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ISSUE
12

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BOOMER **1st Birthday issue!**

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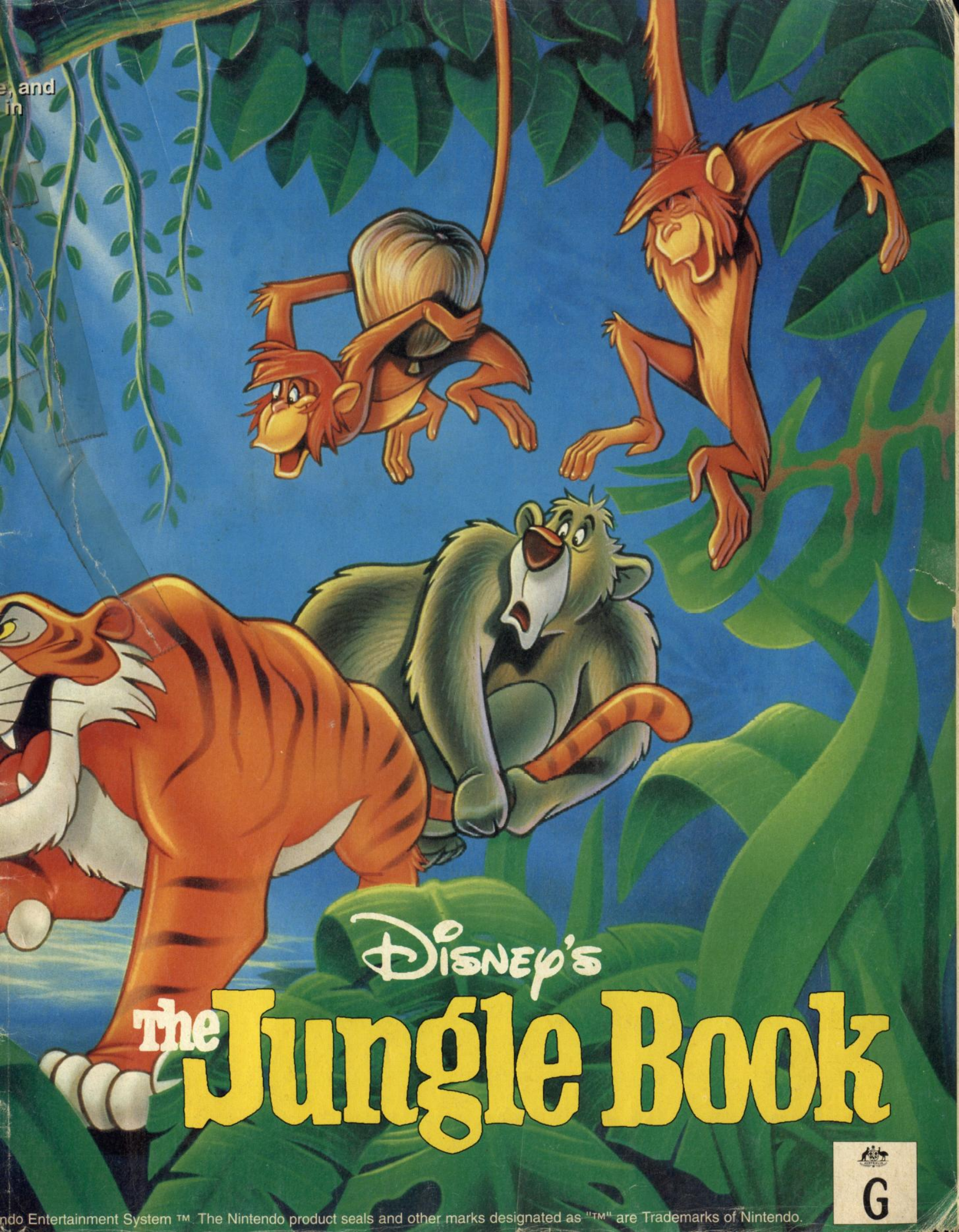


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Disney's
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Contents

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Printed by: Wilke Color
Separations by: Pica Overseas
Distribution by: NDD Ph. 353 9911
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Publications Pty Ltd
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6

News Kylie talks to HYPER, 3DO to go 64 bit?, The Aura Interactor, The Simpsons screen saver and After Dark 3.0, Donkey Kong Country, first birthday celebrations and much more...

18

WIN WIN WIN HYPER always gives you the good prizes, and this month we've got 10 copies of Doom 2: Hell on Earth to pass around, plus an Aura Interactor.

20

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Feature

22

Sound and Vision - MARCUS LEADLEY explores interactive music CD ROMs, and we take a look at Blender, a trendy new CD ROM magazine.

Previews

28

Mickey Mania SNES/Mega Drive

30

Jurassic Park 2 SNES

31

Dark Sun: Wake of the Ravager PC/PC CD ROM

32

B.C Racers Mega CD/MD 32

33

Zero Tolerance Mega Drive

34

The Fortress of Dr Radiaki PC CD ROM

Star Trail: Realms of Arkania PC/PC CD ROM

36

Arcade Our arcade expert, Arcane, checks out the fastest, hottest and meanest racing games around and decides which ones will give you skid marks.



Reviews

38

Doom 2: Hell on Earth PC/PC CD ROM

42

Urban Strike Mega Drive

46

Vortex SNES

48

Lemmings 2 SNES/Mega Drive

50

Tiny Toons Sports Mega Drive

52

Radical Rex SNES

54

Probotector Mega Drive

56

Syndicate Mega Drive

58

Sparkster Mega Drive

59

Maximum Carnage SNES/Mega Drive

62

Mega Bomberman Mega Drive

64

Bloodshot Mega Drive

66

Lethal Enforcers 2 Mega Drive

68

Way of the Warrior 3DO

70

Road Rash 3DO

72

Superhero League of Hoboken PC

74

Under a Killing Moon PC CD ROM

76

Byte Size

Wolfenstein 3D Jaguar

Wing Commander Mega CD

Clayfighter Mega Drive

Tony La Russa Baseball '95 Mega Drive

Soccer Manager Mega Drive

Micro Machines SNES

Nigel Mansell Indycar SNES

Brett Hull Hockey SNES

Shut Up and Jam SNES

Cyclemania PC CD ROM

The Psychotron PC CD ROM

Rebel Assault Mac CD ROM

Playguide

80

Beneath a Steel Sky Solution

82

Skyblazer Play Guide

84

Mortal Kombat 2 Play Guide

88

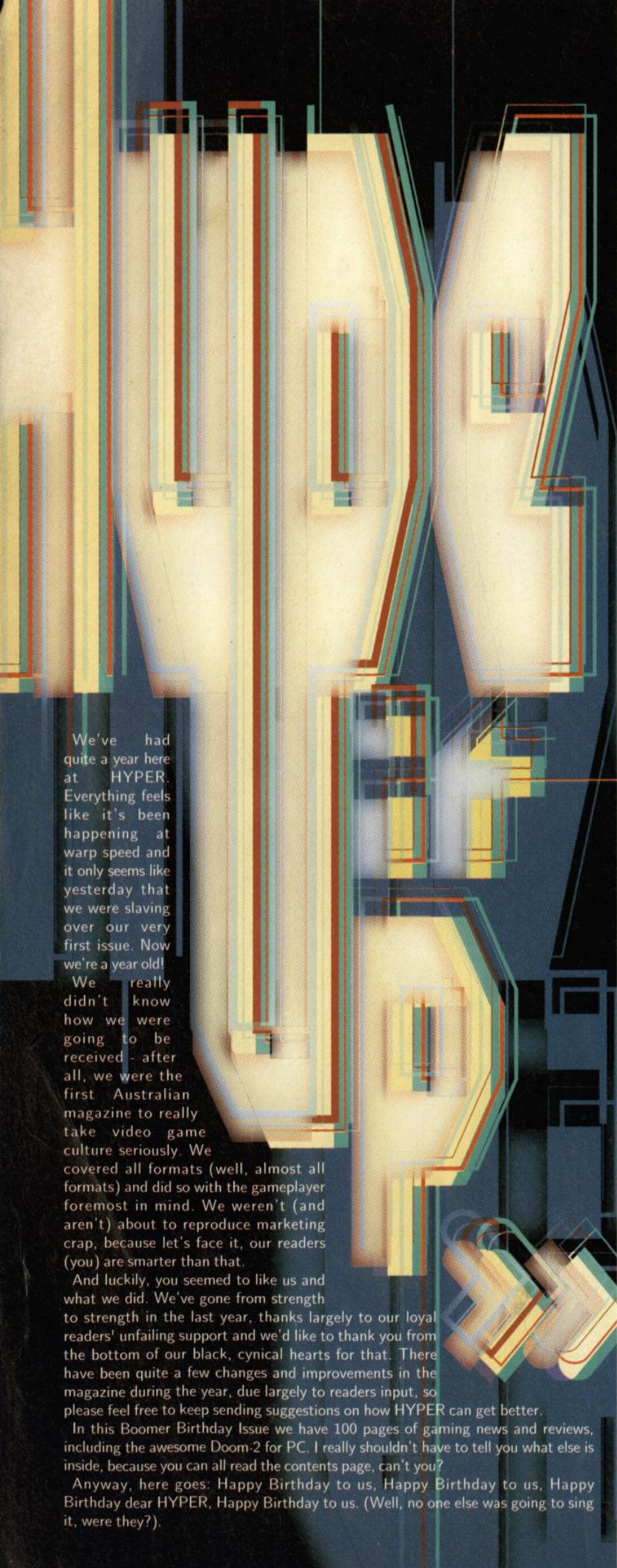
Cheat Mode

94

Letters

98

Hypermart



We've had quite a year here at HYPER. Everything feels like it's been happening at warp speed and it only seems like yesterday that we were slaving over our very first issue. Now we're a year old!

We really didn't know how we were going to be received - after all, we were the first Australian magazine to really take video game culture seriously. We covered all formats (well, almost all formats) and did so with the gameplayer foremost in mind. We weren't (and aren't) about to reproduce marketing crap, because let's face it, our readers (you) are smarter than that.

And luckily, you seemed to like us and what we did. We've gone from strength to strength in the last year, thanks largely to our loyal readers' unflinching support and we'd like to thank you from the bottom of our black, cynical hearts for that. There have been quite a few changes and improvements in the magazine during the year, due largely to readers input, so please feel free to keep sending suggestions on how HYPER can get better.

In this Boomer Birthday Issue we have 100 pages of gaming news and reviews, including the awesome Doom 2 for PC. I really shouldn't have to tell you what else is inside, because you can all read the contents page, can't you?

Anyway, here goes: Happy Birthday to us, Happy Birthday to us, Happy Birthday dear HYPER, Happy Birthday to us. (Well, no one else was going to sing it, were they?).

Stuart

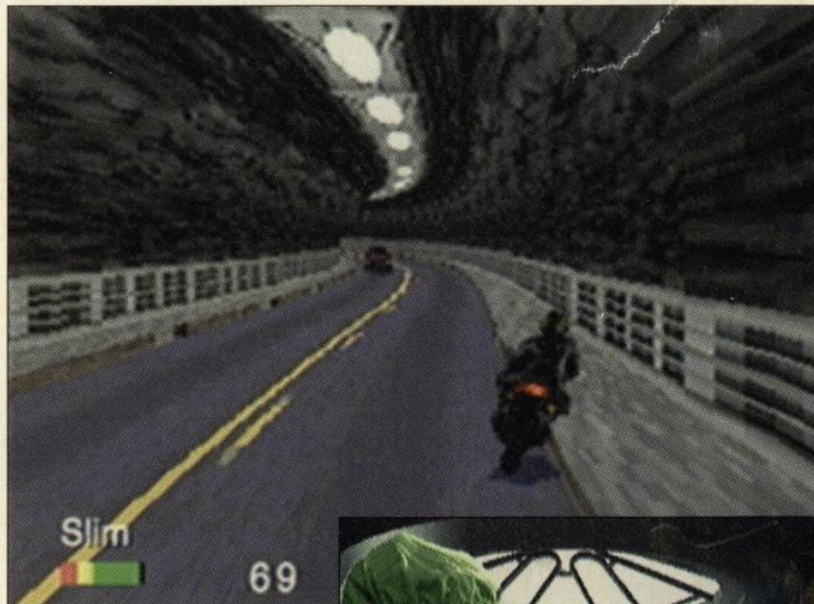
3DO II: Bulldog or Bullcrap?

Before the first batch of hardware has even been officially released in Australia, hot rumours suggest that 3DO Mk 2 (currently codenamed "Bulldog") will be on the shelves in the US in time for Christmas 1995. The good news for current 3DO owners (3DOwners?) is that the Bulldog chipset will appear as both a stand alone system and as an upgrade cartridge (it'll plug into the AV expansion port) for existing machines. Three cheers for downward compatibility!

The specs being thrown around suggest that Bulldog is going to outperform all the other "Next Generation" machines by miles. Yep, the Saturn, PlayStation and even Nintendo Ultra 64 are yesterday's heroes baby. We want Bulldog and we want it now!

So what are the specs? It's based on a 64bit RISC processor with a clock speed of 66MHz and an overall bus bandwidth of 400 Mb per second (that's three times greater than that of the PlayStation, that is). MPEG 1 should be built in as standard too. But what about its 3D rendering capabilities I hear you ask? How does 250 000 texture-mapped polygons per second sound? Pretty bloody good, we reckon. And as for pixels, Bulldog will shift 100 000 000 per second. Nelly!

We should point out that the 3DO Company hasn't yet made any formal announcements concerning Bulldog. All they'll say is this: "It is a fair speculation that 3DO is always looking at new technologies and we intend to respond appropriately whenever our competition decides they are going to catch up to where we are today". Mmmm...



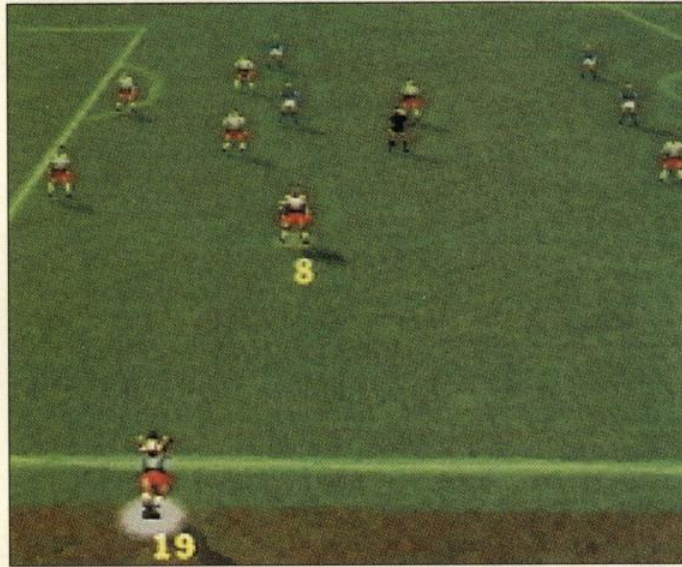
ABOVE: ROAD RASH - WE REVIEW IT THIS ISSUE AND WE LIKE IT. RIGHT: SHOCKWAVE. WE LIKE THAT TOO. WOULD WE LIKE THEM EVEN MORE WITH 64-BITS?

FIFA Soccer Goes Off Even Harder!

If you're a regular HYPER reader, you'll know how much we love FIFA International Soccer on Mega Drive, Mega CD, SNES and PC. What you mightn't know is that Electronic Arts is about to release two new versions of the game - FIFA '95 for the Mega Drive and FIFA 3DO.

FIFA '95 for the Mega Drive is your standard EA Sports update - a few tweaks here and there, more stats, more teams, more options and a bit more fun. It really is just increasing the already amazingly high standard they've already set, but FIFA 3DO is a whole new ball game. From what we've seen, it looks like being the best sports game on any format - and it may come close to being one of the best games in the history of the world! (How's that for over-hyped exaggeration)

Why would we say that? Well, take the old FIFA gameplay and add seven different viewpoints, sprites twice the size, more advanced artificial intelligence, more speed, better sound (recorded at the 1990 World Cup) and all the 3DO full-video extra bits and you really have a game that's going to make an impact. It also boasts "event-sensitive" camera views, so if you're going for a corner or free-kick (for example) the view will sweep around to make it look even more impressive than it already is. There's not much point to it, but it'll make you peak, guaranteed. Both games should be out by the end of the year, and don't you worry, we'll spend a lot of time playing them before we give you a review.



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New Drag On

Donkey Kong for November!

One of the standout games at the Chicago CES was undoubtedly Donkey Kong Country for the Super Nintendo, and the good news is that it's getting a world-wide release in mid-November. The game features a Silicon Graphics rendered Donkey Kong and a new sidekick, Diddy Kong, in a platform romp that will have them battling the evil Kremlings. There is even a fancy name for the technology they've used - ACM (Advanced Computer Modelling) and it allows light sourcing, shading and photo realistic effects.



This impressive technology was perfected by English game developer, Rare Ltd who are one of the first teams programming for the Ultra 64. Donkey Kong Country supposedly demonstrates "the ultimate evolution of Super NES games, bridging the gap between 16-bit and 64-bit technology". And they might just be right as we definitely haven't seen a game like this on a 16-bit system before.

We were going to rush a review in for this issue, but we thought we'd wait and do it properly next time, so hang out until then to see what we think of the finished version.

New Nintendo Hotline Number

OK SNES freaks, write this number down and stick it above your TV. It's the all new and improved number for the Nintendo Hotline and you'll be able to call it seven days a week for problem solving (and hopefully you won't need to ring the HYPER offices anymore). The number is 1902 24 1001. That number again...oh sorry, we're not on radio. Anyway, the 190 number gives callers the same rate of charge anytime of the day or night from anywhere around Australia, and that charge is 75 cents per minute. The Hotline is open 7 days a week from midday to 9pm and there are experienced Nintendo veterans on the other end willing and able to take care of all your problems (well, maybe not all of them...). You'll also be able to get the latest pre-recorded info which includes tips, tricks, Top Tens and a review of the game of the month.



DONKEY KONG COUNTRY: WILL THIS BE THE BIGGEST GAME IN THE HISTORY OF MANKIND (AT LEAST SINCE ELECTRICITY)?



No - this is not another news piece on Priscilla, Queen of the Desert - it's about Virgin's forthcoming beat 'em up Dragon, which, as it turns out, won't be forthcoming as quickly as was originally planned.

You may recall that we (along with virtually every other gaming mag on the face of the planet) reviewed Dragon for Mega Drive and Super Nintendo a couple of months ago (HYPER # 9 to be precise) and we weren't exactly gushing with praise. In fact, we didn't think much of Dragon at all, giving it 59% and saying in closing (and I quote), "This game sucks!"

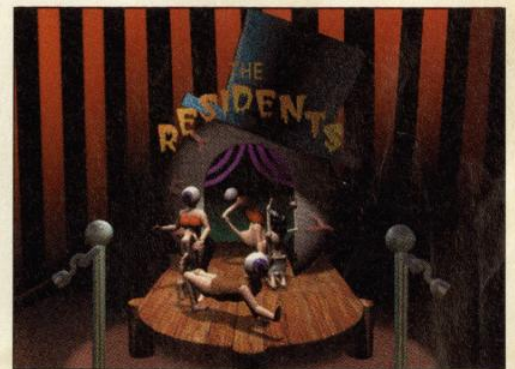
Other magazines seemed to think it was pretty good though (dorks!), so we were rather surprised to learn that Virgin had pulled Dragon off the release schedule to give it a few vital tweaks here and there. Added bits include 15 new moves for Bruce, more combos and more bonuses. It's good to know that Virgin thought so much of our opinion. We have been vindicated.

Unfortunately the new game doesn't seem to have come very far. Sure there are new moves and little extras, but it doesn't hide the fact that Dragon is basically a very dull fighting game. It is worth a bit more than 59% now, but not much.



BRUCE GETS SOME NEW MOVES BUT HE STILL SQUEALS LIKE A PIG BOY!

Freak of the Month



Our freaks this month may not read HYPER, but they fit the bill perfectly. The Residents are an aging American art-rock group who have always been a bit on the freaky side, but their CD ROM, Freak Show, really is bizarre. It was programmed by Jim Ludtke, who is semi-famous in computer animation circles, and the "adventure" takes place in a freak show. Apart from all the computer animated freaks, such as Wanda the Worm Woman and Herman the Human Mole, there's extensive files on real life sideshow freaks, like the Mule-Faced Woman and the Alligator Skin Man.

The CD ROM is guaranteed to make you laugh while you're going "urrrgh", and for that alone it gets the HYPER Freak of the Month award.

But we're sure that you lot are far freakier than The Residents, so send your photos in to: HYPER, Freak of the Month (PO Box 634, Strawberry Hills NSW 2012).

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CRONER

Who's Lee MacLeod?

Sega Get Confused

This isn't much of a news piece but it did give the HYPER crew the odd chuckle, proving once again that all information is good for something. It seems that Sega were so keen to promote Mortal Kombat II for the Mega Drive that they used screen shots from the SNES version of the game to do it!

Yep, Sega's posters for MK II feature four lovely screenies, all from the SNES game. How do we know? It says so right at the bottom of the poster. There - as promised, nothing of earth shattering importance but it should keep trivia lovers happy for at least 4.2 seconds.

Are Capcom Kaput?

The word around the gaming community at the moment (Andrew and Stuart have mentioned it in casual conversation at least once) suggests that Capcom, producers of legendary software for many a year (and we don't really think it's necessary to give examples at this point), have not only lost the plot, but have lost more than a few points off their share price too. Why? Because Mortal Kombat II is tipped to outsell Capcom's latest update, Super Streetfighter II, by a substantial margin - substantial enough to have investors worried about the future.

Disgruntled gamers have been mumbling about Capcom and their slipping standards for some time now and it looks as if that seething mound of discontent is starting to affect the firm's income. See - we can make a difference! Angry is good.

Does this mean the end of a once great dynasty? Of course not, you morons - as soon as they come up with some decent, original games, our love affair with all things Capcom will begin anew and everybody will be

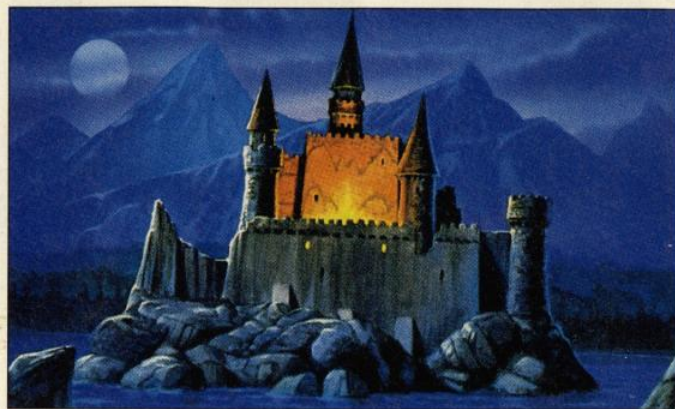
happy again. Let's just hope the Streetfighter movie is a success, for their sake. My, wasn't that interesting?



MORTAL KOMBAT 2. THE TOP GRAB IS FROM THE MEGA DRIVE, THE ONE BELOW IS FROM THE SNES. CAN YOU TELL THE DIFFERENCE? SEGA CAN'T



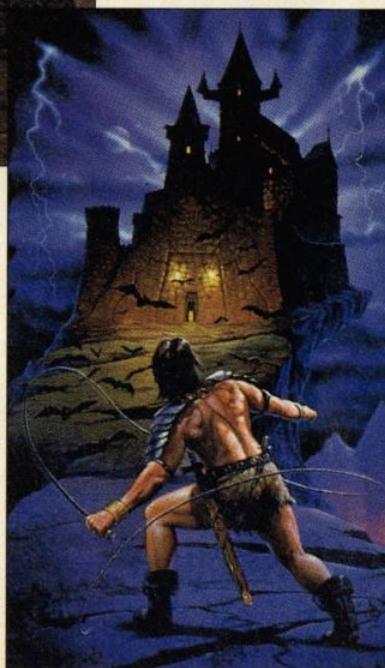
SUPER SF2: SELLING LIKE PARTICULARLY LUKE-WARM HOT CAKES



Good question, and to tell you the truth, I'm not sure I can really answer it. Hang on a tic and I'll shuffle through the press release for some details (shuffle, shuffle). Lee MacLeod is one of those Sci-Fi Fantasy artists (you know - that airbrush stuff that looks good on panel vans) and now he's got his very own series of trading cards (from those wacky people at Cardz), featuring 60 images from his glittering career. Lee describes his work thusly: "I think it is a synthesis of Native American and New Age mythology... a Western fantasy!". Er, right on Lee.

So why the hell would you be interested in Lee's cards? Because Lee has done quite a bit of work related to video games. Nintendo (through their official US mag, Nintendo Power) in particular, have made good use of his talents. Why, in one pack alone we found cards for Castlevania, Castlevania III and Ultima, The Warriors of Destiny!

So, if Lee's stuff appeals to you, rush down to your local newsagents and demand the entire set (you'll have to pay for them of course). There's 60 cards to collect and you may even find yourself the proud owner of a randomly inserted artist autographed card too. I knew a randomly inserted artist once...



LEE IN FULL EFFECT. TOP: CASTLEVANIA. LEFT: CASTLEVANIA 3. ABOVE: ULTIMA

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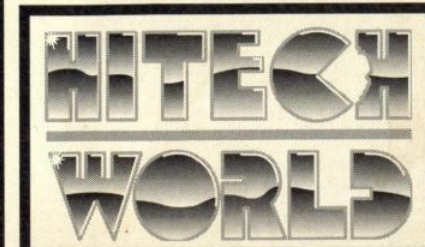
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The Simpsons Appear After Dark

Oh my God, it's the Interactor!

We told you about the Beastie Boys screen saver last issue, and now a whole rash of the little buggers have emerged. After Dark 3.0, the follow up to the unbelievably successful After Dark 2.0 is now out for Mac and Windows, and it basically takes the cult effects in number 2.0 even further. For example you now get Flying Toaster Karaoke, where

you can sing along with a tacky anthem while toasters fly through the blackness (the toast now has jam on it too). The fishtank has also been updated, with more variety in fish including sardines, jellyfish and Butterfly fish. While nothing really stands out, After Dark 3.0 is a lot of fun for those bored at staring at their dull desktops.

But the real excitement in the HYPER office started when we got the Simpsons screen saver, which is fully compatible with After Dark and also available for both Macintosh and Windows. If you're a fan of America's favourite cartoon family this is a must-have. The whole of Springfield gets into the act - Bart graffiti's the desktop, Homer eats it, Lisa plays the blues on her saxophone, Krusty juggles and moans, Grampa just moans, Mr Burns is as obnoxious as ever (but you get to see him turned green with radiation) and Itchy and Scratchy go to war. Actually, the Itchy and Scratchy screen is so gloriously violent that parents are given an option not to install that part if they have sensitive children (i.e wimps).

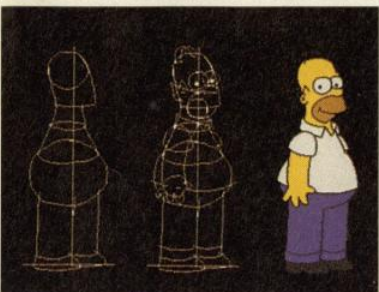
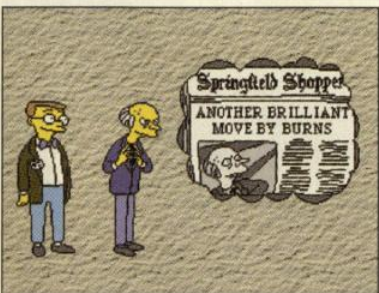
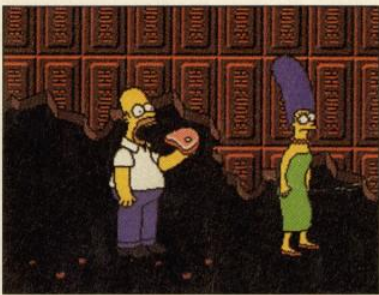
There are 15 Simpson specific save screens, and they're all excellent, with great sound and animation. Apart from all the fun, there's also a Simpson's trivia quiz and a special How to Draw section which runs through how to draw all the characters and shows Matt Groening's first sketches of Bart and company. So if you want to save your screen phosphor in the best way

possible, don't go past the Simpson's screen saver, retailing for around \$50.

Want to add a whole new sensory dimension to playing video games? You do? Well, take a look at the Aura Interactor, because this vest will give you the feel of a video game. Yep, you'll feel every punch, every slam-dunk, every explosion through the pulse vibrations that are running through it, but you won't be bruised and battered after use. Interactor plugs into all game systems (Sega, Nintendo, PCs etc) as well as regular TVs, stereo systems, video recorders and other appliances (go on, plug yourself into the fridge and see what happens). The publicity blurb suggests you use it with your latest Kenny G CD, but we recommend Soundgarden or the Prodigy for full effect.

All you have to do is strap on the adjustable vest, plug it into the audio output of the system and you're off. It translates the bass sound waves from the game/TV into vibrations which will run through your body, and it comes with its own set of sensitivity controls, so you can filter out certain sounds and adjust the intensity of vibrations. Aura Systems originally developed this magnetic actuator technology for the US military, but like a lot of war technology it has found its way into the commercial market. The Interactor received the "Innovations '94 Design and Engineering Award" from the Electronics Industry Association, and the company is hoping that it will become the biggest phenomenon since the Cabbage Patch Dolls (a strange comparison we think). Anyway, the Interactor is available from toy and video game stores for a recommended price of \$249, so if you want to pulse along with the action, check it out.

To have a chance of winning your very own Interactor, turn to page 18.



WE LOVE THE SIMPSONS SCREEN SAVER SO MUCH WE BARELY GOT THIS ISSUE OUT IN TIME



"I'M PICKIN' UP GOOD VIBRATIONS, SHE'S GIVIN' ME EXCITATIONS..."

Game Charts

HYPER's charts are supplied by The Gamesmen

Mega Drive

1. Mortal Kombat 2
2. Virtua Racing
3. Mario Andretti Racing
4. Super Streetfighter 2
5. Tony La Russa Baseball 95
6. Aladdin
7. Jungle Book
8. European Tour Golf
9. The Incredible Hulk
10. Streets of Rage 3

SNES

1. Mortal Kombat 2
2. Stunt Race FX
3. Super Metroid
4. Super Mario Kart
5. The Lost Vikings
6. FIFA International Soccer
7. Pilotwings
8. Bubsy
9. F-Zero
10. Turn and Burn



PC

1. Alan Border's Cricket
2. FIFA International Soccer
3. SimCity 2000
4. Humans
5. TIE Fighter
6. Indycar Racing
7. F-14 Fleet Defender
8. MS Golf
9. Alien Breed
10. Big Horn

Mega CD

1. Ground Zero, Texas
2. Powermonger
3. Dracula Unleashed
4. Tomcat Alley
5. Black Hole Assault

PC CD ROM

1. Rebel Assault
2. Return to Zork
3. Under a Killing Moon
4. Dream Girl
5. Pinball Dreams Deluxe

HYPER's November Chart Predictions

Here are some of the big games due for release in November

- Donkey Kong CountrySNES
Shaq FuSNES/Mega Drive
AkiraSNES
The Lion KingSNES/Mega Drive
Tiny Toons SportsMega Drive
SparksterMega Drive
Star Trek: Next Generation
.....PC CD ROM
FIFA Soccer '95Mega Drive
StonekeeperPC/PC CD ROM
CyberiaPC CD ROM
Mickey ManiaSNES/Mega Drive
Mighty MaxSNES/Mega Drive
Earthworm JimSNES/Mega Drive
ProbotectorMega Drive
Michael Jordan Adventures
.....SNES/Mega Drive



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Kylie Does Hyper

Australia has a very big connection with the upcoming Streetfighter movie. Not only was it largely filmed on the Gold Coast in Queensland, but one of our favourite pop performers, KYLIE MINOGUE, is playing the part of new challenger, Cammy. With her new album doing big business, a rudey "Sex" book about to appear and the Streetfighter movie bursting onto our screens in a couple of months, HYPER thought it was about time to have a bit of a chat with our very own multi-media sensation...



"[Streetfighter 2] seemed very complicated, keeping in mind the last video game I played was Space Invaders - they're quite different these days."



Did you cop any?

I didn't but, oh God, there was one of the stunts called Louie who I did most of my fight scenes with. And, I don't know, the stunts have you on half the time. He said, "Alright, I'm protected. Go for it. Make it look real." He was playing a bad guy and he has this helmet and a gas mask on, so he said I could kick him in the head. So of course I did. I gave him a thunderous clap from my boot to the head.

Afterwards, they call cut and the crew give a little cheer and I'm running around going, "Oh my God, Louie, are you alright? Oh God, have I hurt you?" and he's carrying on like he's busted a tooth, which I fall for of course. So, for the rest of the day I was thinking, God, I wonder if I really did hurt him? Maybe I didn't and he's joking but maybe I did and he's trying to be really tough.

Another day I had to punch him on the gas mask and it sounded like it really hurt. After I punched him, I had to run off and it's a tight shot of him on the ground and I'm crouching down as I punch him. So after I run off, and before they call cut, I run straight back in and start giving him kisses. Of course, he had the right idea: feign some pain and I'd come up and be super nice to him — "Oh, Louie. Poor little baby. Boo-hoo-hoo!"

Have you actually played Streetfighter 2 in the arcades?

I hadn't prior to filming Streetfighter the movie. Initially, I was absolutely hopeless and didn't have the patience to even bother learning how to make them do different moves. It seemed very

complicated, keeping in mind the last video game I played was Space Invaders — they're quite different these days. But I'm alright now. I know some of my character's (Cammy's) moves.

The plan is that they're going to take scenes from the film and build a version of the game based on digitised versions of yourselves...

"Yeah, but they're not quite from the movie. We filmed a separate piece for that which I won't say too much about because I haven't seen it put together yet. But I can say it's so amazing what they do with the technology, what they did while we were right there. We could watch ourselves back straight away, defying gravity and doing these amazing things."

It'll be pretty weird to play yourself on screen, won't it?

Yeah. I hope I'm good.

The digitised version of Streetfighter 2 will be released in conjunction with the movie, which should be in January 1995. Then everyone will get the chance to play with Kylie.



SCENES FROM STREETFIGHTER, THE MOVIE. LET'S PLAY PICK THE JOYSTICK...

When you were filming Streetfighter did you get into much of the stunt action yourself?

I did a little bit, yeah. (Giggles) They were the most exciting moments for me.

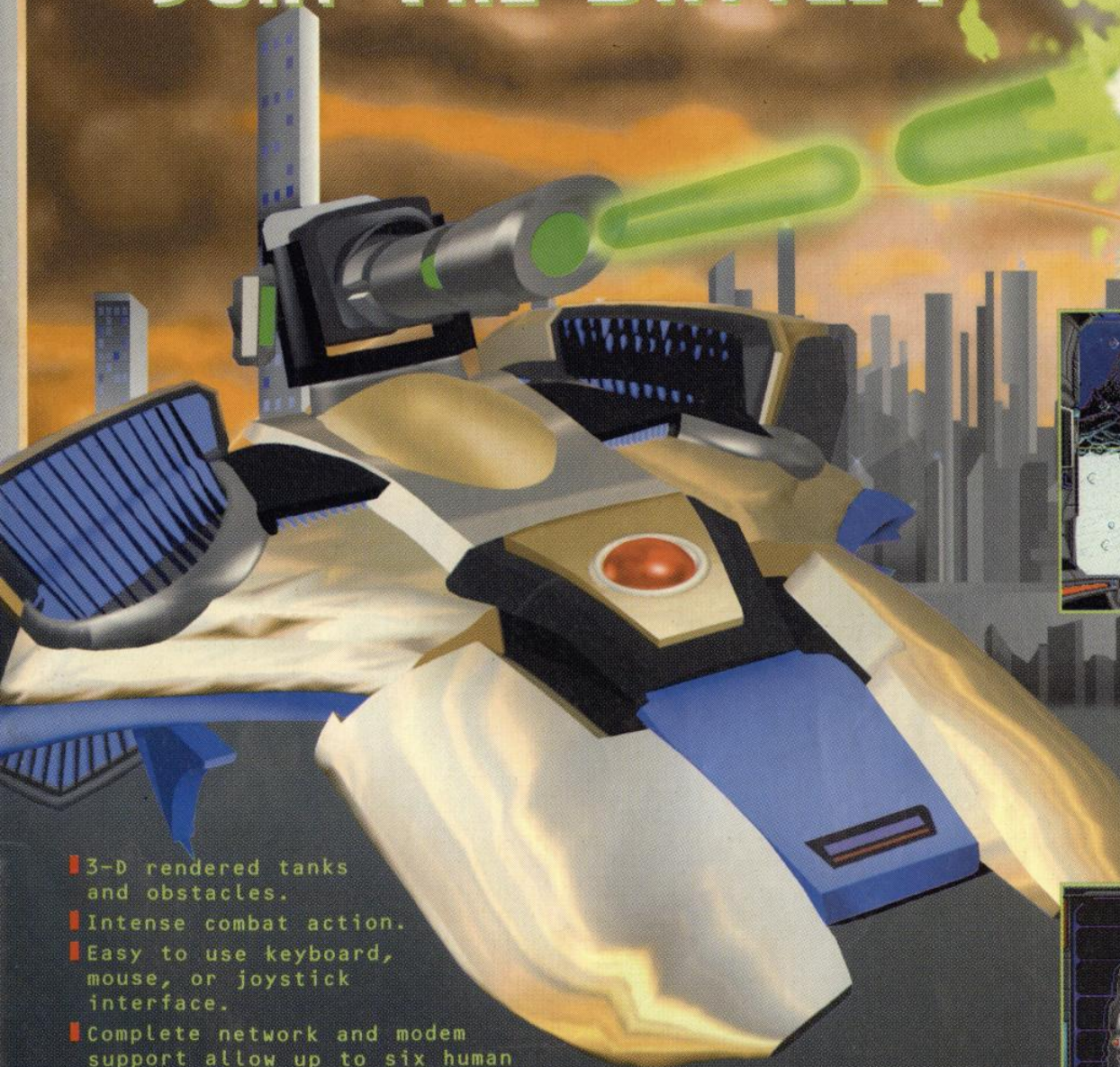
What sort of things did they get you to do?

Just the choreographed fights. We all had stunt doubles. Mine was this gorgeous young girl named Melody, who's only 21, and she impressed my socks off. She would teach it to me. They tried to put moves from the video game into the film because the people who play the game are that familiar with every move of every

character because they're all different. So, she would teach me the moves and if I couldn't do it, that would be fine — she would do it. But in most cases, I was able to do it. . . I guess I did 90 per cent.

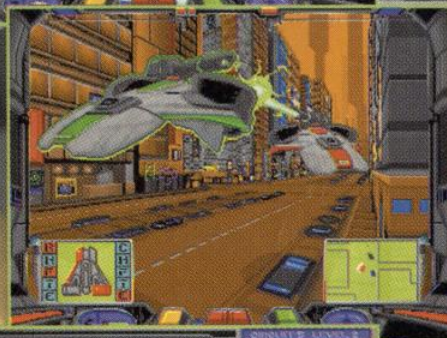
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Manga Manga Manga!

Winners Winners Winners!

We were overwhelmed with the response to the Manga competition, and the quality of entries received. Truly unbelievable. Thank you all for taking the time and effort. There could only be 20 winners of the Manga packs though (thanks to Siren Entertainment) and they are:

Louis & Ian Marquez
from Darwin, N.T

Christopher Cobilis
from Beaconsfield, W.A

Peter Branchi
from Shelley, W.A

Scott Walker
from Townsville, QLD

Jason Culverwell
from The Channon, NSW

Edward Bechervaise
from Adelaide, S.A

Ashley Ringrose
from Miami, QLD

Dustin Heaton
from Norseman, W.A

Paul Lynch
from Thomastown, VIC

Stephen Manning
from Guilford, NSW

Jonas Bartlett
from Castle Hill, NSW

Paul Barrett
from Thornlie, W.A

Luke K.
from Parafield Gardens, S.A

Richard Harrison
from Perth, W.A

Vu Lo
from Croydon, NSW

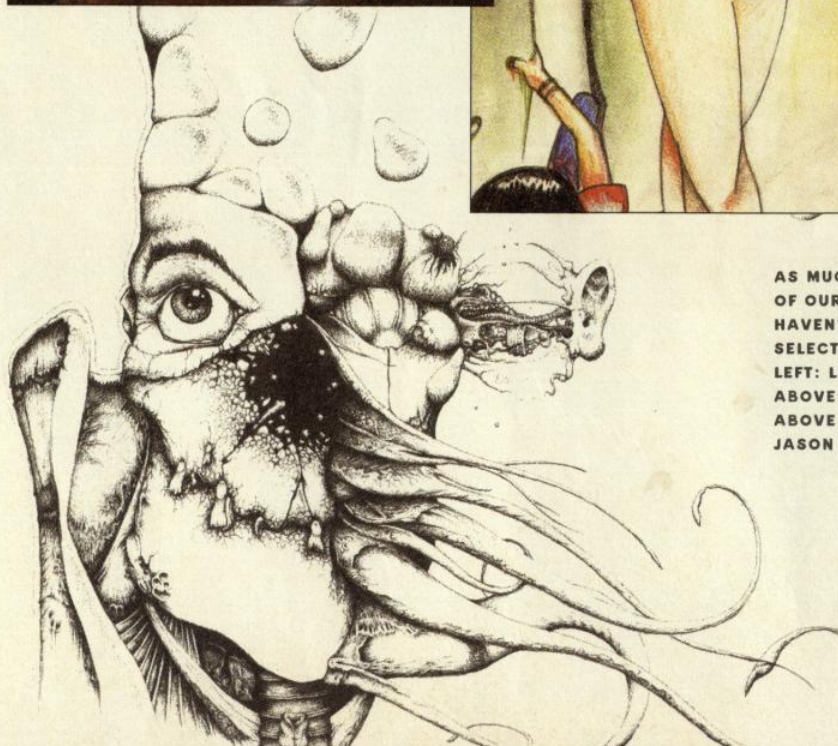
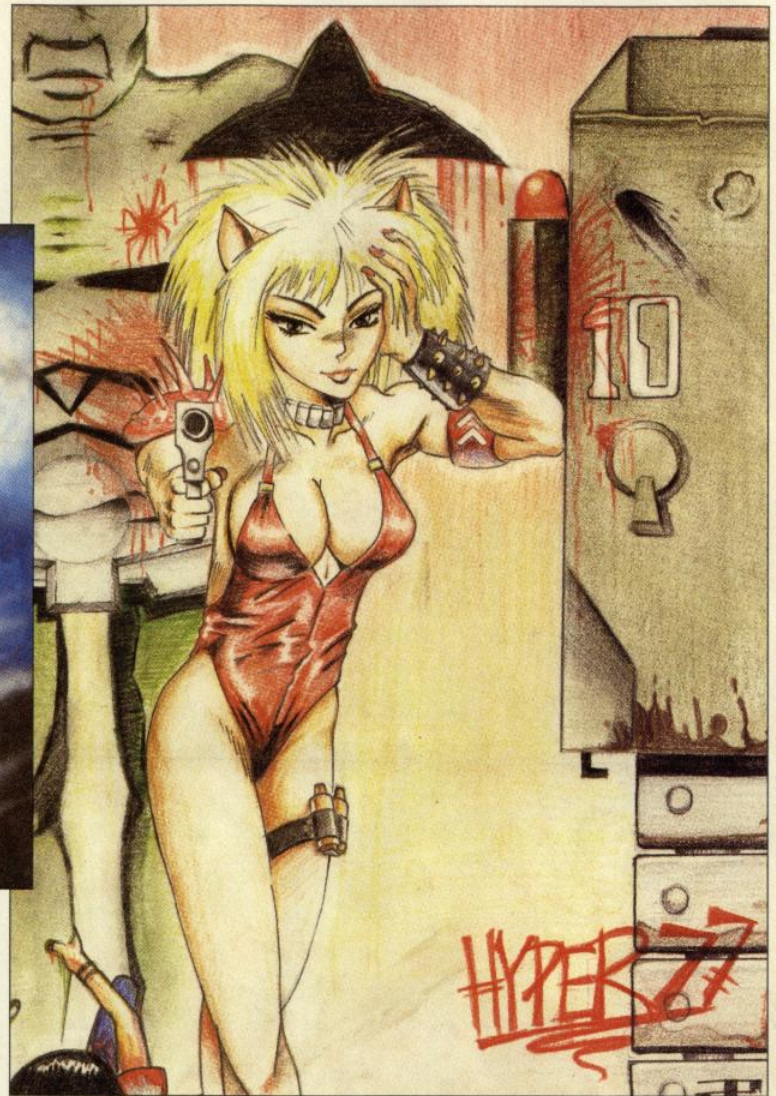
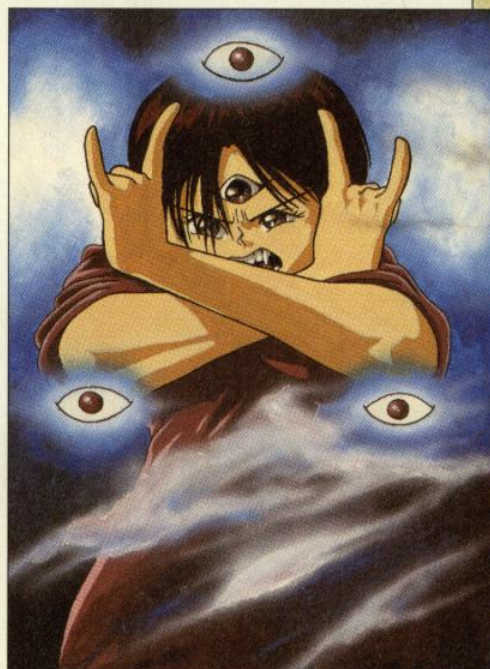
Jung Kim
from Para Hills, S.A

Matthew Thomas
from Dianella, W.A

James Spence
from Armidale, NSW

Leo Yarnold
from South Kempsey, NSW

Richard (Dick) Biggin
from Hamilton, VIC



AS MUCH AS WE'D LOVE TO PRINT ALL 20 OF OUR MANGA WINNERS, WE JUST HAVEN'T GOT THE SPACE. SO WE BLINDLY SELECTED THESE THREE.

LEFT: LUKE K. NICE WORK MR. K
ABOVE: PAI, FROM SCOTT WALKER
ABOVE LEFT: HARDWEAR SOFTWARE, BY JASON CULVERWELL

“...impressive

... a new angle on the classic role-playing adventure...”

— PC Gamer, September 1994

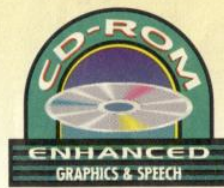
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“3D scrolling animations and massive improvements on both the graphics and sound fronts now complement a game engine which the designers have redesigned in detail, responding to virtually every criticism levied against [Blade of Destiny].”

— Strategy Plus, September 1994

“Fans of Sir-tech's Realms of Arkania series: Rejoice!”

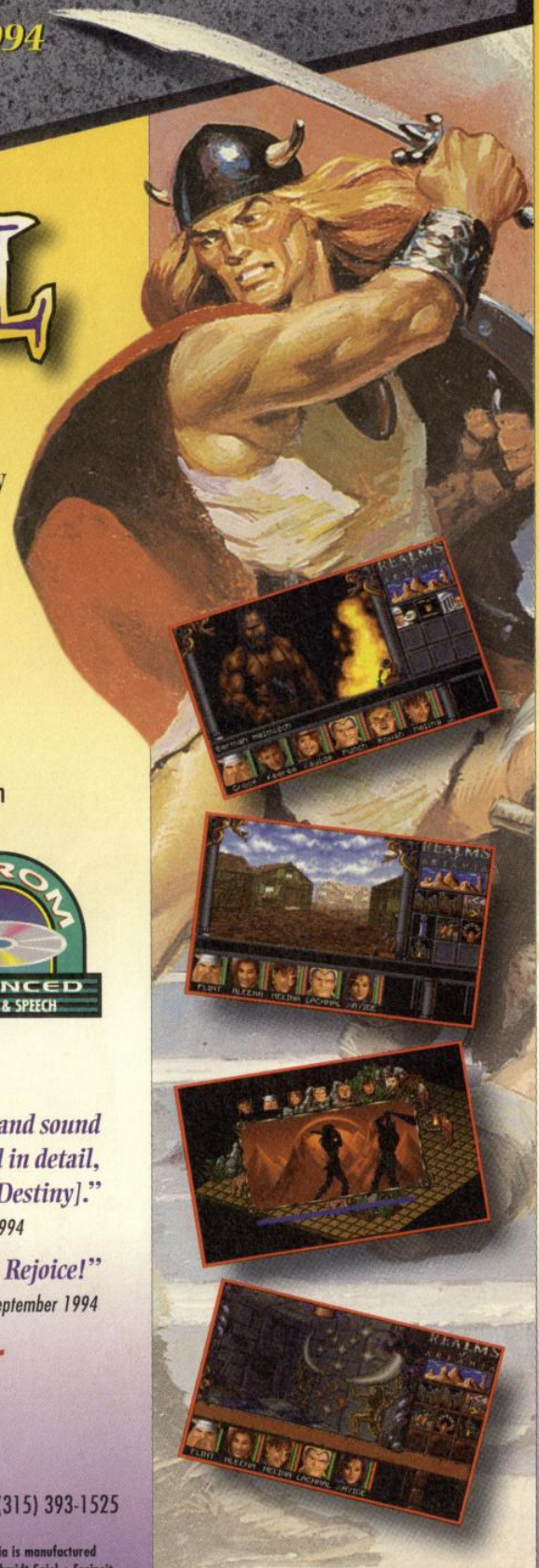
— Electronic Entertainment, September 1994

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WIN WIN WIN

WINNERS

We've had a lot of competitions going over the last couple of months and here are all the winners.

JAGUAR COMP

The very lucky little person who won the *Atari Jaguar* (we literally had thousands and thousands of entries) is **R. Black** from Warwick, QLD. The answer to the question was "Tom & Jerry". Thanks to Sprint Electronics for arranging the prize.

MYSTIC TOWERS COMP

The winners of the PC game *Mystic Towers* (thanks to Mannacom) are:
Nick Litzow (QLD)
Brendan Thorncraft (NSW)
David Forster (S.A.)
Robert Gott (QLD)
David Scarlett (VIC)
Scott Maddox (NSW)
Bodhi Sweeny (VIC)
Jackson Munro (NSW)
Jason Cockburn (ouch!) (W.A.)
Randall Sompholphakdy (NSW)
Congratulations!

THE "BOMBS AWAY!" SONY COMP

There were two major prizes here of a *Super Battletank leather jacket* plus two of Sony's hot new games, *Choplifter 3* and *Turn and Burn*. The two winners of this hot prize pack are: **Kane Usher** from Bundaberg, QLD and **Scott McCoy** from Ulverstone in Tasmania. *Onya!*

There were also 10 runners up who won *Choplifter 3 T-shirts* thanks to the cuddly people at Sony Electronic Publishing.

The winners are:

- Matthew Bairstow** (WA)
- Steven Harvey** (QLD)
- David Scott** (NSW)
- Christos Langiotts** (NT)
- Michael McColl** (NSW)
- Aaron Hennig** (QLD)
- George Geddes** (VIC)
- Brett Montgomery** (QLD)
- Ben Attrill** (Tas)
- Preston Noendeng** (QLD)

A big, hearty slap on the back to all our winners, and we'd like to thank all the thousands of people who are entering the comps. Keep it up!

Enter Hell on Earth!

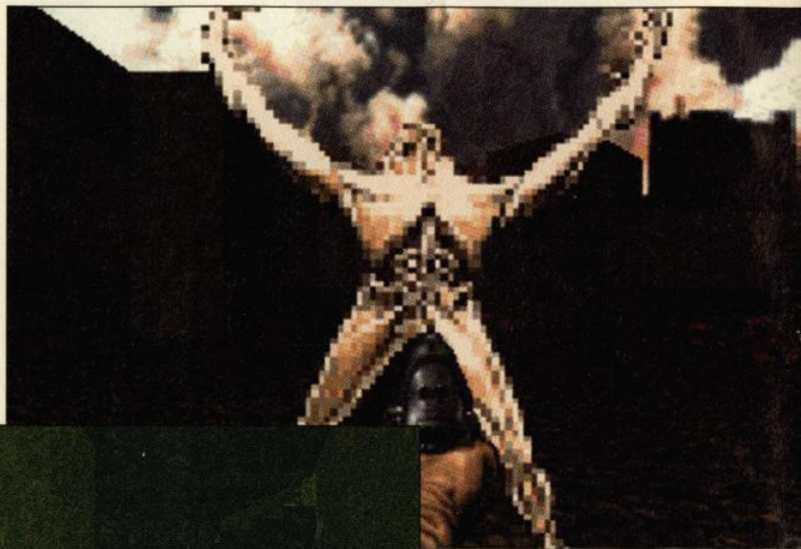
The phenomenal PC action game, DOOM, has just got bigger and better, with the second installment - *Hell on Earth*. We gave it a score of 94% at put it on the cover of this very magazine, so you can tell how much we love it. If you're just hanging to go chainsawing Cyberdemons and Arch-Viles, then you're in luck, because we've got 10 copies of *DOOM 2* on PC to give away thanks to the charming people at Sega Ozisoft.

If you want to win, answer this stupidly easy question:

In Doom 2, where are you?

Put your answer on the back of an envelope, along with your details and send it to:

**I WANT DOOM 2
 HYPER
 PO BOX 634
 STRAWBERRY HILLS
 NSW 2012**



Feel the Game!

You probably read about the *Aura Interactor* in the News section, and here's your chance to win one. HYPER has a spunky vest to give away to a very lucky reader, who will then enter a whole new dimension of gameplaying that includes feeling as well as sight and sound.

The Interactor plugs into any game/computer system with an audio output, and will put you right in the middle of the action as you'll feel vibrations from every punch and explosion. The good thing is that it will also work with your TV and video, so imagine the fun times you could have with *Aliens* or any other action packed movie. You'll be vibrating so hard, you won't ever want to come down!

To win your very own Interactor (they're valued at \$249), simply put your name and details on the back of an envelope, along with the answer to this question -

What are we giving away? (Doh!)

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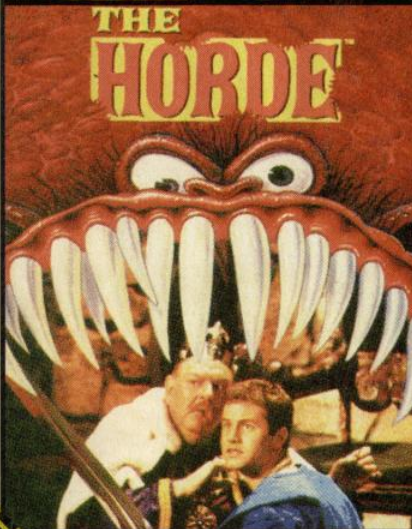
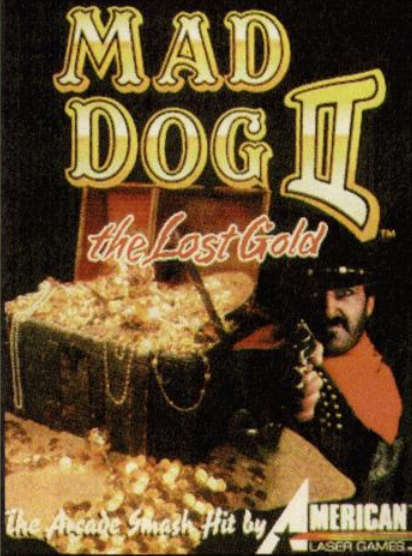
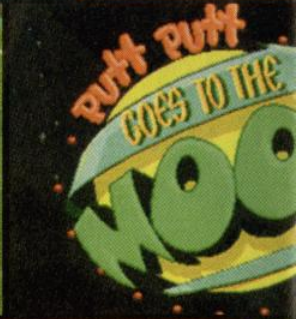
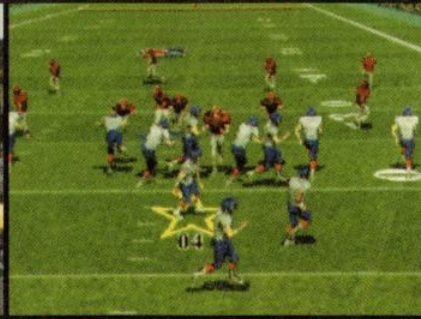
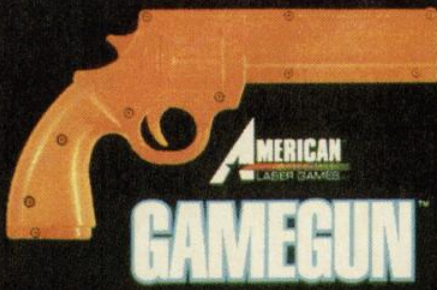
differential velocity: *n.* (L. *delta-v*); **1** a change in the quickness or rapidity of motion or action over time; acceleration **2** a flight sim where thought and reaction are one; *see* DELTA-V **3** a difference in the rate of movement or motion; —**speed**

DELTA V™



The new definition

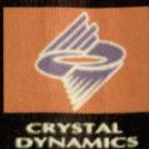




WINNER AND A COMPLETE

It's HYPER's first birthday and celebrations are certainly in order. But are you sending us presents? No. Instead, we're giving away a ticket to gaming Nirvana. How does a PAL converted Panasonic 3DO and enough hot games to give you third degree burns sound? Yep, this time you really will be the envy of all your friends - not to mention the HYPER crew and the rest of Australasia. But we can't take all the credit for this amazing competition - that goes to the unbelievably attractive Peter and Darren of Phoenix Imports. Phoenix Imports specialise in high-end gaming needs and, it seems, organising utterly fabulous competitions for lucky HYPER readers.

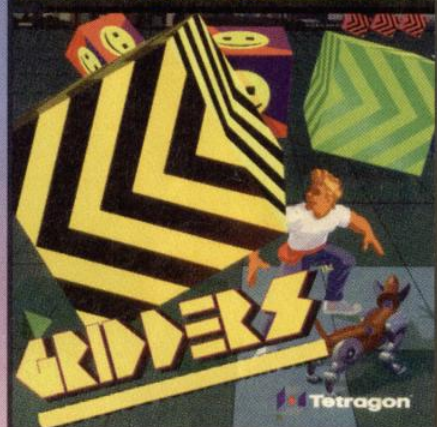
Phoenix, in conjunction with Electronic Arts, Crystal Dynamics, Interplay, Virgin, Universal Interactive Studios, American Laser Games and Tetragon bring you the give away to end all give aways.





3DO

GAMING LIBRARY!



Here's what you get:

- A Panasonic 3DO R.E.A.L. Interactive Multiplayer, PAL converted, including a controller, sampler CD and the pack-in game, Crash n' Burn.
- From Electronic Arts: Road Rash, Shockwave, John Madden Football, Super Wing Commander (all of which we've rated over 90%) and Putt-Putt Goes to the Moon.
- From Crystal Dynamics: Total Eclipse, The Horde, Star Control 2, Off Road Interceptor and Samurai Showdown (that's right, Samurai Showdown!)
- From Tetragon: the amazingly cool Gridders.
- From Virgin: Night Trap, Sewer Shark and Demolition Man!
- From Interplay: Alone In the Dark, Out of this World, Battlechess and Kingdom: The Far Reaches.
- From American Laser Games: Mad Dog McCree, Mad Dog McCree 2, Who Shot Johnny Rock? and a fabulous 3DO Game Gun to go with them!
- From Universal Interactive: Jurassic Park Interactive, Woody Woodpecker Volumes 1, 2 and 3, Way of the Warrior plus a merchandise pack to boot.

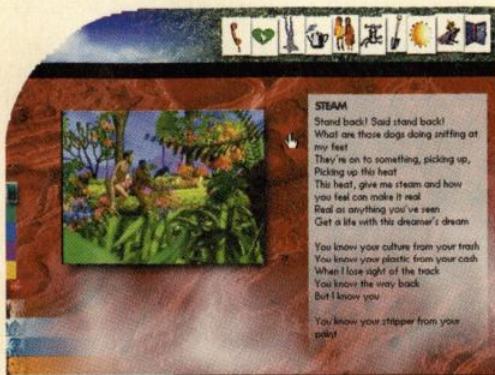
That's 27 games in total! Go on, count 'em. Together with the 3DO itself, that's well over \$3000 worth!

All you have to do to win is fill out the coupon and answer the question below. We want to make the competition fair to everyone so you must use the coupon to enter - no photocopies, no excuses. We know some of you don't like to cut up your HYPERS but this time it's worth it so get to it! Each entrant will also be added to Phoenix Imports' mailing list so you'll be regularly updated on the latest releases. Entries close last mail on the 6th of December 1994.

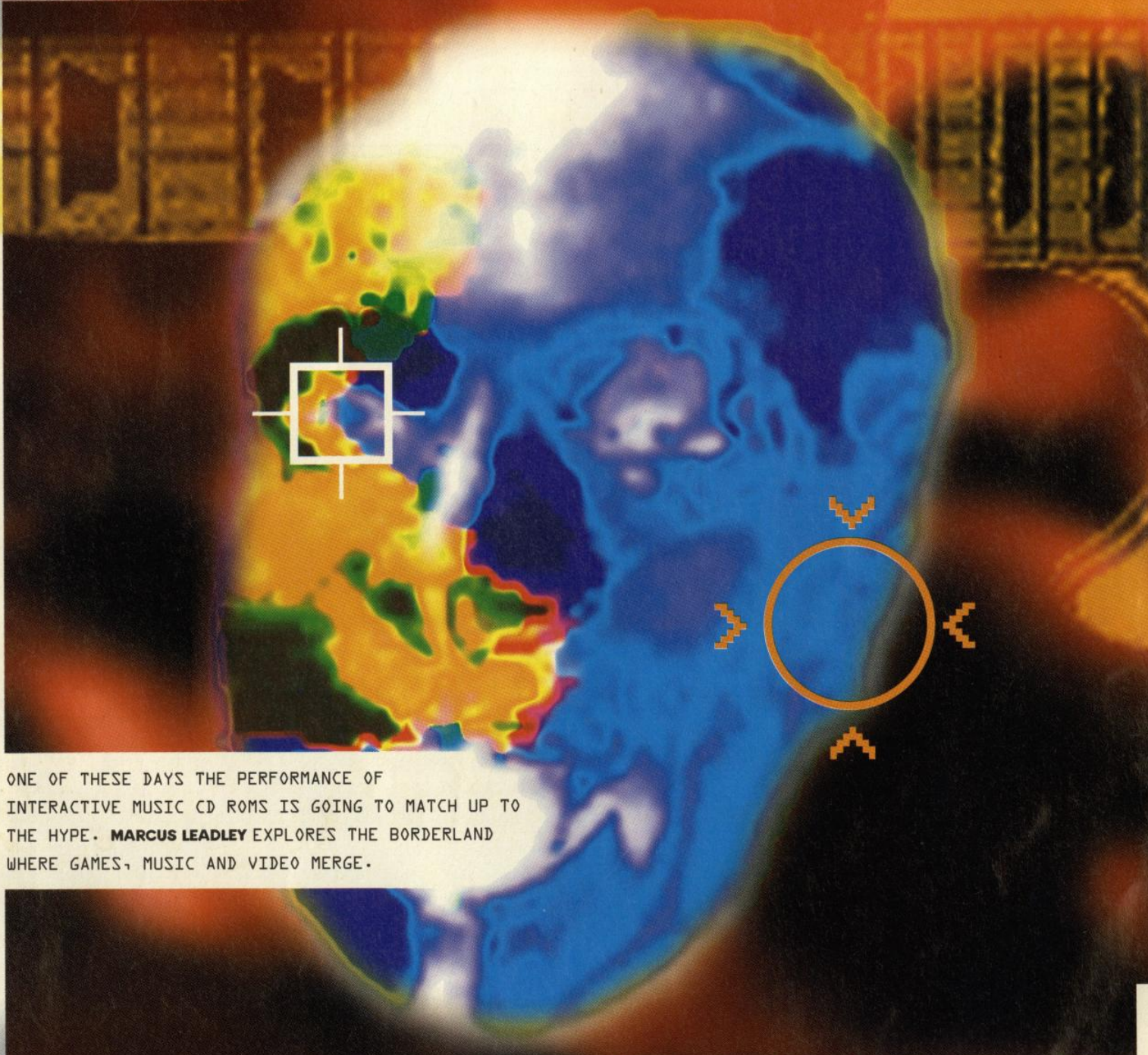
*Some of the games have yet to be classified in Australia, and may be rated MA 15+, so if you're under 15 then you'll need your parent's permission to receive some of the games. Judges decision is final and no correspondence will be entered into (we always wanted to say that!)



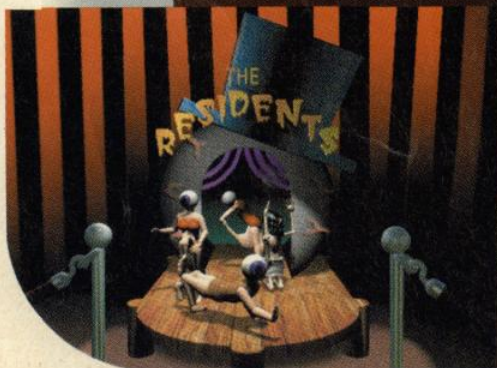
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PETER GABRIEL'S EXPLORA 1



ONE OF THESE DAYS THE PERFORMANCE OF INTERACTIVE MUSIC CD ROMS IS GOING TO MATCH UP TO THE HYPE. **MARCUS LEADLEY** EXPLORES THE BORDERLAND WHERE GAMES, MUSIC AND VIDEO MERGE.



THE RESIDENTS - FREAK SHOW

SOUND



Interactive - now there's a real 90's buzz word. Prince/Victor/Twitsymbol (smart move replacing your name with a character that's not on my keyboard!) likes it so much he's grabbed it as the title for his multimedia ROM - which we profiled in the September issue of HYPER. While quality ROMs aren't exactly flooding the market yet, a lot of artists (from unknown backyard bands to U2) are either working on them or working out how they should be approached. In general, both artists and consumers are confused as to what this new format can do.

"There's nothing to stop an artist getting a custom-made game featuring band members programmed or giving a detailed explanation of the song writing and recording process," says Simon Lloyd of Icehouse, one of the first Australian acts to produce an interactive package. Icehouse's was not really a full "interactive" experience, but a CD/floppy designed to make the information available to computer owners in general rather than the small ROM drive owners club (as yet there are no more than 200,000 units in this country). "Video clips can be included and the artist can record verbal messages if they want to.

The viewer can go to any level - play the game, read the lyrics or

go deeper - right to the MIDI files. If you had the right type of musical equipment you could then re-work the songs. People can either access the information or leave it alone - it's a question of choice."

When vinyl was replaced by CD a lot of people moaned about the loss of space for providing information with music. Now the amount available is getting kinda silly; with around 150mb (what's left after you've recorded about 50 minutes of music) you can get pretty detailed. Two approaches to ROM making seem to be emerging. On one side, you get the people who get all serious about their art - like Australian Guy Delandro. His ROM provides loads of information - even home video footage of studio recording sessions. The point and click environment is a bit like a modern museum display and viewed as such it's great - but it's all rather docile and adult. The over hyped Peter Gabriel's Explora is quite similar.

The other approach is to hit the entertainment angle as hard as possible. Prince's mixture of music, graphics, text, puzzles and video clips is a perfect example. It's interesting how American artists are going for the medium's fun dimension in a big way, but that's Hollywood I guess!

While CD ROM has great potential the technology doesn't quite live up to the hype yet. While Prince's ROM may provide us with 4 full length videos, 52 song clips, 31 video clips, 9 morphs, 76 animations and 11 "challenges" it still can't deliver full-screen full-motion video - the maximum size for that is a box a little bigger than a cassette case. Not bad, but certainly not awe inspiring. Sure, Prince's interactive rooms look great but how many of us are really interested in architecture?

"There's no point in denying that current interactive technology has limitations and to some extent we see it as an interim step," says Mike Fronzek, who works for the Sydney based company which assembled Guy Delandro's interactive. "CDI's already with us and 3DO will soon be here. Both formats offer full frame video in an interactive medium. 3DO's also capable of more real time three dimensional animation on the fly and it's probably about ten times faster than CDI. We're just getting the ball rolling now so that later we'll be right up with technology. CD-ROM however will be around for a long time because it's a really cheap archival medium."

Another problem for you and me is the price of accessing ROMs. For most of the high-end discs you'll need a 486 with 4MB RAM, a double speed CD

ROM drive, a 16 bit Soundblaster card and 15 MB spare hard disk space or a Mac with a double speed drive, 8 Meg RAM and 10 Meg free disk space. While basic music/interactive ROMs may continue to sell for roughly the same price as audio albums the cost of the latest US releases is stabilising at about AU\$100. Both the price and the packaging style of Prince's Interactive will be familiar to game players and I can't help feeling that the makers are cashing in on a price convention we already have to live with. At the same time almost any game wins the thrills per dollar race hands down. No doubt the prices will come down over time but frankly, if your sole reason for getting into computers at home is to view/play ROMs then the average games player would do well to stick to the platforms they know and love - at least for the time being. Music fans aren't going to be throwing away their systems either.

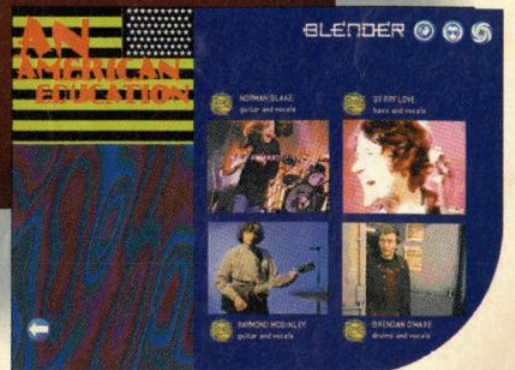
"To access the hi-fi audio you still have to put the ROM in a standard CD player," says Simon Lloyd. "Unless you have a modern machine which can sense the interactive element that's always on track one you'll have to manually skip to the second track. If you don't you'll hear a horrendous digital noise. As for the well publicised ability to remix tracks true interaction is still some way off. Todd Rundgren's is probably the closest - it offers something like 900 snippets of music from which you can compose something new." Interactive music CD ROMs aren't the marvel they're cracked up to be...

yet. One of these days someone's going to merge the awesome 65, 536 on-screen colour image technology and artwork Prince showed us with some real kick-butt action. Then we'll really start to see the sparks fly!



VISION

BLENDER





BLENDER

Tezuka took his cues not from comics but from films and animation. The use of long series of frames and a wide variety of camera angles to depict action, build up suspense, or reveal information almost gives the impression of watching a movie. Japanese young people, eager for cheap entertainment to help them forget their troubles in the aftermath of World War II, quickly showed their preference for this new and improved version of comics. They bought as many copies of Tezuka's debut work *Shintarajima* (New Treasure Island), as could be printed and avalanized Japanese publishers to the potential of manga. So profound an influence has Tezuka's work (more than 300 volumes) been in the world of Japanese manga that he was referred to even before his death as "manga no kami-sama," the god of manga.

SCREEN 3 of 8

BLENDER

evergreens from around the world

MANGA MADNESS:
It seems everyone is talking about Japanese comics and animation. Here's the lowdown.

THE BLACK VELVET UNDERGROUND:
Blender examines the Los Angeles underground (and manages to avoid discussing the earthquake).

[click picture to go to article]

GET BLENDED!

Everyone's been talking about how CD ROM magazines are the future but the first one to come along and blow our pants off has been Blender. Covering all forms of pop/youth culture - including films, music, books and video games, what makes Blender special is the high quality content together with the slick presentation. It comes from the street so everything is hip, happening and on the level. As their little blurb says, it is "Part video game, part magazine, part television program. Blender lets you choose what, when and how you want to view our content. For once, you can read a record review AND hear the music AND watch a video." AND guess what? They're not lying.

We've only seen the demo issue so far, but that was impressive in itself, as it covered such things as the LA underground scene, the Teenage Fanclub, Manga Mania, music reviews and an interview with Tamra Davis, noted film director. While the video footage was a bit grainy and small, with compression techniques improving all the time it shouldn't be too long before Blender looks absolutely superb.

The first full issue was out in the US in September and they're promising free levels of games they review, bonus fonts for all the designers out there and lots of other secret bits for those who want to explore. It's Mac and PC compatible and requires a CD ROM drive (doh!) and 4 MB of RAM to run. The best thing though is that it only costs \$99 (US) for 11 issues! If you're interested contact the Blender team through the bulletin boards on blendme@SonicNet.com or blendme@echonyc.com or phone them in New York on (212) 302 2626.

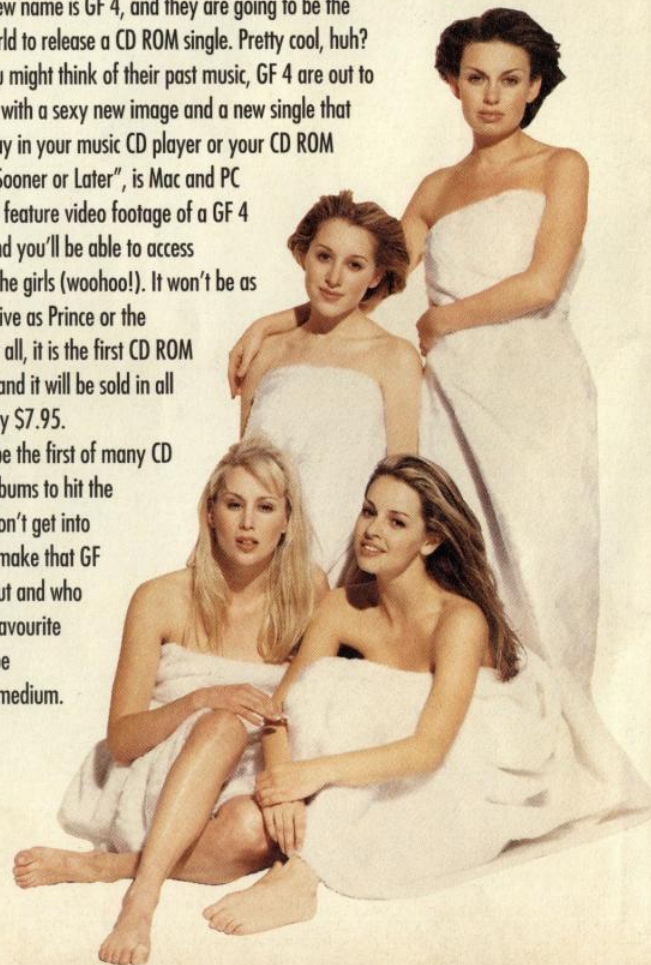
SC

GIRLFRIEND GET SEXY AND INTO CD ROM

Stop laughing. The Australian teen pop band, Girlfriend have gone through a small transformation since you last saw them gracing your TV screen on Video Smash Hits and the like. They've lost a member and a manager, turned sexy and discovered the wonders of CD ROM technology. Their new name is GF 4, and they are going to be the first band in the world to release a CD ROM single. Pretty cool, huh? No matter what you might think of their past music, GF 4 are out to change your minds with a sexy new image and a new single that you'll be able to play in your music CD player or your CD ROM drive. The single, "Sooner or Later", is Mac and PC compatible and will feature video footage of a GF 4 press conference and you'll be able to access information on all the girls (woohoo!). It won't be as graphically impressive as Prince or the Residents, but after all, it is the first CD ROM single in the world and it will be sold in all music stores for only \$7.95.

Hopefully this will be the first of many CD ROM singles and albums to hit the shelves, so if you don't get into Girlfriend...oops, make that GF 4, then just hang out and who knows, soon your favourite band/singer may be exploring the new medium.

SC



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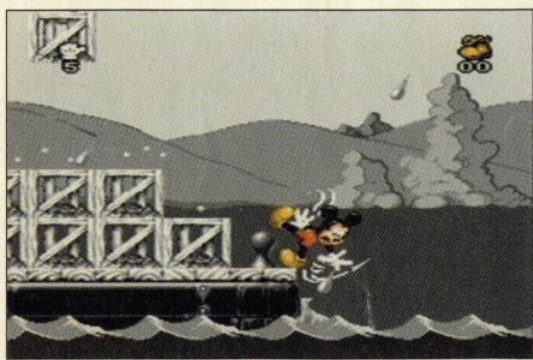
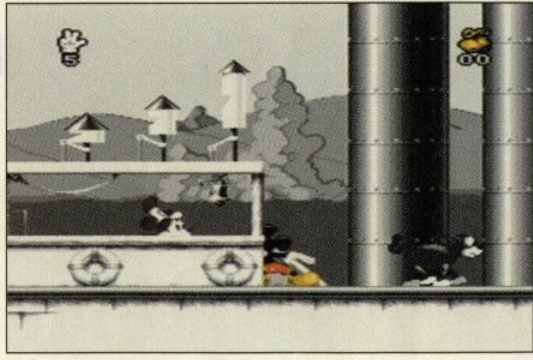
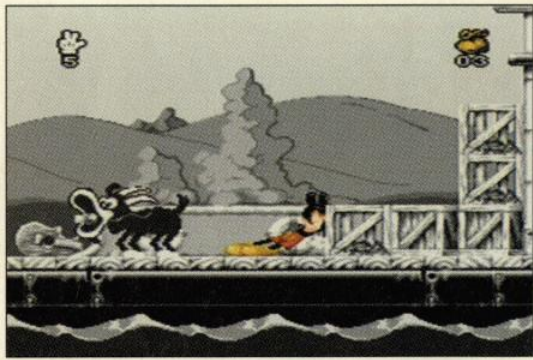
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WIZARDRY

SNES/MEGA DRIVE

Available: **NOVEMBER**
Category: **PLATFORM**
Players: **ONE**
Publisher: **SONY IMAGESOFT**



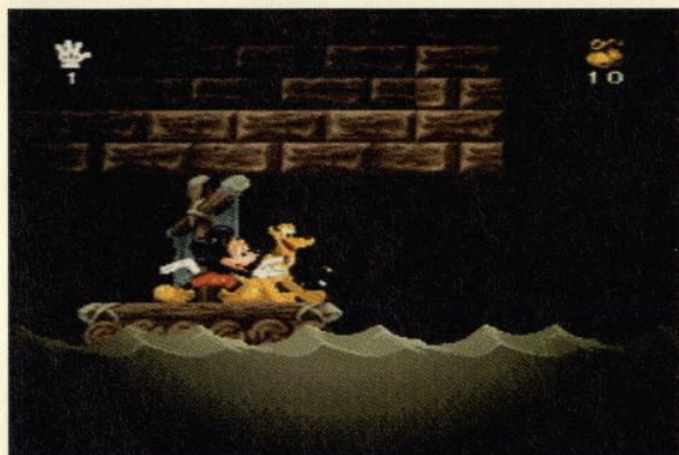


Mickey Mouse has been the star of some pretty special platformers for the Mega Drive and Super Nintendo (take *Castle of Illusion*, for example), but has also appeared in some pretty shoddy games (take *Fantasia*, for example). If nothing goes wrong in the final stages though, his latest outing, *Mickey Mania* looks set to fit into the first category, with some of the most beautiful graphics yet seen in a 16bit platformer.

Mickey is 65 this year, and *Mickey Mania* is sort of a celebration of his life (you know things are getting weird when you celebrate a cartoon rodent's birthday). The game follows the legendary mouse's career path, from his first black-and-white movie, "Steamboat Willie" in 1928 right through to his appearance in 1990's "The Prince and the Pauper". There are three chapters from Mickey's hey-day in the 1930s - "The Mad Doctor", "Moose Hunters" and "The Lonesome Ghosts" as well as a Jack and the Beanstalk type excerpt from "Fun and Fancy Free" which was made in 1947.

The levels have their own graphical style ("Steamboat Willie" is in black and white while everything else is in darkness) and the aim is to locate the original Mickey character from the movie. The gameplay is varied too (which is a very welcome thing) and includes standard platforming sections, puzzles and an amazing section which has Mickey running towards you being chased by a rampaging moose. Both the Super Nintendo and Mega Drive use some impressive 3D scrolling for this bit.

As with all Mickey adventures, the attention to detail is impressive and the gameplay is easy to pick up and run with. The animation is great, the sound is good and with only a few tweaks to go this looks being a real Christmas winner. We'll tell you if it is for certain next issue.



JURASSIC PARK

SNES

Available: **DECEMBER**
 Category: **ACTION**
 Players: 1-2
 Publisher: **OCEAN**



No, it's not a sequel to the biggest movie of all time, it's a video game trying to cash in on the dino-mania that shows no sign of going away.

The Mega Drive is getting its own version of JP2, but that's called Jurassic Park: Rampage Edition and is basically the same as the first Sega game, except with some brand new levels. We won't worry too much about that because the first Sega game sucked the big one. Hopefully for the Rampage Edition they'll do something about the horrific controls at least.

Anyway, the SNES Jurassic Park 2 is a whole new game, so it gets points for originality at least. It takes place after the events in the film, and involving a nasty, interfering corporation taking over the park in an attempt to make money by exploiting the dinosaurs. You (and a friend if you want) go to the Island to try and stop them. The format is very different to the first SNES Jurassic game as it is mostly a side-scrolling shooter. Your enemies are both human and dinosaur, and there'll be lots of frantic shooting and running.

The graphics are very pretty, and the section where you're in the back of the jeep with the T-Rex chasing you looks pretty intense. The rest looks like being standard action with not a lot of originality being displayed in the Beta version we tested. Ocean did a good job of the first game, so let's hope they don't stuff this one up. The game is due out in time for Christmas (surprise, surprise) and we'll give you a full run down soon.



Wake of the Ravager

PC/PC CD ROM

Available: NOVEMBER

Category: RPG

Players: 1

Publisher: SSI

Ah, AD&D. Playing this pre-Beta version of the sequel to 'Shattered Lands'

brought back memories of camping at friends houses for weekly sessions of lunacy, sitting around a dining table groaning under the weight of icky soft drink, mountains of chip packets and innumerable, badly painted, lead figurines. While their befuddled parents looked on, a faint glimmer of hope in their eyes that one day their beloved child may grow out of wanting to psychopathically slay everything that dares get in his or her way.

This early version of the game, so graciously supplied by EA Australia, is extremely sketchy in detail and nowhere near complete, but it looks and plays very much like its predecessor, from what I could tell, with a new more intricate plot structure and characters. The action starts in an unknown city, whose identity will no doubt be revealed in the finished version, your party is asked for help by a young peasant woman who is slain immediately after making the request, always a neat way of tying up loose ends, isn't it? Your job then entails poking around the city trying to find out what's going on.

The game will appeal to those of you who enjoyed 'Shattered Lands' and anyone else looking for some role playing fun without the unsightly guests whose only real ravaging seems to take place in your refrigerator.



WHAT DO YOU SAY?
WHAT did you see?
You've got the wrong person, kid!
Lead on! I'll help you destroy this evil!
I'm not going anywhere with you!



THY-YOU!
73/73
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MOVE : 9

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B.C. Racers



As we keep telling you, the English company Core Design seem to be the only Mega CD game producer worthy of calling themselves that. Their next CD extravaganza is B.C Racers (which used to be known as Chuck Rally), and as you might be able to tell from the title, it's a prehistoric racing game.

It looks a bit like Mario Kart, and is a full 360 degree, 3D race with over 30 tracks taking place in 8 different terrain types. The different tracks are Rock City Race, Night Rally, Desert Drive, Jungle Rumble, Swamp Stomp, Blizzard Blitz, Cave Rave and Volcano Dash, and each will have its own particular dangers.

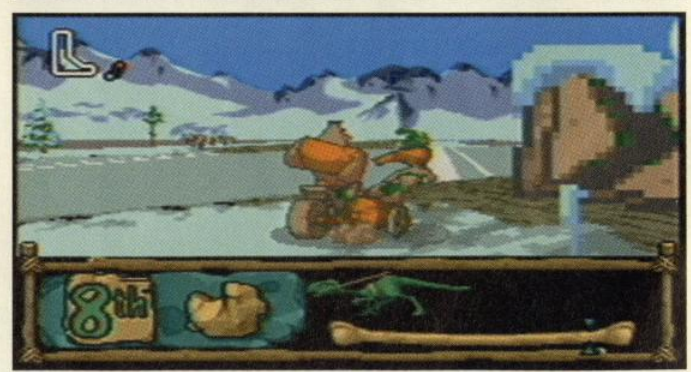
Millionaire playboy, Millstone Rockafella, has arranged this series of races, with the big prize being the Ultimate Boulderdash Bike. Of course, all the prehistoric re-heads want it, so it's a no-holds-barred rumble. You play Caveman hunk Cliff Ace, and you're ably assisted by the babe-licious Roxy, who rides in the bike's sidecar and can punch out opponents that get too close. You're up against 7 other bikes and 13 opponents (yep, most of

MEGA CD/MD 32

Available: **NOVEMBER**
Category: **RACING**
Players: 1-2
Publisher: **CORE**

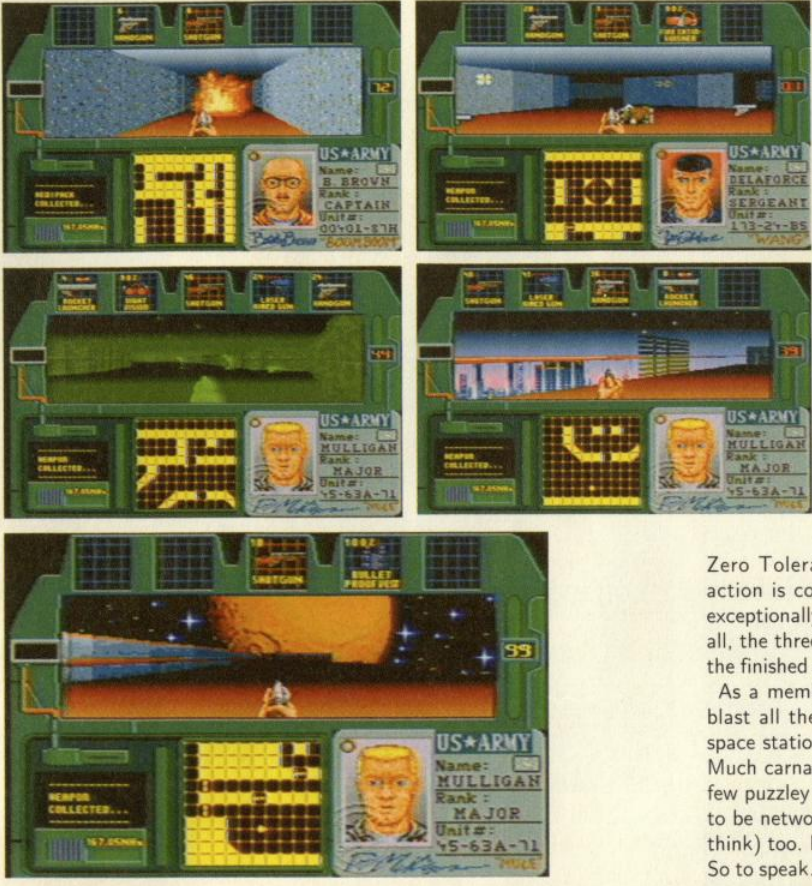
the opponents have helpers in the sidecar too - it's only the stupid Stiggy Saurus who rides solo), with each bike representing a different bike-manufacturing company. **WARNING - LOTS OF BAD PUNS COMING UP!!** These opponents include Axle Roads (groan), Brick Jagger (moan), Granite Jackson (barf), Teena Burna (puke), Gary Gritta (retch), Jimi Handtrix (dry gag) as well as our old friends Chuck Rock and Chuck Jnr.

In the 2 player option, you can play as any of the competitors with one player controlling the direction and the other in charge of fighting opponents. In the upcoming Mega 32 version, there will be a split-screen two-player race. With four difficulty levels, two viewing perspectives (overhead or behind the bike), "wacky" 3D animation and a stoneage babe riding in your sidecar, B.C Racers looks like one of the funnest (I know that's not a proper word) games ever for the Mega CD (admittedly, this is not a huge achievement) and a pretty good start for the Mega Drive 32. We'll have a full review real soon.



Zero

MEGADRIVE



MEGA DRIVE

Available: **NOVEMBER**
 Category: **3D BLASTER**
 Players: **1-2**
 Publisher: **ACCOLADE**



It seems that everyone is scrambling to cash in on the phenomenal success of Doom and thankfully, Mega Drivers aren't going to be left out in the cold. Both Blood Shot (check the review this issue) and Zero Tolerance are first-person blasters firmly in the Wolfenstein/Doom mould and both of them are good enough to keep fans of the genre very happy.

So which one's better? Well, from what we've seen of the preview cart (and when a game has only three levels and "For Preview Only" slapped all over it, we don't review it, unlike other, less scrupulous magazines),

Zero Tolerance could have a slight edge. Although the action is confined to a narrow window, the 3D engine is exceptionally smooth and the scrolling is excellent. Best of all, the three levels we played (there'll be a total of thirty in the finished cart) were a lot of fun.

As a member of a crack US Army unit, it's up to you to blast all the alien nasties in sight - they're infesting your space station and the guys at Flick refused to take the job. Much carnage ensues. Lots of weapons, lots of powerups, a few puzzley things - it's all here - and it looks like it's going to be network compatible (through the Edge 16 modem we think) too. Keep your eyes peeled and your weapon cocked. So to speak...

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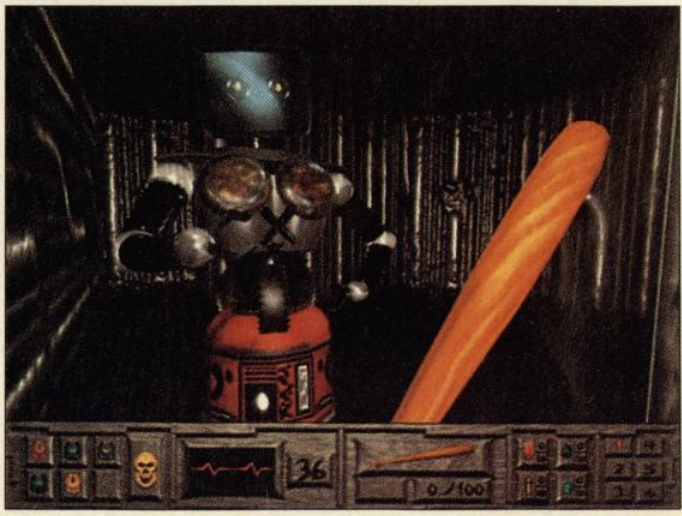
PC/CD ROM

Available: **OCTOBER**
Category: **ACTION**
Players: **ONE**
Publisher: **MERIT SOFTWARE**

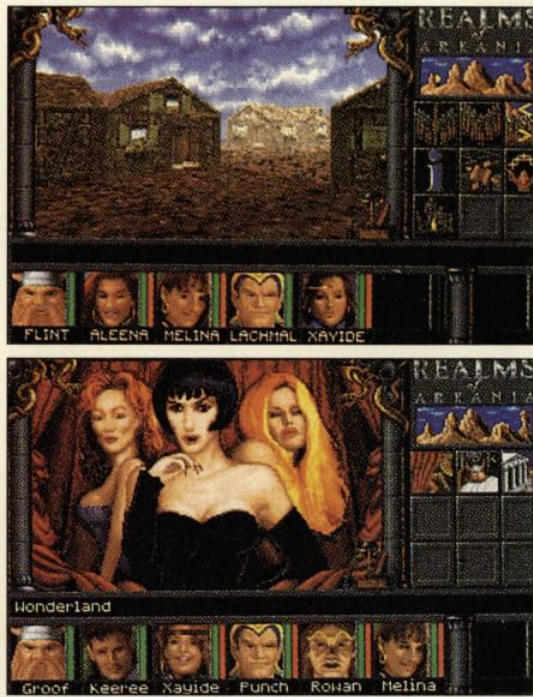


Arrghh! It's Doom with clogs! Actually, it's a rather spiffing new game from Merit Software and the blokes who brought us Privateer, called The Fortress of Dr. Radiaki. You are Mack Banner (yet another unfortunate American name to go with Chip, Bud, Dack and Chad), a United Nations special agent who must infiltrate the fortress of a suspected nuclear terrorist, the crazed Japanese businessman, Dr. Radiaki. Everything is done in the now legendary Wolfenstein perspective, but the gameplay looks more like Doom. The bio boasts better background animation and more detailed 3D characters than Doom, so a very tasty game it looks set to be indeed!

At the beginning of the game you're ejected from a torpedo tube armed only with a baseball bat, so that might give you an indication of the style of humour involved with the game. Kill one of Radiaki's robots and toast will fly out of it's head! And no matter how much you try, you'll never be able to kill the mutant Samurai, because they commit ritual suicide before being beaten! There are 15 levels of play, "surround" sound effects and on the CD-ROM version a little bit more of absolutely everything (including levels). Frankly, it looks like a bit of a corker, so trust HYPER to get it in and play test it for you real soon.



Privateer



PC/CD ROM

Available: **OCTOBER**
Category: **FANTASY RPG**
Players: **ONE**
Publisher: **SIR-TECH**



Oooh, a room full of chocolate fudge! Mmmm, a room full of chocolate fudge and whipped cream! Aaah, a room full of chocolate fudge, whipped cream and Cliff Richard!! Yes! Nothing like a good fantasy, that's what I say! Well it seems that Sir-Tech agree with me because they've just stitched together a brand new Fantasy RPG from their Arkania series for CD-ROM called Star Trail.

As you can imagine it involves the usual good-old character creation (12 races in all) and 3D scrolling adventuring (except for fighting which is done in an isometric perspective). It looks to us as just another RPG, and by the screen shots, not a very original one at that. But... RPG fans everywhere will no doubt be frothing at the jaw for it, as they tend to do. You've got your easy-to-use "keyword" dialogue system, your Print option for character and diary information (very handy that), your automap with zoom and edit capabilities and well, gee, I think this has got it all!

Bedroom warriors everywhere will be happy to know that the Star Trail is a sword and the Salamander Gem is exactly what it says it is, and that they both need retrieving. Strap on your broadsword and hunt this game down (unless of course we end up telling you next issue that it's utter poo). With over 50 monsters, 350 weapons, digitised speech and a gripping musical score, Star Trail should hopefully be a nice addition to any budding adventurers booty.

Realms of Arkania



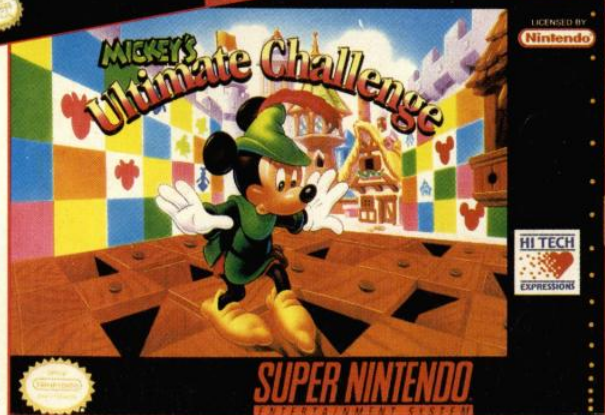
Star Trail

radical

too hip to be extinct

He's the **baddest**, **raddest**, fire-breathing Tyrannosaurus on wheels, and he's out to **kick some butt**, **rescue his main squeeze** and save the dinosaur race - without ever **losing his cool!**

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HOTTEST FAS

DRIVING

Virtua Racing

1 - 4 players

The Granddaddy of the new generation of racing games hit things hard. By things I mean the arcades, your wallet and your body. Peering over the crowd you would be hear the cries of astonished people hopping out of the machine. They'd be saying "Holy Cow the machine literally throws you around the cockpit" (this is the PG rated version). What could you do? You were a sucker for punishment, give it a go! And well, unfortunately, they were right!

Not only were your visual senses assaulted by the awe-inspiring graphics, but you were in for one hell of a kidney massage with the punching and prodding mechanics of the

machine as your car rounded corners or stacked it big time!

Virtua Racing set a new standard for racing games. Yes, you could still race other people, as in Final Lap, but this machine seemed to have a new, almost alien intelligence. Not only did the seat prod the hell out of you, but you would lose control of the steering wheel when nudged by another car. The sound screamed in your ears, and as you look to your left as an opponent has snuck up beside you. All of a sudden a new aggression takes over, you have one thing on your mind - run the bastard off the road.

Wow! This is game was real! And it still kicks two years later. The graphics are powered by Sega's custom Model 1 graphics board. Hurling polygon's around the screen at a mighty 180 000 polygons/second! So no only did you get a fast game, but here we were introduced to the VR button. Pressing it would change not only the view of the race, but of the whole arcade racing genre.

Graphics: 3 skids

Sound: 4 skids

Fun: 3.5 skids

Outrunners

1- 4 Players

A change from the seriousness of the Virtua Racing, this is a rehash of an old favourite. Outrunners is in fact, for those of you to young, (or too stupid) to remember, the sequel to Outrun. A very popular racing game of its day (1986) the idea was simple and furthermore, instantly playable. Instead of driving an F1 or some other dicky car you were placed behind the wheel of a Ferrari Testarossa where your goal was not to finish laps, but to head on a kind of rally across America.

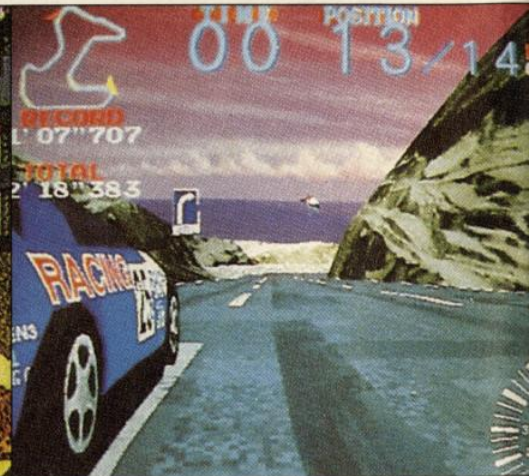
Now, with Outrunners, the race has been changed to include some new features. The race goes across the world, with 30 stages and ten finishes, including one in Australia! Instead of just one car, now you could choose from 8 cars, each one with their own pro's and con's but all are very cool, with a design and name that would appeal to everyone! On choosing the car, you can choose from automatic or manual and then it's time to get ready for one hell of a funny race that is a must play if you're out with friends!

One of the best aspects of the game is the sound. Featuring Sega's digital sound and an almighty woofer right behind your head, it's time to choose your tune, sit back and enjoy the scenery as you race through nearly every country in the world!

Graphics: 4 skids

Sound: 4.5 skids

Fun: 4 skids



TEST AND MEANEST GAMES.

WHICH ONE HAS THE BEST VALUE FOR MONEY, THE BEST REPLAY VALUE AND THE HOTTEST GRAPHICS? READ ON, AND YOU'LL BE MAKING MORE THAN SKID MARKS ON THE ROAD!

Ridge Racer

1 - 4 player

How about combining the fun of Outrunners with some realistic graphics for driving? Well thankyou Namco! In retaliation to Sega's Virtua Racing, Namco pulled out their big guns with Ridge Racer, the first game to use textured bitmapping over the polygons to bring the most realistic, slickest and fastest racing game to our ever-sweaty palms.

The fluid graphics were great, the sound was great, but then came something bigger, something better, in the form of ... well read on...

Graphics: 5 skids

Sound: 4 skids

Fun: 4 skids

Daytona USA

1 - 8 Players

Well, just as Ridge Racer was being released, Sega Japan was putting the finishing touches to their piece de resistance - the beautiful Daytona USA.

Ok, so it looks like I saved the best until last, doesn't it? I mean, you could say that Daytona squeezes the other games of their best elements and improves on them twice as much to produce the best racing game ever to hit the arcades.

Can you fault the graphics? No. The merry men in Sega Japan's AM2 division have really out done themselves. There are no polygons in sight...well, that's not exactly true. This time they're disguised under copious amounts of texture mapping, to give the full effect of actually being there!

This machine can throw more sprites around per second than any other game. Boasting Sega's custom Model 2 graphics board, it can hurtle, spin, crash, mutilate, and toss around 300 000 polygons per second! That's nearly twice as much as Virtua Racing!

But there's more! There is also the standard Sega change-your-view VR buttons to give four different views as you are racing. Other great graphical touches include when you run into another car, bits of car fly everywhere. What else can I add? There are forty opponents to race against, there are three tracks for different difficulty levels, there's auto or four speed manual and the sound is, well, phenomenal! Those of

you who have seen it know, how good it is, if you haven't seen it, grab some travel sickness pills, because you get nauseous just standing there watching someone else play it! Full skid marks all the way!

Graphics: 5 skids

Sound: 5 skids

Fun: 5 skids





DOOM II



PEOPLE PLAY GAMES,
BUT THEY ENTER DOOM.
IT'S A PHENOMENON.
DOOM 2 IS BIGGER AND BETTER.
BEN MANSILL ENTERS

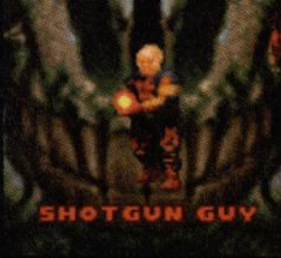


HELL ON EARTH

PC/PC CD ROM

Available: NOW
Category: ACTION
Players: 1-4(at least)
Publisher: id
Price: \$89.95
Rating: MA 15+

DOWN TO HELL ON EARTH





At midnight on the 10th of December 1993 the PC game DOOM was released onto a mostly unsuspecting world. In less than a year, it has become the most talked about computer game since Space Invaders. It is probably the most excitement-charged piece of computer software ever made, it's creators have deservedly become multi-millionaires and the head of IBM felt the need to assure us that the new OS/2 will be DOOM capable. He needn't worry though, DOOM either currently runs on, or is being developed for at least 12 different operating systems - including Jaguar, Sega Mega Drive 32, Mac, UNIX and Solaris. The single reason for this incredible success is simply that playing DOOM is huge fun. You are there, you are doing it, it is real.

DOOM 2 will be a seller, regardless. But what will it offer? Players wanting an extension of the DOOM experience need look no further than any decent BBS. There are dozens of patches, utilities, editors and especially the now famous .WAD files, available for download. Created by frustrated geniuses motivated by fame not fortune, they offer relatively subtle modifications like replacing all the sounds with samples from movies - try and get the Monty Python patch, which has Demons screaming "RUN AWAY", "I'LL BITE YOUR LEGS OFF" and "HELP, HELP, I'M BEING OPPRESSED". This definitely adds a whole new dimension. More extreme .WAD files work wonders like transforming the buildings and beasties to worlds of Alien, Dr Who, Star Trek and Star Wars. Level Editors are freely available, so your own perfect DOOM world is only a phone call away. Those lovable boffins at Id had better do something very right with the sequel then, if they are to compete in the market they created.

The very good news is that DOOM 2 has a generously increased dosage of that singular quality that ensured the dramatic success of its predecessor - unbelievable gameplay. It uses the same basic game engine - the quality of the graphics remain unchanged, so don't expect a Super VGA miracle. There are new beasties to slaughter and new things for your dude to do, but best of all, better than any BBS patch, DOOM 2's levels are both huge in number and awesome in scope. They were designed by players who know what good fun is. The worlds are so perfect they seem designed more for a real person to run through, instead of being entered through a computer.

Hell On Earth

There is plot! Apparently the evil nasties have somehow made their way to Earth, and they need killing - which is your job, of course. There are thirty basic levels in DOOM 2, plus at least three secret levels. Starbase, City and Hell are the basic zones with ten levels in each. The levels progressively and smoothly evolve their style into more extreme and bizarre architectural incarnations as the game progresses; each requires brilliance in a particular skill, or great competence at everything.

DOOM 2 is claustrophobic friendly, as many levels are so outdoorsy you'll need a tent. Sprawling plazas, town squares, the Burbs, it's all here for you to rush through in wonderment, destroying as you go. Playing fields far bigger than any in the original, with many towering apartment-type complexes, boasting balconies, turrets, stairways and windows - normally populated by evil nasties firing relentlessly in your direction. Dodge well and be swift and cunning. Inside, vast cavernous Keeps with threading tightrope mazes await. Steady balance under heavy fire is needed or a six story drop into a radioactive slime pit will result.

Far greater use has been made of "devices" in DOOM 2; teleporters, switches and levers are everywhere. In keeping with tradition, they don't necessarily do any local good, an essential bridge raised on the other side of town might be the reward for that bitterly fought for control panel. Some though, open a door only a short distance away, just short enough to allow a perfect turn and sprint to get through before it slams shut automatically. Cruel.

DOOM is basically gunfighting though, and the levels cater for it with absolutely perfect combat zones. Deadly sniping positions, daring gauntlet runs, solid defensive safe areas, DOOM 2 was designed by people who either play Paintball religiously or have wicked, evil imaginations. Multiplayer

Deathmatch games will become considerably more addictive than they already are, and will account for millions of dollars more in lost (Novell network equipped) office productivity, over and above the existing socio-economic drain DOOM is already responsible for.

Mastering Movement

Mastering perfect movement control and tricky stuff like slide-moves and strafing was not essential in DOOM, but it is in the sequel. Everything is harder. New Bad Guys include a Mad Punching Skeleton Thing (Revenant), which can launch potent missiles at you from a distance, so the trick is to rush in close and slug it out with a close-in weapon like your fist or the chainsaw, while it thrashes about wildly with surprisingly dangerous schoolboy swings.

Mancubus - a cross between Jabba the Hutt and Rambo - is a threat worth considering too. He fires continuous Plasma rounds and takes a dozen long-range rockets to kill (two or three at point-blank if you're really stupid). Least likeable are the Arch-Vile who actively pursue you no matter where you run. They do so rapidly and efficiently and have the unpleasant ability to resurrect any dead baddies you may have previously wasted. Occasional appearances are also made by new Cyberdemons and Arachnotrons.

It is a great pleasure to note that Beasties seem far more susceptible to cross-fire engagements - where they turn on each other if a Baddie has accidentally shot one of his own. One extremely satisfying room opens to reveal two especially evil monsters on pedestals facing you. Not a problem - just run between them and they open up with a monumental battle that lasts a few minutes and can be watched in absolute safety from any position. Very cool.

Cool Acrobatics

The new architecture has provisions for some serious acrobatics. New moves are needed in this 3D Prince of Persia, for perfectly timed running leaps of faith are often the only way through. The new Space Marine can climb too, not because of any new ability, but by virtue of the brilliant architectural design, seemingly out of reach ledges can be reached by hugging the wall while carefully moving along. Sudden stop and turns are often needed immediately after a jump or climb, or a long fall back to square one results.

One particularly evil level has a maze of towering pillars set at just the right distance apart for a perfect jump followed by an equally perfect rapid stop. Hard enough, harder still considering you are under fire the whole time from those painful floating, smiling orbs. You can't use a weapon with decent stopping power like the rocket launcher, because the recoil will send you over the edge. Another has a string of linked chambers packed with oil drums, one pistol shot and the lot goes up in an incredibly explosive domino effect. Stand well clear or fry. Torturous, but the whole package is more fun than DOOM and that's about the highest compliment there is.

DOOM 2 is a gift from the Heavens - or is that Hell? Fantastically violent it is and that's not all! A bigger, bolder, sexier and meaner universe now exists for you to rampage your way through, with skills honed in the world you love best. DOOM was the practice round, this is the real match.



REVENANT



ARCH-VILE



THE CYBERDEMO



ARCH-VILE

OVERALL

Improves and extends DOOM's existing level of perfection. A virtual experience capable of inducing both terror and sheer joy. And it's packed full of demons!

94

VISUALS

You've seen it all before - so be thankful. A rapid and furious pace through 3-D wonderworlds. Nothing is more convincing. Get a fast 486+.

93

SOUND

Wailing snarls provide intuitive feedback, as well as scaring you witless. The sounds make the game and justify a seriously amplified system. Share it.

94

GAMEPLAY

The contribution DOOM makes to ridding society of its stresses should be gratefully acknowledged.

96

LONGTERM

Are you kidding? DOOM 1 hasn't peaked yet! Postpone that planned family reconciliation until you finish it. Carnage awaits.

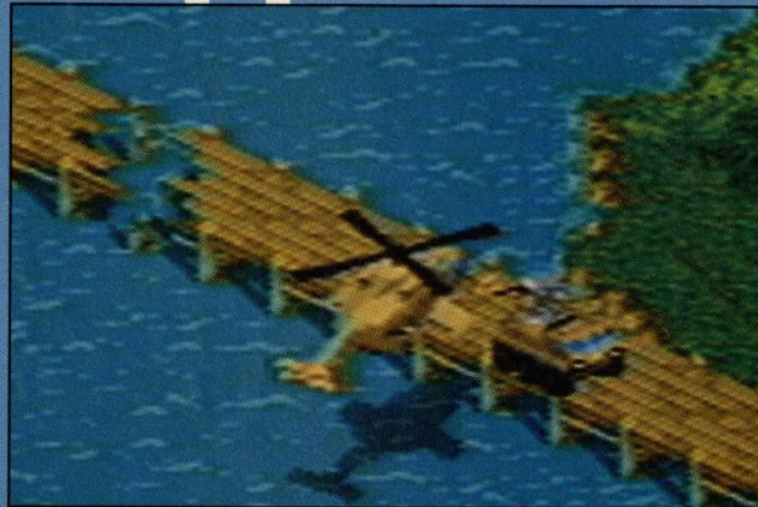
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MEGA DRIVE

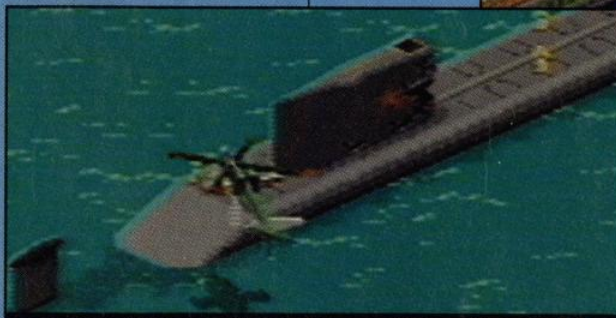
Available: NOW
 Category: ACTION
 Players: ONE
 Publisher: ELECTRONIC ARTS
 Price: NO RRP
 Rating: TBC

HAWAII PROVIDES THE SETTING FOR YOUR FIRST MISSION OF BLASTING FUN. YOU EVEN GET TO SWITCH CHOPPERS, MUCH LIKE KERRY PACKER DOES

ANOTHER DAY,
 ANOTHER CRAZED
 PSYCHOPATH
 INTENT ON WORLD
 DOMINATION AND
 THE DESTRUCTION
 OF EVERYTHING
 WE HOLD DEAR.
 ONLY ONE MAN
 CAN SAVE
 US... BUT
 UNFORTUNATELY
 HE'S NOT
 AVAILABLE.
 ANDREW
 HUMPHREYS
 WILL HAVE TO DO.



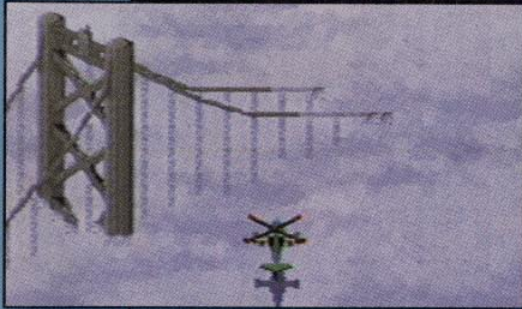
THINGS GET BUSY ON THE BAJA OIL RIGS WITH SEA RESCUES AHoy, NUCLEAR SUBS TO REPAIR AND YOUR FIRST TASTE OF STRIKIN' ON FOOT



THIS IS MEXICO, HOME OF THE TACO. BUT WHO'S GOT TIME TO EAT WHEN THERE'S SO MUCH TO SHOOT?



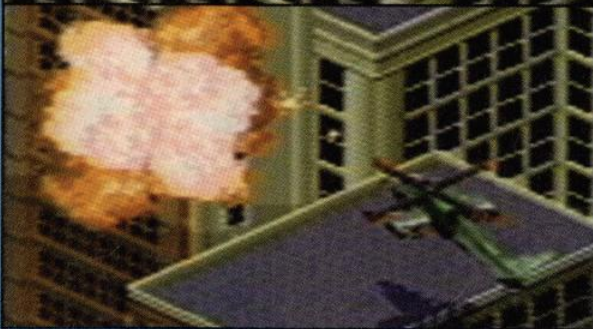
URBAN STRIFE



SAN FRANCISCO IS COVERED IN CLOUD - WHAT A COPOUT! MORE FOOT MISSIONS AWAIT



NEW YORK - THE ONLY RECOGNISABLE LANDMARK IS THE CHRYSLER BUILDING. LOTS OF RESCUING, LOTS OF DESTRUCTION



While they may be incredibly good fun, EA's (Insert Location of Choice) Strike series has never scored too many points for political correctness. In fact, the scenarios their programmers have come up with (no doubt whistling the Star Spangled Banner all the way) have been tasteless to the point of excess. There's probably lots of people in the Middle East and South America who still feel insulted.

Urban Strike is different. There'll be no infringements of sovereignty this time, no siree - this time all the territory we ravage is American. The villain of the piece starts off as a Yankee too: H. R. Malone is one of the world's richest people and he bears more than a passing resemblance to a certain H. Ross Perot. Unfortunately, he turns out to be un-dead (and still South American) Drug Lord Carlos Ortega, but the end result is the same: America is under siege and they're sending you to sort it out.

More Please

So is it any good? Yes and no (you knew it was going to be one of THOSE reviews, didn't you?). As an extension to a successful series, Urban Strike works just fine, but it really is no more than a re-hash of a tried and true formula and if you're expecting anything stunningly different, you're going to be slightly disappointed.

Part of my disappointment was due to the fact that I'm so familiar with the Strike games and, frankly, I'm just too darned good at it. I finished the game in two solid sessions (around six or seven hours all up) with the minimum loss of life (I did miss a captured co-pilot though). And I won't be alone - anyone else who's mastered the first two games will probably rip through Urban Strike too.

There are some new features, but the bulk of the game consists of zipping around in your trusty chopper, blasting the nasties, rescuing the goodies and generally creating as much havoc as you can. The basic strategies are exactly the same: keep an eye on your fuel/weapons/armour, jink as much as you can and do everything you're told to. If you already know what to do, it can't be as much fun, can it?

Of course, if you're new to the whole Strike thing, it's a completely different story. Learning to control the chopper and all its idiosyncrasies will be one of the highlights of your life as a gamer and Urban Strike may well be one of the best games you've ever played. But even in the unlikely event that you're a Strike virgin, I'd have to recommend Jungle Strike over Urban Strike. I'm sorry to say it, but Jungle Strike is bigger, tougher (especially the final couple of missions) and a lot more varied than Urban Strike.

New Bits

The biggest "innovation" in Urban Strike is that you get to do a few missions on foot. With only 200 points of armour, a rifle (thank heavens it's got a grenade launcher) and lots of enemy soldiers who want to kill you, you'll wonder why you ever left the relative safety of your big, powerful helicopter. Unfortunately, all of the foot missions are pretty basic (especially in terms of control) and if someone showed them to you as a stand alone game, you'd probably laugh heartily.

Aside from the pedestrian bits, there's a bigger, slower chopper to fly (for rescue missions) and you get to drive an enemy GAV (a tank) for a while. But where's the attack cycle? The hovercraft? The stealth bomber? Those bits where you have to cover the bus? They're in Jungle Strike and, it seems, Jungle Strike only.

As you'd expect, the scenery is new too, but curiously, it's not very urban. Hawaii looks like it came straight from Jungle Strike. In fact, only New York (a repetitive collection of rooftops) looks remotely like a city; San Francisco is covered in cloud and Las Vegas is sparse and open. And the indoor level? Please... All up, the level design is unimaginative and disappointing. The sound effects are a bit better (hearing the individual screams of the foot soldiers you waste is cool) but still, they're not much of an advance on previous efforts.

Don't get me wrong - I wouldn't have missed Urban Strike for the world and I enjoyed every minute of it. I wouldn't have sat there for more than six hours if I didn't. The gameplay is still tight and exhilarating but as a sequel, Urban Strike just isn't as good a game as it should have been. Strike lovers won't want to miss it (hiring is the better option) but a bit more ambition and imagination would've gone a long way.



WILLY AGUILLAR: BRAVO
ORIGIN: NICARAGUA
A FREEDOM FIGHTER, HE CAN PUT A CLIP OF BULLETS INTO THE AIR & SIGN HIS NAME WITH THEM.



JILL FISHBEIN: LEGAL
ORIGIN: ISRAEL
AIRCRAFT WEAPONS ARE HER LIFE. MAKES GOOD PILOTS LOOK GREAT & LEAVES BAD GUYS FULL OF HOLES.



PETER DEMETRI: COSSACK
ORIGIN: RUSSIA
TOO MANY ACTION FILMS FOR HIM. FAST ON THE DRAW & STRONG AS AN OX. BUT LACKS CONCENTRATION.



MARK DOUGLAS: LONG-HAUL
ORIGIN: UNITED STATES
WHEN THE GOING GETS TOUGH, THE SMART LOOK UP MARK. JACK OF ALL TRADES, HE'S GREAT.



VIVA LAS VEGAS. IF ONLY ELVIS WAS ALIVE TODAY...



SECOND VIEW

Unfortunately, I've got to agree with Andrew again here (and I hate agreeing with Andrew). Urban Strike is a great game and will keep you happy for hours on end, it's just that you've done it all before. Apart from the on-foot missions (which are OK for a break), there's nothing here that you haven't done in the jungle or the desert. Which is disappointing considering that the opportunity for mass destruction and multiple explosions is far greater in the city.

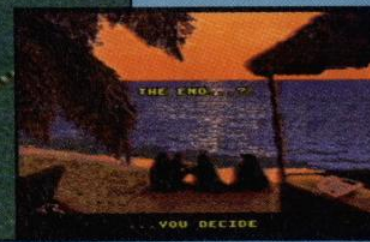
Just like the Sonic series, the Strike games are certified classics that seem to be approaching the end of the current cycle. E.A. should be satisfied with the trilogy as is and move on for the next instalment (and I sincerely hope there is another Strike game because the basic gameplay is superb). By this I don't necessarily mean going to 3DO (although that would be mad), but there needs to be some innovations and changes if the series is going to continue being successful on 16bit machines. Urban Strike is a winner, no doubt about it, and Strike fans will be happy all over again, but as far as I'm concerned another Strike game that follows the same style would be overkill.

Stuart Clarke

THE FINAL MISSION PUTS YOU AND YOUR CHOPPER UNDERGROUND. THE CARPET SUCKS, BUT THE CEILINGS ARE HIGH



YOU MAY HAVE WON THIS BATTLE! BUT I INTEND TO WIN THE WAR! EXPLOSIVELY!



VISUALS

Nice enough to look at (although it's not really urban) but it's a bit sparse in some areas. Smooth, fast scrolling.

80

SOUND

Big explosions, big death screams, lots of whirly-whirly chopper noises.

82

GAMEPLAY

More intense flying, shooting and rescuing fun. The foot sections are a bit bland though.

89

LONGTERM

Experienced Strikers will rip through it. Too short and relatively easy.

70

OVERALL

Striking? Not really, but a very good addition to the series nonetheless.

84



ERICH MEMHAUSER: NEWGUY
ORIGIN: GERMANY

NEW TO THE TEAM & UNTESTED. PARTNERED WITH AN EXPERIENCED PILOT. I THINK HE'LL DO FINE.



SIMON FREEMAN: FREEPERSON
ORIGIN: UNITED KINGDOM

AN EAGLE-EYED SHARPSHOOTER & LOVES HIS CRAFT. EVERYTHING ELSE TAKES 2ND PLACE TO HIM.



JIM FLAHERTY: OUTBACK
ORIGIN: AUSTRALIA

GAMBLES ON HORSES, NEVER WITH HIS PALS' LIVES. I KNOW WHO I WOULD WANT AT THE WINCH.



ATSUKO MATSUMOTO: STINGER
ORIGIN: JAPAN

AN EX-SMUGGLER WITH A BTH SENSE. SHE CAN WINCH AND SHOOT BAD GUYS AT THE SAME TIME.

vortex

IT'S THE LATEST
SUPER FX CHIP
GAME FOR THE
SUPER
NINTENDO, BUT
CAN IT
COMPARE TO
THE BRILLIANT
STARWING OR
STUNT RACE FX?
ELIOT FISH TRIES
TO ANSWER
THAT
QUESTION...

SELECT

TRAINING
▶GAME

BATTLE
SYSTEM
HARD SHELL

WEIGHT:9800
HEIGHT:1.3M
SPEED:10KPH



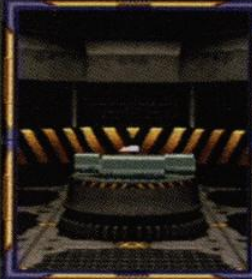
THE HARD SHELL IS QUITE HARD

SELECT

TRAINING
▶GAME

BATTLE
SYSTEM
LAND BURNER

WEIGHT:9800
HEIGHT:1.3M
SPEED:160KPH



MUCH HARDER THAN THE LAND BURNER

SELECT

TRAINING
▶GAME

BATTLE
SYSTEM
SONIC JET

FEATURES:
HI-THRUST
AIR BRAKE



AND THE SONIC JET TOO

SELECT

TRAINING
▶GAME

BATTLE
SYSTEM
WALKER

PICK UP
ITEMS IN
WALKER MODE



YES, AND EVEN THE WALKER



LEVEL 1 FEELS A BIT LIKE STARWING



LOTS OF SHOOTING, LOTS OF POLYGONS



LOTS OF THESE THINGS TOO



BUT YOU CAN'T CHANGE SHAPES IN STARWING

I really don't know. I don't think I've been so undecided about a game in a long, long time. Vortex means well and offers some brilliant 3D gameplay, but I don't think it makes it as the classic everyone was hoping it to be. Weighing in at only 4 Megs, it's impressive as to what they've crammed onto the cart, but maybe it's a case of trying to do too much and well... not really finding the mark.

Better Than Starwing?

Visually, Vortex is very similar to Starwing, it's predecessor (even some of the sound FX are the same), but I don't think it's anywhere near as good. What was smooth and well designed

in Starwing, is choppy and confusing in Vortex. The perspectives are all over the place, and at crucial moments in the game you'll be lost in a screen full of coloured blocks. In one level you descend into some underground tunnels, making way for some exciting 3D blasting — but unfortunately, the unresponsive controls make it super tough, and turning corners is an absolute nightmare! As you'd expect from the FX chip, everything scrolls smoothly, but Vortex suffers from some terrible use of colours and it's just not as easy on the eye as Starwing which is a real letdown. All up, the graphics look like they were thrown together after a boozy lunch at the pub.

In the Vortex world, you are a battle system with the ability to morph from a Mechwarrior-style Walker, into a Sonic Jet, Land Burner and Hard Shell — so it's up to you to decide what works best and when. There's full 360 degree movement, a stack of handy objects and a complex variety of tasks to overcome in your quest to find and assemble the Core Segments and return them to the Citadel. Phew! (And I thought all problems were solved with a rocket launcher). Each shape has different strengths and weaknesses so expect

to waste quite a few hours in the training mode until you get the hang of each one.

Getting Used to Control

Generally, I think the controls leave a lot to be desired. Sure, you'll get used to them, but that's not the point. The configuration of the control pad is set and there's no option to change it, which rates poorly in my books. You'll also find yourself simply blasting away with little room for strategy, as sometimes it's hard to tell exactly where your shots are going (everything is viewed in the third person perspective from behind your battle system). The big plus would have to be the freedom of movement that you have over the terrain, a feature which is sadly lacking in many a good shoot 'em up. You may think the skies are clear and then find you're being pelted in the back with enemy missiles! Simply do a 180 degree hop and dust the little buggers.

I simply can't decide whether I like Vortex or not. The good and the bad seem to balance each other out and it's also a case of personal taste. The gameplay is interesting and varied enough to keep anyone happy, but as I've described it doesn't play as coherently as the other FX games. I guess some of you will love it and some of you won't want to give it more than five minutes... maybe a rent from the video shop will make up your mind. For me, Vortex will probably remain one of those strange enigmas.



FROM A SONIC JET



TO A WALKER



AND BACK TO A JET AGAIN



THOSE BACKDROPS ARE LOVELY, EH?



BUT STAYING ON TRACK'S DIFFICULT



BUGGER WALKING, FLYING'S MORE FUN



SO MUCH SPACE, SO LITTLE FUEL



AUTO TARGETING IS VERY HANDY



AS ARE MISSILES



LEVEL 2: TUNNEL SECTIONS



THINGS ARE TIGHT



SO WATCH YOUR MAP

SECOND VIEW

Well, I've got to say that I didn't like Vortex very much at all. I was initially excited, because the two SNES Super FX chips games so far - Starwing and Stunt Race FX, have been excellent, but Vortex, while looking pretty groovy, just doesn't have the controls or gameplay to match either of them.

I'm actually getting pretty bored with all the hoo-hah about polygon graphics. Let's face it, polygons have been around in computer games for years and it's only because they're now getting smoother, faster and more colourful that people are peaking about them left, right and centre. Just because a game uses polygons and a special chip though doesn't mean it's a good game. As my good friend Chuck D from Public Enemy once said - don't believe the hype!

Vortex will keep you happy though if you persevere with the dicky controls and annoying perspectives. You definitely won't be able to sit down and go blasting straight away (which I like to do) as the controls take a lot of getting used to. You'll also have to deal with motion sickness when you jump or turn around as the screen jerks all over the place. Other than that, morphing into different machines is cool, and some of the challenges are pretty tough.

If you liked the graphical style of Starwing, check this one out. It's not half as good as that game though, but if you go in not expecting too much you won't be disappointed.

Stuart Clarke

VISUALS

Tends to get choppy and the perspectives zoom in and out like a voyeur testing a new camera.

79

SOUND

The pumpin' dance music just has no atmosphere, and the FX are too unoriginal.

70

GAMEPLAY

Schizophrenic yet playable, it's tough and sometimes frustrating. But the freedom of movement is cool.

82

LONGTERM

I can't imagine wanting to play it again after finishing it, but it's a long and fairly interesting ride.

77

SNES

Available: NOW
Category: ACTION
Players: ONE
Publisher: SONY
Price: \$119.95
Rating: G8

OVERALL

A nice-looking shoot 'em up with some good ideas. Characterless but propelling.

80

Lemmings



NUKE EM!



LEMMINGS IN SPACE?



THIS LEMMING LIKES TO KNIT



A MAP, OBVIOUSLY



CLEVER LEMMINGS - SKILLS SCREEN

SNES/MEGA DRIVE

Available: **OCTOBER**
 Category: **PUZZLER**
 Players: **ONE**
 Publisher: **PSYGNOSIS**
 Price: **\$89.95**
 Rating: **G**

I tell you — if some stupid little creature is determined to go walking off the nearest cliff, then let it fall to its pathetic little death, I say! What? I'm supposed to sit here for hours, making sure the weeny cretins don't go frying their legs off in pits of bubbling oil? Struth! It might sound more frustrating

than fun, but Lemmings 2 — The Tribes, is one of the most addictive games available. The original Lemmings was a landmark in the gaming world, being one of the most original and entertaining platform/puzzler gamers had seen in years. It's been a while, but now Lemmings 2 takes the idea even further, with a whole 12 different tribes to choose from.

Skilled Lemmings

The basic idea behind the game, is to guide the hapless little suckers away from their doom by giving each of them "jobs" to do (there are about 60 skills all up). These range from Flamethrowing Lemmings to Bagpipe-playing Lemmings and even Surfing Lemmings! Essentially, each level is a different puzzle that has to be solved using the handful of skills supplied to you at the beginning. Of course, there's a limit to each one, so you really have to put your thinking caps on and figure out what to use when. You might want to have a Lemming build a bridge across that gap, have another play a little tune to delay the others (they all start dancing) and then blow a hole through that wall on the other side with a Bazooka Lemming!

This really is a wonderfully designed game. But don't think

it's a piece of Lemming pie! Lemmings 2 is actually a bit of a hair-tearer. . . expect many a sleepless night and days without food to solve some of these absolute bastard puzzles. It's harder than the original (which isn't a bad thing), but the added variety should stop you from wanting to flush the cart down the loo. You won't want to stop. Guaranteed.

The plot behind the game is quite simple — the Lemming "talismans" has been broken into 12 pieces (one for each tribe) for you to recover, and an Ark has to be built to carry the brain-deprived sods to freedom. Aaaaah, how cute! And they are too. . . they squeak, cry out in pain, all the while shaking their little green mop tops. How couldn't you save them? Each different tribe has about ten levels, and you start with 60 Lemmings — saving as many as you can is essential to complete that tribe's stage. All the different tribes are great fun too (all have their own theme tunes and specialised backgrounds). There's Medieval Lems, Space Lems, Circus Lems, Cave Lems and many more. The controls are as simple as ABC, and though you might think the sprites are a bit small, they really need to be considering the complexity of some maps. Luckily, you can save your game at any stage, so you won't have to cover the same ground every time you play. Thank God! I think that would be enough to drive anyone absolutely insane. This is a huge, huge game and screams value for money. Buy it!

VISUALS

Lovely backgrounds, colours galore, and hilarious animation!

78

SOUND

Great tunes for each tribe. FX are scarce but they're not essential for this type of game.

80

GAMEPLAY

This is huge, huge fun! Easy to use and very friendly.

90

LONGTERM

This will really take you some time if you want to finish it. Taxing on the brain too.

90

OVERALL

If you like a bit of a puzzle — don't go past this!!

88

2

IF SAVING TINY GREEN-HAIRED MENTAL RETARDS SOUNDS LIKE FUN, THEN LEMMINGS IS FOR YOU. ELIOT FISH JOINS THE TRIBES...

THE TRIBES



BALLOONER...



EXPLODER...



FILLER...



MAGIC CARPET... THIS IS GETTING SILLY!

SECOND VIEW

Lemmings is one of the most addictive games you'll ever play, but if you're not into frustrating puzzles then you may well throw it into the bin after half an hour. If you can cope with the frustration and mental anguish though, you're in for a real treat.

Lemmings 2 has much more scope than the original game, thanks to the different tribes and the various new Lemming skills. The little critters are still tiny, but the backgrounds are great - not that you'll have time to really appreciate them. The music is also fantastic luckily, as you'll have to suffer it for quite long stretches at a time while you solve the puzzle.

Graphically, there's not much difference between the Mega Drive and the SNES, and neither do the console versions look radically different to the PC game. It's the gameplay that counts anyway and Lemmings 2 has stacks of it. If you make it through the first few rounds without throwing your joystick down in frustration, you'll be hooked for however long it takes to complete it, which could be anything from days to months.

Stuart Clarke



Tiny Toons Acme All-Stars

MEGA DRIVE

Available: **NOVEMBER**
 Category: **SPORT**
 Players: **1-2**
 Publisher: **KONAMI**
 Price: **\$129.95**
 Rating: **G**

FANCY DUNKIN' WITH A DUCK? HOW ABOUT BOWLIN' WITH A BUNNY? OR PUMPIN' WITH A PIG? (ACTUALLY THAT LAST ONE ISN'T IN THE GAME, BUT IT SOUNDS LIKE FUN). WELL NOW YOU CAN THANKS TO TINY TOONS ALL STAR SPORTS. STRETCH ARMSTRONG LIMBERS UP....

Commonwealth Games fever has just swept the nation, so what better time to let loose a fine multi-sport game upon a suspecting public. Hell, everyone's so happy with Australia's swag of gold that they probably won't notice that not one winner in Victoria, Canada was a duck, a pig or a bunny. Yes, you get to try your luck in a variety of gruelling events (and ten pin bowls, the sport of kings) but there's not a Shaq, Jordan or Romario in sight. Instead, the competitors are all small, fluffy and impossibly cute - the Tiny Toons. At times they verge on too cute but hey, the sun's shining and the birds are singing, so who am I to complain? Let's cut straight to the program:

Basketball

After a half hearted attempt at a story (the Acme Looniversity Games), you slip straight into the game, with a choice of Downtown, Forest, Western or Stadium Courts. It's three-a-side mayhem with your choice of any of Buster Bunny, Babs Bunny, Hampton (the cute pig), Furrball, Fifi, Dizzy Devil, Montana Max, Elmyra, Little Beeper or Plucky Duck for your team or the opposition. All the usual dunks, three pointers and steals are available, and each player has a patented special move available at the flick of the C button. It looks great, plays sweetly and is actually pretty quick. NBA Jam it ain't but it's lots of fun, and Little Beeper's super speed burst is a real corker.

Bowling

Now we're talking! As Babs or Buster Bunny you'll hit the lanes and go head-to-head with Hampton and Plucky for the crown as champion bowler of the Tiny Toons. Controlling speed and direction (and the all important tactical manoeuvres) isn't quite as easy as it sounds and if you hit it just right you'll be able to send down a dazzling strike. Relatively dumb but heaps of fun.

Soccer

In similar settings to basketball, you play four-a-side soccer, again with a choice of all the Tiny Toons. It has fairly standard soccer controls, with those awesome special moves (try the Fifi fart manoeuvre for size) and that all-pervading fluffy/cuddly graphic look. Fast and fun, and even if you don't have the total control over your players it doesn't matter 'cause it's not really meant to be a sports sim.

Obstacle Course

Here, not surprisingly, you run around a course dodging obstacles - it's standard Olympic Gold joypad-pummelling fare, though I've never had an anvil dropped on my head in Olympic Gold! Barriers pop up, giant pinballs squash you and power ups send you racing, all as you battle finger fatigue to be the first across the line. It is, at the risk of repeating myself, extremely cute.

Montana Hitting

Finally there's the well known sport of Montana Hitting, in which you and a couple of other Tiny Toons bolt around a stretch of rabbit-holed grass, pounding young Max Montana with a mallet whenever he shows his ugly little head. You'll have to avoid a few bombs and it may be simple, but on the all-important Senseless Violence-o-meter it's a winner.

As you've probably gathered, the buzz word here is cute. I've searched the thesaurus and nothing even comes remotely close in terms of appropriateness. This is a lot of fun and even if the cuteness wears a tad thin for me, those in the target market (probably a couple of years my junior) will have no such quibbles.



SECOND VIEW

I think I'm a bit more hardened and cynical than Stretch, because I wanted to throw this cart out the window after about ten minutes. It's all very slick, colourful and playable, but it just doesn't tickle my funny bit.

The Tiny Toons platform adventures have been great on both Mega Drive and Super Nintendo, so perhaps I was expecting too much with their debut in the sporting arena. Unfortunately you get five little games (that definitely wouldn't keep you satisfied on their own) lumped together to make the bigger game. Each sport has its own pluses and minuses, and there is nothing majorly wrong with any of them, it's just that there's nothing to keep you playing more than a couple of matches. Sports fans would have played all these games before on other carts, and it's only the cuteness of the Tiny Toons and their special tricks which has you interested at all, and this appeal wears thin very quickly.

If you're a big Tiny Toons fan you may well love it, but I'd still recommend a rent before you part with the big bucks.

Stuart

VISUALS

Exceptionally cute (there's that word again) that it may just have you cooing (cooing? - Ed)

80

SOUND

Appropriately cartoony and pretty varied.

80

GAMEPLAY

Easy, logical and quick to grasp.

81

LONGTERM

This isn't so good. Has the potential to annoy very quickly but youngsters will probably love it.

71

OVERALL

Pretty good and very...er...cute.

75

PLAYING B-BALL WITH THE 'TOONS. NBA JAM IT 'AINT



MONTANA HITTING HAS YOU BASHING HEADS. SIMPLE BUT FUN.



BOWLING IS PRETTY SELF-EXPLANATORY, SO WE WON'T BOTHER EXPLAINING IT... PRETTY SELF-EXPLANATORY REALLY

RUN BUSTER, RUN! YOU CAN'T LET BABS BEAT YOU!



THE TINY TOONS PLAY "THE REAL FOOTBALL" FIFA INTERNATIONAL SOCCER IT 'AINT



SNES

Available: NOVEMBER
 Category: PLATFORM
 Players: 1-2
 Publisher: ACTIVISION
 Price: \$89.95
 Rating: G

**A DINOSAUR RIDING A
 SKATEBOARD!?! RADICAL, HEY?**

**MAYBE NOT.
 ELIOT FISH IS THE DUDE
 MAKING THE CALL...**



B-B-QED REX!



REX TAKES ON A HORNY DINOSAUR



THEN GETS TAKEN ON A PTERODACTYL RIDE



REX GOES TO FAKIE



REX OVER-VERT



REX GETS SOME AIR - INVERTED!



HE'S GOT SOME PRETTY MEAN BREATH



CAN DINOSAURS SWIM?



O-OH, GET AWAY REX!

radical



I hate the word "radical". It's one of those words like "dude" that are now only used by stupid business people trying to market something to a teen audience. "Well, hey kids, check out this dude, he's radical!" Give me a break.

Rex is unfortunately "radical" as the name of the game suggests, and he rides a skateboard. He also jumps around your screen looking very cute in yet another average platformer. Why? What's the point? Why anyone would buy this over Super Metroid or . . . well, why anyone would buy this at all is an utter mystery to me. It's like the programmers are stuck in some time warp where the latest game on the market is still Super Mario Bros, and their game has a pretty good chance of doing well. Haven't they heard of the 3DO? Don't they know that it's going to take a hell of a good game to get any attention at all? I don't think 16-bit consoles have bitten the dust, but if we keep getting ho-hum games like Radical Rex, then the funeral march isn't far off.

Not All Bad

The game isn't all that bad. In fact, it's pretty good fun. We've just (surprise) seen it all before. Now how many times have we had to say that in the pages of HYPER?! You see, the evil mastermind Sethron is out to destroy the dinosaurs and you, Radical Rex, have to skate your way into his dastardly plans and give him a boot up the backside. There are five different worlds to navigate with two levels on each, including some pogo-hopping bonus levels. The controls are responsive and easy to use so you'll be barbecuing lizards and doing gnarly flips on your board in no time.

The animation of Rex is humorous, but way too cute and "radical" for my liking. In fact, the bio tells us that Rex has a "totally hip attitude" and the chunky sprite sure can't help himself, the smug little dino that he is. There's no great mental challenge with Rex, it's numbingly straightforward, which is its major downfall. For a platformer to make it these days, there really has to be some quirky elements thrown in there to entertain the poor sod who's playing it. We've all jumped on a few platforms before. Sure, it has a funky little intro-theme song complete with vocals and humorous animation, but that has absolutely nothing to do with the gameplay, which is standard fare. Jump. Kick. Yawn.

There are certainly a lot of games worse than this, in fact, I think Radical Rex might even rate as one of the better platformers you could buy for your SNES at the moment. But that's certainly not an endorsement. There's nothing particularly bad about Radical Rex; it looks nice and plays really well, it's just uninspired.

SECOND HURL

Hey Eliot dude, good call! Marketing something as "radical" immediately diminishes any "radical" content (even if it had it in the beginning) and Rex is hardly my picture of "radical" anyway. He's cute, cheeky, tough and all those other things that "animal" platform heroes are supposed to be. That's why he's boring - we've seen it a thousand times before. Even the skateboarding bit has been done in games like Greendog - the Beached Surfer Dude (aaargh, there's that word again), so what's special about Rex? Not a lot.

It'll give you a few short thrills and it all looks very nice, but it just isn't a great game. It's fast and Sonic-inspired (although nowhere near as good) so if you like those sort of games, give it a look. Younger players will appreciate it more than hardened, cynical oldies though, so it's a perfect gift for the younger gamer in the house. But even then, they'll be all "radicalled out" before too long.

Stuart Clarke

VISUALS

Very colourful, big sprites and lush backgrounds. Too cute, though.

81

SOUND

Annoying platforming music, of course. Some nice growls and other FX.

78

GAMEPLAY

Platformer. You've seen it all before. Fast and fun in places.

70

LONGTERM

Play it in ten minute bursts and you may not get sick of it.

66

OVERALL

Not too bad. A few laughs. Two-player mode too.

70



REX WITHOUT HIS BOARD - PRETTY SAD HUH?



REX GOES FOR A PROJECTILE BARF



REX OLLIES THE LAVA PIT



WE HAD NO IDEA THAT REX WAS A SWINGER



AND NOW HE'S SITTING ON PINK LILLY PADS

rex

PROBOTECTOR

**BIG METAL ROBOTS,
BUTT-UGLY BOSSES, FRANTIC
BLASTING ACTION, THINGS
THAT GO BOOM! I FEEL THE
NEED TO PROBOTECT! SO
DOES BRIAN COSTELLOE...**

Not many companies have a reputation for constantly producing legend titles for the console market, but Konami seem to have a knack for slinging them out. Lo and behold, their new blast-a-thon for the Mega Drive, Probotector, follows the trend.

Mention the name Super Probotector to SNES owners and they'll drool all over you. Sega owners have been, till now, left out in the cold thanks to Nintendo's bully boy tactics but after years of watching

from the sideline, Mega Drivers can at last blast some robotic ass of their own.

Metal Mayhem

It's somewhere in the distant future; robots rule over humans. Someone (something?) is hacking into all of the computers in military central and gaining access to some pretty hefty info on a few top secret weapons, including the fabled X-Drive which boasts an almost unlimited amount of power. Your task is to take out this computer "whiz" (oh, how I hate that term) and blast him back to Virtual Reality!

Anyone lucky enough to have played Gunstar Heroes (we gave it 88% back in HYPER #2) will take to this game with little discomfort. Probotector is another blast everything and run like hell platformer, but there's one thing that sets it apart from the others: the amount of lives distributed to you... or rather the lack of them. It's a case of one hit and you're dead. You'll have the continue music bellowing out of your speakers quite often and you don't get many continues either!

The level of difficulty may put a lot of people off Probotector straight away but one thing this baby does have is fantastic bosses. From running robots (heaps of them in fact, with both side on and front on views!) to garbage dwelling nasties and flying fortresses straight outta Battlestar Galactica (a very dated but cool for it's time 70's Star Wars clone). They'll throw cars at you, try to kick your head in and also attempt to rope your butt (something that I for one find quite a turn on).

Some of these bosses are constructive little chaps with one guy in particular setting up Lego-like blocks that chase you about the room till you blast them! Quite often they'll get you good and proper and you'll keep relentlessly returning just to attempt to get past them to see the next level! But how long will it be till you tire of this caper and chuck a major psycho attack on your Mega Drive?

With the choice of 4 characters that each have a wide variety of different weapons and moves plus some fantastic visual feasts layered behind some kick ass gameplay, Probotector could possibly be your catch of the year. On the downside, Konami have opted for a killer difficulty curve that will prove to be too much for some. But Probotector doesn't have any problems that an Action Replay cart couldn't fix! Get that Action Replay you keep promising yourself and grab Probotector! It'll be worth it.

VISUALS

They don't look much good on paper but once in action the drool will start flowing.

84

SOUND

Some average but effective music with some lame attempts at speech.

75

GAMEPLAY

I like it! Blast everything now and see what it is later. And do it fast!

87

LONGTERM

This will last much longer with an Action Replay cart by your side! Otherwise it might be too hard.

84

OVERALL

Playing the role of a nasty android couldn't be much harder but the graphics and pace of it all keep ya coming for more!

85



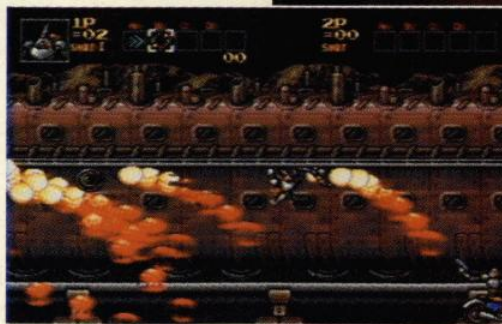
LOOKS LIKE A BIG, METAL ANT TO ME



NO USE HANGING AROUND HERE MATE



THE FIRST PERSON SECTIONS ARE VERY COOL



THIS IS NO LEISURELY TRAIN RIDE!

PROBOTECTOR

MEGA DRIVE

Available: **NOVEMBER**
 Category: **ACTION**
 Players: **1-2**
 Publisher: **KONAMI**
 Price: **\$129.95**
 Rating: **TBC**

Second View

On the SNES, Super Probotector is a classic. It's tough, rock-hard blasting action for tough, rock-hard blasters. Probotector on Mega Drive is every bit as good - it might even be a bit better.

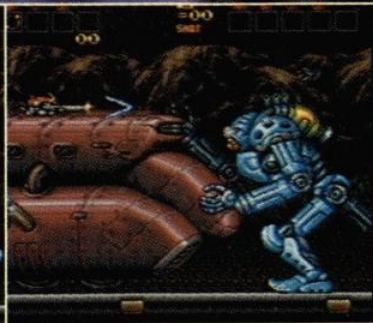
We all know the Mega Drive can't match the SNES when it comes to graphics and Probotector shows why. The colours are dull and the depth just isn't there. So when you first plug it in, you could be very disappointed. But you get used to it. In fact, the further you get into the game, the better it looks. Some of the boss sprites are very cool (not to mention very large) and there's enough explosions to keep pyrotechnics fans happy for months.

Where Probotector excels is in the playability department, but it's not for the faint hearted - you're a walking one-hit wonder and if you so much as touch an enemy, you're dead. It's tough, but if you stick with it, there's a well thought out, varied shoot 'em up in there. I loved Probotector but it should definitely come with this warning label: "For hard core blaster freaks only".

Andrew Humphreys



KEEP YOUR EYES OPEN - THERE'S ROBOTS EVERYWHERE



FIRST YOU HAVE TO DEAL WITH BIKERS, LASERS, THEN A BLOODY GREAT ROBOT



FOUR NASTY AGENTS WITH BAD HAIR HANG AS A GROUP



BUT IF YOU LIKE, YOU CAN CONTROL EACH AGENT INDIVIDUALLY



IT'S A LOVELY NIGHT FOR A WALK



THE PERSUADATRONED CROWD GATHERS ROUND THE BODY OF A DEAD AGENT

Rain spatters a darkened street, high-lit by the pulsing neon of a garish advertisement. Three figures emerge from the shadows, eyes furtively scanning the street-scape for any sign of danger. They step into the street, walking cautiously, right hands drifting occasionally to the handle of a concealed weapon, their movements sharp and edged with hysteria, eyes open a little too wide, an occasional adrenal shiver shaking their forms - all the tell tale signs of Panic addiction.

As a police droid appears from an alleyway the combat drugs take over and the three figures pull auto-shotguns from under their over-sized rain coats. The droid reacts swiftly, spinning to face the danger but it cannot hope to counter the terrible hail of lead which erupts towards it, cutting through the armoured exo-skeleton and shredding its computer core. The following explosion knocks out a section of wall nearby. Onlookers crowd into the shadows to avoid the three figures walking slowly past - the glint of chrome from beneath their coats a warning to all who watch - like tattoos on Yakuza, the cyber-enhanced arms and legs say only on thing -the Syndicate.

Good Story & Healthy Slaughter

For Mega Drive owners a game like Syndicate is desperately needed, over indulged as they are on shoot 'em ups and platformers. This game is both tactical and action packed, with a good story and plenty of healthy slaughter. Essentially, the story is pretty straight-forward; you are the head of The Syndicate, a Yakuza style cyber-criminal cartel bent on world domination (no surprises there). To this end you kill off competitors, extort money from the local populations, kidnap important people, destroy police droids and generally control your dominions via ruthless efficiency and an almost fanatical devotion to the shotgun.

The game is divided into missions ranging from the simple; find enemy agents and decorate the city with their

syndicate

CYBERPUNK...

YOU KNOW, WILLIAM GIBSON, BLADE RUNNER, BILLY IDOL... OOPS, IF BILLY IDOL'S USING IT YOU KNOW THAT IT'S A TERM THAT'S BEEN MASSIVELY OVERUSED, SO WE WON'T DESCRIBE SYNDICATE AS A CYBERPUNK ACTION ADVENTURE, WE'LL JUST CALL IT A BLOODY GOOD GAME. CHRIS WHEELER WHOLE-HEARTEDLY AGREES (AFTER WE USED THE PERSUADATRON)...

entrails, to the complex; find a kid-napped judge's son and persuade him to join your faction (via a charming little device known as the Persuadatron - definitely ex-CIA equipment). You send a squad of between one and four goons out on each mission, equipping them with various weapons (pistols, shotguns, Uzis, flammers and the like), and cybernetic enhancements (metal legs, arms, hearts, heads... I think you get the picture), until your soldiers are like a cross between the Six-Million Dollar Man and Hannibal Lector - kind of RoboPsychos.

Solo or Group Missions

During the game you can control each individual goon or the entire group (believe me, there is nothing like returning fire against a lone police-droid in group mode...). Gameplay allows for swapping weapons and equipment, picking up fallen items, self destructing (pretty useless but heaps of fun) and taking the combat drug Panic; which boosts your abilities for a short duration. This gives a "Winners Don't do Drugs but Psycho Hit-Men Do" message to all the youngsters.

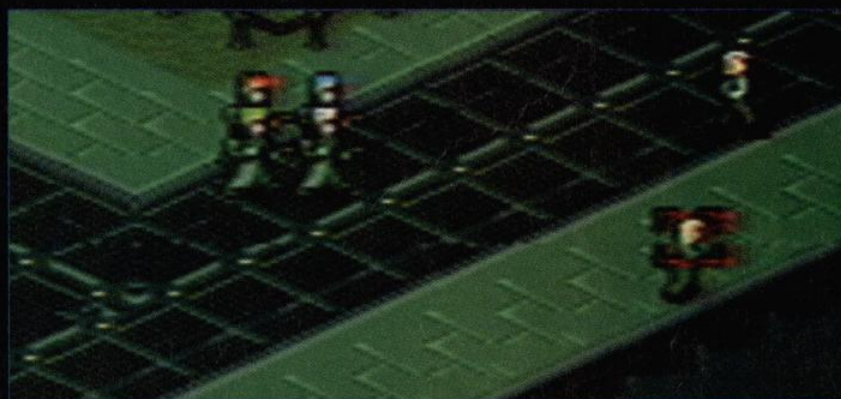
The controls take a little getting used to, but a tutorial mode soon gets you over that hurdle. Once mastered it becomes fairly easy to control both individuals and groups so you'll soon find yourself spraying lead and creating chaos with the best of 'em.

Graphically the game is superb (although nowhere near the PC version), with good sprites and great-looking isometric perspective. The only downside is entering buildings - you can't see inside so it's all guesswork. Syndicate's sound is also excellent from the incidental effects to the beautiful shot-gun barrages...

In summary, this is an excellent game, just the kind of thing to add zest to the flagging Cyberpunk genre. Drive by shootings, rampant drug abuse, wholesale slaughter, crime on the streets... who could ask for more. If this one doesn't get the blood racing, nothing will.



IT'S EASY TO MAKE FRIENDS WITH A PERSUADATRON!



THIS GUY'S ABOUT TO BECOME A RATHER BURNT PIECE OF TOAST

ndicate



THE MAP - PICK A COUNTRY TO TAKE OVER



EQUIPPING AGENTS - SHOTGUNS ARE ALWAYS HANDY

MEGA DRIVE

Available: **NOW**
 Category: **ACTION/STRATEGY**
 Players: **1-2**
 Publisher: **ELECTRONIC ARTS**
 Price: **NO RRP**
 Rating: **TBC**

Syndicating on SNES

Good news for SNES owners - the finished version of Syndicate for the SNES should be on its way very, very soon. From what we've seen (ie, not much), it looks basically identical to the Mega Drive effort, which is hardly surprising considering that Bullfrog, the makers of the original Syndicate for the Amiga and PC, have had a rather large hand in both conversions.

Once we get a copy, we'll tell you all about it.

VISUALS

You wouldn't believe the things I have seen with your eyes...

80

SOUND

I might be easy to please, but a good shot-gun effect wins me over every time.

80

GAMEPLAY

Good, intuitive, simple yet detailed.

75

LONGTERM

The Mac and PC versions have been favourites for a long time, and I can't see why this one should be any different.

85

OVERALL

The flame that burns twice as long... and this one burns so very, very brightly

82

Sparkster Sparkster Sparkster



SPARKSTER SPINS OUT!



SPARKSTER HANGS UPSIDE DOWN!



SPARKSTER ZOOMS ACROSS THE SCREEN INTO A BOSS!



HANG ON, WHAT'S HE STANDING ON?



AS ALWAYS, WATCH OUT FOR ROLLING BALLS



SPARKSTER VANQUISHES ANOTHER, BUTT-UGLY BOSS

**KONAMI'S ROCKET POWERED
OPOSSUM IS BACK IN A NEW
OUTING CUNNINGLY SUB-TITLED
"ROCKET KNIGHT ADVENTURES 2".
RESIDENT RODENT LOVER ANDREW
HUMPHREYS CUTS THE CHEESE...**

Yes, I hate rodents; hedgehogs to be precise. But Opossums? Well, I'm OK with Opossums. Sparkster's original game, Rocket Knight Adventures, was filled with enough originality and variety to leave even hardened rodent haters like myself with a warm and fuzzy glow. We liked playing possum and so we gave Rocket Knight the not insubstantial score of 84% way back in HYPER #1. Since then, Sparkster seems to have become Konami's number one character. And why not? He's cute, he's lovable, and he can pick his nose with his tail.

One of the trappings of being a company mascot (just check Sonic's or Mario's contracts if you don't believe me) is that all your future games are named eponymously; hence this game, Sparkster, which will no doubt be followed by Sparkster 2, Sparkster Kart, Sparkster's Great Chicken Race, Son



STOP. HAMMER TIME



THESE FORCED SCROLLING BITS GET VERY TOUGH



WHERE'S SPARKY? HE'S BEEN SHRUNK!



THIS LEVEL'S A BIT OF A NON-EVENT REALLY



BUT IT DOES LOOK KINDA COOL



AND YOU GET TO WHACK ANOTHER RODENT AT THE END

ter,ster,sparkster



OH DEAR, SOMEONE'S GOT THEIR SIGHTS ON SPARKY



A MID BOSSY THING



A RATHER BOSSY THING



THE FINAL BOSS IS A WOBBLY ONE



HE GOES IN FOR DISCO EFFECTS TOO



THEN HE SWAPS PLACES WITH YOU!

of Sparkster, etc.... It's a pity that his name is so... well, dicky really. He sounds like one of those annoyingly wholesome and perky kiddies from an American sit-com... excuse me while I have a Full House/John Stamos drumming for the Beach Boys flashback and throw up.

Post Hurl

We can thank the Lord Almighty (God, Elvis, whoever) then that Sparkster is such a good game. It's got everything going for it: a good character, great controls and some flashy visual effects. What's more, the game designers have actually exercised (or have been allowed to exercise) their imaginations and come up with a game packed full of pleasant surprises. The final boss, for instance, knows a bit of magic and uses it to swap places with you so you become the boss and he becomes Sparkster.

It's tough as nails too. In fact, if there's one problem with Sparkster it's that it's almost too tough. There are passwords, but they're not exactly what we're all used to: the passwords include how many lives (up to 5) and continues (up to 4) you've got left. Once they run out, it's game over. Add to that unforgiving re-start points and unavoidable hits in the later levels and you're in for a pretty torrid time.

For once though, it's nice to complain about a game being too tough rather than too easy. If you persevere, you will get through it and you'll be all the more satisfied because the game put up a fight and you can tell all your friends what a big, tough Opossum you are. Either that or you'll just get frustrated and pop the cart into your toaster...

But any frustration you do experience won't be because of the controls - they're great. Your sword no longer fires an energy burst so there's more emphasis on the jet-pack this time - you don't need to charge it up either, it charges automatically. With the right button/direction combinations you'll be hurtling across the screen to take out bosses, spinning on the spot as a shield, and zooming up into the sky for hidden goodies.

Wiping Up the Chunks

Like the original Rocket Knight Adventures, Sparkster is a beautiful looking game. Konami put their top talent into this one and it shows. The style is familiar - great depth, colour and some wild visual effects. The final boss threw the entire HYPER office into a strobe-induced epileptic frenzy. We like that. Then of course there's the sound, which is OK, but nothing to rave about (or to).

So if you can put up with the challenge, Sparkster is as fine an example of the action platformer as you'll find anywhere. Just like Rocket Knight, it's the constantly changing pace that'll keep you hooked. Add this and Probotector to your collection and you'll be the toughest Mega Driver on your block, and if that's not something to aspire to, what is?

MEGA DRIVE

Available: NOVEMBER
 Category: PLATFORMER
 Players: 1-2
 Publisher: KONAMI
 Price: \$129.95
 Rating: G 8+



VISUALS

Lots of colour and some flash special effects. And that Opossum is just so cute...

89

SOUND

Nothing spectacular but well above the usual crappy standard.

79

GAMEPLAY

Compelling, addictive, jet-powered fun.

88

LONGTERM

A very tough game - stick with it or barf in its general direction.

81

OVERALL

Sparkster is fast becoming the new superstar of the rodent community.

87

IF THERE'S ONE THING WE LIKE AROUND HERE
IT'S CARNAGE AND PLENTY OF IT. HEAPS OF
CARNAGE. MAXIMUM CARNAGE YOU MIGHT
SAY - EXCEPT ACCLAIM HAVE SAID IT FIRST.
ELIOT FISH GOES IN SWINGING...



MAXIMUM CARNAGE

ONEY
BACKS

Maximum Carnage! Sounds like a beefy shoot 'em up doesn't it? Well, you'd be dead wrong — it is in fact, Spiderman

and Venom, two extremely popular Marvel Comic heroes out to biff some heads. Yep, it's another side-scrolling punch 'n' run, so why should you buy it? I'll tell you why you should at least think about it...

This is certainly the best comic superhero conversion I've seen on the SNES, capturing all the atmosphere and humour of the comic, with the moves that you'd expect to whip some serious butt. God knows I've collected enough Marvel comics in my past to be very excited to play Maximum Carnage. I wasn't impressed with the game much, but they've captured the style and wit of the comic well. Spiderman is a mean dude, but Venom is even meaner and at various stages in the game you'll get to choose which character you play.

There are lots of other Marvel good dudes in there too, but you don't get a hand at playing them, they act as "special attacks" for you to unleash upon your enemies. Collect the appropriate icon (Captain America, Iron Fist, Cloak, Dagger etc.) and whack the R button to have them jump onto the screen and knock everyone's lights out. Very nice. And of course, what would a beat 'em up be without baddies? And there are plenty... Carnage being the most obvious one. But you've also got Demogoblin, Shriek and the Doppelganger. They're not easy to beat either. But as Spidey, you've got some very nifty moves. Besides the usual knuckle sandwich, Spiderman can jump, kick, run & bump, backflip, somersault, shoot web, form a web-shield, swing around, climb walls and throw

heavy objects. I guess that's why they call him a superhero. Venom on the other hand can do all of that and look even meaner doing it, making him probably your favourite choice when it comes to wiping the floor with Carnage.

In-between stages, some frames of comic pop up to set the story, the speech bubbles being the only animate objects; but it's rather cool, really making you feel like your part of the comic. I liked it a lot. Even though the animation is a bit stiff, all the characters are drawn perfectly, bulging with muscles, and their moves are exaggerated like you're watching the comic in action.

The obvious drawback to a game in this beat 'em up mould is that it's very repetitive and you might not want to play it for more than once, let alone be bothered to finish it. Most of the levels repeat the same creeps you beat up in the level before, they just have different names, which really blands things out. However there are some interesting and difficult bosses to be discovered. The sound is pretty average — a few grunts, groans and biffy noises, but what is really rather good is the music (supplied by Green Jelly). It's really quite menacing and puts you right in the mood for some jaw-cracking, bone-snapping, all-out fisticuffs...

... Which is exactly what this game delivers. It's just all a bit samey - which is a real shame. A bit more spicy stuff (variety being the spice of life don't you know) and it could have been a real killer of a game. As it is, it'll be mighty good fun for a few days, but after that, well, you know how the story ends.

SNES/MEGA DRIVE

Available: **NOW**
Category: **BEAT 'EM UP**
Players: **ONE**
Publisher: **ACCLAIM**
Price: **\$99.95/\$139.95**
Rating: **G**

Words From the Boy Wonder

As I think we've said before in *HYPHER*, there ain't nothing like slippin' into some Lyra tights and shooting sticky fluid everywhere and the only way to do that (well, not the **ONLY** way, but certainly the most hygienic way) is to pretend you're the legendary Spiderman.

Maximum Carnage is certainly the best Spidey game yet, with big, chunky sprites, smooth animation and a rockin' back beat to push things along. In fact, it's probably one of the better scrolling beat 'em ups around - and that includes the *Streets of Rage* saga. The moves are varied and plentiful and it's tough enough to keep you stuck to the control pad for a while.

Basically, this is about as much fun as games of this type can get. The problem is, that's not nearly enough fun, is it boys and girls? Worth a look if you like hitting people though.

Oh, the SNES and MD versions are basically identical, so the scores are for both. All shots are SNES.

Andrew Humphreys



SPIDEY GIVES A BLOKE A LIFT

A VERY DARK SCREEN SHOT

SPIDEY USES HIS WEB

VENOM AND CARNAGE

THWAKIN' TIME

VENOM BEATS UP SOME THUGS

VISUALS

Straight off the pages of the comic — very satisfying. Great use of colours too.

82

SOUND

I really like the music, but the FX are dull.

77

GAMEPLAY

Not bad, certainly not great either. Though a few moves will surprise you.

74

LONGTERM

I can't imagine it taking very long to finish. You might not even want to.

66

OVERALL

If you're a Marvel fan you'll love it. Not bad.

74



PUT BOMBS ON THE CONVEYOR BELT



THE KANGAROOS LET YOU JUMP OVER BLASTS



KICK BOMBS INTO THE ARROWS TO BE TRICKY

MEGA DRIVERS REJOICE! YOU TOO CAN NOW GET IN ON THE PHENOMENON THAT IS BOMBERMAN. STUART CLARKE TRIES TO TEAR HIMSELF AWAY FROM THE SCREEN TO WRITE THIS REVIEW...

Mega



THIS IS BOMBERMAN IN NORMAL MODE - STRANGE TYPE OF NORMAL!



BOMBERMAN GOES FOR A SPIN IN A MINE CART

MEGA DRIVE

Available: **NOVEMBER**
 Category: **ACTION**
 Players: **1-4**
 Publisher: **HUDSONSOFT**
 Price: **TBA**
 Rating: **G**

Super Bomberman on the SNES remains one of my favourite console games and it was almost singly handedly responsible for selling about a zillion Multitaps so four people could share in the fun and excitement at the same time. While it mightn't have the animation of Earthworm Jim or the blood and fists of Mortal Kombat II, Bomberman has an obscene amount of addictive gameplay... as well as lots of bombs.

The Basics

Mega Bomberman (the Mega Drive game) is slightly different to Super Bomberman (the Super Nintendo game), but the basics remain the same. In fact, this game is extremely basic, so change the basics and you'll have a different game. You are a Bomberman (if we were being politically correct it would be Bomberperson) and your function in life is to plant bombs and then avoid the resulting explosion. You kill everything you come across (in the Normal Game it's various creatures, while in Battle

Mode you kill other Bombermen) and try to find power-ups. But in general you're just out to have a lot of fun.

In Normal Mode there are different zones to conquer, each with varying numbers of stages and all with end-of-level bosses. The aim is to destroy all enemy creatures and then the "reactor" will blow, taking you to the next stage. These enemies range from the slow and dumb snails to the more dangerous stone robots. There are bonuses to be found as well, but the main trick of this game is to place a bomb so that it explodes just as an enemy is going past. Unlike the SNES version, you are not confined to one screen though as secret doors will lead you to another screen to beat, or mine carts will carry you through danger to face even more danger at the end of the ride.

The real fun however comes with the Battle Mode. Playing this for too long though can destroy even the best of friendships, as it can get extremely intense. You take your pick of 10 Battle Arenas for your bombing combat, and can play against up to three opponents (computer or human). The computer opponents are pretty hard, but let's face it, not as much fun as beating other people. It's still very enjoyable to pit your wits against the CPU though.

Once again, Mega Bomberman is different to Super Bomberman in the different Battle Arenas and the ability to choose the "look" of your particular



IT'S A COOL WORLD, SO BLOW SOMETHING UP



THINGS GET TENSE WHEN ALL THE BLOCKS ARE GONE



BIG BOMBS - BIG FUN!



THIS ROUND IS HIGH SPEED MAYHEM



THE WATER LEVEL IS SLOW BUT TRICKY



THIS IS BASIC BOMBING FUN

BOMBERMAN



THIS IS AN END LEVEL BOSS WHO'S PRETTY 'ARMLESS (HA HA)

Bomberman (there are lots of horribly cute cartoon figures to choose from). In terms of the battlegrounds, there is no Roving Light Zone or Tunnel Zone which is a pity, but there is a Trapdoor Zone (where you can throw bombs through trapdoors and have them emerge on the other side of the screen), a Water Zone (where you wade through water and leave bombs under bushes) and an Ice Zone (which has a central igloo and rockets constantly firing from the sideline). All of them are fast and furious multi-player games that will challenge reflexes, strategy and luck. If you take more than two minutes you'll be told to hurry up and the screen will start filling with rocks.



BANANA MAN IS ANOTHER SCARY END LEVEL BOSS

It's silly, it's simple and Mega Bomberman will be the most fun you've had in ages. While you won't be able to see stunning graphics surrounding this review, don't let that disturb you because you also won't be able to see the superb gameplay and let me assure you that this game has got stacks of that.

VISUALS

Nothing spectacular, but extremely functional and all done in that cutesy Japanese style.

76

SOUND

Nothing spectacular either, but all you really need to hear are the bombs going off.

78

GAMEPLAY

Battle Mode will give you some of the best multi-player matches ever. Absolutely insane with 4 people.

93

LONGTERM

I challenge anyone to stop playing after only three games.

92

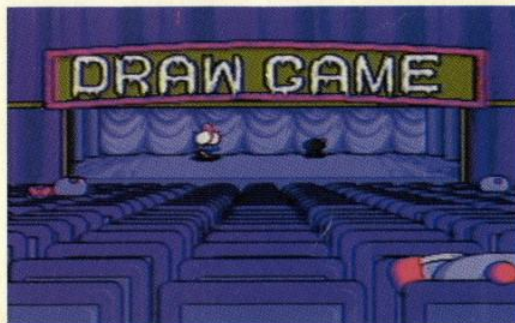
OVERALL

Extraordinarily addictive fun. It's about time that Mega Drive owners got a spin on this classic game

91



GO FOR THE EGG - IT'S GOT A KANGAROO INSIDE!



THIS IS WHAT HAPPENS WHEN YOU DRAW



THIS IS WHAT HAPPENS WHEN YOU WIN



THE AIM OF THE TWO PLAYER GAME IS TO KILL YOUR FRIEND

THERE THEY ARE! START SHOOTING!



IT'S FAIR TO SAY THAT MOST MEGA DRIVE OWNERS ARE A BIT JEALOUS OF THEIR DOOM
CHRIS WHEELER GOES HUNTING



ENEMY ROBOTS ARE ALL OVER THE SHIP

EVEN IN NARROW CORRIDORS

THERE ARE ALSO OTHER ENEMIES

MEGA DRIVE

Available: **NOVEMBER**
Category: **ACTION**
Players: **1-2**
Publisher: **DOMARK**
Price: **TBA**
Rating: **TBC**

I couldn't believe the tension. We'd been at this for hours and neither of us had the decisive victory that would settle this contest once and for all. A mid-winter sweat gleamed on my forehead, hands ached from their tight grip on the controls. The TV monitor showed a corridor stretching away, before suddenly curling right... was he there waiting for me? I glanced at my Life Gauge - the indicator sat a full centimetre below his. I glanced over at the person who used to be a friend, remembered the good-times we had had... but that was so long ago; now we were enemies and I would not stop till I saw him dead.

Carefully I walked up the corridor, rapid fire assault rifle in hand. I had searched the rest of the arena, so he had to be here, around that corner. Edging closer I prepared myself for the attack... three deep breathes... then a dive around the corner, flicking the gun to full-auto and racking the area with lead. But he wasn't there! Suddenly a flare of red across my vision as bullets thumped into my back... "No!!!!". I spin around, but too late... My last sight is of him, weapon in hand. A burst of triumphant laughter comes from beside me.

Essentially, Bloodshot is a fairly standard Doom-style shoot 'em up for the Mega Drive. You wander around an alien space vessel, killing guards, finding weapons and dodging mines, before destroying its reactor core and high-tailing it out of there. All in all it's got a good couple of

hours of nice healthy blood letting. The gameplay is simple in the extreme, utilising a first person perspective and the easiest of controls - basically point yourself at bad guy, press fire button and bad guy dies. After you have destroyed the reactor it gets a bit hairy as you only have a limited amount of time to exit before the whole place gets turned to slag and this is a good time to put on the final piece from the Aliens soundtrack, as you speed through the corridors desperately trying to remember which way home.

Graphically the game is good, although the colour choices are sometimes a little hard on the eyes... but then again, maybe I'm just a woos. Sound and music are good, with interesting gun effects and rewarding body hit noises for the successfully mega-violent.

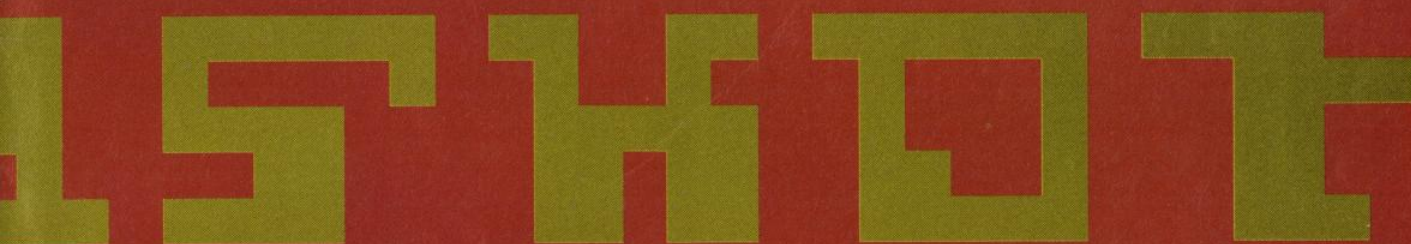
The game can be played with one player or two, and it is here that the game assumes truly legendary proportions. Playing two-player Doom on the PC is an unforgettable gaming experience and it was about time Mega Drive owners got a taste of that action. Two-player Bloodshot splits the screen between the competitors, so you can see the Life Gauge of your opponent and what weapon he is planning your untimely demise with. Two-player mode also dispenses with the guards and reactor-destroying plot elements of the single player option; the designers understanding that destruction of the human adversary is the primary objective. I played the two-player mode for several hours at a time, inviting a host of friends to act as cannon-fodder to my honed death-dealing skills, only coming undone at the hands of a PC Doom veteran... though he has now paid the price for his lack of vision...

Bloodshot is just the kind of game Mega Drive owners need to bring them together.



OR TRY TO RUN AWAY TO FIGHT ANOTHER DAY

IN THE ONE PLAYER MODE YOU HAVE TO LEAVE EACH LEVEL IN A HURRY



OWNING PC FRIENDS, BUT HERE COMES A GAME THAT WILL PUT A SMILE BACK ON THEIR FACES. FOR ROBOTS AND FRIENDS...



LIKE THIS FLOATING THING

SO, OPEN DOORS VERY CAREFULLY

HERE'S THE REACTOR - BLOW IT UP AND RUN!

SECOND VIEW

The success of Doom on the PC seems to have spurred on console programmers to create first person perspective games for the Mega Drive and Super Nintendo. While Doom is coming for the SNES and the Mega Drive 32, the old style Mega Drive owners are set to miss out. This is a huge pity as Doom really is an experience waiting to be had (especially projected on a big screen with the lights off).

Mega Drive owners can be very satisfied with Bloodshot though. While it isn't as graphically impressive, it's got the same basic, yet compelling

gameplay. Instead of journeying through Hell, you'll be fighting robots on-board an alien space craft. Like Doom and Wolfenstein, there's lots of secret rooms packed with weapons and power-ups, and lots of mean enemies. It's tense and exciting, especially when racing for the exit after destroying one of the cores, and the music is spot on. There's 12 levels and even though they're very similar graphically, I'll bet that once you start it you'll play through

to the end.

It's the two player mode that will have you coming back though. The vertically split screen works really well, and while the arenas could have been bigger, killing your friend makes it all worthwhile.

Stuart Clarke



VISUALS

Good, flowing movement and nice sprite design. Can be a bit hard on the eyes at times, as everything looks the same.

75

SOUND

They'll never beat your friends howls of defeat, but they're good anyway.

75

GAMEPLAY

If you've played Wolfenstein 3D or Doom then you know what to expect.

80

LONGTERM

If you get into shooting your friends, you'll play the two-player version forever.

88

OVERALL

Hunting down your friends and giving them a taste of hot lead... ahh, isn't life grand?

80

BANG! BANG! TIME TO WHIP OUT YOUR JUSTIFIER AGAIN, AS LETHAL ENFORCERS MOVES OFF THE CITY STREETS AND INTO THE WILD WEST. STRETCH ARMSTRONG PUTS ON HIS LEATHER CHAPS (AND IT'S NOT EVEN SATURDAY NIGHT!)...

LETHAL ENFORCERS II

"You ain't a gonna get me Sheriff!". It's a defiant cry but if you're worth your salt as a lawman (try lawperson) it'll usually be a futile one. Whatever your pacifying abilities though it's a taunt you'll hear ad nauseam as you wade your way through the entrails in the carnage that is Lethal Enforcers II. But if annoyingly repetitive sound is a problem, it's the only problem in this simple but fantastically fun arcade conversion. If you were with us in Hyper #1 (and if not, why not?) you'll remember a particularly effusive review of the original Lethal Enforcers for the Mega CD. Now the second in the series hits the Mega Drive and while it may struggle next to its arcade daddy and lacks the cinematic interludes of the CD format, it has everything a great game should - simplicity, awesome playability and more violence than an ice hockey showreel.

Start Shooting

The plot is very similar to the original and it's as timeless as story telling itself. You arrive, you pick up a gun and you start shooting. When you run out of bullets, you reload and you keep shooting. Not until the corpses are piled as high as at Pol Pot's summer house and there's buckets of blood everywhere will the game be declared over and the victor emerge. Hopefully, that victor will be you.

Unlike the original's urban

killing spree, this time you load up the Justifier in the Wild West. However, the politically correct among you concerned for the continued oppression of Native Americans and Mexicans need not fear - here you get to kill everybody! In the Wild West town, riding alongside the stage coach, in the saloon (or could that be a brothel?) and in a variety of other settings you'll have a whole posse of desperadoes trying to shorten your career in law enforcement. In such unenlightened times, rehabilitation and career-oriented incarceration are not options, so you'll have no option but to slaughter everyone who gets in your way. With six guns, double barrels and whatever else you can grab you just keep on firing, dodging the bullets, arrows and other weapons of your foes, and trying not to collaterally damage innocent civilians who enter the death zone. It's simple, it's fun and it's mighty anti-social!

Of course, nothing's perfect, and colour-wise this game is flatter than the arcade model and, as I said above, the speech is pretty limited. There's also less opportunity to destroy the scenery that there is at the arcade, but these are small quibbles. This game, like all great games, is about gameplay and Lethal Enforcers II positively oozes it. Maybe it's just the company I keep, but within seconds of this popping out of the box, the bodies falling, the crowd was whooping it up and the Wild West appeared to be in safe hands again. The excellent two player mode allows you to bring a comrade into battle with you and it's a great time even if you have a measly standard controller rather than a lovingly crafted Justifier.

Lethal Enforcers II may have made a very timely arrival, with westerns now back in vogue. Clint gave us The Unforgiven, Bad Girls showed us the Unforgivable and now it's all available in your lounge room. "Any man who doesn't want to get killed best run out the back now..."

MEGA DRIVE

Available: **NOVEMBER**

Category: **SHOOTING**

Players: **1-2**

Publisher: **KONAMI**

Price: **\$129.95**

Rating: **TBC**

SECOND SHOT

I'm not usually a fan of these point and shoot games, especially ones using the Menacer or the Superscope. But Lethal Enforcers has the much butcher sounding Justifier at your disposal and the gameplay is so tightly tuned that this game is as addictive as hell, whether you want it to be or not.

The Wild West is the perfect choice for this sort of game, and I found the graphics to be perfectly adequate (if not outstanding). As Stretch said, the annoying vocal samples are really this game's only problem as everything else works wonderfully. It's fast, furious and quite tough in places (like some of the end level bosses), but even if you're a hot shot, the Super Hard difficulty level should give you a challenge.

Two player mode is the way to go (as always) and even though shooting innocent victims can be fun, try to restrain yourself because the enemies will pile on. It's excellently paced fun that works great as a stress reliever.

Stuart Clarke



BOSS NO. 1 HAS BIG BALLS



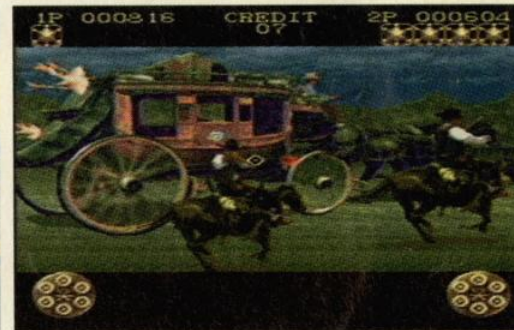
FUN, BUT SLIGHTLY UNDERHAND



BOSS NO. 2 PLAYS ROLL OUT THE BARREL



BONUS ROUND - SHOOT THEM BOTTLES



THE STAGE COACH - LEAVE THE DRIVER ALONE



UNFORTUNATELY, YOU CAN'T SHOOT THE HORSES



BAR ROOM BRAWLIN' IS MORE FUN WITH A GUN



NICE HANKIE MATE

VISUALS

Not exactly burstin' with colour but fast, furious and suitably Wild Westy

80

SOUND

Lots of shots, death moans and war cries, though the taunts of the roughnecks wear a bit thin.

80

GAMEPLAY

Perfect really - ready, aim, fire.

92

LONGTERM

Could've had more levels, but with a number of difficulty settings, two player option and the sniff of butchery in the air, you'll be back again and again.

85

OVERALL

Sure, I hate the gun lobby as much as the next guy but this is a must.

86



WHO GOT THE FREE STEAK KNIVES THEN?



ZOOM! ZAP! OUCH!



SHAKY JAKE BANGS HIS AUSSIE HEAD

Way of the Warrior

BLOOD, GUTS AND BREATH-TAKING GRAPHICS. BUT DO PRETTY PICTURES A

3D0

Available: **NOW(import)**
 Category: **FIGHTING**
 Players: **1-2**
 Publisher: **UNIVERSAL**
 Price: **NA**
 Rating: **TBC**

Way of the Warrior is a very impressive game - until you attempt to play it. It plays like a dog, which is almost funny if you consider that the two young programmers who put it together go under the name of Naughty Dog Inc. Well, they've been very, very naughty dogs indeed. To create a game that promises so much but delivers so little is quite possibly the naughtiest programming act imaginable. But I'm getting ahead of myself - tradition dictates that I build up your hopes by telling you how wonderful it looks and sounds before I deliver that spirit crushing, inevitable "BUT..."

The Good Bits

Way of the Warrior is without a doubt the best-looking fighting game around. The animation sometimes comes across a bit stiff but that's what you get when you go for

digitised characters. The sprites are big and clean, the backdrops are beautiful and the presentation is great (even if the intro does seem to borrow a bit too heavily from The Evil Dead).

The "dynamic camera adjustment" is probably the game engine's most impressive feature. As you'll be able to see from the screen grabs, the "camera" is constantly zooming in and out on the combatants. I know it's been done in fighting games before (SNK's programmers are particularly fond of the trick) but it works pretty well here. Surprisingly, it doesn't seem to interfere with the action, but maybe that's because there's very little action to interfere with.

Still, let's stick to the good bits. The music's great - if you like White Zombie. Yep, Rob Zombie and the other Zombies provide the soundtrack. There's nothing like a bit of metal to spice up a game, but I'm pretty sure the one song was repeating over and over. Then again, I never could tell one White Zombie track from another.



THIS FATALITY LOOKS FAMILIAR



WELL - DOESN'T IT?



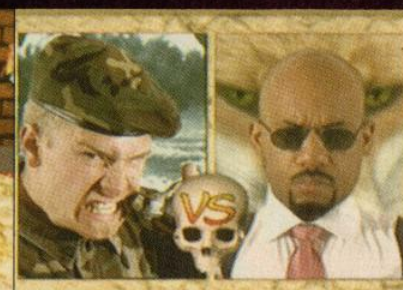
SO DOES THIS - ORIGINAL IT'S NOT



PRE-MATCH CHEST-BEATING



MORE PRE-MATCH CHEST-BEATING



QUALITY IMAGES, CRAPPY GAMEPLAY



CHARACTER SELECTION. DUH!



DRAGON UP CLOSE



THE LAVA PIT. GOOEY!



MAJOR GAINES WITH A BACK SLAM

Way of the Warrior

GOOD FIGHTING GAME MAKE? ANDREW "STUFF SYNTAX" HUMPHREYS DOUBTS IT.

The effects aren't bad either. There's lots of speech from the characters and the gravel-voiced announcer (a la Mortal Kombat) who throws in all the usual stuff we've come to expect from fighting games - you know, "That's gotta hurt", "End it", "Put him down".

There's a few interesting ideas thrown into the mix too - like "Skull Points". Skull Points give you the ability to perform certain magic spells to boost your energy or weaken your opponent. The down side is, you need to figure out the special button combos for each spell and you'll have your hands full just trying to perform special moves.

The Bad Bits

Way of the Warrior is as derivative as they come. Think about it: digitised characters, lots of blood, fatalities? Ring any bells? But very few games these days can claim to be original and as long as you get a good, playable game, no one's going to complain. Unfortunately, this is not a good, playable game.

Where do I start? How about game speed - there is none. Sluggish doesn't even begin to describe it. Even the basic moves are difficult to perform; the special moves are next to impossible. And as for jumping - forget about it. You'll go straight up and come straight down. As I said at the outset, the controls bite the big one. They're your basic strong/weak punch/kick and block arrangement; they just don't do what they're supposed to.

You might get used to Way of the Warrior's control "quirks" (it's the nicest word I can think of) and lack of speed and actually begin to enjoy it, but you shouldn't have to. There's a good game sitting under those pretty graphics somewhere, but I sure as hell couldn't get to it.

Thanks to Sprint Electronics for a copy of the game.



MORE GORE



STILL MORE GORE



NINJA GETS NASTY. NICE DRAGON

VISUALS

As good as a 3DO game should look. Big sprites, lots of colour, lots of detail but the animation's a bit stiff.

90

SOUND

Cool music (if you're into White Zombie), decent FX and a smattering of speech.

84

GAMEPLAY

Slower than a very slow snail and no control to speak of.

59

LONGTERM

You'll probably stick at it because it looks so good, but you're fighting a losing battle.

54

OVERALL

It looks good and you can play it - but only just.

60

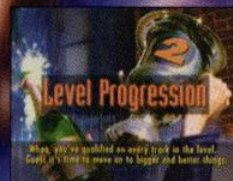
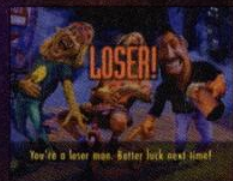


**BIKES. LEATHER. CHAINS.
HAMSTERS. THE STUFF DREAMS
ARE MADE OF. WELL, IT'S THE
STUFF ANDREW HUMPHREYS
DREAMS OF ANYWAY.**

ROAD RASH

3DO

Available: **NOW** (import)
Category: **BIKE**
Players: **1-2**
Publisher: **ELECTRONIC ARTS**
Price: **NA**
Rating: **TBC**



THERE'S NOTHING QUITE LIKE A BIT OF AIR

POLICEMEN ARE OUR FRIENDS - DON'T TRY THIS AT HOME KIDS



I'm about to tell you how utterly amazing this game is, but before I do, a quick word from our programming friends:

"In the real world, if you run from the police you'll go to jail; if you ride recklessly and fall off your bike you might not get back up. There's only one place for racing: a closed circuit race track. There's only one way to ride: within the limits of your abilities and with full protective gear. Use your head."

Nothing warms my heart quite like a good, sloppy bit of social responsibility. Fortunately, they've confined all the sloppy stuff to the manual; the game itself is the most gloriously irresponsible piece of software I've ever seen. Not only do you get to race through crowded streets at break-neck speeds, running down any passing pedestrian that takes your fancy, but you get to hit people (including the local constabulary) - with chains, clubs and of course, your fists. Cool.

My Mistake

Oops. Did I say this was a game? Sorry. Road Rash on the 3DO is more than a game. It's an epic production. No expense has been spared to bring you the best full-motion video (complete with stunts galore, beer-guzzling bikers, and an assortment of, ahem, "babes") and the best music (a crunching selection of some of the best talent A&M records has to offer: Soundgarden circa Badmotorfinger, Paw, Swervedriver, Therapy?, Monster Magnet and Hammerbox) to race to, all in glorious Dolby Surround Sound.

The presentation of this extravaganza is absolutely flawless. The stills, the cinemas, the music clips - they're all of



THE PENINSULA IS KINDA DEADLY



GORGEOUS GRAPHICS, HUH?

unbelievable quality. Then there's the rendered "camera" pans as you check out the bikes in Olley's Skoot-A-Rama and of course, the in-game graphics. We're not just talking your ordinary, everyday, "Oh God this game is so good I think I need an incontinence pad - Whoops! Too late!" kind of drool here; not even puddles of drool. Nope, we're talking enough drool to keep a large team of Pavlovians busy for years. Swimming pools full.

But it's not the flashy visuals that makes Road Rash so good. It's the game that sits under the flashy visuals. Essentially, this is exactly the same game as the old Mega Drive Road Rash - you've got a motorbike and you like to race it. You do so on a series of tracks against vicious opposition. You earn money as you go for bigger, faster bikes. Place third or higher on every track and you go up a level... and so it goes until you're the best Rasher of them all (and we're not talking bacon either).

Bladder Bursting Fun

Just like the Mega Drive game, the controls of Road Rash on the 3DO are excellent. Each bike has a different feel - some of them hug the tar pretty well, others are much more touchy - but all it takes is practice to master them all. Your choice of rider affects the handling too: the lighter the rider, the faster the bike, but the easier it is to slide. The control layout is simple (brake, accelerate/nitro, attack) but the programmers have taken advantage of the 3DO's SNES-like top left and right buttons to include a "lean" feature that makes the game feel better than ever. And it's still bladder-burstingly fast.

Road Rash is big fun, simple as that. I didn't want to stop playing it. A lot of its appeal has to do with the graphics - the texture mapping is first class, the detail (you get to appreciate the finer points when you go over the handlebars) is amazing and the sense of actually being there is spot on.

There's no split-screen two-player game (you have to take turns) and the rear-view mirror is gone, but who really cares? With fifteen bikes to take for a spin, five courses and five difficulty levels (the courses get longer and tougher as you progress), you won't crack it for quite some time and even when you do, it's so exhilarating to play, you'll come back to the Thrash Mode (the arcade version of Road Rash) time and time again. When I become President, every man, woman and child will be able to play games of this quality. Promise.

Thanks to Sprint Electronics for a copy of the game.



CROSS-STREETS ARE ACCIDENTS WAITING TO KILL YOU

VISUALS

Take a look for yourself - they don't get much better.

95

SOUND

Great FX and real music! Excuse us while we butt heads...

93

GAMEPLAY

Unbelievably twisted, side-splitting fun. A simple concept with near-perfect control.

94

LONGTERM

Sure, it's big and tough, but you'll keep coming back because you can't live without it.

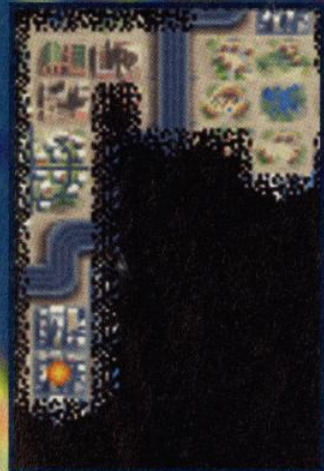
90

OVERALL

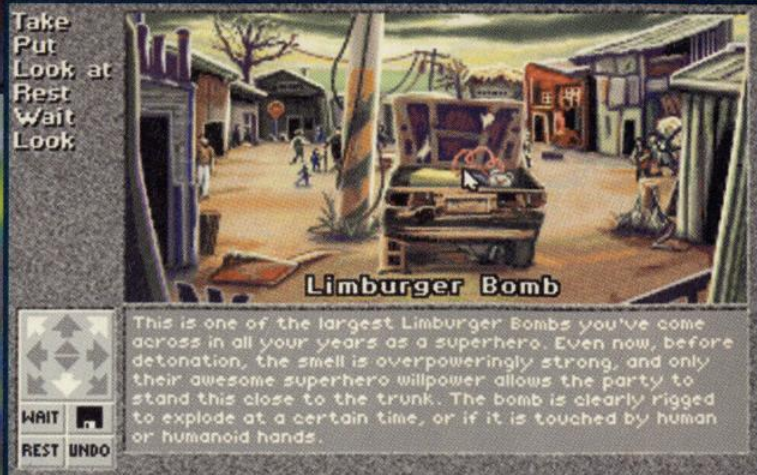
You still don't think the 3DO can cut it? Take a look at this. Mind blowing stuff.

94

Superhero League of Hoboken



THAT'S A RUG



THE GAME IS A GREAT MIX OF TEXT AND GRAPHICS

HMMM, HOBOKEN CRUNCH. A PARTICULAR FAVOURITE OF THE HYPER OFFICE. UNFORTUNATELY THIS GAME HAS NOTHING TO DO WITH THE ICE CREAM BUT CHRIS WHEELER TRIED TO EAT IT ANYWAY...

PC

Available: **NOVEMBER**
Category: **RPG**
Players: **ONE**
Publisher: **LEGEND**
Price: **\$79.95**
Rating: **TBC**

If your adolescence was spent glued to the television watching episodes of Superfriends and dreaming of taking a place beside Superman, Batman, Wonderwoman and the Wonder Twins (Wonder Twin powers activate! - form of... an ice chicken!) then The Superhero League of Hoboken is the last game you should acquire.

This light-hearted offering from Legend software pokes fun at just about every conceivable superhero notion. Essentially it is a standard role-playing game with super heroes replacing the usual muscle laden warriors or magic wielding wizards of the fantasy genre. Set in a post-apocalyptic New York, you play the Crimson Tape, a third rate superhero in charge of the Superhero League of Hoboken. Your duty is to protect the innocent, uphold justice and provide a good place for super heroes to find a date on a Saturday night. Apart from this you are also charged with the responsibility of raising your group's status in the eyes of your super-heroic peers and the populace in general - not an easy task when your group contains such awe-inspiring types as Tropical Oil Man (superpower - increase foe's cholesterol), Madam Pepperoni (superpower - reveal contents of pizza box without opening lid) and Iron Tummy Man (superpower - eat really hot food). Somehow I don't think the Dynamic Duo are shaking in their boots...

Rabid Sheep & Oat Bran

The adventure aspects of the game are divided into levels. Each level is subsequently divided into six missions. Your League computer, "Mathilda" assigns these missions and, as you complete them, assigns more difficult tasks - thus increasing your level of experience and your general reputation. The missions are all incredibly silly - defuse a Limburger Bomb threatening Jersey City, vanquish a flock of rabid sheep terrorising a small village, or combat shortages of essential oat-bran. All this while continuing the fight against your arch-nemesis Doctor Entropy - a kind of Moriarty/cheap wind-up toy

hybrid.

The graphics are not pyrotechnic or showy in any way, rather they are completely appropriate for this style of game. A standard top view map is used for party movement, with encounters zooming to a close-up combat screen which is reminiscent of most role-playing layouts. The depictions of the monsters are excellent however, with each badguy, from the Screaming Meemies, Super Mom (whose attack does damage by forcing your heroes into dates with her daughter), Green Bean Eaters, Lawyers, to the Terrible Twos (psychopathic rug rats), lovingly detailed by their graphic representations. Sound and music are good as well (although nothing incredible)

Beyond these factors, it is the games sense of humour that it is its most appealing factor. Superhero League of Hoboken is that all too rare computer game commodity - a humour-based game that is actually funny. There are subtle and sophisticated references and jokes as well as National Lampoon style vulgarity, all encompassed in a setting which both pokes fun and pays tribute to the superhero genre.

The gameplay is straight forward and intuitive, and although there is an extensive manual explaining the games features, any role-playing aficionado will grasp the controls relatively quickly. An on-line help function also goes a long way in helping the player into a smooth introduction to the game.

Although I can't see this game taking a place beside the great humorous adventures of the past; Hitch-Hikers Guide to the Galaxy, or Sam and Max; Superhero League of Hoboken will provide a fun, entertaining respite while waiting for the next Ultima instalment or pondering some unsolvable Eleventh Hour Logic puzzle.

VISUALS

Nothing "gee-whiz" but when a picture makes you laugh, its doing its job.

72

SOUND

Average stuff. Ho-hum.

65

GAMEPLAY

Gets you straight into it. What more could you ask for?

78

LONGTERM

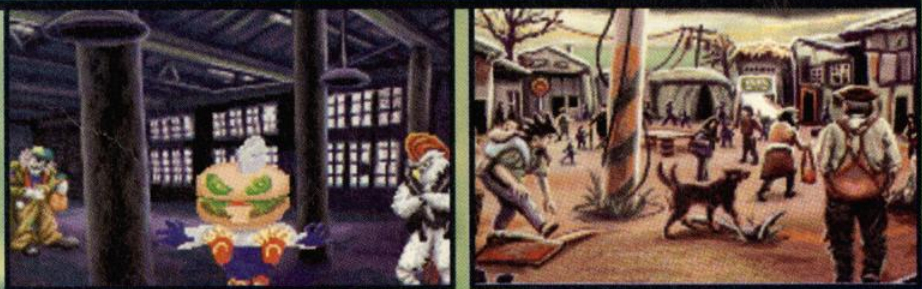
Not one you'll keep on the hard drive forever, but interesting enough to make you see it through

70

OVERALL

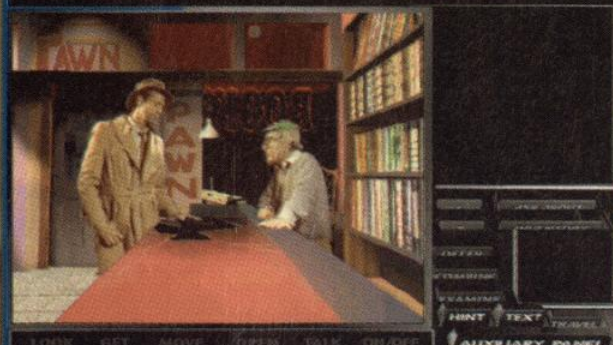
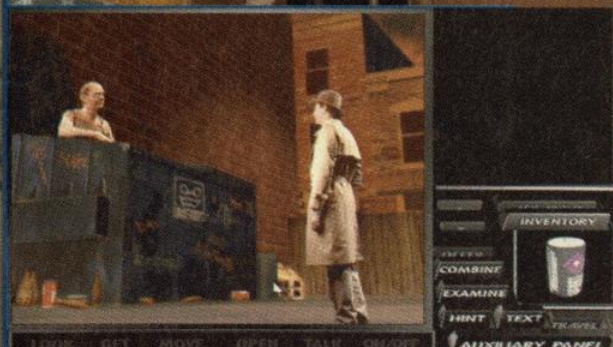
Good for a chuckle.

76



ALL THE HEROES AND ENEMIES ARE CERTIFIED FREAKS...

...TAKE THIS PAIR FOR EXAMPLE



UNDERA

PC CD ROM

Available: **NOW**
 Category: **ADVENTURE**
 Players: **ONE**
 Publisher: **US GOLD/ACCESS**
 Price: **\$99.95**
 Rating: **M**

SAN FRANCISCO, 2042. A CITY SPLIT IN TWO.

THERE'S THE NEW HIGH SOCIETY OF WHEELERS AND DEALERS WHO CONTROL THEIR OWN DESTINY, AND THE WRETCHED HIVE OF POLLUTION AND SCUM RULED BY THE MUTANTS WHO CAUGHT TOO MANY GAMMA RAYS AFTER THE GREAT WAR. A PERFECT SETTING FOR THIS SPECTACULAR CD ROM DETECTIVE STORY, SAYS MATTHEW DANIEL...

Access, the makers of *Under a Killing Moon*, have taken the humorous detective adventure genre and set it in rather an unfunny location - after the Nuclear Holocaust in downtown San Francisco. You play Tex Murphy, an out-of-work Private Investigator looking for what every other PI is looking for - fame & money. You may remember Tex from one of his earlier cases, *The Martian Memorandum* which was one of the most graphically advanced games from a couple of years back. With the "sequel", Access had a lot of work to do to achieve the same eye-opening effect, and luckily they've done more than succeeded.

Working from your downtown office/bedroom with no sexy receptionist or running water, you set out to fight crime, uphold the law and above all find someone to fix your fax machine, so you can get a job. Alone, with only your trusty sidearm, trench coat, standard issue detective hat and charming personality, you vow to fight crime and crack any case given to you. But you're not alone. There are other detectives out there also looking for work.

Great Graphics and Playable as Well!

The game itself is HUGE!!!! Access has accumulated years of work in this game and it is evident everywhere from the configuration screen to the inventory panel. Everything has been sampled, rendered, raytraced and digitised into the first dedicated CD-ROM based adventure that really shows

the point of owning a CD-ROM drive. If you haven't got one, this game is a very good reason for getting one as both sound & graphics are the best yet seen. You're probably sitting there thinking "yeah, yeah, another CD-ROM adventure that has no playability and limited control". That's where this game is greatly different from any other, as it's packed with surprising playability for a game with such a big graphics engine. Without doubt, *Under a Killing Moon* has the best all-round playability for a dedicated CD-ROM I've seen so far.

Gone are the days of those annoying little cigarette packet size FMV screens, as this game's movement screen is capable of 640x480 SVGA

with full 360 degree control. No more waiting for the next screen to refresh as you are moving in a complete virtual world, from ceiling to floor, just as if you were there. And you can also look up and down, completing the virtual effect. All the characters you meet in the game are in the same resolution ensuring crisp detail.

Back in the days before hard drives, you may recall the endless annoyance of changing disks every time you enter a new area in the game. Well unfortunately that era is about to be re-enacted, because this game comes on not one, not two, but FOUR discs. Although the game has been designed to reduce CD changes, they still occur at regular intervals, which is a bit of a hassle as you have to find the corresponding CD and make sure you don't scratch it. Luckily it supports 4 CD-ROM drives so if you are crazy enough to own them, the game will use them.

With that aside *Under a Killing Moon* is a great game and almost a must for CD ROM owners. And although I found the lack of arcade-style fun in the game disappointing, it really isn't needed, as there is enough here to fill up many weeks of hair pulling.

SECOND VIEW

Under a Killing Moon will take your breath away. Finally, everything so long promised by designers is here. It truly is an interactive movie, the characters and sets are in high resolution Super VGA and virtually every moment of the game has FMV that's smoother and sharper than anything yet seen. It reeks of quality in every department; the scripting in particular is a winner, and it seems Access were not content to release the game just to cash in on the incredible graphics while ignoring the gameplay.

Moving around in this world is done just like *Doom*, through a first person perspective you can go anywhere you choose, including up and down stairs. Unlike *Doom* though you can look up and down, completing the virtual 3D effect. The only drawback is that on anything less than a doublespeed equipped 486DX or better the movement is understandably jerky. Still, who really cares, this is the CD ROM game all others will be measured against for quite a while.

Ben Mansill

KILLING MOON

VISUALS

Runs rings around anything else. The movement is crystal clear with only slight jittering. It would work wonders with a VR helmet.

96

SOUND

The music matches the game perfectly in all situations and moods, and changes regularly.

96

GAMEPLAY

Nice easy gameplay with everything on the screen when you need it. Movement is a bit of a hassle but you get used to it.

85

LONGTERM

Loads of clues to collect and puzzles to solve. If you're a hard-core adventure gamer who doesn't mind sticking it out till the end, then this one's for you

80

OVERALL

With great graphics, sound and gameplay, this game must rate as one of the best adventures around. Steer clear if you prefer fast action.

90

WOLFENSTEIN 3D



JAGUAR

Available: **NOW (import)**
 Category: **ACTION**
 Players: **ONE**
 Publisher: **iD**
 Price: **NA**
 Rating: **TBC**

Wolfenstein is a strange choice of game to release on the Jaguar. Sure, it's a classic but it's been around on PC for years now, and it hardly seems the game to show off the best of the 64bit machine. And it certainly doesn't extend the Jaguar to it's limits, as it looks virtually the same as the game that ran quite comfortably on my 386 a couple of years ago.

It's faster though (almost too fast) and the graphics have been tweaked a bit, but there's nothing spectacularly new and exciting that makes you go "Wow!". Still, this is the pre-cursor to Doom and it still stands up well today in terms of sheer fun and gameplay.

As you all probably know, you play William "B.J." Blazkowicz who gets the fun job of going on the rampage against the evil Nazis. There's lots of treasure, lots of enemies, lots of secrets rooms and best of all, lots of weapons, including the beefy flamethrowers, chain guns and rocket launchers. The missions will keep your trigger finger very happy for a while, and the graphics are sharp and colourful (unlike the blocky SNES version). Also included are the blood and Nazi memorabilia which SNES owners had to miss out on thanks to the squeamish Nintendo.

It's a great game, no questions about it, and if you own a Jag then you're probably dying to go on a Nazi hunt, given the lack of software available. However with Doom and Alien vs Predator just around the corner then you're probably wise to wait.

Thanks to Sprint Electronics for a copy of the game.

Stuart Clarke

VISUALS

78

SOUND

75

GAMEPLAY

86

LONGTERM

76

OVERALL

78

CLAYFIGHTER



MEGA DRIVE

Available: **NOVEMBER**
 Category: **GOO 'EM UP**
 Players: **1-2**
 Publisher: **INTERPLAY**
 Price: **TBA**
 Rating: **G8**

If this was a perfect world (and I hate to shatter your illusions, but it's not) we'd probably give Clayfighter a full, double-page review to keep you lot (or at least the Mega Driving part of you lot) happy. But we haven't got enough space, so you'll have to make do with the one screenie. Besides, if you're a regular HYPER boy or girl, you'd know all about Clayfighter already. It made a big impact when it was released on the SNES. It was funny, original, and the graphics were sensational. It didn't quite cut it in the longterm, but we still liked it so much we gave it 87%.

Clayfighter on Mega Drive is an excellent conversion. Essentially, it's exactly the same game: eight exceptionally weird fighters (the result of a freak - and I mean FREAK! - meteor shower) gather to see who will be crowned the King of the Circus. All the characters have been digitised from clay models, the claymation giving the game a look all of its own.

Needless to say, the Mega Drive can't match the SNES in terms of graphic sharpness, but the guys at Ringler Studios (who handled the conversion) can still hold their heads up high. The backdrops are as vibrant as the Mega Drive will allow and the characters still look pretty cool. They move just fine too.

You'd expect that the voices would suffer a similar drop in quality but they haven't. The voices of all the characters and the announcer are excellent - there's a bit less speech (no theme song, shorter intros for each fight), but it just goes to show what good programmers can do when they put their minds to it. Capcom take note.

What really matters though is how the game plays. You're in luck - it plays just like the SNES original. Well, almost; it might be a little bit touchier. But it is faster - Mega Drivers get a choice of 12 game speeds. It's not quite SF2 Turbo, but it's not bad.

All up, Clayfighter will provide you (better still, you and a friend) with hours of solid, special-move-laden fighting action and lots of belly laughs. And a bit of comic relief never goes astray.

Andrew Humphreys

VISUALS

87

SOUND

88

GAMEPLAY

94

LONGTERM

78

OVERALL

83

WING COMMANDER



MEGA CD

Available: **NOW**
 Category: **SPACE 'EM UP**
 Players: **ONE**
 Publisher: **ELECTRONIC ARTS**
 Price: **NO RRP**
 Rating: **TBC**

You might recall that I was rather fond of Super Wing Commander on the 3DO. Wing Commander is no slouch on the PC either. But on Mega CD? I'll be short and to the point: it just doesn't cut it. Sure, it's a definite step up on the pathetic SNES effort, but without a decent 3D graphics engine, Wing Commander is doomed to mediocrity. Newcomers to the whole Wing Commander thing might be interested though, so for their benefit, I'll continue.

In the world of Wing Commander, there are (and this is quite a revolutionary concept for a video game) good guys, called Terrans, and bad guys - the evil, yet faintly huggable Kilrathi. You're a Terran pilot and with your faithful assortment of wingmen (more properly, wingpersons) you launch yourself into a series (40 in total) of attacks on the Kilrathi menace.

Much like a cheap Star Wars movie, the game unfolds as you progress, with tougher missions, better ships to fly, promotions, medals etc, etc... If you're the type, you can even make friends on board your ship's carrier, the Tiger's Claw. Like the 3DO version, there's full speech on the Mega CD, so talking to people (and mission briefings) couldn't be easier.

As you can see, Wing Commander on Mega CD has all the elements that made the game a PC classic, but it never really gels together as a game. Why? Because the graphics are horrible and you lose any sense of actually being behind the controls of a finely tuned space craft. Even the cinematics suck. But if you can put up with the dodgy graphics (and be prepared to settle for dull colours and no detail to speak of) and come to grips with the comprehensive controls (6 buttons are better than 3) you just might find yourself enjoying it. Might.

Andrew Humphreys

VISUALS

61

SOUND

80

GAMEPLAY

69

LONGTERM

64

OVERALL

65

SOCCER MANAGER



MEGA DRIVE

Available: **NOVEMBER**
 Category: **SPORTS**
 Players: **ONE**
 Publisher: **CODEMASTERS**
 Price: **NA**
 Rating: **G**

This is a very bizarre indeed - an

incredibly detailed sports sim missing only one vital ingredient - the sport. A serious omission, I hear you thinking, and you're right, because the lack of any true simulation playability makes what could be a great game into something of a dog. No, make that a complete dog. No doubt the purists among you (ie. the nerds) would suggest that I'm missing the point and that this is supposed to be a strategy game. Perhaps, but it seems to me that if you meticulously plot the rise of a soccer dynasty and then have no real control over the outcome on the paddock, you might as well be flippin' burgers.

Away from the paddock, there's a mind-boggling series of tasks to attend to. You'll be deciding on ground improvements, stand improvements and crowd control measures. You'll be dealing with (ie. hiring and firing) the coaching, training and medical staff. You'll be competing in the player transfer market as well as renegotiating the dud player contracts your joke predecessor has left you. Hell, you'll even be negotiating your shirt sponsorship, all with any bloody European Club you can think of.

This is all incredibly detailed and pretty enthralling but without the actual game it is, to me anyway, all for naught. Add this management bit to FIFA International Soccer and you wouldn't see me for months - but put it on its own though and even trainspotters will want to avoid it.

Stretch Armstrong

VISUALS

60

SOUND

52

GAMEPLAY

50

LONGTERM

55

OVERALL

56

LA RUSSA BASEBALL 95



MEGA DRIVE

Available: **NOW**
 Category: **SWING 'EM UP**
 Players: **1-4**
 Publisher: **ELECTRONIC ARTS**
 Price: **NO RRP**
 Rating: **G**

It's always been one of the great

mysteries of the world (the kind without Leonard Nimoy) to me that, given the sheer number of baseball games that have been made over the past few years, no one has managed to get it right. Sure, some of them have fancy graphics and most of them play OK, it's just that no one's come up with the definitive video game version of baseball. EA (following their long established tradition of updates upon updates) have taken another crack at it with La Russa Baseball 95. Have they got it right this time? Maybe, but probably not.

The original Tony La Russa Baseball was a good, solid game. A lot of people loved its depth, but most people just ignored it. Why? Well, it was never that exciting. La Russa 95 still lacks the excitement a great sports game needs, but it's got even more depth than before. It's got all 28 Major League teams, every single Major League player (courtesy of the MLBPA) and more stats than you'll ever need to look at. As for options, they've thought of everything: one-offs, play-offs, full seasons, arcade and sim modes, selectable views (either behind the pitcher or the batter), set plays, player trades - the list is endless. The only thing missing is a Player Strike mode.

The controls are good too - comprehensive enough to allow for double plays, pickoffs and all that other baseballly type stuff, but simple enough to pick up and play straight away. The only problem is, everything is all just a bit slow. But heh, that's baseball.

The graphics have been fancied up a bit (if you leave your pitcher alone for long enough he'll even spit just like a pro) and the sounds have been pumped too, but basically, La Russa 95 isn't that much of a step up over the original. Still, everything's functional enough and there is no reason why baseball fans shouldn't be perfectly content spending a good few hours staring blankly at this.

Andrew Humphreys

VISUALS

73

SOUND

71

GAMEPLAY

79

LONGTERM

77

OVERALL

75

BRETT HULL HOCKEY



SNES

Available: **NOW**
 Category: **SPORT**
 Players: **1-4**
 Publisher: **SONY**
 Price: **\$89.95**
 Rating: **G**

One can only guess that this Brett dude is a

very popular Hockey player, seeing as though he has his own video game and all. But I bet he wishes he never made it this far — it might have stopped them from making this game.

It looks and sounds very much like an EA Sports game, but the gameplay just doesn't match up. What it does have going for it are some lovely sharp stills and — blow me down — continuous, in-game commentary! This cart is packed with speech! Every time there's a pass, shot, foul or whatever, the commentator tells us who made it and on what team. If your goalie does a great save, you'll be told so. If you knock someone down, you'll be congratulated! This really enhances the gameplay, though at times so much is going on that the speech gets a bit confused and messy. Thank God you can turn it off. Turning it off though, will only let the game shine through for what it really is... slow, awkward and confusing. Hockey should be fast, fluid and accurate! What's going on here?

Ultimately, you could get used to the dodgy controls and enjoy the game for the wealth of options and fancy features, but why do so when you can get all of that and a superb game to boot, like EA Sports' NHL Hockey '95? This is definitely worth a rental just for the cheap thrills the speech will give you, and you might have some fun, but like Barkley Shut Up and Jam, why buy an inferior clone when you can buy the better game?

Eliot Fish

VISUALS

83

SOUND

88

GAMEPLAY

70

LONGTERM

76

OVERALL

75

MICRO MACHINES



SNES

Available: **NOVEMBER**
 Category: **RACING**
 Players: 1-4
 Publisher: **SONY**
 Price: **\$89.95**
 Rating: **G**

Phwoarr! Look out for that giant Froot Loop! Yes

Micro Machines has hit the old SNES. When the Mega Drive was begging for a good racing game, Micro Machines filled that hole, but the SNES already has quite a few rip snorters challenging for the prestigious racing crown. If there was no Mario Kart or Stunt Race FX, then Micro Machines could well be the most adrenalin pumping title you could strap into. Just because everything is "micro", doesn't mean the thrills are any smaller. This game will have you on the edge of your seat. Not the visuals. Not the sound. The fast, tricky, competitive and fun gameplay is what makes this an absolute scorcher of a game.

You fight it out in racers the size of peanuts, along kitchen tables, in baths, on pool tables and in sand pits. Choose a racer, and then either go head to head or enter the challenge. It's in the challenge mode where the most fun is to be had! You must successfully come first or second in a race to continue on to the next track where you'll receive a different racer or speedboat and a new environment.

The trick is to push other players off the table or in the water, or just concentrate on keeping that inch ahead of the pack. The tracks are covered in ramps (rulers or playing cards etc.), obstacles (nuts, nails, erasers etc.) and various other stumbling blocks like great big bloody pool table pockets! I didn't want to put this one down — up to four people can play this at the same time which instantly makes it a must buy if you own a Multitap.

Just a word of caution. . . wear the brown underpants.

Eliot Fish

VISUALS

79

SOUND

75

GAMEPLAY

92

LONGTERM

90

OVERALL

90

NIGEL MANSELL'S INDYCAR SERIES



SNES

Available: **NOVEMBER**
 Category: **RACING**
 Players: 1-2
 Publisher: **ACCLAIM**
 Price: **\$119.95**
 Rating: **G**

Nigel Mansell may be very good at racing ludi-

crously expensive cars around in circles at excessive speeds - he may even be a lovely family man despite his highly suspect moustache - but let's face it, he's got all the personality of a slightly damp Chux Superwipe. In short, he's too much of a Nigel for his own good. But someone obviously thinks he's enigmatic enough to flog a few video games: witness Nigel Mansell's F1 Challenge and now this, Mansell's Indycar Series.

Nigel's F1 effort was a slick, playable little racer. Strangely enough, so is this updated Indycar version. The graphics are OK, the scrolling is smooth and the controls are tight and responsive. The problem is, it's all just a little unexciting - much like Nigel "Swims With Dolphins" Mansell himself. A couple of year's ago, this would've been a first rate race 'em up, but now, it just looks old and tired. Next to the knuckle busting excitement that is Stunt Race FX (or Mario Kart for that matter), driving an Indycar around a series of flat tracks is fairly lame stuff.

Still, if the smell of petrol and Englishmen appeal to you, you could do far worse than Nigel. There's fifteen genuine Indycar tracks to get dizzy on, including the fabulous Surfer's Paradise circuit (all the rest are North American), a good split-screen two-player option (you can go split screen against the computer if you like too), a perfectly acceptable season mode to get lost in, and a manual transmission option for the anally retentive.

I have to admit that I've never been a great fan of straight-ahead racing games, but I know quality when I see it and Mansell's Indycar Series is a quality game. It's definitely more suited to Indycar/F1/Mansell enthusiasts (read: FREAKS!!!) than to normal members of the gaming community though, so unless you're passionate about rolling starts, don't bother.

Andrew Humphreys

VISUALS

79

SOUND

72

GAMEPLAY

76

LONGTERM

66

OVERALL

72

BARKLEY SHUT UP AND JAM



SNES

Available: **NOW**
 Category: **NBA JAM RIP OFF**
 Players: 1-4
 Publisher: **SONY IMAGESOFT**
 Price: **\$99.95**
 Rating: **G**

Oh come on! What is the point of releasing

another two-on-two basketball game when NBA Jam is going to make it look like a big shiny turd?! This is ridiculous. It tries to look like NBA Jam, it tries to play like NBA Jam and then it shoves poor Sir Charles Barkley up the front to try and flog a few copies. Sniff. This is so pathetic, I couldn't bear to play more than one game.

I chose to be Charles, with my team-mate Wildman and we hit the court in Chicago. The animation was choppy, inaccurate and the screen didn't even follow the ball to the basket when I went for a full court shot. It brought tears to my eyes. Someone has worked very hard on this game, and it's simply unplayable — compared to NBA Jam of course, which is simply the superior game in all areas. I'm still absolutely flummoxed that this game is being released at all, let alone six months after the Mega Drive version. If you own a SNES and want a basketball game, then there is not one reason in the world why you would want to buy this over NBA Jam. Not one. Unless of course, you have something for bald men. . . but I won't go into that.

This game looks horrible, sounds horrible, plays horribly and has arrived way too late on the scene to be of any note at all. The only way any self respecting SNES owner should end up with this, is if your granny buys it for you at Christmas. By mistake.

Eliot Fish

VISUALS

59

SOUND

55

GAMEPLAY

56

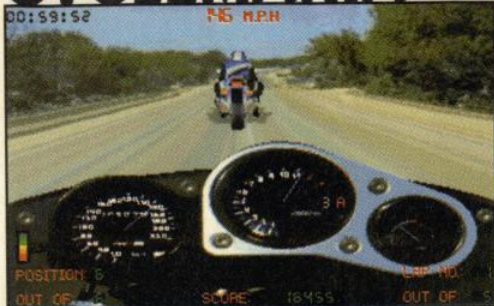
LONGTERM

60

OVERALL

57

CYCLEMANIA



PC CD ROM

Available: **NOW**
 Category: **RACING**
 Players: **ONE**
 Publisher: **ACCOLADE**
 Price: **\$89.95**
 Rating: **TBC**

One thing is certain, the world desperately needs a great motorbike racing game for the PC. The question is though, is Cyclemania the game we have long been waiting for, or is it just another addition to the "not quite right" scrapheap.

Cyclemania goes where no bike game has gone before. Enter a world of filmed and digitised roads and tracks, add some colourful sprite images of bikes, cars, cows and planes and cap it off with sound effects that do it all justice. Should be a winner, right? Is it? Well, almost.

To be perfect, Cyclemania would have had you racing from a first-person view, the digitised real-world rushing at you over the handlebars, as the view banks left and right through corners. Perhaps because of the demands this would have placed on the PC, Accolade have opted for the easier approach of dumping a sprite of the bike (not a dynamically drawn object) in the middle of the screen for you to steer through a repetitive film which never changes perspective.

That the bike handles as it should is without doubt. Accolade got the model right, true bikers will respect the dynamic accuracy and gamers will appreciate a challenge loaded with the right stuff. Unfortunately though, the "virtual" experience Accolade appear to have aimed for is non-existent, the cartoon bike just doesn't look like it's a part of the world created for it. Sadly this transforms the game from a sim to an action game, sigh..... so close yet so far.

Still, much fun is here to be had, the game style is the traditional "win prize money and upgrade your bike" story, all the hardware is high-end Japanese and the competitors a formula collection of mean street dudes. A flawed game.

Ben Mansill

VISUALS

87

SOUND

85

GAMEPLAY

80

LONGTERM

77

OVERALL

82

THE PSYCHOTRON



PC CD ROM

Available: **NOW**
 Category: **ADVENTURE**
 Players: **1-4**
 Publisher: **MERIT SOFTWARE**
 Price: **\$79.95**
 Rating: **TBC**

Welcome to Choose Your Own

Review™. Read 1 to begin or 12 to quit.

1) The Psychotron bills itself as "an exciting new form of interactive entertainment." To hear a more accurate description of the game's true worth read 4 now. To hear a whopping great lie read 6 now.

2) This game has exactly the same form as a "choose your own adventure" book, but with far fewer choices. I have rarely seen a more linear game. This game can be comfortably finished in a few hours. If you still think this game might be any good read 9 now. Read 11 to continue.

3) You are instantly stuck down by lightning. Game over.

4) First designed in 1934 as a cure for insomnia this CD was subsequently used by the military for torturing confessions out of KGB agents. Early in 1994 a clerical error mistakenly reclassified the program as entertainment. Since then many brave game reviewers have lost their lives in the attempt to stop its spread. To learn more read 2 now. To bug out while you still have the chance read 5

5) A man dressed in red with horns and a tail makes you an offer for your copy of The Psychotron. Read 3 to sell. Read 7 to burn disk.

6) The Psychotron is a really really great game. Honest. Goto 10

7) You win the Nobel Peace Prize and inherit a billion dollars. Goto 12

8) You have cheated. You find yourself sucked into a another dimension where the "actors" from Psychotron use you as their sex toy.

9) You find that you have accidentally purchased The Psychotron. To enjoy the game press 10 now. To attempt a homemade lobotomy press 10 now.

10) You have impaled yourself on your joystick rather than play another minute of this game. You are dead.

11) Disappointing. Goto 12

12) Thank you for playing.

Damien Hogan

VISUALS

65

SOUND

45

GAMEPLAY

15

LONGTERM

5

OVERALL

25

REBEL ASSAULT



MAC CD ROM

Available: **NOW**
 Category: **SHOOT 'EM UP**
 Players: **ONE**
 Publisher: **LUCAS ARTS**
 Price: **\$99.95**
 Rating: **G8**

I can see it now... millions of Macintosh users

around the world weeping in joy at the release of the Rebel Assault Mac CD-ROM. Their sadly neglected Macs now have one of the coolest CD gaming experiences going around. Thank you LucasArts, thank-you!! Let's hope it doesn't stop here. I've heard we might even be lucky to see DOOM II on Macintosh. We can only wait and hope.

As opposed to X-Wing and TIE-Fighter which stand in the space flight "simulator" category, Rebel Assault is more of an absorbing and entertaining shoot-em-up tour of the thrilling world that is Star Wars.

Visually stunning, sonically exhilarating (I'll never get over those roaring TIE-Fighters), and excellent fun — Rebel Assault stands out as a bit of a classic. This is your opportunity to pilot an X-Wing in the Death Star trench run, a Snowspeeder between the legs of an Imperial Walker and an A-Wing through a deadly asteroid field! Beautifully animated sequences link the missions, digitised speech spews forth from all characters and the thundering sound FX and musical score drag you under and never let go.

It isn't all roses though, as PC owners will no doubt know. Throughout most of the game, your ship is on a set flight-path. Bummer. You can deviate slightly to avoid asteroids and you can certainly blast away to your heart's content, but you can't decide to chase a particular TIE-Fighter or Kamikaze into a Star Destroyer. However, there are a few different perspectives which do spice things up a bit (viewing your craft from behind and even some Stormtrooper showdowns).

Ultimately it's one of the most entertaining games on CD-ROM for the Macintosh yet and definitely worth your bucks. If you love the Star Wars films, then Rebel Assault will probably be the best thing you've ever seen on your Mac.

Eliot Fish

VISUALS

94

SOUND

95

GAMEPLAY

85

LONGTERM

86

OVERALL

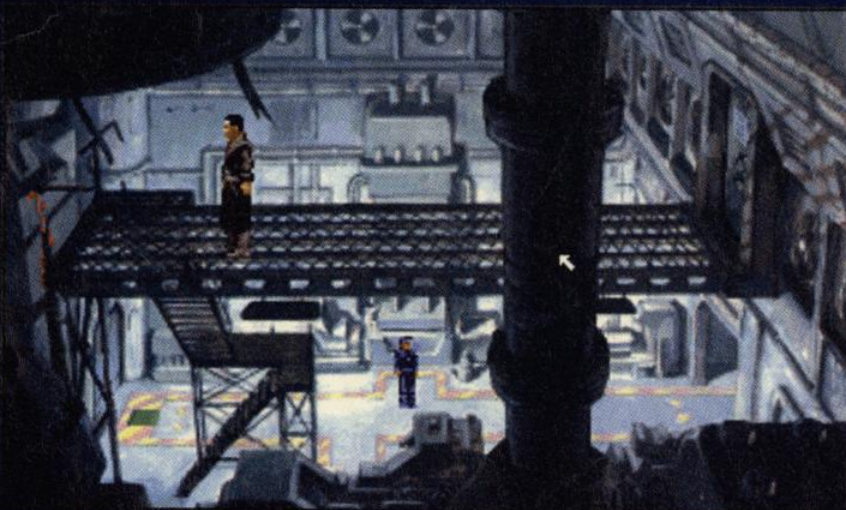
90

BENEATH A STEEL SKY

STUCK ON THE TRICKY PC ADVENTURE GAME FROM VIRGIN? HYPER'S HERE TO HELP...



Get metal rod on the left. Use rod to open door on right. Go through door. When cop leaves, go left and down stairs then go right. Put circuit board in middle piece of junk at bottom of screen. Look at transporter robot. Stand on lift then go right. Open cabinet and get spanner. Talk to man, ask everything. Do same with Joey. Go left. Talk to Joey and ask him to fix robot with a jump start. When lift starts go down the hole. Look at lock. Talk to Joey and have him open door. Search body and get ID. Go right twice. Go in door in upper right to factory. Talk to girl. If Lamb kicks you out, go back in. Go right. Put spanner in cogs. Get spanner. Go left. Use spanner on robot shell. Talk to Joey. Go right. Try to go in room in top left. Talk to Joey and tell him to go in room. Talk to Joey and tell him to weld fusebox. When Joey return go in room. Open gangway and get putty. Leave room. Go left 5 times. Use spanner on both bolts on panel on right. Have Joey push button on right then you push button on left. When man leaves, Push switch on left panel. Take lightbulb. Use putty on socket and use switch again. Make sure both levers are down.



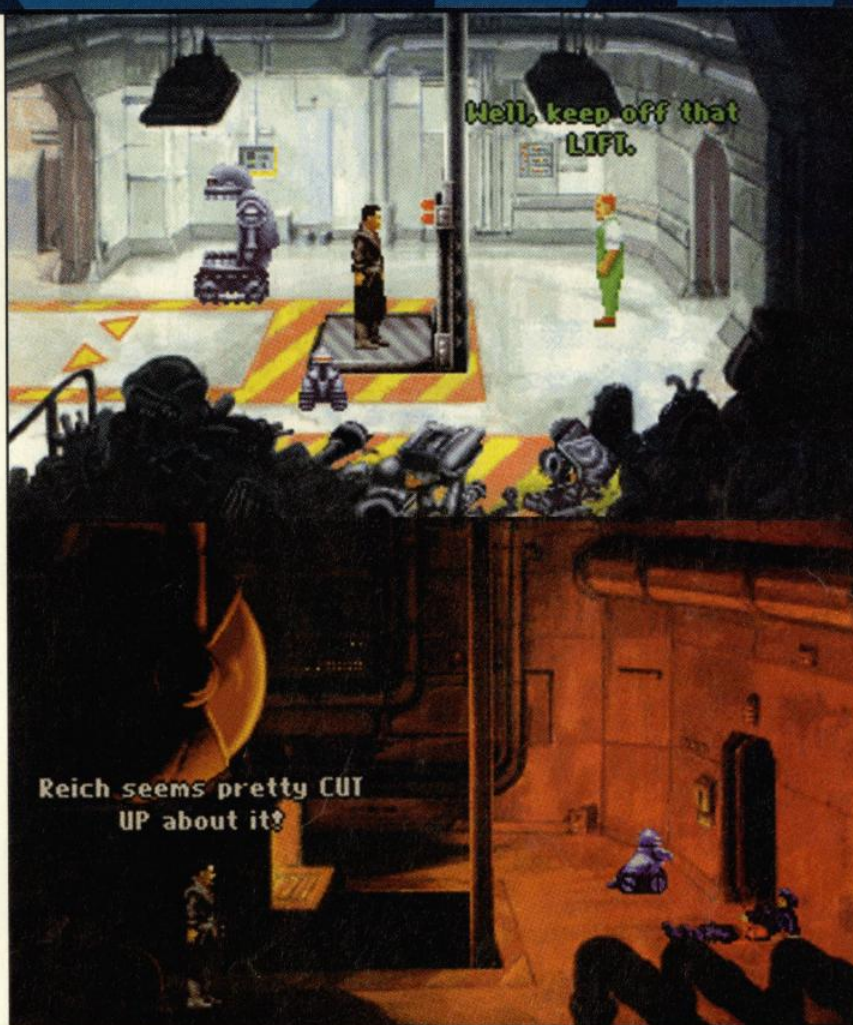
Go right 3 times. Look at cable. Get Joey to cut cable. Use ID in slot on lift. Go down a level. Get cable. Go left, Upper right, ID in left door slot. Get magazine from under pillow. Exit. Go down, Right twice and up to travel shop. Talk to man. Give him magazine. Get ticket. Talk to Lamb. Give ticket to him. Go back to factory. Talk to Lamb and get tour. Go right. Talk to girl (Anita). Give her your ID. Talk to Anita and get her to tell about Schriebmann Port. Go left 3 times, down lift (make sure Joey goes with you in lift), left 3 times. Talk to projector. Have Joey talk to hologram. Go left. Talk to doctor. Discuss a trade for implant. Talk to doctor till he tells you see his friend at anchor. Go to anchor (place next to travel shop). Talk to man. When he leaves get Joey to cut anchor on the statue. Get anchor and use with cable (you should now have a grappling hook). Go to where you got the rod at start of game. Go right. Use grappling hook with security sign. Go right. Put ID in slot. Use interface.



Time for V.R. Get ball. Go right. Open bag (use doorknob in inventory). Get magnifying glass and present. Use decompress with compressed data, in menu. Go right. Use password in inventory on floor spots. Make way to top right and exit up. Get bust and book. Use magnifying glass on the three documents in inventory. Disconnect. Use terminal with ID card. Select 4 enter code, select 1 and read all documents. Select 0 then select 2 and 2 again. Exit system. Use card in slot next to lift. Enter lift. Exit left the go right to lift. Wait for Lamb and then talk to him to get access to his apartment. Go down lift, go left, upper right then use card in slot on right door. Enter and get video tape. Exit, go down and use lift. Go left, talk to doorman. Find lady with dog and get her to sponsor you. When she goes to her apartment, buzz her and go up. Talk to her. Put video tape in video. Go to dog food, get biscuit and then exit. Go to lift and when lady with dog arrives, put biscuit on plank. Go into cathedral, go up look in middle locker then exit cathedral. Time to go to the reactor (in factory).

THRON

Take lift up, go right, take lift up, go upper right, go right twice. Open middle locker and put on suit. Go right and use panel and open reactor door. Go in to the reactor and pick up Anita's ID on floor. Exit, go back to locker and put on own clothes. Go left 4 times, upper right then use lift. Use interface with Anita's card. This next part needs to be done quickly. First use blind (from menu) on the eyeball, then go right, use blind on eyeball then go up, go up, right, pick up tuning fork, go left (did you make it). Use playback (from menu) on well. Disconnect. Go down lift, go left then right, go down lift, go left use lift, go right. Talk to gardener (Eduardo). Talk to boy. Talk to Eduardo again. Go left twice. Enter door on left (Courthouse). Defend Hobbins. Exit. Go to club (exit right next to doorman). Go to the jukebox and play first song. When the man gets, go to his table and pick up glass. Go back to the doctor (left, upper right, lift, left 3 times). Give him glass and he will put fingerprints on yours. Go right twice, lower right, lift, right lower left. Look at door and lock. Use ID on lock. Enter and get secateurs (clipper) and exit. Go back to the club. Go to top right corner and put thumb on metal plate. Use bar on crate on left. Put crate lid on small box in middle and climb on box. Use bar on grill the use clippers. Enter passage. Go right and follow the diagonal track and go right again. Put the light bulb in the socket on the left side of hole in the wall (you have to look very carefully for the socket). Go right twice. Run down the tunnel to bottom right and exit. Use bar on bricks above the swelling then use bar again on same bricks. Get brick. Use bar on the swelling then use hit bar with brick. Get bar. go through door when robot comes out. Go through door in middle and use controls to lower temperature. Walk up the stairs (in middle of room) and when lid closes pull the metal bar that is hanging from ceiling and go back down stairs before lid opens. Exit and go right then through door. Put Joey's circuit board in the medical robot in room and talk to Joey about everything. Exit lower left, go left and look through grill on wall. Tell Joey to check out the Tank room. Wait for him to come back and talk to him until you tell him to open tap on tank. Watch through grill again and when Joey opens tap, go right then through door then go upper left door. The android will fall through grate. Exit upper right.



Reich seems pretty CUT UP about it?

Go through the door in the upper right. Use your ID card in terminal and open the access door. Leave the room. After a short fight, search body and get red card and Joey's circuit board. Go upper right and use RED card to access interface. Go right, blind eyeball and go up. Use Devine Wrath (from inventory) on the Crusader. Disconnect. Use Anita's card on interface, go back to where crusader was and go right. Use oscillator (inventory) on crystal and get helix and disconnect. Exit room and go lower right door. Use Anita's card on the console (this should start virus). Get tongs off wall on right and use them on tank to get a piece of tissue. Use tongs on the frozen huge tank and you should have a piece of frozen tissue. Go right, open cabinet of middle android and put in Joey's circuit board. Use the console to download the character data and run startup program. Talk to Joey about everything. Go lower right and tell Joey (Ken) to put his hand on the sensor on the wall next to door on the right and put your hand on other sensor. Go through door and go right. Tie cable to pipe support and go down the rung. Use tongs on the orifice then get the hanging cable. When your father falls out of the chair, tell Joey (Ken) to sit in chair.

Congratulations. You have finished the game. Enjoy the ending.

Thanks to Wayne Coglan



Skyblazer

BLAZES, IT'S SKY! WEAK INTRO HUH? WELL, WE CAN'T BE BRILLIANT 100% OF THE TIME YOU KNOW - YOU'LL JUST HAVE TO SETTLE FOR 98.9%. THIS IS A PLAYGUIDE. THE GAME'S ON SNES.



THE TEMPLE INFERNUS

When you reach the first boss (Faltine) you will want to position yourself so that you are standing in front of the lamp when Faltine does his "I Dream of Jeannie" trick. As soon as Faltine throws his fire balls at you (and returns to his lamp), move just far enough to the right or left to avoid them (or hit them), then turn and attack until Faltine once again bursts out of the lamp again. Keep repeating this pattern until he is defeated.



TOWER OF THE TAROLISK

There is a loop in the Tower of the Tarolisk that can get you as many extra lives as you can carry. The second tower room that you can enter contains a collection of large diamonds, a red potion and a Ram Man. Collect the diamonds, climb the wall and use your comet flash to launch across the room to kill the Ram Man. Watch out for any nasty late shots. You can re-enter this room as often as you like, and by collecting everything in the room you can repeatedly earn over 100 golden crystals (and therefore extra lives).

When you reach the Tarolisk you will find that he grows every time you hit him. After you hit the Tarolisk in the eye (his only weak spot), run over to the wall on the left and jump on it to keep from being crushed. As the Tarolisk rolls toward you, jump over him and let him roll his way up the floor and across the ceiling. This cycle of attack and leap will work for the first four passes, but starting with the fifth, crouch in the lower left corner to avoid him.



LAIR OF KHARYON

While in the lair you will come across a passage in the centre of the water. This will take you to a room that has two exits. If you take the exit on the right you'll find a 1 Up loop. As soon as the screen comes up, go back into the door you came out of. You'll find another 1 Up. Keep going back and fourth and you can earn up to 99 lives.

When you get to The Spawn of Kharyon let them gather into a small group. Then quickly swim around the outside corner stones so that they end up on the outside while you are within the inner area (the stone corner separates the two of you). As long as you remain on the same horizontal line as the stones the Spawn of Kharyon cannot reach you. You are then free to swim left and right to attack the two mouths that are at the corners without anything attacking you. After those two mouths are dispatched, the Spawn of Kharyon can be manoeuvred into a similar situation for the remaining two mouths as well.

HIDDEN STAGE

There is a hidden stage where you can get an extra hit point for your meter as well as collect numerous crystals and 1Up's. To find this hidden stage, you must reach the Gateway of Eternal Storms (it appears on the map as a bunch of blocks). While on this marker push up and you will enter a bonus round and hidden stage. Note: when on the boat and the big waves are coming, find something to hang onto!



STORM FORTRESS OF KH'LAR

In order to beat Kh'lar, you have to keep moving until he throws his mini tornadoes at you. After that he will split into three images of himself. You must find out which of the three images is the true Kh'lar. Once you find Kh'lar keep hitting with punches only. As long as you do not kick him, he'll stay in place and be vulnerable.



MT SHIROL/CAVERNS OF SHIROL

To defeat Kiaam the Unbelievable you'll need to keep running with him to stay just ahead of his attacking trunk. When he lands, turn and attack until he jumps. As long as you keep this up, he will have no chance to launch those rotten apples from his trunk.



DRAGONHILL FOREST

For a quick way out of Dragonhill Forest, find the tree that looks like a short oak just to the right of a dead, barren tree. You can either take the exit cave nearby to the right or you can simply push up while standing at the base of the tree. There is an invisible exit portal there.



THE GREAT TOWER

To beat the Great Dragon is simple. The top row of platforms has two platforms close together. Get on the one to the right and stand on its left edge. As the dragon comes up, jump onto the left platform and hit the red stone on its hand. Jump down to the left. The dragon will shoot a fire ball at you - jump it. Then run up to the dragon and keep punching his ball (Ouch!).



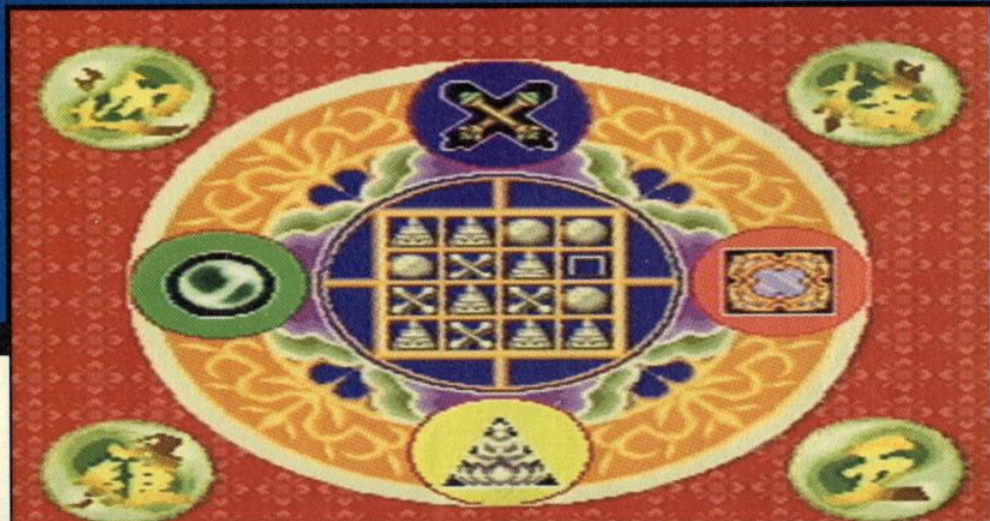
RAGLAN'S CITADEL

The fastest way to beat this boss is to go in with full magic and use the Phoenix. Change into the Phoenix and keep following the boss.



FINAL BOSS

Try to keep his arm as low as possible. When the arm stops, run and kick the jewel. You then need to run to the left and jump up on the wall. As the laser approaches, jump to the right (over the laser) and kick the jewel again. You can get up to three hits. Avoid the arm and repeat the pattern and you will be victorious. Honest.



THE PASSWORD OF DEATH

This password will take you as far as can go - from then on, it's up to you. Remember, you can go backwards on the map and visit any places that might be of interest - like 1 up Loops. Happy travelling.

PASS ME A SEVERED LIMB AND GATHER ROUND THE ENTRAILS, IT'S ...

MORTAL

BECAUSE YOU ASKED FOR IT AND BECAUSE WE LIKE YOU WE'RE RE-RUNNING ALL OF THE JUICIEST HINTS WE'VE DUG UP FOR THIS FABULOUS BLOOD-FEST. ARE WE GOOD TO YOU OR WHAT?

A lot of you would have already figured out that the moves we ran over issues 4 and 5 for the arcade version of MK II are the same for both home versions of the game. Then again, a lot of you wouldn't. So we've decided to run all of the juiciest tips again. It doesn't matter if you've got a Mega Drive or a Super Nintendo -

the movements are identical.

We're not going to bother covering basic moves or the special moves for each character - they're in the instruction manuals. Instead, we'll concentrate on what they don't tell you: finishing moves (including fatalities, friendships and babilities) and secret characters.

Finishing Moves

Each character has at least 2 Gory Blood Fatalities, 1 Friendship, 1 Bability and 1 Pit/Spikes Fatality. The keys to performing all of these finishing moves are distance and timing. Practice them in the two-player game until you know what you're doing, then let 'em rip against the computer.

For fatalities, the distance you need to stand from hapless opponents is critical; it also varies depending on the character you're using and the fatality you want to perform. If you don't get it right first time, don't worry, just change your position and try again.

You can be any distance when performing a Friendship or Bability, but you have to be close when doing a Pit/Spikes Fatality.

RANDOM CHARACTER SELECT

The Random Character select feature is very handy for evening up two-player battles and, of course, is a boon for the indecisive gamer. It works on both the Mega Drive and the SNES. Simply hold UP and press START on the Character Select screen.



FATALITIES

LIU KANG

Dragon Morph: D, F, B, B, HK. Stand close (ie, right next to your victim).

Cartwheel Uppercut: Hold BLOCK, rotate the joypad 360° away from your victim. Stand just outside of sweep range.

KUNG LAO

Vertical Slice: F, F, F, LK. Stand just within sweep range.

Hat Decapitation: Hold LP, tap B, B, F and release; guide Kung Lao's hat with your control pad. Stand on the opposite side of the screen from your victim.

JOHNNY CAGE

Torso Rip: D, D, F, F, LP. Stand close.

The Big Uppercut: F, F, D, U. Stand close.

REPTILE

Eat My Face: B, B, D, LP. Stand about a jump's distance away.

Invisible Decapitation: First, turn invisible. Stand close and tap F, F, D, LP.

SUB ZERO

Freeze and Shatter: This is a two-part fatality. First, stand just outside of sweep range and tap F, F, D, HK to freeze your victim. Next, move close and tap F, D, F, F, HP to shatter the top half of their body.

Ice Grenade: Hold LP, tap B, B, D, F.



KOMBAT

LEGEND
 F = forward
 B = back
 D = down
 U = up

LP = low punch
 HP = high punch
 LK = low kick
 HK = high kick

A direction + a button (eg. F + LP) means you should hit the direction and the button together.

SHANG TSUNG

Play Misty: Hold HK for 3 seconds then release. Stand just within sweep range.

Soul Sucker: Hold BLOCK and tap U, D, U, LK. Stand close.

Kintaro Fatality: A super-cool, super-secret fatality. Shang Tsung morphs into Kintaro and tears the victim in half! We tried it on both the SNES and Mega Drive and it worked on both! You must hold LP for the majority of the final round (about 20 seconds should be enough), then when it's time to "Finish Him", stand within sweep distance and let go.

KITANA

Kiss of Death: Hold LK, tap F, F, D, F then release. Stand close.

Fan Decapitation: Tap BLOCK three times, HK. Stand close.



JAX

Splatter Head: Hold LP tap F, F, F, F then release. Stand close.

Arm Rip: Tap BLOCK four times, LP. Stand close.

MILEENA

Slash 'em Up: F, B, F, LP. Stand close.

Sucked In, Spat Out: Hold HK for 3 seconds then release. Stand close.

BARAKA

Decapattack: Hold BLOCK, B, B, B, HP. Stand close.

Skewer and Lift: B, F, D, F, LP. Stand close.

SCORPION

Flame death: Hold BLOCK, D, D, U, U, HP. Stand just outside of sweep range.

Spear Slice: Hold HP, D, F, F, F. Stand close.

RAYDEN

Shocking Way to Go: Hold LK for a few seconds, walk up to your victim and release. Repeatedly tap LK + BLOCK for a bigger mess.

Exploding Uppercut: Hold HP for 7-8 seconds (start early), walk up to your victim and release.



MORTAL KOMBAT II



BABALITIES

Babalities have to be performed like Friendships, ie: DO NOT use either punch button in the round you are going to do the Babality in.

- LIU KANG: D, D, F, B, LK.
- KUNG LAO: B, B, F, F, HK.
- CAGE: B, B, B, HK.
- REPTILE: D, B, B, LK.
- SUB-ZERO: D, B, B, HK.
- SHANG TSUNG: B, F, D, HK.
- KITANA: D, D, D, LK.
- JAX: Hold BLOCK, D, U, D, U, LK.
- MILEENA: D, D, D, HK.
- BARAKA: F, F, F, HK.
- SCORPION: D, B, B, HK.
- RAIDEN: Hold BLOCK, D, D, U, HK.



FRIENDSHIPS

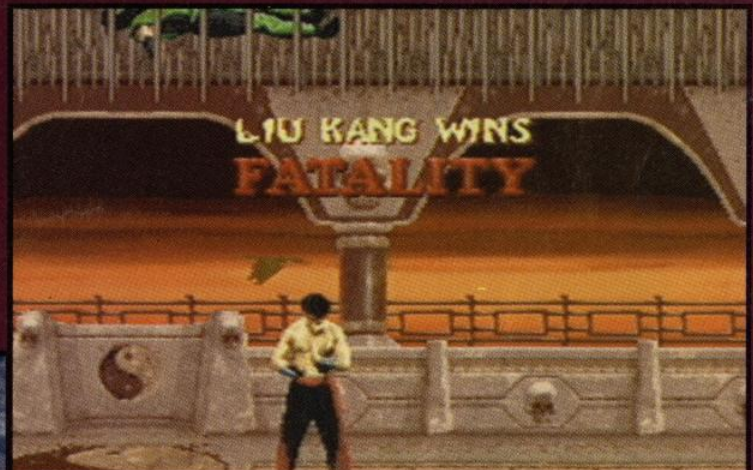
For a Friendship to work DO NOT push either punch button during the winning round. Remember, you can stand at any distance.

- LIU KANG: F, B, B, B, LK.
- KUNG LAO: B, B, B, D, HK.
- CAGE: D, D, D, D, HK.
- REPTILE: B, B, D, LK.
- SUB-ZERO: B, B, D, HK.
- SHANG TSUNG: Hold BLOCK, B, B, D, B, HK.



KITANA: Hold BLOCK, D, D, D, U + LK
Kitana turns around and brings out a cake with candles on it.

- JAX:** Hold BLOCK, D, D, U, U, LK.
- MILEENA:** HOLD BLOCK, D, D, D, U + HK.
- BARAKA:** Hold BLOCK U, F, F, HK.
- SCORPION:** B, B, D, HK.
- RAIDEN:** D, B, F, HK

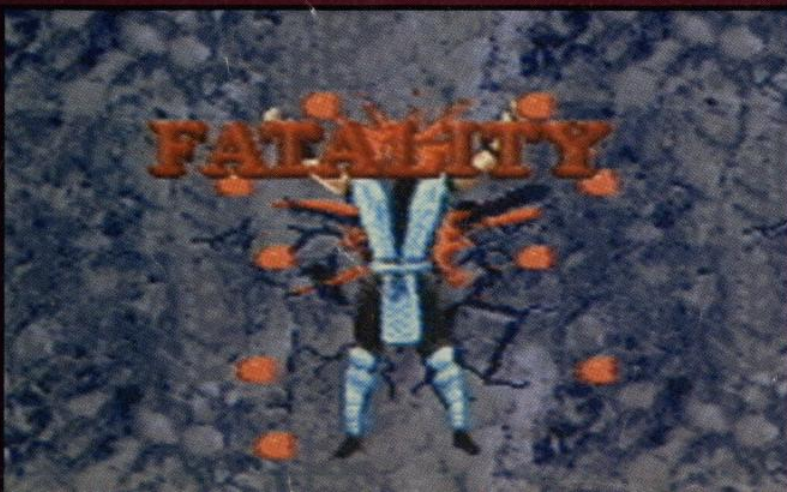


PIT/SPIKES FATALITIES

These Fatalities can be performed only in THE PIT II or KOMBAT TOMB stages. Remember to stand close.

- LIU KANG: B, F, F + LK.
- KUNG LAO: F, F, F + HP.
- CAGE: D, D, D + HK.
- REPTILE: D, F, F + BLOCK.
- SUB-ZERO: D, F, F + BLOCK.

- SHANG TSUNG: Hold BLOCK, D, D, U, D.
- KITANA: F, D, F + HK.
- JAX: Hold BLOCK, U, U, D + LK.
- MILEENA: F, D, F + LK.
- BARAKA: F, F, D + HK.
- SCORPION: D, F, F + BLOCK.
- RAIDEN: Hold BLOCK, U, U, U + HP.



Secret Fighters



There are meant to be 5 secret characters in MKII: JADE, SMOKE, KANO, SONYA and NOOB SAIBOT. We've found three of them and we've got the screen shots to prove it.

NOOB SAIBOT

We found Noob on the Mega Drive version simply by winning 25 consecutive matches (in two player mode). It's that simple.

We haven't found him on the SNES yet - maybe you need to win 50 matches in a row (as in the arcade version; you also need to find another secret character in any of those matches) or maybe we did something wrong.



SMOKE

To reach Smoke you must be on the PORTAL stage. You can be on a 1 or 2 player match. When you uppercut your opponent, every now and then a face will appear in the lower right corner and say, "TOASTY".

As soon as the face appears, hold DOWN on the joypad and press START. Voila! To Goro's Lair you go. There isn't any way to make the face appear more often.



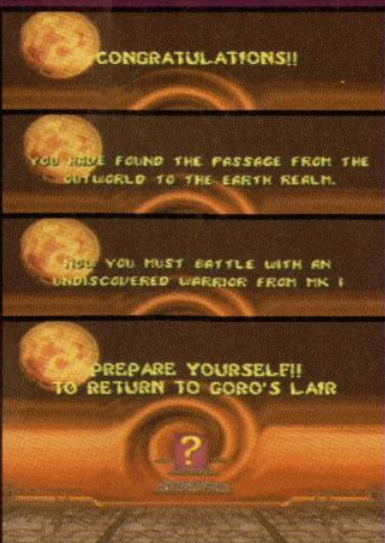
JADE

It's quite simple to reach Jade. All you have to do is get to the stage before the question mark. On this stage defeat the opponent using ONLY the LOW KICK button.

Reaching Jade is possible on either round, as long as you win the round using only LOW KICK. You don't have to get a flawless victory or a fatality. You can start against the computer after losing to a human opponent and still reach Jade.

PONG?

On the arcade machine, if you completed 250 two-player battles, you got to play a game (best of 7) of Pong. It may well be in the home versions, but bugged if we had the time to find out. If you're bored enough to do it, drop us a line.



Super Streetfighter 2 SNES

Group Battle Cheat

This cheat comes to us via an anonymous caller (nice heavy breathing by the way). According to Mr X, you can choose the same character as many times as you like (which rather defeats the purpose if you ask us) by taking control pad 2 and pressing L button, R button, L button, R button, L button, R button, R button, L button at the Matchplay (Elimination) screen. You'll hear a campy laugh from Vega if you've done it right.

Mr X also tells us that if you hold the top L and R buttons on control pad 2 at the character profile screen you'll get to see all of the profiles in succession. Fancy that.

Reconfigure control pad

Hate the way the punch and kick buttons are arranged? Or just feel like totally screwing up your opponent's game? Then all you have to do is reconfigure the control pad by holding down the Select button when choosing your character. You should be taken to the config screen! What a lark!



Alien 3 SNES

Ammo Powerups

Astute readers will realise we ran this same cheat in HYPER #10. Why are we running it again? Um... because we forgot a bit and the ever vigilant tipster, Peter Brodie (you all know where he lives by now) picked us up on it - after all, it was his tip we screwed up.

Start the game, log on to the nearest terminal and start the "Closed Door" scenario. Enter the door on your left and blast through the egg chamber. Instead of sealing the door on the other side (as your mission states) go through and stock up on ammo. Leave the room (don't seal the door!) and use up all your flamethrower fuel - the trick only works if the CPU thinks you're all out of ammo. Now re-enter the room and it's once again fully stocked. Repeat ad nauseam. Glad that's cleared up.



Skitchin MEGA DRIVE

Warp Billboards

More info on those lovely billboards thanks to R. Russell of Lara, Vic. He (or she) has provided us with a rather extensive list of where the billboards are and where they'll take you - just jump (ie, make sure you're in the air) through them. Oh, and you get a \$10 bonus with every warp.

Level	Distance	Side	Billboard	Goes To
Denver	3.6 miles	Right	Burger & Drink	San Diego
San Diego	3.1 miles	Right	Buy Things	Vancouver
Seattle	3.5 miles	Right	Tap Water	Washington
Washington	1.8 miles	Right	Clown Shoes	L.A.
L.A.	4.1 miles	Right	Buy Things	Toronto
San Francisco	1.9 miles	Right	Buy Things	Seattle
Detroit	1.6 miles	Right	Don't Drink & Skitch	Washington
Chicago	6.8 miles	Left	Don't Drink & Skitch	Miami
Miami	3.5 miles	Right	Eat Wax	Detroit

Young Merlin SNES

Save Points

These codes were sent in by Jamie "No Pig Jokes Please" Bacon of Pooraka, SA. Oink, oink!

1. RBBYBBBBYBBLBBBB
2. BX→XYBBBLBB→YYBB
3. RYLR→YBRBR→YBB
4. X→LLY→YBYRR→RBB
5. Y→L→Y→YBYYY→RBB
6. →→→→RBYRRX→XX
7. BB→→→RYRRBYR→B



Jurassic Park Mega CD

Mondo Gas Bombs

Does Peter Brodie ever sleep? Is his life merely one long struggle against the forces of darkness in search of the perfect cheat? It certainly looks that way. Anyway, here's Pete's tip to max out on gas canisters for the grenade gun for this puzzling puzzle game.

Go to the warden's office in the visitors' centre. Don't go in yet; instead, insert the T-REX CD (no, not the one with "Telegram Sam" on it - you get it from in front of the Dilophosaur nest) into the black card-reader to the right of the door. You should hear a chime.

Now enter the warden's office and open the locker - instead of only two canisters you'll have an unlimited supply. But you can only carry 50 at a time. Diddums.



Secret Node Jumper

OK, to access the jumper which lets you skip stages and watch all the video footage, follow these instructions.

Collect at least one egg and get the pliers at the Visitor's Centre. Use the pliers to get the blue keycard out of the slot right before the entrance doors. Go through the doors and back to the Visitors centre. Go up the stairs and enter the second door to the right with the blue card. In the office, find an incubator and put the egg into it. Now, go to the control room. Access the computer to save your game. Leave the control room. Press START on controller two until the Node Jumper comes up. There you go!

Betrayal at Krondor PC/PC CD ROM

Finish Levels Easier

Honest players must search every nook and cranny to find the rope, money, food, or other goods they need to finish a chapter. Why bother? Go to the overload map and hold down the ALT-right Shift-~ (tilde) keys for two or three seconds. A Moredhel lockchest will appear. Instead of answering the usual riddle, enter the secret code to get free stuff. In chapter 1, the code is 6478, in chapter 2 it's 9216 and in chapter 3 it's 7702. Cool!



Mortal Kombat II MEGA DRIVE

Noob Saibot

This tip comes to us courtesy of *Mark and Neil Dodd* of Connolly, WA and lo and behold, it works! We haven't tried it on the SNES yet, but it might work there too.

After winning 25 games on two player mode (they must be consecutive) you'll go through a portal to fight the mysterious warrior called Noob Saibot. He's very fast and completely black. You can be at any level with any character. Sounds like it might be worth giving a go, eh?

The Horde 3DO

Wads of Cash

We know that there aren't many 3DO owners in Australia yet, but as cheat-sender *Mark Marin* from Adelaide, SA, points out, they should all have The Horde because "It's absolutely brilliant". We like Kirk Cameron too, Mark.

Here's the tip: go to the Swamps of Buuzal and look for a frog - any frog will do - and follow it. After a while, it'll disappear. Dig at the spot it disappears and a pile of treasure will rise from the swamp. You can do this as many times as you like.

Mark also tells us that you can find a magic flute in the Swamps of Buuzal - just dig at the point where the two arrow-shaped piles of rocks (switch to the map view) meet. Use the flute to attract the Hordes to you, not the village, then hack 'em up.

Inca PC CD ROM

Level Codes

Here are the codes for the beautiful and tricky adventure/action/puzzle game from Coktel vision. You also get all five men with these codes.

32518581	56158745
33534548	76178741
88158744	85511634
23514145	(This one gets you past the infamous Spanish Galleons)
14518783	
41118181	
44514182	38511276

Marko's Magic Football MEGA DRIVE

Level Codes

Clayton Hemsley of Marangaroo, WA sent in the passwords to let you kick (kick, geddit?) this game a tad more easily.

- Haunting
- Gungetnk
- Garage
- Traffic
- Elf
- Barrel
- Windup



Super Street Fighter 2 MEGA DRIVE

Speed up computer battles

In the tournament battle screen highlight the word END and press START. The computer will play through all the matches and you can speed up each one by pressing any button! Though why anyone would find this entertaining is beyond me.



Super Metroid SNES

Kill Dragon Easy

Is that big crustacean giving you hell? Then why not electrocute it? Next time it picks you up, shoot your grappling beam into one of the electric guns at the side of the screen. You'll be eating BBQ shrimp for weeks!



Dungeon Hack PC

Level Codes

Here are the codes for the VO.85 version of SSI's great little adventure.

Page	Title	Word #	Password
03.....	Generating Characters	7th.....	Attributes
04.....	Character Basics	3rd.....	Inhabit
06.....	Classes	3rd.....	Characters
09.....	Ability Scores	5th.....	Summary
09.....	Alignments	4th.....	Fictional
12.....	Racial Advantages	4th.....	Wondering
13.....	After Selecting a Character	4th.....	Selected
14.....	A crash course in Spell casting	6th.....	Evil
16.....	Examine Character Information	10th.....	Appears
19.....	Ready and Item	5th.....	Move
21.....	Pray for Spells	3rd.....	Examine
22.....	Show numbers	5th.....	Command
25.....	Dungeon Depth	9th.....	Endure
27.....	Enemy Spell Casting	4th.....	Shadows
45.....	Damage	6th.....	Loss
46.....	Go on	4th.....	Fails
47.....	Ankheg	5th.....	Enormous
48.....	Cockatrice	1st.....	Infamous
51.....	Goblin	5th.....	Great
52.....	Golem, Flesh	8th.....	Humanoid
55.....	Naga, Bone	5th.....	Undead
56.....	Otyugh	7th.....	Gulguthra
61.....	Watchghost	3rd.....	Sometimes
62.....	Xill	5th.....	Brawny

Fatal Fury 2 MEGA DRIVE

Play as Krauser and three bosses

There's something strangely appealing about being the baddies for a change. Here's how to wipe the cute smirks off those no-good do-gooders! When the Takara Logo is showing, quickly press these buttons: RIGHT, Diagonally down-RIGHT, DOWN, Diagonally down-LEFT, B. Now keep START pressed when choosing a character. The bosses should be there.

Infinite Continues

In the story mode, when "continue?" is showing press and hold UP, A and B. While holding these buttons press C. The number of continues increase with each press of button C. Easy eh?

Change Colours

Yep, if you would rather be fitted in a blue suit rather than that easy to stain white one, at the Tankara Logo, press DOWN, Diagonally down-LEFT, LEFT, Diagonally down-LEFT, RIGHT, Y. Be quick. Select your character. Now keep START and B pressed while moving the control pad to change colours!

Mode

Mortal Kombat II SNES

Eight Player Tourney Mode

Is Cronulla's favourite son, *Mr Peter Brodie Esquire*, the greatest tipster in the world? We think he might be. Check these out. At the Start Game screen (the Dragon logo) press and hold the top L and R buttons together then press START and you'll go to an eight player

matchup screen set against the usual mountain. When all players (up to four a side) have selected their fighters (all eight can play the same character if they like), start the fight. As soon as one character is defeated the next one pops in a puff of smoke to replace him or her (much like the old Endurance matches). Only when one of the players defeats all of the others is he or she declared the winner.

Shao Khan and Kintaro Guest Appearance

Do the above L and R button trick as soon as you turn the game on and when the Acclaim logo comes on, it'll drop down (instead off the fade) and Shao Khan will appear and tell you you're a "Weak, pathetic fool" (much like my dad does). When he's finished, Kintaro pops in to yell and roar a bit. Shao Khan has one last go then the shot fades to the title screen. If you like, keep the L and R buttons held and do the tournament trick at the Start Game screen. Peter, I know we don't say this often enough, but we do love you. Honest.



Sim City Classic PC

Mild Cheat

You may already know that police and fire stations work best when they are placed next to a major road or rail line. But you can get the same results with a single square of unconnected road or rail next to a station

Mega Cheat

For a fast, free \$10,000, hold the Shift key and type "Fund". (WARNING: Doing this too often causes an earthquake)



Pirates of Dark Water MEGA DRIVE

Level Codes

More passwords from Clayton Hemsley.

Port of Pandawa:.....IITBDIA
Citadel:RITAZIM
Bobo Mt:.....JESSICA
Janda Town:.....SCOOBYD
Sunken Bridge:STOYODA
Maelstrom:.....ALARTUS
Dark Lair:.....RADARAL

FIFA International Soccer MEGA CD

Cheat Codes

Here are some great codes for a simply superb soccer game.

At the Options screen try out these combinations in order:

Dream Team:.....A, A, B, B, C, C, A, A.
Crazy Ball:.....C, A, B, C, C, B, A, C.
Crazy Curve Ball:B, A, C, B, C, C.
Invisible Wall:C, C, C, B, A, A, A, B.
Super Power:B, A, B, B, B, B, B, B, B.
Super Goalie:A, A, A, A, B, B, B, B, B.
Super Defence:.....B, B, B, B, C, B.
Super Offence:A, A, A, A, B, C.

Secret Video Clips

In the coaching/Stats option, move the cursor next to either Formations, Coverage or Strategy and watch some video footage of each one by pressing the A button.

Sonic 3 MEGA DRIVE

Super Tails

We've had our fair share of correspondence on the subject of "Super Tails", but Robert Britton seems to have cracked it. It's a bit long and complex, but stick with us.

First, you need the level select cheat (see HYPER #8, page 77: when the rendered Sonic starts to zoom in quickly tap UP, UP, DOWN, DOWN, UP, UP, UP, UP, hear a chime, pull down on title screen for "Sound Test", press Start). With the cheat installed, you can return to the level select screen at any time during the game just by PAUSING the game and pressing A, B and C at the



same time.

Use the level select return trick to collect 7 chaos emeralds - go to the special stage, grab an emerald, then keep coming back for more.

With 7 emeralds, you can turn into Super Tails. Enter the level select then go to "1 Player Start" and

press Start. On the save/no save bit, push up to show Tails. Start the game, then use the level select return trick to get to the level select screen, pick the stage you want to start on, hold button A and press START to debug it, then press B, A to change into a TV, C, B

to change back, smash the telly and you'll be a mangled Super Tails, but if you finish the game you'll see a perfectly good Super Tails glowing away. There, I hope that was worth it.

Cheat

Stunt Race FX

SNES

Computer opponent in Battle Trax

This is a rip snorter of a racing game, and a rip snorter of a cheat. Feel like some healthy competition in the Battle Trax mode? Then simply pick your racer and then at the start of the race, don't touch the opponent's controller and after a few seconds, your SNES will take over!



T2 The Arcade Game

SNES

Level Skip

Sick of being completely crap at this game? Then amaze and startle your friends with this simple and easy to use cheat courtesy of HYPER magazine! At the title screen, press these buttons before it fades out: LEFT, UP, RIGHT, UP, LEFT, LEFT, LEFT, RIGHT, DOWN, DOWN. You should hear a noise to confirm that the code worked. Then, at the Today's Best score screen, press these buttons: RIGHT, UP, UP, LEFT, RIGHT, RIGHT, RIGHT, LEFT, DOWN, DOWN, RIGHT, UP. Then in the first level hold down the L and R buttons together to complete the stage. Nice.

Commander Keen 6

PC

We printed some of the codes for this in the September issue, but Louie Lewis from Hawthorn in South Australia came through with the rest.

- Add VBLs.....F10 and V
- Sprite Test.....F10 and T
- Record Demo.....F10 and D
- Border Colour.....F10 and B
- No Clipping.....F10 and N
- Gem Wallpaper.....F10 and Y
- Auto Finish Level.....F10 and E (if there are any special items in the level you'll miss out on them though)
- Memory Usage.....F10 and M

SUPER STREET FIGHTER 2 TURBO

ARCADE

Play as AKUMA!

We know it's amazing, but it's absolutely true. Here's how to play as the beastly AKUMA!! First off, the machine must be set on Free Speed Select. Select speed 3 with the Fierce button when your cursor is on Ryu. Once you press Fierce to select the speed, pause for 2 seconds on Ryu. Move directly to T. Hawk and pause for another 2. Move to Guile and pause for 2 again. Move to Cammy through Dhalsim and pause for 2 seconds again. Move directly to Ken and up to RYU where you pause for another 2 seconds. Then press all three Punch Buttons and your Start button at the same time. Akuma should now replace the spot where Ryu was. Fight on brother.

NEITHER OF THESE GUYS IS AKUMA. BUT HE DOES APPEAR ON SSF2 TURBO. HONEST



The Terminator

SNES

Secret Options

To alter your gun, lives and bombs: hold RIGHT on controller one. Then press these buttons: B, C, B, B. Release the control pad, press START and you should get a special menu! Now, killing, maiming and utter destruction is as easy as cheese!

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LETTERS

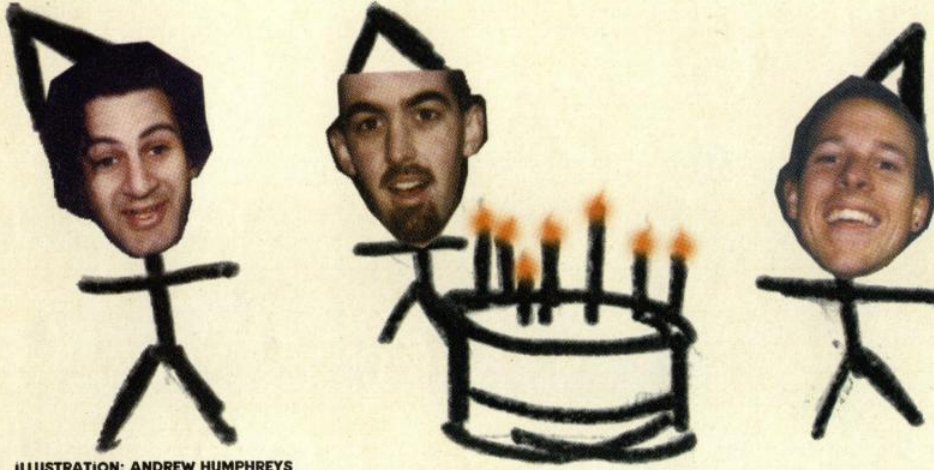


ILLUSTRATION: ANDREW HUMPHREYS

"Na na na na na na na. You say it's your birthday! Na na na na na na na. It's my birthday too! Na na na na na na na..."

Yes, the happy scene above pictures (rather skilfully we might add) the HYPER crew in all their glory, celebrating theirs, yours - let's face it, the world's - favourite gaming magazine - HYPER. It seems like only yesterday when we began, in truly humble circumstances, to become the egomaniacal wankers we are today.

Time... it really is like a pond rushing by, isn't it?

In between working their shapely buttocks off to get out this fabulous, 100 page issue, Stuart, Andrew and Mark had lots of fun, ate lots of cake, lit a few sparklers and generally made nuisances of themselves with anybody that happened to be passing by (Hi Charlotte!). It's not every day you turn one, you know.

As night falls on the hapless trio, they close their little eyes, exhausted, exhilarated, and secretly dreaming of all the fun things they'll be up to in the next issue. Goodnight boys, sleep well.

While they rest, why not write to them? Send all correspondence to:

HYPER letters
PO Box 634
Strawberry Hills
NSW 2012

SPHINCTER MAKES SOUND

Yo Hyper,
Congratulations on a great mag. It isn't hard to kick the outdated, overpriced, irrelevant and truly shithouse foreign magazines, or the biased one-brand Australian magazines, but you guys have really made them look bad.

I am writing to find out more about the 3DO chip for the PC.
1. What would the minimum requirements be for my computer so that I would not have to upgrade? I have a 486DX 40, 8 megs RAM, with a double speed CD-ROM, and the 3DO has a double speed CD-ROM with a CPU running at under a third of the speed as my PC. I also have a Soundblaster 16, is this a sufficient sound card to run 3DO games? Could you keep printing all the new information about the price, availability, and technical information about the chip?
2. I have a friend who says that the Mega Drive 2 has equal tech specs i.e. sound, graphics, colour, etc to the Super Nintendo, as opposed to the inferior Mega Drive. This does not sound like what I have heard in HYPER. Is he talking through his ass?
3. Could you run a section in HYPER where you and the HYPER crew all go through your preferred systems and games? Keep up the gnarly work.

Yours sincerely
Lenny Jones

1. We're not sure of the exact specs yet, but I don't think you'll have any problems running the 3DO card through your PC. Rest assured though, we'll keep you up-to-date with all the happenings 2. I couldn't have put it better. Your friend is indeed conversing with his sphincter as the Mega Drive 2 has exactly the same specs as the Mega Drive 1. 3. I don't really think you all need to know our favourite games (after all you have to read our opinions every issue) but I can tell you that we all love the 3DO (and Road Rash in particular) at the moment.

CENSORSHIP IS POINTLESS

Dear Ed,
What is the point of censorship? Anyone can walk into their local video shop and hire R-rated videos if they really want to. You can switch on the television and

see nudity, swearing and violence as early as 8:30pm of an evening. The fact is censorship does not work. The public can obtain pornographic material, banned books, tapes and CDs any time they want to indulge in such things. Censorship merely feeds our desires to see an ultra violent film or video game, which usually are fairly mild anyway. Video games are fairly tame compared to some things on television shown to a much wider audience. The nightly news shows pictures of death, violence and cruelty much worse than any video game I have seen. I have also heard old cronies yabba on about pornography in video games and as yet I have not seen one part of the female anatomy displayed on screen while playing a video game. When will the pro-censorship dicks cut the crap and rethink their vendetta against video games, which are often censored much harsher than films or TV.

Anthony Olsen

I have nothing against the classification system, but like you said, video games are being treated far more harshly in terms of what can and cannot be shown. Video games should follow the exact same guidelines as film and TV.

SEARCH FOR THE ROBOTS

Dear HYPER,
To tell the truth I've only just started buying your boss mag. Actually I'm pretty pissed-off. I've been trying to hunt down a game called "Rise of the Robots" on CD ROM or disk. I have rung up about the game heaps but one place said it was old stock and another said it hadn't been released! I'm dying to get my hands on the game! Could you please tell me if it's been released! If it hasn't - when will it be! How much will it cost! How can I get a hold of a copy and any other crap you can dig up!

Yours Sincerely

The anonymous mothball

This is a very good question. Everyone is talking about Rise of the Robots (we previewed it in our April issue), but no one seems to have it. It's down for a Super Nintendo release next year but the PC version seems to have slipped through Australia. If anyone has any news on the game, please write to us because we'd love to have a look.

BUTT KICKING & KISSING

Dear Hyper Crew,
I hope I'm not butt kissing, but I'd just like to say this mag kicks butt. It's the best mag out - it's got everything, reviews, previews, cheats and play guides. It's simply the best. Anyhow down to the questions.

1. How many colours does a 16 bit machine have?
2. Can you get something for your Mega Drive to make the sound good?
3. Could you please send me the secrets of MKII because I missed issue #5.
4. Do you think that the new 32X will be a success and is it worth getting when it's out?
5. How come games cost so much?

Bradley Hain

1. What sort of 16 bit machine? The Mega Drive can display up to 64 colours on-screen while the SNES can do up to 256 at one time. 2. Ear muffs - just joking. Nope, not a lot except getting an AV cable and a stereo TV. 3. No, but we've repeated bits in this issue. 4. Too early to say. 5. Lots of time and effort have gone into their programming. A game can easily cost a million dollars to produce these days. Oh, and good, old fashioned greed.

GAMES SUCK WITHOUT GAMEPLAY

Dear Hyper,
Suck, suck, suck.... your mag's really great etc etc. I'm sorry but I have to get off to a sour start. Something's really pissing me off. I hate all these rich bastards who brag that all these hi-tech IBM's have all these games that are, "past Polygons and into gouraud shading...". Who gives a shit. (Not that I don't agree these games are good) Would you rather look at a brilliant picture using gouraud shading or play a game of Pacman? The point I'm trying to make is who gives a shit about graphics - without gameplay games suck... So I agree with Andrew Montesanti (issue 8) and I think Phillip Ihnativ in issue 9 just wants a pork up the ass from some consenting person. That's better. Now for a couple of questions.

1. In the way of games which system is better - SNES or Mega Drive?
2. Do you know of any plans

for MKIII?

3. What game has had the highest rating ever?
4. Is it true that video shops get to hire out new games before they are available to the public?

Thanks

Thomas D

Are you a relative of Chuck D? No? Oh well...1. A year ago I would have said the Mega Drive but now both systems have some beauties. 2. Yes, it's under production but no firm word yet. 3. In HYPER our highest rated games have been Doom and Myst (both with 96%). 4. Video shops sometimes get games before their retail release but this is not a general rule.

PC vs CONSOLE COMPROMISE

Dear Hyper

I have been reading HYPER since day one and it has been interesting to read about the "PC vs Console wars". I have an IBM (486DX2/50 with CD) and a Super Nintendo and I think they are both better than each other in different ways.

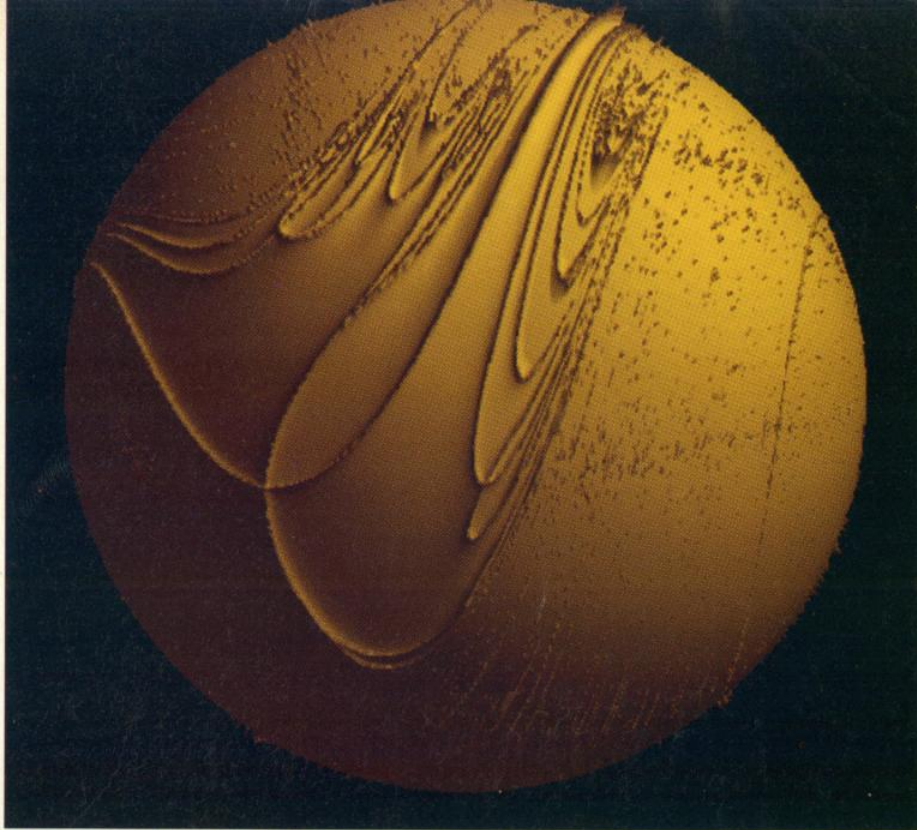
The console is very good at action and multi-player games, but the PC isn't as good at this sort of thing except for a couple like DOOM. The PC is absolutely awesome at games like Dune II and Wing Commander, but a console version of these games just wouldn't run as smoothly. I have some questions to ask as well.

1. Will Wing Commander Armada and/or 3 be coming out on CD?
2. What's the best soccer game for SNES?
3. When or will Dune 3 be coming out? If it is will it run by modem in Real Time?
4. I liked the old style of RPG that was before Eye of the Beholder and was made by SSI. Are any more of those sort of games going to come out again?

Jason Bailey

Dundas Valley NSW

1. I would say that WC3 would definitely be on CD, but I'm not sure about Armada. 2. There's a bit of debate about this, but as far as I'm concerned no one can beat FIFA International Soccer. 3. I wish I knew (Dune II is one of my favourite games ever), and let's hope that it will run by modem in real time. 4. Time and technology have moved on since then, but it doesn't mean that style won't be resurrected in future.



WE HAVE LOUGHLIN RICHARDS FROM GAWLER EAST IN SOUTH AUSTRALIA TO THANK FOR THIS PRETTY PLANET. HE WORKED HARD ON IT, SO YOU SHOULD ALL APPRECIATE IT. WE'RE SENDING HIM A GAME FOR HIS EFFORTS.

PCs KICK ARSE

Dear Ed

I'm getting sick of people saying that consoles beat computers, these people must have been brought up on Macintosh or something. I know, you know and everyone else should know that PCs kick any Mega Drive/Mega CD's arse. For starters PC's have got way better hardware than any 16-bit machine. No 16 bit console could run DOOM. I've got a 486sx33 and that still runs DOOM fairly slow on high detail full screen, so just imagine a Mega Drive which runs at only 7 mhz run a game as complex as DOOM, and after seeing the Mega Drive version of Syndicate in a Pommie mag you'll agree with me. The PC probably beats the 32 bit systems as well. Even if the 3DO has got good graphics soon we'll be able to upgrade to it anyway.

OK, now it's time for some questions:

1. Any chance of a Jaguar upgrade or even Project Reality (Nintendo Ultra 64 now)?
2. I was thinking of buying a new game, is System Shock any good?
3. Will we be seeing Mortal Kombat 2 on PC?
4. I'm getting sick of people writing in and criticising your mag, if they don't like it why do they read or buy it?
5. Which do you think is better - PC or console?

6. In PC reviews could you please write the minimum and recommended system requirements, even if the game doesn't require anything special?

Keep up the good work

Daniel

Bunbury WA

Um, Daniel just a small point - the SNES is getting Doom, so it is possible to run it on a 16bit console. And by the way, we like Syndicate on Mega Drive. Don't be so negative towards other systems as they all have their own place. 1. There is going to be a Jaguar upgrade card but no word on the Ultra 64. 2. System Shock looks pretty good so far, but unlike other magazines we're not going to give our final judgement on an unfinished Beta copy that doesn't have sound. 3. I would say so. 4. Criticism is fine, as long as it's constructive. 5. They both have their advantages. 6. It seems everyone wants this, so look out for it from next issue.

WHERE'S MECHWARRIOR 2?

Dear HYPER,

I have been reading your mag since the first issue, and since everyone else kisses up, I won't. I'm writing in because in April (issue 5) you previewed Mechwarrior 2 for the PC and said there would be a full review next issue. Then in May (Issue 6) Stuart explained that the release was delayed until September, but in the same issue there was an advertisement selling Mechwarrior 2 for the PC. And

now in September there is still no review.

Now I don't know if I should buy the game or not. Other than that, great mag.

Yours Sincerely

A devoted reader

At first, Mechwarrior 2 was supposed to be released in May, then it was pushed off until September and now it has been pushed back to next year. There were obviously some major problems with the game that Activision thought they should correct before release. Disappointing, but you'll have to get used to games missing their release date - it happens all the time.

MORTAL PRICING

To the HYPER Dudes
I am just writing in to ask a few questions about MK2 on SNES and MD. In your September HYPER magazine issue 10, your reviews of MK2 said that the SNES MK2 price is \$129.95 and the MD MK2 price is \$149.95 and the reviews said that SNES MK2 is better than the MD version. If that's so than how come the MD version of MK2 is dearer? Just one more question. Will there ever be a MK3?

David Crank
Rooty Hill NSW

This isn't a crank letter is it David? Anyway, the SNES and Mega Drive versions of MK2 are being released in Australia by two different distributors (Metro Games for the SNES and Sega Ozisoft for the Mega Drive). Metro Games seem to be able to keep the price down while Sega Ozisoft can't. Why is anybody's guess. And yes, there is going to be a Mortal Kombat 3

CLEVER QUESTION

Dear Hyper
In the first issue of your mag Brian Costello reviewed a game called "Ranger X" for the Mega Drive. It read: "Thanks to new programming techniques, the programmers have used 128 on screen colours rather than the usual Mega Drive maximum of

64". My question is, are other programmers (besides Sega of Japan) able to use or have access to these techniques? Please don't print this in the dumb letters section.

JH of Canberra

Why would this be in the dumb letters section? You're obviously very insecure JH. Actually it's a very good question. Everyone has access to the technique (it's simply a shading trick), but no one else seems to have used it. Maybe it wasn't worth the bother (because you can't really do that much more with 128 colours than with 64).

QUICKIES

Dear HYPER,
1. I was in a store in the city last week and I saw a brochure from LucasArts and I glanced over a first-person Star Wars action adventure for the PC CD ROM called Dark Forces, do you have any info on the release date?
2. Is there any news on a PC game based on the Aliens movie?
3. Will Aliens vs. Predator for the Jaguar be released on the PC?

Yours Sincerely
Stephen Lumley
Fitzroy VIC

1. We previewed Dark Forces last issue, and all going well it should be out in December 2. Not that I've heard of 3. Could be, but not for a while.



ANOTHER MANGA WINNER - PETER BRANCHI

SOME SERIOUS RPG QUESTIONS

To Hyper
Congrats on a first rate Australian publication. I am particularly delighted by the quality and accuracy of your news section which is always up to date, first with new developments and cutting edge information. If you keep improving your mag every issue, you will soon kick ass on ALL console/multimedia mags, and in Australia you'll reach legendary status. I hope you will not abandon your coverage of the MD and SNES when all the 'next generation' machines appear next year. As far as I'm concerned these new systems don't represent the leap in gameplay to justify their price tags, but with all the hype surrounding these machines, even I could be persuaded to buy one eventually. Moving on, I have some serious questions that must be answered.

1. I read an article about Phantasy Star 4 in an American mag. (albeit it was crap, but no other mag had info). It said Sega of Japan were translating their huge 24mbit version for America. Do you have any info on this? Also do you think it'll make it to Australia?
2. I also read that a conversion of the classic MS original of Phantasy Star 4 was being made by Sega and was 16mbit! Have you got any info on this?
3. Could I expect full coverage of these hot new RPG's in future editions of HYPER?
4. I agree with James Cole (issue 6) - could you put aside a few pages in your mag for those of us who'd like to get into programming? Could you also include information on uni courses and stuff for being a journalist (such as in HYPER)?

Yours Hopefully
Chris Gileppa

You really do like your role players, don't you Chris? Nothing to be ashamed of I assure you. As for your questions: 1 & 2. We only know as much as you do, but when we do get any new info, rest assured we'll pass it on - much like a social disease. 3. Yes. 4. Most programmers are self taught, and most games journo's (the HYPER crew excepted) are self-styled too. Stuart's got an Arts (Communications) degree from

the University of Technology and Andrew's got an Arts/Law degree from Sydney Uni if that's any help. Your best bet is to scour careers guides and uni handbooks for anything that might be relevant - there's no set path unfortunately.

SF2 FAN DISTRESSED

To the HYPER Crew,
I'm writing to you about something I find very distressing - Super Street Fighter II (Notice something missing?) for SNES



ANOTHER MANGA WINNER - MATTHEW THOMS

and Mega Drive, which leads me to this smart little question. Obviously Capcom knew before the home versions were released that the Arcade was going to be upgraded to SSFII Turbo, which leads me to my next not too abusive question. Why the did they give us at home (the people who put money in their pockets) the shit version? Is there going to be a home version of Turbo and if so when? As of today I'm going on strike. From now on when I visit the local Arcade anything that reads "Capcom" will miss out on those little silver shiny things that they love so much, even though it will be me who suffers most.

Yours Truly
Gwar

It was a bit unfair wasn't it Gwar? I'm not quite sure if Super SF2 Turbo is going to be released at home because a lot of people are like you - pissed off at the constant updating of an old game. We want Streetfighter 3 and we want it now! By the way, doesn't it get hot underneath those monster masks?

THE KISS ARMY IS STILL ALIVE

Dear Hyper,
I must congratulate you on issue 10 with, in my opinion, your

best mag yet. Capcom have lost the plot in SFII. Do they want a medal for the most editions? It was good at one stage but now it has gone too far. Now Mortal II is going to put SFII back in a tiny little black hole. Anyway, the MK warriors are better than Zangief and Chun Li, and when you clock it on E. Honda all he does is eat a bowl of spaghetti, the fat lard. Mortal Kombat II makes Ryu look like a child basher. You also could have



given MKII a rating of at least 97%, you cheap skates. I think HYPER has lost the plot as well. Were you smoking something when you said SFII was a strategy game? You fools - go out and buy SimCity. How much strategy do you need to work out the kick and punch buttons, I hope HYPER has learnt a lot from this letter and Capcom - you wouldn't understand, you're too thick to know.

Ace Frehley

Ace...Why would we give MK2 97%? It clearly doesn't deserve it (in fact to score 97% a game would have to truly change our lives). We scored it 94% (on SNES) and that's what it's worth (that's a pretty bloody good score!). You might also like to note that we scored it higher than Super SF2. By the way, where did we call SF2 a strategy game? Any reference to strategy should obviously be read as incidental to its main aim - beating the crap out of people.

TETRIS CAUSES VIOLENCE

Dear Ed,
Picture this: It is a boring day. The Social Security cheque bounces, the dog gets run over and you pick up a coverdisk on a magazine only to find yet another copy of Tetris on it. Yes, it's just the same as any other day. So you walk home, past the computer shops where you see people gazing wonderingly at somebody playing the Windows Tetris game against himself (in two player mode), then you're home, the disk is in the drive and you're away. Everything else on the disk is corrupt except the Tetris game, so, having no other option... Whoever invented Tetris should be shot. He invented the most despised game in the world. Walk into a room and say "Tetris" and people run in fear. After playing one too many times, a lonely IRA official goes and bombs another London Bus simply to calm himself down. So how does this relate to violence in computer games?

Think of 'Doom', those who have played it (if you haven't, you're a fool). Even if you end up as a ghastly new blend of wall and ceiling paint, you die laughing. Doom is fun, you play for fun. In Tetris you don't. In Tetris, you just click 'New Game' because you're pissed off with the dismal score form the last game, and you're not going to give up because next game you can do better and it's easy anyway and Joe Blow somewhere else says he can get this score and you can only get half way.

The point is, why the hell don't the reviewers look at the after-effects of these games, like, how do you feel after playing them? Make Tetris rated Z (for the terminally ill or brain dead only) because after playing it you are very shitty with everything because you ALWAYS lose. After playing Doom however you are usually in a great mood. You have relieved all those tensions and the ulcers are happy and everything is just dandy. There isn't violence IN the game of Tetris itself, sure, but does it make you shat with life after playing it? Well, lucky I have Doom handy.

Thank you for your time
T. St Clair



ANOTHER MANGA WINNER - STEPHEN MANNING

Nice story and to tell you the truth, I couldn't agree more. I get more frustrated and angry with puzzle games than I ever do with the supposedly subversive ultra-violence of Doom or MK2.

GAMES ARE TOO EASY

Dear HYPER,
Why are games so easy? I finished Bubba 'N' Stix in about 5 hours. I finished Marko's Magic Football in 6 1/2 hours. I can't complain about Bubba 'N' Stix though. That is the best game out (besides Dune II). Why can't Sega make more puzzlers and strategies. Most of their time is spent on platformers, most of which are so much like the others they get ratings which aren't that great. Now for a few question:
1. What has happened to Sega Sonic the arcade game?
2. Do you know how to change into the black guy (the one who beats up Bison) in SSFIIT? If you do can you tell everyone?

Thanks for your time
Clayton Hemsley

Games aren't necessarily too easy (some are though), it's just that they're too short. That's probably why a lot are being released to rental now, so you can get something for the night and finish it. Question time: 1. It's still coming. No official word when. 2. Take a look in our Cheat Mode section.

3DO

Dear Hyper
I recently purchased a NTSC 3DO and have a few questions

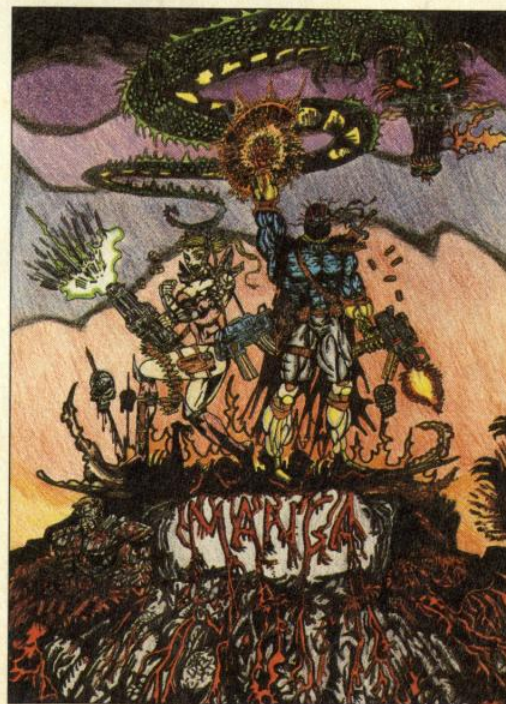
concerning the machine's bright future.
1. Will I be able to use PAL CDs on my NTSC machine or will they be incompatible?
2. The first generation of 3DO games seem to be from Electronic Arts, The Software Toolworks, and Crystal Dynamics etc. Will Capcom, Konami and Namco be committing any games for the system?
3. Finally, will Namco's Ridge Racer be converted to 3DO? Also I've heard news of Super Street Fighter Turbo. Please confirm.

Thanks
Darren Pentecost

1. Originally, the plan was that all 3DO CDs (PAL, NTSC) would run on all machines (PAL, NTSC), but now, we're not so sure. We'll have to wait and see. 2. Capcom and Konami have signed on the dotted line as 3DO developers, but as yet, Namco haven't. 3. Namco are heavily committed to Sony's PlayStation and will be converting Ridge Racer for that machine, so it's unlikely they'll convert it for 3DO too. Capcom have confirmed they will be releasing Super SF2 Turbo for 3DO. Hurrah!



LOUIS & IAN MARQUEZ



ANOTHER MANGA WINNER - PAUL BARRETT

For Sale

SNES games, Mario Kart, Starwing, Mario Allstars, Jurassic Park. Each \$40 or all games for \$120. All in excellent condition. Ring Leonard on (02) 6104221.

Sega Game Gear with AC adaptor, 3 games: NBA Jam, Streets of Rage 2 (boxed with instructions) and 4 in 1 game. \$200. Negotiable. Good Condition. PH 7904333 ask for S. Wheeler after 4:15 pm.

Master System 2 in perfect order, control pad, inbuilt game Alex Kidd and Wonder Boy 3. I will swap for two MD games or sell for \$70. It comes in a wooden case worth \$20 in materials. PH (071) 599821 only those in Bundaberg need apply.

30 Australian mags, mostly Sega. Some multi-format for \$30 34 British mags- all Sega for \$30 All fairly good condition, not very old. All for \$50 PH (02) 674 4180

SUPER NES, 2 controllers, 4 games: including - Flashback, Mario Kart etc. All still with boxes Excel condition. Worth \$600 Sell \$490 ono PH (09) 457 0201

Sega Master System II: with 5 games all in good condition with boxes and instruction booklets. One control pad. The lot for \$145 PH (02) 872 4734 ask for Chris

Game Gear: with AC adaptor, Screen Magnifier and 3 games. Games include Sonic 2 and Mortal Kombat 2 games come with cheats and all (including Game Gear) are boxed with instructions. Excellent condition \$220 PH Lachlan (06) 227 5415

Mega Drive II, 5 games 1 joy pad, 1 arcade power stick, with Street Fighter II (SCE), Tournament Fighters, Sonic 2, Flash Back, and Bubsy. Perfect condition. \$400 - \$350 PH Shay on (049) 33 4842 after 4:30pm weekdays

Will sell TIE Fighter, X-Wing and mission disks, Rebel Assault CD-ROM all for \$50. Call Perrin Reece Finlay Bumlyon (043) 283495 ask for Bum after 3:30pm

Game Gear in good condition, carry case instruction manual in 4 different languages includes English, 24 in 1 game includes Sonic 3, out run, columns, plus more, worth over \$1000 but I'll sacrifice for \$400 ono, ring Sam on (02) 999 74953

Mortal Kombat 2, just kidding but now while your reading I have these MD games to sell. Street Fighter 2 SCE, American version with adaptor, mint condition for \$90, Flashback like new for \$50. Instruction manuals, original boxes included. Both in mint condition, all offers considered, Ph (049) 301 305 on weeknights after 5.

Mega Drive games: Super Street Fighter 2, The New Challengers \$109, Street Fighter 2 Special Champion Edition \$69 Sonic 3 \$59, FIFA International Soccer \$39, 4-Way joystick adaptor "Sega Tap" \$45

PC Games: Police Quest 4: Open Season \$59, Leisure Suit Larry 6 \$35 The Legend of Robin Hood Conquests of the Longbow \$20 PH James (03) 808 3798

PC Games, Return to Zork \$50, WWF European Rampage \$15, Sleepwalker \$10, A-Train \$30, Elvira \$30, D Generation \$20, Jack Nicklaus Golf \$40, Legend \$40 PH (09) 409 8693

Nintendo with gun two control pads and 5 games. Games are 'Mario Bros', 'Time Lord', 'Snake Rattle & Roll', 'Section Z' and 'Duck Hunt'. Will sell all for \$185 ono PH (03) 380 2788 ask for Phillip.

SNES Games - Mortal Kombat \$60, Castlevania IV \$30, SFII Turbo \$70 or all 3 for \$145 in boxes with instructions good condition, PH (049) 824 504 buyer preferably in NSW

Mega Drive games: Ax-Battler \$35, Sonic 1 \$45, G-Loc \$45, Fantasy Zone \$35 ono. All games come with covers and Ax Battler, G-Loc and Fantasy Zone come with instructions for more info please call (074) 651 423, and ask for Ford.

Mega Drive with one 3-button control and a 6-button. Mortal Kombat and World of Illusion - \$220, FIFA Soccer and Sonic 3 - \$100, Sonic, Alex Kidd and Columns - \$60. All in perfect condition with boxes and manuals PH Paul (07) 376 7203

Super Nintendo games (PAL version): Mortal Kombat \$65 and Battletoads in Battlemaniacs, \$60. Original boxes and manuals Brand new. Must go, prices negotiable PH Jeanne (03) 803 6875

SNES games: Dimension Force (Jap) \$80, Mortal Kombat \$90, Super Double Dragon \$50, Street Fighter 2 Turbo \$100, Daffy Duck MM \$100, NBA Jam \$100, Final Fight 2 (Jap) \$90, World Heroes (Jap) \$100, Joe and Mac \$70, Super Scope 6 game cart (no box) \$90, Street Fighter 2 \$40, Converter both (USA Jap) \$15, joy pad \$10. All games in excellent condition. Ask for Timmy Ph (02) 718 7843

Super NES games: Joe and Mac \$40 World League Basketball \$40 Road Runner \$50 All in boxes with instructions except Joe and Mac Call Brett (02) 525 4491

SNES Jap carts incl. Tetris Battle Gaiden, Battle Master, Super Family Tennis, Ranma 1/2 part 3, and many others from \$60. PH (08) 271 2553 for details

PC Games Doom (3:5) vgc \$45, Rebel Assault (CD ROM) vgc \$50, All are boxed with instructions. Will swap for Sam & Max (CD) or Leisure Suit Larry 6 (CD) PH (071) 599 907

Mega Drive with Jungle Strike, Desert Strike Menacer light gun with 6 games and fighting Masters. \$400 ono. PH Andrew on (075) 451015

Sega Master System II with Mortal Kombat, F1, Double Dragon, Gain Ground, Alex Kidd, Choplifter, Sonic, 3 controls inc. Honey Bee turbo pad. Will swap for SNES price \$200 PH (09) 458 2193

Heaps of games for sale. Mega Drive \$50 each, Lynx \$10 each, Gameboy \$5 each, + 5 Lynx \$65 each and 2 Gameboys \$70 each ring Ramon on (02) 365 6650

Atari Lynx 5 games AC Adaptor DC Adaptor \$150 or will swap for certain SNES games call Nick (085) 523 487

Super Nintendo with Scope gun (Comes with 6 in 1 cartridge), two control pads (one normal and one honey bee auto fire control pad) Super Mario World and Alien 3 games and 3 Super Nintendo magazines. Perfect condition. Value \$510 sell \$400 ono PH (07) 849 4202

Quickshot Warrior 5 plus joystick. Works fine not needed anymore \$20 Suits IBM PC XT AT, 386 486 PH (071) 599907

Nintendo with 2 control pads, 1 gun, includes Mario Brothers, Cricket, Double Dragon III, Terminator 2, World Champ Boxing, International Cricket, Excellent condition, \$150 ono

Mega Drive and games including: Lethal Enforcers with 2 Justifiers, NBA Jam, John Madden Football 94, Evander Holyfields Boxing, Road Rash, Toe Jam and Earl, Streets of Rage, Columns, Sonic 1 Also 4 way play adaptor (EA) 2 control pads. \$650 the lot. Games will be sold separately. PH (09) 399 5240 ask for Brad

Super NES games: The Legend Of Zelda \$50 MechWarrior \$45, Super Empire Strikes Back \$100, Control with turbo auto and slow motion \$15, Nintendo (NES) with one control no box \$40 Call Ben on (03) 747 8453

Master System II, 2 control pads 4 games, Olympic gold, My Hero Fantasy Zone, and Alex Kidd in miracle world, all worth \$350 but yours for \$250 PH (049) 333 415

SNES water damaged doesn't work give away, but PAL software perfect condition Super Mario World \$20, Art of Fighting \$70, Viper Joystick \$50, Control pad \$10, ono, PH (07) 343 8165

Return to Zork on CD - ROM with the hint book for \$70 or swap for Mega Race PH (049) 514870 ask for TY

Streetfighter II Turbo \$75 and NBA Jam SNES \$80 or both for \$150. Both come with boxes and instructions in excellent condition PH Tom (08) 362 9869

Sam and Max PC CD-ROM game \$70, brand new still in plastic. Will swap for Mega Drive Mortal Kombat with box and instructions. PH (077) 834772

SWAP

Swap (2) MD games EC swap for 2 Amiga CD32 games in EC. Rare Jap import games (doesn't need converter) swap for 'Pinball Fantasies' 'Krusties Super Fun House' swap for Brutal Football or Alladin or MK or Guinness Book of Records II PH (03) 457 4160

Will swap a Sega Master System without box and one game for any Super NES game call Lee on (086) 823 285

WANTED

Wanted: Phantasy Star 3 for the MD, it must have box and instructions and be in perfect working order. I will pay up to \$50, or swap for one of my games. PH (071) 599821. Ask for Chris after 6pm.

Wanted Super Nintendo with one or two controls and games in good condition under \$200. Ph Paul (07) 376 7203

Wanted Absolutely anything on the Star Wars trilogy, Models, magazines, posters etc. I will pay cash for. Write to Quintin Graham Mail Service 2217, Oakwood Rd Bundaberg QLD 4670 No sad bastards please.

Wanted Sega Mega Drive RPG's. At reasonable prices Please contact Tony on (049) 217 712 during work hours or (049) 529 209 after hours.

Wanted Street Fighter II for Mega Drive. Also want 6 button control pad. PH (002) 279 027 ask for Tim

Wanted a good large sized laminated SF2 poster will pay good clean money Call Lee on (086) 823 285

Wanted to buy. Game Gear Jap import cart. One of the carts with lots of games on it eg 54 in 1. Will swap for Mega Drive games or will buy for no more than \$80 call Greg on (089) 531 608 Pro CDX for Mega CD will swap for Mega Drive games or buy for no more than \$35.

FENPALS

I'll write to anyone who writes to me. If you love video games and comics, write to: Floyd Anthony, PO Box 407, Rakiraki, Fiji.

Wanted — Rich, SNES owning, generous, super-wild-card owning girl as penpal for desperate 12 year old male. Write to Ryan Reynolds, PO Box 178, Aldinga Beach, SA, 5173.

Hello fellow Hyper readers! I am a 14 year old male. I am looking for other game freaks of either sex to discuss games, books, movies or anything else interesting. Please write to A. Olsen, PO Box 122, Home Hill, QLD, 4806.

Male gamer looking for correspondence with mature gamer from Japan who can read/write English (preferably female) 16+ to swap collectables, trade commercial merchandise etc. Initial contact phone SK at (03) 457 4160

I don't care what age or sex you are, I will write back. I enjoy playing my Mega Drive and the arcade games MK2, SSF2T and Willow. Write about anything. Write to Clayton Hemsley 3 Dockrell Rise, Marangaroo WA 6064

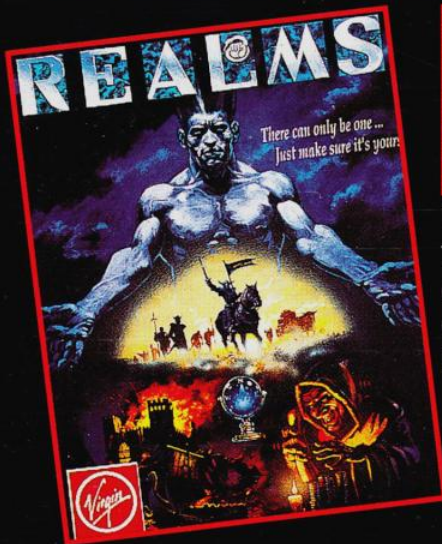
Hi, I'm Rachael and I'd like to have a pen friend. Person between 16-20 and loves video games, Rachael Abo PO Box 115 Ck/- Simeon Abo MT HAGEN WHP Papua New Guinea

Wanted Pen Pal aged 13+ must like reading HYPER, playing video games and like IBM. If you're interested write to Daniel Pedalina 8 Kelly St. Bunbury WA 6230

Penpal, 15-20 with IQ higher than that of a tree. Must have life devoted to PC's own a 386 DX, or 486 SX/DX and hate stupid game censorship, so if you love DOOM write to JJ 86 Rufus St ALBANY WA 6330

I want a pen friend between the age of 16 or over to swap cheats, tips etc for the MCD, MD, MS consols write to Ray Webb 127 Dibbs St LISMORE 2480 NSW

CHEAP THRILLS



REALMS

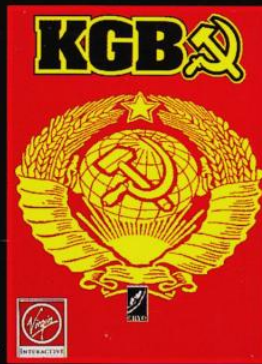
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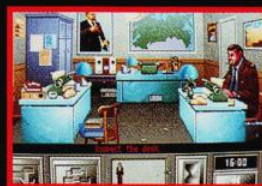
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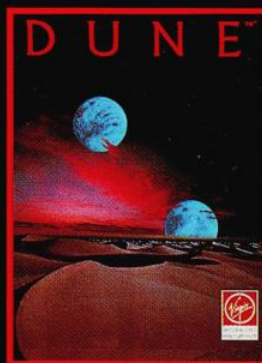
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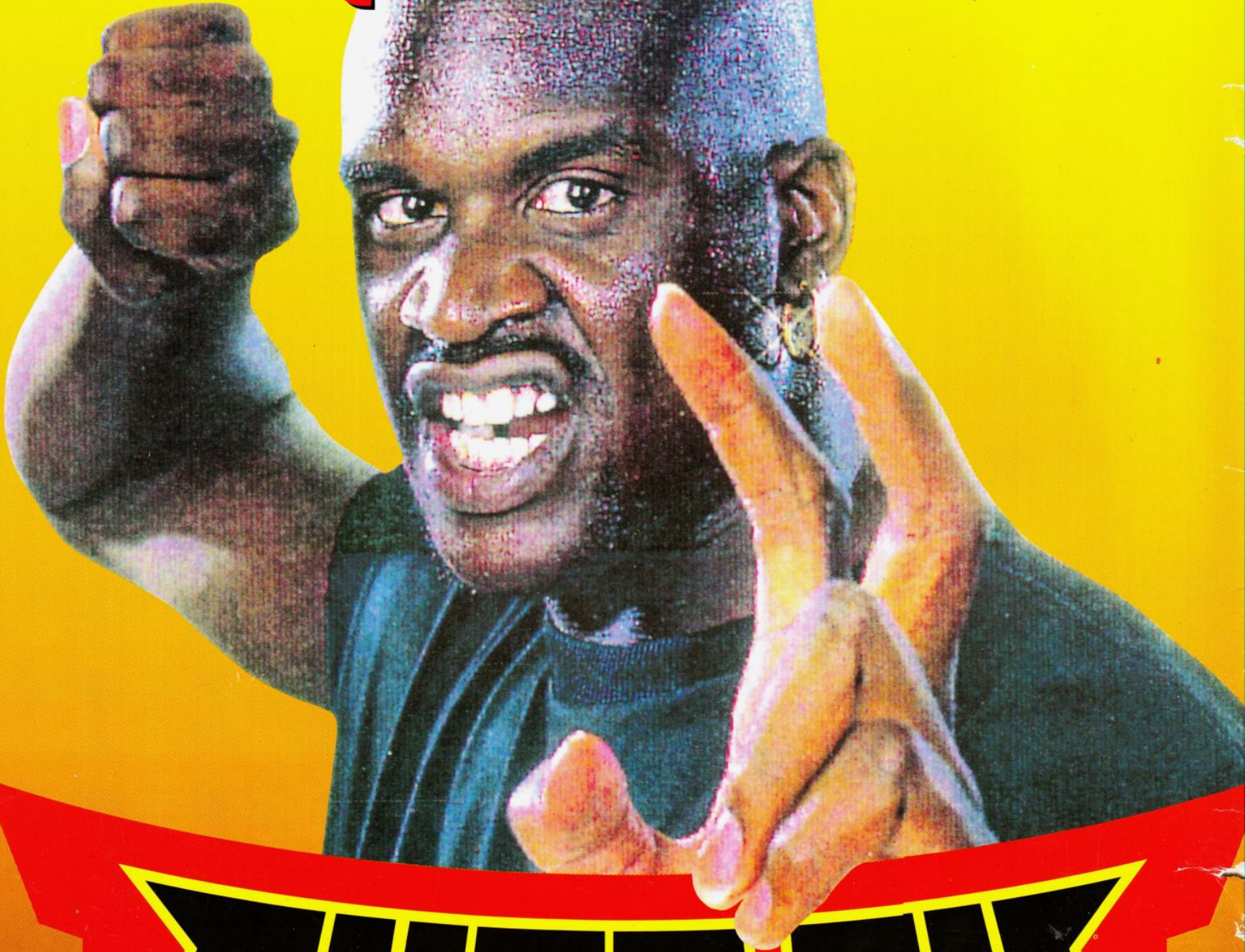
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