

Sega Nintendo PC 3DO MAC Jaguar

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Australasia's best independent games mag

DOOM

32X

FIFA 95

DONKEY KONG COUNTRY PLAY GUIDE

INFERNO

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PC Doom Add Ons • Armored Fist

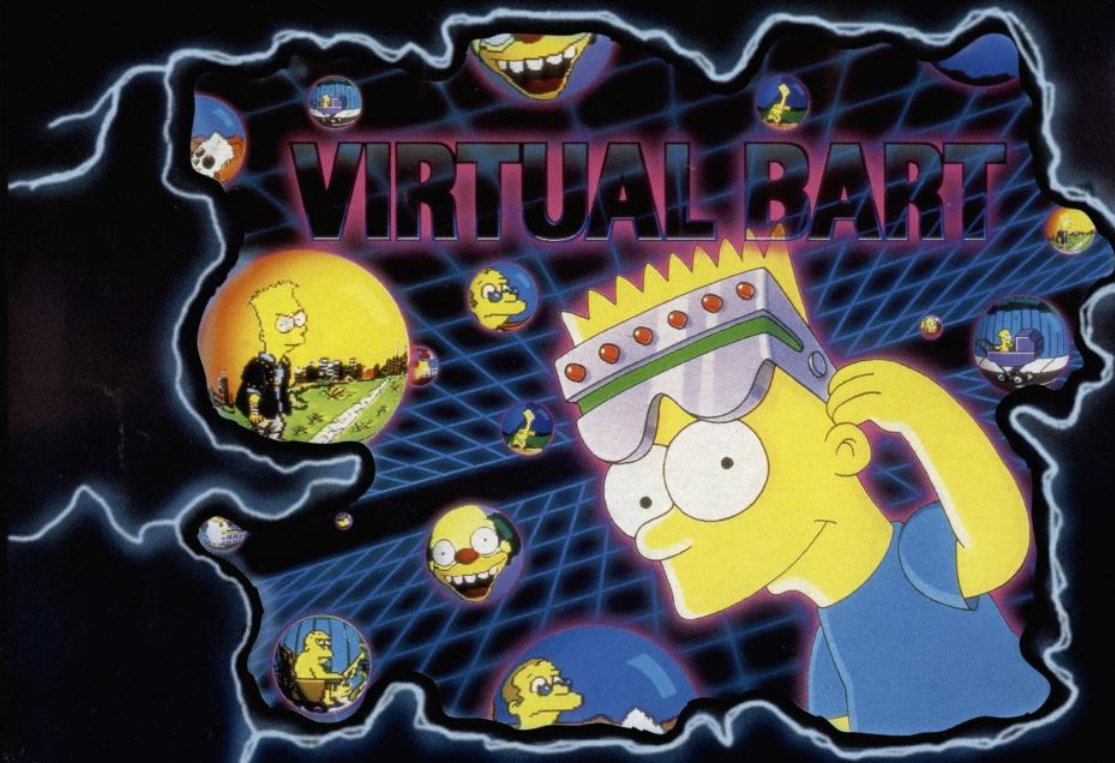
Pitfall • Soul Star • Relentless • Pinball

Win a 32X

Indiana Jones • Lion King • Nascar Racing

Wolverine • Zephyr • Super Drop Zone • Star Trail • Power Drive • Discworld

THE HITS KEEP KOMING FROM...

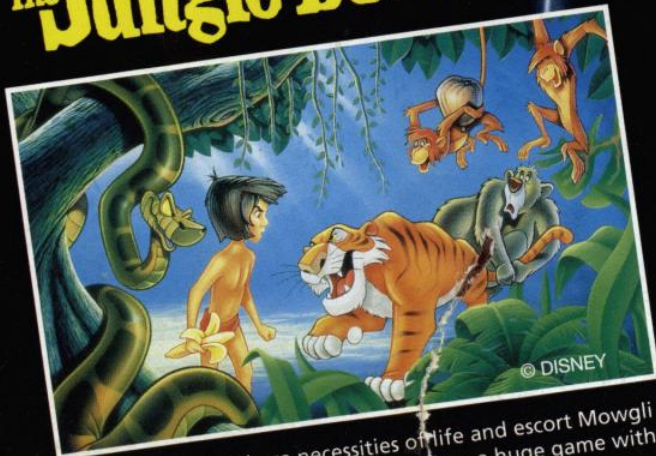


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FORMAT SNES

EXPECTED RATING G

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FORMAT SNES

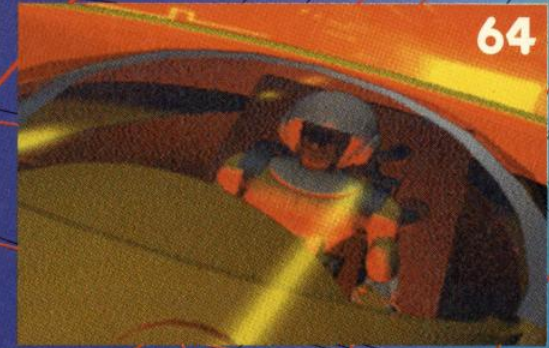
EXPECTED RATING G

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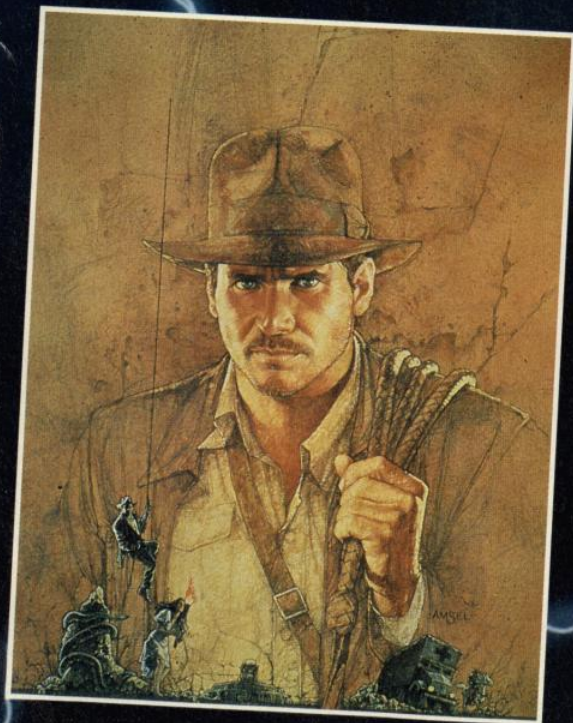
"This is the best action platform game ever created."

Die Hard Gamefan Magazine USA

Camera effects only seen in movies spotlight the bungee jumping, cow-flicking, photon blasting renegade worm.

FORMAT SNES AND MEGA DRIVE

EXPECTED RATING G



Indiana Jones

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FORMAT SNES

EXPECTED RATING G

SPIDER-MAN

VENOM

MAXIMUM CARNAGE



Non-stop action spins onto the screen with all new combat moves, a special soundtrack by Green Jelly and all your favourite super heroes and villains including Captain America, Venom and Carnage.

FORMAT SNES

EXPECTED RATING G

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WIN WIN WIN We've got 10 PC CD ROM games to give away, 5 of Star Trail and 5 of Zephyr. Hot, hot, hot! Plus we've got some SNES game savers to throw your way.

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WIN A Sega 32X If you want to enter the 32bit world of gaming, then turn straight to page 22 because we give you a chance to win a Sega 32X.



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Are You Normal - Recent reports from England suggest that video game playing can lead to "pathological" behaviour. What do we think of that? Not very much at all.

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Behind the Mask - The Mask is a smokin' new film starring Jim "Ace Ventura" Carrey. You should all go and see it. We tell you how some of the computer animation is done.

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Crime Patrol PC CD ROM

One Must Fall PC

The Lion King PC

iron Cross PC

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A new year begins

and what does it bring? Global peace, tolerance and harmony? Unfortunately not, but we do have Sega's 32X to play on. Thank goodness for small mercies.

As I talked about last editorial though, 1995 is going to bring about a whole host of new gaming machines. Can the 32X cut it, especially when the Playstation is just around the corner, 3DO is coming down in price and getting spectacular games and Sega's very own Saturn is already out in Japan? Hmmm, good question, and I'm not sure I can fully answer it.

There's no doubt that it's going to have some great games (take our cover game, Doom, for starters) but with the Saturn out locally in October, lots of hard core Sega heads are going to have to make some tough decisions pretty quickly. To spend \$349 now or \$800 in a few months time for a far superior machine? Or drop Sega for 3DO or the Playstation? With the Saturn not being backwards compatible (ie not being able to use Mega Drive or 32X carts), it's going to turn a lot of people off spending money on the 32X and games. But hey, you mightn't care about the Saturn, you might just want to play Doom, and if you do, the good news is that the 32X version is excellent, so go out and play it.

The PC is still keeping ahead of the pack though and there are some superb games out now and even more on the way. Check out Inferno and Relentless: Twinsen's Adventure if you want to know what I mean. Apart from that we've got a huge Donkey Kong Country play guide, some very tasty cheats and another packed 100 pages full of the latest games. Too much is just never enough.

Stuart

PlayStation: It's a Boomer!

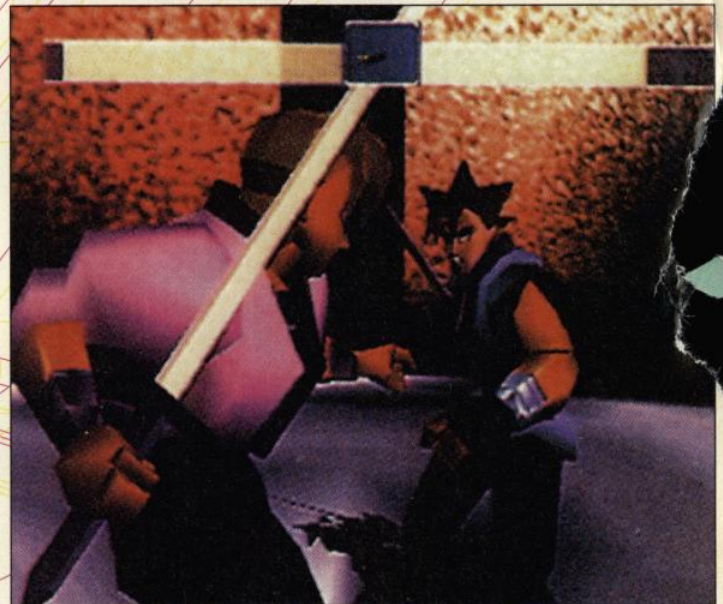
Sony's PlayStation has hit the streets of Japan (and the import shops of Australia!) and the word is good. Very good. We'll still have to wait some time for the official Australian release (around August 1995, according to Sony Australia), but in the meantime, soothe your troubled soul with these fabulous screen shots of PlayStation titles. More games are being announced every day, so it looks like this is one new console that is assured of a healthy future.

Ridge Racer, released with the machine in Japan, gives new meaning to the term "arcade perfect". Fast, smooth, detailed racing fun - just like the arcade game.

Then there's Toshinden, a Virtua Fighter clone that shows just how impressive the PlayStation can get. Polygons scale and rotate all over the place as the dynamic camera moves in and out of the action. Toshinden was developed by Takara, who know a thing or two about fighting games. We haven't seen it action yet, which is just as well given our rather wet reaction to these stils.

But the biggest news for the PlayStation is that Sony have signed an agreement with Williams that gives them the first home conversion of Mortal Kombat III! Apparently, the MK III coin-op will use Midway's new 32-bit PS-X arcade hardware, so a home conversion will be a breeze.

We'd be very (extremely) surprised if Sony's license for MK III turns out to be exclusive though, especially given the established relationship of Nintendo and Williams/Midway. They might be first, but they certainly won't be the one and only (Ho, ho!).



ACTUAL PLAYSTATION SHOTS



PC BLASTS OFF WITH 3DO

As we told you way back in the September issue, the PC 3DO Blaster is a card that allows your PC CD ROM drive to play 3DO discs. This is a very good thing. A very, very good thing. An even better thing is that it is now well and truly out on the market (yes, we too find it sadly ironic that the actual 3DO unit isn't local yet) and selling for \$799 which is as cheap as buying an import 3DO machine.

As with all good things there is a slight catch. The 3DO Blaster is being distributed by Creative Pacific and as such you're going to need to have a Creative 563 CD ROM drive to use the card (even though we were told by the manufacturer at the Chicago CES that any drive would do). Apart from that though, the Blaster is an excellent thing - it really does turn your PC into a 3DO. And as long as your PC can run multi-media, it should be able to handle the card as well. You're going to need a 386 with 4 Meg RAM, VGA, Windows 3.1 and Soundblaster or compatible as a minimum, but that's not asking too much. The 3DO Blaster doesn't really use the PC processor very much at all, so you're not limited by only having VGA.

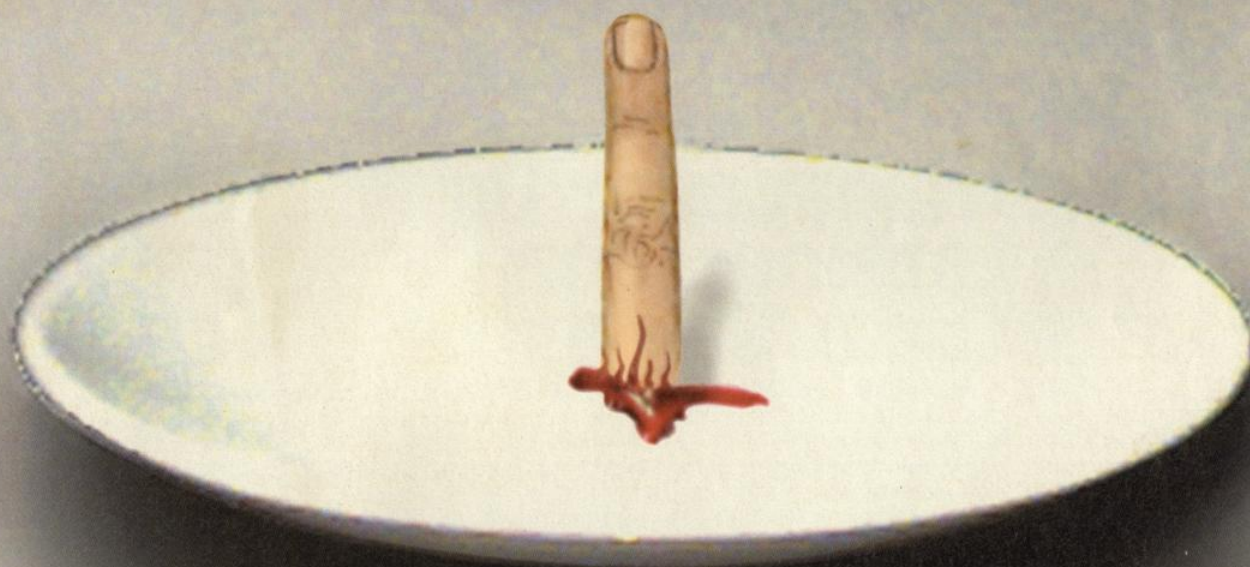
Now there's no excuse for HYPER not to do more 3DO reviews (we sincerely apologise to those 3DO owners who are hassling us for our lack of coverage), and you'll be seeing more 3DO in future. Woohoo!

Ultra 64 Hits Arcades

We've finally been blessed with a taste of what had been dubbed in the video game world as "Vapourware", the fabled new Nintendo machine, the 64 bit Ultra 64. And from our first play, if this is vapourware, then give us more! You can now find Cruisin' USA (which we told you about last issue) and Killer Instinct in the bigger arcade venues. Killer Instinct is a fighting game with 11 fully rendered and texture mapped characters, which looks superb and plays even better! Sega, Sony and 3DO had better brace themselves for one hell of a machine. Read all about the first two Ultra 64 games in Arcane's column in next month's HYPER.

OOPS!

Last month we reviewed Jurassic Park 2 on Super Nintendo. Unfortunately on the review page it said it was on the Mega Drive. It was right in the contents listing but if we did cause any confusion we're very sorry.



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Virtua Fighter II Hits The Arcades

And you thought Virtua Fighter was amazing. Get a load of this baby! This Arcade fave has been completely re-worked, and now looks absolutely, mind-bendingly incredible!! All the characters have been enhanced (with more detailed facial features amongst other things), the backgrounds have improved in detail, depth and colour with even more anally-retentive texture-mapping, the smooth animation is now even smoother animation. . . in fact,

you probably won't ever bother to play the first Virtua Fighter ever again (except on your Sega Saturn). Everything has been graphically improved, there are a couple of new characters (yes!), and dare we say there are even more cool features that Sega are keeping hush hush till it officially appears. A great fighting game just became even greater, and no doubt you should see this in your local arcades fairly soon. What a lovely Xmas pressie from Sega! The HYPER crew have got their headbands on already.

Freak of the Month



Some people are born freaks, some achieve freakdom, some have freakiness thrust upon them... like Chris Williams from Brisbane, Qld. Chris has been dobbed in by his good friend Gene Simmons

(not his real name, we hope).

According to Gene, he likes to chuck sulphuric acid into his swimming pool (fondly known as "The Swamp"). Now that is freaky. As is the fact that he keeps a monster called "Frankenstein".

But who cares what the boy does in his spare time as long as he reads HYPER? Sure, he looks a bit weird, but so what? He's one of our readers and we love him. We love you all.

Send your happy snaps to HYPER, Freak of the Month, PO Box 634, Strawberry Hills NSW 2012 without delay.

Manacom On Lookout For Local Games

Budding game designers out there should kiss this issue of HYPER and thank their lucky stars, 'cause soon you might be seeing your very own games on that video game shelf! Australian entertainment software developers have finally been given some much needed backing thanks to Manacom and Acer Software's agreement to co-develop and distribute Australian products. As a result, they're now looking for people with quality software projects and game ideas, with the aim of having their work brought to the market. This will help local game authors to reach both Australasian and other global markets.

Manacom are at this very moment, waiting for submissions of games, multimedia products and entertainment software for consideration. This is a fantastic opportunity for many a struggling game developer, and by all means contact Lindsay Whipp at Manacom on (07) 368 2366 or fax (07) 369 7589. Just remember that they're only really interested in products that will meet current market standards of quality and design. Good luck!



The Mortal Movie

Hot on the heels of the Street Fighter film (out very, very soon) comes the beginnings of production on another cinematic box-crunching fest based on a video game. It's the one you've been waiting for, too - Mortal Kombat, due to be released in the States in mid 1995.

The "good" characters from the ever-popular game, Johnny Cage, Liu Kang and Sonya Blade, hit the big screen to continue their battle against the forces of the evil Emperor of the Outworld, Sorcerer Shang Tsung, in a bid to win the Mortal Kombat tournament. As in the game, these brave mortals must face the awesome power of that four-armed dealer of death, Shokan Prince Goro, nine times winner of the tournament. If Goro once again conquers all comers in this 10th and final tournament, the portals of Earth will burst open, flooding the planet with the blackness and desolation of the Outworld for all eternity.

Sounds kind of hopeless doesn't it? Ah, but our heroes have yet another card to play. The gorgeous, mighty and 10,000 year old Princess Kitana prepares herself to stake her birth-claim on the throne of Outworld. Kang, Cage and Blade must defeat Goro, despite the frightening sorcery of Shang Tsung, so that Kitana can be reinstated, beauty and harmony restored to the Outworld, and the Earth saved from doom.

This flick promises some eye-melting special effects, which will be the work of New Line Cinema, the guys behind the Nightmare On Elm Street films, the three big screen Ninja Turtle forays and The Mask. Outworld sorcerer Shang Tsung will be played by Cary Hiroyuki-Tagawa (who has appeared in The Last Emperor and Star Trek: The Next Generation), Linden Ashby (Wyatt Earp) is the American hero, Johnny Cage, and Last Action Hero leading lady, Bridgette Wilson, will play Special Forces agent Sonya Blade.

Chinese cinema star and skilled martial artist, Robin Shou, takes on the role of the powerful but sombre Liu Kang, and perhaps the most exciting appearance is that of Christopher Lambert, making his presence felt as Rayden, the immortal Thunder God. It's scheduled to appear in America before June, so we should see it before the end of 1995.

Tim Ireland

Nintendo's 32-Bit Virtual Reality System!

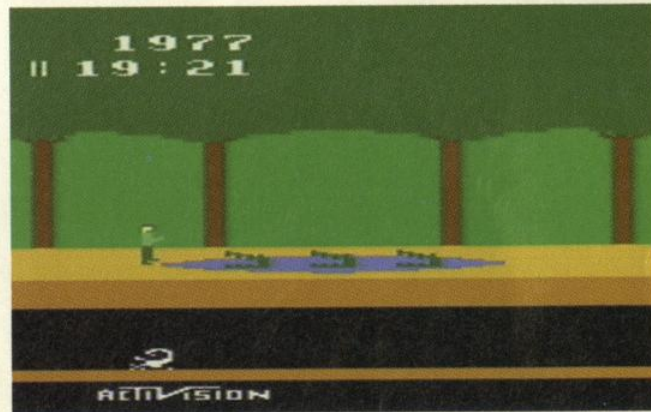
All you very stylish, cool, HYPER readers will be pleased to know that Nintendo look like they've come up with a remarkable new Virtual Reality 3D "viewfinder", that will do away with the need to attach uncomfortable and nerdish-looking headgear on your precious noggin. The 32-Bit system uses the Private Eye technology that was utilised by the military and air-traffic controllers. But the major difference is that Nintendo's system is portable and will not need to be attached to any part of your body! It's literally a complete 3D-VR experience in a box!

It consists of an LED unit, lens and swiveling mirror. Your eyes will be tricked into seeing a wide "3D" image, because the lens magnifies the flashing LEDs, which the mirror then displays in a quick swiveling motion, instead of the usual vertical column of light. Now that might not mean a hell of a lot to you, but we'll have to trust the boffins at Nintendo for this one. Of course, it doesn't matter how unreal the hardware is if the only game you can get is a sad 3D-Tetris or something, so let's hope the game developers start signing on the dotted line.

The Atari 2600 Makes a Comeback!

Some of the older HYPER readers may remember the classic Atari 2600 home video game system that revolutionised home entertainment in the very early Eighties. The Atari was well known for it's cart-driven games that had to rely wholly on gameplay, to compensate for the simplistic, primitive graphics (though they were amazing to gamers at the time). Activision were definitely one of Atari's leading game producers, giving us great games like Pitfall!, Kaboom, River Raid and Chopper Command. Well we're all going to relive it again, or for a lot of you, discover it for the first time. Now you'll be able to see what began the console system boom that we now live in.

Activision are going to release two compilations, on floppy and CD-ROM for the PC, and there will hopefully be conversions for other systems including the SNES, Mega Drive and 3DO. Don't let the graphics fool you, these games are extremely playable and highly addictive! I'll never forget the time I broke my Atari Paddle playing Kaboom! We should all thank Activision for giving these classics the credit they deserve. Yay!



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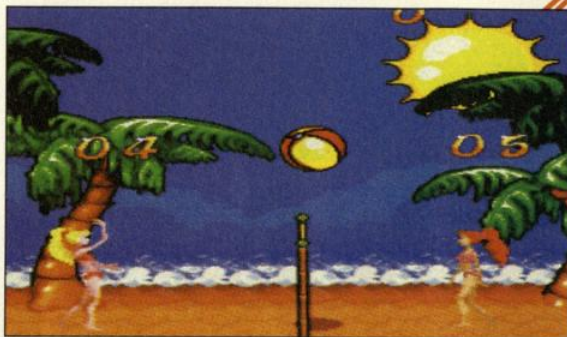
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Sonic 3

Play Guide Book

Even though us champions here at HYPER recently supplied you with a very competent Sonic 3 play guide in only 2 pages, some bozos out there seem to think you might want something a bit more thorough. And here it is, the Official Sonic 3 Play Guide. Offering you an amazing 4,000 screen shots and bulging at a crazy 96 pages, it really is a freaky guide for Sonic freaks only. Learn how to beat every Badnik, enter every bonus stage! Everything is mapped out, including blueprints of the most effective routes to take through the levels! The book no

doubt shows you how to crack every single little, itty-bitty corner of the game, so if you really, really need to see it all... the ultimate guide is here.



PATHETIC BARBIE GAME PATRONISES FEMALE GAMERS SHOCK

Yes, well... we all know that you female gamers, in between bouts of Mortal Kombat II and major Secret Of Mana sessions, like to sit back and dress up your anorexic Barbie dolls in pink frocks. NOT! It's really rather sad isn't it? When a publishing company wants to address the female game-playing market (I mean, as if there's a major difference between the tastes of male/female gamers anyway!?), instead of maybe coming up with another cool character like Samus of Super Metroid, they go and make Barbie Vacation Adventure. Yeuck! It's pathetically easy (girls are like, weak aren't they?), there are lots of pink sprites, and Barbie looks like she needs some intravenous liquid-food. Give us a break!! Only someone under the age of 6 would enjoy a game like this (and they'd probably rather chew on the control pad instead, anyway). It's really a sad, sad state of affairs. Get a life, programmers and marketers! Sheesh.

The Mask Goes CD-ROM

You can read our wonderful article on the movie magic in The Mask elsewhere in this issue but for those with a CD ROM drive you can look at The Mask right now in the form of a comic book. Why would you want to? Good question - we'll try and answer it.

The Mask: The Origin, is a CD-ROM for both PC and Macintosh. It's not a game; rather, it is (and I quote) "...the first in a series of interactive comics designed to merge traditional comic book experiences with cutting edge visual and sound effects in telling stories". In other words, it's a couple of comics whacked on a CD with music and speech thrown in and virtually no animation to speak of. That's right, all the pictures are comic book stills; ie, they don't move. Geddit?

We didn't find the concept terribly exciting, but the visuals are nice (as nice as they would be on paper) and the sound is pretty good too (lots of different actors), so if you see the movie and get completely blown away, this could be the CD-ROM experience you've been waiting for.



Manga Review

The Guyver

(Parts 1 & 2)



There's something cool about picking up a ring or a sword or even getting bitten by a radioactive spider, which transforms you into some kind of mutant fighting machine. From Shazam to Spiderman it's been a popular fantasy for many a drooling fanboy, and it's a fantasy which is very much a part of THE GUYVER.

Enter Sho, a young student who accidentally discovers one of the three alien Guyver units stolen from the Chron Corporation. After accidentally triggering the unit, it merges onto Sho's body, engulfing him and turning him into the Guyver. Complete with enhanced strength, elbow knives, breast lasers, Sho becomes "the ultimate weapon", which comes in quite handy when mutants from the Chron Corporation come a 'knockin' on his door...

The Guyver is Japan's equivalent to Spiderman. Over there it rivals Ultra-man in the popularity stakes, and has a huge cult following both here and around the world. You can even get the Guyver Hollywood feature (released in the west as Mutronics, directed by Screaming Mad George [that's his real name - honest] and co-starring Mark Hamill), apart from the vast amount of GUYVER merchandising.

The two episodes are the first of a six-monthly series, displaying some nice animation and gore in what turned out to be yet another Japanese martial arts beat 'em up. The first episode "Genesis of the Guyver", turned out to be a pretty typical origin story eg; geek has problems, geek goes walking, geek finds armour, geek gets attacked, geek uses armour, geek becomes hero etc. The scripting is okay but becomes predictable and formula based. The fight scenes bored me except for the gory deaths the villains met at the end, but even this became pretty mediocre.

Episode two "Battle of the Guyvers", was a bit more interesting, but just as predictable in plot and storyline as the first. It became apparent that this was a character driven "Manga", designed solely to wow you with the animated abilities of the Guyver.

Both episodes end with technical readouts of all the super-mutant characters appearing in that episode, which includes shots of some really well made models of the characters for drooling fanboy types. Well made but mediocre.

6/10
Autohead

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New Sticks of Joy!

Hot new gizmos for lovers of all things ergonomic this month include these three fantastic products. From Logitech, we have the new WingMan (should that be WingPerson?) and WingMan Extreme joysticks, and from VIR systems, The Bird, a spunky new "Virtual Joystick". Oooh. All that plastic sends a shiver right up and down our collective spine.

Wingman and Wingman Extreme

If there's one thing Logitech know about it's making joysticks (they like to call it "Senseware" but they can't fool us with their fancy, newfangled terminology). They've added two more to the

ever-growing bundle, specifically aimed at quite possibly the most hard core consumer group imaginable, PC flight sim enthusiasts.

The standard WingMan stick supports all existing two-button, throttle control flight sims; indeed, it's compatible with all games using two-button sticks. We found its stylish combination of rubber and molded plastic highly appealing.

The WingMan Extreme uses the same interface as the Thrustmaster and works with your fave games as either a two or four-button stick. It's heavy duty, man, and at least as attractive as the standard WingPerson.

Roger Bolton (no relation to the balding, poodle look-a-like crooner of the same surname), our resident PC nerd and Net freak tried them both on a variety of games and gave them the big thumbs (among other things) up.

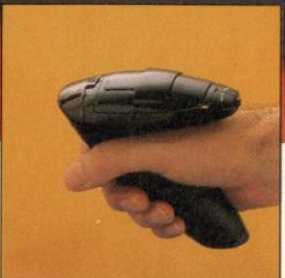
The WingMan and WingMan Extreme both come with a one-year warranty and retail at \$55 and \$95 respectively. Keep an eye out for them if you're in the market for a quality stick.

The Bird

The Bird recently made its debut at the Australian VR conference, "Worlds Beyond Reality" in Melbourne. We weren't they, but we're assured it was a success. And why not? The Bird is a very not looking piece of hardware. Basically it's a cordless, pistol-grip controller. It doesn't have a base; it just sits in your hand. Hence, it's a "virtual" joystick.

Funnily enough, The Bird been designed by none other than Aussie Rock Legend Don "Cold Chisel/Catfish/that bloke with Tex and Charlie" Walker and his company, VIR Systems. It's their first foray into the PC market of their "Attitude Sensing Technology", which they designed to sense attitude, apparently.

The Bird is fully Bi-handed (that's no sin in this day and age, I assure you), has no software drivers and is 100% IBM PC software and hardware compatible. The Brave New World of VR just gets closer and closer, doesn't it?



TOP TO BOTTOM: THE WINGMAN, WINGMAN EXTREME AND THE BIRD. BUT WHAT KIND OF BIRD IS IT?



NET trawlin'

What's this - a new column? Yes, that's exactly what it is. Ever since HYPER went on line we've been experimenting with all sorts of electronic gadgets. Occasionally, we even get to cruise around the Internet. Our mission: to seek out anything remotely interesting from the quagmire of exceptionally uninteresting mumbo-jumbo out there.

The result is this column, Net Trawlin'. Anything we find that we think may be of interest to you, our beloved HYPER readers, we'll whack in Net Trawlin'. Why did we call it Net Trawlin'? Well, the surfing imagery has been done to death and anyone who's ever seen us try to get anywhere on the Net would know that trawling is the most accurate analogy of the lot.

In the meantime, come trawl with us, let's trawl, let's trawl away (do, de, do, do, do, de, do)...

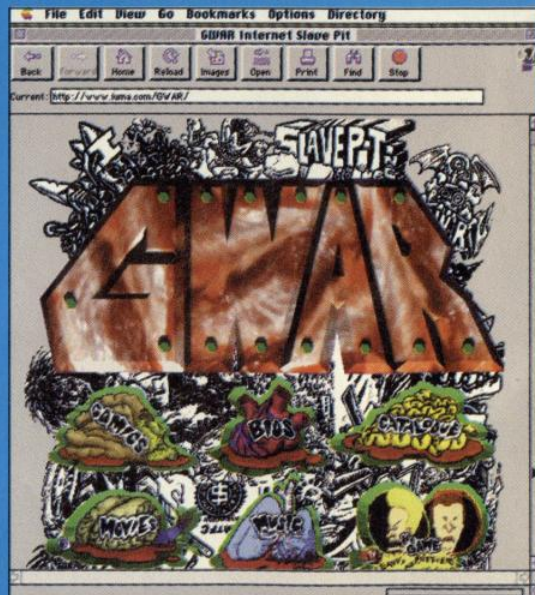
Uma Thurman Mailing List

Here's a little something we found in the alt.models newsgroup (Usenet - just one part of the thing we call "The Internet" - is full of all sorts of bizarre newsgroups where bizarre people talk about bizarre topics)... It's the Uma Thurman Internet digest! Yes, sad people (like Stuart) can subscribe to a moderated, bi-weekly digest, consisting of film reviews, interviews, sightings and general discussion of all things Uma. Scarily enough a WWW site (World Wibe Web: a user friendly, hypertext-based way to explore the Net) is on its way. To subscribe to the Uma digest, just send email to uma-request@arastar.com with no subject. The message should read "subscribe uma firstname lastname". Of course you put your own first and last name in rather than type "firstname lastname".

Other natty newsgroups we found in alt.fan.Frank.Zappa (for fans of recently deceased rockers), alt.music.enya.puke.puke.puke (for everyone), alt.great.ass.wheaton (for Star Trekkers, we assume).

Gwar Internet Slave Pit

The coolest Web site we happened upon would have to be the Gwar Internet Slave Pit. It runs through IUMA (the Internet Underground Music Archive) and it's full of Gwar comics, Gwar bios, tour info, etc, etc, etc... If you like monster rock, you'll love it. Even if you don't, check it out. It's very silly. Besides, Gwar did the music for the forthcoming Beavis and Butt-head game.



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Ultra 64: It's DOOMed!



Now there's a controversial headline if ever I've written one, but never fear! Even we wouldn't be stupid enough to predict Nintendo's new wonder-console will be a failure. It's going to be a huge hit, no doubt about it. How do we know? Because you'll be able to play DOOM on it! See, the headline did have a purpose after all.

ID Software, makers of DOOM, DOOM II (funny that) and the shooter that started it all, Wolfenstein 3D, have signed up as Ultra 64 developers. Their first

game? A special, Ultra 64 enhanced version of DOOM. Rumour has it that the Ultra 64 DOOM will be a blend of DOOM I and II, with new levels and monsters thrown into the bargain to spice things up.

News of ID jumping back into bed with Nintendo after the Wolfenstein 3D debacle (ID were very unhappy about the censorship/sanitisation forced upon them by Nintendo for the SNES conversion) came as quite a surprise to us. But given Nintendo's new found aggressiveness and relaxed attitude to blood, the partnership is understandable. Besides, ID are only acting as "creative support". The actual game will be handled by Williams.

Nintendo are probably more than aware of just how much money an Ultra 64 version of DOOM will make them. That's why they want the game to be ready for the machine's launch. Needless to say we are looking forward to it too.

WINNERS

The Earthworm Jim subscription winners are: SNES -

Ben Johnson (NSW)

Heath Pithouse (VIC)

Julian Jarvis (WA)

Tunhla Oung (ACT)

Carl Semmelink (QLD)

Mega Drive -

Benson Low (QLD)

Andrew Brennan (SA)

Sam Blyth (NSW)

Ron Edmonds (VIC)

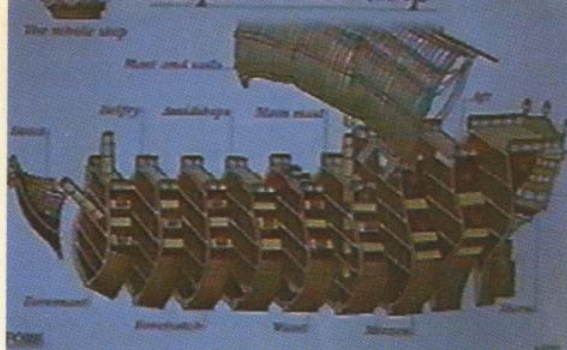
Anthony

Coverdale (VIC)

The winner of the Aura Interactor is Andrew Lowry from Perthville in NSW.

Congratulations Andrew, and may all your vibrations be good ones.

The lucky people to win Doom 2 are:
Steven Hawes (SA)
Joshua Micallef (QLD)
Lee Dudley (NSW)
Robert Christie (SA)
Luke Annett (VIC)
Matthew Bull (NSW)
John LeRay (QLD)
Matthew McBain (QLD)
Tim Johnson (NSW)
Justin Franks (WA)
Hell is coming your way!



CD ROM EDUCATION

Just when you thought computers were only for fun, and that educational software was only around to get mentioned by children as a method of inducing their parents into buying a machine that could handle Doom II, something like Dorling Kindersley Multi-media programs come along.

Two of them are especially interesting: the "Eye-Witness Encyclopedia of Science" is a multi-science package featuring physics, chemistry, natural science and some stuff that's actually interesting and "Stowaway!" is a detailed cross-section by cross-section tour of an old galleon-style sailing ship.

Both feature good graphics, sound effects, animations and interesting presentation; just enough to keep little Johnny interested in learning something once in awhile, and detailed enough to keep big Johnny interested after little Johnny has gone to bed. Dorling Kindersley Multi-media promise several more educational packages in 1995 to add to the CD library. These will combine with the others to produce an entire library of educational material. Look out for Eye-Witness Encyclopedia of Biology and Eye-Witness Encyclopedia of History. Until then there'll still be plenty of room on the hard drive for Doom II.

New Multimedia All-In-One PC

The future is at our doorstep and it's banging very, very hard. A new 486DX2-66 PC with CD-ROM has hit the market. It boasts a full multimedia experience for those of you who can afford it. The most remarkable thing is, it all comes in one piece.



This beast comes with CDI compatibility, Sound Blaster and Karaoke audio (Ok, so it's not all good news!), has fax/modem capabilities, full-screen video (the monitor isn't a monitor at all — it's actually a TV), Infra-red remote control, in-built CD-ROM drive, 265 Meg hard disk space, 4Mb RAM and will run CD movies, audio CDs, CD games and of course it functions as a normal television, so it can also connect to Sega and Nintendo units! Whoa mama! We've had a look at one here in the HYPER office, and it looks very cool indeed (though the keyboard was just a bit on the poky side). It comes from the folks at Morrow Australia Computer Services and there are two models (one with a larger monitor), with the smaller one retailing at \$4,499. Check it out.

HYPER's charts are supplied by The Gamesmen

Mega Drive

1. NBA Live 95
2. FIFA Soccer 95
3. NBA Showdown
4. Sonic & Knuckles
5. NHL Hockey 95
6. European Tour Golf
7. Aladdin
8. Urban Strike
9. The Lion King
10. Streetfighter 2



SNES

1. Donkey Kong Country
2. Secret of Mana
3. Mortal Kombat 2
4. Stunt Race FX
5. NBA Jam
6. Super Empire Strikes Back
7. FIFA International Soccer
8. Super Mario Kart
9. WWF Royal Rumble
10. Super Metroid

PC

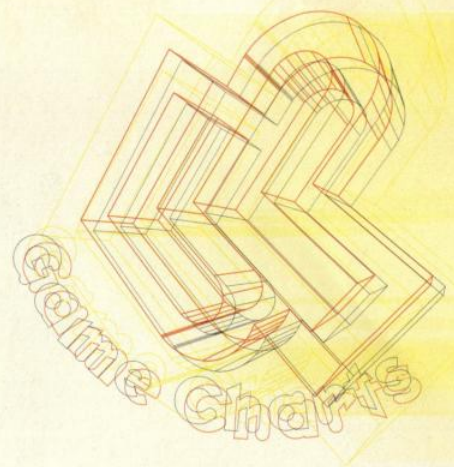
1. Doom 2
2. Alan Border's Cricket
3. The Lost Vikings
4. Theme Park
5. Leisure Suit Larry 5
6. Lode Runner
7. Colonization
8. Quaterpole
9. FIFA International Soccer
10. Falcon 3.0

Mega CD

1. Rebel Assault
2. F1
3. Ground Zero Texas
4. Lethal Enforcers
5. Mickey Mania

PC CD ROM

1. Under a Killing Moon
2. Doom 2
3. PGA Tour 486
4. Golden Seven (compilation)
5. Theme Park



HYPER's January Chart Predictions

The games that should start 1995 off the right way

| | |
|--------------------------|-----------------|
| TIE Fighter | PC |
| - Defence of the Empire | PC CD ROM |
| Hell | PC CD ROM |
| Ren & Stimpy - Time Warp | SNES |
| Rugby World Cup | Mega Drive |
| True Lies | Mega Drive/SNES |
| Road Rash 3 | Mega Drive |
| Super Punch Out | SNES |
| Soccer Shootout | SNES |
| Doom | 32X |
| Need for Speed | 3DO |

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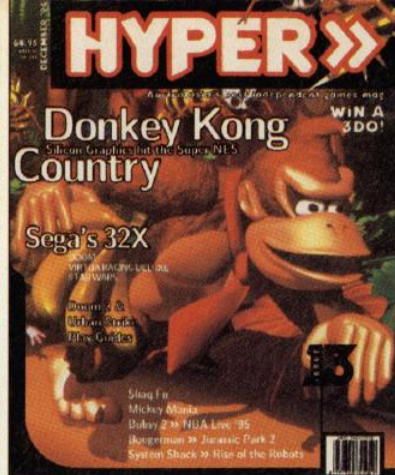
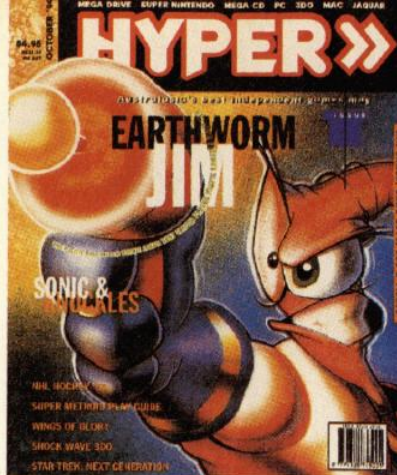


3DO Confirm 64bit

We've been maintaining for some time now that, shaky US start aside, the 3DO format will be a major player in the future of video games, wherever it might be headed.

Now, we're more confident than ever. They're finally getting their distribution right, the games are starting to come into their own, and more importantly, sales are looking up. They'll get even better now that the US price has been cut from \$499.95 to \$399.95. But it seems the best is yet to come. You should recall our lovely news piece regarding the rumours circulating about the 3DO Mk II (codenamed "Bulldog") in HYPER #12. You know - the 64bit upgrade for current 3DO owners with the mind-blowing tech specs? See, you do remember. It is now our pleasure to confirm those rumours as fact. The 3DO Company has announced that its new "M2 Accelerator", a 64bit add-on for the upgradeable 3DO system, will appear on the shelves in '95. No word on price as yet. According to Trip "The Tripster" Hawkins, 3DO's President and CEO, "We're in the lead now and we're committed to staying there".

The 64bit multi processor will be engineered and manufactured by IBM and Motorola (two very handy partners to have) and may even be included in a future Power PC to be developed by 3DO, IBM, Matsushita and Motorola. Now that would be something to look forward too...



Place Your Bets

Over in wild, woolly and miserably depressing England, bookmakers are known for taking bets on almost anything: horses, dogs, football, music charts, who the next member of the Royal family to be caught flopping it about will be, etc, etc... Well, now they're even taking bets on this Christmas' top-selling video game. Back the right game to come in at the top of the official Gallup chart and you could make some serious money.

Check out the odds being offered by William Hill, one of the country's leading bookies: hot favourite for the Chrissie honours is Donkey Kong Country at 6/4, then comes Earthworm Jim at 2/1, FIFA Soccer 95 and Super SF2 both get odds of 5/1, the Lion King pulls 6/1, Mortal Kombat II seems a good bet at 10/1 and Sonic and Knuckles is a rank outsider at 12/1. Interesting, eh? Players the world over know a good game when they see one, so we reckon that the British bets are a good indication of the Aussie Xmas charts too. So it looks like we've got a battle between a worm and a donkey for top position. Ahh, the wonderful world of video games!

Secret of Mana Gets Official Release

One of the best RPGs ever made for the SNES and the perfect example of Japanese masters, Square Soft's art, The Secret of Mana, is finally officially available in Australia. Yes, now you can own a genuine PAL copy of this truly wonderful game for the ridiculous price of around \$79.95.

Previously available only as a US import (so you had to have one of those pesky converters to play it), we reviewed The Secret of Mana way back in HYPER #5, giving it the not insubstantial score of 93%. It really is that good.

Even if you normally steer clear of the whole freaky-boy RPG scene, this is one game that is definitely worthy of your attention. It's big (you'll need about 70 hours to crack it), it's beautiful - featuring some of the finest Mode 7 flight effects yet seen and an amazing 8-channel stereo soundtrack - and the action based combat system (no fiddly menus) means you'll never be bored. All this AND it's Super Multitap compatible! With a Tap, three players can enjoy the thrills of fantasy exploration together (a concept we've always encouraged), each one controlling one of the game's memorable characters.

Of course, if you are into RPGs you've got no choice but to rush out and buy The Secret of Mana right now. It might not top Zelda as the ultimate SNES RPG but it certainly comes close.



32X in Price Setting Shock

You may recall that in the previews pages of our last issue we said that Sega's 32X Mega Drive add-on would retail for the rather pricey sum of \$399. Well, we lied. We didn't know it at the time, mind you, but it turns out that that's not correct. Sure, Sega assured us that \$399 was it and that they wouldn't be changing their minds, but they have changed their minds. Twice, in fact. First they told us that they'd now settled on \$299 as the Great value, or so we thought. Now we've been told (and we hope this is the definite price you'll have to pay) that it's back up to \$349, which is a bit of a bummer really. But at least it's still \$50 cheaper than we first announced. Let's hope it stays that way.



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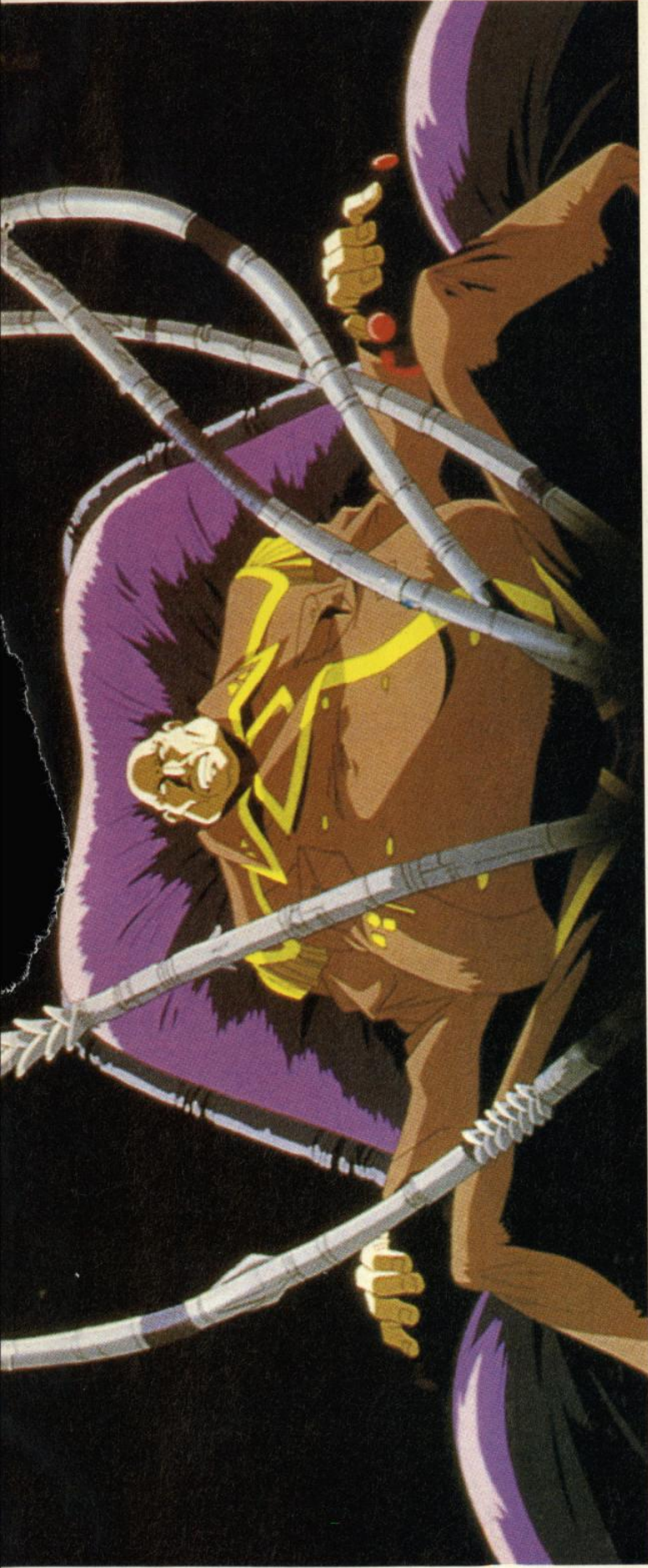
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The wait has been worth it

The Legend Is Back...



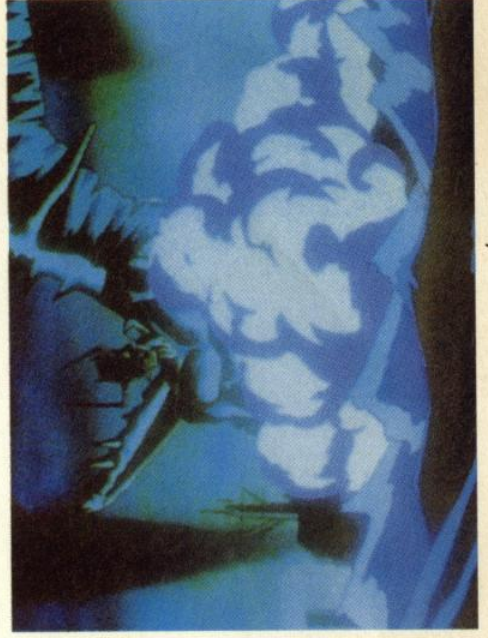


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The Return of the overfiend

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If you want to get Australia's most attractive and intelligent gaming magazine quicker, easier and cheaper than you have been, then the simple answer is to subscribe. Not only do you get a substantial discount from the newsagent price, but the magazine will be hand delivered to your door before the general public get it (unless the Postal system stuffs us round!).

Also if you subscribe this month you could be receiving one of two fabulous Electronic Arts packs (thanks to EA, of course). Electronic Arts (for those that don't know) make the best sporting games in the world (amongst other things) and these packs contain their latest masterpieces. One pack is for Mega Drive owners, one pack is for PC owners (sorry, SNES owners, but you can always sell the games and make money!).

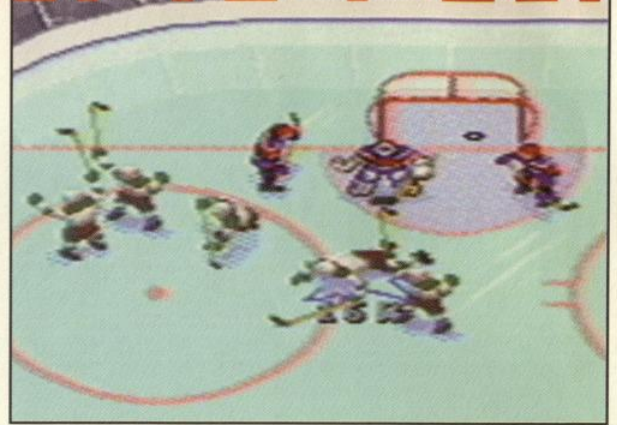
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WIN WIN WIN

PC CD ROM Games

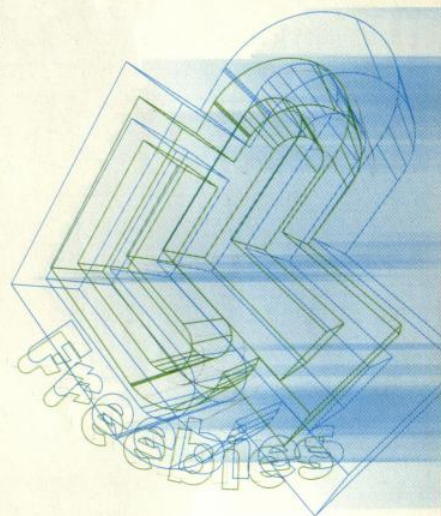


Are you an RPG freak? Maybe a fast action driving fan? Well we've got both areas covered, because we've got five copies of both Star Trail: Realms of Arkania and Zephyr to give away thanks to the Australian distributor, Directsoft. Both games are for PC CD ROM, so make sure you've got a CD ROM drive if you want to play them (otherwise you're going to look pretty bloody silly).



To have a chance to win a copy of these great games, simply send us an envelope and on the back put the name of the game you want to win (plus all your details of course.

Send your entries to:
Star Trail/Zephyr Comp
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Snes Game Saver

We told you about the SNES game saver last issue and now we've got five to give away thanks to Dominic at Sprint Electronics. These spunky little cards allow you to save your current game in any position, give you genuine slow motion play (which is handy for those really tricky bits) and they also act as a converter so you can play Japanese and American games. How much would you expect to pay? Well, nothing actually because you can win one thanks to HYPER.



To win one tell us (in 25 words or less) why slow motion would come in handy while playing a video game. Send your entry to:

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Join Generation 32X!

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Sometimes we're just too good to you guys.

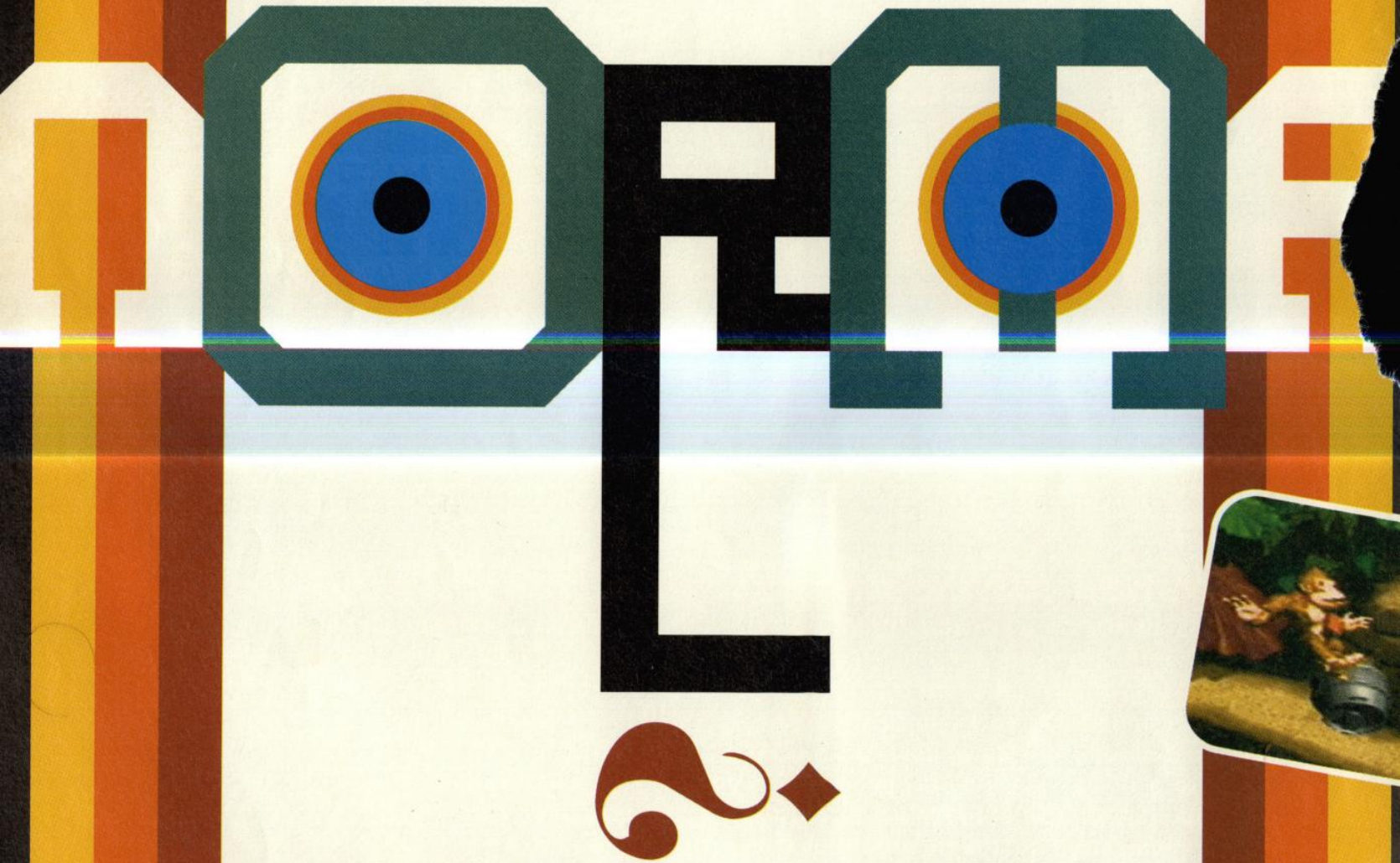
For this month's ripper competition we've got our hands on one of Sega's brand-spanking new 32X add on for the Mega Drive, plus a copy of Doom (yes, that's DOOM for those of you who are a bit short-sighted). If you have missed this issue's cover article and last month's preview, the 32X is a sexy, mushroom-like device that will transform your humble 16 bit Mega Drive into a 32-bit powerhouse. You'll be able to play Doom, you'll be able to play Star Wars Arcade, you'll be able to play Virtua Racing Deluxe and lots, lots, lots more! Are you excited yet? Well, enter our competition then.

To win the 32X plus a copy of Doom (donated by the very attractive team at Sega Ozisoft) it's ridiculously easy. Simply fill in the coupon on the page (no photocopies please, so that everyone has an equal chance) and send it in to us. Then you could be shooting, hacking, slashing, jumping and driving all in glorious 32 bits.

TO WIN THE SEGA 32X AND DOOM, ANSWER THE QUESTION BELOW, CUT ME OUT AND SEND ME TO:
32X COMP Q: How many 32X games are reviewed in this issue?
HYPER A:
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ARE YOU NORMAL?

"PLAYING GAMES ALL DAY IS GOING TO ROT YOUR BRAIN!"
NOW WE'VE PROBABLY ALL HEARD SOMETHING VERY
SIMILAR TO THAT FROM OUR PARENTS BEFORE, BUT NOW
SOME MEDICAL REPORTS FROM OVERSEAS ARE SAYING
THAT VIDEO GAME PLAYING REALLY CAN HARM YOU BOTH
MENTALLY AND MORALLY. HMMM, SOUNDS LIKE CRAP TO
US. BEAVIS MCGINTY [NOT HIS REAL NAME] REPORTS...



Most people think that video games are pretty harmless. Much like the second most favourite occupation for adolescent males, the worst that usually results from excessive video game playing is callused hands and repetitive strain injury of the right arm. However, research studies from both the UK and from the USA are claiming that the playing of video games may become "pathological" - ie, "an abnormal mental or moral condition". Going back as far as the early 1980's, these studies have found that young people have been spending money and time playing computer games, and somehow concluded that this is hazardous. In what may be simply a case of too many psychotherapists with not enough to do, there is now a psychiatric diagnostic test to see whether you are a "pathological video game player". Given that HYPER never gets to run tacky quizzes like "Are you a multi-orgasmic sex fiend from the planet Zodd" that grown up magazines like

- [4] you play video games as a way of escaping from problems
- [5] after spending money playing games, return the next day to try to get a higher score
- [6] you lie to family or friends about how much you play video games
- [7] you do things like spend your lunch money on video games, or steal money from your parents to play games
- [8] you argue with family, or don't do homework, because of video games
- [9] you borrow money because you've spent all your money on video games

(paraphrased from the DSM-IV-J criteria published by Fisher, 1994)

A recent study of this type came from a small coastal town in the south west of England - a place where there really wasn't very much else to do but watch Neighbours, eat black pudding and try to avoid sexual abuse by religious leaders. The town had three amusement centres, due to a high tourist population, and these centres were often used by young people as a place to hang out. When almost every person under 18 in this town were surveyed, only 66% said that they had played a computer game in the last year, and only 20% said that they played video games weekly. The survey found it most disturbing that students were stealing money from their parents or using their lunch money to play video games, that students were playing games regularly to try and beat their highest score, and students were selling possessions or borrowing money to play video games.



Cleo and Cosmo have, we thought that we should give this one a go. You are a "pathological" video game player if:

- [1] as you play more games, you become more and more preoccupied with reliving past playing experiences, study video game playing, plan the next opportunity to play, or think of ways to get money to play
- [2] you need to spend more and more money in order to get excited about video games
- [3] you become restless or irritable if you spend less time playing video games

Of course this study didn't look at issues such as: could young people earn their own money through part time work, were parents able to afford to give their children pocket money and were young people bored stupid living in fleapit small towns. When the issues that affect young peoples' lives are overlooked, it's not difficult to make it look as if Mortal Kombat (and not a repressive conservative government) is the ultimate evil.

The survey concluded that if you're reading this magazine, you're probably a keen enough video game player to be classed as

"pathological" and thinking what a crock this whole thing is. You may not feel pathological. You probably haven't slaughtered a cat and drank its blood today. You might even be thinking that getting a good job one day might not be such a bad thing. But should some Fred Nile type come across one of these surveys, and go onto A Current Affair or Real Life using medical words to say that video games are responsible for all the world's ills - you might well be faced with a parent who thinks that because you played Donkey Kong Country or Doom instead of doing algebra you are a candidate for the nuthouse.

It should be remembered that reputable medical practitioners once said that rock stars like Paul McCartney were going to be responsible for the corruption of a generation (Mull of Kintyre was a bad, but not that bad). Before that, doctors were convinced that masturbation caused blindness and eating carrots let you see in the dark, which caused many young men to permanently have long hard cylindrical objects in their hand. Clearly, doctors and psychiatrists have a bad track record when it comes to predicting what is going to cause the moral downfall of young people. Because they use impressive words, like "compulsive pathological activity", "behavioural addiction" and "I drive a BMW and wear a suit", their influence is often far greater than it should be.

It sounds much more impressive making excessive video game playing a "medical" problem, rather than a problem of young people having nothing to do, or living in a boring place, or having a lousy relationship with their parents. Conveniently, it also means that the pressure to improve things for young people is reduced. After all, young people do on weekends - it's not that there's nothing for young people to do on weekends - it's because there's something wrong with your brain (what do you mean that Daryl Somers isn't the funniest thing on television!??).

So be warned. Yesterday it was heavy metal. Today it's computer games. Tomorrow it's almost certainly going to be either the Internet or Virtual Reality. One way or another - whatever's new and the older generation don't understand is going to be called dangerous. But don't worry, it'll all be forgotten about when the next big thing comes along. <<

ARE YOU NORMAL?

ARE YOU NORMAL?





First the
First
Then there
Then
Now, there
Now, the
ADAM GRIFFITHS slips on his yellow
ADAM GRIFFITHS slips on his
behind the scenes
behind the sc

Every so often a technological advance comes along that changes the course of human history – the wheel, the pyramids, the printing press, plastic bubble wrapping.

The Mask is not like these. It's better. Forget Mary Poppins. Forget Who Killed Roger Rabbit. Forget Howard the Duck (oh, you did forget Howard the Duck) I'm here to tell ya... The Mask kicks ass. Sure, the plot is thinner than Mick Jagger (and stupider than Mick Jagger... and older than Mick Jagger – though only just). Who cares? We all know you don't see a film like this for the plot. You see it for the side-cleaving cacks and the mind-crimping special effects.

The Mask is the story of a mild-mannered looser Stanley Asskiss... sorry, I'll read that again... Ipkiss... a wimpy bank clerk who cops more crap than Joan Sutherland at a Republican Party meeting, until one day when Stan goes down to the river, finds a floating mask (lucky he didn't go to Bondi, or there may have been more than that floating past); pops it on... and is transformed into The Mask – a twisted cross between Pee Wee Herman and the Hulk. A devious, thieving, hellraising lunatic who does whatever he damn well pleases and says "Smokin'" a lot.

Jim Carrey plays Stanley. Hired by director Charles Russell when his (m)asking price was only \$450,000, Jim reputedly carried away a whopping \$7 mil for his next flick Dumber and Dumber (he plays half the title role). Whatever the cost, he's worth it – Jim Carrey is like Michael Keaton on speed; or Robin Williams on cocaine (come to think of it, Robin Williams is Robin Williams on cocaine). But most of all, Jim Carrey IS The Mask... his twisted facial acrobatics and wise-guy ad-libs gave the techno-wizards the basis of all their brain-blowing special effects.

The Mask also features the babelicious Cameron Diaz, who, despite having a boy's first name, is most girl-like in all other departments. Let me tell you – if she were an ape, she'd be a babe-oon. If she were a baseball player, she'd be Babe Ruth. If she were a

mythical biblical monument, she'd be the Tower of Babe-I. (If she was the devil she'd be Beelzebabe - Ed). She can't act to save her life, but who cares? I think you get my point.

These two are cool... but it's The Mask's computerised animation that really boots butt. Carrey's gob can do a lot, but it doesn't quite stretch to turning into a Tex Avery-style wolf, dropping onto the table and flopping out a roller-door tongue, or scoffing down a gelignite sandwich. For these scenes, director Russell approached the computer fx boffins at Industrial Light and Magic (ILM), in San Rafael, California. Film images of Jimbo were composited with scads of computerised creations crafted by the ILMers, who'd honed their skills on now out-dated films like Jurassic Park, Terminator 2 and Back to the Future

Steve 'Spaz' Williams, animation director for ILM, says: "As soon as I saw the storyboards, I knew this was going to be a fun film. When you graduate from animation college and you find that the only places doing animation are shows like Care Bears and My Little Pony, you want to blow your head off."

A team of up to 100 computer loons worked for almost a year to create around 90 individual animation sequences for The Mask. They tackled the toughest scenes first – the mask donning sequence; the tornado tantrum; and a very special scene at the end that I won't give away. OK then, I will give it away (sensitive readers gotta be made of it) cops a face-full of mask.

The ILM team used the same software they did for Jurassic Park – including Alias for modelling; SoftImage for animation; RenderMan for rendering, and Matador for painting. Plus they knocked up their own customised code when needed – to create the Tornado effect, the ILMettes stirred up a program that would spin a group of pixels like a top, picking up colours and textures from Carrey's clobber on the way.

Then there's the famous 'flat guy' sequence, where Carrey bounces down a hallway, flies out of a window, splats onto the pavement and cries "Look Ma! I'm road-kill!" before peeling himself back up into three dimensions and taking off down the street. To set-up this spectacle, Carrey was filmed in 35mm hamming it up in the hallway, and a real-life stuntman was hung out a window and lobbed onto a mattress. ILM visual effects supervisor, Scott Squires, carefully logged the shots, camera angles and heights of key props. Each frame was then digitised, and wire-frame models of the props and Mr Mask's eyeballs, teeth and tongue were built on computer, matched over the film scenes, rendered and seamlessly matched frame-by-frame with the shots of live actors, before being

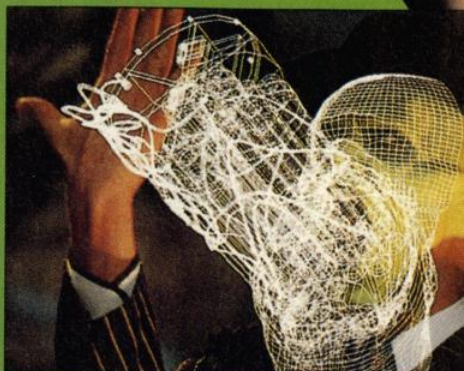
'printed' back to the final film.

The 3D-rendered version of Carrey had motion-blur, which added realism to the scene, and was augmented by the cracks painted onto the live pavement. There was also a digital camera shake and linear pan up the 3D model added by Sandra Karpman, an animation supervisor who is a 10-year veteran of ILM. "We do what we have to do to sell the shot," Sandra says, "the camera moves are what a director of photography would have done in live cinematography."

Steve 'Spaz' Williams, thinks The Mask is a big step forward in "animating unbelievable reality – making any man made object with 3D graphics is easy. Organics are hard, but do-able. Now we can use the techniques that work to maybe invent something new."

"For me, making an ass on a reptile jiggle is boring" says the Spazster. "But if you can send people away laughing, there's hope."

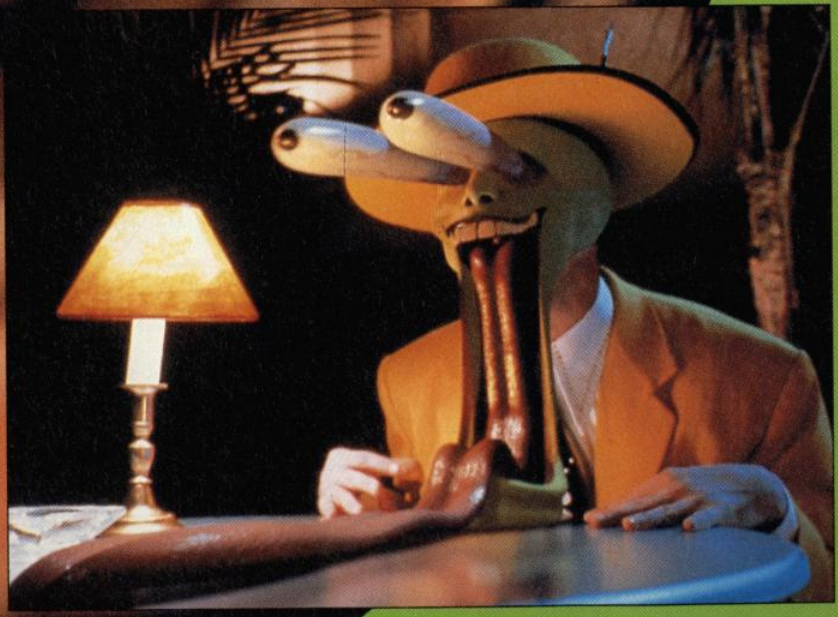
Now that's... smokin'!





was Super-Superman, Men of Steel.
was Batman, man of bats.

the Mask, mag of green face and poppy-out eyes.
spot suit and sneaks us
follow zoot suit and sneaks us
the morphin' of The Mask.
of the morphin' of The Mask.



Discworld

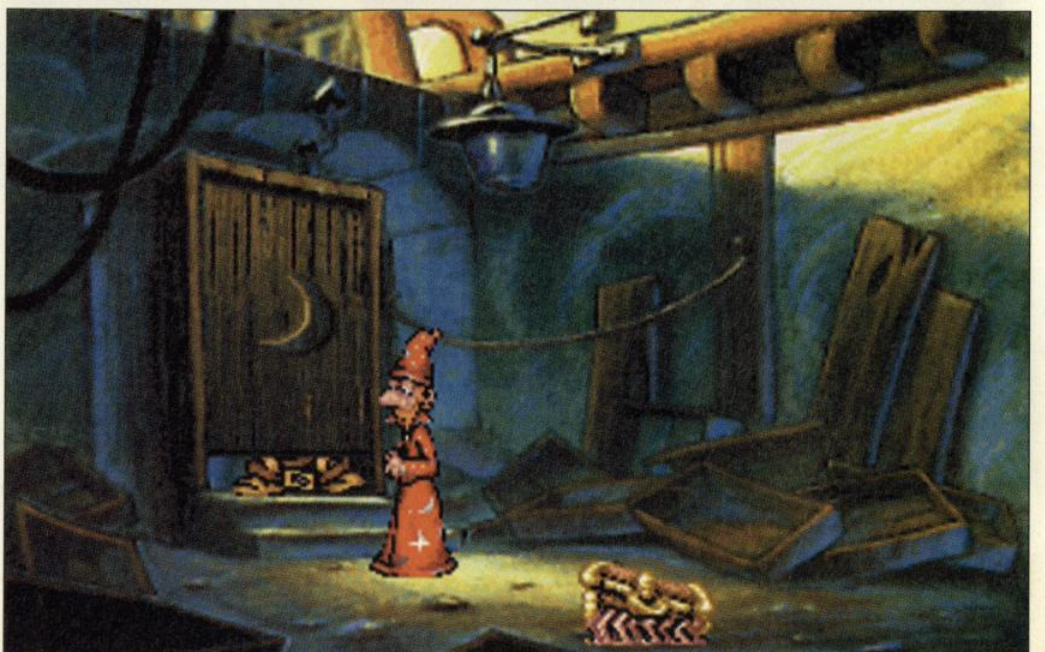


There is apparently an English author called Terry Pratchett. Being an author, Terry writes books, specifically "comic fantasy" books, according to the press release which accompanied a demo disk of the game which is based on the world he created.

Now you may never have heard of Mr Pratchett and his tales, but you'll probably know a good game when you see it and the demo we've seen hints at great potential. You are Rincewind (really!), a wizard in a medieval (aren't they all) world of attractive hand-painted backdrops and cute cartoon characters. The goal of this adventure game wasn't entirely clear, but the gameplay is VERY much like Simon the Sorcerer - a sort of fantasy world for grown-ups.

A couple of features grabbed our attention; the walking inventory is a bizarre suitcase with legs that follows you around, it's advantages over the traditional system are non-existent, its cute value being the only purpose. There is a complete absence of ANY form of pop-up or on-screen menu bar, instead the cursor does whatever is most sensible when you click on something. This makes things very easy...maybe too easy. Click on EVERYTHING until something happens and you're away, a bit of backwards and forwarding and the game runs it's seemingly simple course.

Voice overs by Eric Idle (Monty Python), Tony Robinson (Blackadder's Baldrick) and Jon Pertwee (the second greatest Dr Who) are a treat, shaming other ordinary talkies with the charismatic quality these guys give it. The looks are stylish and appealing, although not anything lavish or special. There are bits that are REALLY FUNNY too. It all looks like a charming and stress-free game, and we curiously await. Review next issue.



PC CD ROM

Available: DECEMBER
 Category: COMIC ADVENTURE
 Players: ONE
 Publisher: PSYGNOSIS

Clay Fighter II

Judgment Clay

Claymation ahoy! Yes, it's the sequel we've all (well, some of us anyway) been waiting for, the cleverly named, C2: Judgment Clay. With new characters, new bosses, new options and even better looks, C2 is sure to make an impact on the Streetfittin' crowd.

Old favourites The Blob, Bad Mr Frosty, and Tiny are back, looking gooiier and meaner than ever. The other five characters are all new. There's Kangoo (no prizes for guessing he's a 'Roo), Hoppy (a Rambo-esque bunny with a mean flying uppercut), Nana (a big banana), Octo the octopus and a big fat baby called Goo Goo. We'll miss Lckybod Clay, Blue Suede Goo, Bonkers and the others, but hey, I'm sure we'll all be more than happy with the eight lumps of clay at our disposal.

Whack in a new Tournament Mode (for up to eight players), evil twin bosses, more speeds, and even more options and you've got a 24 meg muther tough enough to compete with the best of them. And the claymation still looks amazing...

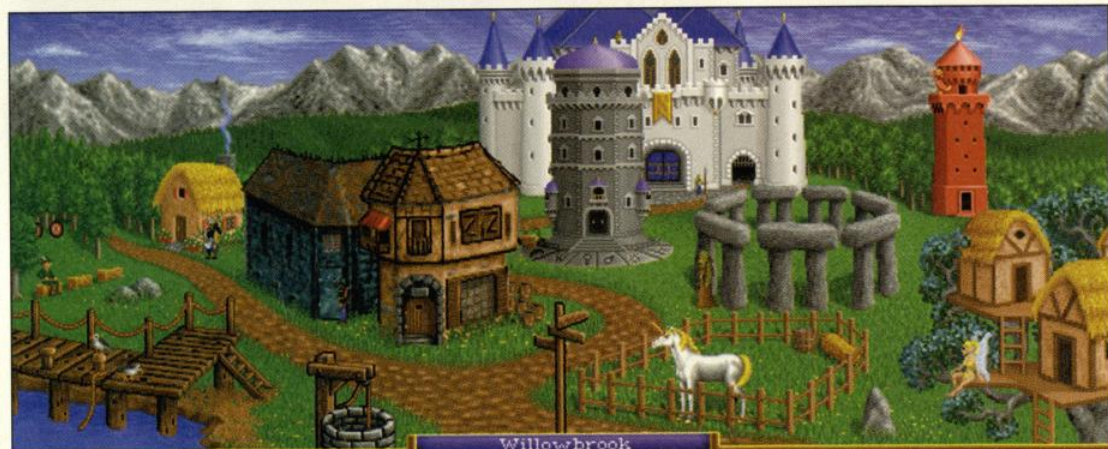


SNES

Available: EARLY '95
 Category: FIGHTING
 Players: 1-8
 Publisher: INTERPLAY

Heroes of Might and Magic

It seems that the old theme of sweaty, muscle-bound beef-cakes engaged in serious biff, will never die. Yes, thankfully the world is populated with enough RPG-enlaved-cretins like myself to keep at bay all those little Eccos and plumbing Italian dwarves. And here is some more fodder for our hungry fantasy-starved souls. Heroes of Might and Magic carries on the M&M torch into CD-ROM territory, and things look promising too. I mean, let's face it — the Might & Magic series was OK, but nothing to do backflips about. There was always room for improvement (especially in the graphics department), and the actual gameplay was very repetitive. Well, Heroes of Might and Magic should crap on all that with a combined fantasy/RPG/Strategy biff-fest in full Super VGA! Customisable computer foes, dozens of worlds, a huge musical score and cracking sound effects bids well. We'll see



PC CD ROM

Available: JANUARY
 Category: RPG
 Players: ONE
 Publisher: N/W COMPUTING





SNES

Available: FEBRUARY
 Category: PUZZLE/
 ACTION/RPG
 Players: ONE
 Publisher: SONY

Addams Family Values

Ok, Ok, just relax. . . we know that we've previewed this before, but it's been such a long wait, we thought we'd better give you a little update on the eve of its release. So far, the Addams Family games have all been rather superb (Pugsley's Scavenger Hunt still being one of the hardest and coolest platform/puzzlers available for your SNES), so we're a bit excited about Fester's journey into game-dom with Addams Family Values. Looking very RPG-ish, we can all look forward to even more hard-to-crack puzzles, Zelda-style action and cute sprites. It's all looking very pretty, and well conceived, the plot of the game being Uncle Fester's hunt for Pubert. You'll be creeping around, zapping things with electricity, searching for keys and all the rest of that RPG-type stuff, just generally being very kooky, ooky and spooky. At a whopping 16-Megs, Addams Family Values looks like being very good "value"! Har har.



Ecstatica

This new graphic adventure boasts the very latest ellipsoid-technology polygon-generated graphics. Just say that with your mouth full. Now take a look at the screen grabs. Pretty mind-blowing eh? We're talking breathtaking 3D environments, fully explorable, real time action! Put together by a leading French animator, Ecstatica will no doubt provoke some very ecstatic responses from the team here at HYPER HQ, if it plays as well as it looks.

The story goes like this. . . a young girl lies in a coma, her dreams coming alive to wreak havoc on the town of Tirich. A solitary traveller's simple quest for shelter and refreshment, turns into a nightmare trip into death, torture and demonic possession! Sounds like a weekend at my grandparent's place, but anyhow, there are over 200 animated scenes to explore and a swag of creepy-looking and bizarre characters to interact with. Just add the bonza soundtrack and we might be in for a bit of a legendary game. Hold on tight, just dribble over the piccies for now, and HYPER will be there to give it the full treatment when it lands on our desk.



PC CD ROM

Available: DECEMBER
 Category: ADVENTURE
 Players: ONE
 Publisher: PSYGNOSIS



The Need for Speed

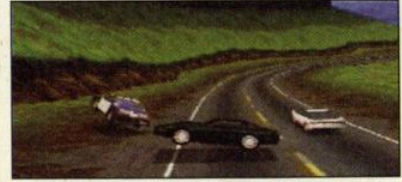


All you racing freaks will be very excited to know that you'll soon be getting behind the wheel of your 3DO and doing head-on collisions with the best of them in a new Road Rash-style game involving sleek, modern, and very fast vehicles! Wooh baby! This does look rather incredible, and if it plays as well as Road Rash — there'll be wet daks all over the gaming world. You can view things from above your machine or behind the wheel, and there's even a rear-view mirror so you can check up on the pigs hot on your tail! The scenery looks simply stunning, and if the game lives up to it's name, this is going to be an absolute corker. Look forward to avoiding radars, driving all over the terrain (even crashing head-first into water), cops galore and no-doubt lots of hard-core action. The Need For Speed. We feel it!



3DO

Available: **EARLY 95**
 Category: **RACING**
 Players: **1-2**
 Publisher: **ELECTRONIC ARTS**

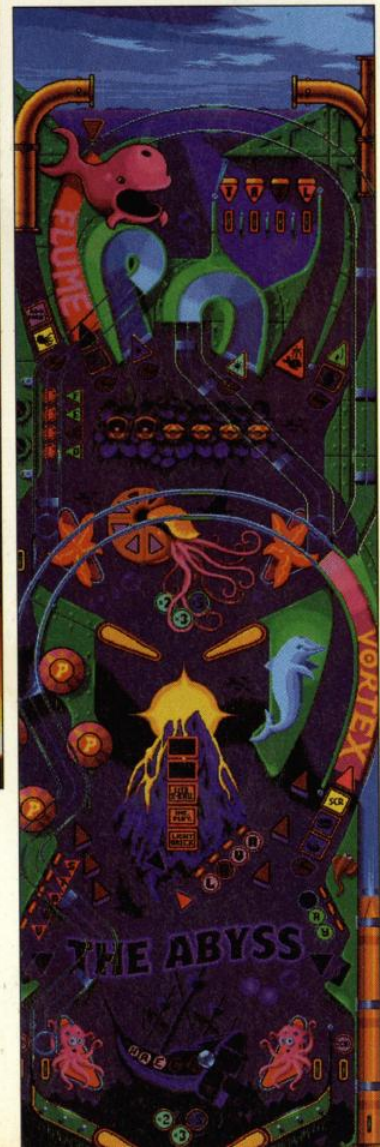
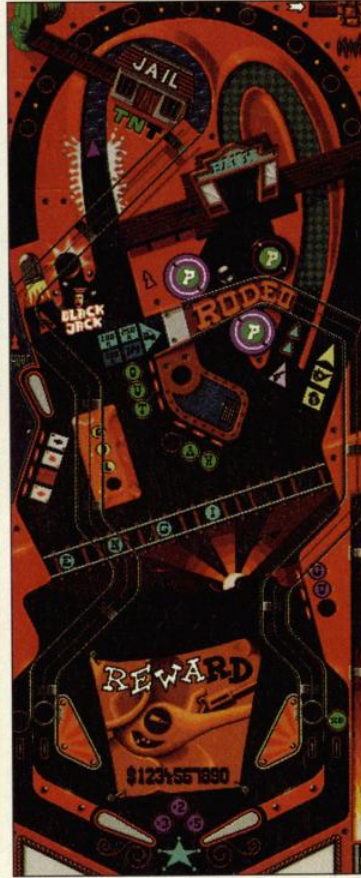
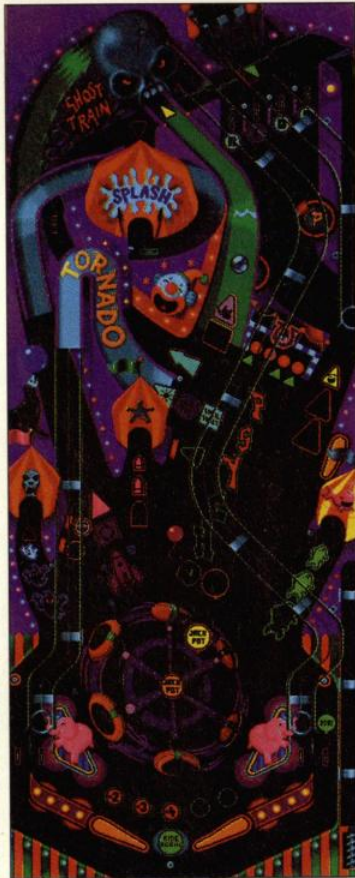


Psycho Pinball



I've never been sold on the idea of simulated computer pinball. I mean, you can't see the whole table, you can't feel that ball vibrating through the flipper buttons, whinge whinge whinge! But I'm impressed. From what we saw of the unfinished Psycho Pinball, the idea of wasting away hundreds of pinball hours — for free — now looks very tempting.

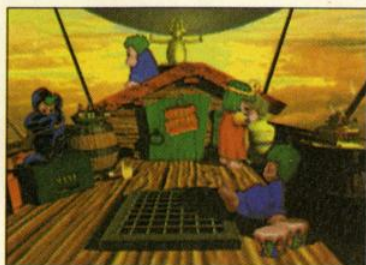
The graphics are great, the table design is classic and even the video display had the style and humour of arcade pinball down to a T. We had a sneak look at the PC version, and we can only pray that the Mega Drive version is close to being as good. There are even three bonus arcade games hidden away in there for you to discover. Pinball-wise, there are four very colourful tables: Fun Fair, Trick or Treat, Wild West and the Abyss (which is an extra huge one). This really did seem very accurate and could prove to be a real winner!



«DID SOMEONE SAY "HIDDEN GAMES"? I DO BELIEVE WE DID. HERE THEY ARE...

PC/MEGA DRIVE

Available: **JANUARY**
 Category: **PINBALL [doh!]**
 Players: **1-4**
 Publisher: **CODEMASTERS**



PC

Available: EARLY '95
 Category: PUZZLER
 Players: ONE
 Publisher: PSYGNOSIS

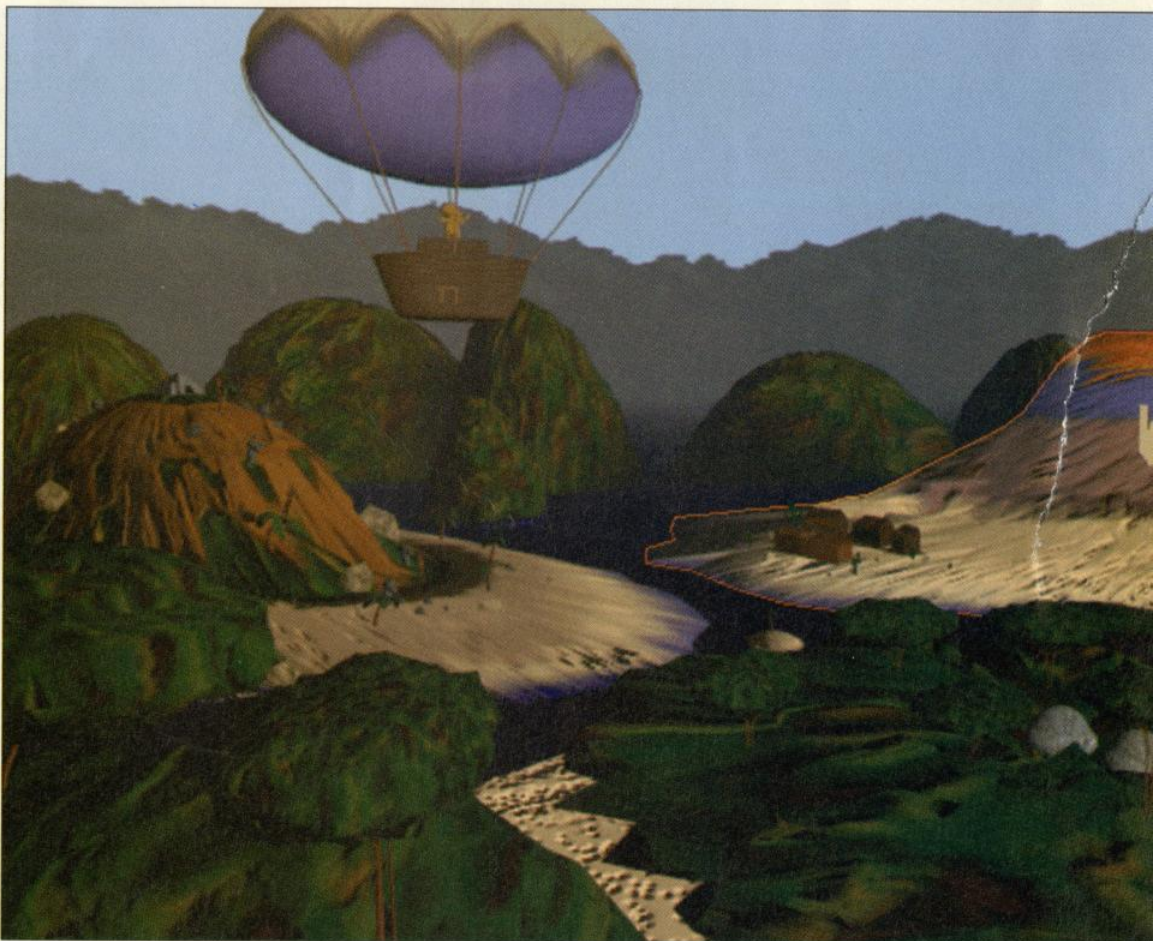
All New World of Lemmings

Just when you thought sanity was returning and life was normal again, the Lemmings arrive again to invade your thoughts, dreams and social life.

All New World of Lemmings is actually Lemmings 5 - if you count Oh No More Lems and Xmas Lems. The new game is a little different from the others though; the Lems all have the same basic skills - walk, jump and block. Special abilities are now gained by picking up strategically placed bonuses which allow tricks like bridge-building and wall-walking. This makes little difference to the way you play, provided you stick to the "pathfinder" approach of blocking-in all but one Lemming, who then goes about making the way through possible.

Lems can be driven with greater flexibility too, they can change direction without having to bump into something and blockers can be released after their duty is done, instead of suicide being their only reward for services rendered. Right-clicking a Lem changes their colour so you can track bonus carrying Lem's in a crowd. What a simple yet clever idea.

The Lemmings have decided to colonise the islands and the new game follows three of the tribes introduced in Lemmings 2 - Egyptian, Classic and Shadow. They're bigger too, apparently because they're nearer! They are also far more animated than their ancestors, making them even more appealing for suckers of all things cute. It should be here very, very soon. Ahh, the madness awaits.



Samurai Shodown

Streetfighter II may well be the greatest one-on-one fighting game ever made, and we've all got a soft spot (usually a big, red soft spot) for Mortal Kombat, but there's one game that many people think is better than both of them. What game (I hear you all scream greedily)? Samurai Shodown.

Previously available only to arcade lovers and the few people out there able to afford the excellent Neo Geo system, Samurai Shodown is now on its way to all major systems: 3DO, SNES, Mega Drive, Mega CD, and even Gameboy and Game Gear. All we can say is a hearty (and very loud), "WHOOPEE!"

Both the Mega Drive and SNES conversions have been handled by Takara, who've made quite a habit out of bringing Neo Geo games to the masses. Samurai Shodown looks like being their best effort to date. Andrew played the incomplete SNES game in Chicago and was mightily impressed. It's got all the characters, all the moves and excellent play control. There's none of Neo Geo's fancy scaling where the sprites are a tad small and the music has been toned down, but otherwise, it's a faithful, 32 meg translation. Import it if you're in the country even as we speak, so keep an eye out.

The Mega Drive version features more of the red stuff and bigger sprites. There's still no zooming effects, but hey, who cares? It's 24 meg and it looks like it will kick quite hard. The Mega CD version (even though it's being handled by JVC) should be basically identical, but the graphics and sounds will be pumped a tad. The screenshots look great, but there's still no scaling to be found.

In fact, lovers of all things that scale and rotate will only be satisfied by the 3DO conversion. Crystal Dynamics promise that it's going to be arcade perfect, and who are we to argue with them? The blood, the moves, the zooming in and out - it's all there and it looks fab. Feast your eyes and be happy.

3DO/SNES/MD MEGA CD

Available: JAN/FEB
 Category: FIGHTING
 Players: 1-2
 Publisher: CRYSTAL DYNAMICS
 TAKARA
 JVC



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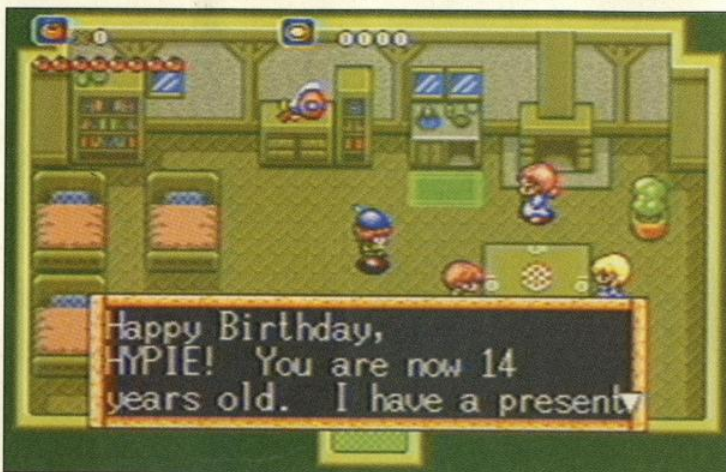
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Soleil

Mega Driving lovers of fairies, goblins and all manner of horned creatures can finally stop sobbing about their no doubt miserable, pathetic lives and start rejoicing at the fact that they've got not one, but two classy looking RPGs to look forward to. The first one is Soleil. We know that "Soleil" is the French word for "Sun", but apart from that, we don't know much.

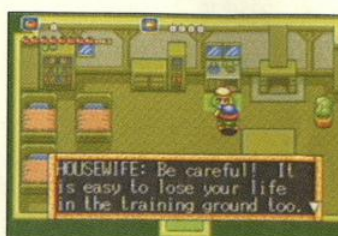
We can tell you this: it'll be a 16 meg cart and (from the quick fiddle we managed to get with it) it looks very much like an old-style "do this, do that" adventure with traditional Japanese styling - you know, lots of big headed kids with unfeasibly large eyes running around with swords and generally being far too cute for their (or our) own good.

It didn't look terribly exciting but who knows what could lurk underneath that innocuous surface? It could be the biggest, coolest RPG in the history of the universe. Then again, maybe not.



MEGA DRIVE

Available: JANUARY
 Category: RPG
 Players: ONE
 Publisher: SEGA



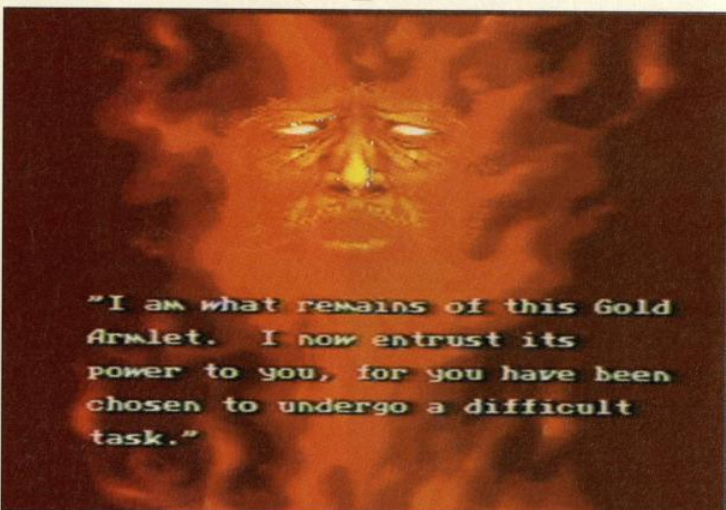
The Story of Thor:

A Successor of the Light

Now this looks more exciting - as a matter of fact, The Story of Thor looks set to be the most exciting thing that's happened to Mega Drive RPGs since Landstalker. And it has absolutely nothing to do with that mallet-wielding, Norse God of Thunder who had his own crappy cartoon series way back when.

You play Ali, a princely lad with a penchant for high-fashion armlets. Luckily enough, if you collect four of them you can save the world from destruction. Fancy that. Your powers increase markedly with each new piece of jewellery too as you run about completing tasks and kicking lots of monster-butt on the way.

The Story of Thor follows the Zelda-style of "action RPG", with even more character moves (which you can learn as you go) and way cooler (not to mention tougher) graphics and animation. But will it have enough to rival Zelda's classic gameplay? All the early signs are promising; it's a big budget, 24 meg extravaganza - they've even hired Yuzo Koshiro to do the music - and the combat bits play exceptionally well. Look out for this one.



MEGA DRIVE

Available: JANUARY
 Category: RPG
 Players: ONE
 Publisher: SEGA



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Have a great one!

This month

it's time to look at the godfather of the arcade games —

ARCANE tells you what he thinks are the best four Pinnies in the arcades today and why.

i'm a Pinball wizard. "Tommy" was based on me, and although i'm not deaf, dumb and blind (that's a matter for debate - Ed) i know my machines pretty well. Before reading this most of you have probably skipped over the titles and have noticed that they are only Bally/Williams machines. There is a good reason for this - the other companies' machines are terrible. When i looked at each machine i took into account the following areas. Theme, Playfield, Video screen, Sound, Longterm and, of course, Multiball. The following games may not be the latest, but they are what i consider to be the best in the arcades at the moment. They also feature what i consider to be the best value in playability and playfield variety.

The Twilight Zone

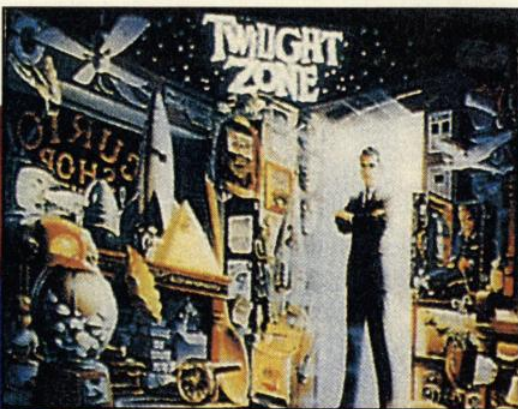
Theme: The ideas are taken from various classic tales of the Twilight Zone. Your goal in Twilight Zone is to achieve being "Lost in the Zone" and it is only accomplished by completing the 14 door hidden quests first.

Playfield: The playfield features four flippers, an elevated mini-playfield called "The Power", a clock and a gumball machine named "Powerball". It's not until after you have loaded the Gumball machine with enough normal balls that you realise what Powerball is all about. It is actually a ceramic pinball which is lighter than normal balls, and 'lighter' on a well cleaned playfield means fast (and I mean fast!). Once you've got the Powerball, it's time to get it back in the gumball machine for some serious points.

Sound/Video Screen: There are many excellent visual effects, one of the best ones, combined with the sound, is when you are just about to multi-ball and you see a door with lightening surrounding it. The door looks as though it's about to burst wide open, and as it pulses the machine yells "Don't touch the door", until finally it explodes and then it's eyes on the flippers as some serious multiball explodes into action. There are plenty of superb samples that sound like they were recorded from Rod Serling himself! And of course there's the essential Twilight Zone "do-do-do-do-do-do-do-do" that sets the scene perfectly.

Longterm: The fourteen door quests make sure that there is always a goal to achieve. One thing that I found that appealed to me was all the gimmicky sub-games. ie. Battle the Power, Powerball, the Piano etc. And an all new feature is that once you have finished your game, if you're fiendishly close to being "Lost in the Zone" or that beautiful billion, you can trade a credit for an extra ball, which may seem a bit sucky, but when you can taste that sweet success just around the corner it's worth it, and by then you've usually clocked up an extra couple of credits as freebies anyway!

Multiball: As I mentioned before when the door bursts and multiball begins, look out! When you reach "Lost in the Zone" it's time to get ready for zany six ball action which sends you mad as you flick flippers like there's no tomorrow - it's kind of like you're in the Twilight Zone itself!



Indiana Jones

Theme: Indiana Jones features characters and adventure from all his on-screen exploits. Everything has been faithfully brought to life with your main goal being to complete the 12 modes and achieve the "Wizard" award. Wizard allows the action to begin with six ball multiball, eternal life for 20 seconds and all switches are worth a cool 10 million each! But it ain't easy...

Playfield: The playfield is large with lots of hidden ramps and passageways. There are two main ramps in the middle and on the left there is a raised mini-playfield called the "Path of Adventure". The path tilts left to right with many holes in the middle. Much of the game revolves around the Path Of Adventure as you need to complete many of the Adventures to get the Wizard bonus.

Sound/Video Screen: Indiana featured a brand new digital sound system, which means that the effects and samples happen in time with the action, and they're very crisp and clear. There are three video modes. The first is entitled "Choose Wisely". This is where you must choose from between five grails that are switched around very quickly, the safe one is the one that was highlighted at the beginning, so you'll need fast eyes! Another is the bar brawl, where you have to take out as many bad guys as you can with your pistol and gain the medallion. And the last video mode is the classic cart-in-the-mine chase where you must guide your mine cart left and right through a winding and speedy mine shaft.

Longterm: Indiana Jones features so many things that have revolutionised pinballing. Not only are there the 12 quests to complete, but there is an abundance of playfield targets and mini-quests that do nothing but wonders for your score. Newcomers may get a little befuddled at all the ramps and activities on the playfield, but when you get the hang of where things are and how to time shots there is no where but up for your score to go.

Multiball: By hitting the three drop targets "E-N-T", and shooting the hole behind them to lock the balls, an animation of Indy being chased by a boulder appears - show some time! Of course on completing all 12 quests, it's time for the Wizard award and with that the manic 6 ball multiball!



World Cup Soccer '94

Theme: Now, I don't really care much for soccer, but there's just something about this pinball that brings out the excitement of the World Cup. By beating every team you can get through the finals and win the World Cup.

Playfield: There is so much packed onto the small area that it astounds me. When you first look at the field, you notice a rather large soccer ball that spins furiously. It's purpose is send the ball whizzing down at you at great speeds! The idea of the game is to score goals, and this is done by flipping the ball at the goalie in the top left. He moves left and right to block the goal, so it's up to you to time it right and get it past him.

Sound/Video Screen: The video mode is used frequently and they use the Cup's mascot, Striker. The animation is some of the best I have seen, being both plentiful and amusing. As for the sound - the crowd roars are fantastic and there is constant running commentary from the typical American Sports announcer.

Longterm: World Cup should have no problems attracting both soccer fans and non-soccer fans. It's easy to score loads of points and scoring goals is 80 percent of the fun, so you'll definitely keep you coming back for more.

Multiball: By shooting the ramps to light strength, stamina, skill, speed and spirit the lock and multiball will now be lit, all you have to do is shoot "Final Draw" and you're off. You can scoop squillions of points if you keep scoring goals.



Demolition Man

Theme: Demolition Man is of course based on the Sly Stallone movie. The aim is to complete the five modes accessed by the "Cryo-Claw". Once completed you get the bonus "Demolition Time" in which you get a cool 50 million outright, and every target is worth millions. Later in the game, when you've completed all four Multi-ball games, you get the chance to shoot the right ramp for the special "Demolition Jackpot" which is worth all your jackpots put together!

Playfield: The Playfield is riddled with ramps and lanes. Each ramp is set into place very well to make it possible to complete combos. Combos are what Demo Man is really all about. An arrow will light the lane (one of seven), flip the ball up it and then succeed by shooting up another lit ramp and you have two combos; by continually making lit ramps your combo bonus increases and so do your points. At the front of the machine you may have noticed two large handles sticking up from the sides. They control the "Cryo-claw" at the top left of the playfield. You use the handles to move the claw left and right. When the ball is over the mode you want to begin, press a button and the ball will drop. By using the handles instead of the conventional flipper buttons on the side, you get an extra bonus at the end of your ball, so it's worth getting used to them.

Sound/Video Screen: As with Indy, Demolition Man has many samples from the movie, and the sound effects come on thick and fast. The video screen has great animation - all based on scenes from the movie.

Longterm: Once you've tasted getting 32 combos in a row you have to see how many more you can possibly do! Lots of gimmicky playfield action makes it worth your constant attention and also the daggy handles on the side make it all that more worthwhile! You can achieve scores that you have never thought possible on a pinball - the bonuses are huge!

Multiball: DM has a minimal number of balls to be locked before Multiball begins. You can keep locking balls to increase the jackpot. Furthermore there are 4 Multiball events to complete. By completing all Multiballs you get access to the Demolition Jackpot!

5 Bits o' Pinball Trivia:

The 6 Million Dollar Man was the first pinball with a 6 player option.

The first pinball with speech was Gorgar, back in 1979.

The Pinball with the first One Million Points shot was Bally's "Comet" in 1985.

Harry Williams (of Williams) invented the tilt mechanism, way back in the '30's.

Before Data East's "Tommy" dedicated machine there was Bally's 1975 machine "Wizard" which commemorated The Who's rock opera 'Tommy'.

32X

Available: NOW
Category: IT'S DOOM!
Players: ONE
Publisher: SEGA
Price: \$99.95
Rating: MA-15

DOOM, DOOM, DOOMEDY, DOOM... IT'S A PHENOMENON. AND IT'S HERE ON THE 32X.
ANDREW HUMPHREYS NEVER KNEW HIS MEGA DRIVE COULD BE SO MUCH FUN.



ARMOR AND THE GREAT OUTDOORS.



THE GREEN STUFF IS POISON. DON'T STEP IN IT



BAD GUYS GALORE.



PC >>



THIS IS DOOM ON OUR PC. CAN YOU PICK THE DIFFERENCE?



BONUS: HEALTH, ARMOR AND THE COMPUTER MAP



MMM. GUN FLAME



YET MORE DEATH, YET MORE PIXELS

I don't have to explain the plot of DOOM. After all, HYPER readers aren't gibbering idiots (although we have noticed a rather heavy saliva content on some of your letters); you've all seen it on a PC or at least read about it somewhere (possibly even here) before. Besides, DOOM doesn't have much of a plot to speak of. You're simply thrown into an unbelievably realistic, maze-ridden 3-D rendered world, given a host of nasty weapons to play with and lots of ugly demons to kill. You may well be a space marine investigating distress calls from the Mars moon of Phobos, and you may ultimately wind up in Hell itself, but who cares? All you'll care about is this: until you finish it, you will live, eat and sleep DOOM. As a consequence, you'll probably get very smelly and lose most of your friends, but like I said, who cares when a game is this good?

Killer Conversion

If any game can sell the 32X add-on, DOOM can. No other game will pull you into its world quite like DOOM. If you've never played it, you won't believe how good it is and the best news is, it hasn't lost any of its brilliance in the translation to 32X.

Well, maybe it's lost some of its brilliance. We didn't get to finish the game, but according to Sega's press release, there's only 24 levels here. PC gamers got 30. They could save their game whenever they felt like it too; of course, you can't do that on a console. The graphics aren't quite as detailed as you'll get on a decent PC either, but they're very close.

As for the speed, it's excellent. Remember how slow Wolfenstein 3D was on the SNES? Forget it. DOOM on 32X is as fast and smooth as a shiny new row of babies' buttocks. It's comparable to a 486 DX/33. We didn't do scientific tests or anything, but that's what it felt like to us. The window size is good too - there's a permanent border (you can adjust the screen size on a PC), but it's only one step removed from full screen. Most PC DOOMers using less than a 486 DX2/66 would've had to use this screen size to stop the display from being too jerky anyway.

The sad and crazed among you will be happy to know that all that famous DOOM blood and guts has come through intact too. Yep, when you blow an imp's head off at close range, the full compliment of imp blood still splatters all over you. And you don't know what fun is until you've revved up the ol' DOOM chainsaw.

Play it

Best of all though, DOOM on 32X is, well...it's DOOM. The fantastic 3D architecture (stairs, alcoves, lifts, windows), the silky-smooth game engine, the creepy sound and tactical blasting action combine to create a game you'll never forget. And the controls (we played it with a 6-button Arcade Power Stick) are perfect: A runs, B shoots, C strafes and opens doors, X toggles your map and Y and Z change weapons. The feel is spot on: just like the PC original, you are there.

If you've got a Mega Drive and you want to play DOOM, then this is it folks. You'll need \$299 for the 32X and another \$99.95 for the cart. Value for money I think. Of course, the Saturn and all those other lovely machines to come complicate things a bit but you'll be a very happy little gamer in the meantime.

« To PC or not to PC?

Doom on 32X is an excellent conversion, but on a fast 486, Doom on PC is still superior. And PC owners get all those lovely .WAD files to play with, not to forget the incredibly sexy Doom 2.

Consoles are catching up, but PC owners will still be the smug bastards you've always known them to be.

VISUALS

An excellent translation of that famous DOOM game engine and those famous DOOM levels. Fast too.

91

SOUND

Scary, very scary. No need to rush out and buy a sound card either.

92

GAMEPLAY

A simple object, simple controls and perfect level design make this as much fun as it always was.

93

LONGTERM

No death matches, but the 5 difficulty levels (play it on Nightmare if you think you're hard enough!) and 24 levels will keep you interested for a long time.

89

OVERALL

Classic game, great translation. An excellent way to kick off a new system

90

32X

Available: DECEMBER
Category: SHOOT 'EM UP
Players: 1-2
Publisher: SEGA
Price: \$109.95
Rating: TBC



LOOK AT ALL THOSE LOVELY POLYGONS

CHOOSE A GAME:

32X
Super 32X enhanced STAR WARS with extended and more challenging levels.

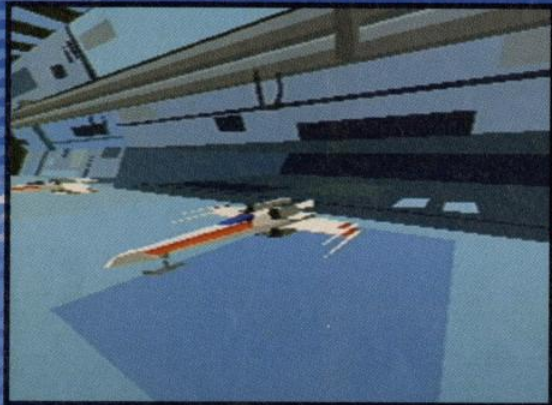
Arcade
STAR WARS arcade game.

CHOOSE YOUR GAME: 32X OR ARCADE

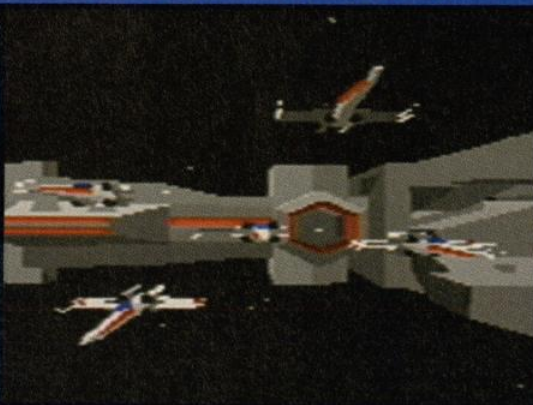
PILOT
CRAFT: X-Wing
CREW: One
SHIELDS: 7 Units
WEAPONS: 4 Lasers

PILOT&GUNNER
CRAFT: Y-Wing
CREW: Two
SHIELDS: 8 Units
WEAPONS: 2 Lasers

CHOOSE YOUR POISON: ONE OR TWO-PLAYERS



THE INTRO IS ESPECIALLY SPUNKY



SEE



ADMIRAL AKBAR POPS UP TO HARASS YOU NOW AND THEN



INCOMING OR OUTGOING?



YOU CAN CHANGE TO A BEHIND THE X VIEW IF YOU LIKE



BUT THE COCKPIT VIEW IS MUCH COOLER

Star Wars

A LONG TIME AGO, IN A GALAXY FAR AWAY... OH, BUGGER IT - YOU ALL KNOW THE STORY. STAR WARS ARCADE HITS THE 32X. WE SENT NOTED CHEWBACCA IMPERSONATOR ANDREW HUMPHREYS ALONG FOR THE RIDE.



CLOSE UP. KABOOM



THIS ONE'S QUITE DULL. SORRY



YOU CAN'T SHOOT THE CRUISERS. JUST AVOID THEM

There's no doubt that DOOM is a winner on the 32X, but Star Wars Arcade? Well, I'm not really sure about this one. I suppose what it comes down to is this: if you're a Star Wars freak (and if you are, you're second in the Hierarchy of Freakdom only to Star Trek freaks) you'll probably love it; but if you're a normal, casual game player, you might find that there's just not enough game in there to keep you interested.

That's not because it's not a good conversion of the arcade game (in fact, in some respects it's a better game than its arcade parent); it's just that the arcade game had a couple of problems to begin with. It looks and sounds wonderful and manages to create an authentic, Star Warsy atmosphere, but underneath the flash, there's just not that much to do. You don't have full 360 degree movement - there's a set flight path with only limited movement. Your main control is the throttle (slowing down and speeding up to take on enemy TIE Fighters) and even targeting and shooting down TIE Fighters is easier than it should be.

Of Polygons and things

Star Wars Arcade has two play modes to choose from: the Arcade mode (who would've guessed it?) and a specially enhanced 32X mode. The Arcade mode is the very same game as the one you'd play on the big, ugly arcade machine. The 32X mode is tougher and has levels you've never seen before. In both play modes, you can play a one-player game (where you control everything) or a two-player cooperative game as Pilot and Gunner.

I never spent much time on the arcade game (it just wasn't there for long enough), but the 32X conversion is excellent. I don't know whether it's "arcade perfect" or not, but one thing's clear: the 32X handles polygons and it handles them well. The sound is excellent too - complete with booming Star Wars soundtrack, cutting lasers, and a screaming R2D2.

It's a shame, but the only thing that lets this game down is the gameplay. The controls are fine, but like I said at the outset, there's just not enough to do. We (Stuart and I) played it solo and we played it as Pilot and Gunner, and at no time were we even mildly excited. Things tend to happen kind of slowly too; as a result, as a gaming experience, it falls short of the mark.

If you grab a 32X, you should at least rent Star Wars Arcade and see what you think. Technically, it's impressive. The intro sequence alone is worth a peak or two. You might love it, but my guess is, you'll tire of it pretty soon. If you don't, buy it.

From the Dark Side...

Lots of people love the Star Wars arcade game. Lots of people hate the Star Wars arcade game. I fall into the latter category. Sure, it's got great sound and some flashy polygon graphics, but has it got gameplay. No sir, I don't think so.

It falls into the same trap as Rebel Assault in that while it looks superb, the gameplay is just not interactive enough. Basically, you can't fly your fighter where you want to and I wanted to fly it up, down and around. And Rebel Assault has the advantage of having many different types of levels, whereas Star Wars has basically the one style of gameplay throughout - shooting enemy TIE Fighters from a stock standard cockpit. Yawn. It was fine at the arcades because you only played it for 10 or so minutes at a time. Having it at home and playing it for hours on end is a whole new story. It gets very boring very quickly.

Stuart

VISUALS

Smooth, detailed polygon graphics. You've never seen that on a Mega Drive before, have you?

88

SOUND

Great quality. Cool soundtrack, cool speech, cooler effects.

92

GAMEPLAY

This is where it falls down. Fairly slow, not enough to do and none too exciting.

68

LONGTERM

Star Wars freaks may well go off for a long time, but others will tire. The two-player option will keep it in the machine a few hours longer though.

65

OVERALL

Shows the 32X's promise, but it's not much of a game really

70

Star Wars Arcade

MEGA DRIVE

Available: **NOW**
Category: **PLATFORM**
Players: **ONE**
Publisher: **VIRGIN**
Price: **\$99.95**
Rating: **G**

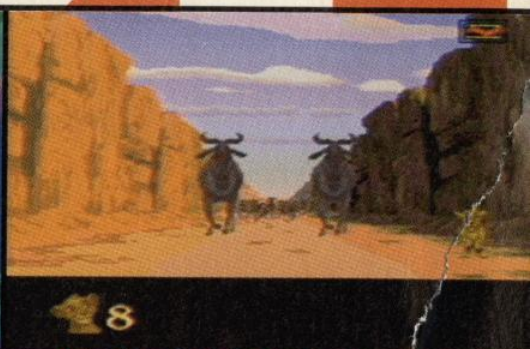
IT'S A MOVIE, IT'S A SOUNDTRACK, IT'S A GAME! THAT SEEMS TO BE THE WAY OF THE WORLD AT THE MOMENT, AND EVEN THOUGH MOST MOVIE-TO-GAME CONVERSIONS ARE PRETTY DODGY, EVERY SO OFTEN YOU'LL FIND A GEM. LIKE THE LION KING. STRETCH ARMSTRONG PLAYS WITH THE BIG CATS...



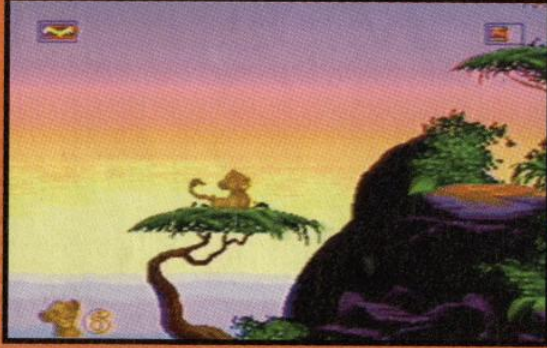
A FAMILIAR BUT STILL STIRRING SIGHT



BUG TOSSING BONUS



THE HEAD ON STAMPEDE IS VERY IMPRESSIVE



MY, HOW PUKE-INDUCINGLY CUTE



THE FIRST BOSS: A DOZY HYENA



HANGIN' ABOUT IN THE ELEPHANT GRAVEYARD



SIMBA HAS LOTS OF ANIMAL FRIENDS



BUT THEN, DON'T WE ALL?



I MEAN, WHO DOESN'T LIKE RIDING AN OSTRICH?



THE RETURN: SIMBA GETS BIGGER AND BUTCHER



BIFFO SEQUENCE: SIMBA FACES A HYENA...



HE FLIPS THE BUGGER

Who lives down in deepest, darkest Africa? Simba the Lion King. Kimba the White Lion. Coincidence? I don't think so. Having cut my teeth on the thrilling adventures of Kimba (the Astro Boy of the animal Kingdom) I view The Lion King less as an allegorical morality tale than as a global conspiracy of frightening proportions. Not until the dark forces of Walt Disney (well known CIA informant and cryogenics enthusiast) acknowledge their debt to the humble Japanese Kimba creator (whose name momentarily escapes me) will I look upon Simba with anything but thinly veiled scorn. King of everything the light touches? Obviously the light snuck over the shoulder of the animators who thought up the idea twenty years earlier. Bah humbug!

A Gloriously Cute Christmas Tie-In

Well, I'm feeling a lot better since I got that off my chest, thanks very much. Regardless of your views on industrial espionage, you didn't have to be Brainiac to figure that, after the acclaim and success that greeted Aladdin, it wouldn't be the last game to tie a Disney movie release, glorious animation, cute characters and Christmas into the type of package that vaguely resembles an accountant's wet dream. This is the second annual package and, even if it lacks the jaw-dropping element of surprise that greeted Aladdin's remarkably fluid and good looking movements, it's a great achievement. The way I see it, anyone that can put together a platformer that I'm busting to play (without the use of snot, burps and farts) should automatically get a key to the executive wash room.

Though I've yet to see the movie, my remarkable intelligence and rat cunning suggests to me that this game follows the story line pretty closely. You start as young cub Simba in the Pridelands, frolicking and practising your roars, with only porcupines, lizards, bugs and one half-arsed hyena to worry you. As you move through the levels (and the bonus levels) you'll see your once cuddly hero develop rippling lion muscles and an attitude, as he graduates from the plains and battles increasingly vicious foes to claim his rightful throne, in a daringly clever plot that fuses Star Wars and the Prince and the Pauper into a seamless whole.

Refreshing Variety

Through it all you'll have the beautiful animation and backgrounds that Disney/Virgin displayed in Aladdin and the same graceful moves and controls that made that game such a joy to play, not to mention a remarkably cute cub (in the beginning) to lavish your affection on. Happily, it's not just a matter of running from left to right either, with the bonus levels like Bug Hunt and Bug Toss adding both stealth and speed to the required skills and a host of problem solving challenges (beginning on the delightful Roar At Monkeys/Can't Wait To Be King level) as well (go for the pink monkeys, okay?). Add to that the fact that every level looks great (particularly the watery Hakuna Matata) and that some play in a refreshingly different fashion (The Stampede, for instance) and this is a game that could thrill you for a while to come.

Certainly, if you view the levels individually they're not hard (and Easy level gives so many clues and lives you may as well not play) and once you have mastered a level it becomes something of a romp. However, the lack of a password system (though there are generous continues) can make conquering the game a test of your Zen-like patience, as a bare failure to master a high level can send you hurtling back to the back to the Pridelands to start it all again.

I spent a fair bit of last Christmas (the period between FIFA Soccer challenges) marvelling to the look and feel of Aladdin. Even without the initial shock factor that greeted it, I enjoyed The Lion King just as much and found myself constantly drawn back to it - as someone who regards platformers with a suspicion generally reserved for members of the Young Liberals, it's quite a compliment to say that this game is one I'm as happy to sit and watch as I am to play. Excellent.



EVEN MORE SO IN CLOSE UP



ELEPHANT HUNTERS SUCK. DON'T BUY IVORY



OR SWINGING FROM A HIPPO'S TAIL?



AND LEAVES HIM DAZED AND CONFUSED

VISUALS

Very beautiful, in a very Disney kind of way. The Stampede looks particularly cool.

91

SOUND

Good FX (in the context of the game) and music from the movie that will entrance you, if your record collection includes a bit of Elton and Tim Rice (and whose doesn't?).

86

GAMEPLAY

Excellent, I must say. Some passwords would've been nice even if they would have shortened the life of the game.

90

LONGTERM

There's plenty to keep you going and lot of variation. Without passwords you'll be very familiar with it before you finish.

88

OVERALL

I like this as much as Aladdin, and that's quite a bit

88

MEGA DRIVE/SNES

Available: **JANUARY**
 Category: **ACTION PLATFORM**
 Players: **ONE**
 Publisher: **ACTIVISION**
 Price: **\$99.95/\$119.95**
 Rating: **G8**

REMEMBER Pitfall The Movie

In 1982 I was a mere slip of a lad, 12 years old and impossibly handsome. But I didn't spend all of my time gazing upon reflections of my lovely visage in moonlit ponds; I liked to play video games too. The Atari 2600 was my machine and Pitfall was my game. I remember swinging through those lush jungles fondly, collecting treasures and avoiding alligators for all I was worth. I loved that game.

Looking back, I don't know why I loved it, but I certainly wasn't alone - Pitfall was the hottest game around. According to Activision, the Pitfall series (subsequent versions appeared on C64, Apple 2, PC Jr and the NES) has sold nearly 7 million units. No wonder they were keen to make a sequel.

Harry Jr

Thankfully, it's a very worthy sequel too. It even teaches us the importance of family values, highlighting a touching (in an emotional, not physical sense I hasten to assure you) relationship between a father (the original Pitfall Harry) and a son (Harry Jr). Pitfall Harry is kidnapped by an evil Mayan warrior Spirit (and as those of us who've lived through the experience will tell you, being kidnapped by an evil Mayan warrior Spirit is a real bitch) so Harry Jr, young and full of beans, sets off to rescue his dear old Dad.

What makes this such a worthy sequel then? I'll let Activision's press release tell you in a minute. In the meantime, bear in mind that the Mega Drive and SNES versions are basically identical games (same levels, same level design, same gameplay), so I'll review them together. Of course, the SNES game has sharper graphics (the backdrops are noticeably better) and sounds, but then, we all take that as a given by now, don't we?

Superior Animation: Pitfall has been animated by Kroyer Films, best known for its award-winning animation of Fern Gully. Old Bill Kroyer even did the computer animation for Tron all those years ago. The result? A good-looking, smooth-moving main character with heaps of moves and plenty of...er, character. Harry Jr runs, jumps, crawls, bungees, and flings his power sling around with the greatest of ease. The controls are fairly tight too, so you always feel in command.

Thrilling Sound Effects: Created by Academy award winning Soundelux Media Labs (Cliffhanger, Home Alone, JFK etc, etc). They're crisp and particularly clear. The sound of Harry's sling cracking sent a shiver up my spine every time.

Outstanding Gameplay: 10 non-linear, interconnected levels and two bonus levels provide enthralling gameplay. Well, I don't know if I'd call it "enthralling" or even "outstanding", but it certainly is way above your average crappy platform fare. There's lots of things to do and aside from the odd moment or two of frustration (the Jaguars can really give you the shits), it's generally a lot of fun doing it. The SNES version has a slightly better "feel" to it thanks to tighter controls (Harry seems to slide about a tad on Mega Drive), but no matter which version you're playing, you should experience at least four warm and fuzzy inner glows per half-hour.

Hidden Classic: A reproduction of the entire Atari 2600 version of Pitfall is hidden inside one of the levels (look for a 1982 scorpion on a 1994 backdrop). And it only takes up 8K of code. Nostalgia freaks (ie, anyone older than 18) will love it.

Throw in some big, sprawling levels (like all good platformers, there's lot's to come back for), a decent challenge and lots of tricks to master and you've got yourself a game that any self-respecting former Atari 2600 hundred owner would be proud to own. In fact, even if you're new to the whole Pitfall thing, you'll have lots of fun swinging with young Harry Jr. Just don't let Harry Sr catch you.



LOOK FOR AN OLD FRIEND TO FIND THE SECRET...



REMEMBER THIS?



HOW ABOUT THIS?



RINGING ANY BELLS?



LEAVE HARRY ALONE AND HE LEVITATES



HARRY PUSHES A BIG CART...



ALADDINESQUE FUN



WHIP IT! WHIP IT GOOD

MEGA DRIVE

THE NEW Pitfall Adventure

REMEMBER 1982? AUSTRALIA HAD A LIBERAL GOVERNMENT (GASP! SHOCK! HORROR!), IRON MAIDEN LIT UP THE CHARTS WITH "RUN TO THE HILLS", AND PITFALL WAS THE HOTTEST GAME AROUND. CAN PITFALL HARRY CUT IT AS A NINETIES MAN? ANDREW HUMPHREYS (WHO CAN) HEADS BACK TO THE JUNGLE...



HOLD DOWN BUTTON Y TO WIND UP YOUR SLING SHOT

HARRY'S GOT ALL THE MOVES

BUT HE'S A BIT OF A CRAWLER (SNIGGER)

AND RIDES A LITTLE ONE

JAGUAR BOSSES SUCK

HARRY CARESSES HIS SNAKE



THR BACKDROPS LOSE A BIT ON MD

HARRY JR BUNGEEES INTO THE RIVER

OOOH, SCARY



KING OF THE SWINGERS?

ALLIGATORS. FAMILIAR BUT COOL

DEJA VU OR PRESQUE-VU?

VISUALS

Lush, jungly backdrops and excellent character animation. Nicely presented too.

88

SOUND

The music's not too annoying and the sound effects are extra-clear and extra-crispy.

87

GAMEPLAY

Way better than the usual stuff. Lots to do, good control. The SNES has a slight edge.

84

LONGTERM

The levels are big, there's lots of secrets, and you'll probably want to play it again just for fun.

79

OVERALL

An imaginative and original take on a classic game. Play it with your Dad

83

SNES

Available: NOW
Category: PLATFORMER
Players: ONE
Publisher: LUCAS ARTS
Price: \$99.95
Rating: G8



FALLING IN WATER ISN'T GOOD FOR YOUR HEALTH



SO WHIP YOUR WHIP OUT



USE YOUR GUN TO KILL SWORD WIELDING MANIACS



INDY LANDS ASS UP AFTER A BIG SNOW JUMP



THE MINE CAR RACE IS FAIRLY SCARY



BUT THERE'S SOME BODGY MODE 7 IN THE FLYING BIT



INDY GETS SOME EXTRA BALLS



THAT'S IT INDY, AIM FOR THE CROTCH!



THE "CIRCLE OF LIGHT" TECHNIQUE MAKES ANOTHER SNES APPEARANCE

WILL THE WORLD'S MOST MACHO HISTORY PROFESSOR STILL HAVE ANY APPEAL NOW THAT HARRISON FORD HAS BEEN RICHARD KIMBLE ONCE AND JACK RYAN TWICE SINCE LAST TIME HE STRAPPED ON A BULL-WHIP? STRETCH ARMSTRONG GOES ALONG FOR THE RIDE AND TRIES TO FIND AN ANSWER...



AHH, YELLOW STREAMS



BEFORE A GOOD WHIPPING



AFTER A GOOD WHIPPING

So what were Indiana Jones' greatest adventures? Would you believe they were the ones featured in his three rather successful movies? If you answered "yes" then go to the top of the class. If you said "no" your career in capitalism could be a short one. The plot of the game follows that of the movies as closely as it can, concentrating early on the shows of the Himalayas and the mean streets of Cairo before moving to the apocalyptic conflagrations. Interspersed are screen grabs of Harrison, Karen Allen (Indy's original babe), assorted other movie heads and Sean Connery, an inexplicable early presence given that he didn't actually show up until third movie.

Matinee Hero

In the game itself, while it may be scenically possible to follow the movie, action-wise it's not quite so easy - so like all good (and bad) platformers LucasArts have wisely decided to strip out everything from the movie except the fighting (and that stirring Malboro Man-style theme), so we have Indy running sideways and taking on foes of various shapes and sizes, from mean human henchman to annoying little rats and bats. Given that Indy was a hero of the matinee rather than technological age his arsenal is somewhat more limited than, say, Arnie, and you'll have to settle for fists, guns and whips if you want to get in the ring with this game.

Having said that, and even given my well documented prejudice against platform games, this is not too bad at all - Indy is a strong character, there actually is a plot and the game doesn't look too bad at all. The Indy sprite looks suitably rugged and unshaven, he moves pretty well and his ability to wrap his whip around overhanging rocks and buildings and swing to the other side is a damn fine touch. With that exception, the moves are pretty much standard fare, though Indy can shoot his gun at any number of angles, a small but important feature. One feature which particularly annoys me is the way that vases and crates are dropped onto you from windows in the streets of Cairo - surely one of the great video game cliches since the release of Alladin, and one that quite gets on my goat. But I digress.....

In amongst the standard platform-style levels you'll usually take on the boss in a separate challenge stage, whether it's shooting it out with him in a burning building or taking on a particularly ugly brute in the back of a horse driven cart with nothing but bare knuckles, after he's hurled hay bales at you for his preliminary amusement. All this in amongst well drawn backgrounds and a persistent movie theme that will no doubt inspire you to greater and greater heights.

Up against the plethora of games that hit the shops every month, Indiana Jones is nothing to go crazy about, but it is well put together and enjoyable (if somewhat pedestrian) platformer. Compared to some of the other dud movie licenses that the companies have unashamedly trotted out, it's a bona fide work of art - but that's only relatively speaking and I'd be hiring if I were you.

VISUALS

An authentic looking Indy and some pretty decent backgrounds.

77

SOUND

You gotta love that theme, but the FX nothing to go crazy about.

85

GAMEPLAY

Standard platform fare, but some neat whipping moves!

78

LONGTERM

If platformers are your thing, there's a bit to go on with.

75

OVERALL

As movie licence platformers go it's not too bad, but let's face it the competition (Alladin aside) is hardly knee-knocking scary

78

His Greatest Adventure

MEGA DRIVE

Available: DECEMBER
Category: FIGHTING
Players: 1-2
Publisher: BANPRESTO
Price: \$99.95
Rating: G8

Power Rangers

OH NO, THE POWER RANGERS ARE HITTING THE MEGA DRIVE TOO! BUT CHEER UP, IT CAN'T BE AS BAD AS IT LOOKS, CAN IT? YES IT CAN. ANDREW HUMPHREYS LEARNS JUST HOW VIOLENT VIOLENT STOMACH CRAMPS CAN GET.



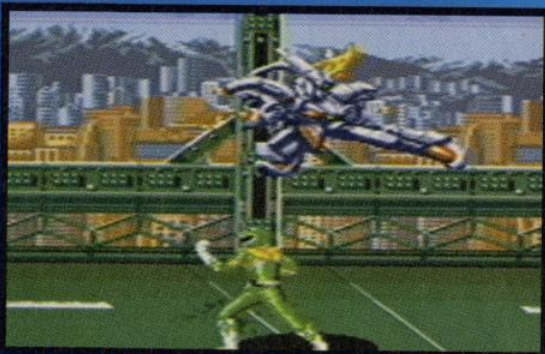
THE UPPERCUT. COOL? NOT BY A LONG SHOT



MY, WHAT A DETAILED VS MODE SELECT SCREEN



ALL THE RANGERS HAVE A SPECIAL "GUN BANG" MOVE



GET USED TO THAT BACKDROP - IT DOESN'T CHANGE MUCH



PLAYER SELECT. WHAT QUALITY



"Thanks. I've come back to my senses thanks to you."
"From now on, let's join forces and fight Rita."

EVEN THE CUT SCENES ARE RIDICULOUS



OH GOD, WHY AM I TRYING TO MAKE THIS CRAP EXCITING?



IT'S SLOW, IT'S UGLY...



AND IT DOESN'T PLAY WELL EITHER

Worst

Mighty Morphin Power Rangers: crappy, high camp TV show taking over the hearts and minds of young impressionables, spawning inevitable multi-million dollar merchandising juggernaut and equally inevitable video games cash-in. There, now that we've got the obligatory backgrounding references out of the way I can get on with the review.

This is a very, very bad game. It's quite possibly the crappiest game I've seen since Last Action Hero, a game that sits at the loftiest summit of crapness imaginable. It takes all the elements of an overworked game genre (the one-on-one fighting game - see Streetfighter II if you're an idiot) and whacks them together so badly that the finished product is almost laughable. In fact the only thing that stopped me rolling around the office floor in spasms was the sobering thought that, thanks to the Christmas season and all, this totally crappy game might actually sell a few copies. Talk about frightening...

Lessons in Crapness, Part I

Being the token Buddhist that I am, I've come to realise that Mighty Morphin Power Rangers, crappy as it may be (and is), must fulfil some purpose in the cosmic chain. And that purpose is this: it's a textbook example of how not to make a video game. Generations of software producers to come will learn from Banpresto's mistakes and if they learn their lessons well, the world will once more be a happy place.

They'll learn not to add to a crowded game genre unless they can do something remotely new. They'll learn that taking short cuts in the animation is not a good thing. They'll learn that games should be fast and preferably fun to play. They'll learn that badly distorted speech and woeful sound effects, whilst they may well be good for a few chuckles with your programming friends during development, should not end up in finished games. And most importantly (at least for the fighting game specialists), they'll learn that two attack buttons (weak and fierce) aren't enough to keep people interested.

Then again, they might learn that you can churn out shit like this and still make money... No, no - that's just too horrible a possibility to contemplate.

Is there anything else you should know? There's two play modes - a one-player story mode which lets you play as any of the five Power Rangers (you alternate between being a "normal" Ranger and a Megazord too) and a two-player battle mode which lets you choose from twelve characters in total. Each Ranger has the same basic moves, but there are a few special moves unique to the particular colour you happen to be wearing at the time.

But if you only pick up one thing from this review, I'll feel like I've done my job: don't buy this game; don't rent it, don't borrow it, don't steal it, don't pick it up in the shops, don't even look at it. There, clear enough for you?



OOOH, THE IMPACT IS INTENSE



MEGAZORD ON MINOTAUR.



LOOK, JUST STAY AWAY FROM IT, OK?

VISUALS

Basic sprites, basic animation, repeated backdrops, bad cut scenes.

45

SOUND

Annoying tunes, dated effects and poor quality speech.

51

GAMEPLAY

Two buttons to push plus the odd special move. Slow and mind-numbingly dull.

22

LONGTERM

I'd give you ten minutes, tops.

20

OVERALL

A new challenger for the Worst Game Ever Made award. It'd certainly take out its division

22

SNES

Available: **DECEMBER**
 Category: **RACING**
 Players: **1-8**
 Publisher: **US GOLD**
 Price: **\$99.95**
 Rating: **G**

POWER DRIVE

IN THE HEADY WORLD OF RALLY DRIVING, NOTHING SPELLS "POWER" QUITE LIKE A MINI MINOR. ACTUALLY, MOST MINI'S CAN'T SPELL AT ALL, BUT YOU GET THE IDEA. STRETCH ARMSTRONG DOES ANYWAY...

Power Drive is a rally-based racing game and from where I'm sitting (front seat, driver's side) it's a pretty bloody good one. Sure, if you're an arcade veteran or a Virtua Racing fan there won't be a lot in the top down perspective that'll have you barring up, but from the gameplay point of view this game is quite a hoot.

As with a lot of sim-style games you've got the off-course concerns to deal with before you hit the track - which car to use, how much money to spend and the best way to allocate your meagre winnings to repair your hunk o'tin after you've trashed it on the circuit. On the track you'll be faced with both time trials and head to head action, as well as tight, turning tracks and variable weather conditions as you try to battle your way to the next tour leg, with both your head and your car intact. On the way you'll be aided by time, speed and cash power-ups which appear on the track - picking them up when you're in full rally mode is quite another story.

The controls are very touchy and not easy to master at first, and your car will develop some momentum, as does the chopper in EA's Strike series, but this difficulty factor is a positive rather than negative factor. The real joy of this game, for me anyway, is that it doesn't really try to be a full on sim - sure you've gotta deal with your basic rally controls but the game doesn't get bogged down in attempts at bogus realism - you just get out there and blast your way around the circuit. And hope that your mini hangs together. Technologically ground breaking it may not be, but fun? Power Drive certainly got that bit nailed.

The Navigator Says...

You're quite right Stretch, at least about one thing - nothing in Power Drive had me "barring up" at all (nice use of language). But then again, it's been a long time since any video game had me barring up - and for that, I'm quite grateful. After all, I have to play a lot of games and it could get quite uncomfortable.

But back to the game at hand. Power Drive is an unassuming, basically unexciting top-down racer. I should say that this type of game rarely excites me though, and in terms of presentation, Power Drive is excellent. Very user friendly too - just pick a car, enter a race, and away you go. Of course, the more money you earn, the more you can spend on even fancier cars (Fancier than a Mini Cooper S? Never!).

The graphics are rather nice: the tracks aren't overly detailed, but the cars themselves look very solid and the skid marks (on the roads, kids) are all black and rubbery. It sounds fine too. The music will start to grate after a while but the effects are OK.

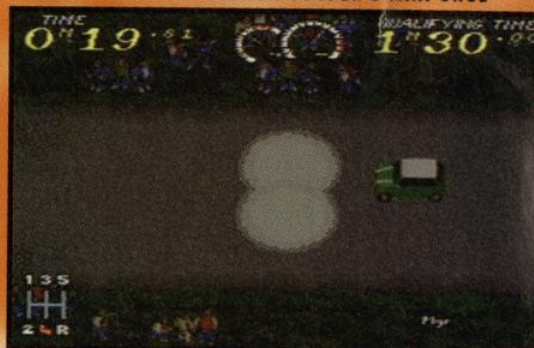
As for the gameplay, the controls are touchy at first, but once you get over that, everything falls into place. The problem is, there's little (if no) variety to speak of. Sure, you get to race through snow, rain and in the dark, but basically, you're just going round and round in circles all the time, and for me, that spells Tedium with a capital "T". Don't expect any exciting head-to-head action racing against friends either - because there's no split-screen, you have to take turns for multi-player contests.

So, if I were you and the smell of petrol did funny things to me, I'd give it a look, but I wouldn't buy it. But then, I'm not you, am I?

Andrew Humphreys



MY MUM HAD A GREEN COOPER S MINI ONCE



YEP, "BRITISH RACING GREEN" THEY CALLED IT



THE CONTROLS. I LIKE THE GREEN BUTTON



A BLUE CAR IN WHITE SNOW

Drive



IT WAS REALLY COOL



BUT NOT AS COOL AS COOL AS THIS RED ONE



THIS ISN'T A MINI. IT'S ABOUT TO CRASH

ANOTHER NON-MINI, BUT IT IS GREEN



LOOK! A GREEN MINI IN THE CORNER

THERE'S ONE HERE TOO. CAN YOU SEE IT?



AHH! BACK TO BASIC GREEN

EVEN BETTER: SOLID GREEN. NO STRIPES

VISUALS

Nothing flash, but very nicely done. Solid cars and nice weather effects

79

SOUND

Yes, it does have sound. Lots of little engine noises to listen to

70

GAMEPLAY

You're basically going around in circles, but the controls are good and it is fun

77

LONGTERM

If you want a long career in rally driving, this is the game for you

75

OVERALL

Simple, dirt-track racin' fun

77

MEGA DRIVE

Available: **DECEMBER**
Category: **PLATFORM BEAT 'EM UP**
Players: **ONE**
Publisher: **ACCLAIM**
Price: **\$129.95**
Rating: **TBC**

JACK NICHOLSON'S DOING IT - EVERYBODY'S DOING IT. THERE AIN'T NOTHING LIKE SPROUTING UNSIGHTLY BODY HAIR AND HOWLING AT THE MOON. IN FACT, STRETCH ARMSTRONG DOES IT EVERY SECOND WEEKEND.



MMM, HEROIC SNARL



NICE TEETH



IT'S MICHAEL J FOX!



WOLVEY AND A MEAN, ROBOTIC DOG



OVEN-ROASTED WOLVEY



WOLVEY UP TO HIS ARMPITS IN GREEN STUFF



A GREEN MID-BOSS. I LIKE GREEN



SPINNIN OUT



OUCH

When I was a bit younger I really hated the Uncanny X-Men, but that was when Brian Mannix, rather than Wolverine, was the number one drawcard. Brian is currently residing in the Where Are They Now? File and that's a good thing - sure, he was as much a mutant as anyone, but whoever heard of a super hero with a short front and sides?

If you're still with me (and I'm sure you're not) you'll realise that I'm drawing an hilarious analogy between the Marvel Comic's X-Men and the 80's Melbourne hairdresser band of the same name. This game, you'll all be relieved to know, concerns the former and that's not surprising - the exploits of hard-bodied, mutated beings fighting crime, dealing with prejudice and wracked by post-modern self-doubt is a whole lot more exciting than four ugly blokes with bad taste in music and fishnets. Until Priscilla - The Game proves me wrong, anyway.

Lupine Loopy

With the X-Men (and Wolverine in particular) scaling great heights of popularity in the Marvel universe it was no surprise that the Lupine Loony would get his own cartridge. "Comic, animated series, game" now ranks alongside "sit, crawl, walk" in the world encyclopedia of predictable sequences, and is regarded as more important, given the distant jangling of cash registers that accompanies it. That being said, this game is actually OK, even if it does have the rancid stench of opportunism floating around the box.

But you'll not find too many surprises within. I've never read an X-Men comic in which Wolverine sits around a table with his toes and lucidly discusses his grievances with a view to a calm resolution - no, he'd rather go the stink, with fists, claws, boots, shoulder charges and whatever other violent opportunities come to mind. There is a plot of sorts, though John Grisham's status as a successful writer of thrillers is certainly not under threat: Wolverine is in a building, which may even be some kind of mutant breeding ground, and he wants to smash it up and then escape. The many evil mutants who inhibit the complex want, of course, to smash him up. It'll probably all become a lot clearer if you have a manual to explain it all.

All the Baddies

Bloodstream, Cyber, LCD, Luther, Deathstrike ... all the baddies are there, but the meanest and nastiest mutants are calling the shots and they also have the scariest names - Albert and Trevor Fitzroy. Both graphically and gameplay wise the game shares a lot with Olympic Gold's Incredible Hulk from earlier this year, and not just because they are Marvel characters. Both games have cartoon intros, well animated sprites and all the requisite fighting moves (though if you're a six button Streetfighter/Mortal Kombat user it'll seem like kindergarten stuff). You'll work within reasonably animated backgrounds and do all your fighting in a standard (though not strictly right to left) platform environment with bosses, power ups, jumping, climbing and all the rest. As an added bonus, you can also access files on all the main characters, which detail their strengths and weaknesses along with comic book shots of the character in question. It's a nice touch, but if you're a Wolverine fan (and why would you have the game if you're not?) it's unlikely to tell you anything you don't know.

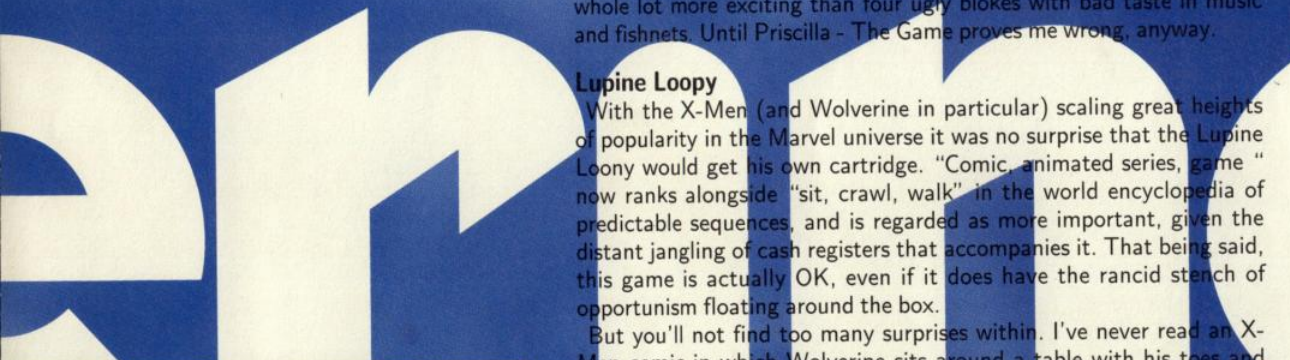
And that last point is what these kind of games all really boil down to. While this game is fun, at least to begin with, the gameplay itself is certainly not startling enough to have me yelling "hold the phones!" and rushing to the shop. If, however, you are a card carrying member of the Wolverine club you may view it differently. It's character driven and if you love the character you'll enjoy the game. If you've nothing better to do and hire it, you'll have plenty of fun too. Buy it, however, and you're probably rich, or a bigger mutant than Wolverine.

Howler No 2

I've got to whole heartedly agree with Stretch on this: Wolverine isn't a bad game, but it's not a good game either. Personally, I'd prefer to see coders showing some ambition and falling short of the mark rather than playing it safe and churning out yet another crappy, side-scrolling beat 'em up. The point is, you shouldn't waste your time with something this average when you could be wasting your time playing something good.

There's a couple of puzzley type elements to spice up the walk/jump/slash gameplay, but the controls aren't great and the Wolfster slides around too much for my liking. Still, X-Men fans might want to give it a look, but even they should rent, not buy.

Andrew Humphreys



CLOSE UP, WOLVEY ON ICE



YEP, IT'S A PLATFORMER



DEAD WOLF

VISUALS

Good and faithful major sprites, but only workmanlike elsewhere.

74

SOUND

Didn't even notice, to tell you the truth, so this is neither good nor bad.

60

GAMEPLAY

Does what it needs to, with reasonable responsiveness, and a bunch of good moves.

71

LONGTERM

Finish it once and it may not be tempting to come back again.

64


OVERALL

From the same mould as the Hulk but better characters doesn't mean you get a better game.

70

MEGA DRIVE

Available: **NOW**
 Category: **ACTION**
 Players: **1-2**
 Publisher: **ACCOLADE**
 Price: **\$109.95**
 Rating: **M15+**



JUSTIN WOLF
 CODE: "JJWolf"
 MEDICAL
 HEIGHT: 188 cm
 WEIGHT: 72 kg
 D.O.B.: 1/12/74

Major Wolf: Medical specialist with advance training in projectile weapons. Wolf while being the group's doctor and surgeon, is also an expert pistol shooter.




Capt. S. Tehit
 03-45-NAV
 03-45-NAV
 03-45-NAV
 03-45-NAV




Capt. S. Tehit
 03-45-NAV
 03-45-NAV
 03-45-NAV
 03-45-NAV

YOU HAVE DIFFERENT MARINES TO CHOOSE FROM

YOU START OFF FACING HUMAN ENEMIES

BUT YOU SOON MEET SOME ALIEN BUG THINGS



THE CITY SKYLINE. VERY PRETTY.




Maj. G. Jowup
 00-01-ENH
 00-01-ENH
 00-01-ENH
 00-01-ENH

THE DOORS OPEN AUTOMATICALLY



SOME BUG CARNAGE



GET READY FOR A SPOT OF FISTING




Capt. S. Tehit
 03-45-NAV
 03-45-NAV
 03-45-NAV
 03-45-NAV

IT'S GROUP FISTY CUFFS NOW



I'D GET THE HEALTH IF I WERE YOU

WHILE 32X OWNERS ARE GETTING A TASTE OF DOOM, HUMBLE MEGA DRIVERS ARE GOING TO HAVE TO MAKE DO WITH GAMES LIKE ZERO TOLERANCE. THIS ISN'T NECESSARILY A BAD THING, ACCORDING TO RUSSELL HOPKINSON...

ZERO TOLERANCE

This was never going to equal DOOM as an eye boggling, tension building splatterthon but the folks at Techno-pop have made a pretty good fist of it with this Mega Drive clone of the aforementioned meister-werk. Of course, Zero Tolerance is not supposed to be DOOM but (especially in the early levels) it tries very hard to look like it. Some of the "aliens" look quite similar to some demons I've wasted recently and they all go "splat" with the same satisfying...erm... "splat!"

The Story

Space Station Europe 1 has been taken over by hordes of nasty Alien dudes carrying sawn off shotguns and flocks of evil Space Crabs that go "SKREEE!" when you kill 'em. You stride in on your lonesome with naught but some weapons and a clean pair of undies. "Click" - an alien clocks his/her gun and charges; "Blam!", alien does impression of Jackson Pollock painting against space station wall...and so on.

By the time you get to Greenhouse level one, it's become a bit of a "bughunt" and starts to become a bit tiring. Things hot up again when you get back to Earth though and find your headquarters have been infiltrated by Armed Chicken Robots, Gun Toting Humanoid Space Crabs, Beret wearing Human Soldiers and Intergalactic Devil Hounds!

Zero Tolerance doesn't have much scope beyond hunt 'n' kill and you can only blast so many aliens before it becomes a tad dull. You have to kill every enemy before you can get a password for that level and progress to the next one. Along the way you pick up shot guns, pulse lasers, bullet proof vests, bio-scanners and other assorted goodies including a rocket launcher (joy!). A silky voiced computer maiden informs you of items acquired, health condition and mission status in the clipped monotone required of all cybernetic speech units.

The aliens and space crabs are easy to kill, their tactics are a bit obvious (stand and wait to be killed) and they can't open doors. Basically point your weapon at approaching alien, press B and then laugh as it's head explodes, getting goo all over the nice, new spacestation. Back on Earth our extra-terrestrial enemies have their shit together a bit more. They can now open doors and ambush you! Still if you keep an even pace and approach every door with caution (or just run through blasting continuously) you'll find this game quite easy.

Simple But Effective

It does look really nice, the small window of animation scrolls superbly, the weapons are responsive and the enemy sprites are large, quite reasonably detailed and make a satisfying mess when you blow them away. The backgrounds are simple but effective and the cityscape (seen from the windows of the HQ) looks awesome. OK, so the Mega-Drives on the way out but smart lookin' games like this are gonna keep it alive for a few months yet.

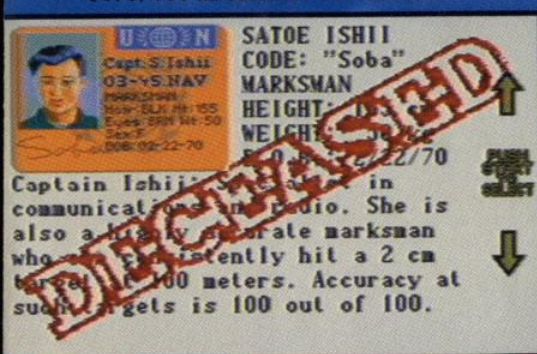
The sound is the Mega Drive at its peak, ie. not mind boggling but pretty good if you play in the dark with some headphones on. The music starts off quite atmospherically but ends up as really stupid with Quasi Industrial Synth Farting. But if you turn the music off, your footsteps echo menacingly and the sound of small arms fire reverberates around the darkened corridors. On a whole, Zero Tolerance looks good, sounds good and plays very well. Only the lack of scope lets it down, but if "lack of scope" means running around military installations shootin' rogue E.T.'s, then I can live with that.



MMM, ROCKET LAUNCHER. IF ONLY THERE WERE ENEMIES



OOPS, YOU'RE SLIGHTLY OUT-GUNNED



THE AIM IS NOT TO DIE... DOH!

VISUALS

Mega Drive in sexy 3D graphics shock!

85

SOUND

With the music off it rules.

80

GAMEPLAY

Kill Kill Kill!
Thrill! Thrill! Thrill!

87

LONGTERM

30 levels of alien infested violence make this value for money.

88

OVERALL

A fine clone of the classic Doom/Wolfenstein game style - Zero Tolerance Rocks!

85

REACT

SNES

Available: NOW
Category: ACTION
Players: 1-8
Publisher: SONY IMAGESOFT
Price: \$99.95
Rating: G

DROP ZONE IS A CLASSIC GAME TARTED UP WITH SOME NEW GRAPHICS FOR THE SUPER NINTENDO. DOES THE OLD STYLE STILL CUT IT? MICHAEL SOLOMON FINDS THE ANSWER...



LOOKS LIKE A LEFTOVER INTRO FROM MICROCOSM. NOW THAT WAS A GAME THAT SUCKED...



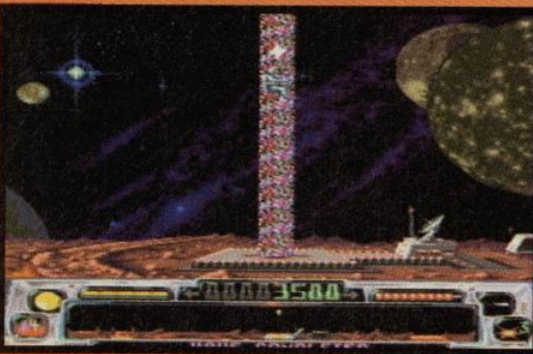
THIS IS ABOUT AS GOOD AS THE GRAPHICS GET



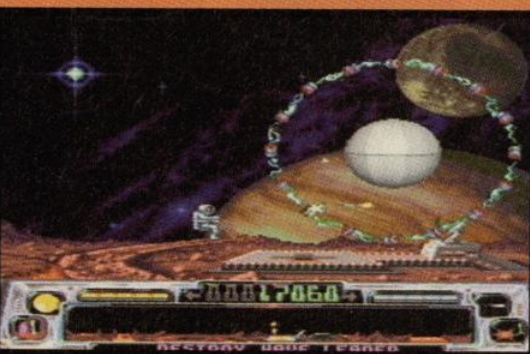
SIMPLE, YET COLOURFUL AND EFFECTIVE



A NICE NOSE, AND JUST A HINT OF ARROGANCE



BEAM ME UP, ER... STUEY?



A BOSS



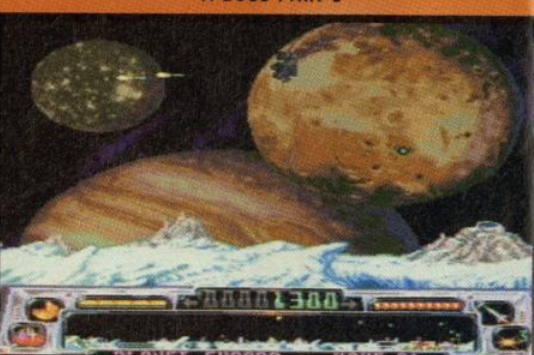
A BOSS PART 2



LOOKS LIKE SOME SORT OF BLACK HOLE



WE LOVE FIREWORKS



ICE. SPOT THE DUDER

Once upon a time, skateboards were fat, heavy, tough things. Around the mid '80s, the general consensus was that fat, heavy, tough skateboards were the modern face of skating, and that big chunky wheels were the most technologically advanced asset you could obtain for your deck. Although they were the size of a small billy cart, and pulling off an ollie was a weightlifting achievement in itself, fat, heavy skateboards were as resilient as they were fun.

In 1994, the skater in the know rides a deck a bit larger than a paddle pop stick, and groups of Kepper-wearing young men stand around and chortle at the size and shape of those silly "Old school" decks. Everyone knows that a tiny, slick, "New school" deck is the go these days, and with the kind of gymnastic feats that skaters attempt to pull off with their bits of wood, they're probably quite correct.

But despite this, the "Old school" is making a comeback. Maybe some of the old decks weren't too bad. Hell, some of 'em were pretty good. Tart them up a bit with a dash of '90s ingenuity and they run like buggery.

Old School vs New School

So where does Super Drop Zone fit into this little analogy? Well, video and computer games have been around a long time now, indeed long enough to have established an "Old School", with games like Pac-man and Asteroids that, despite their simple graphics and sound, were immense fun. These days, people know that Pac-man is obsolete, and that none of those mid '80s games can hold a candle to the digitized, 3-D, 16-and-over-bit, technological masterpieces of today such as Doom II and Virtua Racing.

But you know, some of those old games weren't that bad. Sure, they might look a bit dated now, but in the gameplay stakes programmers have had to work long and hard to top the button bashing, reflex testing fun of the cream of the Old school games. Games like Drop Zone. A sideways scrolling classic of the early 80's that involved shooting things at high speed, as well

as saving little things on the ground and returning them to a base, Choplifter style, all without being shot yourself. And you know what? Tart it up a bit with a dash of '90s ingenuity, and it runs like buggery.

Simple but Fun

The graphics in the actual game are still simple but some really beautiful intro graphics and excellent outer-space parallax scrolling has been thrown in as well. The sound is good too, with nice, clear speech and well executed (if bloody annoying at times) music, and the satisfying Old School blips and pops when you blow some poor bastard out of the sky.

If you've played Defender then you know how to play SDZ. You are a little space man with a jet pack on your back who flies around shooting things. To put it simply, there are baddies in the sky and fellow goodies on the ground. If the green baddies touch the ground before you kill them, they turn red and aggro, and chase you around the screen. If they get you, either by touching or shooting you, you die.

The goodies (little asterisk shaped things), move around uselessly on the ground waiting for you to pick them up, one at a time, and take them back to the base where you started the level. The idea is to do this without getting shot, because, funnily enough, if you get shot you die, and you can only do that five times. None of this namby-pamby energy bar and ammunition count rubbish in the Old school; you have five lives, unlimited bullets (which can be upgraded, incidentally, by little tokens as you progress), and that's that.

Before you sit down to play this game, scull a litre of coffee, take the section of your brain marked "strategy" and lob it straight out the window. Pure reflex is where it's at, and believe me, you'd better be bloody fast. True, SDZ is based on a very simple concept, but don't make the mistake of thinking that it's an easy game. On the contrary, it can be frustratingly hard at times. Frustrating enough to make you want to put your foot through the screen. For example, on occasions you can die totally unjustly, by some little baddie flying out of nowhere and killing you without giving you a single split second to get out of the way. Most of the time, however, it is a fair enough test of reflexes, just a damn fast and hard one, and it is this that makes you keep playing even with tears running down your face and dirty words flying out of your mouth:

Super Drop Zone is a bit like the old Powell-Peralta Tony Hawk stashed in the garage that you still hoon around on every now and then. It is an original that somehow hasn't lost its appeal.



THE GREEN THINGS (YES, GREEN) ARE BAD. SHOOT THEM



ANOTHER BOSS, PART 1



VERY FUNNY, VERY FUNNY

VISUALS

Apart from the intro screens and the pretty scrolling, they're nothing special. But then, they don't really need to be.

70

SOUND

The SNES lives up to its potential with nice sampled speech and clear music, while retaining the satisfying "Old school" blips.

83

GAMEPLAY

Simple, but fun. Hard and fast enough to be the inspiration for God knows how many other games over the years.

85

LONGTERM

This game is so hard and frustrating that you'll become addicted. If not from enjoyment, from irritation at how easily you got out.

85

OVERALL

This is a classic, jazzed up graphically but for all intents and purposes the same frustrating game. Younger gamers who missed it the first time around should definitely give it a bash.

84

MEGA DRIVE

Available: NOW
 Category: SPORTS
 Players: 1-4
 Publisher: ELECTRONIC ARTS
 Price: NO RRP
 Rating: G

**GOOD OLD EA. HOW WOULD WE EVER KNOW THAT WE'D ENTERED A NEW YEAR WITHOUT THEM?
 ANDREW HUMPHREYS TAKES THE FIELD WITH THE LONG AWAITED FIFA 95...**

FIFA 95



THE BIG MEN FLY



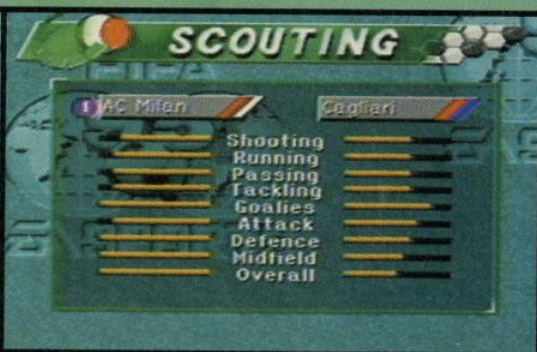
BRUCE GROBELLAR?



UNFORTUNATELY NOT



EVEN THE STILLS HAVE BEEN PRETTIED UP



SCOUTING



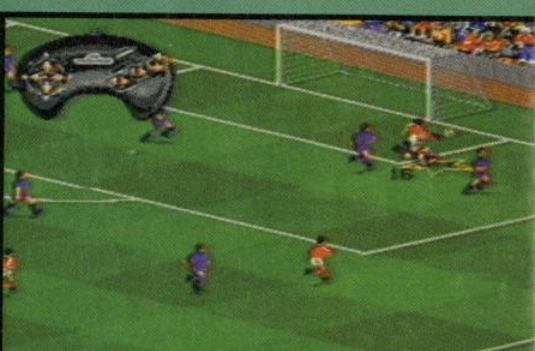
DON'T TELL ME: LEAGUE STANDINGS?



TENSION AT THE PENALTY SPOT



FREE KICKS: NOW YOU CAN PICK YOUR PLAY



A GOAL RAID IN INSTANT REPLAY

It's a terrible, terrible lesson to learn in life but nothing (yes, even that) is ever as good the second time around. That goes doubly for video games. For a sequel to really draw you in, it needs to be substantially better than the original. Notice I said "substantially better", not just "better". I've worded it that way to catch a particularly lazy group of sequels: EA Sports' never-ending cycle of "This And That Sports (Insert Current Year)" games.

When they make an effort (like they did with NBA Live 95), they come up with some excellent products. But when they don't, they leave you and me with a serious dilemma: to buy or not to buy, that is the question. I'll tell you straight, right now: I wouldn't buy FIFA 95 if I already owned the original. It's not a substantially better game; in fact, in some ways, I don't think it's as good as the original. But we'll get to that later - for now, let's take those claims on the back of the box apart, piece by piece.

How To Make an Old Game New

- "Lightning Fast Gameplay - faster dribbling, passing and shots". I don't think so, Tim. FIFA International wasn't a particularly fast game and FIFA 95 feels no faster. If you want a fast soccer cart, you want Sensible Soccer.

- "New Player Controls - pinpoint passing accuracy, improved shot control and blazing give-and-go's make FIFA 95 a whole new game". Wrong again. It's the same game it always was, only it feels stiffer and clunkier. The give-and-go's are a nice idea, but they don't work real well and you won't use them often.

- "New Player Artwork and Animations". Yes, there are. Overall, FIFA 95 looks a bit slicker and smoother, but not by much.

- "More Aggressive Computer Opponents". Yep, right again. Computer-controlled teams play tighter defence (basically, they can come from nowhere to tackle you just as you're about to put a shot on) and a more sophisticated style of offence, so as a one player game, FIFA 95 is a much tougher event. It's just a pity that your computer controlled team-mates haven't smartened up too. In fact, they seem to have taken a few dopey pills since their last outing. This is my main gripe with FIFA 95: when you've got the ball, your team-mates just stand there. Worse still, they all move up with you in a straight line. If just one of the idiots would run onto the ball or, heaven forbid, into a goal scoring position (that's what they used to do, after all), it'd be a much better game.

- "Full Season League Mode - multi game injuries, suspensions and full player stat compilations". All true. With the added advantage of battery backup, you'll never need to scribble down a password again either.

As far as the number of teams goes, you're much better off with FIFA 95 - there's over 200 of them, including national teams (just like before) and teams from various regional leagues. Ever wanted to take Manchester United through a whole season in the English Premier League? Or play with AC Milan in the Italian League? Well, now you can. All the teams from the Brazilian, English, French, German, Italian, Dutch, American and Spanish leagues are tucked away inside the cart. There's still no real player names, but you can still pretend you're Ryan Giggs if you know which position he plays.

- "Customizable Victory Celebrations". All that means is that whenever you score a goal you can press different buttons to make different noises. What an incredible advancement that is. As a general proposition though, the sound (which was one of the best bits of the original game) is better than ever. We especially liked the sickening thuds when you hack someone down.

As you'll no doubt be aware by now, I was a bit disappointed with this game. I expected it to be a lot better than it was. Maybe I just remember the original as being more fun than it actually was. Needless to say, if you've got the first one, you don't need this. If you want another soccer game, buy Sensible Soccer or wait for Sensi International. But if you're new to the whole FIFA thing, you'll probably be pretty impressed - especially if you've got three friends to play with.

CC

95



GREEN AND GOLD. GO THE SOCCEROOS!



AND THESE COULD BE THE STATS



THE SAME SHOT IN REVERSE ANGLE

VISUALS

Just as pretty as it always was. In fact, it's a bit slicker.

90

SOUND

Great sound. The crowd is even more vocal than before.

92

And some idiot's given them drums and whistles. Plus, some big Spanish man yells "GOOOOAL" a lot.

GAMEPLAY

Tougher but not necessarily better. Something just doesn't feel right. Better as a multi-player game though.

80

LONGTERM

There's enough in here to keep you going for ages, but FIFA old timers will be bored before they even start.

89

OVERALL

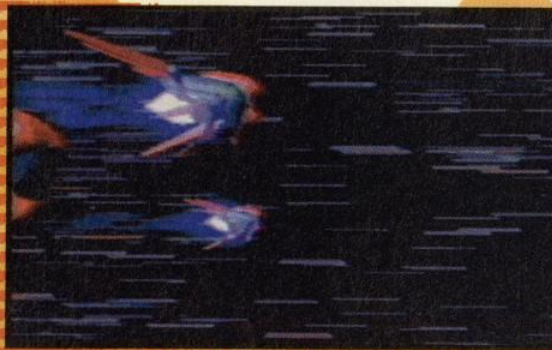
Still a great game, but not as good as it should have been.

85

MEGA CD

Available: **NOW**
Category: **ACTION**
Players: **ONE**
Publisher: **CORE DESIGN**
Price: **\$109.95**
Rating: **TBC**

SOUL STAR PUTS YOU IN "A SUPERCHARGED, SUB-LIGHT CRAFT" AND THROWS YOU INTO "THE GRUESOMELY GHASTLY DEPTHS OF THE MYRKOID STARBASE". FUN, FUN, FUN. CHRIS WHEELER GETS TO BLAST SOME ALIEN NASTIES...



SOUL STAR FEATURES A LOVELY INTRO



BUT THEN, ALL MEGA CD GAMES DO, DON'T THEY?



LOTS OF VIDEO, LOTS OF SOUND



YOU START OUT IN THE STRIKE CRAFT



LET'S SEE IT IN CLOSE UP, SHALL WE?



IT'S GOOD FOR LOW-LEVEL GROUND RUNS



THE TURBO COPTER GIVES YOU FULL 360 DEGREE MOVEMENT



BUT IT'S TRICKIER TO CONTROL



YOU CAN TELL THESE GUYS MADE THUNDERHAWK



HELLO, HELLO. WHAT'S THIS THEN?



MY, IT'S GETTING VERY BIG



THE DEATH SEQUENCES ARE NICE AND FIERY

STOMP

Sometimes you just want to blow the crap out of stuff. The brain teasers, role-playing adventures, tactical simulations and strategic games lose their lustre, and all you really feel like doing is duking it out mano-e-mano with some hostile alien menace. If you ever feel like this then Soul Star is for you.

The story is pretty basic, not diverging at all from the standard space opera norm. You are the pilot destined to overthrow a savage alien fleet which has laid waste to your home planet; you are its last hope, its final layer of defence, only if you succeed can humanity survive, only if you... blah blah blah.

To this end you are equipped with a super space vehicle, suitable for a wide variety of terrains, decked out with a wide variety of weapons and able to be reconfigured for a wide variety of different uses. Even the biggest fan of the game will admit that there is little new in this set-up... but who cares, the game is excellent.

Violence and Destruction

In the quest to rid the galaxy of the bad guys, you are sent on a series of missions to facilitate their ultimate demise; clear away their first line of fighter coverage, secure the warp ship, disable its main CPU, warp to their home galaxy, etc, etc. Each of these missions is usually divided into three sub-missions; these must be completed in order for each mission to be completed. If this sounds complicated, don't worry, a pre-mission brief tells what to blow up and when to do it. As each mission is completed you draw nearer to the final revenge, with the game culminating in a frenzied orgy of violence and destruction.

Graphically the game is excellent, with a well-directed introduction serving as the launch pad into the rest of the game. The in-flight graphics are good, although the perspective does get a little monotonous after awhile (the camera is perched just behind the space craft). One aspect that does deserve special mention is the outstanding animation sequence triggered by your death; flames slowly engulfing your dying craft until it explodes in a massive bubble of nuclear destruction... tasty. The sound effects are average, with nothing really remarkable either way, although the choice of voices for the pre-flight briefing is good, giving the game a nice Star Wars feel.

The gameplay is simple enough, though mastering the controls of the craft is difficult as each mission varies the controls slightly; the first mission the craft flies jet-style, the next mission - helicopter style etc. New weapons are added throughout and mastery of these is another challenge; standard lasers, guided missiles, shields and rams provide enough technical variety to keep you interested during the games single minded approach.

The only criticism of the game is that it provides little variety in the over-all gameplay. While minor variations between the missions certainly hope to curtail this, a general one dimensional design ethic limits the games total appeal. That said, if that style of gameplay is to your liking, the excellent presentation and detailed production will keep you amused for hours.

All in all, Soul Star is just the thing to waste some time on. While there are aliens to kill and home planets to defend there will always be a place for this style of game.

"Gentlemen, good luck, the fate of the Earth rests on your shoulders."

Cue dramatic music, cut to fight scene.



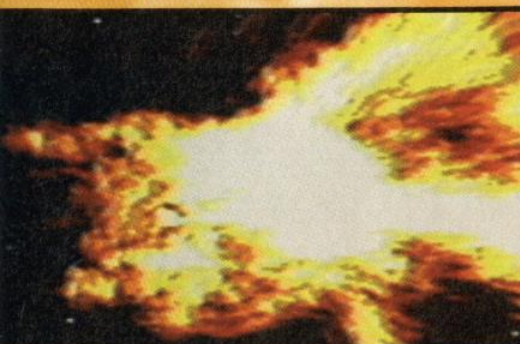
PAY ATTENTION DURING MISSION BRIEFINGS



AND GENERAL MASS DESTRUCTION



NOT TO MENTION BATTLECORPS



MUCH LIKE RITA HAYWORTH

VISUALS

Laser blasts, thunderous explosions, alien ships... Yep, its all there.

80

SOUND

Boom, Crash, Zap. Just like that, but a bit better.

69

GAMEPLAY

Stay on target. I'm breaking up! Stay on target.

75

LONGTERM

You'll be playing until all humanity is safe, but probably not much longer.

74

OVERALL

Wahhhooooo!
You're all clear, kid. Lets blow this place and go home!

78

PC/PC CD ROM

Available: NOW
Category: ACTION
Players: ONE
Publisher: MERIT SOFTWARE
Price: \$89.95
Rating: M

DR. RADIACI

CAN'T GET ENOUGH OF DOOM-LIKE ACTION? WELL HERE'S DR RADIACI TO PUT SOME FUN INTO FIRST PERSON PERSPECTIVE CARNAGE. JULIAN SCHOFFEL IS THE MAN WITH THE BASEBALL BAT...



LOOK, IT'S FIDEL CASTRO!



THIS COULD BE A NINJA. OR IT COULD BE A MESS OF BLACK PIXELS



UGLY DUDES WITH SWORDS. YOU'VE GOT SOME KIND OF GUN THOUGH



WILL THIS GREEN-NESS EVER LEAVE ME?

Top of

In the wake of Doom and Doom II any number of Doom clones have been released. Some of them are good and some of them are woeful. The Fortress of Dr Radiaki is one of the better ones. I like to think of it as Doom with a sense of humour.

Mr Toaster Head

Like Doom this game is a first person perspective shoot-em-up. While the backgrounds don't quite match those of Doom, the monsters themselves more than make up for it. All of the creatures in The Fortress of Dr Radiaki were rendered in 3D Studio and it shows. They are very clear, even when you get up close and they are all nicely animated. What is really special about these beasts are their weird wonderful appearances; you have toaster-headed robots, mutated alligators, and it gets weirder and weirder as the game progresses!

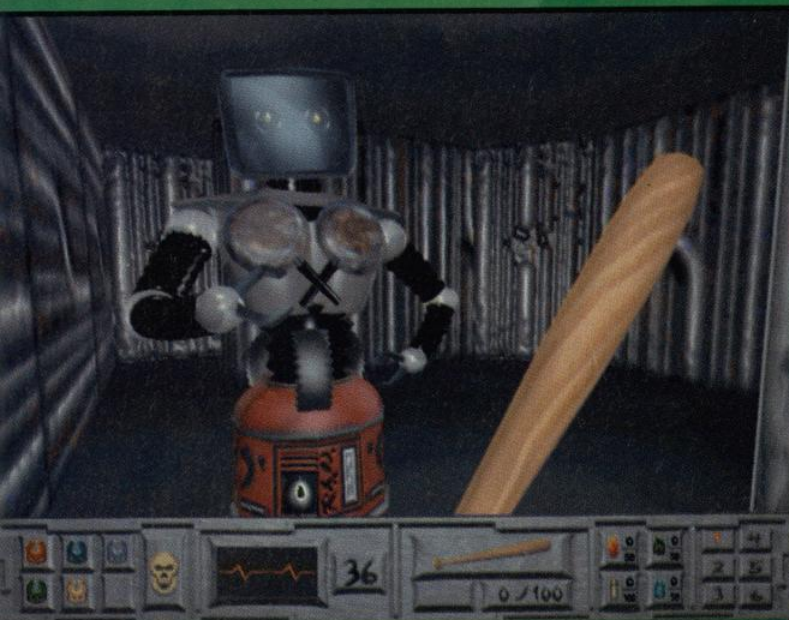
The game runs at lightening pace (it was almost too fast on my Pentium), and like Doom you run around killing everything that moves, crawls or produces fresh toast (scratch one toaster-headed robot)! The plot of the game is very simple and serves only as an excuse for major carnage, but I'll describe it anyway; the world is being blackmailed by an anonymous individual who wants one billion dollars deposited in his Swiss bank account or he will wreak nuclear destruction upon the earth. Intelligence reports that the most likely person behind these threats is the eccentric Japanese businessman Dr Radiaki who lives on a secluded island. The US government gives you the task of defeating him, so they fire you at the island via a torpedo tube armed only with a corked baseball bat! Go get 'em champ.

You can control the game using a mouse and keyboard or joystick. The interface is very simple; use the directional arrows to move, choose your weapon and keep hitting the fire button. There are a large variety of weapons lying around the island ranging from swords to shotguns etc. The creatures all have their own unique sounds, some of which are quite amusing.

There's not much else to say about The Fortress of Dr Radiaki, if you liked Doom and yearn for more of the same, albeit in a more humorous form, then this game should fit the bill perfectly. The emphasis is purely on action, so don't expect any mind-bending puzzles.



ANOTHER GREEN THING. IT'S A GREEN ISSUE



A ROBOT AND A WOODY

VISUALS

Nice backgrounds generated on the fly, but the hook here has to be the bizarre 3D modelled creatures you encounter.

86

SOUND

Plenty of stirring music to go with the slaughter, and the sound effects are often worthy of a chuckle.

75

GAMEPLAY

Very simplistic, but this is a shooter after all. Run around fast and kill anything that moves.

70

LONGTERM

This really depends on whether you like action games, if you do then this game is big enough to keep you going for ages.

70

OVERALL

Not Doom III by any stretch of the imagination but it should keep you going until 'id' release some more information on 'Quake'.

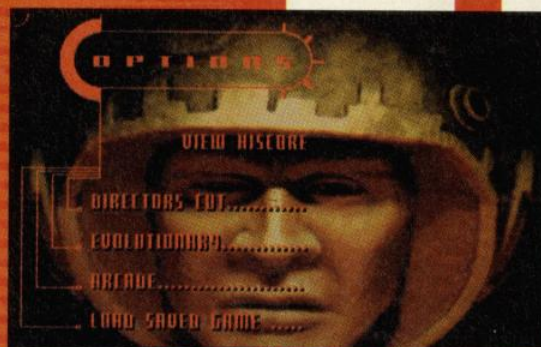
75

PC CD ROM

Available: NOW
Category: SPACE COMBAT
Players: ONE
Publisher: OCEAN
Price: \$99.95
Rating: TBC

inferno

WOOHOO! INFERNO'S HERE AT LAST, AND THE GOOD NEWS IS THAT THE GAMEPLAY LIVES UP TO THE STUNNING GRAPHICS. BEN MANSILL IS YOUR TEST PILOT...



I NEVER LIKED ALIEN SEX FIEND



BUT YOU HAVE TO GIVE THEM CREDIT FOR THE NAME



IT'S CERTAINLY A COOLER NAME THAN, SAY, THE EAGLE



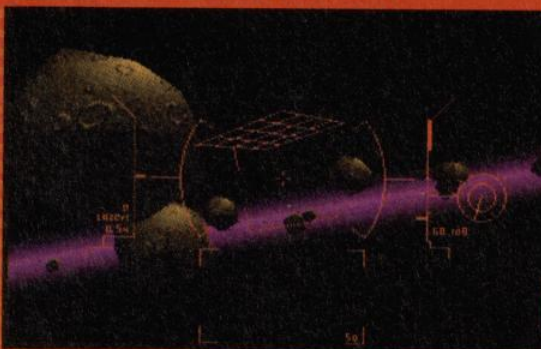
THIS GUY IS VERY UGLY



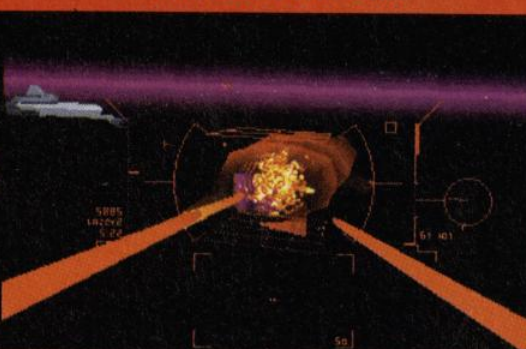
BUT HIS BOSS IS EVEN UGLIER



COME TO THINK OF IT, YOU DON'T LOOK SO GOOD EITHER



THESE GRAPHICS REALLY ARE BEAUTIFUL



BIG EXPLOSIONS



SPACEY LOOKING THINGS...



THIS IS WHAT A GOOD FLIGHT MODEL LOOKS LIKE



SHOOT TO KILL



SOME SORT OF CUBE



THE REXXONS HAVE AN OLD SCORE TO SETTLE

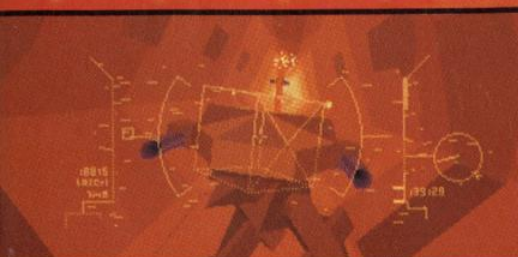
OR EVEN METALLICA



BUT THE VIEW OUTSIDE LOOKS GREAT



WHAT MORE COULD YOU WANT?



NO IT'S NOT - IT'S A BAD GUY!

When the Inferno demo was first revealed to my honoured eyes I was quite simply blown away. Quietly included as part of the TFX CD, this five minute treat of drop-dead graphics and pumping soundtrack (courtesy of Alien Sex Fiend) is one of the most impressive things you can make your computer do. Whack it on to impress your friends, then plop it in the living room stereo and enjoy The Best Computer Game Music Ever. Play it loud so your neighbours don't miss out on the fun.

Epic Sequel

Despite the fact that no actual gameplay scenes were shown, all who saw it would have given anything for a play of the whole thing. We knew that the traditional Wing Commander game-style was planned - mission/cut-scene + plot/mission etc. and that it was to be the sequel to Epic. Epic was a lame space sim that could be finished in a couple of hours, with no inclination to ever play again. Ocean copped a beating over it, but chose the honourable option of whipping developers DID into action to further work on the 3-D game engine, which it also used in F-29 Retaliator. Their cleverness is evident with the engines reappearance in TFX, which is the prettiest pretend flight sim around. Now we've got Inferno, which pushes the system to new extremes, as it does the genre.

Inferno is a top scorer in every important gaming department. It plays beautifully, and much thought appears to have been directed at what players enjoy doing, instead of just what looks good. Looks good? Looks incredible! Fly through the best looking asteroid belts since Privateer, fly inside any large spacecraft you happen across and explore it's innards at will, fly between mountains and over cities, even inside buildings! Anywhere!

It's this variety and flexibility that makes Inferno a winner, plus the fact that the game is absolutely huge. A typical mission may start out with a clearly defined objective - like defending a starbase, but can easily evolve into a great journey through the known universe, as you are constantly being re-directed by your chief to new trouble areas. One mission can involve several mighty battles through every environment Inferno offers. This would normally make more work than fun, but the game system is so well designed that you just want to keep on going. A good thing too, as single missions can last well over an hour and require almost perfect performance from your wits and your joystick.

One Man Army

Your fighter is the amazing Inferno craft, it's a one-man super ship which can take on just about anything. Normally game designers steer well clear of this sort of advantage, but in Inferno there is compensation by way of the unbelievable numerical odds which are stacked against you. Armed with three laser types and three missile types as basic weaponry, Inferno also carries a cluster missile which can take out entire squadrons in one shot, plus a thing called Megadeath, which is described as a "high energy, self-guided anti-matter event" (!). Power-ups come by way of special "pods", these may be found near most combat zones and boost useful things like energy and shields.

Space combat in Inferno is a low-risk, high-skill affair. It's pretty hard to get killed in space, as your ship is just too hot. Judicious use of those precious missiles and some patient laser accuracy will see you through most skirmishes. War inside buildings is another matter though, a fundamental part of the gameplay is cruising inside vast 3-D worlds of caverns and tunnels. The experience is mightily impressive and shows how much work has gone into the game, but be warned, it's INCREDIBLY HARD! Often you are ordered to destroy things like reactors (there may be several in a large ship), and these are always located at the furthest possible distance from where you start. Your ship only just fits through most corridors and ANY contact with ANYTHING results in damage. The corridors are more twisted than the average HYPER reader and are guarded by fixed defences and patrolling fighters. Slow right down at one of the walkways and you can admire the detail of the Rexxons who stand defiantly, firing madly at you as you pass.

Back at base the full talkie cut-scenes lavish you with the artistic style we saw in the demo. Both you and your commander ham it up with chirpy English accents, while the evil Rexxons speak their authentic and incomprehensible mother tongue, with subtitles of course. Nice touch. These lengthy sequences provide updates on the war, and can run for several happy minutes - depending on whether you choose to play the light 'n easy Arcade game, the whole hog Director's Cut or the in-between Evolutionary game.

It's very hard to fault Inferno, perhaps some parts are too hard, others too easy. It's a balance really. Regardless, you will enjoy Inferno. Burn baby burn!

VISUALS

Knockout cut-scenes, cool techno interiors, TFX-style planet surfaces and deep space. A visual feast of variety and style in massive abundance.

90

SOUND

High-end gaming noises plus the option of running the funky CD audio for backbeat. Space has never had so much atmosphere.

94

GAMEPLAY

Arghh! If it wasn't so compelling, addictive and brilliant Inferno would go straight in the too hard bin.

92

LONGTERM

Here lies serious value for money - it's big, it's huge, it's enormous. Persevere, get good and enjoy it though to the distant end.

94

OVERALL

In my opinion it's better than TIE Fighter and the current Wing Commander games. WCIII is looking very hot, but for now this is the supreme space combat sim

93

PC CD ROM

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

WINSEN'S

STUNNING GRAPHICS DON'T ALWAYS MAKE A BAD GAME GOOD, BUT BOY DO THEY HELP. AND WHEN THE GAME IS ALREADY A WINNER, THEN YOU HAVE SOMETHING MIGHTLY SPECIAL ON YOUR HANDS. TAKE RELENTLESS. FOR EXAMPLE. JULIAN SCHOFFEL TRIES NOT TO DRIBBLE TOO MUCH...

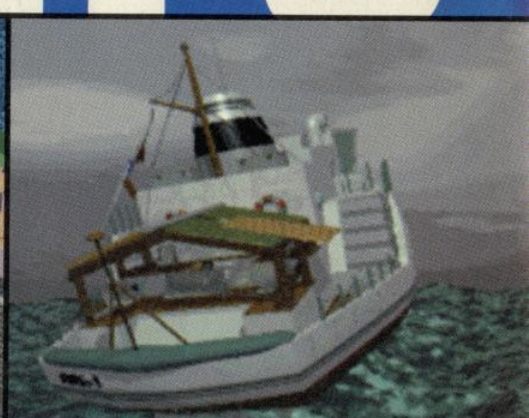


TWINSEN SCORES A FERRY TICKET



Welcome aboard! You have picked a wonderful day for travelling, the weather is beautiful!

TWINSEN'S TRAVELS BEGIN



THE ANIMATED CUT SCENES ARE ALSO BEAUTIFUL



Twinsen, where were you? I was worried sick!

TWINSEN'S LOVE INTEREST



You are charged with aiding an escapee. Follow us!

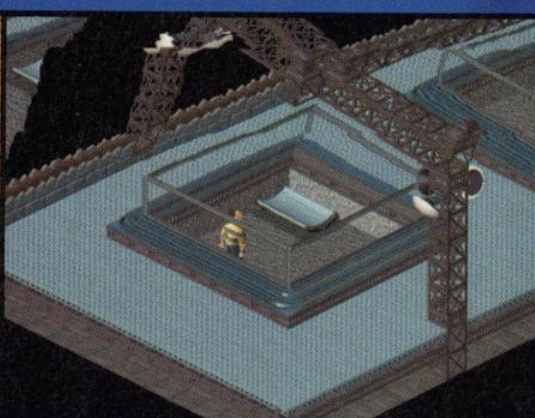
EXIT TWINSEN'S LOVE INTEREST



THESE CAVES LIE DIRECTLY UNDER TWINSEN'S HOUSE



TALK TO A PISSED PACHYDERM IN THE BAR



THIS IS WHERE IT ALL BEGINS, IN AN ASYLUM!



TWINSEN GETS NAILED

ADVENTURE

Relentless: Twinsen's Adventure is an amazing CD-only Super VGA game created by Adeline Software, well known for their Alone in the Dark games, and Delphine Software of Flashback fame.

The game takes place on the bizarre planet of Twinsun. You play Twinsen who is a Quetch (a creature that looks a lot like an oriental muppet - to me, anyway!). The planet Twinsun is ruled by an evil tyrant who goes by the name of Dr. Funrock (hmmm, could he be a deranged cross-dresser?). Funrock has a major problem (apart from his unfortunate name) which concerns the legend of Sendell. This legend involves a green dragon, a goddess, a Quetch that looks an awful lot like Twinsen and it just happens to describe Funrock's downfall, so he has banned all mention of it. Unfortunately, the legend of Sendell has been the main feature of Twinsen's dreams lately and when Funrock's heavies hear of this, they immediately toss Twinsen into an asylum awaiting a very uncertain fate, and this is where the game begins.

Awe-Inspiring Graphics

The thing which sets Relentless apart from just about every other game I have seen are the amazing, incredible, awe-inspiring graphics! You really have to see it running to believe the glorious detail of the Super VGA backgrounds and the silky smooth character animations. Not only that but you also have full digitised speech throughout the game along with a beautiful soundtrack, entrancing animated cut-scenes and cute sound-effects. This is really five steps beyond anything I have seen before in this style of game.

Relentless is essentially an arcade style adventure game when you get down to the nitty-gritty. You move Twinsen around using the keyboard, you can make him run, jump, creep, fight or cast spells. Objects are generally manipulated when Twinsen is in normal mode, just move him next to whatever you wish to interact with and push the spacebar. You will often find power-ups this way along with other objects which you will eventually need to finish the game. If you want to find out information, just talk to any of the quirky characters which you see moving around you. A word of warning; avoid soldiers and clones, they will almost always shoot first and ask questions later. There are a number of puzzles to complete within the game as well.

Relentless is structured like an arcade game and you start off with three lives. Once you have completed a section you can then save the game and restore it to the beginning of that level. My only problem with Relentless was the way Twinsen dies with amazing regularity. The arcade structure means that once you've used your three lives up, it's back to the beginning of that level again, which can be a bit of a pisser the tenth time around!

There's no doubt about it though, this game is going to be a huge hit. The beautiful and very cute graphical feel of the game makes it perfect for younger players. The quirky humour and occasional double-entendre makes it very entertaining for us old cynical bastards as well. If you want a game which actually has great gameplay to match the lovely graphics then Relentless will surely deliver.



Ok, I just have to wait for the truck to move into place.

HIDING IN THE GARBAGE TRUCK - PEW!



PARK HANGIN' SANS RAINCOAT



SURF'S UP

VISUALS

A stunning looking game which will consistently leave you salivating onto your keyboard.

96

SOUND

The music is absolutely fantastic and manages to compliment the graphics and cut-scenes perfectly. The sound-effects are very cute and really suit the quirky nature of the game.

90

GAMEPLAY

Arcade style action with plenty of puzzles, exploring, talking and fighting to do. Keyboard controls are very intuitive and some of the early characters give you an elementary tutorial in some of the finer aspects of gameplay.

86

LONGTERM

Relentless is a huge game which will keep most hardened gamers glued to their screens for ages.

88

OVERALL

This title sets new standards visually and it has a certain quirky charm. Even if you don't like arcade style games, you'll love this

93

PC

Available: NOW
Category: RPG
Players: ONE
Publisher: SIR-TECH
Price: \$89.95
Rating: M



LET'S HOPE THEY'RE NOT JUST FOR DECORATION



SOME SORT OF MAP, OBVIOUSLY



THIS BIT LOOKS LIKE HISTORY OF THE WORLD: PART



Salamanderstein



Groof Keeree Xayide Punch Rowan Melina

A BIG, HUGE, CHUNKY GRAB

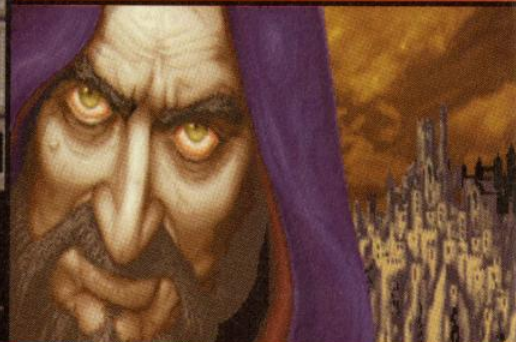


Feraine Temple in Kvirasim



Groof Keeree Xayide Punch Rowan Melina INGR

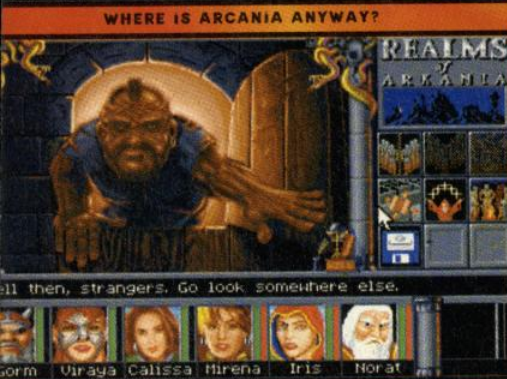
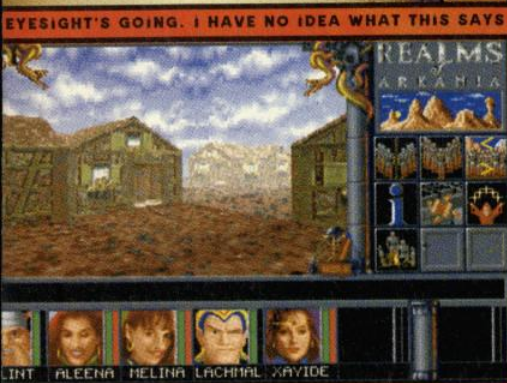
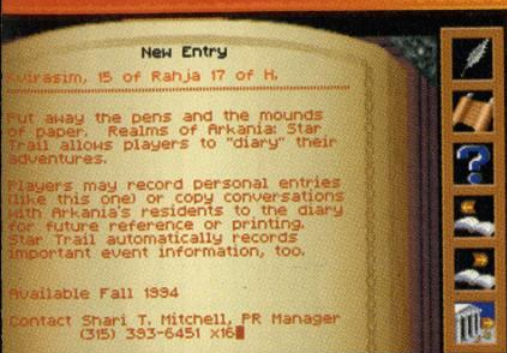
OOH, GHOSTLY



HE LOOKS MEAN, BUT HE DOES HAVE SOOTHING EYES

Realms of Ark

SWORDS, SORCERY, DUNGEONS, DRAGONS. YOU KNOW THE SCORE. IT'S FANTASY ROLE-PLAYING TIME, AND WE'RE BACK IN THE WONDROUS LANDS OF ARKANIA. JULIAN SCHOFFEL PULLS OUT HIS SWORD AND WAVES IT ABOUT A LOT...



IT'S MR T!

Last year we saw the release of *Blade of Destiny*, an RPG based on a popular German pen-and-paper game. I have to say that I was not particularly impressed with it; the graphics were very average, the combat system was extremely dull and the sound was appalling. Add to this list of negatives an incredibly complicated character generation system and you have a pretty unappealing game. Now Sir-Tech have released a sequel called *Star Trail*. I was hoping for some major improvements on the first game and luckily I wasn't disappointed.

Objects of Power

Star Trail is set in the fantasy world of Arkania and your task is to find two objects of power; *Star Trail* which is a magical sword and the Salamander Gem which has the power to affect alliances between even the worst of enemies. The game-engine of *Star Trail* is basically a souped-up version of the one used for *Blade of Destiny*. Movement is no longer stepped but is smooth-scrolling instead. The combat system is still isometric, but with enhanced graphical detail. Thankfully the character generation system has been simplified, although you can still exercise a great deal of control over your character's attributes if you want to and the sounds of the game are quite good by today's standards.

Star Trail is definitely a game for the hardcore role-playing crowd. The level of detail within the game is staggering, which means you have to constantly monitor your character's health and well-being. When you move out of towns and cities the game screen becomes a map of Arkania, and you'll have to make sure you've got plenty of supplies before you venture out into the wilderness or you'll soon find your party dying of thirst and hunger.

The game also features two levels of difficulty which can be accessed at any time. The CD version has better cinematics and full digitised speech (you can purchase the speech pack separately for the disk-based version if you want to). Overall I found *Star Trail* to be quite a good addition to the RPG stable, the graphics are still a little bit behind those of Westwood Studios and *Origin*, but as we all know great graphics are no guarantee of a good game. When it comes to gameplay, *Star Trail* is definitely ahead of the many other recent releases; as you have a large degree of control over conversations and combat, and the gaming world is huge so it should keep you going for a while.

Star Trail is controlled using a mouse and keyboard. The game requires 25 Mb of hard drive space for the floppy version and 5 Mb for the CD version. It should run quite smoothly on a 386 with 2 Mb of RAM and it also supports a wide variety of soundcards.

In summary, *Star Trail* is a great improvement over the first game in the *Realms of Arkania* series, but it is still a fairly complex RPG so if you're new to the genre you may find it a bit daunting at first. The plot has enough twists and turns to keep most players captivated for weeks. Recommended.

VISUALS

Not bad but not quite up there with some of the 3D rendered epics from Interplay, Westwood Studios and Cryo.

81

SOUND

A hell of an improvement over the original: If you have a good MIDI card some of the music is quite nice and the sound effects are definitely up to scratch.

79

GAMEPLAY

Star Trail is a true RPG offering a very high level of character interaction. Combat control is fairly intuitive but the game may prove a little tricky for beginners.

85

LONGTERM

You'll either love it or hate it, but there is definitely enough there to keep you entertained for quite some time.

82

OVERALL

Not really my cup of tea but it should prove to be a hit with the hardcore RPG fraternity

80

Arkania: Trailblazer

PC CD ROM

Available: NOW
Category: SHOOT 'EM UP
Players: ONE
Publisher: NEW WORLD COMPUTING
Price: \$99.95
Rating: TBC

CHECK IT OUT; WE GOT AN INDEPENDENTLY TARGETING PARTICLE BEAM PHALANX. WE GOT PHASED PLASMA RIFLES, TACTICAL SMART MISSILES, WE GOT NUKES, WE GOT KNIVES, WE GOT SHARP STICKS. IN SHORT, WE GOT ZEPHYR. OR RATHER CHRIS WHEELER HAS...

| | | | | | |
|--|---|--|---|--|---|
|  <p>PILOT: DAVE CORPORATE SPONSOR: POSITRONIX</p> | <p>SIRARA BONUS!</p> <p>STATS SHOTS — 890 HITS — 56.7 POINTS — 123 OBJECTS — 60 TIME — 156 COMPANY BONUS HITS — 9</p> <p>TOTAL: 12345</p> |  <p>PILOT: JON CORPORATE SPONSOR: GENERICORP</p> | <p>SIRARA BONUS!</p> <p>STATS SHOTS — 890 HITS — 56.7 POINTS — 123 OBJECTS — 60 TIME — 156 COMPANY BONUS HITS — 9</p> <p>TOTAL: 12345</p> |  <p>PILOT: ROD CORPORATE SPONSOR: UNLIMITED POWER</p> | <p>SIRARA BONUS!</p> <p>STATS SHOTS — 890 HITS — 56.7 POINTS — 123 OBJECTS — 60 TIME — 156 COMPANY BONUS HITS — 9</p> <p>TOTAL: 12345</p> |
|--|---|--|---|--|---|

A BUTCH MAN (?) IN BLACK

YELLOW DOESN'T LOOK QUITE AS BUTCH

AND WHO'D WANT TO BE CAUGHT DEAD IN RED?



HEADLIGHTS ARE STILL IN VOGUE IN THE FUTURE



LOOK AT THE LINES ON THIS BABY



SLEEK, SEXY. I WANT ONE. NOW



A PARTICULARLY WHITE SCREEN SHOT



ACTION ALL THE WAY



DESTROY! KILL!



GUNS A' BLAZING



I HOPE HE HAD INSURANCE



WHAT A LOVELY SMILE

NEW

Piloting a cybernetic, all terrain, hover tank armed with the deadliest variety of anti-vehicular weaponry, and trying to destroy similarly equipped individuals for the amusement of a massive television audience may seem a strange way to make a living, but it's just par-for-the-course in the world of Zephyr. This latest offering of New World Computing is a stylishly presented, well-conceived shoot-em-up set in a generic Cyberpunk universe where corporate sponsored tanks duke it out for big prizes.

The game takes the form of an every man for himself fight between six pilots in a wide variety of different arenas on a variety of different worlds; a water world, desert ruins of an ancient interstellar civilisation, corporate cityscapes, gravity challenged planets in the mouths of worm holes and standard cyber-colosseums. Each pilot is sponsored by a different mega-corp; from Genericorp ("not your average company"), to Positronix ("the home of high calibre fun"). Each of these companies provides a different advantage (and disadvantage) to each of its pilots; better weapons/worse batteries, better speed/worse weapons, better batteries/worse shields etc etc.

Graphically the game is excellent, with good tank design and detailed rendering of each arena. Although its hard to drag your eyes away from the non-stop action, little details in the arenas can prove amusing (check out the Universal Gladiators sign on Arena One). While this kind of attention to detail will not save a doomed game, in this case it does provide the kind of cyber-environment that feeds the whole experience. The sound effects and music are all good as well, with explosions, phaser shots and engine noises well up to scratch and a rock-style soundtrack to get the blood pumping (although one is tempted to replace it with the theme from Top Gun during the hairiest fighting).

Great Atmosphere

Another factor which adds a great "feel" to the game are the voice overs in the joiner scenes. They are the best I've heard, with trained actors obviously being employed to help generate the required atmosphere (I wish more computer game companies would follow this lead). The sheer number of different characters portrayed (each arena having a different owner) says a lot for the care that has been taken in presenting the game.

The joiner scenes in this game also require a mention. Not only do they have excellent voice-overs (see above) but they are presented with such a good understanding of the Cyberpunk corporate future, as well as a healthy dose of humour, that one is tempted not to click through them in haste to get to the next level (a heartier recommendation for an in-between scene I cannot think of).

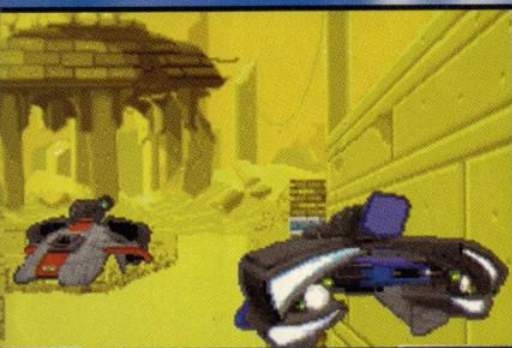
The gameplay is simple enough and easily mastered; fly here, turn here, shoot here, laugh maniacally at your foes demise here... I, however, couldn't get used to flying the tank as well as turning the turret, but perhaps that's just me. I used the keyboard to play, but I suspect using a joystick may prove more useful.

My only criticism of the game is its singular focus. There is little variety in the design and, therefore little to keep you interested once you've been playing for awhile. Although several difficulty levels may ease this situation, I should think that once you're bored of the game you will stay bored. Basically you fly around and blow tanks up - no story, no variety; then again the same thing could be said about Doom, and that game is more fun than a whole sack of fun things.

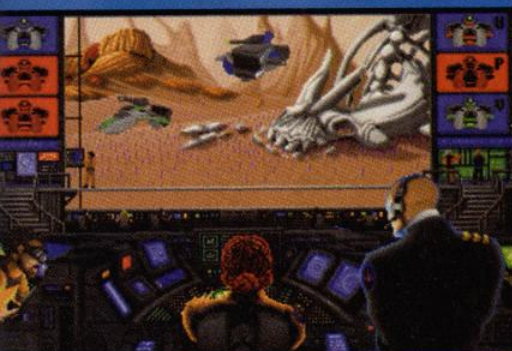
All in all, Zephyr is a good action-style game; low on sophistication, high on fun. It'll have your blowing the bejeezus out of hover-tanks for months to come.



THIS SHIP HAS A GREEN OUTLINE FOR SOME REASON



A PARTICULARLY YELLOW SCREEN SHOT



WHAT ARE THEY GAWKING AT?



THESE TWO ARE CUTE TOO

VISUALS

Here a tank, there a tank, everywhere a tank, tank. Great cyberpunk detailing.

80

SOUND

"Get back to the battle". The voice-overs in the cut scenes are particularly impressive and the soundtrack pumps.

80

GAMEPLAY

Easy. Just point and shoot. Who could ask for anything more?

76

LONGTERM

Bit one tracked, but hey, as long as the shrapnel is flying, who cares?

79

OVERALL

The home of high calibre fun!

78

PC/PC CD ROM

Available: NOW
Category: TANK SIM
Players: ONE
Publisher: NOVA LOGIC
Price: \$99.95
Rating: TBC

IT'S COMANCHE IN A TANK! OR IS IT? BEN MANSILL SLIPS INTO THE METAL GLOVE...



THESE, PRESUMABLY, ARE YOUR ENEMIES. AND THEY'RE ORANGE, NOT GREEN



LOVE THAT VOXEL SPACE TECHNOLOGY



MY, WHAT A BIG CANNON YOU HAVE



PICK YOUR NOSE, OR PICK A CAMPAIGN



TERRAIN MAP



THE CUT SHOTS ARE LOVELY. NICE FLOWERS



LITTLE WINDOW



UP CLOSE, YOU SEE A LOT OF PIXELS



SEE WHAT I MEAN



IT'S STILL GOOD THOUGH

When Comanche Maximum Overkill made its first appearance a couple of years ago, flight simmers jaws dropped in formation right around the world. No longer were poxy pyramid mountains and not much else the expected panorama from your cockpit. Now truly gorgeous 3-D landscapes beckoned with deep canyons and towering mountains. There was not a straight line to be found. It was like flying through somewhere real, and for the first time terrain could be used to your advantage in an intuitive manner - instead of replicating some unfathomable manoeuvre described clinically in a manual.

Suddenly, everything changed. We demanded to know why our F-16's couldn't kill over such pretty countryside. We also demanded from receptive shopkeepers the fastest PCs we could afford just to do it justice. Therein lies the secret, Grasshopper. Only a slow moving helicopter could let the software do its thing without bogging the CPU down with impossible workloads. Still, a couple of years down the track should have produced a sim with a little more pace than a chopper designed mostly to stay motionless. Oddly enough though, Nova Logic has done completely the opposite thing. Armored Fist (no obvious jokes here, we're above that) has you doing it on the ground in no great hurry at all.

Woeful Visibility

We all know that gameplay is what's really important, but why (oh why?) reduce the potential of Comanche's whiz bang graphics to their simplest possible level? Battle-tanks have woeful visibility at best, and at ground level in Nova Logic's world, the view is positively awful. Fly into a mountain in Comanche and you will understand, as you get chunky style virtual brick which induces confused disorientation. This world is best viewed from above, even a (mostly) full screen option helps little to alleviate the problem. This ain't a sim of the real world folks, it's a Someplace New invented by Nova Logic with an identifiable up and down the only resemblance to reality.

That sad shame aside, witness a game which plays a treat. Tank warfare is an appealing theme for game designers, because by rights it should translate into a wonderful game. Mostly though, they get it horribly wrong. M1 Tank Platoon was about the best, even if it did suffer from chronic polygonitis. Armored Fist well and truly shafts poor old M1. Designed predominantly as an action game, Fist combines strategic elements which considerably enhance both it's long term appeal and gameplay challenge.

Like Comanche, Fist divides your fun into a series of scenarios comprising around 10 individual missions. Unlike Comanche though, the missions are based loosely on possible and current conflicts right here in reality. Choosing sides is a politically convenient case of selecting either East or West, the hardware remains the same across all scenarios so in practise it all boils down to America v. Russia - and by golly that's the war we love best!

Yanks vs Russkies

Because the Yanks are clever, rich and paranoid, they built the M1A2 Abrams. It is your toy of choice with its 1500HP gas turbine engine and active armour which explodes outward to meet the force of impacting projectiles. Following the traditionally agricultural nature of Russian military hardware, the T-80 Main Battle Tank is heavy, slow and low-tech, but packs the biggest gun in the game. Actually the real reason for playing the Russians is because battles are constantly interrupted by a barrage of digitised soldier-talk, with the Red version winning hands down for coolness and atmosphere, comrade.

Into the fray, most battles begin with a short drive to the combat zone. Comanche's cockpit map shows the terrain at it's best and little red dots show you where the killing fields lie. Be ready, the moment you come into range of the bad guys they all open up and that gaming favourite red mist rapidly fills your view. The ticket is to adopt the sneakiness and trickery you learnt in Comanche, and do it all in slow motion. A pop-up map with programmable waypoints, together with the ability to jump into other vehicles make it a thinking warrior's war, with some missions needing all the games resources plus a little of your own for success.

The mechanics of combat are extremely simple, select your preferred ammunition type and hit the thumb button to make the barrel swing around and lock on to the nearest target. A touch on the trigger and at a minimum you are rewarded with a pretty explosion, ideally another smoking bad man. However sometimes you will suddenly and unexpectedly die. This is because the designers have cruelly included land mines in the game. These real world features are a bothersome inconvenience in games, but I suppose we can't complain. Like hell! It sucks! Unfair! The swine!

Vastly inferior to Comanche for both gaming fun and dazzling graphics, Armored Fist still delivers the best tank game so far. Fast, intense and difficult in all the right ways.

VISUALS

Horrors! The worlds best looking 3D engine shown in its worst possible form. Luckily the cockpits look cool so eye-strain isn't fatal.

65

SOUND

Yes! Like playing a Tom Clancy novel. Full-on war noises with a gun that begs a sub-woofer. Frantic digitised WWII war cries add much.

85

GAMEPLAY

For simulating a ponderous mass with the agility and stopping power of a falling brick... you can't go past Armoured Fist.

78

LONGTERM

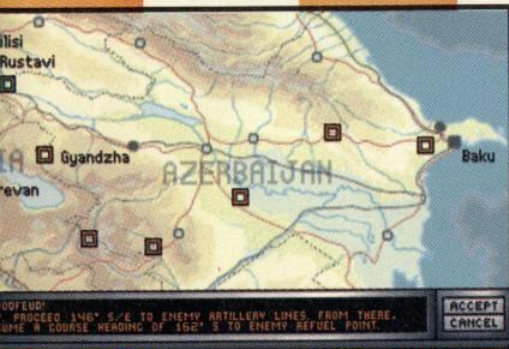
A couple of weeks intensive effort then occasional fun. Militarists will appreciate it's tactical realism, others it's arcade flavour.

76

OVERALL

Great games are never ruined by terrible graphics, but this one nearly is. Persist though and quality awaits, this is the best tank sim yet

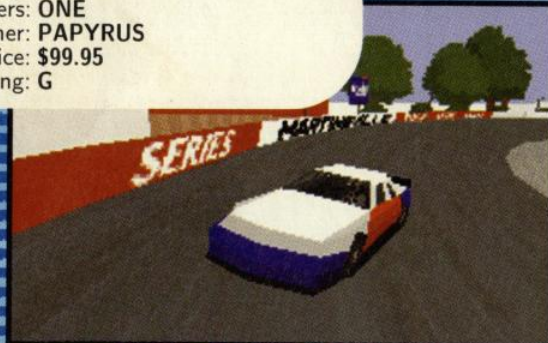
75



AND THE SKY IS VERY BLUE, NOT GREEN

PC

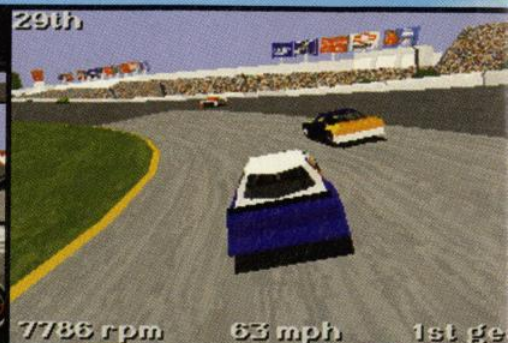
Available: NOW
 Category: RACING
 Players: ONE
 Publisher: POPYRUS
 Price: \$99.95
 Rating: G



SLICK GRAPHICS, LOTS OF ANGLES



PLENTY OF DIALS AND THINGS TOO



YOU'RE BEHIND. SPEED UP

Choose Track

- Atlanta
- Bristol
- Darlington
- Loudon
- Marlinsville
- Michigan
- Phoenix

Purolator 500
 1.522 miles
 32 Laps
 Atlanta Motor Speedway
 Hampton, GA

THE PRESENTATION IS EXCELLENT

Tears

- 1st
- 2nd
- 3rd
- 4th
- Done

9.80

| | |
|------|------|
| 1st: | 9.80 |
| 2nd: | 6.90 |
| 3rd: | 4.40 |
| 4th: | 3.30 |

AND THE DETAIL IS WAY OVER THE TOP

Aerodynamics

- Front Air Dam
- Rear Spoiler
- Done

70°

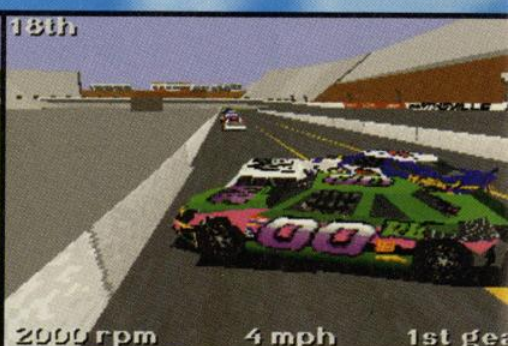
CAN YOU SPELL "NASCAR"?



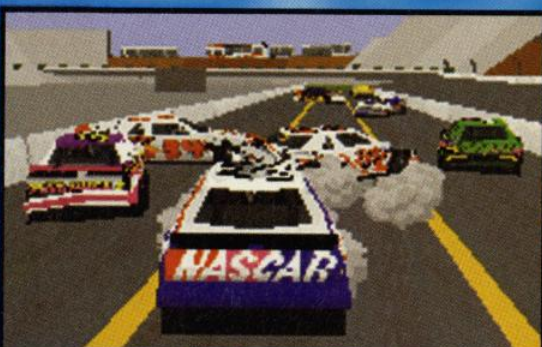
YOU'RE GOING THE WRONG WAY! COOL



OFF THE TRACK. LOTSA DUST



PILE UPS ARE FUN



STACKS ON THE MILL



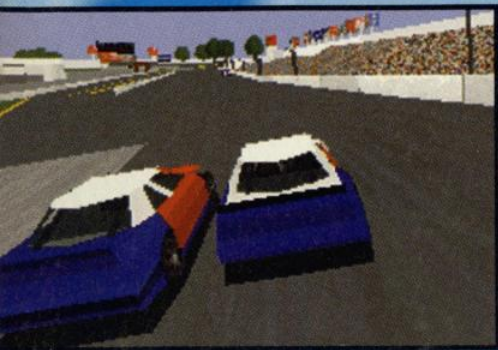
SMOKE... SPARKS... MMM



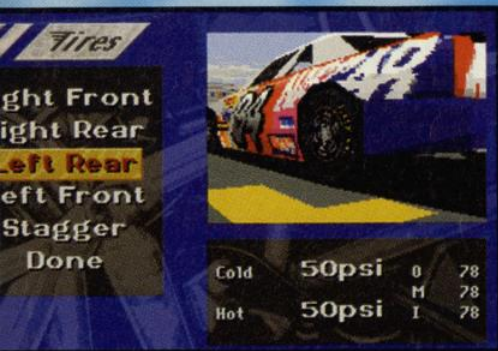
LOTS OF WORK FOR THE PANEL BEATERS

VROOM, VROOM. GENTLEMEN, START YOUR ENGINES. GET
 READY TO RACE IN THE FOLLOW UP TO INDYCAR RACING.
 BEN MANSILL IS IN POLE POSITION...

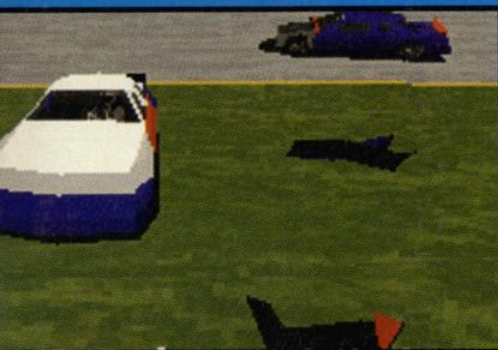
ASCAR



RAM HIM!



NICE LEFT REAR



DAMAGE. BAD FILM. FUN IN NASCAR



WHO WANTS TO PLAY CHICKEN?

Round and round and bloody round. That's all these flying bricks ever do. With slight variations in size, all the Nascar circuits have but four corners, all of which are 90 degree left-handers.

Just where the competitive appeal lies is beyond me. In the interests of informed bucketing, I endured a session of the local AUSCAR variant, via Sky at my local. True to expectation, the only interesting bits were when some poor fool had a mighty stack - the best laughs coming when several competitors got taken out too. While this aspect of circuit racing is the drawcard for spectators, it's generally game and fun (a relative thing) over for the looser behind the wheel. The common thread though, is that between collisions Nascar Racing is tediously dull, for both drivers and fans.

Perfect Driving Model

That Indycar is a winner is beyond question. Papyrus proved their moving metal mettle spectacularly with Nascar's far superior predecessor. It's standout feature was the perfectly accurate driving model. Nascar also has a perfect driving model, but this time to it's detriment. The mighty V-8 pulls like a 12 year old, but will explode at half the rev's an Indycar can handle. Topping out at just under 200 MPH in fourth, Nascar's have no downforce worth mentioning and slide horribly on most turns. There is absolutely no margin for error, corners are an annoying intrusion in the straight line they like best. Eventually, when you have climbed the Nascar mountain and attained Ultimate Skill, your car will rocket through bends like they didn't exist. Surgical throttle use and the perfect racing line through corners is the nirvana you seek. Now there's a lot to look forward to!

Like Indycar, the Perfect Racing Line is thoughtfully painted onto the track in the form of black skid marks (not the kind your Mum gets upset about). From the time you start the turn, to straightening up and gunning the thing. Idiots, start your turn now, idiots, centre the wheel and press the right pedal hard. This helps enormously during practise and gets you into the groove quickly. The giant, banked bends have no identifiable apex, the trick is to just keep in on the line by lifting off a touch, or even dropping down to a closely spaced third. Lift off too much and in a flash the car oversteers straight into the wall.

Trance-like Effect

Circuit racing induces a hypnotic trance and is best approached with a blank mind. Thus equipped, plus the finely honed ability to turn left four times per lap, you are ready to race. Two fundamentals must be mastered: staying in tight formation at high speed without hitting anything, and somehow finding gaps to weave through, with your car having only a slight speed advantage. The computer controlled cars can be set to any skill level between 80 and 110%, although at anything less than 110% your car just sails past them. Even at full difficulty, your slightly higher velocity makes precision driving important only in terms of not running up somebodies rear bumper as you hurtle past. It's the same difficulty range as Indycar, but Indycar mixed ovals with proper tracks, and the settings are only accurate when applied to twisty tracks. Faster enemies is what Nascar needs - it's just too easy. Once you get the hang of driving, every race should be won, provided you don't get careless.

Screaming around the track with you, is the meatiest engine noise your PC has made. Generated from digitised samples of the real thing, it also models the doppler-effect first seen in Indycar. You can intuitively sense the positions of nearby cars if you sound card is stereo. Very cool.

The game is fine looking too. Polygon cars are given a coat of bitmap paint and look superb. Everything is textured, from the road surface to sky hazing. Major stacks are pleasant viewing too, with fire, smoke and debris in abundance. Unfortunately this places huge demands upon the CPU, which has the added bother of having to simulate the dynamics of up to 38 opposition cars - as well as your own. Not surprisingly, the hardware requirements are serious. Anyone with less than a VLB DX2/66 can forget about running with full detail, or large numbers of competitors. And then there is the Super VGA option...The readme.txt file recommends that a 90 (II) Mhz Pentium with fast PCI bus graphics should be able to run the game in SVGA, provided surface textures are turned off. WHAT! Does this mean you need a Quad-Pentium 100 network server to run the game at its full potential? I thought only Origin games future-proofed themselves to such a stupid extent.

I'm sure there are many oval enthusiasts out there who would lovingly appreciate the subtle nuances this sim replicates. But I now know why at least some real smashes occur: after an hour of it you can just snap with the insane need to turn right, just once.

VISUALS

I'm sure the SVGA option looks wonderful, but my lowly 486 DX2/66 just isn't up to the job. VGA is impressive, if a bit cluttered.

83

SOUND

Aural ecstasy and the game's most enjoyable feature. The bally V-8 rekindles fond memories of your first Daytona drive.

91

GAMEPLAY

Not a lot. This is not racing, it is survival of the most careful. The art to taking corners well is easily learnt and less than satisfying.

41

LONGTERM

If you really love it, there are 10 virtually identical ovals to tear around. Great.

39

OVERALL

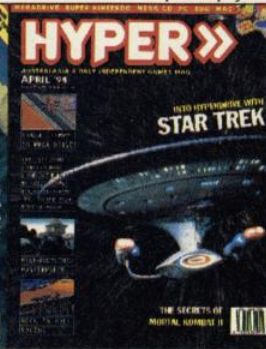
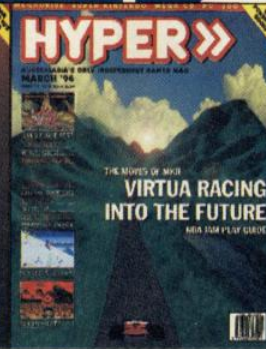
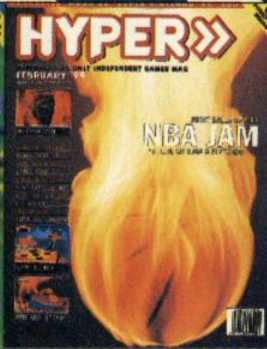
The Nascar experience is best had by way of highlights on Wide World of Sports and bad Tom Cruise movies. Boring.

63

BACK

ISSUES

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



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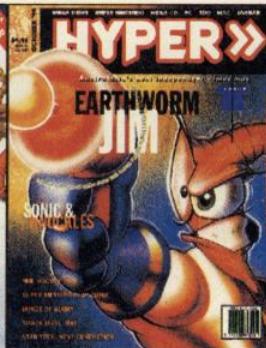
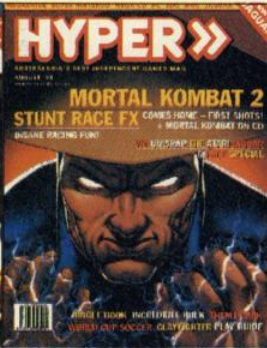
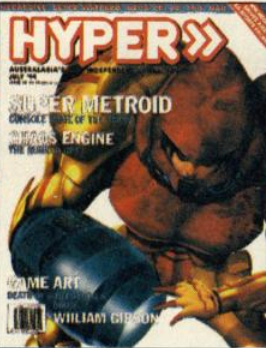
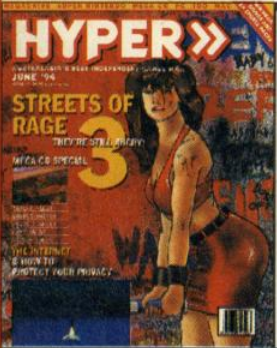
Issue #2 Sonic Spinball and CD, Super Empire Strikes Back, Pocky and Rocky Play Guide, Laserbeam Software and Volition Records.

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

Issue #4 Virtua Racing, Clay Fighter, Tournament Fighters, Sonic 3, Doom, NBA Jam Play Guide.

Issue #5 Star Trek Special, Ren and Stimpy, Secret of Mana, Myst, the secrets of MKII.

Issue #6 Mechwarrior, Jammit, Mega Man X, Ultima 8, Sonic 3 Play Guide plus Music Video in the 90s.



Issue #7 Streets of Rage 3, Mega CD Special - Tom Cat Alley, Double Switch - Turn and Burn, Super Battle Tank 2, PC Sub Sim Special.

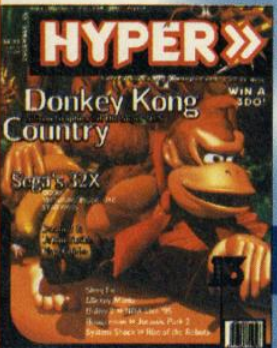
Issue #8 Super Metroid, Chaos Engine, Subterrania, Desert Fighter, Plok, Mega Race + William Gibson.

Issue #9 Mortal Kombat 2 CD, Mortal Kombat 2 Preview, Stunt Race FX, Theme Park, Clayfighter Play Guide, Jungle Book.

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Issue #12 Doom 2, Urban Strike, Vortex, Road Rash 3DO, Kylie Does Hyper.



Issue #13 Donkey Kong Country, 32X Preview, Shaq Fu, Mickey Mania, Rise of the Robots, System Shock, Doom 2 & Urban Strike PlayGuides

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Super Space Harrier



32X

Available: **JANUARY**
 Category: **SHOOT 'EM UP**
 Players: **ONE**
 Publisher: **SEGA**
 Price: **TBA**
 Rating: **TBC**

Doom! Yes thank you. Star Wars Arcade - I'll have that too. Virtua Racing Deluxe? Why not. And what's this hiding around the corner... Super Space Harrier, eh? Let's plug it in and take a look...

[Ten minutes later] Why? Why, why, why, oh God why? This can't possibly be a 32X game, can it? I mean, take a look at it - it sucks. It doesn't look any better than the Mega Drive game, and that's been pushing retirement for years. In fact, it's not much more cop than the Master System version. It's faster and it sounds better, but this is not the quantum leap in gaming we've been waiting for. It's the same old pathetic, from-behind view, fly-all-over-the-screen-and-blast-everything-in-sight game we've come to know and loathe.

It would be wrong of me to go on about how bad this game is, suffice it to say that (contrary to Sega's press) the 32X has not "breathed new life into a legendary game". This is a singularly unimpressive piece of software, full stop. But let's try and put it into perspective...

Every system needs shitty games - that's right, they really do need them. Otherwise, how would we appreciate the really good games when they come along? What would we have to judge them against? Could we really sleep easily at night knowing that Sega's programmers have managed to get the best out of their new hardware from day one? Of course we couldn't. We need to know there's room for improvement; we need something to look forward to. It's a very complex relationship - a Yin and Yang thang, if you will. Anyway, put Super Space Harrier down to teething problems and don't give it another thought. Play it if you have to, just don't buy it.

Andrew Humphreys

VISUALS

58

SOUND

61

GAMEPLAY

59

LONGTERM

46

OVERALL

51

Daze Before Christmas



MEGA DRIVE

Available: **NOW**
 Category: **PLATFORM**
 Players: **ONE**
 Publisher: **SUNSOFT**
 Price: **\$89.95**
 Rating: **G**

Not to be confused with Dazed And Confused Before Christmas, the story of a group of teenage pot-heads out for some Christmas Eve love action, this is the rather more innocuous tale of Santa, a man not known for his loving - after all, he only comes once a year and that's down a chimney!

Apparently, an evil snowman has kidnapped the elves and the reindeer from Santa's North Pole HQ. There's no way that Mr Claus wants to face the Christmas rush on his lonesome, so he's got to get them back, or face the wrath of a planet of pissed off kiddies, ropable to discover that all that fake parental respect has been for nothing.

This, if you haven't guessed it already, is where you join in - guest of honour in a "lovable platform romp" that's so insipid even I'm struggling to really put the boot in - after all, it's hard to get angry about a game that makes Alex Kidd look like Urban Strike. It is good for the ego though, as this is undoubtedly the easiest game in the history of gaming. Even your parents will stand a chance of getting through this baby, provided the digitised Christmas carols don't send them screaming from the room. This is clearly aimed at kids, very young kids, and it has a certain, undeniable charm but it's dead basic and only adequate graphically. Think of it as the Mega Drive with training wheels - teach your squirt sibling or technologically-challenged elder the basics on this baby cart and then wean them onto something with blood, world carnage or the like. Then, one day, you'll look back on this and it will all seem funny.

Stretch Armstrong

VISUALS

60

SOUND

55

GAMEPLAY

65

LONGTERM

30

OVERALL

58

Rise of the Robots



MEGA DRIVE

Available: **DECEMBER**
 Category: **FIGHTING**
 Players: **1-2**
 Publisher: **ACCLAIM**
 Price: **\$109.95**
 Rating: **G8**

I know you've all been dying to find out what Brian May has been up to since the untimely demise of one Freddie Mercury, and now it can be revealed - another HYPER exclusive! He's been writing (among other things one hopes), the soundtrack for Rise of the Robots which, after a relatively short and inauspicious PC CD-ROM career, has made it to the Mega Drive.

Whether Brian has a passion for all things robotic remains a mystery, as do the precise reasons for this game's existence. Let's face it, if you want to be a Formula One driver you don't buy a P76 and if you want to be a devil-may-care flying ace you don't buy a kite. This is a fighting game, with robots and futuristic overtones, admittedly, but it's still a fighting game and not a particularly flash one at that. That having been established, if you want to be the number one digital combatant in your housing estate you'll buy (or, more accurately, will have bought) one or more of the Streetfighter or Mortal Kombat games, and nothing here will make you think you spent your discretionary dollars unwisely.

Last issue, Matthew Daniel gave you the skinny on the PC version of ROTR and nailed it, except that the graphics here are not as spectacular as they apparently are on the CD. If you have a spare \$100 and you love robots then... buy a robot. Oh, and Brian, Beelzebub has a devil put aside for you.

Stretch Armstrong

VISUALS

75

SOUND

70

GAMEPLAY

50

LONGTERM

50

OVERALL

55

Second Samurai



MEGA DRIVE

Available: **DECEMBER**
 Category: **BEAT 'EM UP**
 Players: **1-2**
 Publisher: **SONY**
 Price: **\$79.95**
 Rating: **G8**

What can I say? This game is sooo ordinary, one wonders what Psygnosis were thinking when they made it. It makes Revenge of Shinobi look cutting edge and considering that we're on the verge of a whole downpour of new console technology, it seems strange to release a game that harks back to the start of the 16 bit revolution. In the crowded field of scrolling beat 'em ups, Second Samurai is way back. It has little character and no surprises. You move from left to right, pick up weapons and health, free souls trapped in Urns and kill stuff. Every now and again a boss appears and you kill it. Yow! What a concept! Even the bonus zones (or bogus zones as I call 'em) are dumb with a special HYPHER "Gold star of stupidity" going to the bit where you chase souls trapped in urns, whilst riding a surplus Jurassic Park Dinosaur and jumping over bright green killer logs!

The sprites are pretty average lookin', the backgrounds are dull and everything moves and fights just as you'd expect. In two player mode our hero Samurai is joined by his girlfriend (who, coincidentally, is a Samurai) and it's still as unexciting as it was when you played it by yourself. Except that now two people are bored out of their tiny minds. Do you want me to go on?

In one word: underwhelming!

Russell Hopkinson

VISUALS

60

SOUND

55

GAMEPLAY

60

LONGTERM

57

OVERALL

57

Mr Nutz



MEGA DRIVE

Available: **NOW**
 Category: **PLATFORMER**
 Players: **ONE**
 Publisher: **OCEAN**
 Price: **\$99.95**
 Rating: **G**

Mr Nutz is cute. In fact he's too cute. Even so, this squeaky squirrel runs through the forest killing all in his path with a flick of his tail or an acorn thrown with deadly accuracy.

Mr Nutz is another entrant in the ultra cute rodent-platform game stakes. A field thick with hedgehogs, mice, rats, bunnies, opossums, etc (Sounds like a farmers nightmare to me - Ed), and although it looks really fab (it reminds me of Mickey's Castle Of Illusion) it's really quite dull and aggravating.

Super Nintendo owners had access to this one aeons ago and it hardly set their gaming world on fire back then. My guess is that Mega Drive owners will be too busy saving their beans for a 32X to bother with this.

It is, however, an enormous game with a plethora of hidden zones and it will take you a while to finish. I personally lost interest about half way through the second level (each level has four journeys and a boss) and although I came back to it, I never really "got it". A flatmate of mine, Jessica (Queen of Platformers), pronounced Mr Nutz as "crap, but not as crap as some" - and this coming from someone who got obsessed with Zool!

Anyway, if you are platform obsessive and have to play every rodent oriented game on the market, then Mr Nutz is for you. If, like me, you want more out of life than a cute face and a couple of platforms then Mr Nutz will most like drive you...um...nuts! (Sorry).

Russell Hopkinson

VISUALS

85

SOUND

75

GAMEPLAY

70

LONGTERM

71

OVERALL

75

NCAA - Road to the Final Four 2



PC

Available: **NOW**
 Category: **SPORTS**
 Players: **1-2**
 Publisher: **BETHESDA SOFTWORKS**
 Price: **\$99.95**
 Rating: **G**

Interviewer- Shaq, during your tour of Greece did you visit the Parthenon?

Shaquille O'Neill - I don't remember all the names of the night-clubs we went to.

NCAA- Road to the Final Four 2, is the latest in the long line of games trying to tap into the lucrative basketball market. And while the future of post-Mike Jordan basketball is in doubt, the future of this excellent game seems a dead cert.

NCAA is a no-nonsense, true-to-life basketball sports simulation. Five-on five, with real moves and manoeuvres, this game is a must for the b-ball enthusiasts. No super moves, triple somersault slam dunks, flaming balls or continuing choruses of "he's on fire!", this game has that all-too-rare sports simulation quality; its realistic. From the excellent, multiple-view graphic presentation to the Vox FX sounds - all the yells, grunts, trash-talking, shoe squeaking, crowd squealing you can handle - this game is A-grade.

Some of the features include, digitised player graphics with correct uniforms and player numbers, a player AI that simulates the actual players styles via their real life stats, a real-time clock or Fast Simulation Mode, four different views to choose while playing and a great game-play interface that allows for the games rapid assimilation.

The only drawback, which, though minor as it is, will guarantee a poor showing in the Australian market, is the fact that the players are NCAA (American college basketball) not NBA. So those expecting to duke it out with Shaq, Hakim, Alonso and Karl - forget it. For the rest of us who just enjoy taking it to the key, Alley-oop!

Chris Wheeler

VISUALS

75

SOUND

84

GAMEPLAY

78

LONGTERM

68

OVERALL

78

Crime Patrol



PC CD ROM

Available: **NOW**
 Category: **SHOOTER**
 Players: **ONE**
 Publisher: **AMERICAN LASER GAMES**
 Price: **\$89.95**
 Rating: **M**

American Laser Games - cool name, cool games. Unfortunately their most pleasing goods are found only in arcades, as the stuff they release for home PC's looks rather attractive but lacks the thrill of blasting away at full size baddies with a pretend gun. At home it's the mouse that's your lethal weapon - point and click becomes point and shoot.

Mad Dog McCree I & II was okay western fun that wore thin too quickly, and Crime Patrol offers more of the same but now it's NOW. The horrible criminal element that plagues our society must be done away with, and you are the rookie street cop assigned to help clean this muck, wasting street swine in a rampage of social-cleansing.

As you clear each of the four zones that make up a level, promotion to a higher and more elite squad comes, together with bigger and more interesting scenario's for you to leave bullet holes throughout. Baddies infest everything - nightclubs, warehouses, the local Harvey Norman - it must stop! The sad fact though, is that any gameplay is tragically short lived. Sure enough, any stuff-up sends you back to the beginning, but as the video plays the baddies pop up in exactly the same place and sequence - practise will make perfect in no time at all, then it's game over forever with little inclination to ever play again.

Still, the FMV is full screen, smooth and reasonably high-res. You'll finish the game at about the same time you get totally bored with the thing. I suppose that's a good thing.

Ben Mansill

VISUALS
81

SOUND
78

GAMEPLAY
63

LONGTERM
40

OVERALL
67

One Must Fall



PC

Available: **NOW**
 Category: **FIGHTING**
 Players: **1-2**
 Publisher: **EPIC**
 Price: **\$49.95**
 Rating: **G8+**

There is something deeply primal in the human desire to watch combat. Any form of gladiatorial conflict is watched with utter fascination - perhaps it is our need to play God, or a desire to confront our own mortality that motivates us to this morbid voyeurism. Whatever the reason, computer game companies are cashing in on it big time. With all the Streetfighters, Mortal Kombats and Virtua Fighters on the market it was only a matter of time before someone tried their hand at a robot gladiator game. Rise of the Robots had the looks without the substance, leaving the top spot open to any worthwhile contender. One Must Fall, the latest robo-biffo game, is that contender. Pity it's a piece of junk.

I admit that while beat-'em-ups are not my game of choice, I do enjoy the odd bit of joy-stick ultra violence. Thus when OMF reared its head I thought I was in for a jolly good bit of biffo. But I was, as Arnie so eloquently put it to the gun-shop salesman in Terminator; "Wrong!". OMF is badly designed, badly presented and poorly rendered.

Graphically the game tries to borrow its design ethic from Manga, whose robot designs have long been the bench mark in science fiction. Alas instead of referencing Dirty Pair or The Guyver, they seem to have been inspired by out-takes from Fisting the North Star. OMF gives you the choice of fourteen different robots... all of them suck.

The playability is standard and fairly boring, with little thought put into making the game unique. Special moves and manoeuvres are simple redone versions of their Mortal Kombat predecessors; where are the shoulder mounted missile blasts, Aliens-style power loaders, or Battletech rocket assisted leaps?

One Must Fall is only for the die-hard PC beat-em-up fan who can't wait for Mortal Kombat II to be released in February.

Chris Wheeler

VISUALS
55

SOUND
55

GAMEPLAY
40

LONGTERM
35

OVERALL
45

The Lion King



PC

Available: **NOW**
 Category: **PLATFORM**
 Players: **ONE**
 Publisher: **DISNEY/VIRGIN**
 Price: **\$69.95**
 Rating: **G**

See the Lion King if you haven't already, it's a mindless yet uplifting piece of Disney fluff. Nothing wrong with that. The game is of the same flavour, minus the uplifting part. Happy, colourful and almost unbearably cute. I wish more of my friends were like that.

Being a baby lion cub lost hopelessly in a jungle, your first priority is naturally to leap across the maze of platforms which abound. Yes, this is a platform game. On the PC! Some people aren't going to recover, I know, but here it is.

Baby-cub can run, jump and squeal. Wow. Happening across a Golden Lion powers you up with the strength to leap further, as well as gradually transforming the pathetic and useless squeal into a Mighty Roar! It's just another part of growing up - which is the cosmetic effect of putting the old Golden Loins to work.

Some pesky little jungle crawly in your way? Well jump on it by God! This makes the problem go away for ever in a great poof, while adding a fresh and exciting new twist to platform games. Vines let you do the ape-man thing when getting from A to B, and half the animals are Good Animals, hoisting and throwing you to a convenient new location. Large and obnoxious Big Bad Animals look threatening, but are comfortably dealt with swiftly by that killer jump.

The backgrounds are a touch grainy, but there's a lot of it and the great sprite animation helps along the staying power. Pretty music almost makes it more enjoyable with your eyes closed. No, wake up! there's platforms that need jumping on!

Ben Mansill

VISUALS
74

SOUND
76

GAMEPLAY
80

LONGTERM
64

OVERALL
79

iron Cross



PC

Available: **NOW**
 Category: **STRATEGY**
 Players: **ONE**
 Publisher: **NEW WORLD COMPUTING**
 Price: **\$89.95**
 Rating: **G**

On June 6th, 1944 the final phase of the Second World War began as Allied troops landed on the beaches of Normandy. The success of those landings and subsequent Allied invasion would set the course of world history for many decades to come.

It is in this atmosphere that Iron Cross, the latest military simulation to be released in this year of the fiftieth anniversary of D-Day, is set. Essentially it is a squad level simulation with the player fighting a series of famous encounters from June 1944 to April 1945. The game is entirely tactical, allowing for control of infantry, armour and artillery units as well as the ability to summon air strikes and battery barrages. Both the German and Allied sides can be controlled, with various levels of difficulty ensuring a varied game.

Each battlefield is authentically reproduced for each scenario, with terrain and buildings in their historical locations. The historical vagaries of each scenario are then determined via the allocation of points (the more the better). These points are then used to buy units from a wide variety of tank and artillery types and, after a brief set-up phase, the battle is joined.

While the attention to history has led to detailed representations of the battlefields and much of the equipment, there is little authenticity in the actual interface. The game prides itself on its real time gameplay, and while this is a great in simulating the frenzy of war, it becomes a little unfair when the human player has to individually control between twenty and fifty units. The game would have benefited from a computer assisted command structure or something similar that would have allowed for a more general control of the battle. It also would have been nice to see some different troop training represented as well; US marines, British Paratroopers and Waffen SS all being vastly different in the individual troop quality. In the face of the detail included, this seems a strange oversight.

In general, however, the game is an enjoyable if slightly frustrating squad level simulation, which will hopefully be enlarged upon and used as a spring board for the production of better PC war games.

Chris Wheeler

Novastorm



PC CD ROM

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

By God, Microcosm was bad. Arcade tripe whose existence can only be attributed to the proliferation of "family computers" and the associated need for something that under 5's could play. 3-D Space Invaders so unbelievably difficult that you could rest your head on the fire button as you slept through it, snapping into consciousness only for the big end-scene.

Based on huge sales from ill-informed gamers, Psygnosis figured they had a winner and proceeded in earnest to do a follow-up. In a wave of sheer originality, they changed the backgrounds, the sprites and the end scene bosses while retaining everything awful about the original. They called it Novastorm.

Some increased trickery has been added to the sprite movements, so it's now necessary to pay attention after the first couple of levels and move the joystick around randomly to ensure your prospects. End of level biggies are a test of patience with several minutes worth of annoying dodging rewarded by a mighty explosion and another sequence of tedious combat.

As your ship hurtles through canyons, the scenery twists and turns in a generally unpredictable fashion, any contact resulting in severe damage. Considering this, with the need to waste enemies who exhibit the random co-ordination of insects, you have a "game" which is more an impossible pain in the butt than any form of entertainment.

Glorious cut-scenes offer a primitive form of value, but you can watch TV for cheaper non-interactive thrills. Young players (and I mean young) will enjoy it for the pretty colours. This is more suited to the console market, where far superior members of the genre reside. A game which belongs in the body part that Microcosm failed to simulate: the bowel.

Ben Mansill

VISUALS

70

SOUND

65

GAMEPLAY

55

LONGTERM

70

OVERALL

65

VISUALS

84

SOUND

75

GAMEPLAY

39

LONGTERM

29

OVERALL

54

Star Crusader



PC CD ROM

Available: **NOW**
 Category: **SPACE COMBAT**
 Players: **ONE**
 Publisher: **GAMETEK**
 Price: **\$89.95**
 Rating: **G8**

This is flying alien slaughter, with a conscience. "Star Crusader is a sophisticated space combat simulator that breaks new ground in science-fiction gaming. With technological advances that far surpass other space flight sims on the market." And so goes the bollocks in the publicity booklet that came with the game. Obviously if all this were true, this review wouldn't be in Byte Size, would it?

Star Crusader owes a heavy debt to Wing Commander and imposes a 'cinematic' storyline in a similar but slightly more sophisticated way. You are cast in the part of Roman Alexandria, an unfortunate name that, tragically, can't be changed, and you are a Gorene pilot. The Gorenese being a benevolent race of megalomaniacs hell bent on 'liberating' the universe (remind anyone of the good old U.S of A?). The aliens of the Ascalon Rift, funnily enough, take exception at being forcibly 'liberated', a bit like the Panamanians really, and take great pleasure in firing enormous guns at you.

You eventually get the opportunity to change sides as you witness the mindless brutality inflicted by the Gorenese, just like hypocritical American moralism at its silliest. The aliens have better ships anyway. The game offers you a choice of five difficulty levels which is handy for those of you who don't like getting driven to the point of throwing your mini-tower at your bedroom wall and there are eleven different ship types available for your blasting pleasure.

Not the revolution its makers claim it to be but a fun game nonetheless. And lookout for a pending release from this company titled, simply, HELL. Any game starring Dennis Hopper has got to be worth a look.

George Soropos

VISUALS

88

SOUND

90

GAMEPLAY

80

LONGTERM

75

OVERALL

86

in Search of Doctor Riptide



PC
Available: **NOW**
Category: **PLATFORMY**
Players: **ONE**
Publisher: **PGC-MEDIA**
Price: **\$49.95**
Rating: **G**

As an owner of a PC, I'm not really that picky when it comes to platform style arcade games. After all, beggars can't be choosers, and the distinct lack of this style of game means I'll put up with just about anything... until now.

In Search of Doctor Riptide would have been a great game if it had been released on the Commodore 64, but it wasn't. It is not a good game. In fact, it is so far from being a good game that the light from a good game will take several million years to reach it. Puerile in concept, shoddy in presentation and amateur in production, it is the kind of game you might expect to see on a three-for-one bargain table somewhere, along with Castle Wolfenstein (the Apple II+ version) and Aztec.

Essentially you play some geek in a submarine who is out to stop the evil Doctor Riptide from making seafood out of the creatures of the ocean. Even though I'm a vegetarian, this concept seems just a little too PC (Politically Correct). This desire to stop the destruction of innocent sea creatures doesn't stop you for blowing the living crap out of electric eels, giant crabs and any jelly fish that might happen to resent your intrusion into their homes. So while you might save the dolphins from the Doctors evil Tuna-Matic machine, the wholesale slaughter of hapless sea life that you leave in your wake would be enough to keep making Fillet O Fishes some-time into next century.

The only upside is that you can sometimes control the small R.O.V that is attached to you sub, using it for exploring tight caves and subterranean passages. This dual control adds a brief spark of excitement; but nothing can really save this game.

In summary, if you're into bad graphics, boring sound, predictable game-play and inane story, this game was made for you. If, however, you have a brain you time might be better spent doing things more enjoyable than playing this game, such as watching re-runs of Paradise Beach, or gutting chickens.

Chris Wheeler

| | |
|----------|----|
| VISUALS | 45 |
| SOUND | 35 |
| GAMEPLAY | 50 |
| LONGTERM | 25 |
| OVERALL | 25 |

Lords of the Realm



PC
Available: **NOW**
Category: **SIMULATION**
Players: **1-2**
Publisher: **IMPRESSIONS SOFTWARE INC.**
Price: **\$89.95**
Rating: **G**

When Edward I finally conquered Wales in 1282 he was not a happy man. The war had been a long and costly one - made longer by the treachery of one man, Prince Dafydd Llewellyn of Wales, who had been a double traitor, first to his own brother and later to the king himself. When the prince was captured, late in 1283, Edward sought revenge. The young Llewellyn was first hung until almost dead, cut down, disembowelled, and then hacked into pieces with his head displayed on the Tower of London.

Torture is one aspect of medieval life that is rarely simulated. This is unfortunate, as pain and suffering were fundamental to the life of the English serf. Serfs could be called upon to work the fields, pay taxes, fight wars and build castles, all without any hope of advancement and little chance of living beyond thirty-five. Lords of the Realm continues this noble tradition, with yourself on the throne.

You are a noble lord of England or Wales in the 13th century AD. Your objective is to manage your kingdom with enough skill to crush the other Barons and take your rightful place as King of England. The game begins with each player as ruler of one small county, assigned randomly each time you play. Your county starts with a small population of peasants, a meagre amount of stored food, and sixteen fields available for farming with grain, cows, or sheep. By carefully balancing the needs of your peasants vs your army, you can expand into neighbouring country's and bestow the benefit of your wise leadership upon them (or slaughter them if they resist).

It is a cleverly constructed game with the right mixture of complexity and playability. Most of the important aspects of medieval conquest are included without becoming bogged down in unnecessary details. The computer opponents have distinct personalities and playing styles, but to get the most out of this game you will need to play against another human. Preferably one you don't mind disembowelling or beheading.

Damien Hogan

| | |
|----------|----|
| VISUALS | 80 |
| SOUND | 65 |
| GAMEPLAY | 87 |
| LONGTERM | 80 |
| OVERALL | 82 |

Transport Tycoon



PC
Available: **NOW**
Category: **SIMULATION**
Players: **ONE**
Publisher: **MICROPROSE**
Price: **\$99.95**
Rating: **G**

Have you ever wondered what it would be like to be a billionaire? In those idle fancies did you ignore the fantasy of indulging in expensive drugs and cheap sex and ponder rather on dreams of founding a transport dynasty the likes of which the world has never seen? If so, Transport Tycoon is for you.

Modelled firmly on SimCity and Railway Tycoon, this business simulation puts you at the helm of a well funded young company out to spread its capitalist tentacles into the world. As such you manage a transport company, gradually building a capital base and carefully investing in a growing network of road, rail, sea and air conduits. The game starts in the early twentieth century and, depending on the difficulty level, you have a variable amount of cash, ranging from a few thousand to one hundred thousand pounds. In the early stages of the game, various towns and businesses start to grow and it is your job to create the transport network between them; not so much from a sense of national unity but more to bleed every red cent that you possibly can for the hapless creatures forced to utilise your services. This style of gameplay is punctuated with various challenges both economic and biblical (earthquakes, mine collapses, train collisions).

Graphically the game is SimCity like but better quality with greater variety as well as animations and in-betweeners shots. Sound and music are good as well with a juke box style variable track sound scape.

The gameplay is detailed and, of necessity, rather complicated. However, it has been designed carefully enough so that the most rapid assimilation into the games finer aspects is possible. An on-board tutorial also helps the new comer, but those who have played any of the other games in this style should find it relatively easy to come to grips with it.

Overall not a bad little, game, sure to keep those budding capitalists everywhere occupied spending imaginary money on imaginary items to keep their imaginary bank accounts full... gee, sounds just like Alan Bond.

Chris Wheeler

| | |
|----------|----|
| VISUALS | 82 |
| SOUND | 80 |
| GAMEPLAY | 65 |
| LONGTERM | 75 |
| OVERALL | 79 |

Donkey Kong Country

ARE YOU A CHIMP? SICK OF BEING A CHUMP? WANNA BE A CHAMP? HYPER HAS THE KEY TO YOUR SORROWS IN THE ALL-MARVELLOUS DONKEY KONG COUNTRY PLAY GUIDE!



BASICS

Two chimps are better than one, that's what they say so don't forget it. Donkey Kong jumps slightly higher and Diddy jumps that little bit further (and is a lot smaller), so stop and swap monkeys for the appropriate occasion. Getting the hang of which smelly beast to use when, can be crucial to your success!

Barrels and kegs are there for a reason too, not just for you to throw around willy-nilly (poor willy!). In fact, where there's a barrel there may very well be a secret door for you to break open.

Also, don't forget that you can push tyres around — they may give you that

extra bit of jump for out of reach places [1]. Donkey's hand-slaps are also useful for revealing the odd banana bunch or two hidden under the path, so slap the ground in suspicious areas [2].

In the bonus animal stages, try looking for a hidden giant token for each animal (for instance, in the Enguarde stage, simply drop straight down through the coral. Or as Winky, jump all the way to the top left to find a secret cave). Get this and it's an instant bonus!! [3]

In general, Donkey Kong Country is very Mario-esque, so think Mario tactics and you'll be on your way to cracking this baby wide open!



LEVEL 1 - KONGO JUNGLE



JUNGLE HI-JINXS

Wait! Before you go tramping off into the jungle, go and have a look in your house for a quick 1-Up! Try and get to the tree-tops for more 1-Ups (be quick) and follow any banana-made arrows [1]. Rambi is here and will knock holes into the walls to take you to two bonus areas [2].

ROPEY RAMPAGE

When in the tree-tops, fall off the ledge after collecting the "O", to be shot into a bonus level [3]. This will also bypass you most of Ropey Rampage.

REPTILE RUMBLE

Next to the "K" there is a secret door to be opened [4]. To the left of the second DK barrel there is a barrel cannon waiting to warp you to a bonus area. Another secret door lies in the snake-pit to the right of the third DK barrel. Don't forget that you can roll under those jumping crocs.

CORAL CAPERS

There are two Enguarde boxes here and some secret passages [5]. Look for a secret hole on your right when you swim up past the sharks, and you'll find a token of Espresso.

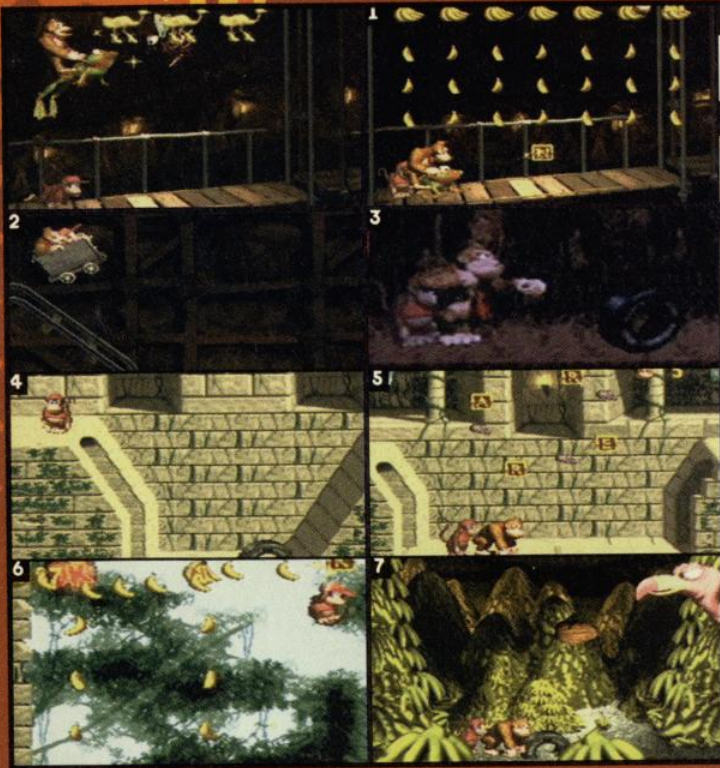
BARREL CANNON CANYON

Jump up onto the entrance to find a cannon that will make this whole stage a breeze [6]. When you finally come down, jump on the croc's heads to climb the trees to another cannon.

BOSS - VERY GNAWTY

This boss is a joke. Jump on his noggin a few times. Easy [7].

LEVEL 2 - MONKEY MINES



WINKY'S WALKWAY

Jump on the vulture's heads to obtain Winky. [1] You'll need Winky to reach the banana bunches in the bonus area reached via the cannon barrel a little further on.

MINE CART CARNAGE

What can I say? Your jumps have to be timed just right [2] (usually at the very last second)!!

BOUNCY BONANZA

You'll need to do a bit of tyre pushing here [3], especially to reach that continue barrel. Once you've touched it, keep pushing the tyre till it rolls onto the moving platform. Then ride it up and jump up and over to the right into a secret bit. Where this ends, you can drop down to the right onto a ledge. You'll find Winky in the cave. Don't forget that Winky can kill bees.

STOP & GO STATION

This is cool. Just turn around and walk back through the entrance to gain an extra team-mate and a warp close to the exit.

MILLSTONE MAYHEM

Jump on top of the entrance for a warp barrel to some bananas! At the first gap, drop down to be shot up to a hidden tyre at the right. Push it as far along as you can (you'll stop under a millstone), jump on this to the warp barrel above. You'll gain an Enguarde token if you spell RARE.

After the halfway barrel, you'll uncover another tyre. Push this to the next ledge to reach those platforms up above. Here you'll find Winky.

BOSS - NECKY'S NUTS

Jump on his head when he's low enough; avoid his projectile walnuts [7].

LEVEL 3 - VINE VALLEY



VULTURE CULTURE

Knock out the vulture on top of the tyre then jump onto the path at the left to reveal the "K". Now, go back around and push the tyre down onto the path. Tap it to the ledge on the right and jump straight up into a hidden warp barrel. A little further on, jump from the left of the L-shaped block to reveal a barrel, then throw this into the side of the L-block to open a door [1].

TREE TOP TOWN

At the entrance, wait for the passing vulture. Jump on it to reach the warp barrel hidden to the left [2]. The rest of the stage can be tough. Timing with the cannon barrels is crucial, but you'll need the practice for later stages!

FOREST FRENZY

You'll need to be quick on the vines, so don't forget that pushing the Y-Button makes you climb faster [3].

TEMPLE TEMPEST

If you are Diddy at the beginning, you can jump off a beaver onto the entrance to pick up a Rambi token. Whilst being chased by the millstones, Diddy is a lot quicker and more agile, so be him if you can. Don't be frightened to jump where the banana-arrows point, as it warps you to a bonus banana stage!

ORANG-UTAN GANG

To the left of your starting point is a keg (look out for the bee!). Take this and throw it against the step to the left. As it bounces back, jump onto it for a ride! [4] Watch out for the gap between trees, you'll have to disembark.

Further on, just to the left of the red arrow is a secret door. Inside you'll find Expresso and some bananas. Once out, fly Expresso back to the large hill that you couldn't reach (with the croc-pit at the bottom). Once up here, use the tyre to jump onto the path to reveal Enguarde tokens.

CLAM CITY

At the beginning there is a secret hole in the left wall in the passage above the first clam. Here you'll find Enguarde and the "K". You should be able to keep him for the whole stage. Just make sure you avoid the pearls! Enguarde never dies, he just swims off, so sometimes you can get him back [5].

BOSS - BUMBLE B. RUMBLE

Throw a barrel at the bee when it comes in low. It will then turn red and fly up and down. Run underneath it until it returns to yellow, then repeat your attack [6].

Donkey Kong Country

LEVEL 4 - GORILLA GLACIER



This is one of the hardest levels! Take your time, as it's easy to slip over ledges.

SNOW BARREL BLAST

This is very tough. Jump on top of the igloo and wait for the vulture. Use it as a step up to the hidden warp barrel! Here you'll score a Winky token [1].

Later on, when the Cannon Barrels take over, there is a way to bypass most of the hard stuff. After you shoot yourself past an army of bees, you'll come across more bees but of a different colour. In the first barrel of the barrels in-between the two sets of bees, shoot straight down. You'll be shot all the way to the right and past most of the difficult bits [2].

SLIPSLIDE RIDE

At the beginning of the level, you'll notice the tip of a rope hanging down. Wait for a croc to jump on, and you'll climb up to a bonus area [3]. Later in the level, after the halfway barrel, you'll come across a similar situation. When you jump back down, land on the patchy bit to reveal an Enguarde token! Remember that blue ropes take you up and purple ones down.

At the first purple rope you come across, jump between the bees to find a barrel. Take this down to the bottom and find a secret door on the left wall. In here you'll have to spell NINTENDO for a 1-Up [4].

ICE AGE ALLEY

At the beginning, knock out the baby vulture on your left and jump down to find Expresso! [5] Hop back up and fly Expresso up to a platform on the right where you'll find a warp barrel. In here you'll get another Expresso token and in the event that you've lost him — another Expresso box. You should be able to fly-by most of this level!

CROCTOPUS CHASE

Keep moving! Keep an eye out for the very annoying squid, which love to get in your way. Listen out for their noise for a warning [6].

TORCHLIGHT TROUBLE

Jump on that box and let out your parrot friend to give you some much needed light [7]. The first barrel you come across has a secret door right below it [8]. It's best to be Donkey Kong in this stage because of all the big blue Krushas that simply laugh off Diddy's puny attacks. There's also a secret door to the left of the exit.

ROPE BRIDGE RUMBLE

At the second gap, drop down into a warp barrel for a bonus area frenzy, and Winky! [9]

REALLY GNAWTY RAMPAGE

You can use the same strategy as you did for Very Gnawty. Just look out for much larger leaps from this creep [10].

P L A Y E R I D E

LEVEL 5 — KREMROC INDUSTRIES INC.



OIL DRUM ALLEY

Right at the start, you should see the tip of a rope dangling down. Grab this and ride it to the top of the entrance, where you can jump down onto that square. This reveals a TNT barrel. Throw this onto the first oil drum [1], and then drop down the gap to warp to a nifty bonus area. Further on, jump down a ledge onto another black square to reveal another barrel. There's a secret door on the left.

Even further along, you'll come across an orang-utan sitting on top of a vat throwing barrels. Run past him, knock out the two blue Kritters and then face the orang-utan. He should turn around and throw a barrel at you. Jump this and follow it to where it will hit a wall and reveal a secret door [2].

TRICK TRACK TREK

Watch out for slight changes in the platforms speed and flying vultures. Don't forget you can duck too! [3]

ELEVATOR ANTICS

Right at the start here, there's an endless 1-Up!! [4] The only catch is that you must be Diddy Kong to do it. Climb the rope and wait for it to swing all the way to the left. Then take a jump (B & Y button pressed) to the left and grab that elusive first rope. Climb this to an easy pick-a-barrel room for a 1-Up [5]. You can repeat this as much as you want!! Look out for your landings when jumping from ropes, as there are snakes galore in this stage.

POISON POND

Right at the beginning, there is a secret hole in the bottom left corner. Here you'll find Enguarde and some bananas. Timing with the spinning wheels has to be precise, if you keep Enguarde you'll be right [6].

MINE CART MADNESS

It's hard and fun! A little along the way at the beginning, try and jump up to catch a rope hanging down [7]. This means bananas! Just get those jumps perfect to stay alive. Keep with the flow — don't hesitate before you jump or you'll miss your mark [8]. Look out for a suspended tyre, as this leads to a bonus room. When you hit the big dipper, get ready to jump out of the cart and onto the exit platform.

BLACKOUT BASEMENT

The answer here is to simply take it slow. If you rush things, you'll either fall off a ledge or run head first into a Kritter. [9]

BOSS - DUMB DRUM

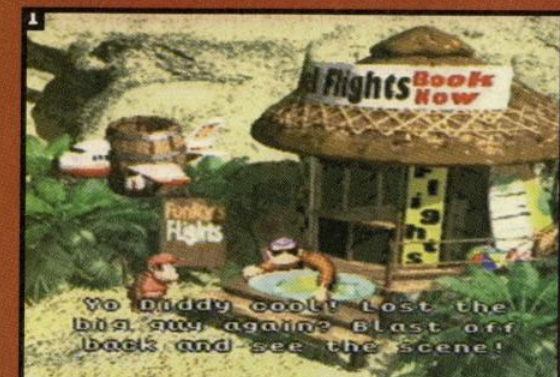
This drum's movements are fairly simple. First it will try and land on you - avoid it. Then it spits out enemies for you to jump on - oblige it. [10]



Donkey Kong Country

LEVEL 6 - CHIMP CAVERNS

P L A H F U I D E



OK, this is really hotting up. Things are tough. Never forget to save, and fly back to Jungle Hijinx if you need to stock up on lives! [1]

TANKED UP TROUBLE

All you need to do here is make sure you get every fuel drum you see [2]. As soon as that platform runs out of gas, you've run out of luck buddy!

MANIC MINCERS

This stage is fairly non-threatening. Even though Rambi is here for the taking [3], I think it's much easier without him as he's too slow and doesn't jump very well. There's a secret door on the right wall in the pit with the blue Krusha [4]. Also, with the moving platforms, don't jump onto them as it's too risky. Try standing near the edge and stepping onto them. Much better.



MISTY MINE

This one ain't the worst either. Use the barrels to destroy the evil drums and take your time. There's nothing fun about snakes around your tootsies. On the fifth rope ride, you can climb right down the rope to find a ledge and secret door. In here you'll find bananas and Espresso. Once out, you can even go back to this again and again. Use Espresso to fly over all the nasties.



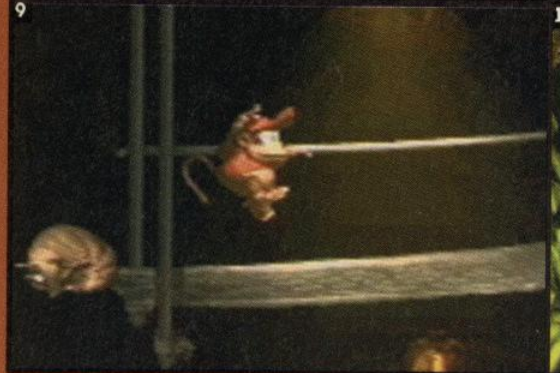
LOOPY LIGHTS

Just keep those lights on! Always give one an extra tap before crossing gaps. In fact, at the first gap, fall down to be shot into a bonus room! [6] Remember that the Klap Traps jump when you do, so be very careful!



PLATFORM PERILS

Yuck! I hated this one. The hardest part is the shaky platforms near the end. It's best to be Donkey Kong here, as he throws barrels further, knocking off Krusha [7], giving you more time to judge your jump before the platforms falls away! Diddy also bounces backwards too far when he hits a powerful foe. Take good note of which way the arrows are pointing too! [8] And are those Army's a pain? Ignore and avoid them by jumping over and onto the next platform where they can't roll at you [9].



BOSS - NECKY'S REVENGE

Again, this is much the same as the first encounter, except that there are more walnuts and they spit out faster. Use the same tactics though. [10]

LEVEL 7 - GANG-PLANK GALLEON



BOSS - KOMMANDER K. ROOL

This is the order of play. First he throws his crown at you. Avoid it and land on his bare head then quickly jump away and over him as he runs to the other end of the ship [1]. He will run back and forth an extra time after each hit [2]. Next, cannon balls drop from the sky. All you have to do here is roll out from underneath them as they fall. Rool then repeats the crown trick once. Then the cannon balls again, only this time they pass over twice. Again the crown trick and then again the cannon balls, which pass three times. Avoid the crown and jump on his head one more time to see the credits roll. But wait! Do not be deceived! There's a question mark after "The End"! The lights come up and Rool attacks again! He only tries his crown-frisbee routine, but he jumps instead of running. You should only roll underneath him. He follows the same pattern as he did when he first appeared. Land on his head three times to WIN THE GAME!

And that's it! Now when you next play, check out the banana hoard under Donkey's house! It's full-bellies ahoy! Mmmmm. Bananas.





Sonic and Knuckles Mega Drive

Hyper Sonic and Knuckles and Super Tails!

Big news from Robert (he likes to be called "Reptile" - we hope it's a reference to MK2 and not because he's got some sort of grotesque skin condition) Britton of McRae, Vic. According to Robert, if you've got a copy of Sonic and Knuckles AND Sonic 3 (and you must have them both), not only can you transform into Super Sonic and Super Knuckles, but you can turn into the even tougher Hyper Sonic and Hyper Knuckles. And let's face it, you can't get any tougher than HYPER, can you?

Here's how it's done. When you link Sonic 3 with your Sonic and Knuckles cart you

play both games consecutively as one big game. Start the game as either Sonic or Knuckles. Collect all seven emeralds in the first half of the game (ie, the Sonic 3 half) and you'll turn into Super Sonic or Super Knuckles (once you collect 50 rings). Now, in the next half of the game (ie, the Sonic and Knuckles bits) you'll be able to collect super emeralds. Collect all seven and you'll be able to turn into Hyper Sonic or Hyper Knuckles. Hyper Knuckles glows

white and pink and has three shadows coming off him when he runs. Hyper Sonic glows white, yellow, pink, green and blue and has four big stars and four small stars circling him. He also gives off three shadows when he runs. They're both even faster than their Super counterparts. Plus, Hyper Sonic can dart about by pressing the jump button in conjunction with a direction.

What's more, you can turn into Super Tails in exactly the same way - ie, collect all seven emeralds in the first half (you won't be able to transform yet but you will be able to collect the super emeralds), then collect all seven super emeralds and you'll be able to turn into Super Tails. Super Tails has four yellow birds flying around him which attack robots and Robotnik!

And you thought you'd done everything you could do with Sonic 3 short of shoving it up your freckle.



Outpost PC

Handy Cheats

Handy tips courtesy of Mathew Veljkovic of Oakden, SA for this excellent space 'em up.

On the main screen, hold CTRL and push F11 for unlimited resources and F12 for Maximum morale and education and minimum crime. If only societies were so easy to manage in real life then we'd all be despots, eh?



Way of the Warrior 3DO

Cheat Codes

We didn't like this one-on-one when it was released (and strangely enough, we still don't like it)

but Cameron Thomas of Herston, Qld disagrees. That's fine - it's a free world after all, with plenty of space for disagreement. Anyway, he's sent us in some rather cool cheats that allow you to play as the two bosses (Kull and High Abbot) and to enter two wild special stages.

Tug-a-War Stage: Again, you can only do this in the Versus mode. Enter TUGAWAR with the birthdate of April 16, 1964. Enter the stage by selecting "Cave" from the Arena menu. There's no time limit and no life meter; rather, there's a bar at the top of the screen that goes back and forth depending on who whacks who (or is that whom?). When one player causes the bar to go all the way over to the other side, he or she is the winner.

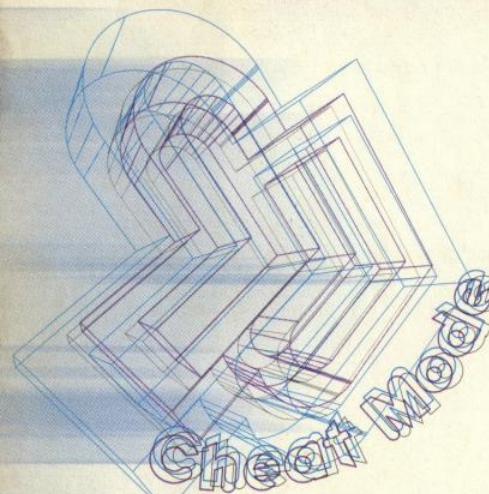
Psychedelic Stage: You must play in the 2 Player/Versus mode. Go to the "Names" screen and enter the name PARANOID and the birthdate of May 5, 1975 (the release date of the Black Sabbath classic according to Cameron). Now you can choose the stage from the Arena menu. It's quite disorienting. Does anyone out there remember the 60's? We don't.

Boss Codes: To play as Kull, enter the name A GAVIN and the birthdate of June 11, 1970. To play as High Abbot enter J RUBIN, Jan 6, 1970. Surprise surprise, you need to be in 2 Player/Versus mode. A Gavin and J Rubin just happen to be the two programmers who make up Naughty Dog Inc, the company which produced WOTW. The trivia never stops here at HYPER...

Zombies Ate My Neighbours SNES

Player's Revenge

The ever reliable and no doubt ever lovely Peter Brodie sent us in this excellent tip for one of the more original games of recent years. At the Code screen, enter WWJX. Start the game and you'll find yourself running rampant through the offices (not the orifices as we would of liked) of Lucas Arts!



Choplifter III SNES

Virtual invincibility

A handy tip sent in by someone who forgot to include their name. Smart in some areas, totally stupid in others you might say. Anyway, it's all to do with repair stations. Repair stations can be found on every stage but can only be used once, right? Wrong! When you're being repaired, simply pull the chopper up just before the energy bar is full. You can return to the repair stations as many times as needed by using the same technique. And as our mystery tipper says, "Sure, you won't have that tiny slither of energy, but what's that to a pro?". Indeed.

Doom 2 PC

Taking Pictures...

After last issue's excellent Doom 2 Play Guide (complete with all the cheats), we thought we'd run out of things to say about it. Not so Anthony Larne of Moorooka, Qld. Anthony tells us of a little known command line parameter that allows you to take screenshots of the game at any time - you don't even need a copy of Screen Thief!

All you do is enter devparm just as you would any other Doom 2 cheat (ie, type it on the keyboard during play). You can take screen shots at any time simply by pressing F1. The shots are saved as pcx graphics files in the DOOM2 directory. Now you can make believe you're as highly skilled as the members of the HYPER crew

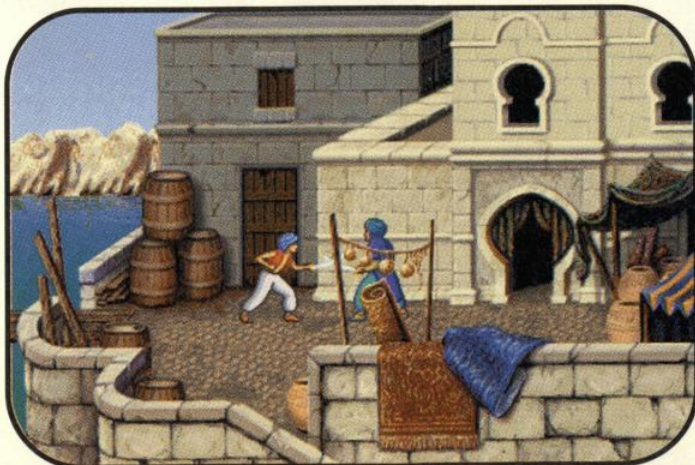


Vortex SNES

Level Codes

We had mixed feelings about Vortex, but quite simply, it's a game you must play. It could be the greatest gaming experience you've ever had. Then again, you might think it's a steaming pile of something that closely resembles shit. Regardless, level codes are always handy.

- Level 2: YFGJW
- Level 3: RWXVP
- Level 4: DHLNC
- Level 5: BGVRG
- Level 6: JNBTK
- Level 7: XLQMB



Prince of Persia 2 PC

Cheats

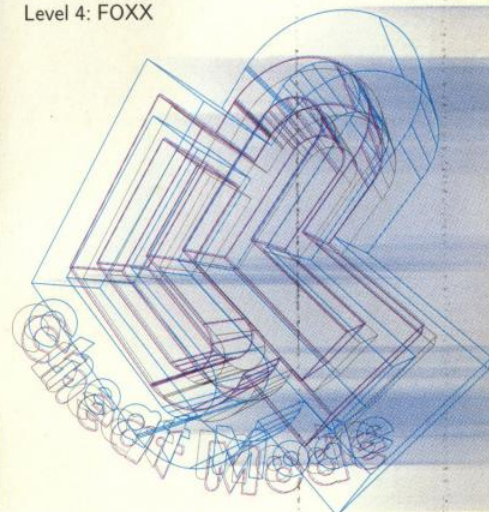
Karl Overton of Adelaide, SA, tells us the easy way of finding out all the cheats for this silky-boy platformer. All you do is type TYPE CHEAT.TXT, at the DOS prompt and your friendly PC will show you every code and a step by step guide on what to do.

Gods Mega Drive

Passwords

We know that Gods isn't the latest, whizz-bang game, but it is a goody, and it's cheap, so a lot of you might want to play it. If you do, you can thank Adam Wilson of no fixed address for these passwords. You should have enough money to buy as many weapons and potions as you like.

- Level 2: NASHWAN
- Level 3: COYOTE
- Level 4: FOXX



Mortal Kombat II

SNES

Secret Select Codes

If these codes aren't hot, we'll eat our collective hat. They come to us (and of course, you) courtesy of Anthony Warne of South Yarra, Vic. Excellent work, Ant (we can call you "Ant" can't we?). Except for "Extend Fatality Time", the codes only work in 1 Player mode. You can combine the codes too (except for the ones that will take you to a secret character). Here's how they work:

At the character select screen, quickly (your timing must be spot on) push the directions indicated followed by SELECT. You can whack the codes in at any time before the characters are selected. As soon as you hit SELECT, you should hear the same tone that you hear when you select a character. If you don't hear the sound, try doing the movements faster.

All the following moves are joystick moves (ie: don't hit the top L and R buttons). D = Down, U = Up, R = Right, L = Left (Duh!).

DURUL = Super Strength.

Your hits 4X damage; theirs 1/4 damage.

LURDL = 30 Kredits.

UULUD = Extends time to do fatality/friendship/babality/pit spikes.

RUURL = Skip to Shao Khan!

The following codes work like this: you fight the named character and you keep fighting them until you lose ("Push Start to Continue"). Then you play the game as usual, with a higher starting point.

ULUUR = Skip to Smoke, then play from Shang Tsung.

UDDL = Skip to Jade, then Smoke, then play from Shang Tsung.

LUDDR = Skip to Noob Saibot, then Smoke, then play from Shang Tsung.

UDDRR = Skip to Kintaro, then play from Shao Khan.

As Anthony says, don't forget to hit SELECT after the movements!



Mighty Morphin Power Rangers

SNES

Level Codes/ Fighting Codes

Average game, but I'm sure a few suckers got stuck with it, so here's the codes.

One Player

| | |
|---------|---------|
| 2: 3847 | 5: 1970 |
| 3: 5113 | 6: 8624 |
| 4: 3904 | 7: 2596 |

Fighting Codes

| |
|-----------------------|
| Scorpina: 0411 |
| Colossus: 1007 |
| Second Colossus: 1212 |

Quarantine

PC

Level Codes

Send Christmas cards to Jade Andrews of the ACT for these codes.

- 1: Omnicorp is all knowing
- 2: Keep the oppressor oppressing
- 3: The meek shall inherit zilch
- 4: Have you had your hydergine today
- 5: Kemo city is a nice place to visit

Jade's also sent in these lovely hex bytes so you can change the weapons and stuff - all you have to do is edit the saved game (SAVE0.GAM) - a copy of XTGold comes in handy. Look for these bytes:

Byte 1997 - Money (change to C8 64)

Byte 31, 39, 41, 49, 51, 59 - Weapons (change to 26 06)

Byte 71 - Steel, Titanium, Plastisteel (chnage to 26 06)

Shockwave

3DO

ELVIS SIGHTING!

What is it with EA and Elvis? Not only did they whack him in Urban Strike, but he's got a cameo in Shockwave too. Where? Just blow up the octagonal shaped moon base at the start of level 10. If you fly back over it you'll see a very small Elvis jumping up and down trying to get rescued (you can't rescue him). Weird, huh?

SECRET MISSION: "MILK RUN"

All you need to do to play Mission 11 (Milk Run) is finish the game! After the final credits roll, look back at your saved game and you'll find you're now on Mission 11 - just restore your game and start flying. You might notice that the Milk Run isn't like the other missions - if you don't, you're not looking real hard.



Shaq Fu Mega Drive

All the Moves

Philip LoveLock (Mt Isa, Qld) has sent us in all the moves for Shaqgy-Fu. We thought we'd print them. F = forward, B = back, D = down, U = up.

Shaq

Flaming Roundhouse:

D, F, C button

Buzzsaw Slicer:

F, B, F, A button

Sett Ra

Energy Ball (Ouch!):

D, B, C button

Mummy Wrap:

F, D, B, C button

Colonel

Dual Punch: D, F, B button

Machine Gun:

D, F, B, B button

Kaori

Meow: D, B, B button

Cyclone: D, B, C button

Auroch

Blade Toss: B, F, B button

Mace Hammer:

B, D, F, C button

Memphis

Burning Powder:

D, B, B button

Lightning Jaws:

D, F, B button

Light Sabre: Moving forward,

A button in close

Diesel

Fire Fists: B, D, B, B button

DarkSide Dagger:

B, F, B button

Bad Duet with Barnesy:

Any button

Voodoo

Evil Voodoo Doll:

D, B, C button

Evil Eagle: D, B, F, B button

Leo Tsu

Bo Smash: D, F, B button

Bo Flash: F, D, F, C button

Bo Crash: D, F, B, B button

Bo Jackson: Sports Star

Bo from Dukes of Hazard:

Wanker come C&W Singer

The Beast

Bad Breath: D, B, B button

Nezu

Back Flippin' Mine:

D, B, C button

Launching Eno Mine:

D, B, F, C button



Sonic CD Mega CD

More Hidden Stuff

Yet more wacky secrets in this wacky little game. Access the Sound Test at the Title Screen by pressing Up, Down, Down, Down, Left, Right, A. In the Sound Test, enter these codes:

Hidden Special Stage:

FM:07 PCM:07 DA:07

Gothic Sonic:

FM:42 PCM:04 DA:21

Hip Hop Sonic:

FM:42 PCM:03 DA:01

Japanese Sonic:

FM:44 PCM:11 DA:09

Masked Sonic:

FM:46 PCM:12 DA:2

Dynamite Headdy Mega Drive

Stage Select

Eliot quite liked this weird little platformer. Make it more fun with this handy cheat.

At the Title Screen, press START once. Leave the cursor on "Start Game" and : C, A, LEFT, RIGHT, B. You'll hear a tone. Now just press Start and select your stage.

Sylvester and Tweety Mega Drive

Skip to Level Five; 99 Lives

A good looking, if somewhat tragically flawed game and this cheat should suck any remaining element of fun out of it. Just PAUSE the game at any time and press A, A, A, B, B, B, A and then unpause and you'll warp to level 5. Do it again to pump your lives up.



John Madden Football 3DO

More Cheats

Lots more cool tricks for the Fat Boy.

Beefy Players:

Pause and press the top R button, A and the P button (RAP). The crowd'll cheer.

To see the other team's plays:

Pause, press B, L button, A, B (BLAB). You'll hear a grunt.

Back to Normal:

Pause, press A, X (AX). Listen for the gunshot.



DOOM

PC Add Ons

**So you've
pounded all the
demons in Doom
1, rocketed the
ram's head in
Doom 2 and you
think you're all
Doom-ed out.
Think again.
There are a whole
host of add-on
files to get you
back into Hell.
HYPER checks
out the pick of
the crop...**

When the programmers of Doom first posted their shareware game onto bulletin boards and the Internet, they gave home programmers and game fans the information needed to create their own levels and manipulate the graphics and sound files. The result is a whole range of amazing add-on .WAD files for the original Doom - some funny, some serious and some downright silly. The quality ranges from amateur to mind-blowing, but as they're all freely available to 'Net surfers, no one really cares how bad they are - it's the attempt that counts, and you can always erase the file after a quick look.

The most complete files come from classic sci-fi universes like Aliens, Star Wars, Dr Who and Star Trek, and these come with new monsters, new sounds, new weapons and even new levels. Aliens and Star Wars are the best of the lot, and the work that's gone into these two is quite inspiring.

Alien Doom

Alien Doom contains new levels, new backdrops, a new type of rocket launcher, a pulse rifle (which fires faster than the chain gun), lots of aliens (including face huggers) which spurt green acid when you shoot them (ow!) and fantastic sound samples and effects. When Vasquez screams "Let's rock!" when you're opening a door, the adrenalin really starts to flow. The game is apparently specifically aimed at multi-player co-operative mode, but we played it all on our lonesome and had a lot of fun (even though some rooms are absolutely jam packed with beasties). If there's even the tiniest bit of an Alien fan lurking inside you then you must play Alien Doom - it's a whole new experience.

Star Wars Doom

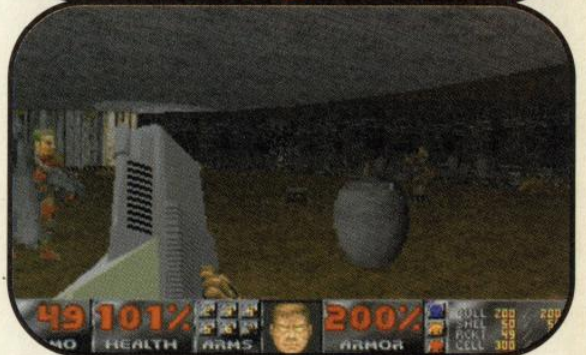
Star Wars Doom also takes you to a brand new world, as it takes place on the huge Death Star complete with trash compactor and huge chasms. Not only do you get to fight with a light sabre (it replaces the chain saw) but you get to take on Stormtroopers, droids, Imperial Guards and other George Lucas created monsters. Oil barrels are replaced with R2D2 clones. The sound is great (excellent Darth and Chewie samples), the levels are huge and tricky and if you've ever wanted to be Luke Skywalker but didn't want to worry about looking like Luke Hamill, then this is the game for you.

Other files of interest

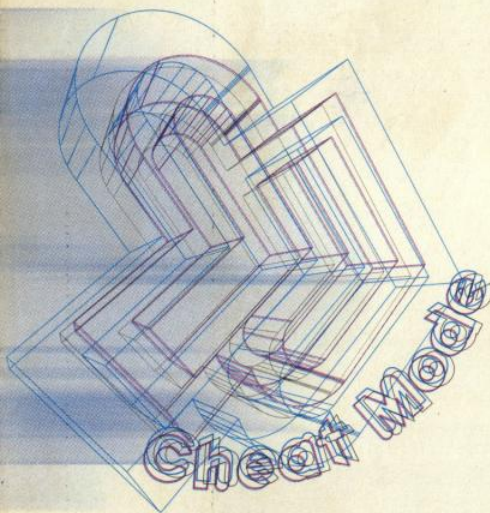
There really is an almost endless list of sound and graphic add-on files and more are being created all the time. Some of the best ones we saw are **Clinton Doom**, where Bill's head takes the place of the Cacodemon; **Monty Python Doom** where all the sound files are replaced by Python samples; **Beavis & Butthead Doom** where you snigger and say "Cool" and "fart-knocker" a lot; **Chook Doom** where you fight giant chickens with your own chicken rocket launcher; **Happy Doom**, a surreal adventure where the aim is to make the monsters happy by giving them flowers and **Pac Doom** where giant 3D Pac monsters will give you their own silly version of hell.

To access these .WAD files you're going to need either a PC with a modem or a PC with Internet access. A good local BBS for files is Shockwave (02 669 6041), otherwise if you're already on the Net you can download them from Next Online's Gamesnet ftp site at <ftp.next.com.au>. Or if you're on the World Wide Web connect to <http://www.next.com.au/>

If you're not on the Net but want to be, check out the Next Online ad in this issue and fill out the form.



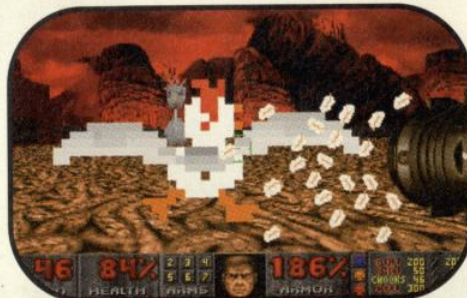
ALIEN DOOM IS THE BEST OF THE .WAD FILES. THE SOUND IS BRILLIANT, AND EVERYTHING YOU LOVED ABOUT THE MOVIE IS HERE - FACE HUGGERS, ACID BLOOD & PULSE RIFLES!



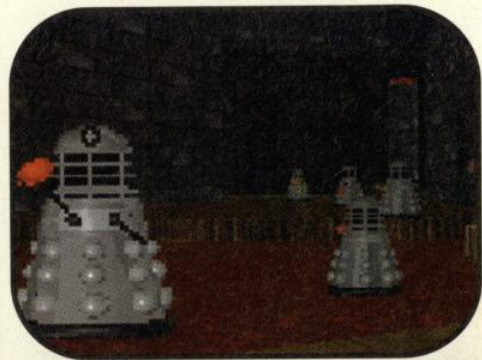
HOMER DOOM ISN'T GRAPHICALLY SPECTACULAR BUT IT'S FUNNY



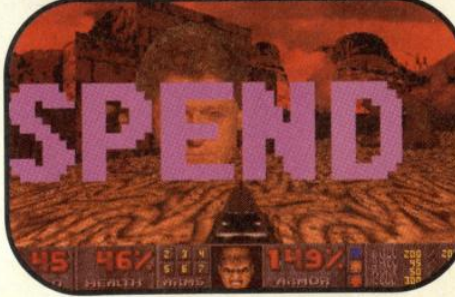
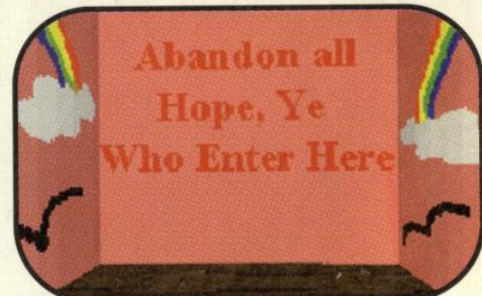
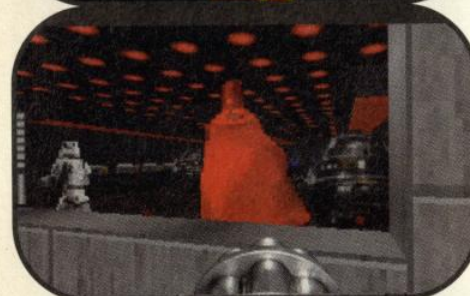
PAC DOOM IS FUNNY FOR A WHILE, AS YOU GET TO TAKE ON GIANT YELLOW PACMEN (SURPRISE, SURPRISE). WATCH OUT, THEY'RE DEADLY!



CHOOK DOOM IS PROBABLY THE FUNNIEST WAD FILE. YOU GET A CHOOK ROCKET LAUNCHER AND YOU GET TO TURN GIANT CHOOKS INTO FRIED EGGS. GREAT SOUND EFFECTS TOO.



DR WHO FANS GO WILD! YOU CAN TAKE ON THE DALEKS RIGHT NOW AND A CYBERMEN WAD FILE IS APPARENTLY COMING SOON.



BILL CLINTON MAKES YET ANOTHER GAME APPEARANCE - PRETTY SCARY HUH? HE SHOOTS OUT THE WORDS "TAX" AND "SPEND". OUCH!



HAPPY DOOM IS FOR ALL YOU HIPPY PACIFISTS OUT THERE. DON'T SHOOT YOUR ENEMY - GIVE HIM A FLOWER AND MAKE HIM HAPPY.

STAR WARS DOOM IS ALMOST AS GOOD. ITS GOT R2D2, STORM TROOPERS, A LIGHT SABRE AND SOME EXCELLENT DARTH SAMPLES.



The HYPER Crew Go To Pieces!

A lame headline if ever you've seen one, I know, but then, we've all been struck down by illness during the making of this bumper issue and we really don't have the energy to be funny right now. Tired, phlegm-ridden and exhausted we may be, but we're also vaguely satisfied that we've managed to deliver, yet again, 100 pages of the finest gaming news, reviews and tid-bits (whatever they might be) you'll ever see. We hate to blow our own trumpets, but hey, someone's got to.

We'll try to stay healthy for the next issue though and we'll be back next month fitter and healthier than a trio of labradors feasted on PAL Meatybits. Mmm, Meatybits...

Send your letters to:
Try Odourless Garlic
Tabs You Morons
HYPER Letters
PO Box 634
Strawberry Hills
NSW 2016

Techy freaks can e-mail us at
freakscene@next.com.au

RATING DEBATE

Dear HYPER,
Could you please explain exactly how the percentage rating system works? I am not saying you do a bad job (hell, you review better than any other mag), it's just that the system really sucks. For instance, if a version of Doom came out with digitised, no-blocky images, full speech, CD-quality sound, with hundreds of levels, how do you show it? If you gave it maximum, what if it were amazingly improved again? Then what? The current scoring system seems to be absolutely useless for comparison. For instance along with the standard scores, you could add a scale with a lot of similar games on it, and show where that game falls into place, games on it, and show where that game falls into place, making for a system where comparison is no problem. Like how Streetfighter 2 Turbo got the same mark as MK2, you could put a scale with fighting game graphics on, where it could show MK2's superiority. Anyway, I think by now you get the point. Don't worry, it's nothing wrong with HYPER, you make the best games mag, it's just a system that sort of needs revising.

Yours sincerely
Lenny Jones

The percentage scoring system has its obvious drawbacks, but it's the best one we've got and we're sticking to it. It's very tricky to score between different systems and to score updates of games (such as SF2 Turbo and Doom 2). There's a lot of difference between a Sega Mega Drive and a 486 PC with CD ROM. The games are miles apart - graphically, sonically and even demographically. What it comes down to is the gameplay - how much fun it gives the player. That's why both machines can have games score in the 90's. Also time of release plays a big part in a mark. Changes occur so quickly in video games that a game can be out-of-date within a year. It still could be a lot of fun, but in the intervening period something might have come along that's bigger, better and more fun. Obviously if the old game is converted to a new format, it won't get as large a mark because there is now a better

value product on the market. That's what happened with Super SF2 and MK2 - MK2 is a new, very classy fighting game which may or may not be better than Super SF2 (it's a matter for debate). Unfortunately SF2 has been around for years and while it's still excellent, 4 new characters doesn't necessarily mean you should spend lots of money to own it. While the marks were similar (MK2 on SNES actually won on percentages), our comments should have guided you as to how we're really thinking. So when it comes down to it, the percentage rating system should only be used as a guide - to know our true feelings on the game, read the full review, that's what it's there for!

FEEDBACK

Oi you guys at HYPER, I have a novel idea. A new section/page/s for your esteemed publication. Us dumb consumers/gamers/thumb callusers are served up all sorts of trash and mediocre crap mixed in with some (expletive starting with f) splitch games. Besides you guys, the powers that be (Sega, IBM 3DO, Jaguar, Dimtendo) don't seem to have any feedback link with us consumers.

Here's where you come in. You tell us little bleeds to send in our favourite game irritation, glitch or shitty bit or conversely the coolest chunk of our favourite game; you summarily dispense some dumb inexpensive prize to the best ones.

Next; you send this interesting data to whoever wants to pay billions for it, you're rich and happy, they're happy and richer and us consumers will be poorer because we can no longer resist buying excellent improved games.

Hell, you could take it a step further: the scant few of us who actually think might even come up with a whole game concept. You'd probably get a lot of concepts better used as recycled confetti, but along with it might come along the next SF2 Super/Turbo/Hyper/New Challenger edition. Now is that an interesting concept or what? Alternatively should you be slack sods how 'bout you print some contact details for software developers so we can do it ourselves. Is that possible?

If not, sod off and die. Then came back in your next life and keep up the good work.

Yours Reasonably sincerely
Craig Bennett

Your concept is a great one, but that's really what this letters page is for - irritations, compliments, arguments about games and gameplay. If you've got a whole new concept for a game that's too big to fit in a letter, send it in to us and we'll put you in contact with software developers.

TECHNOLOGY OVERLOAD

Dear HYPER

I thought of this a number of times: wouldn't it be excellent to use the Interactor, Justifier, Activator and the VR headset at the same time? And maybe all this with four other people with the same equipment hooked on a four player adaptor? Although all this would be a bit hard to manage, (or impossible) it would be great fun. What do you think?

Another point: I think that the super consoles war is never going to end.

3DO II is coming which will be better than the Playstation, Sony aren't going to take it so they'll improve the Playstation and so on. And I haven't even mentioned Sega or Nintendo. I think it will be the same thing with PC's. The minute you buy one, it's out of date.

Thank you
John QLD

Mad idea John, but completely impossible at the moment. In a couple of years though we'll see much more realistic VR games that will incorporate devices like the Interactor for full-body effect. And yes, the Video Game War is only just beginning and there doesn't look like being any end to it at all. After all the Coke War (between Coca Cola and Pepsi) doesn't show any sign of failing and that's been going for decades.

GAME OF THE YEAR

Dear HYPER,

I recently hired out a copy of Donkey Kong Country and I tried to use my Action Replay II on it and a warning came up and said that this game is not designed to use with game altering devices. Why have Rare

done this and will any other games under go this treatment also in the near future?

Before I end this letter I'd like to ask a question about 3 certain platformers: Super Metroid, Earthworm Jim, and Donkey Kong Country. All 3 have lived up to the hype and Super Metroid and Earthworm Jim both got 94% in your mag and in the 20th issue of NMS, Donkey Kong Country received 96%. Now heres my point. In issue #8 of HYPER on the front cover it says "Super Metroid console game of the year.". In NMS no. 20 at the end of the comment it says "Game of the year? Definitely". And in HYPER no. 11 on Earthworm Jim in the overall part your comment was "Is this the perfect platformer? Why, yes it is as a matter of fact." What's going on? Who's telling the truth? Which game really is game of the year? Super Metroid or Donkey Kong Country and if Earthworm Jim is the perfect platformer then shouldn't that be game of the year.

I've already played Super Metroid and Donkey Kong Country and they are both wicked and I've seen Earthworm Jim and that looked very impressive so please tell us all which is better?

Simon Censori

Firstly, some "game altering" devices are used for copying games which is obviously not in the producers best interests so it is going to get more common, and secondly, I can't tell you which game is better because I really can't decide myself. They are all brilliant games and you should try and own all three if you can. I won't go on about the differences between magazines and reviewers, but when we put Super Metroid on our cover we said "Console Game of the Year?". Note the question mark. But I wouldn't really worry about anyone's else's opinion as to "Game of the Year". Play them all and decide yourself.

POTENTIAL 3DO BUYER 1

Dear HYPER,

I've been recently thinking of buying a 3DO and have some questions about it.

1. What would be the top 5 games for 3DO so far?
2. Will Alien vs Predator be on

the 3DO?

3. I thought that Night Trap was banned in Australia, what's the story?

Other questions (mainly for Mega Drive)

4. My friend told me, for the level select cheat on Sonic 3 (I missed no 8 - so shoot me!!) that you need to take the cart out to get it, and it could damage it in doing so. If this is true is that another way of doing it?
5. On the Zone there was supposed to be a cheat to turn Mortal Kombat into Street Fighter II is this true?

Yours faithfully

JR Rainbow Flat NSW

1. I'd say Road Rash, FIFA Soccer, Shock Wave, Super Wing Commander and Alone in the Dark, but other people would disagree 2. No, I don't think so 3. It wasn't banned - Sega voluntarily withdrew it (after most people had already bought it). It's now been classified MA 15 4. It is true that there's a cheat which requires you to pull the cart out, but there's an easier way - after the Sega logo fades quickly press UP, UP, DOWN, DOWN, UP, UP, UP, UP before the screen flashes white. Timing is everything though, so you may have to persevere. 5. No, of course it's not.

POTENTIAL 3DO BUYER 2

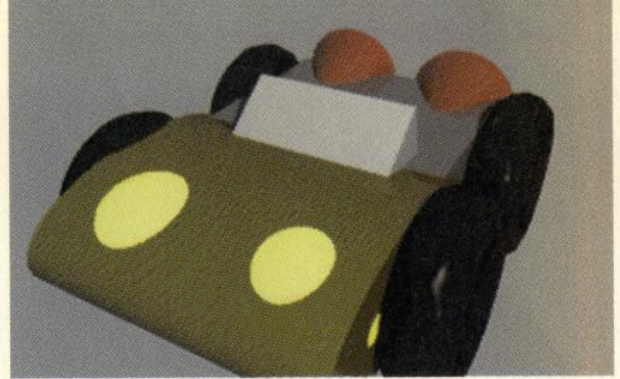
Dear HYPER,

I am a loyal and devoted fan and have been reading your mag since day one. It's the best mag in Australia. Anyway I own a Super Nintendo with 12 games, the Tank, 3 control pads, the 4 player adaptor, and the gun. I am thinking of trading it in for cash and then buying a 3DO. I have played all of the games available at the shop and I think it kicks butt. Especially Road Rash and John Madden Football. I don't know what to do. Do you think it would be worthwhile to get a Panasonic 3DO, or wait until a 64bit system is released like the Saturn.

Thanks for your time, and keep up the good work.

Graham Oates

For a start, the Saturn isn't a true 64bit system and if you want to get into high level gaming straight away, I reckon the 3DO is an excellent place to start. You can



always upgrade that to a 64bit machine in a year or so.

BASIC GAMING FUNDAMENTALS

Dear Ed

I am very, very pissed at Sega at the moment. Why? Well I bought a Mega CD a couple of months ago - this should tell you everything.

About a week ago I bought a British mag featuring an article on the long awaited "Rebel Assault" soon to be released on Mega CD. As an Avid "Star Wars" fan from way back, I'd been dreaming about taking on the Empire once again, flying for the Alliance, blowing the shit out of TIE Fighters and anything else I could aim my X-Wing at. But alas, I found out that just like most other CD games, it involved very little playability. Oh yes it promises very pretty graphics and FMV and Digital speech and, and.... I think it really sucks that these games are being sold for over \$100 and you get very little in the way of playability, addictiveness, quality for money. It seems as though the creators and programmers are so involved with the visual presentation of CD games that they are sacrificing basic gaming fundamentals. Lets hope we don't get abandoned all together, when the new Mars and Saturn gaming machines are released.

Catch Yez
Duncan

Rebel Assault is a difficult case, because (on the PC at least), the graphics are so good that the gameplay faults don't seem as bad as they should be. However on the Mega CD, the grainy visuals don't hide the fundamental flaws at all. There are a couple of good Mega CD games (Thunderhawk for example) but in general it's a bit of a dud machine. Sorry.

IT'S THE GAMES THAT COUNT

Dear HYPER

First I'd like to tell that "PC ACTIVIST" to go to hell (please excuse the obscene language) because he thinks that HYPER doesn't review many PC games. I own an IBM CD ROM and I think that you do a lot of reviews and previews for PC seeing that you are a multi format magazine. Even though I don't own a Mega Drive anymore, (I popped into the nearest Cash Converters and was ripped off, but I bought The 7th Guest with my money) I still enjoy reading reviews for other systems and games. Also, Mr Activist, do people (Homo Sapiens, not PC Nerds) buy a Mega Drive because of its 64 colours and 16-BIT CPU. NO!! I and many others don't care what system we have because it's the games that count. Also, Mr Activist, you can waste your money on those stupid English magazines (priced at \$6.00 or higher) which come with faulty CDs and bad disks! Away from that situation, may I ask a question?

I am thinking of buying The 11th Hour. What is your opinion (on the game) and also in the advertisement in issue 11 (what a coincidence!), it says at the bottom of the page: Contact Shockwave BBS for Screenshots and Demos. Do you know how much these demos cost? Thank you very much for your time and I hope that the PC Activist gets a life and what he deserves!

Jim Morris QLD

In answer to your question, I have no opinion on The X1th Hour because I haven't played it yet. It's due out in January or February and we'll review it as soon as we get a copy. As for the demos: Shockwave is a Bulletin Board and if you have a computer and a modem you can download screenshots and get info about demos. Some demos are free and others you are charged for. Log on for all the info.

WAY OF THE WARRIOR

Dear HYPER,
Boy, did you guys get it wrong! Your review of Way of the Warrior was way off the mark. Ever since a certain leading US gaming magazine dumped on the gameplay of Way of The Warrior in a mini review, subsequent reviews seem to be afraid to determine for themselves the playability of the game.

The game is not unique, but it is the first 32 bit fighting game for the 3DO, and as such has sliced off a large hunk of the small 3DO game market. It's all the rave on the Internet and CompuServe, as addicts (like myself) try anything, to learn the secrets within the game.

It varies from Mortal Kombat in one major area...it's not a console release of an already marketed arcade game. When Mortal Kombat I & II hit the console market, most of the game secrets were already known and in print, and playability was at a maximum. Way of the Warrior was a direct entry to the market, so it's understandable that a reviewer has little to talk about when he knows that each character in WOTW has 60+ moves (unique, generic and location specific), but he hasn't a clue what they are, unless he spends a few weeks getting acquainted with the game.

To critique the review itself, I would agree with the ratings given to both visuals and sound. WOTW has almost as much memory devoted to sound effects as all of Fatal Fury 2 for the Neo Geo, and at 30 frames per second, it has smooth panning and zooming of the camera (ala Samurai Shodown). The gameplay rating is rough. I don't know what the reviewer was on, but slow the game is not. The speed in absolute terms depends on the camera's perspective, and combined with the large characters, it may seem slower than say MK II, but it is definitely not. Control is tricky, as the moves that are direction + a button require excellent timing. They do work, but it takes practice to get the hang of it.

As for the longterm, with hidden games, secret stages, magic and twice as many characters to discover and use, as you start with, the longterm looks good as far as

I am concerned. Thanks for reviewing the game. With the 3DO competition, and advertising in the same issue, at least your review shows your impartial and not pressured to give 'nice' reviews for your advertisers.

Cameron Thomas
Herston QLD

Ahh, Way of the Warrior. Our review caused quite a bit of fuss but we're sticking by the rating and comments. Andrew may have written the review, but all three of us (Me, Andrew and Mark) agreed that the game wasn't a winner. While it may be fast in absolute terms (sure, there's lots of scaling, zooming, rotating etc), it's not too quick when we're talking about actually beating the crap out of your opponent (which, let's face it, is the point to a one-on-one beat 'em up). And the controls - you call them tricky, we call them clumsy and while there are a hell of a lot of secrets, if the basic gameplay is not up to scratch, there's not much incentive to go looking for hidden bits. But then, if you like the game, that's all that counts!

MIXED BAG

Dear HYPER,
First of all, congratulations on a fine magazine. I purchased my first issue of HYPER last month, it is very informative. So, lets get down to the questions.

1. When will the 32X be released in Australia and for how much?
2. I own SF2 Special Champion Edition, should I also purchase SuperSF2?
3. Have you any information on the Saturn (tech specs)?
4. Will there be a floppy disk version of Armored Fist and if so, what is the price?

Thanks for answering my questions. Keep up the good work.

Yours sincerely
Jimmy T

1. It should be out any time now for \$349
2. Only if you really feel you have to play with the New Challengers. I personally don't think it's worth the extra money
3. We've had a bit of a play with the Saturn (it's very silver) but the tech specs were all Japanese and Sega couldn't even tell us the final details. We'll cover it and the first game, Virtua Fighters next issue
4. Yes. \$99.95

PC GAMES KICK CONSOLES

Dear HYPER,
I have been reading your magazine ever since it came out, and must congratulate you on what is - in my mind - the best Australian games magazine. I feel, however, that I must get a few things off my chest.

I see that the PC vs Console war is raging on. Most readers say that the console is better, and slag off the PC because it has gouraud shading and is therefore unplayable. Hmmm. Most CD-ROM based games have that, and everybody knows that 80% of them are trash.

But if consoles are better than PCs, then how come the highest HYPER ratings so far have gone to PC games? Doom and Myst both got 96%. If my memory serves me correctly the highest console rating was 94% for Road Rash (It's actually SF2 Turbo and NBA Jam, both with 95% - Ed). Where else but the PC can you get games as brilliant as Doom and Doom 2, Rebel Assault, System Shock, Ultima Underworld 2, Sam & Max Hit the Road, UFO Enemy Unknown, Theme Park, Syndicate, Cannon Fodder, Sim City 2000 and Myst (to name but a precious, precious few)?

On Sega? Nope. On the SNES? Uh uh. On 3DO? Nice try, keep guessing. On Gameboy? Not a chance. Jaguar? In the arcades? You'll be lucky.

And do PC games cost \$140? No sir. The most expensive one around is just clocking \$120, and that's on CD with 650 Megabytes of information. Heck, some PC games are free! Lush.

Sure, a few of the above-mentioned games are on console systems, but they were released on the PC and Mac first, and the conversions are utter crud (take Syndicate on the Mega Drive, for example. And DOOM on Jaguar).

And where else can you get 64-bit programs that run at 150Mhz and have 16.5 million colours with CD-quality surround-sound audio? On that little black or white box hooked up to your television? Not bloody likely! As for multiplayer games, well, there ARE such things as networks and modems, and a few PC games can have up to four players on a single system! I'd like to see the Mega Drive do that.

If anybody out there who disagrees with me can show me a truly original console game that isn't a platformer and the PC can't do better, I swear I shall grill my hat and eat it with oyster sauce.

Yours totally truly sincerely
James Wall QLD

James, no one is arguing that the PC doesn't get fantastic games. It does. But console owners have their own rippers like Earthworm Jim, Virtua Racing, Donkey Kong

Country, Super Metroid and Sonic, and the price you pay for a console (\$150) is a hell of a lot less than a PC (\$2000 - \$4000 with soundcard/CD-ROM), even if the games are slightly more expensive. If you're happy with your system and the games you're playing, that's all that counts.

THE RINGS OF SATURN

To the Happening Dudes of HYPER

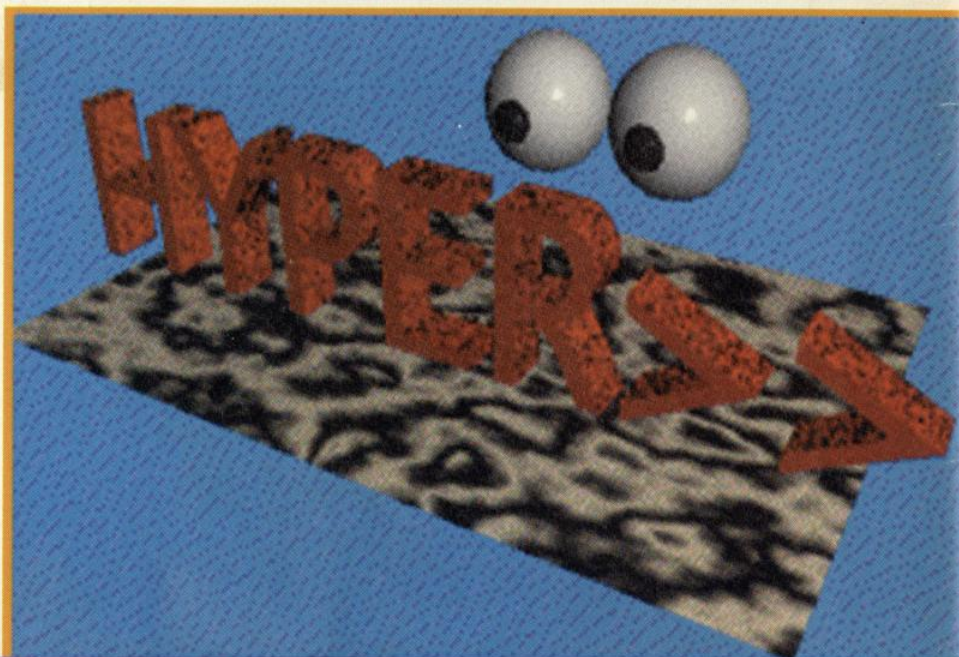
I would just like to ask a few questions that the wise crew of HYPER may be able to answer for me.

1. When the Sega Saturn is released will it have a cartridge slot for either Mega Drive or MD32 games?

2. Now that Microsoft has joined with Sega, what can the two companies working in conjunction with one another provide for the Saturn in terms of Multimedia purposes?

I would just like to make a statement: I and many other people are pissed off that Japanese and American gamers will be able to purchase the ultimate in gaming experience, after all we enjoy gaming as much as the next schmuck. I mean who wants to play arcade-perfect conversions of Sega's Virtua series and Namco's Ridge Racer and Cyber Sled (all exceptional games), a year or 2 years after their initial release in the arcades. Why not release a console world-wide simultaneously? It would have many benefits.

THE EYES ARE ON US. THIS WAS SENT TO US BY MICHAEL GROENHOUT FROM WATSON IN THE ACT. HE ALSO DID THE PIC ON THE PROCEEDING PAGE. NICE WORK.



NEWSAGENT

HYPER...
MAKES THE REST
LOOK SHI...



AN OBVIOUS HYPER FAN. JOHN SMITH FROM GLADSTONE, QUEENSLAND SENT US THIS MODERATELY AMUSING BIRO DRAWING

Anyway, its time for me to go, keep up the excellent work.

The Sly

1. No, the Saturn is a brand new machine. It does have a cartridge slot, but MD or MD32 carts won't fit in it. There may be add-on devices (like the Master System converter) which allow you to play MD/MD32 games but at the moment, the Saturn is for Saturn games only. 3. Microsoft supposedly worked on the operating system for the Saturn and that's all. Besides - Microsoft have never been known for their Multimedia work.

MESSY THOUGHT

To the HYPERactive people, Can you tell me why some games are so expensive and others aren't? Donkey Kong Country will be selling for \$99 which is incredible for a huge 32 meg cart, and other games eg NBA Jam cost around \$130 - \$140. I know about import duties and all that so I reckon Australia should make PAL versions of games here. Would that be possible?

I think Nintendo's only problem with the Ultra 64 is that it sounds like a giant tampon. Instead of "They're my Libra Fleurs", its "They're my Ultra 64s, for my heaviest days". There's a messy thought for you. Thanks for your time effort and psychiatric counselling

Ben (Cypress Hill) Smith

That certainly was a messy thought. Nintendo licenses out the rights to produce games on the SNES. It's a thorny issue, but third party manufacturers are forced, in effect, to buy their carts off Nintendo of Japan, which (especially considering exchange rates) ends up making their final products a lot more expensive than they otherwise would be. That's why only Nintendo themselves could have released a 32 Meg cart for only \$99. It's got nothing to do with import duties.

BLOODY UNREAL

Dear HYPER, I've collected HYPER since Issue 2 and its bloody unreal. Anyway, I've got some questions.

1. Are you going to do an EA special with NBA Live 95, Madden 95, FIFA 95 and PGA III?
2. How much are 32X games?
3. Does the 32X connect to older versions of the Mega Drive?
4. When is NBA JAM Tournament Edition coming to Mega Drive?
5. Do any games come with the 32X?
6. When is Mutant League Basketball coming out?

Keep up the legendary Work
James VIC

1. We're not exactly doing an "EA Special" but we'll definitely be reviewing all the games you listed - FIFA 95 is in this issue, NBA Live 95 was in last issue 2. They range in price from \$90 to \$120 at the moment 3. Yes 4. March, hopefully 5. No 6. Not sure.

Hypermart

FOR SALE

Two IBM Games, 1. A10 Tank killer version 1.5 (3.5 floppy) 21 missions with manual and box \$25.00 2. Over Kill (3.5 floppy) with cover \$10.00. Phone Jeremy on (049) 886 305.

Magic Drive Plus 24 meg disk system for Sega Mega Drive (still under warranty) plus Mega Drive with heaps of games including MK II. Also comes with Action Replay 2 and four controllxers. All items are PAL. Will sell all for \$850.00-\$800.00. Ph (02) 579 1900.

I wanna sell my Lynx with 3 games - Ishido, Stun Runner and Xenophobe with boxes and instructions but no box for the Lynx. Call Peter after 4pm on (02) 281 681.

Super Nintendo including 4 games: Super Mario All Stars, NBA Jam, Super Mario World, Bart's Nightmare and 2 controllers worth \$720 selling for \$350 ono. Contact Graham on (02) 980 6834.

Will sell Mortal Kombat and Sonic 2 on MD for \$70.00-\$80.00 or Mortal Kombat \$60.00. Sonic 2 \$20.00. Will also swap for other MD games. Neither game has box. Ask for Casey on (043) 285 916.

Will sell Street Fighter II SCE. \$60.00, Mortal Kombat \$50.00. Both are for Mega Drive. Both in excellent condition. No instructions for Mortal Kombat. Will sell separately or together \$100.00 or swap for Tomcat Alley CD or Dracula Unleashed CD. Phone Craig (079) 283 588.

Mortal Kombat 2 Not! Master System 2 with 8 top games Wonder Boy III, Mickey Mouse, Asterix and heaps more games boxed with instructions worth \$499.00 will sell for \$210.00 phone (050) 241 875.

Amiga CD32 with 6 games and 2 demo CDs. Games include James pond 2, Zool and Whales voyage. Has Motorola 68 EC020 processor and can display 256,000 colours form a palette of 16.7 million colours. CDs can hold up to 660 times of what a floppy disk can. As new boxed with instructions, paid \$1150.00, sell \$780.00 or swap for other 32 or 64 bit system. Ph (067) 231 213, ask for Alex

Mega Drive 2, Mortal Kombat 2, and 3 control pads: 6 button,

3 button and SGPROPAD.

Everything boxed and in perfect condition. The lot \$300.00. Call Chuck on (07) 282 7770.

Mega Drive: operates both European and Australian games, with one 6 button pad and two button pads \$100.00 Games: Super Street Fighter 2: The New Challengers \$69.00 Street Fighter 2: Special Champion Edition \$49.00. FIFA International Soccer \$29.00 4 way joystick adaptor "Sega Tap" \$40.00. PC Games Police Quest 4 \$49. Legend of Robin Hood: Conquests of the Longbow \$20.00. James (03) 808 3798

Doom 2 PC. Na just kidding but while your reading this I've got some Mega Drive games for sale. They are Mortal Kombat 1 \$50-\$60, Sonic 1 \$30-\$40 and Altered Beast \$15-\$30. Will negotiate prices. Please ring (09) 454 5997 from Mon to Thurs from 4 till 9.30. Ask for Sam.

Atari Lynx II with World Class Soccer game. Will swap for a Game Boy or sell for \$100 ono. Ph Aaron on (074) 622 932. Nintendo (NES) In perfect working order, 2 control pads no games or box \$40 ono will swap for unwanted SNES games contact Nolan on (063) 682 485. Mega Drive Games: Crack Down \$20, Super Hang On \$20, Fatal Rewind \$20, Spider Man \$30, Revenge of Shinobi \$30 or the lot for \$100. All boxed and in perfect condition. Call Chris on (058) 262 578.

Mega Drive: Thunderforce II, Terminator and MERCs Mega Drive: All three for \$60 or \$25 each Ph (076) 232 683.

Star Trek: 25th Anniversary CD for IBM Includes all documentation plus Clue Book \$75 ono. Ph (02) 488 7213

SNES with 2 controllers, Stereo Cable, Stunt Race FX, Mario Kart, Starwing, Zelda 3, Pocky and Rocky, Shadowrun, Mansell's racing and Mario World. Excellent condition \$700 ono Ph Anthony on (02) 488 0154.

SNES Games: Super Metroid \$65, Super Bomberman \$55, Skyblazer \$45, Final Flight 2 (Jap) with Universal Adaptor (Expert Edition) \$85. All in excellent condition, boxed with instructions, ask for Brett (066) 283 557.

Game Gear, excellent condition, with AC adaptor, carry case, Battery (last four hours)

Advertising in HYPERMART is free for private advertisers, the only rules are that you try your hardest to keep them under 30 words and include your phone number (inc. area code).

Send them to:
HYPERMART
PO Box 634
Strawberry Hills NSW 2012

Sonic and Aliens 3, Instructions. Cost \$450. Sell \$200 ono will not sep. Ph (053) 834 553 after 5pm and ask for Andrew.

Mega Drive in VGC with 2 control pads, 5 games (inc. SF2SCE) for sale for \$300 or swap for SNES with 1 game (MK, MK2 or Super Mario Kart preferably). Call (071) 523 162 after 4.30pm weekdays and ask for Ben.

SNES Games: Super Star Wars \$80, Super Mario World \$60, and Desert Strike \$45. Call Stephen on (07) 396 9035 (Person must live in Brisbane).

Mortal Kombat on PC \$50. 2 button joy pad \$10. Ring Ben on (079) 396 009 after 4.30 pm.

Super Nintendo game, Equinox (Solstice 2) with box and instructions, perfect condition \$55 ono Ph (066) 283 755.

Mortal Kombat (MD) \$50. Will swap for Aladdin or other good game. Wanted 6 or 3 button Arcade Stick. Ph: (048) 848 179.

SNES Mortal Kombat, boxed, no instructions \$45 Ph (08) 296 6776 ask for Andrew.

Mortal Kombat 2 (MD): Has box and manual, in perfect condition. Will Sell for \$110. Ph Damien on (042) 833 598.

Sega Master System II, games SCI, Operation Wolf, Shinobi, World GP, American Pro Football, Olympic Gold, World Games, Rambo III, Shooting Gallery, Wonder Boy III, \$40 each. Light phaser with rapid fire \$70 system complete 2 pads and above \$300 ono. Ph Drew 365 0232.

SNES \$60 each, \$260 The Lot. Starwing, SFII Turbo, SFII, F Zero, Super Star Wars PC Boxed and instructions, also Viper Joystick \$45 Perf. cond. (02) 451 7641.

SNES: Pocky and Rocky, SFII, SFII Turbo, Battlemaster, Mario Paint and Mario All Stars. Nothing over \$60!! Ph James (08) 271 2553.

PC Game, The Two Towers: Lord of the Rings 2. Unwanted gift (thank you Hyper!!), still got the shrinkwrap on it, \$30 Ph Matt (07) 899 2144 between 9am -11 am. PS You don't need to have played the first one to play this one.

Night Sight for Game Boy will take \$30 or closest offer call Avon on (048) 851 592 after 3pm or on (048) 851 501 after 3pm if no one answers.

PC CD Rom game Rebel Assault

Excellent Graphics and sound. As new with box and instructions. Codes for all levels including end scene. Sell for \$75 ono, Ph (074) 460 967. Ask for Andrew.

Mega Drive Games for Sale. Mortal Kombat \$55, SFII \$95, Lotus turbo Challenge \$40, pro pad \$30 columns \$15. Will swap any game Ring (048) 898 179 Jamie.

SNES Games, Flashback \$65, Turtles in Time \$45, Batman Returns (USA) with converter \$69, Superstar Wars \$65, Mega Pad (slightly faulty) \$8. Contact Marc on (02) 502 1448.

Game Gear with 4 games: Fantasy Zone, Jurassic Park, Dragon Crystal and Columns \$250 the lot. Am willing to sell games separately, Ph (066) 842 489 after 4pm ask for Marcus.

SNES Games: Mortal Kombat, Zelda, John Madden '93, \$60 each ono. Neil (02) 542 1030.

Mortal Kombat 2, just kidding! Mega Drive games for sale NBA Jam \$90, Batman Returns \$50, Sonic 2 \$39, Golden Axe 1 and 2 \$40, Columns \$20, all boxed with instructions and in excellent condition Ph (050) 241 875.

IBM Teenage Mutant Ninja Turtles orig box and manual 5.25" \$12, Police Quest 1 orig box and mans with big map of city 3.5" \$15, Lemmings (Demo: first 4 levels) 5.25" \$4, Dangerous Dave 5.25" \$4, Prince of Persia (Demo: first two levels) comes with a huge lint sheet. 5.25" \$4, A Lifeless Planet and Me with No Beer 5.25" \$4, Leisure Suit Larry 1 5.25" \$15. All games work with a CGA mon. Ask for Steve (059) 623 318. Will sell games through the mail.

Mega CD 2 Mega Drive 2 \$400 ono, Tomcat Alley \$75, Ground Zero Texas \$80, Sonic CD \$80, Ecco the Dolphin \$75, Silpheed \$65, Batman Returns \$70, Thunderhawk \$70, Sherlock Holmes Vol 2 \$75, Road Avenger \$70, Prince of Persia \$60 Sonic 2 \$25. Call Sean (051) 551 881

SNES Games all excellent condition. Final Fight 2 \$30, Rock n Roll Racing \$55, Fatal Fury \$30, Star Wars \$25, Mortal Kombat \$40, World Heroes \$50, Super Metroid \$55. Art of Fighting \$55, Death Valley \$35, Street Fighter @ Turbo \$50, Mario Kart \$40, Stunt Race FX \$60. Dead Dance,

NBA Jam \$45, after 5pm on Mega Drive games Sonic \$10, World of Illusion \$30, Sonic Spinball \$25. Eternal Champion \$40, Heavy Nova \$10, John Madden Football \$10, Sonic 2 \$25, Two Crude Dudes \$25, Quackshot 415, Aladdin \$35, Dragon Bull \$40, Gunstar Heroes \$35 SNES Game Doctor SF3 32 Meg Excellent condition \$275 call after 5pm (03) 846 3233.

IBM Games for Sale. Prince of Persia \$15, Sim Ant for Window \$20, Falcon 3.0 \$50. No boxes \$5 each or all for \$30: Dare to Dream, Major Striker, Kilo-blasters, Wolfenstein 3D first episode, Monster Bash, Duck-tales, Jill of the Jungle, Baron Baldric. No boxes, Populus \$15, Lemmings 2 Tribes \$50, Bart vs the Space Mutants with cheat \$10, Kings Quest 6 \$40, Kyran-dia \$50. Sega Mega Drive Altered Beast \$10, Sonic \$15, sonic 2 \$25,, all for \$50. Ph Michael on (06) 296 1550 or the lot for \$300.00.

Sega Master System II, 7 excellent games including Sonic 2, Chuck Rock, Mickey Mouse and many more. \$200. Call Anton on (02) 816 2028.

Atari 1040STFM, great condition, Phillips colour monitor, over 9 disk boxes full of software, 170+ magazines/books/catalogues, 2 arcade joysticks, new mouse/mat, Star colour printer and new ribbon, coverdisks etc. \$950 ono. Interested? (02) 524 3389

Sega Mega Drive 2 with a 4-Way play adaptor, 3 control pads and 5 games, including Mortal Kombat 2, Dune 2 and FIFA Soccer. Excellent cond. \$350 PH Mark (08) 353 2481 after 6pm.

IBM games: SF2 World Warrior and Crazy versions \$8, Wolfenstein 3D - Episode 1 \$4, Wolf 3D - New Map (add on) \$3, Terminator Rampage \$6. Will negotiate prices. Phone Craig (03) 783 5691.

Flashback on IBM, complete with box, books and manuals. As new. \$40. Ph (066) 866 587.

SNES Games: MKII \$80, Donkey Kong Country \$80, Mortal Kombat \$40, SF2 \$40, Super Advantage Joystick \$60. PC CD ROM games: Ultima VIII: Pagan \$75, Sam & Max \$50, Rebel Assault \$40, Jurassic Park \$40, Indiana Jones \$40. Everything

boxed with instructions. Phone David on (02) 623 7820.

Mega Drive: 2 control pads, audio video cable, Sonic 1, Sonic 2, Sonic 3, Mortal Kombat and Desert Strike. Everything in perfect cond. \$300 negotiable. Ph (08) 276 3002.

SNES games: Ren & Stimpy: Veediots (mint condition) and Another World. Will sell for \$70 or swap for Super Metroid or Mega Man X. Ph (010) 409 8604 weekdays after 4pm, ask for Matt.

SWAP

I'll swap my Mortal Kombat USA, SFII Turbo USA, Action replay converter, all on SNES for either Virtua Racing or some good SNES or Mega Drive games negotiable Chris (042) 846 984.

Willing to swap classics SNES Game Jurassic Park (Boxed with instructions) for Super Mario Kart or Pilotwings preferably with instructions or I'll sell it for \$60.00. Call (03) 866 8597.

Will swap my Game Gear with Lemmings and Columns, AC Adaptor, carry case, Master System converter, Sonic 2 and Prince of Persia (with codes!) for a SNES with 1 Tank joystick, 1 original control pad and Clayfighter. Or will sell for \$250. Phone Daniel (03) 744 5991. Other offers considered.

WANTED

Wanted to buy, Aladdin and Jungle Strike on Mega Drive Ph 048 898 179.

Wanted Black Tiger for the Amiga Ph 066 866 587 at night and ask for Jordan.

I want a SNES, I really really want a SNES. If anyone out there has a SNES that works that they are willing to part with please call (053) 381 630. Will sell or swap, must have at least one game. From a poor deprived child, who only owns a Game Box which was thrown out the window and only works for about 1 min before shutting down.

PC Engine Games Wanted: Some people collect the strangest things....I collect PC Engine games, I know many of you have them out there, gathering dust. No matter where you are in Australia, give me a ring on H (07) 252 4082 or W(07) 405 8632, or write to Cameron Thomas, 232 Herston Rd, Herston QLD.

PENPALS

My name is Paul Oakes and I am 19 years old and I am looking for some penpals (male or female) aged 16+. I own a SNES, a Mega Drive, Mega CD and an IBM. My hobbies include finishing games on the systems listed above, listening to heaps of music, watching plenty of movies and collecting computer books like HYPER. I will reply to anyone who will write: Paul Oakes 14 Flower St Elizabeth Downs SA 5113.

Do you own a Mega Drive, Game Gear or Mega CD?, love U2 (especially!), techno, PSB/Electronic/ the Prodigy/etc. Have anything vaguely interesting to rave about? I am 17, female, proud owner of a Game Gear, Mega Drive/CD currently in rehab drying out from Sonic Overdose. Interested? Write to Amanda PO Box 616, Inverell NSW 2360.

My name is Kaz (male). I won't tell you my second name because it sucks. I hate my life. Why bother living. Well fine, be like that, sorry for wasting your time! Kaz, 9 Olivette Ave, Upper Ferntree Gully, VIC 3156. **Hi! I'm 15** and I would like to hear from anybody under 20 who uses a modem regularly. Write to Al, 14 Koolkuna Ave, Doncaster VIC 3108 or ring (03) 848 3531.

I am looking for a nice male/female person which will be my pen pal. I have a SNES and a Game Boy. Also my pen pal must be between 11-14 years old. Write to Nick Pape, 8 Young St, Wahroonga NSW 2076.

SLOVENIAN PENPALS

HYPER got a beautiful letter from the Pen-friend Club of Slovenia asking us to include their address so HYPER readers can get pen pals in Slovenia. Member of the club are aged between 10 and 25, and they're taught English at school, so there'll be no real language problems. If you want a Slovenian pen friend, write to the address below. Add your name, age, address, hobbies and language of correspondence. Write to:

Pen-friend Club of Slovenia, c/o Ms Maya Vidic, Post Office Box 400, Ljubljana 61001, SLOVENIA, Europe.



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