple of days while you wait for the game that will.

When Dune II has lost its allure; when Ultima Eight has been conquered; when the spider demon of Doom has long since taken a bullet; you probably need something simple - no intricate plots, no phone book sized manuals - just a joystick and a stupid guy who jumps...

VISUALS

Not great; but if you're busy jumping spikes and wasting dragons, who the hell's looking?

66

SOUND

This game gives good bleep...

72

GAMEPLAY

Run left, run right, jump, zap... got it?

78

LONGTERM

I probably won't be playing it next year... if I can just get past the next level...

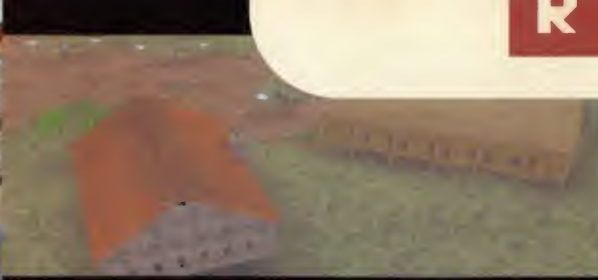
72

OVERALL

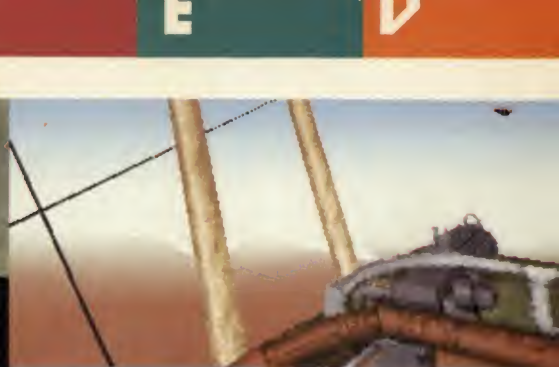
It's no Flashback, but it's no lemon either.

72

POCUS



Near St. Marie Cappel, Belgium



The enemy knew Hyper as a deadly, but honorable, foe.



We are not holding this war at your convenience.



Talk to the CO



2:26 |<< >> || ENTER FLIGHT LOAD



Don't be so glum.



2:20 |<< >> || ENTER FLIGHT LOAD



It's damn fools like him that's going to get us all killed!



I think what you do is very exciting...



HYPER» 60



I'd say that you're looking in the wrong place if you're



PC

Available
NOWCategory
FLIGHT SIMPlayers
ONEPublisher
ORIGINPrice
NO RRP

TBC



Origin produce supreme Space Action and Role Playing games but they can't seem to knock up a decent flight sim. Strike Commander's jets flew in a misty world without perspective or depth, against enemies who only flew turning-circle battles. Pacific Strike is easily completed and would have been better suited to the Mega Drive (provided it had a Pentium implant). Now Wings of Glory is here to fill what's left of your hard drive space with Origin's traditionally lavish graphics and "you're the handsome star" movie plot. Predictably missing though is a decent flight model.

More Than A Flight Sim

Calling Wings of Glory a flight sim is not doing it justice though, for its strengths lie elsewhere. The real reason you will want to finish your mission successfully will not be to derive any satisfaction from the experience, but to get the next bit of plot going. Proper PC pilots will find much to criticise, but they're not the ones who should be playing this game.

There are two basic problems with the flight model, one is not entirely Origin's fault in that the planes of the era are quite simply pigs to fly. Only well into the second half of the game are remotely flyable planes made available, but even then they are prone to stall or spin when attempting aggressive manoeuvres. No doubt this

Back to Earth

Once back on Terra Firma though, the game truly shines, although it's at this point that it ceases to be game as the player becomes a spectator. Wings looks like the biggest and longest Origin epic yet, with missions and cut-scenes in such plentiful supply that it will be weeks before the final scene graces your screen. The game starts with your American pilot reporting for duty at a "Tommie" (R.A.F.) base in France. Throughout a couple of dozen missions you will make and loose friends, witness headline-making turning points in the war and fall madly in love with the highly appealing Lisette, a French farmer's daughter.

After each mission, different areas of the base may be visited and conversation had with the multitude of characters in the game. Nothing interactive is involved, clicking on people just starts a pre-set sequence which reveals juicy new plotline tid-bits. The story branches into new areas as a direct result of your performance in the sky, with an eventual relocation to a new American base. It's here that Part 2 of the game unfolds and your patience is rewarded with more capable aircraft and an enemy on the run (if you're doing well).

Provided you view Wings of Glory only as the fine action game that it is there will be little to complain about other than the sheer difficulty. This is a game that offers an encapsulated way of experiencing the life of a highly stereotyped WWI pilot, with flight seemingly an incidental part of it all. Still, it's a big experience and is sure to provide satisfied fun for many indiscriminate gamers.

Wings of Glory

IT'S WORLD WAR I AND
THE TOMMIES AND THE
JERRIES ARE HAVING A BIT
OF A SPAT. BEN
MANSILL IS THE YANKEE
PILOT WHO WANTS TO
JOIN IN THE FUN. TALLY
HO, OLD BOY!

is faithful to the era and the pilots of the time suffered the same frustration and helplessness that you will. The other flaw is the flight model. While the dynamics feel right it never feels like you are flying an aircraft, instead it's like the joystick is pointing a cockpit against a pretty backdrop.

Enemy AI is admirably high, they fight with the same cunning flair as the bad guys in Pacific Strike making a kill from their "six" hard to come by. The now almost standard "virtual cockpit" is a fun toy - allowing you to pan around a pilots normal field of vision, but offers little practical dogfighting advantage as the plane is out of your control while you look around. I found flying from outside in the chase view the easiest way to acquire targets, with a quick jump back to the cockpit to line up the sights and attempt the kill. A complaint must be lodged about the gun sight, as the crosshairs bear absolutely no resemblance to the destination of the bullets. It's necessary to waste a few rounds every so often to re-calibrate your imaginary sight. While the combat is extremely difficult, landing your bird is a breeze which is welcome relief for all of us who have suffered the agony of a botched landing after the most incredible dogfighting performance ever.



VISUALS

An improved version of the Strike Commander engine with bitmap decorated polygons. Looking terrific is the game's forte and explain where those 30 megs went.

86

SOUND

Origin always do great music and this is no exception - the engines sound like the weak and delicate devices they are and guns blast away with sexy power.

86

GAMEPLAY

The missions are a struggle, needing a delicate hand and patient attitude. Shooting zeppelins is huge fun, but other parts can be a chore.

74

LONGTERM

Truly a huge game, it could take months depending on your skill and patience. Fly before you buy though - if you like it in the shop you'll love it at home.

88

OVERALL

The addictive quality of the "interactive movie" outweighs the handicap of a game that's more work than fun.

83

HARDBALL '94



MEGA DRIVE

Available NOW

Category SPORTS

Players 1-2

Publisher ACCOLADE

Price \$119.95

Rating G

If you're a hardcore sports fan you'll know just how thrilling stats can be. If you're not, you'll have stopped reading by now, so it doesn't matter. But it's true, the reason that sports games exist is so that know-alls like me, who've always claimed they could do it better than Super Coach X, get to prove it, albeit in the digital arena. And the stats just make it all the more fun, allowing you to track the consequences of your inevitably marvellous coaching decisions.

As far as stats and options go, this game is amazing - you can track league leaders in every category, play full or abbreviated seasons, substitute players, view from pitcher or batter perspective, pick your own super team, and I haven't even really begun yet. Hell, you can even redesign your team's logo and give 'em a

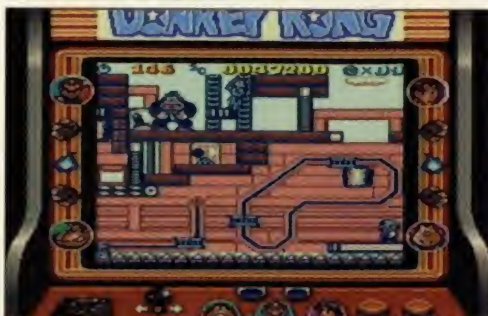
new name if the mood takes you. There's also a digitised "card" on every player, complete with a picture and career performances. Now that's all fine and dandy, but at the end of the day, as Ben Elton would say, it's all "garnish", and the garnish means bugger all if the meal (ie. the game) isn't up to scratch.

The game, to put it mildly, isn't up to scratch. Unfortunately, and with due deference to Yanks everywhere, baseball just really isn't that exciting. Add to that insurmountable obstacles like outfield graphics that border on the indistinguishable and clunky gameplay at all points outside the batter box and the pitcher's mound, and this doesn't really cut it. This game has some great features, but if they'd put more time into the guts of the game and less into the bits that make a top notch title even better, we'd have something worth talking about.

Stretch Armstrong

VISUALS	70
SOUND	60
GAMEPLAY	57
LONGTERM	50
OVERALL	65

DONKEY KONG



SUPER GAME BOY

Available NOW

Category PUZZLE PLATFORMER

Players ONE

Publisher NINTENDO

Price \$59.95

Rating G

We normally avoid 8-bit stuff like the plague around here. But we've made an exception for Donkey Kong for two reasons: one, because it's the first game that's been specially programmed for the Super Game Boy; and two, because it's very, very good.

It's also given us a chance to check out the Super Game Boy itself, and we have to say, it's as cool a piece of plastic as we've seen in a while. Anything that allows you to actually see those tiny little monochrome sprites is fine by us. Better still, you get all the added control advantages of the SNES joystick. Yep, forget that eye strain and concentrate on the game.

And Donkey Kong is a great game. It's big (over 100 levels), it's packed with surprises, and it's full of Nintendo's trademark cutesy characters; Mario, Donkey

Kong, Pauline, and a huge supporting cast give it a vintage Nintendo feel.

The plot is simple: Kong kidnaps Pauline and Mario, who never seems to tire of this sort of thing, sets out to get her back. The first four levels are classic Donkey Kong stuff, but after that, the game really hits its stride and you'll need all your platforming and puzzle-solving skills to get through it. Each level presents you with a key and a door. You need to get the key to the door. Simple it's not - all sorts of obstacles lie in your way. There's ladders to climb, bad guys to hammer (literally), springs to move, paths to lay and switches to, well... switch.

Luckily, Mario's been working out and he's more versatile than ever. He swims, he backflips, he does handstands and a nice routine on the parallel bars. The controls are wonderful too - perfectly responsive.

As for the graphics, they're not SNES standard and only the border is in 256 colours. It really doesn't matter though - the detail is great and the overall 8-bit feel is spot-on. Battery back-up's another bonus. All up, Donkey Kong is a powerful reason to consider buying the Super Game Boy.

Andrew Humphreys

VISUALS	74
SOUND	73
GAMEPLAY	94
LONGTERM	79
OVERALL	85

PAC ATTACK



SNES

Available NOW

Category PUZZLE

Players 1-2

Publisher NAMCO

Price \$79.95

Rating G

Please, God, not one more stinking second of this pitiful game! I promise I'll be good! I'll clean the pistachio shells out from the cracks in the sofa! Just don't ever ask me to play Pac Attack again for as long as I live!

As you might have guessed, I didn't exactly enjoy this game. In fact it made me quite angry.

Consumers like you and I should not have to put up with dogs like Pac Attack. But, of course, that's why HYPER is here - to give you warning. I would not recommend any of you to buy this game.

Sure, some of you won't agree with me and you can always rent it to be sure, but believe me, Pac Attack is one great big loser of a game.

Basically it's another Tetris variation, but the programmers have thrown in a very silly Pac-Man element with eyes-shut and fingers-

crossed. It doesn't work. They've removed all the great things about Tetris (the variety of shapes, the maddening pace), and dragged Pac-Man's once great reputation through the mud. There is a total of about two shapes, with some sections replaced with the ghosts from the original Pac-Man. Every now and then Pac-Man himself drops down with your bricks and eats the ghosts. No, you can't control Pac-Man. Wonderful, isn't it?

Oh, there's a "Puzzle Mode" as well, but it's actually just the same game with limited Pac-Men and they give you the option of pointing Paccie to the left or right. Amazing. The two-player game is vaguely more playable, but that's only because you've got someone there to trade funny remarks with about how boring the game is.

The graphics are big and colourful and the music is the usual funky game thing, but the game sucks.

Eliot Fish

VISUALS	64
SOUND	60
GAMEPLAY	42
LONGTERM	25
OVERALL	45

COMANCHE CD



**PC
CD ROM**

**Available
NOW**

**Category
ACTION**

**Players
ONE**

**Publisher
NOVA LOGIC**

**Price
NA**

**Rating
TBC**

In the days before Doom it was Comanche Maximum Overkill that was loaded up for pure blasting pleasure. In a world of amazing 3-D graphics, work related stresses were soon forgotten as you skilfully manoeuvred the World's Hottest Helicopter through desert canyons, arctic blizzards or any other of the multitude of beautifully created combat landscapes.

Aside from looking sexier than any game that flies, Comanche oozed gameplay that could be enjoyed on any level, whether it be merely a carefree shootfest or a deadly serious life or death challenge, with terrain masking and pop-up attacks being employed for maximum success. Comanche also happens to integrate with the Thrustmaster FCS and WCS better than almost any other game, the keyboard becomes entirely redundant and

a truly intuitive harmony with the machine can be experienced.

Now Nova Logic have kindly made available a CD version. It includes all the missions previously seen in the main game plus the two mission disks. It also adds so many new missions that it's likely that severe sleep deprivation will be the side effect of the fun that's to be had from this shiny disk. 100 missions now beckon, each a different visual and tactical treat. The terrain really is the stand-out edge that Comanche has over other games; each warzone is sculpted perfectly with the Voxel Space system, providing a world of mountains, valleys and not a single straight line.

If you own a fast 486 with a CD ROM and have never seen Comanche you have a hole in your life. If you have already had the pleasure then grab this CD and stretch the fun envelope even further.

Ben Mansill

VISUALS

94

SOUND

90

GAMEPLAY

92

LONGTERM

90

OVERALL

92

FIFA INTERNATIONAL SOCCER



PC

**Available
NOW**

**Category
SPORT**

**Players
1-2**

**Publisher
ELECTRONIC
ARTS**

**Price
NO RRP**

**Rating
G**

It is a very rare thing indeed, when a sports simulation game comes along that you think a real player would actually respect. Fifa International Soccer is just such a game. One can imagine Maradona: career over, glued to the screen, dodging and weaving amongst skillful soccer sprites, in between snorting lines of cocaine and indulging in the Hand of God.

The PC version of the Sega/Nintendo classic is every bit as amazing as its predecessor; detailed, fast-paced, realistic and playable, with outstanding presentation and flawless production, Fifa is at home in that all-to-rare selection that is - great sports simulation.

The game has both exhibition and league play, with a variety of game lengths so you can sit down for the long haul, or just get a quick soccer fix. Superb in-game playability and wonderfully intuitive control are supplemented by excellent pre-game tactical options, such as;

general strategy (all-out defense, all-out attack, long ball, etcetera) and field formation choices (4-4-3, Sweeper, 4-5-2, etcetera).

Graphically the game is superb, with over two-thousand player animations - headers, chesters, scissor kicks, somersaults and the rest. All the while augmented by perfect crowd sounds - cheers, boos and chants so realistic that you expect a British soccer hooligan to leap from your screen and headbutt you.

The only quality that comes even close to being a down-side is the fact that the game might attract players more in tune with the variety of coin-op soccer games (easy to play, simplistic control, SuperKick options and the like). This type of player will find the game difficult to master.

Perhaps one of the more telling features of the game is the fact that Adidas have used it as a marketing tool for their new soccer boot The Predator. They obviously feel the game will attract soccer players as well as computer-game heads. Either that or they have made the dreadful assumption that most PC game devotees actually go outside, see sunlight and do things as old fashioned as playing sport. I, for one, can only abide the scream of "Goal!!!!!!!" if it is emanating from my SoundBlaster.

Chris Wheeler

VISUALS

85

SOUND

85

GAMEPLAY

92

LONGTERM

90

OVERALL

91

LODE RUNNER



**PC
MAC**

**Available
NOW**

**Category
PLATFORM**

**Players
ONE**

**Publisher
DYNAMIX**

**Price
\$69.95**

**Rating
G**

While it's definitely not true that all the good gaming ideas have already been had, truly original concepts are becoming scarce and remakes of classics appear far too often. This is not entirely a bad thing, for new gamers have missed some delights of earlier platforms, such as the world of fun the C-64 gave us. With increasing frequency, old yet brilliant C-64 games are being remade for this new gaming era, the most recent of which is Lode Runner from Dynamix.

Like most of these remakes, Lode Runner looks deceptively simple at first glance yet offers a stress packed thrill not often seen in newer titles.

Platform/puzzler is the genre, the idea is to move your dude across platforms and up and down ladders to grab the gold lying around. Some serious platform

navigation is required, but that's not much of a problem compared to having to deal with the bad guys out to hamper your progress. For starters they try to grab the gold before you, worse still they relentlessly converge on your position with death the sad result of contact.

Games are usually one screen affairs over in a couple of minutes, with a combination of speed and planning the pre-requisite for success. Like Lemmings this game is the "just one more level" variety which adversely affects family relations and personal hygiene, yet offers satisfaction absent from far more sophisticated games. The number of levels is in the triple figure region and naturally increase in impossibility as you progress.

Lode Runner is best played in half-hour doses, which is perhaps why Dynamix made it a Windows game.

Ben Mansill

VISUALS

78

SOUND

73

GAMEPLAY

84

LONGTERM

79

OVERALL

78

ALIEN LEGACY



PC

Available NOW

Category STRATEGY

Players ONE

Publisher SIERRA

Price \$79.95

Rating TBC

Space exploration and conquest games seem to be a popular theme with game designers right now, and many major companies are offering new and exciting ways to rule it all. Sierra's latest is Alien Legacy, although it was developed not by Sierra but by Ybarra Productions, the Sierra name being used mostly for their reputation and the companies distribution channels. Sierra have their own Outpost on the stands, but the name on the box matters little, it's what's inside that counts.

Think of the recent Reunion and you'll have a fair idea of what to expect, a mix of colony management, scientific development and an almost adventure game style of character interaction. The plot is the traditional "aliens threaten Earth so it's off colonising we go" routine, which is hardly fresh and

exciting. Gameplay starts at the arrival of your ship at the Beta Caeli system, a rich and colourful solar system abundant with interesting planets. They beckon with resources, pretty graphics and ALIEN MYSTERIES! Yes folks we're not alone.

Through much of the initial game your hand is plainly led by the crew members who continually pop in to remind you exactly what is needed and where. A rigid sequence of rapid mousing gets the colonists going, then the real game begins. Basic establishments must be in place before scientific research and exploration gets underway, research is needed to prepare oneself for the challenges exploration will reveal. Evidence of a previous colony ship and alien artefacts are just two factors you can expect to deal with in a mechanical rather than social way. A solid colony can resist much.

Well designed and with a bit of everything, Alien Legacy suits sci-fi's and empire builders, but normal people can expect satisfaction too.

Ben Mansill

VISUALS
82

SOUND
76

GAMEPLAY
79

LONGTERM
82

OVERALL
80

BRIDGE OLYMPIAD



PC

Available NOW

Category CARDS

Players ONE

Publisher QQP

Price \$69.95

Rating G

In the mists of time, when there were no PCs, TVs or CDs, people seeking amusement would gather round a table and play cards. Alien as this whole process sounds, some people still extract enjoyment from pastimes that don't involve CPUs or joysticks. As such, it is amazing when a traditional card game finds its way onto the computer screen.

Bridge Olympiad is the card game Bridge - no more, no less. Forget anything traditionally attached to computer games like fun or excitement, this program is for hard-core bridge heads only. While your average computer gamer would rather gut chickens then play such a game, the aforesaid bridge junkies will be frothing at the mouth at this little beauty.

Options include being able to choose from a variety of bidding systems, players (40 computer

players of different skills and temperaments as either opponents or partners) and game modes. Bidding systems include Natural, Precision and American Standard. The computer players have variable ratings in four different categories - Bidding, Playing, Aggression and Cheating (no, this isn't a Roaul Dahl reference - it refers to their ability to bluff). The player can also select a single game option or a whole tournament, involving a round robin play-off of all 40 computer players.

Graphically and sound-wise the game is okay, with pictures of all the computer players and a nice menu shot of the NBC, but to judge a game like this by such criteria is missing the point entirely. The manual is easily read and understood (despite some heinous typos) and it even contains a basic explanation of the game - but it will still take time to understand if you aren't already a bridge player.

Bridge Olympiad is a specialty game, with a very limited audience. Bridge players will love it, as it's a well designed, easy-to-use bridge simulator, which will prove interesting and challenging for card game aficionados. Anyone else would be better off nailing their head to the floor...

Chris Wheeler

VISUALS
55

SOUND
55

GAMEPLAY
70

LONGTERM
75

OVERALL
70

OVERLORD



PC

Available NOW

Category FLIGHT SIM

Players ONE

Publisher VIRGIN

Price \$79.95

Rating G

In any English car magazine the arrival of a new Jaguar is met with gushing praise. Similarly in UK games mags, one can reasonably expect unrestrained bias towards the local product. Well the words you read in this journal are words of truth. No local industry's gonna taint this integrity!

Overlord is a rather attractive looking new WWII flight sim based around the post Battle of Britain consolidation and the suppression of enemy defences around Normandy. It pulled rating in the mid 90's from most UK mags - one of which called it the "best flight sim ever!". Wow. Barring some key flaws it is actually very good, with the graphics easily being the stand-out feature. They are SVGA at it's animated finest, with the detail on the planes being remarkable. It could almost be said that they

look real. Unfortunately this top-end graphics mode only runs smoothly on a fast Pentium, and for the other 99% of us ground detail should be turned to normal VGA. For lowly 486/33er's or less, all VGA is the only way.

The oh-so-sweet flight model engine is wasted with only three planes to fly and no option to fly for the Germans. A Spitfire, Mustang and Typhoon are your only toys and together with repetitive and uninspiring missions, Overlord will probably have a sadly short hard disk life. Considerable satisfaction will be had though before it wears thin, as these planes do fly beautifully and so do the enemies. A well designed "padlock" view comes close to overcoming the inherent visual problems of flight sims and a chase view with instrument info makes movie style combat possible (viewed from the outside).

Flying beautifully and looking grand should make any flight sim a winner, but Overlord somehow just misses the fun Aces provides and lacks the depth of Pacific Air War 1942.

Ben Mansill

VISUALS
92

SOUND
86

GAMEPLAY
83

LONGTERM
77

OVERALL
84

DARK LEGIONS



**PC
CD ROM**

**Available
NOW**

**Category
STRATEGY**

**Players
1-2**

**Publisher
SILICON
KNIGHTS**

**Price
NO RRP**

**Rating
M 15+**

There must be more to this game than meets the eye. Surely it can't be that more than 40 megabytes of disk space (more space than Strike Commander!) is devoted to the opening credits. They're good credits though. Perhaps five meg... ten meg tops is used up at the beginning. That still leaves 30 for the game?

I don't know what they have put into that extra 30 meg but you don't see it up on the screen. Luckily the game gives you the option to make a minimum installation on to your hard drive and play from the CD ROM. Pick this option.

Dark Legions continues in the tradition of Battle Chess, as was first seen onboard the Millennium Falcon, being played by R2-D2 and Chewbaka, and later on many Terran computer platforms like the Amiga, PC and

Mac. I wonder if George Lucas ever got a cut from those games?

Your goal is to use the pieces under your control to capture the enemy king, in this case known as the orb-holder, whilst defending your own lands. You have 16 different pieces from which to choose, all taken from the realm of dark fantasy, and you can assemble armies of up to 50 pieces. For example there are Wizards, Trolls, Demons, Orcs and Illusionists - each with unique powers and abilities.

What sets Dark Legions apart from Battle Chess and its ilk, is that the outcome of each move is decided in a joystick thrashing showdown to the finish. To make an analogy with chess, if your pawn is a good enough fighter then not even a queen can capture it. One of the games more appealing features is the ability to play against another opponent via modem. This is a game that relies heavily on other human competitors to bring it to life, so the addition of modem play is a real plus.

Overall, the graphics are swish, although not bloody enough for my liking, the music and sound effects more than adequate and the interface comfortable to use. Is it hard to beat though? To quote C3PO, "I suggest a new strategy - Let the Wookiee win."

Damien Hogan

VISUALS	82
SOUND	73
GAMEPLAY	78
LONGTERM	70
OVERALL	75

FALCON GOLD



**PC
CD ROM**

**Available
NOW**

**Category
FLIGHT SIM**

**Players
1-6**

**Publisher
SPECTRUM
HOLOBYTE**

**Price
NO RRP**

**Rating
M 15+**

In 1991 Spectrum Holobyte released Falcon 3.0. In that same year hordes of generally normal people began an anti-social and obsessive plunge into a world only their imaginations could previously cater for. The F-16 fighter sim spawned an industry of peripheral manufacturers, Thrustmaster having gone to extreme lengths with the virtual cockpit you need a garage to house. Other software designers attempted imitation, the results of which vary wildly. Spectrum Holobyte fed the addiction over the years with two new toys to fly in the Falcon world - the MiG-29 and F/A-18, as well as a new theatre in Operation Fighting Tiger.

Realism is the reason for all this, not pretty graphics or a game style you can master by the end of the week, but realism.

With a basic Thrustmaster setup of the FCS and WCS and an attitude, your dream of being a fighter pilot is just a breath away from being real. Only Falcon 3.0 completely captures the intensity and complexity of the job and only Falcon 3.0 does it in a way that's unbelievable fun, while offering gameplay worthy of the capabilities of the PC - and it's opponent.

Now you can have all, on one CD in the latest versions with complete documentation and a one hour video (on the CD!) dogfighting trainer. The whole lot comes in a very attractive box that weighs a ton. Existing Falconers will already have the lot, though probably not the latest mostly-bug-free versions. Unconverted PC pilots should consider this a must-buy despite the age of the original game, for here lies history compiled. In the niche of the dogfighting combat jet sim Falcon 3.0 still reigns supreme.

If you like flight sims with music in the cockpit and missions you can save in the middle of then stay away, but if you've ever dreamed of being a fighter pilot, a whole world awaits.

Ben Mansill

VISUALS	81
SOUND	82
GAMEPLAY	92
LONGTERM	91
OVERALL	88

THEME PARK



**PC
CD ROM**

**Available
NOW**

**Category
SIMULATION**

**Players
ONE**

**Publisher
BULLFROG**

**Price
NO RRP**

**Rating
G**

Nothing scares me more than a good intro. I get white knuckles just thinking about full screen, ray-traced, animations. And the thought of high quality digitised speech and music sends me screaming from the room. It can mean only one thing. The game you are about to play is so crap the designers have spent half the budget on the intro in some vain attempt to breathe life into their poxy game.

Theme Park CD has a good intro. A really good intro. Perhaps too good?

However, I'm happy to say that the Theme Park CD-ROM is in fact the exception that proves the rule. The opening minutes of the game are a spectacular roller-coaster ride (literally) around a computer generated theme park. The animation is exceptionally smooth with no noticeable slow

down during even the most complex sequences. My only complaint is that the direction is a little old fashioned. The camera is mainly confined to static shots or a first person view. On the whole it looks a bit 70's, but hey, so are theme parks.

There are plenty more animation sequences within the game itself. For many of the park's rides you have the option to hop aboard and try them out first hand. The bouncy castle is one of my favourites. It manages to capture perfectly, the strangely psychedelic feeling of watching a bright red plastic castle, warp and stretch beneath you, whilst you tumble backwards in temporary free-fall. Pass the sick bag please.

A detailed review of this game was published in an earlier issue of HYPER so I won't repeat those remarks here. However, in general, this game takes what could be a very boring idea - computed simulated business management - and succeeds in creating a game that is colourful, dynamic and highly addictive with an intuitive (I've been waiting to use that word) interface. Lots of fun and highly recommended.

Damien Hogan

VISUALS	90
SOUND	93
GAMEPLAY	88
LONGTERM	89
OVERALL	89

Super Metroid is a very, very complex game. There's no one easy way to finish it. With a lot of patience, lateral thinking and coffee breaks you'll be on your way to defeating the Metroids once and for all. It's easy to think you're stuck, when actually the solution is just around the corner...

YEP, YOU'RE NOT SEEING THINGS. HERE IT IS, THE HYPER SUPER METROID PLAYGUIDE IN FULL BLAZING COLOUR! WHACK ON YOUR HELMET AND FOLLOW US...

SAMUS AND HER GROOVY MOVES

Besides what the instruction book will tell you, Samus has some very nifty and powerful moves that will make the game a lot easier if you know them from the word go.

Energy recharge —

This is a super tip, though it is cheating a bit. When your energy gets below 50, with your reserves empty, and you still have at least 10 missiles, 10 Super missiles and 11 Power Bombs — roll into a ball, hold down the R and L buttons and Down on the control pad and drop a

Power Bomb.

Samus should pulse in a ball of light and emerge with full tanks!

Rocket dash —

At some stage in the game you'll come across a green Ostrich whom you should observe closely. It's showing you how to rocket up tunnels, through walls etc. with the following technique. You'll need the speed boosters.



Get Samus up and running till she flashes blue, press Down (Samus should now stop and be flashing yellow), jump and push Up to rocket



up or Jump and tap left or right to do a shoulder dash. The shoulder dash is essential for breaking through the left side of the mountain near your ship, to access a secret area where you'll pick up Power Bombs and Missiles!

Weapon Powerups —

The Plasma or Spazer gun used in conjunction with the Charge beam lets you send out super gun blasts. Select the Power Bomb icon, charge up your beam (with the wave and ice beams off), and KABOOM!

Multi-bombs —

Charge your beam, then roll up into a ball. Samus will drop about five or so bombs at once.

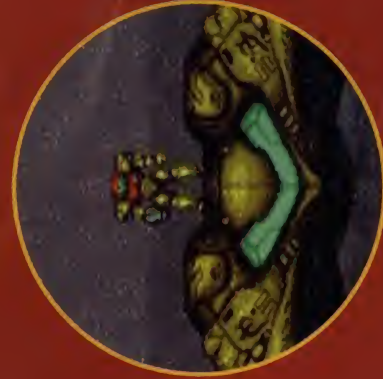
CRATERIA

Here's where you begin. Look out for 13 items, including the Morph Ball, Bomb and two energy tanks. The only Boss is the Chozo statue that will come alive once you take the Bomb from

it's hands. Your blasts have to hit him in his upper body, avoid contact by rolling up into a ball, and shoot the pods he vomits for energy and missiles. Elsewhere in Crateria is a room with a big yellow statue made up of all the bosses in the game. Once they are all defeated, this is the entrance to the Mother Brain's hideout area, Tourian. Don't forget that your ship can be used as a save point and energy recharge!



The following areas cannot be completed in order. Look forward to a lot of adventuring in all of them, back and forth, bit by bit, to discover them completely.



TIP The best way to find secret areas is to morph into a ball and bomb the corners of most rooms (as they are usually linked by small tunnels), or floors at the bottom of vertical shafts. Once X-Ray equipped, you're laughing.



MARIDIA

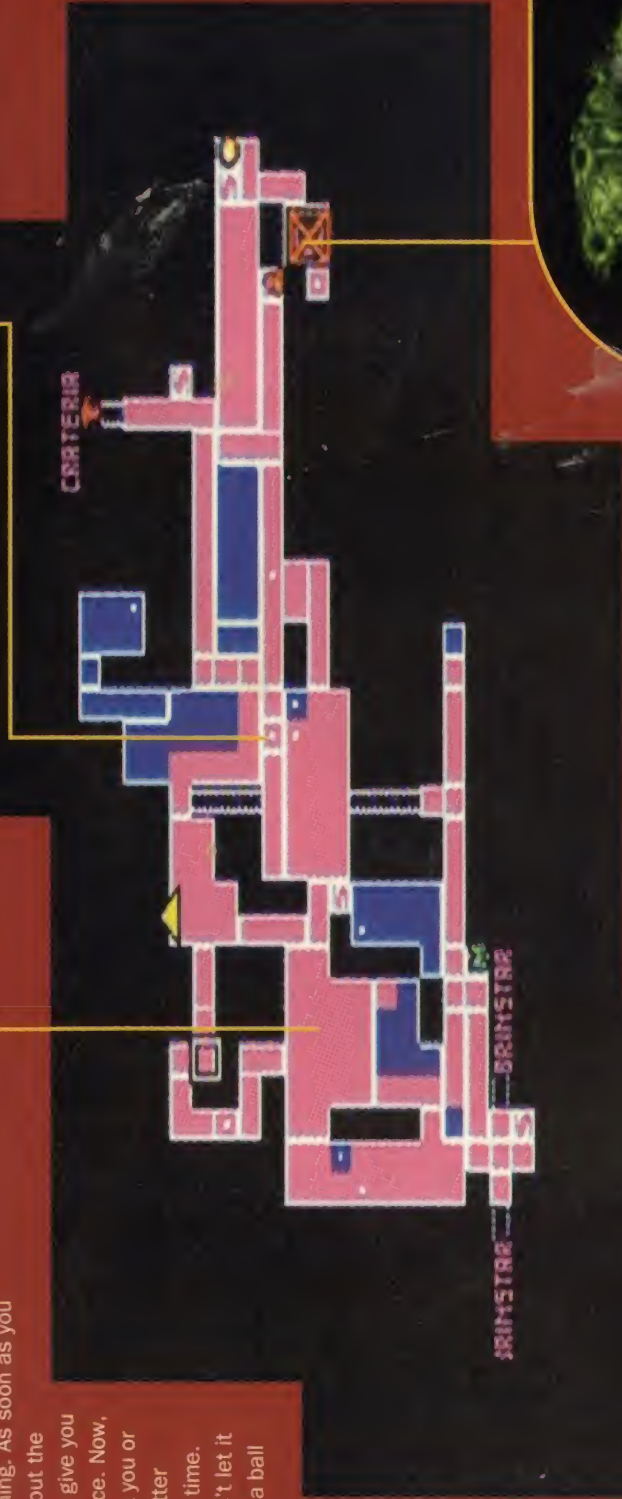
This is the water world where you'll discover the Plasma beam, Space Jump, Spring Ball and two Energy Tanks — all essential for completing the last part of Norfair. Two Bosses will get in your way here. The mini-boss is a snake-like creature. The head is the weak point, but unfortunately it weaves in and out of holes. Keep firing at it and when it pokes its head out to shoot blobs at you, hit it with your super missiles! The big bastard is Draygon the lobster-thing. As soon as you enter the room, take out the guns on both walls to give you a bit of breathing space. Now, Draygon will swoop at you or do a slow drift, the latter being the best attack time.

Whatever you do, don't let it pick you up! Roll into a ball whenever it gets too close! It's stomach is the weak point, so aim there. Also, don't worry about the little draygons you'll see — they don't hurt you.

Around Maridia, you'll also come across what looks like quicksand... try sinking into some of these to

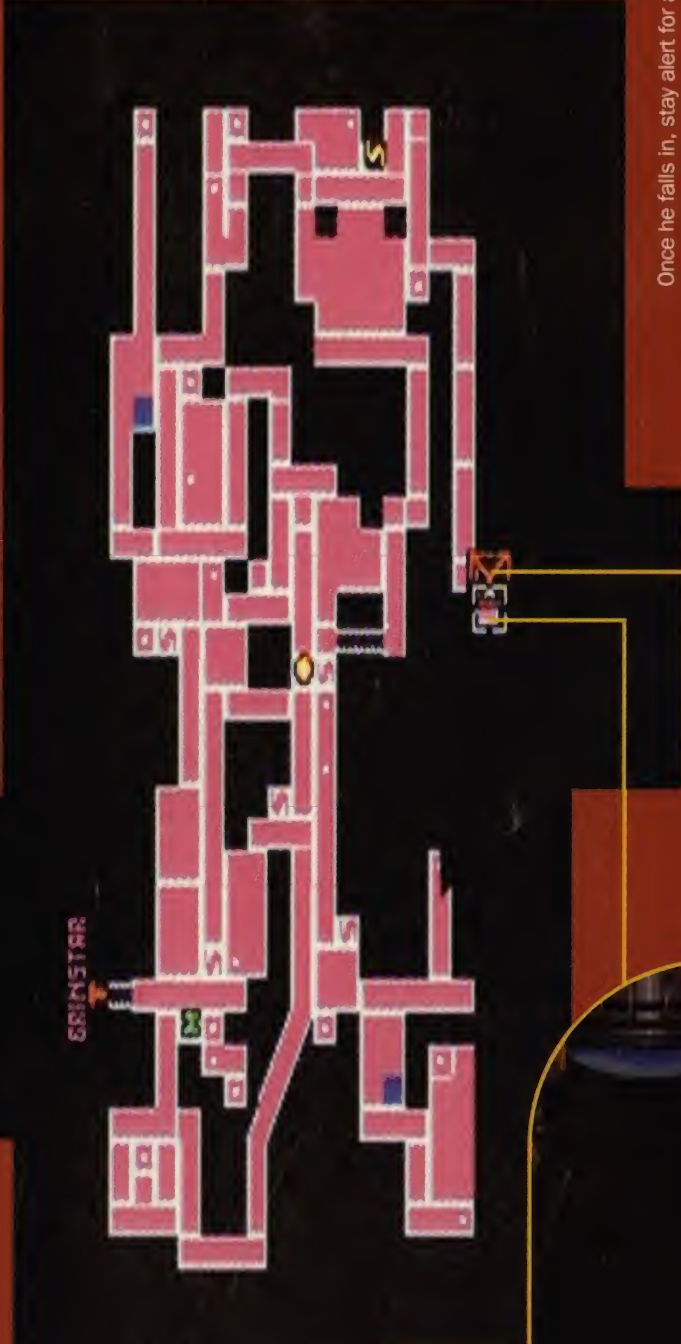
enter secret rooms! And remember that glass tunnel in Brinstar that you pass through? Try dropping a Power Bomb inside it. Boom!

TIP
To be an absolute Grappling Beam master, remember that when doing 360s, you must keep pushing down on the control pad to keep the beam at full length and full momentum. That way you'll be getting max speed and distance for those big swings!



NORFAIR

A lot of Norfair won't be reachable until you get the Varia suit, which protects you against the heat, so be patient! There are a huge 30 items to be found hidden around here, including four Energy tanks, another Reserve tank, Ice beam, Jump boots, Speed Booster, Grappling beam, Screw Attack and Wave beam! The Boss here is Crocomire, the big fat ugly red thing. You'll notice that none of your weapons seem to have any effect! Keep your distance and blast whatever you've got into his mouth. Don't worry, just keep firing because with each hit you're inching him back into a lava pit! Once he falls in, stay alert for a surprise! You'll find an energy tank at the far right, if you have the Grappling Beam.



Much later in the game, you'll return to Norfair for another two bosses — a Chozo statue and Ridley the beast that stole the Metroid larvae at the beginning of the game. With the Chozo statue, don't use your missiles as it will simply side-step every time! Charge your beam and fire into it's upper body, rolling into a ball when the creep gets too close. Careful with your super missiles too, they'll be thrown back! After defeating the statue, you'll be able to pick up the Screw Attack in the room beyond. Ridley will be the last Boss you defeat before the final battle. Whatever you do stay on the platform as larva fills up the bottom of the room. He has two forms of attack — the swoop and the tail-pogo trick. Angle your gun up and jump to hit him with your missiles before and after his swoops. When he comes down to stab with his tail, roll in front of him and blast away. You can always roll back the other way if you get too close to the edge of the platform. If you get picked up, just wriggle the pad! After you kill Ridley, you'll find an energy tank hidden below the door in the adjacent room.

TIP You may not realise this, but some "larva" isn't harmful. Dip your feet in first and if you're lucky you can avoid whole rooms by rolling along the bottom!



WRECKED SHIP

Ok, here's where you'll find the Gravity Suit, an Energy Tank and various missiles and bombs. The power here will be off and some rooms incomplete until you kill Phantom the Boss (at the far bottom right of the ship). This ghost like creature will constantly spew blue flames at you and is only vulnerable when it opens it's eye. The blue things can be shot for energy, and avoided by doing a spin jump through them. Wait till Phantom stops, before taking aim at the eye. It might all happen so quickly you'll be firing off your gun all over the place — don't lose your cool! Once this is done the power comes back on and robots come alive. Most robots you encounter can be pushed into gaps with shots from your beam. Also, you'll come across another room via a route which takes you outside. You're not going the wrong way — you have to re-enter the Wrecked Ship by another door to get there. At the end of the corridor is a Chozo statue. Morph into a ball in it's hands, and it'll take you for a ride!

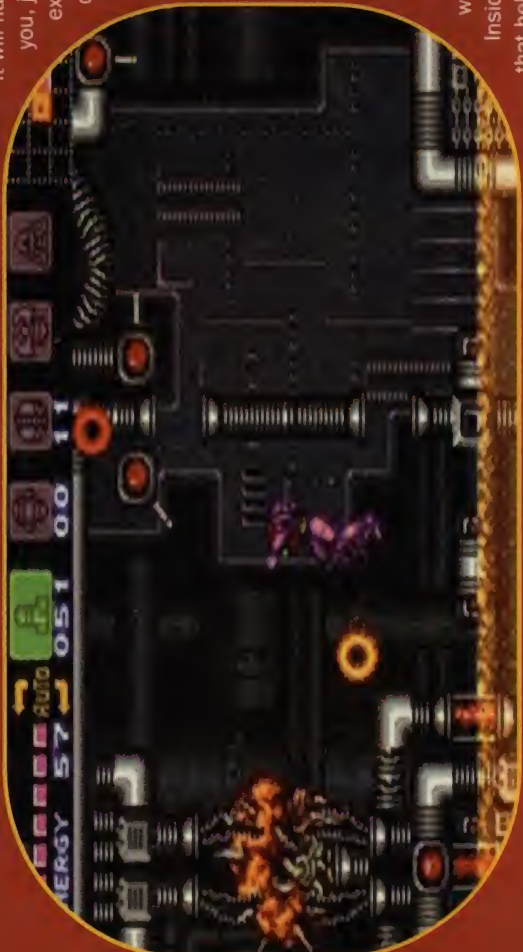
TIP Avoid the green sparkling electricity once the power is on — it's not just for show, it hurts!

TOURIAN

This is the final stage! The entrance is that room back in Crateria with the fat yellow statue. Once inside, drop down and save your game at the room on the right. Now, beware, there are quite a few Metroids floating around here that will suck your energy.



As soon as you see one, the best tactic is to freeze it, then shoot it with missiles. If you get caught, roll into a ball and drop lots of bombs! You have to kill them to progress to the rooms ahead. To the left of the pink door, you'll find a missile and energy recharger. You'll need it! Ok, in the final corridor, you should have your missiles on to shoot through the red force fields. Try freezing the cheeze-looking things. Once in front of the Mother Brain, you'll have to send missiles into her tank to break it open. Once that's done, blast her with missiles as quickly as you can! She should soon explode. But wait! Stand in the far right corner and angle your gun up to the left. The Brain is now atop a dinosaur-like body! Fire all the super missiles you have (or normal missiles) into it's head. It will flash white if you're doing it right. As soon as it spits stuff at you, jump up and out of the way — the pods that she drops will explode too, so be nimble. If you play your cards right and have conserved up her brain and blasts you with a beam of energy, if you don't die during this you'll be dropped to the ground exhausted. I won't tell you what happens next — have a look at the piccies! Your last task will be to escape the planet in under two minutes (a bit like what happened at the space station). Try and dash whenever you can. But before you go to your ship, try going to the room in Crateria (it's on your way) where you found the Bomb. Inside will be the little green aliens that helped you in the game. Shoot open the wall to their right so they can escape. Now head to the surface! When the planet explodes you should see the aliens ship make it out of the blast too!



TIP Some monsters almost always drop the same item once you dust them, so remember where to go for refills. The slow flaming balls usually leave behind Power Bombs!

» If you can finish Super Metroid in around two hours or less, you'll get to see the real Samus under all that metal garb! Goodness me!



MYST IS POSSIBLY THE MOST BEAUTIFUL COMPUTER GAME YET DESIGNED, BUT IT'S ALSO AS TRICKY AS HELL. TONY THORNE GIVES YOU SOME HINTS FOR THE MAIN ISLAND

A GUIDE TO Myst ISLAND

» Once you get over the beautiful rendering, atmospheric sound and amazing design of Myst Island, the next thing is figuring out what the hell it all does, and then maybe what it all means - and believe me, everything on Myst Island does, and means something. The joy of this game is in unlocking all the doors and exploring the dark crevices of the six ages of Myst, rather than attaining the final truth. By reading this guide you can hopefully avoid some of the frustration and at least make your way from Myst Island into the other ages.



The first few steps you take on the Island reveal something of the logic and dynamics of the game. A note by the path tells you to enter the number of marker switches on the island into the imager in the fore-chamber by the docks (the imager will also tell you what the marker switches are). The number is eight, and once you enter, Atrus, creator of these worlds explains how his books have been destroyed, how he is now a prisoner, and that he suspects one of his sons, Sirrus or Achenar of these crimes. He tells you to save his books and to remember the keys which unlock the other Ages.



The centre piece of Myst Island is the library, located between the planetarium and the path to the rocket. This is where the keys, among many other things, can be found. After turning on (up) all of the marker switches you can (one is across the water by the clock and cannot yet be reached), go to the map of the island in the library. Because all the switches are now on, outlines of all the structures will appear. By moving the cursor to the circular tower behind the library you can cause the tower to rotate. At four points in its full rotation the tower's beam will turn red as it intersects with a structure. Stop the rotation at one of these points. Then turn to the painting of the books in the library and click in the centre. This will cause the tunnel behind the bookcase to be exposed. Through the tunnel is a lift, but remember its an old lift so you have to close the door by hand, then ascend into the tower. As the graphic at the ladder facing you when you open the lift indicates, one of the books you seek is located in the structure you can see from the top of the ladder, but the map has already told you what that is, and what you want is a key. By climbing the other ladder behind the lift you will find the key for the structure you can see opposite. To get out of the library click on the other painting.

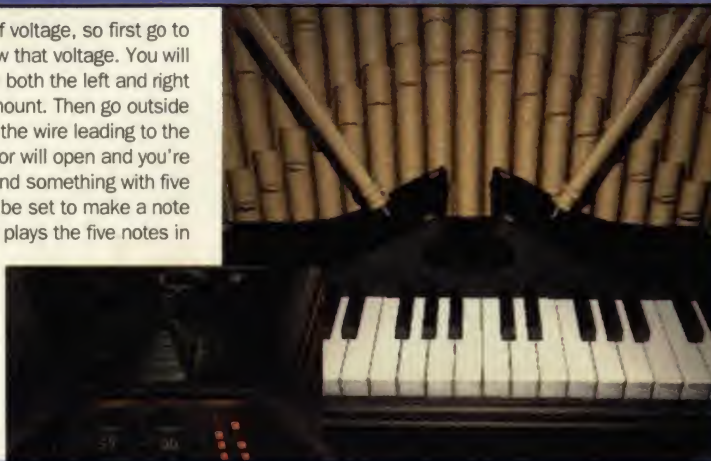
(WE'RE NOT GOING TO DO A FULL PLAY GUIDE BECAUSE THIS IS ONE GAME YOU SHOULD REALLY FIGURE OUT FOR YOURSELF).

By repeating the above process three more times you will have the four keys, comprising numbers, dates and times, but how do you use them?

Lets start with the easy ones first. The key for the big tree was a series of three numbers, it could be a date, but if you've been down there you will know there is a log cabin beside it with a boiler and a wall safe with a three digit combination. That's what the numbers are. The box of matches inside allows you to light the boiler and by opening the steam pressure valve you will start to make things happen outside. The big tree is starting to rise out of the ground. Wait for the compartment sawn into it to emerge and hop in to get a great view of the clock. To go down, hold your finger on the button to release the pressure, and remember, the compartment you are now in must have emerged from somewhere.



Next is that cute rocket. The key is an amount of voltage, so first go to the power station and get the left dial to show that voltage. You will need to find the right combination of buttons on both the left and right side of the control panel to give you the key amount. Then go outside and find the levers on the two poles supporting the wire leading to the rocket and pull them down. Now that damn door will open and you're inside. There's a musical keyboard at one end and something with five sliders at the other. Each of the sliders can be set to make a note from the keyboard, pulling the adjacent lever plays the five notes in sequence left to right. How are you going to find the right combination in the myriad of possibilities? The solution is in one of the books in the library. The final page of the book on the Selentic age has a diagram of the keyboard with five of the keys numbered, match this carefully on the sliders and you'll be going places.



The sunken ship is probably the most obtuse puzzle in the whole game. First go to the planetarium (turn the light off, stupid), sit in the chair and pull down the viewer. Enter the three key dates and times on the sliders and note down each constellation the viewer presents. Then go to the library and find the book for the Stoneship Age. In the back are the constellations of Myst. Three of the eight will match the three you've noted, these will be accompanied by a symbol. The same symbols appear on the switches that surround the pond with the miniature ship sunken in it. Find the three switches that have the symbols which match the three key constellations and turn these to green while leaving the rest red, and now you're afloat.



Like the sunken ship, the big cogs require you to draw connections between two seemingly unrelated parts of Myst Island. These are related by visual symbols, but if that isn't enough, the key gives you a pretty good hint of where you need to go. The first part of the key is a time, so go to the clock. At the edge of the water near the clock you will find two controls, one controls the hour hand and the other, the minute hand, you'll have to keep looking up to get the hang of them because you can't see the controls and clock at the same time. Once you get the right time punch the button and you'll be able to cross to the clock. Inside, manipulate the left and right lever till it reads from top to bottom as the second part of the key, then the big cog will open.

The problems solved here require a good deal of lateral thought, and this is probably the only universal rule for the rest the game. Remember that solving a problem in one age may require a completely different tack in another age, and don't forget the blue or red pages, because its only with all four of one or the other of these that you will learn how to enter the Dunny Age and meet Atrus. Good luck!



CHEATERS LOOK HERE!

Now this is a very naughty little cheat, because it allows you to complete the game in under 10 minutes rather than 50 hours. This cheat allows the freeing of Atrus only, and not his two sons, and this is the most complex and entertaining ending out of the three possible conclusions to the game. Here it is:

First, start a new game or return to Myst Island.

Ensure all eight marker switches have been placed in the upright position. Go to the marker switch on the dock and turn it off. Pick up the white page from the compartment beneath the switch and take it to the Library.

Turn to page 158 of the book located on the extreme right hand side of the middle shelf and make a copy of the pattern shown there.

Enter the fireplace, press the red button and create the above pattern on the 6x8 pull-down grid. Press the red button again.

In the secret room, click on the green book immediately and follow Atrus' suggestions from then on and you should come to one of the possible endings. Hurrah!

Cheat

MORTAL KOMBAT

MEGADRIVE

GAME GENIE CODES

Brad and Andy Morison sent us some fun codes for that blood-fest that is Mortal Kombat.

Black Background — CJ1A-AA22

Midget sized players — BBKA-AA26

Invisible players — ABKA-BBAA

MORTAL KOMBAT

MEGA CD

Flags in Dullard Cheat

Here are the explanations for all those strange options in the cheat mode.

At the start/options screen press Down,Up,Left,Left,A,Right,Down. Now select Cheat Enabled. Now here's what the gobbledegook means...

P1Win — One hit kills your opponent

P2 Win — One hit kills player one

Moon — On the Pit stage it places silhouettes in front of the moon

Dads — Gives odd names to the fighters

Green — Reptile gives you a message before each fight

Lives — Unlimited credits

Flag 6 — The computer does fatalities

Turbo — Turbo speed (Durr!)

Happy biff!

MORTAL KOMBAT

PC

Options Code

This cheat will give you access to something very similar to the DULLARD code for the Mega Drive. To get into it, at the Options menu, type "DIP" (make sure you have "Caps Lock" on and...that's it! Easy, huh?

Beau Kearsley & Adrian Harris have worked out what most of the switches mean and their findings are reproduced here for your edification and enlightenment:

Default is switches 0-2 on and switches 3-8 off.

Switch 1 - When turned off there is no blood but the arcade fatalities stay

Switch 2 - When turned

off there are no fatalities at all

Switch 3 - When turned on a screen advertising the comic will appear after the longest winning streaks screen

Switch 5 - When turned on you will get free play credits

Switch 6 - When turned on, instead of being in Goro's Lair at game over, the game over screen scrolls slowly down the pit.

Switch 7 - When turned on objects will always fly past the pit.



CASTLEVANIA: BLOODLINES

MEGA DRIVE

Nine Lives and Expert Mode

Those bloodsucking creeps won't stand a chance with this one.

At the options screen, set the BGM on 05 and the SE on 073. Now, exit and wait for the title screen to pop up. Press START. When the second title screen appears push UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A. Go back to the options and you'll be able to set your level to EXPERT and bolster your lives up top Nine. Crikey!

T2: THE ARCADE GAME

SNES

Level Skip

Are you absolutely crap at this game? Arnie wouldn't be impressed. To simply skip the level you're on follow this cheat.

At the title screen, quickly press LEFT, UP, RIGHT, UP, LEFT, LEFT, LEFT, RIGHT, DOWN, DOWN. You should hear an explosion. Then, at the Today's Best high score table, press RIGHT, UP, UP, LEFT, RIGHT, RIGHT, RIGHT, LEFT, DOWN, DOWN, RIGHT, UP. You should hear another explosion. Start playing! To simply skip the level you're on press the L and R buttons together. Bingo!



Mode

TURN AND BURN

SNES

Passwords

This is probably the best flight/combat sim for the SNES yet. And here are all the passwords. Phew, we deserve a big sloppy kiss.

Highlight the Continue Option from the menu and press START. Enter any of the following passwords:

04 — RRHCZJVM
 05 — BPYXDLNF
 06 — LFMGWTKQ
 07 — PDTBCZNJ
 08 — DKVWGSQK
 09 — GKQZBLCT
 10 — DCMHRPFJ
 11 — WZGNJYZX
 12 — JDZFMLFV
 13 — SPBCTRRG
 14 — SPWJKDHF
 15 — LPKQBPFZ
 16 — TDLJGSHX

STAR TREK: THE NEXT GENERATION

SNES

Passwords

Being the fiendish Trekkers that we are, the HYPER crew have put together all the codes to get you through the entire game! And we've just reviewed the game too. Ah... just brilliant, eh?

BGTTBTBV — Deliver the medical supplies
 CGTTBTBB — The derelict ship
 DKTTBTBB — Rescue the miners
 DJTTBTBV — Info on the IFD
 JFTTBTBB — Radny at the bar
 JDTTBTBV — Rescue the crew on the disabled ship
 KDTTBTBB — Info on the IFD
 KFTTBTBV — The miners
 LRTTBTBB — Go to IFD
 MGTTLTBB — First shard
 NKTTLTBB — Test at Verenitor Beta V
 PSTTBTBB — Test at Verenitor Alpha I
 PKTTLTBV — Return to IFD
 TFTLTBV — End sequence (Yawn - it's a snoozer)



REVENGE OF THE NINJA

MEGA CD

TFX

PC

View all scenes in the game

Feel like watching this game like a boring cartoon? Sure, go right ahead...

On the Start/Options screen press RIGHT, LEFT, UP, DOWN, RIGHT, LEFT, UP. A Test Mode Option will appear. Now you can choose to watch the endings or all the death scenes!

Bypass Training Mission

This isn't really a boomer of a cheat but it will let you avoid all the training missions, which can be nice. All you need to do when after you have entered your call sign is press Control and Enter. Easy!



ART OF FIGHTING

SNES

End Sequence

All you lazy gamers out there who can't be bothered to actually finish a game for the reward of the end sequence will be quite chuffed to know that when in Story Mode, press SELECT (pause), Up, X, Left, Y, Down, B, Right, A, L button, Y and you can sit back and enjoy the final scenes! Cheats!

THE TERMINATOR MEGA CD

Special Options Menu

With this cheat you'll be able to increase your bombs to 98, lives to nine and choose between three guns. There'll be no stopping you now!

On the start/options screen hold RIGHT on controller one. Now press B, C, B, B. Release the controller. The cursor should become a square. Press start to see the special menu. As easy as pie!



STUNT RACE FX

SNES

Extra Turbo Boost

OK to get this you have to select Speed Trax and the Night Cruise course (which means you'll be on Expert Level). Hit the first three Starfox billboards with your car so that they fall to the ground. When you drive onto the straight before the first tunnel, an aircraft should fly in and drop an extra turbo boost, so you'll be blasting along. This should work on every lap too.

New Perspective

You get three perspectives to choose from as it is, so wanting another one is just plain greedy, but we thought we'd tell you how to get it anyway. If you hold down L and R when pressing SELECT then you should be able to get the same overhead perspective that's used on the Bonus Tracks. If you do the same trick while playing the Bonus Tracks, then you'll get an almost directly overhead view. How exciting!



RAPTOR

PC

Money. Money. Money

Here's an unusual way of earning some dosh. While playing a mission, press backspace a few times to receive the deathray and full energy. Then abort the mission by pressing escape and go to the supply room. Now select the Sell option by pressing the spacebar and sell the deathray. You'll have more than one to sell and thus enough money to buy whatever you wish! Thanks to **Steven Cook** of Queensland for "cooking" that one up. Hur hur!

UFO ENEMY UNKNOWN

PC

When you mind control an enemy with a Psi-Amp, the book says you can't control his equipment. This is not really true. Select one of your operatives, then go to the "Equip" screen. Once there, press the arrow buttons until you find the enemy. You can now control his equipment.

If you want to start the game with a bang, build up a good game and then copy the following files to an early game and you'll be way ahead:

Reasearch. Dat

Loc. Dat

Soldier. Dat

Craft. Dat

Product. Dat

Base. Dat

Up. Dat

Aknow. Dat

Facil. Dat

And you can thank a mysterious person who signed his cheats "Long live Ren & Stimpy" for those.

SUPER STREETFIGHTER II

SNES

Turbo Speed

We've got Simon Stevens, Daniel England and David Holbeck (of Fernvale, Qld) to thank for this excellent cheat for those of you lucky enough to have an Action Replay 2 cart. I'll say it now to avoid any confusion: this code is only for the Action Replay 2; it won't work on the old Action Replay. Anyway, here's the code: 7E059C01.

If you can figure out how to get Turbo speeds without an Action Replay (or Game Genie), then drop us a line rather quickly.

Here's more codes for good measure:

Weird music: 7E000C00

Infinite Energy (Player 1): 7E0531B0

Infinite Energy (Player 2): 7E0771B0

Oh, and even though we've already got Goo's multiple note move, you've earned this boys: "Simon Stevens is the greatest Clayfighter player in the world!".



M o d e

PAC ATTACK

SNES

Level Codes & Level Skip

If you want to finish this little puzzler a lot quicker, here's how. After you lose a game in puzzle mode, you can go forward or back a level by pressing the L and R buttons. Easy!

And here are all the codes to all the levels:

2	HNM	36	WKR	70	WTM
3	KST	37	YYP	71	FST
4	TRT	38	SLS	72	SLW
5	MYX	39	THD	73	XWF
6	KHL	40	RMN	74	RGJ
7	RTS	41	CNK	75	SNC
8	SKB	42	FRB	76	BKP
9	HNT	43	MLR	77	CRN
10	SRY	44	FRP	78	XNT
11	YSK	45	SDB	79	RNT
12	RCF	46	BQJ	80	BSK
13	HSM	47	VSM	81	JWK
14	PWW	48	RDY	82	GSN
15	MTN	49	XPL	83	MMT
16	TKY	50	WLC	84	DNK
17	RGH	51	TMF	85	HPN
18	TNS	52	QNS	86	DCR
19	YKM	53	GWR	87	BNS
20	MWS	54	PLT	88	SDC
21	KTY	55	KRW	89	MRH
22	TYK	56	HRC	90	BTF
23	SMM	57	RPN	91	NSM
24	NFL	58	CNT	92	QYZ
25	SRT	59	BTT	93	KTT
26	KKT	60	TMP	94	FGS
27	MDD	61	MNS	95	RRC
28	CWD	62	SWD	96	YLW
29	DRC	63	LDM	97	PNN
30	WHT	64	YST	98	SPR
31	FLT	65	QTM	99	CHB
32	SKM	66	BRP	100	LST
33	QTN	67	MRS	ENDING	JFK
34	SMN	68	PPY		
35	TGR	69	SWT		



INDYCAR RACING

PC

Our good friend **Arun Devidas** from Bendigo, Victoria has sent us this juicy programming cheat which will give your car more power and lets you customise your opponents.

Do this by typing "COPY DRIVERS.TXT DRIVERS.BAK". This is important because if your drivers get damaged the game will not work and you'll have to re-install.

Then type "EDIT DRIVERS.TXT". Look for the list in the section that starts like this: DINFO 0 1 0 900 910 Your Name YOU Any Town,

ST USA USA
DINFO 99 1 0 840 870
Fred Jones FRED Newtown
MA USA USA
Change the second three digit number to increase your maximum power (910 in the first line) - it must not exceed 999. Now you can customise your opponents to have different names and better/worse speeds.

SKITCHIN' MEGADRIVE

Level Skip

Brad and Andy Morison are back and they've discovered that by jumping through the billboards, you warp to the next level! Good golly almighty, get those skates on and rip it up!

OUTRUNNERS MEGADRIVE

Play as the Virtua Formula

To be able to get behind the wheel of the speedy Virtua Formula in this nifty racing offering, enter this code: At the title screen, press LEFT, RIGHT, LEFT, RIGHT, B, C, A. You should hear a noise. Press Start and choose the Arcade Mode with button C. To the left of the first car is the Virtua Formula. Broom broom!

ROCK 'N' ROLL RACING

SNES

Start With \$999,000

Need some extra cash? Tell me about it! Hey Ed, how about a few extra bucks? Oh well, I'll just have to stick to being Virtual Rich thanks to this cheat.

Choose the Password option. Press Start. Choose your number of players. Now in the password screen, in the Veteran level of difficulty, enter 989YCO2V WS6M. For the Warrior level of difficulty enter J89! CO2V WS6M. Spend spend spend!



CYBERMORPH

JAGUAR

Level Codes

Cybermorph is the spunky pack-in game which comes with the Atari Jaguar. For all those lucky puppies with a Jag, here are the level codes. The codes can be entered on the planet selection screen.

Any time at the planet selection screen a

code can be entered to skip to any sector in the game. Any completed planets in a sector will not reappear until the game is reset.

SECTOR 1 1008
SECTOR 2 1328
SECTOR 3 9325
SECTOR 4 9226
SECTOR 5 3444
UNKNOWN 6009
*The UNKNOWN Sector

Contains four identical looking planets. Although, One contains nothing but bonus power-ups, while the other three contain nothing but massive enemy force. The bonus power-up planet is on the lower right-hand side of the planet selection screen. This code was found on the planet Codex.

LETTERS



Wot, no photos?

We know that you never get sick of gazing upon our lovely faces (or is that faeces?), but sometimes we're too busy to get around to posing for snaps and we end up, as now, photo-less. And though our mothers will no doubt be devastated (Hi Mums!), there's nothing we can do about it for this issue. But be warned - next issue is our **FIRST BIRTHDAY** issue (send cards, cake and cash donations now) and we're already planing a special swimsuit edition.

Anyway, Mark's knocked up a bit of computer art (that boy has too much time on his hands we think) to fill up the space. We call his creation "HYPENSTEIN" and we might be using him a bit more often. Now if we could only build ourselves a real person... We have the technology, all we need are the parts...

All limbs and correspondence should be sent to:

HYPER Letters
PO Box 634
Strawberry Hills NSW 2012

MEGA

Dear Mega Cool Dudes at HYPER,

If I said all my good points about this mag my 300 words would be up in a flash, so I won't do that but get straight down to business.

1. When is Taz 2 coming out?
 2. Please, PLEASE re-run the MK2 moves and fatalities to coincide with the release of it on Mega Drive or send me an issue with the moves and fatalities because I could not get my hands on one (the biggest mistake of my life I tell you).
 3. Expand the Cheat Mode.
 4. Review more Mega Drive games 'cause all us MD owners are peed off at all the SNES reviews.
- Keep up the good work!
Shayne Keys
Bondi NSW.

1. Tasmania 2 is due for release in October...but games have been known to slip a bit. 2. We'll probably do an update on moves next issue, but if you want to order the back issues with all the moves in it's issues #4 (Virtua Racing) and #5 (Star Trek) 3. You want more?!? - there's 12 pages of cheats and play guides in this issue 4. We review basically all the Mega Drive games that come out, so we can't really make them up just to keep you smiling. Besides, we're multi-format after all.

COME ON MUM

Dear HYPER,
Issue 9 was the first ever issue I bought of HYPER and I say it kicked arse. Unfortunately I haven't got a game system and if mum gets her way I never will but I still have a few questions.

1. If I should get a system would it be worth getting a Mega Drive II with a Mega CD or not?

2. Are you going to put in all the moves and fatalities etc for Mortal Kombat II on Mega Drive and SNES in one of the next issues?

3. What is a PC?

Yours,

James Hetfield

OK James (you're not the lead singer from Metallica are you?), you obviously need a bit of help. 1. A Mega Drive is definitely worth the purchase but hold off on the Mega CD just for now. Once the Mega Drive 32 comes out, it could prove much more worthwhile. 2. We've already printed them (issues #4 & #5) but we will do another bit next issue. 3. A PC is a Personal Computer, but when you see it in HYPER it refers to an IBM or compatible computer, which is different to a Macintosh computer. Got it?

INTELLIGENT QUESTIONS

G'day to all the crew at HYPER,

After observing your publication on the newsstand for several months I finally decided to splurge out and purchase issue 9. I must say I was pleasantly surprised what with the comprehensive news, interesting Jaguar feature and Mortal Kombat II screen shots for the Mega Drive.

Could you please answer the following questions:

1. I own a Mega Drive/Mega CD, and being a big fan of the Star Wars saga I was wondering if any new Star Wars related games are due out for these systems soon?
2. What is Rebel Assault for the Mega CD like? I'm dying to purchase it so could you please give me the address of a company who sells it by mail order?
3. I'm a bit worried about the Mega CD's future. After all, who's going to buy it now that everyone knows the superior

Saturn and 32 bit Mega Drive add-on are just around the corner. What do you think?

4. Which console has sold more in Australia - the Mega Drive or SNES?
5. Why don't Sega make more big'n'beefy arcade style games for the Mega CD. Don't they realise it will never sell if they keep releasing mediocre cartridge games with superficial animated intros and tunes tacked onto it.
Christian Basoss
Alstonville NSW

1. There was a Star Wars game coming for the Mega Drive, but it looked really bodgy so I think they canned it. 2. It's quite good, but doesn't look like much compared to the PC. It should be locally released any time now, and we'll review it next issue. 3. I'm a bit worried about the Mega CD's future too...but don't forget, the MD 32 add-on will boost the Mega CD too and that there are a lot of 32XCD games in the pipeline. 4. Mega Drive 5. You're spot on there, and I've got no idea why the Mega CD hasn't had the killer games Sega promised.

A TECHNICAL MOMENT

Dear HYPHER,
About four months ago my family purchased a 486sx/33 with DOS 6.0. Now about a week ago I used DoubleSpace on it to create a J drive with 40 megabytes.
Since then I have bought many new games including SimCity 2000, Doom and Comanche Maximum...All these games use up loads of memory but still work with my multi-config.sys. Now I recently copied the shareware version of Blake Stone off a friend and it uses up about 42K. My question is: Is there a way you can remove DBLSPACE.BIN from the

memory or will I have to buy more memory? (If so, how much?)

Yours Sincerely
Rainer De Temple

Buying more memory won't help. DBLSPACE.BIN represents the compressed hard disk, so dumping it effectively dumps the entire contents of your hard disk - DON'T DO IT! DBLSPACE.SYS needs to be loaded into high memory, but this will take up a lot of space, so be aware of that. If you run memmaker though, it will do it automatically. Hope that helps.

A FEW POINTS

Dear HYPHER,
I'd just like to point out a few things about your mag.
1. In your review of Mortal Kombat CD in issue #9 you compared the Mega CD and Mega Drive versions. Unfortunately there's hardly any difference except for the names. Instead of Scorpion and Sub-Zero there's Jonesey and The Vicar. And who are The Verger, Ms Fox and Jock? Please explain.
2. You waste too much space in most two page reviews (and one for that matter). Sometimes you could fit 6-10 more screen shots.
Now some questions
1. Will Clayfighter appear on Mega Drive?
2. FIFA International Soccer is on PC. Will it come on CD ROM?
3. When will NBA Jam Tournament Edition hit the home systems. Will it appear on 3DO or PC CD-ROM?
That's all,
Kirk
Preston Vic

Kirk, those funny names above the characters in MK CD are the result of programmers with a strange sense of humour. As for the



The entries for our Manga competition have been flooding in, and they've all been nice and violent. We'll announce all the winners next issue, but take a perve at this one from Richard Harrison from Ocean Reef in WA. You're a sick man Richard, but you can draw!

number of screen grabs, we always try to fit in as many decent sized shots as we can. Now some answers: 1. Yes, it should be here before Christmas. 2. Probably, but nothing's been announced. 3. No release date has been confirmed yet, but it will appear on MD, MD 32 and SNES.

CRAPLESS

Dear HYPHER,
I'll cut the crap and get straight down to the questions.
1. Is Virtua Fighters coming to the Mega Drive? If so when and how much?
2. Are Lucas Arts planning on releasing any more of their adventure games?
3. Why is it that the still shots

of a Mega Drive or SNES aren't as clear as those of a PC in magazines?
4. Why doesn't somebody make a control pad similar to that of a SNES or Mega Drive for the PC that has 3 or 4 separate fire buttons?
5. Has Sega announced a date for the Saturn or Mars? Well that's enough out of me for now. Keep up the good work!

Chris Wright

1. There are reports of a Mega Drive conversion using the SVP chip, but it's definitely coming on the MD 32 and the Saturn. 2. You betcha. Have a look at our preview of Full Throttle 3. PCs have higher resolution than 16bit consoles 4. There are the Thrustmaster and Flightstick Pro joysticks which

have 4 buttons, and the Gravis Mousepad is remarkably similar to a SNES pad, but not all software is compatible 5. The Mars has been renamed the Mega Drive 32 and is launching early November in the US. It should be in Australia by February next year. The Saturn is apparently launching in Japan before Christmas, but there's no release date yet for Australia.

OLD & ANGRY

Dear HYPHER
The other day I was reading the manual to the Super Gameboy while shopping when I noticed this warning that copying games is illegal. That reminded me about your ad for Sprint Electronics which

said almost the same thing about these things they sell. So I need you to answer these questions.

1. Why is it wrong to copy games when people are doing it to tapes, CD's and videos?
2. Why do you run such an ad in your mag if it is illegal? Is it to corrupt my children's minds?

The next thing you'll be doing is smoking ads. Please can you reply to me in your mag with an adult answer and not a childish one. My kids are driving me up the wall, and saying it costs too much isn't a good enough comeback anymore. It's not easy being a single mum. So please help me.

From Old and Angry.

1. It's a very tough issue to grapple with, but as we all know, people tape TV shows, record CDs and copy games. It's a pretty hard thing to stop, but you should always be aware that if you are copying, you're depriving not just big companies, but artists (and game developers are artists as much as pop stars) too, of income. 2. Selling disk systems is not an illegal act at the moment.

TECHNICAL TERMS

Dear HYPER,
I think that your mag is the best Australian-produced mag on the shelves. But where did the music section go? Please bring it back or do another survey. Anyway, here's some questions.

1. What the hell is "glow shading"? All the time I read the clippy things for the Sega Saturn and it says "Glow Shading" is a special graphical feature. It could be crap, for all we know.
2. You should publish more IBM reviews. Please. I asked nicely, not like a very angry PC activist in Issue #9.
3. I believe you should go Bi-

Monthly (twice a month, not some strange topic on Oprah) or make the magazine bigger. I wouldn't mind paying more for the quality.

4. Which do you think will be the leading superconsole in the end? I have high hopes for the Saturn and I think Project Reality should be named "Project Unreality", because it's dead in the water already.
Yours Sincerely
Ben Sykes

1. Don't let technical terms bother you - we don't. You're right, it could be crap. Wait for the machine and its games before you make any sort of decision. 2. Thank you for your politeness, point taken. 3. Going Bi-monthly would actually mean coming out once every two months - you mean we should go fortnightly. There's only three of us and, quite frankly, it would kill us. We are looking at a size increase though (both in our personal and professional lives). 4. It's very hard to say. Most industry observers agree that (on present specs) the Sony PlayStation is the one to beat, but the Saturn and the newly named Nintendo Ultra 64 will also be excellent machines with lots of excellent games. The Ultra 64 is certainly not dead in the water.

A KIWI SUCK

Dear Hyper
I think you mag is the most wicked mag in all civilised world. This is the first issue I have read and I think it is far better than those overpriced mags with biased reviews and previews and only one system.
And now for my rather dramatised version of how I found your cool mag.
It was a Sunday afternoon and I was cruising my local Mall.
As I browsed in the bookshop

a beam of light caught my eye. I turned...there was your mag in all its glossy glory glistening in the light of a halogen bulb. In a trance I put the other mag down (I will not name it, I'm too ashamed) and raced over to your mag, dropped to my knees and marvelled at it! I turned around - everyone was looking at me. I said "This is the first HYPER I've seen" and they said "You poor deprived child, then you should have that magazine". I reverently placed the mag in my sweaty palms and raced to the counter to hastily hand over my money, eager to turn the first page - once I've washed my hands of course!

Now for some questions:

1. We do not get decent games for Mega CD and Mega Drive in New Zealand. Why is that? The only games we have for MCD are Sherlock Holmes and that Jaguar game (racing). We only get half the games you get and that sux!! Worst of all, we don't get Pro Action replays.

2. How come your mag has so much in it for so little?

3. How come you guys and gals are so cool?

4. Is there any chance of you sending me a Pro Action replay please? If not something good, anyway.

Yours Sincerely

Matt Larkin

Auckland New Zealand

Aha! The entire point of that outrageous bum lick was so we could send you a present. Well, just because you live in New Zealand (we're sorry) doesn't mean we're going to give you things, but I will answer your questions 1. You don't get the good games because your market is so small (the number of Mega CDs sold is probably still in double figures), but I know how that must make real gamers (like yourself)

feel and I sympathise. But some games are available through mail order (there are ads inside the mag) 2. I don't know. We just do our best 3. Shucks. Can your tongue get any browner?

IS THE PUBLIC STUPID?

To the Hyper Crew,
Having just read the August '94 Aussie edition of NMS (I usually don't buy it) I was surprised to find that this particular mag has 70% of the market. Does this include all the overseas mags? That would mean if you doubled the sales figures of HYPER, Megazone, Mean Machines, Super Play, EGM, Game Pro, Game Zone, Sega Power etc you still wouldn't reach those achieved by the mighty NMS. NO SIR, I don't believe it! Now, even if it doesn't include the overseas mags it still seems quite ludicrous. For example, let's say your local newsagent sells 50 Australian game magazines per month, 35 of them would come under the banner of NMS while only 15 would be HYPER and Megazone combined. Now think of the same situation with all the overseas magazines, that is even more ridiculous.

If this 70 % statistic does happen to be true then the saying, "the public is stupid" really does apply to the video game sector. It would be interesting to see the demographics for NMS and compare them to that of HYPER.

Yours Truthfully
Andrew Houston
Brisbane QLD

Now I don't want to stoop to the level of slagging off other magazines because that's both immature and pointless. NMS is a fine mag and even though their figure of 70% of the market is a complete

fantasy, we can let them believe it if they want to.

THE HYPER ADDICT

To the HIDEOUS HYPER FREAKS,
Please help me HYPER. I am almost ashamed to admit it but I am totally addicted to game news. Yes that's right, I am one of those hapless news junkies that live day in and day out striving for a greater means of inputting technological news.

Once I stumbled across your innocently disguised magazine I was totally amazed at the amount of up to date, on the minute, international gaming news. I just couldn't believe my eyes when I flicked through the pages only to find that the rest of the contents had the same adrenalin surging quality that was in the news section. After calming down I thought to myself; "Great, another cool American or British games mag". You wouldn't believe my surprise when I read that it was in fact an Aussie Mag and not an overseas publication.

I instantly fainted, falling straight for the porno rack. Luckily some fat guy who happened to be poking around broke my fall and I escaped uninjured but rather spooked from the whole ordeal. On a sour note though, the fat guy had to be rushed to hospital to have a copy of Playboy surgically removed from his face.

I ran straight to the counter and purchased HYPER, bolted home, and sat down to the most exciting piece of reading since the beginning of time. I was more excited than Michael Jackson at a primary school.

Now, here's my problem; I need to know more, more, and even more.

1. Are the Mars and Saturn

compatible and if so, what is the point of the Saturn?

2. Is the Saturn/Mars going to be able to make direct arcade conversions? You know, kind of like the Neo Geo games that are exact conversions of their arcade counterparts.

3. If so, do Sega plan on converting the following games: Sonic Arcade, Star Wars, Alien 3: The gun, Daytona, Virtua Fighters and any other brilliant SEGA arcade games

4. Will the Activator or better still the Virtual Reality helmet be released in Australia?

5. Long ago, I heard that a Friday the 13th game was being made for the Mega CD. Nobody has mentioned it since, please tell me anything you might know about it because I think that horror and video games make a good mix.

6. Do I get anything free? Anyway thanks for listening to my dribble and make sure you show some more screen shots of the Saturn and also of Harvester. Even though I don't own a PC, sob, sob, it looks ghastly.

Signing off now.
The HYPER addict.
Nathan Cunico
Taralgon, Vic

Thanks for that fascinating story Nathan, you're a real freak. Anyway 1. The exact relationship of the Mega Drive 32 (Mars) and the Saturn is still unclear. We don't know if the Saturn will run MD 32 carts or carts of its own. 2. That's the idea. For the Saturn at least, conversions of Model 1 and 2 board games should be fairly easy, if not truly "arcade perfect". 3. Daytona and Virtua Fighters are going to be two of the first games released for the Saturn and Star Wars Arcade will be available for the MD 32 at its launch in November. 4. We don't know what happened to

Sega's VR helmet (we hear it was too crappy to release) and the Activator hasn't done too well in the US, so it might not appear here (or in NZ). 5. That game seems to have disappeared. Sorry.

EQUAL TIME FOR ALL FORMATS

Dear Hyper,
Firstly congratulations on giving equal time to so many formats. To whoever called themselves "a very angry PC activist", in August stop being so bloody selfish and narrow minded. I like PCs myself, but if I wanted to read about PCs, I'd buy a PC Mag. HYPER gives a range of news on gaming as a whole, and you'd find, (if you'd think about it, which you obviously don't) that what happens in one format often goes to others. Give other systems their due. I am dedicated to only one game: Myst. I'm going to back order issue 4 just because it apparently has a review or something. I played it on a friend's Mac and still haven't recovered. After days of struggling through it we got to the end sequences, which nicely introduce the possibility of a Myst 2. This is where my questions come in: 1. I've heard vague rumours about Myst II already being made. Is it expected if it's not already made, if so when? 2. I am without games equipment at the moment and was wondering: is it worth getting anything now or should I wait until the new batches of systems come out?

3. Is Alien 3: The Gun likely to come out on any consoles?

4. Is Doom worth the hype? I like Wolf 3D, but I've only had a quick play of Doom and it didn't blow me away like I thought it should.

That's all from me, keep up the good work,
Matthew Burgess
Southport QLD

Excellent points Matthew, as most big games now are appearing on more than one format, so nothing in HYPER is totally irrelevant, even if you haven't got a particular system. Now for the answers 1. Myst 2 is a definite but I've no idea as to when its released. 2. If you're desperate, buy a system now and you wont be sorry, but if you wait until next year there'll be more to choose from. 3. Arcade to console conversions are not unheard of. 4. Doom is one of the few games to be worthy of the hype.

JAG & 3DO QUERIES

Dear Hyper

Could you please answer these questions about the Jaguar and 3DO? I am desperate for answers!

1. When is the Jaguar released in Australia and approx how much cash for it?

2. I thought Atari was finished in Australia, so who is going to handle the Jaguar and its sales?

3. Is the Jaguar better than the 3DO?

4. I heard about some price cuts in 3DO sales in the USA, does this mean the same for Australia?

5. Which will be more successful in Australia, Jaguar 3DO?

6. Can the PC CD match the 3DO?

Thanks a lot! I know you'll have the answers!

Chris Royal

1. The Jag has no firm release date or price yet, but import systems are available now for around \$700. 2.

Apparently Atari Australia is going to resurrect itself for the launch of the Jag, but this is not confirmed. 3. In some ways maybe, but not in others. Remember, it's the software that counts. The PC CD-ROM is ahead on the number of quality titles available and the 3DO is ahead in terms of whiz bang effects. 4. Hopefully. The 3DO should definitely be under \$1000 when launched. 5. Too early to call. 6. I don't know what you mean by "match" - they can run very similar games, and when the PC 3DO card comes out you'll be able to run 3DO discs in your PC CD ROM drive.

Another Manga comp entry, this one from Edward Bechervaise of St Peters, SA. We must say, for a 12 year old, you have a very sick mind indeed. We hope we've helped in some small way.



FOR SALE

Street Fighter II American version with PAL adaptor like new, swap for Virtua Racing or \$90. Flashback like new for \$40 or swap for Skitchin', Mortal Kombat or Micro Machines. Ph Brad after 4.30pm on (049) 301 305

Sega Game Gear games: Devilish \$20, Land of Illusion \$30, Mortal Kombat \$40, Sonic Chaos \$25, Streets of Rage II \$30, World Class Leaderboard \$25.

Ph (02) 639 6401

Mega Drive Sonic 2 for sale \$50, Sonic \$35 and Altered Beast \$20 or all 3 for \$90 or best offers. Ph Michael on (06) 296 1550

Mega Drive games for sale: Street Fighter 2 \$90, Columns \$10, Alex Kidd \$15, Sonic 2 (no cover) \$25, Mega Games I (Super Hang-on, Columns, World Cup Italia '90) \$40 Ph (02) 607 7710 after 3.30pm

Sega Master System 2 in good condition six games Alex Kidd, Double Dragon, Spy Vs Spy, Space Gun, Sonic 2, Mortal Kombat. \$200 ONO. Ph (097) 261185 Ask for James

Sega Master System II. 1 year old, new control pad & 14 games inc. Sell for \$200 or separately. Games included are Mortal Kombat (new), The Simpsons, Moonwalker & Shinobi. All in good cond. Contact Bosko on (02) 623 7734.

SNES games for sale or swap. Super Mario World - \$40 or swap for Super Mario Kart, Mario All Stars \$60 - \$65 or swap for Mario Kart, NBA Jam - \$60 - \$65 or swap for Pro Action Replay Mark II PH (07) 425 1878 ask for Matthew.

SNES games: Rock n Roll Racing \$80, Axelay \$50, Super Star Wars, \$70 Gameboy games, WWF 1, Dr Franken, T2 (arcade) and Burai Fighter Deluxe, \$20 each or \$70 the lot PH Rory (09) 307 4313

Atari Lynx II, 16 Bit Hand held Games System with 4 games, Rampage, Hard drivin', Gauntlet 3 and Xenophobe and AC Adaptor. Perfect condition and only \$100 ono PH (03) 743 2338 Or swap for Mega Drive (Will pay extra)

Master System 2, 6 great games including Sonic 2 and Wonder Boy will sell for \$200 or swap for a Game Gear or Game Boy with games if interested call Anton on (02) 816 2028

IBM games: Leisure Suit Larry 1, 2 & 3 plus LSL 2 hint book, 3.5" and 5.25" disks all books and manuals. The lot \$70 PH Anjela on (074) 470 399

Master System 2 with 5

games and 2 control pads in working order \$200 or Mega Drive with no games Call David on (079) 738 373

IBM Games: Kings Quest 6 CD & HB, Space Quest 4 CD, Return to Zork Disk and HB, Space Quest 5 Disk and HB, Alone In the Dark CD, Day of the Tentacle Disk. \$45 each. Good cond. Boxed. PH (02) 639 2809

Super Nintendo Mario World Pack+Super Scope 6 & 8 games as well as an Action Replay and a converter. Game include Mortal Kombat, Castlevania, SF2 and SF2 Turbo (USA). Sell for \$550 ono. Also a Mega Drive 2 with 1 controller Mortal Kombat, Sonic 2 and the Menacer. Sell for \$360 ONO Ask for Edward on (070) 98260

Phantasy Star III on the Mega Drive, must have box and instructions, and be in fairly good condition. I will swap for one of my games, phone for more details PH (071) 599 821 after 5pm. Ask for Chris

Sega Master System 2, manual, cords, 8 cartridges including Tasmania, Populous, Wonderboy, 2 and Indiana Jones. \$180 ono (08) 264 9454 All cartridges include instructions and a case.

NES. Very good order Plus Super Mario 1 with Duck Hunt and Super Mario 2 & 3 Plus light gun \$275 ono the lot PH 5286080 (Jannali)

Sell or swap Mega Drive games: Altered Beast \$15, Thunder Force III \$25, Golden Axe \$20, Moon Walker \$20, Alien Storm \$25, Truxton \$30, Sonic 2 \$35, Battle Squadron \$25, Super Hang On \$30, **Super Thunder Blade \$25**, Super Monaco GP \$25, Phantasy Star III \$40, Shadow of the Beast \$35. Game Gear games Streets of Rage \$25, Dragon Crystal \$20. Urgent sale call Greg on (089) 531 608

Amiga CD32 + 2 games, Microcosm & Lotus Trilogy + CD32 magazines with CD demo games. \$420. Will send items C.O.D. Phone (087) 232 268.

Mega CD Sonic \$90, Mega Drive Sonic 2 \$45. Both brand spanking new. Will sell both for \$120 or will swap for either Mortal Kombat and Jungle Strike or Streetfighter 2. Ph (077) 834 772

Rape! Mega Drive with games and accessories worth over \$1000 will sell for \$850 I'll accept the nearest offer PH (02) 773 0642

SNES: MK \$55, TMNT \$35, Batman Returns \$35, F-Zero \$30, Super Probotector \$35, World Heroes \$55, Death Valley Rally \$40, Art of Fighting 460,

Dragon Ball 2 \$60, SF2 Turbo \$55, Dead Dance \$55, Golden Fighter \$40, Fatal Fury 2 \$55, TMNT Tourn \$40, Fatal Fury \$35, Star Wars \$35, SF2 \$35, Pro Action Replay \$55, Final Fight 2 \$35.

Mega Drive: Eternal Champions \$35, Sonic \$20, Sonic 2 \$30, Cyborg Justice \$20, El Veinto \$30, Streets of Rage \$20, Rolling Thunder 2 \$20, World of Illusion \$30, Sonic Spinball \$30, Heavy Nova \$20, John Madden Poolball 92 \$20, Ghouls and Ghosts \$15, James Pond 2 \$20, Greendog \$20, Earnest Evans \$30, Road Rash \$20, Streets of Rage 2 \$30, Aladdin \$30, 2 Crude Dudes \$30, Quackshot \$20. All excellent condition. Call Vaughn after 6.30pm on (03) 846 3233. Offers accepted.

James Bond 007: The Duel and Fatal Fury, both on Mega Drive. Both boxed with instructions for \$35 each or \$60 for both. Perfect condition. Call (02) 528 4684 and ask for Luke.

Mega Drive (no box) with Sonic 1 and 2 plus two control pads (one autofire) or will swap for SNES \$180 ono PH (066) 847 300

Mega Drive: Street Fighter II Special Champion Edition and converter \$80. Mortal Kombat \$65, Sonic 2 \$40, Bubsy the Bobcat \$50, Rocket Knight Adventures \$45, Tasmania \$40, Streets Of Rage \$35, Thunderforce II \$35, Decap Attack \$35, Bart Vs The Space Mutants \$30, The Faery Tale Adventure (RPG) \$45, Super Hang On \$30, Altered Beast \$20, Columns \$10

SNES: Alien 3 \$50, All games come with original box, instructions and most come with - cheats. ONO. PH (09) 437 1013 Clint.

SNES games for sale, Mario All Stars, Street Fighter 2 Turbo, Bomberman, Sunset Riders, Jurassic Park, Castlevania 4 and 2 Action Replays (normal and MK2). Sega Game Gear for Sale, TV Tuner, Battery Pack, AC Adaptor, Link Cable, Case, Master Gear converter and 4 games.. Everything in mint condition. PH Luke on (079) 285 572.

Mega Drive games for sale, F- 1 \$70, Robocop vs Terminator \$70, Puggsy \$60, Jack Nicklaus; Golf \$50, Elemental Master \$40, Zool \$30, Shadow Dancer, Smash TV and Crue Ball \$25 each. The lot for \$370 PH (02) 618 2859

Super Nintendo in excellent condition 2 controllers \$95 Tel Caroline on (02) 670 0887 Mega Drive Games all less than 6 months old, boxed and in mint

condition. F1 \$45, NHL 94 \$45, Jungle Strike \$45, Road Rash II \$45, NBA Showdown 94 \$50, Davis Cup Tennis \$50

Sega Master System II with Sonic and Rastan (Rastan without instructions). One control pad. \$65 for the lot. PH (079) 331917 Aidan

I would like to sell my Master System. It has 12 games and 2 control pads only \$200. For more information call Jason on (002) 297 083

Game Boy, with Carry Case, Tetris, Double Dragon, Probotector, Mortal Kombat, Zelda, Kirby Land, Tennis, RC Proam, Sneaky, Snakes, Link Cable, Head phones. Ask for Andrew (03) 370 1946

Super Nintendo scope \$60 Mortal Kombat for SNES \$60 and Super SWIV for SNES \$50, all have boxes and instructions. Great condition PH (076) 663 892 after four pm

Super Street Fighter 2 for Mega Drive includes converter \$150. Action replay 2 \$50 Ask for Tom PH (07) 399 7911

SNES Games. I am selling Street Fighter 2 for \$60 ONO, Alien 3 for \$70, Super Mario World for \$60, Action Replay 1 for \$80, NBA Jam for \$104, It is 2 months old still under warranty in PC with receipt. Star Wing for \$80, All in excellent condition. Or sell all the games for \$435 worth over \$700 new, or swap for a Super Wildcard 32 mb in EC. PH (03) 744 2531 Robert.

Mega Drive good condition one good control pad, Altered Beast 8 magazines and one cheat guide. \$140 ono PH (03) 37 67884

Mega Drive games, NHPLA Hockey, Mig 29, Skitchin, Bulls vs Blazers, LHX, Attack Chopper, Shadow of the Beast 2 and Micro Machines. \$40 each. Also Barkley shut up and Jam for \$70 PH Justin (067_ 222 740 after 5pm

Wanted

Programs for an IBM JX, Kings Quest, Nevs Master and Double Dragon. PH (053) 334 029

Mega Drive with two control pads or more. Must be in excellent condition, accessories would be nice. Would consider buying games, give me a price over the phone. PH (086) 343 097. Ask for Robert after 5.30pm

Wanted MK for the GG and Mario Land on GB will pay \$50 - 60 for MK and \$20 - 40 for Mario Land. I also would like a Pro CDX adaptor for \$30-40 will swap anything. Call Greg on (089) 531 608.

I want Super Sidekicks on

Mega Drive or any good soccer game. Will pay \$30 - \$40 or swap for 'Greendog' or any good offers on Mega Drive games. Ph (069) 218 058 and ask for Daniel. PS I am desperate.

I want Day of the Tentacle and Sam and Max instruction manual. I am willing to pay \$3 for a photo copy of the manual or \$5 for the original manual. For more information ring (03) 401 4947

I want a Super NES and Street Fighter 2 with 2 control pads. Must all be boxed and in good condition will pay \$150 and possibly with a Pro Action replay with PAR will pay \$200. Or swap for Master System 2 and 8 games including MK with 2 control pads and Road Rash on the Game Boy. For more details PH Andrew on (067) 44 2018

Swaps

Will swap Alex Kidd in Enchanted Castle, Sonic 2 and Jurassic Park for any good game and Columns for any good game. All for Mega Drive PH (09) 307 4117

I want to swap my Sega Mega Drive 2 with Sonic 2 and Spiderman plus two control pads one of which is an SG Propad with auto fire and slow motion, to swap for a Super NES with 1 or 2 control pads and one of the following games Mortal Kombat, Super Mario All Stars, NBA Jam, Super Mario Kart of F-Zero. PH Adam (043) 68 1207

Mega Drive Games Bulls vs Blazers, Ecco the Dolphin, Flashback, Sonic 2 for PGA European Tour, FIFA Soccer , Madden 94 and NHL 94 PH (09) 497 1317

Mega Drive with SF2, NBA Jam, Ecco, Sonic 1 & 2, two control pads (all in brand new condition) for SNES with 2 control pads and a few good games. Ph (06) 231 8641

Pen Pals

I would like a pen friend about 10 to 12 years old who would write to me at least every month. I am a male and my name is Jason Buckland 163 Albion Heights Drive Kinston 7050

Hi my name is Adam White ann I'm 12 year old I've got a PC, I love Doom, I was wanting to hear from a Male of female around 11 to 13 but if your an alien I will track you down and kill you. I live at 12 Thompson St, Ballarat VIC 3350 and my phone number is (053) 316 385, I'm looking forward to your letter. I also have a NES and I love Hyper.

DESERT FIGHTER



"Command HQ to Attack 1.
- You ready for the next mission?"

"Hey Captain,
- I've always been ready."

"Roger that Attack 1.
Best of luck, you'll need it"

94% C+VG

"Challenging, gripping and worth every penny"

92% SUPER-PRO

"Brilliantly detailed graphics and great Fx"

92% SNES FORCE

"A superb strategy/shoot'em up"

Experience thrilling and deadly aerial dogfights. Dice with death as Rapier missiles streak through the sky and home-in on your plane. Blast away the elite ground forces before they bombard you with precision anti-aircraft fire.


SUPER NINTENDO
ENTERTAINMENT SYSTEM
PAL VERSION

Metro
GAMES

- Multiple control options - choose the controls that best suite your playing style.

- Choose from two of the world's most famous combat aircraft - the F15 Strike Eagle and the AH-10 Tank Buster to take out the enemy.

- Detailed satellite intelligence maps aid you to launch strategic attacks.



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