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TOP 100

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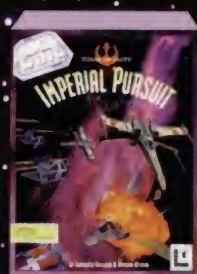
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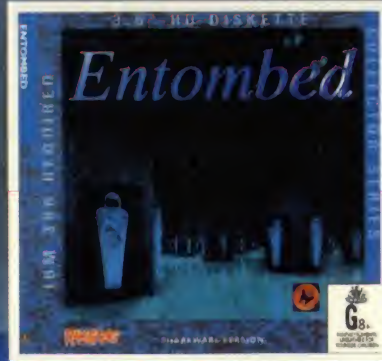
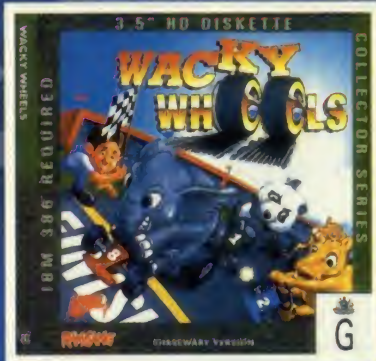
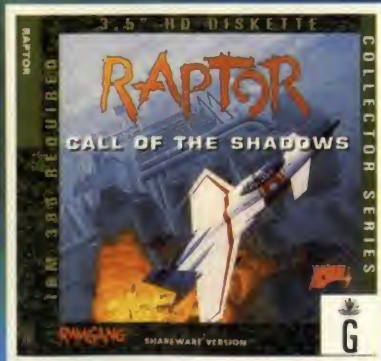


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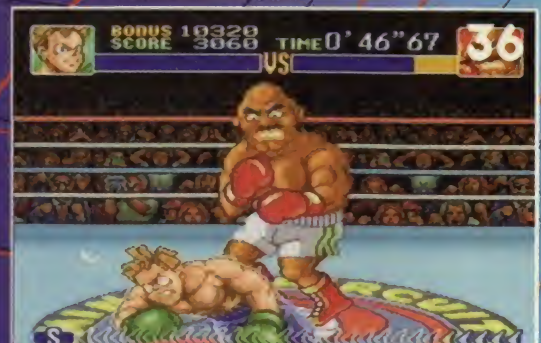
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Hypermart

It's summer, I'm sweating, I want to be lying on the beach and I certainly don't want to be inside playing video games. But (sigh) it's my job and I've been chained to the console and keyboard as per usual (boy it's a hard life). Luckily there's been some outrageously good games to keep my mind off my unfortunate predicament and, as usual, you'll find the best of what's available inside this issue of **HYPER**.

CD ROM games for the PC keep improving exponentially in terms of both graphics and gameplay (lucky for that). Look at **Wing Commander 3**, **Magic Carpet**, **Noctropolis** and **Ecstatica** if you want to see what I mean. All of them are very special indeed and well worth an extended look. **Electronic Arts** also keep producing the goods in the sporting department, and **FIFA International Soccer** on the 3DO is seriously one of the best games you'll could imagine playing (especially with six players). EA also have the latest **Madden** update and their new **Rugby** game to offer us, so find out what we think of those two inside.

But enough of games for a moment. I've got some sad news, I'm afraid. This is **Andrew's** last issue as **HYPER's** deputy editor. Now I know that you mightn't have known him personally or intimately, but the crew here did (well, perhaps not intimately) and everyone agrees (we had a poll), that we've going to miss him terribly. That's why we're fortunate that he's not going very far at all and will continue to do some reviews and bits and pieces in his own inimitable style. So next month we'll have a new **HYPER** crew member (I would tell you who it is but I'm going to leave you in suspense) and we'll hopefully all be smiling again.

But until then I'm off to the beach...
ahh, joy!

Stuart

The Phantom Gets Game!

He's a classic. He's the *Phantom*. The Ghost Who Walks. Sunday morning comics would never have been the same without the old purple-pyjama-clad, jungle-dwelling, skull-ring swinging, swimming-goggle-wearing Aussie champion! Finally someone (Viacom New Media) has had the sense to turn him into a scrolling platformer/beat 'em up! Only SNES-owners will be able to slip into the purple daks for now, in a game called **Phantom 2040**. No doubt this means he's been thrown into the future. Probably not a jungle in sight (shame), but lots of phists and *Phantom* phury. Hey, this might not be the only Aussie comic to make the video game translation. Who knows what's next? Ginger Meggs maybe?



Star Wars Special Edition To Hit the Silver Screen

If some of you are wondering what spawned brilliant games such as X-Wing, TIE Fighter and Rebel Assault, then you must be A) very, very young, B) very, very confused or C) completely ignorant.

Surely everyone has seen the film that started it all — *Star Wars*. And what a phenomenon it turned out to be, eh?! Well, we can all shiver in anticipation as Lucasfilm and Twentieth Century Fox have announced plans to re-release the original *Star Wars* motion picture in a "Special Edition" around 1997. The main reason, is that recent breakthroughs in computer graphics developed by Industrial Light and Magic (the Special FX company that was built for *Star Wars* and had since made things come alive for films like *Jurassic Park*), can now be used to "enhance" the original film. They're going to add more monsters to Mos Eisley and Tatooine, add more vehicles and droids, as well as complete a scene that was cut from the final version of *Star Wars*. Filmed in 1976, the "missing scene" is where Han Solo confronts Jabba the Hutt in a Mos Eisley hangar. Whoo-hoo! Also expect booming sound with the use of the THX sound system that was introduced into theatres just after *Star Wars*. It is another two or three years away, but no doubt it will co-incide with the release of three brand new *Star Wars* films (the first three chapters), that are also currently in the works! And then there'll probably be lots of new games too. Cor!



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Winners

Yes, you're all just a big bunch of winners:

Severed Heads

Tony Westphal (NSW), Daniel Carroll (SA), Steven Montgomery (QLD), David Doe (SA), Paul Mileg (VIC).

Ramgang Comp

Well! We asked you the meaning of the word Ramgang, and what imaginative folks you turned out to be, but the big winner would have to be Ashley Ringrose (QLD) who came up with these beauties...

— A race of people who don't like playing games, but enjoy reading the booklets.

— A new game system that will never have any good games. No wait, that's the Jaguar.

— A type of person who wastes his time thinking up meanings for a word that doesn't exist.

Summed it up in one, Ashley!

The other winners are: Jason Cilpin (WA), Kirk Mackenzie (VIC), Martin Zawadzki (WA), Alex Soper (NSW), Ben Thomas (VIC).

Ultima Civeaway

The answer was — Alone In The Dark & The 7th Cuest, and the winners are: Vincent Lim (VIC) and Ilario Dichiera (WA).

Air Warrior

The five big spunky winners are: Michael Ayliffe (SA), Christos Langiotis (NT), Lawrence Criffiths (QLD), David Hill (NSW), Simon Mitchell (ACT).

Sega's Rental Scheme Falls Flat In UK

Your option of skipping joyfully down to the local video store to rent Sega games may be doomed if news from the UK is anything to go by! It seems that UK retailers are getting miffed at having to pay a big £400 annual fee for the right to rent Sega games (a bit rough, eh?!). Now the whole scheme is going to be dismantled — which basically means it was a big floperoonie with just about everyone involved. The word is that Sega will really have to change things around and re-launch the whole idea, as they are adamant that "rental" is the way things should go.

The USA currently has the biggest and most successful rental market, so eyes will no doubt be peeping across the Atlantic. It seems to be going well in Aussie-land as well (despite grumbling from some retail quarters), as rental games have now even moved into the CD-ROM market! Obviously, all punters agree that "try before you buy" is awesome, so let's hope that the suits don't stuff us around with their money-making schemes.

Metapus - Interactive Severed Heads



Metapus, by Severed Heads, is the interactive half of their new CD release; Gigapus. As far as music based CD-ROMs are concerned, it isn't bad at all. It allows you to look at their old videos, peruse their album and singles catalogue and learn a little more about the history of the band; all in an easy to follow Windows environment.

For the Severed Heads fans (and there are a lot of them out there, especially on the Net), this disc is a must, as the sheer volume of material presented is quite staggering. Lots of songs, albums, videos and images from the bands past and present are gathered together; most with longish sound grabs and digitised video sequences. It provides an excellent introduction into the band's musical and visual out-look as well as show-casing some of their more hard-to-find work.

The only problem with it is that, like all the current interactive music CDs, Metapus is only really interesting for the established fan. It doesn't try to win over any new followers, but only satisfies the die-hard fan. I would have hoped that such an innovative band as Severed Heads, who are obviously at home with current technology would have done something less predictable in this format. But Metapus is only their first foray into making interactive CDs more adventurous and exciting, as Tom Ellard's CD ROM game is well into production and that is definitely something to look out for.

Saturday Night Live CD-ROM

Wayne's World. The Blues Brothers. They all came from one American comedy show — Saturday Night Live. We've never been privileged enough to see it here in Kangaroo-land, but in the good old US of A, it's an absolute legend of a show. This show made Dan Ackroyd, John Belushi, Bill Murray and a host of other now-famous American comedians, household names.

To celebrate SNL and get all nostalgic and watery-eyed, a double CD-ROM has been released with all your favourite moments from the show (and considering none of us have seen it, that's pretty remarkable). The first CD concentrates solely on the first 20 years, y'know, before Belushi carked it in a, er... skiing accident (that's right, someone said he died snowballing or something). Well, enough of that — watch the Samurai Deli sketch or one of the classic Beethoven sketches. And laugh and stuff.

The second CD basically has all the best bits from the most recent shows. Besides a few very funny fake ads, the majority of the CDs are pretty damn plain. The snippets of sketches go for a matter of seconds, and frankly, the joke is lost. It's an extremely clumsy interface and well, let's face it, none of us have seen it — and no-one is going to want to see it like this. If you're somehow a desperate fan, and just have to watch that five seconds of Wayne, Garth and Aerosmith... it's there on the Saturday Night Live Anniversary Interactive CD-ROM. Yeah, right.



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V-Art

Virtual Reality has a BMW at the start, Eternity and Doom in the middle, and Destiny at the end. And in case you're wondering, Virtual Reality is an exhibition of contemporary art at the National Gallery of Australia in Canberra.

The approach of the exhibition to Virtual Reality is a thematic one, meaning that the exhibition concentrates on the concept of Virtual Reality and not on headsets and computers. This approach takes the exhibition in interesting directions, predicated on the idea expressed by the Gallery's Special Projects Office Harijs Piekals, that VR is as much in the mind as it is in a computer.

Which explains the sleek green

BMW at the entrance to the exhibition and the almost constant presence of advertising; the exhibition wants to point out that the confident, well muscled and sexually attractive self image advertising asks you to create when it entices you to buy a BMW or Calvin Klein's ETERNITY, is as potent a VR as anything generated by a computer.

The exhibition's teasing of our notions of Virtual Reality even investigates the idea of time, with Richard Jackson's *5 Clocks in Virtual Reality*. This installation, a booth with a large clock on each internal wall, opens a door for forty five seconds, and then traps anyone inside the booth for 2 minutes. Inside, courtesy of the five clocks, is nothing but time, the image of time and the noise of time. It is a time machine.

Another work, *LAPD Uniform*, by American Chris Burden comprises three oversized police uniforms and pushes the envelope even further, and generated a bizarre response from Canberra's Police. Designed to evoke a response to Authority, the work came complete with real Berretta pistols, which the police decided were too real and ordered be replaced with fakes, while the entire work had to be placed in a case.

The exhibition's last painting, Edward Ruscha's *Destiny*, is another example of what Piekals feels represents contemporary artistic VR, the mere connotations of the word on the canvas having immense power to conjure worlds inside your mind.

But for those of you who find artistic VR less interesting than "real" VR the exhibition also features The Cyberspace, where three fully loaded Silicon Graphics 'Indy's' pump out a virtual environment designed by Stuart Ramsen, the Senior Lecturer at the Australian Centre for Art and Technology, all the fun of the Internet, and the mutant splatterin' fun that is DOOM.

The Cyberspace also features some leading

edge technology from Silicon Graphics, in the shape of their 'Indy Presenters', \$32,000 cubes of liquid crystal which project the full colour images from the Indy's onto screens which hang on a wall as if they were paintings, subtly changing the relationship between visitors and the machines to one of artistic contemplation. A mere 100 Indy Presenters have been manufactured, making this aspect of the exhibition especially impressive.

And then there's the DOOM rig. Featuring patched graphics cooked up by the Melbourne virtual reality research and performance group 'Total Immersion', the Gallery's game sees you burst out of DOOM's corridors and onto a cricket field where your opponents become cricketers and kangaroos. Your return to the corridors changes your quarry to prim schoolgirls and shoulder padded career women, all of whom you blow away in time honoured DOOM style. Networked across all three Indy's, you can slaughter your friends, and justify it all in the name of art.

'The Cyberspace' is also developing a World Wide Web site as a living, growing artefact of the exhibition, with plans to put a camera in the exhibition, and include live images from the show on the Internet for anyone to access.

DESTINY

Virtual Reality is on display until February 5th at the National Gallery in Canberra and really is a must see.

Anime Review

Macross II - Episodes 1-4

I love it. An alien ship crash lands on Earth, giving our planet the technology to building transforming fighter planes and airships. Soon after, the aliens come looking for the lost ship, and engage in war with the forces of Earth. Like "Baywatch" this series has everything- adventure, romance, action, and of course, a lot of "cheese".

The first series ended when Minmay, the Girly singer of Macross, sings in space and defeats the enemy Zentradi Aliens by exposing their sexual urges. In the "cheesiest" display of sci-fi meets MTV the enemy gets "hip" to the groove and the foundations of interplanetary harmony are laid in place. This animated soap Macross (known elsewhere as "Robotech"), was one of Japan's most celebrated animated series created for television.



So, enter "MACROSS II- Super Dimensional Fortress" just when you thought the cheesiest of cheeses had been cheesed! This series introduces us to Planet Earth eighty years after the first series, and to a whole host of generic characters such as Hibiki of SNN, a reporter with an attitude.

Hibiki is the animated Maverick (from Top Gun), whether on bike or in fighter plane or in the newsroom, and comes into conflict with Lieutenant Silvie, Earth's greatest fighter pilot. Since the military control the media, Hibiki's rebellious attitude constantly brings him into contact with Silvie, but they end up sharing adventures etc.

So, here's the plot. The highest race of Zentradi called the Marduk, whose main philosophy in life is "Peace and Harmony through destroying everything around you", have come to Earth in their bad boy uniforms, Earth Command's main line of defence, "Operation Minmay" fails (a defence system based on projecting holograms of a singing girl in front of the enemy), when the enemy uses their own Singing Girl called Ishtar. If you thought the film clips of Minmay were cheesy in the first series, then you ain't seen nothin' yet!

With cute Japanese warrior women that make Angie Hart look masculine, super high tech machine designs of the future and some great television animation, this series is set to be as big, if not bigger, than the first series. Like most soap operas the plot's a bit thin and formularised but will hook you in if you watch it long enough.

The first four episodes are out on two videos right now from Keseki. An entertaining series that's sure to have you addicted.

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Generations of Trek



THE TWO CAPTAINS OF THE USS ENTERPRISE FINALLY HAVE A BIT OF A BOND IN GENERATIONS



SCREENSHOTS FROM THE FORTHCOMING TREK CD ROM ADVENTURE



EXPLORE THE ENTERPRISE WITH THE INTERACTIVE TECHNICAL MANUAL

Star Trek: Generations, the long awaited big screen debut for the *Star Trek: Next Generation* crew will beam into Australia in late March (four months after American audiences had a chance to see it, but what's new?). Trek freaks will no doubt go wild at the multi-million dollar special effects extravaganza and all the plot twists (Date gets an emotion chip and a very ancient looking Captain James T. Kirk dies but that's all I'm saying), and there will also be some Trek games released around the same time to keep all the fans and collectors happy.

Funnily enough, the first dedicated **Generations** game looks set to be a Game Boy/Game Gear effort which is slightly puzzling, but nevertheless interesting. It is a mixture of action game and puzzler and even though the graphics on the handheld machines are fairly primitive, it should keep Trekkers happy (but then so would a positronic brain made out of plasticine).



The long-awaited Next Gen PC CD ROM title is also due any moment now and this looks like a much more impressive effort. The game, which is sub-titled "**A Final Unity**" is brought to us by Spectrum Holobyte who are also responsible for the *Star Trek: 25th Anniversary* and *Judgment Rites* CD ROMs, as well as "*Future's Past*" on the Super Nintendo. It looks set to be the most realistic recreation of the Enterprise and its crew yet, with digitised representations of the characters and all the actors lending their voices to the game. Just like in the TV series, you'll be going "where no one has gone before" and there will be numerous missions which will combine to solve a central mystery. There will be space combat, Away missions and lots of decisions that you (and not Picard) will have to make. This one is eagerly awaited by even non-Trek fans as it looks set to be an excellent adventure.

If you can't wait to get aboard the USS Enterprise though, you're in luck as Simon and Schuster interactive have just released **Star Trek: The Next Generation Interactive Technical Manual**. This is a stunning PC or Mac CD ROM which lets you explore the Federation's 24th Century flagship at your leisure. The graphical detail is spectacular, as is the amount of written info. The CD incorporates *Quicktime VR*, a new software technology which enables you to view photographic or rendered graphics in 360 degrees. You can also pick up items that you find in your travels and examine in closer detail. Apart from seeing the same areas of the ship that you've seen in the TV series, the CD ROM allows you to look at places like the weapon's locker and the seven-story warp core that have been talked about but never actually shown.

The Interactive Technical Manual was produced with the assistance of the show's technical writers, set designers and the film production crew and incorporates more than 10 000 shots of the show's studio set, models and props. It truly is a must for any self-respecting Trekker.



HYPER's charts are supplied by The Gamesmen

Mega Drive

1. FIFA Soccer 95
2. NBA Live 95
3. Sonic & Knuckles
4. Earthworm Jim
5. PGA European Tour
6. Mortal Kombat 2
7. Aladdin
8. The Lion King
9. PGA Tour Golf 3
10. Rugby World Cup

SNES

1. Donkey Kong Country
2. Super Streetfighter 2
3. Secret of Mana
4. Samurai Shodown
5. The Lion King
6. Stunt Race FX
7. Mortal Kombat 2
8. Super Empire Strikers Back
9. NBA Jam
10. FIFA International Soccer



PC

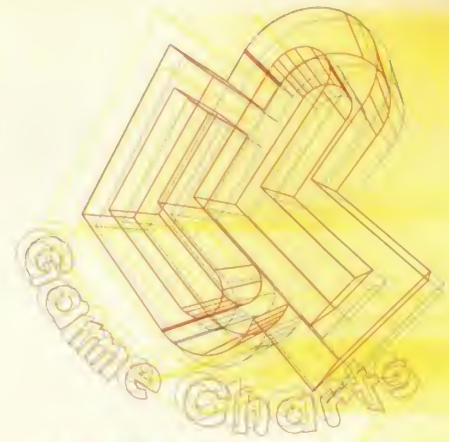
1. Alan Border's Cricket
2. Doom 2
3. SimCity 2000
4. Nascar Racing
5. Doom
6. Lemmings
7. Warcraft
8. Indycar Racing
9. Police Quest 3
10. Super VGA Harrier

Mega CD

1. Rebel Assault
2. Double Switch
3. Ground Zero, Texas
4. Mickey Mania
5. Lethal Enforcers

PC CD ROM

1. Wing Commander 3
2. Nascar Racing
3. Theme Park
4. Under a Killing Moon
5. PGA Tour 486



HYPER's February Prediction

We predict February is going to be a pretty quiet month, but here are some nice looking games.

Corpse Killer	Mega CD
Star Trek: Next Gen	PC CD ROM
Stargate	SNES
Seaquest DSV	SNES
Phantasmagoria	PC CD ROM
Xlth Hour	PC CD ROM
Marathon	Mac
Mary Shelley's	
Frankenstein	Mega CD
Addams Family Values	SNES
BioForge	PC CD ROM

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FREAK of the Month



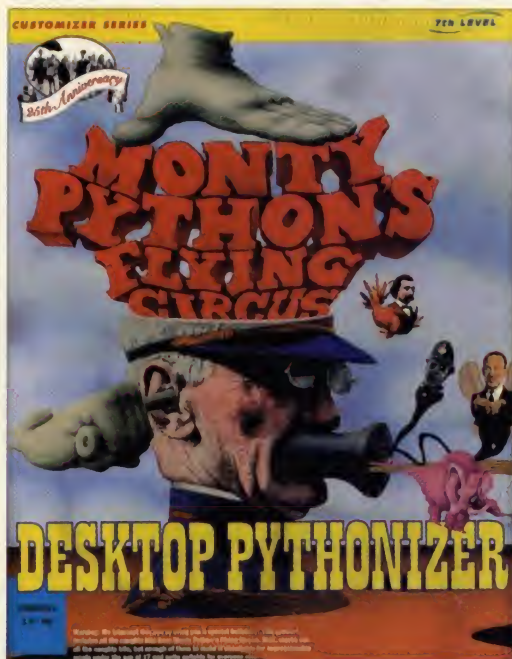
Arrrggghhh! It's Raiden! He's here to fry our brains! Ahem. Ok, there you go Mike (the self-proclaimed legend), you really got us there for a minute. NOT! Phew, talk about MK obsessed. Up in Sunnybank, Brisbane lives mild-mannered Michael Armenis, but put a copy of HYPER in his hands and he becomes a wild, raging wally in a cardboard mask, er... we mean, a Raiden-possessed FREAK!

We love it Mike, we really do. Very... authentic. Surely you could have shown a little more action in your photo? Maybe a fatality on your little sister's Barbie, or something. We send thanks anyhow to you and your mum too, for that helping hand trimming the green apron. Scary stuff indeed. We can just picture you down at the local grocery store asking for a carton of milk. Oh well, I guess skin-cancer is never going to be a problem. If you think you can do a better job than Mike, or you're just plain off your trolley, send in your photo and a bit about yourself to:

HYPER
Freak of the Month,
PO Box 634,
Strawberry Hills
NSW 2012

Monty Python Desktop Pythonizer

Well, we knew it wouldn't be long before those masters of British comedy, the Monty Python Flying Circus (responsible for *The Meaning Of Life*, *Life Of Brian* etc), invaded our workspace with their utter silliness. Here it is, their first offering, a screensaver-type desktop enhancer for the ol' PC. Now you can marvel at more than 20 screensaver modules, laugh at more than 40 dialog lines and sound effects, replace boring icons with chickens, Spam and policemen and wallpaper your desktop with snaps from the original BBC-TV series. Other features include the extremely silly Gopher Game, password protection, application commentary (an excellent idea if ever there was one), telephone messages (for your answering machine), keyboard sounds (including many naughty and rude bits) and of course, heaps of classic Python animation. This should keep you going until the interactive CD-ROM thingy comes out, which should boast even more crazy, whacky Python antics. Considering their reputation, it may even be the best CD-ROM of it's type available. And if you don't buy it I'll bite your kneecaps off!



Aussie Shareware CD!

Sprint Software are proud to announce the release of Volume One in their Super OZ Shareware collection. Packed with 4000 programs, from games to business, this PC-compatible CD-ROM



is super easy to use thanks to a file-browsing system and six-page colour booklet. When you add it up it's only about one cent per program, so it's pretty good value eh? Please remember that it is shareware — so if you're going to keep using something after your initial browse, pay the registration fee!

NETtrawlin'

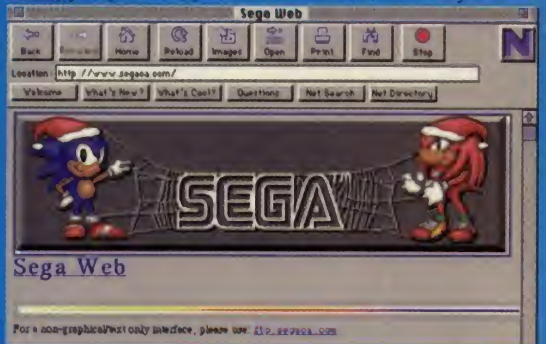
We've been casting our dolphin safe fishing nets far and wide this month in our never-ending search to bring you more tuna-sized chunks of information than you can possibly handle. So what have we caught? A whole bunch of stuff about one of your favourite pastimes (we presume) games, games and more games.

Yep, the World Wide Web is an absolute gold mine for gamers everywhere, especially those of the more techy, geeky, PC-owning variety. No matter what you're after — screen shots of games in development, reviews (rarely up to the high standards of literary merit that you'll find in HYPER I'm afraid), cheats, or just a friendly chat with a like-minded Mega Drive owner — you'll find it somewhere on the Net. Of course, having a graphical Web browser like Netscape comes in real handy.

Anyway, presuming you know what the hell I'm talking about, check out these interesting spots:

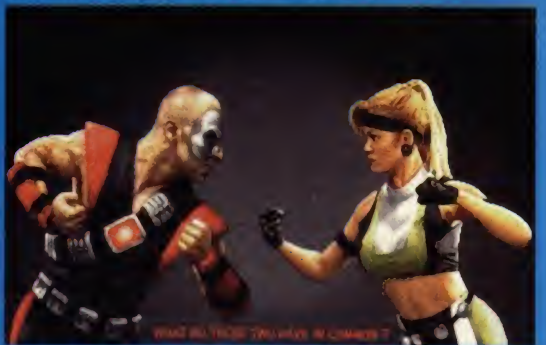
Sega Web

More and more developers are setting up their own Web sites, the latest being those friendly types at Sega of America. You can reach the Sega Web at <http://www.segaa.com/>. You'll find previews, cheats, screen shots and video clips you can download, and of course all the bullshit you've ever wanted to swallow from SOA. Why not visit the Sega Mall, view a fabulous gif of an ugly Sega baseball cap and order a ridiculous Sonic and Knuckles hockey jersey? Cause you'd feel like an idiot, that's why.



GamesDomain

The truly dedicated should take a peek at GamesDomain on <http://wcl-rs.bham.ac.uk/GamesDomain>. GamesDomain is absolutely overflowing with info and links to other cool games-related sites. It's full of FAQs (Frequently Asked Questions), walk-throughs for the truly desperate, links to all sorts of freaky News Groups and of course, 10 other essential sites like the Atari Jaguar WWW page (none too sizeable as you can imagine), the Mortal Kombat WWW pages (where the true MK freak can get more MK info than he or she ever dreamed of) and the System Shock Home Page (an excellent source if you're stuck).



Weird Site of the Month

Visit Condom Country (<http://www.ag.com/condom/country>) and follow the whacky, rubbery adventures of Prophylactic Pete and his trusty horse, Latex (who else?). A truly novel method of selling birth-control devices and a must see

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Have a great one!

WIN WIN win

Win the Best of EA



There's no doubting it - Electronic Arts make some of the best games in the world and in Australia they also distribute some of the best PC gaming companies, like Origin. In conjunction with their big summer TV campaign, the lovely Jane from EA has offered HYPER the following packs.

MEGA DRIVE PACK PC CD ROM PACK

NBA Live 95	Wing Commander III
Rugby World Cup 95	Magic Carpet
PGA Tour Golf III	PGA Tour Golf
FIFA Soccer 95	Relentless:
NHL Hockey 95	Twinsen's Adventure
	US Navy Fighter

Hot or what! Two lucky HYPER readers are going to have big smiles on their faces very soon.

If you want to win the Mega Drive pack, tell us the answer to this question: What score did HYPER give NBA Live 95? (it was reviewed two issues ago)

If you want to win the CD ROM pack, tell us the answer to this question: What score did HYPER give Relentless? (it was reviewed last issue)

Send your answer on the back of an envelope to either EA Mega Drive Comp or EA CD ROM Comp at HYPER, PO BOX 634, STRAWBERRY HILLS NSW 2012.



It's Mighty Max Pax!

And here's a comp especially for our younger readers (and those still young at heart!). Mighty Max is the star of the cult animation series and we have some fabulous "Max Pax" to give away thanks to Polygram Video, Mattel and Sony.

The two big winners will receive a Might Max video game for either the Super Nintendo or Mega Drive (please tell us which system you have on your entry, two videos of Mighty Max's adventures and a Doom Zone toy which are well-designed games that fit in the palm of your hand.

There will also be three runners up who will each receive the two videos and a Doom Zone. The videos contain some classic Max episodes - Snakes and Laddies, Norman's Conquest, Day of the Cyclops and The Mother of All Adventures.

So, Max fans if you want to win, get out your pens and tell us the name of Max's friend (clue: it starts with an "N").



Send your entries to:
MIGHTY MAX PAX
HYPER
PO BOX 634
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win

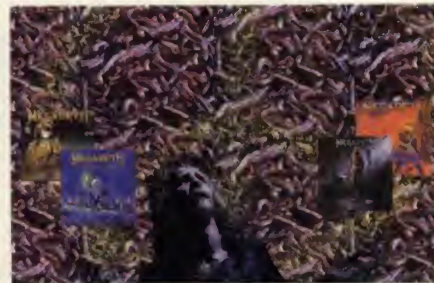
Take a trip to Megadeath, Arizona

If you're into heavy metal you'll no doubt be very pleased to know that Megadeath have a brand new album out entitled *Youthanasia*. The cover artwork is a bit controversial, showing babies being hung on a clothesline - it's been banned in Malaysia and Singapore (but then again, what isn't) however lead singer Dave Mustaine is unrepentant as he says it shows "children being hung out to dry by society". And I think we can all relate to that...

But enough babble, what we're really excited about is the Megadeath Arizona Net site - a cyberspace reality where you can visit the small town of Megadeath, Arizona. In addition to all the usual stuff like lyrics, photos, band info etc) it also includes the Digital Drive-In, the Megadiner and Vic's Cactus Hut. There are also Horrorscopes and Megabytes and town gossip, and the cyberspace is so popular that over 300 000 Net travellers have visited.

Thanks to HYPER and EMI though, you don't need to be on the Net to visit Megadeath, Arizona. We've got 10 Mac disks with all the goodies plus 10 copies of the new Megadeath CD. All you've got to do is tell us the name of the new album. Send your answer to us on the back of an envelope to:

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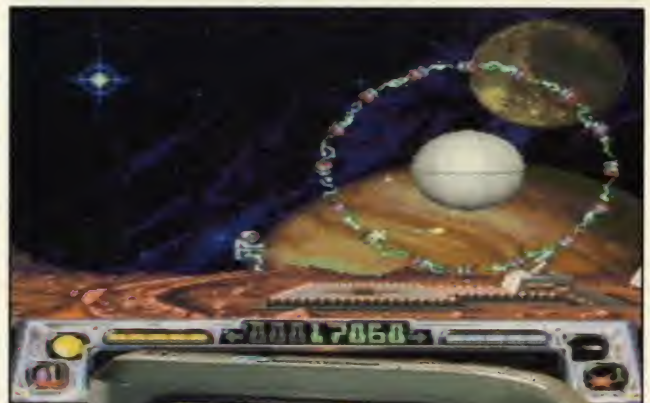
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If you're a **HYPER** fan then you really should **subscribe** and become an extension of the big, happy **HYPER** family. **Subscribing means you** get this magazine delivered to your mailbox every month by a no doubt very attractive postie-type person. It also means you get it **quicker and cheaper** than buying it in a newsagents.

If that's not enough **motivation**, then take a look at the **prizes** we have for this month's subscribers - **5 Sony FM/Am Walkmans**

and **5 copies** of the hot new SNES game, **Super Drop Zone** (thanks to Sony Electronic Publishing). We reviewed Super

Drop Zone last issue, awarding it the not inconsiderable score of **84%**, so you're getting a big fun game. **There's really no excuse** hand over the dosh for a year's supply of **HYPER** action and we'll put **you** in the draw for the prize!



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HYPER >>
0015



HYPER'S TOP 100 VIDEO GAMES OF ALL TIME

HYPER'S TOP 100 VIDEO GAMES ALL TIME

Most people seem to think that it all began with Space Invaders, but video games have been around for about 25 years now. In that time we've seen game systems come and go, game companies rise and fall and the games themselves move from using black and white blocky sprites to live actors in multimedia extravaganzas. But have the games themselves improved? We went out to find the top 100 games that have ever graced our screens. Arcade games, home console games, computer games - we weren't picky, but all the games that follow are certifiable classics.

We should point out that this is a highly personal selection (cobbled together from lists from our beloved and faithful HYPER contributors with some editorial muscle being flexed over the outcome) and we expect a lot of you to disagree with our choices. That's OK - differences of opinion make our world that much more fun to live in - unless of course they're backed up by nuclear weapons. Remember too, that although this is a Top 100, we've listed the games in no particular order. In other words, pay no attention to the ranking because it's not really a ranking anyway.

You might also notice that there's a lot of games that can only be fairly described as "ancient". That's because even though the graphics are appalling by today's standards, the gameplay still shines through. As for sequels and the like, well it depends - in some cases we've lumped all the games together, but in others we've taken the pick of the series. The same goes for format - a lot of these games are on more than one system, and we've included the versions we like, not all the possibilities. No matter how good a game is, if it isn't converted with loving care, or the machine can't handle it properly, it's going to suck.

So, here we are then - the HYPER Top 100 games of all time. Ahh, memories...



PACMAN

ALL FORMATS.

Try to ignore Namco's recent (and sad) attempts to revive good, old Pac - this legend of a game defines playability and has a great character to compliment the classic sound effects. Wacka wacka!



STREET FIGHTER 2 SERIES

ARCADE / SNES MEGA DRIVE / 3DO

Hands up how many of you bought a SNES just to play Streetfighter 2? And how many of you Mega Drivers were afraid to go out in public until Capcom gave you your very own version of SF2? The greatest one-on-one beat 'em up ever made. Ever. You might be getting a bit bored of it now, but how many years have you been playing it?



THUNDERHAWK

MEGA CD

One of the first Mega CD titles and still the best. Pity nothing else has come close.



WONDERBOY SERIES

ARCADE AND ALL FORMATS

With each sequel bringing more original gameplay, there weren't many milkbars without these gems hidden in the corner. Cute Japanese hero who made it big, but never quite reached Sonic or Mario proportions.



SUPER MARIO SERIES

NINTENDO

Knowing how to find all those hidden levels and secret screens was a well-respected talent for these classics. Obscenely playable, mustache-twirling, high calorie fun.



ASTEROIDS

ARCADE / AMIGA ATARI 2600

What made this game a classic was the unique wrap around screen that kept you on your toes at all times!



SPACE INVADERS

ARCADE AND ALL FORMATS

The mother of all games. The mystery bonus, the barmers decaying with each shot! Oh what memories!



DONKEY KONG COUNTRY

SNES

Beautiful 3D modelled platformer with perfect playability.



DOUBLE DRAGON

ARCADE

Before Ryu and co came this hard core beat 'em up with in your face graphics and sounds. It still plays well today, and the sequels keep on coming.



COMANCHE MAXIMUM OVERKILL

PC / PC CD ROM

Touted as arcade action, Comanche is actually an All-Time Great flight sim. Almost a flying Doom, it is a rapid pace killfest with genuine strategic overtones. Killer graphics suck you into a world where only cunning, guts and seat of the pants flying will see you through.



DONKEY KONG SERIES

ARCADE NES GAMEBOY

Some older gamers would remember the classic orange LCD game of Donkey Kong, where we first met the Italian plumber who went on to become world famous as Mario. While DKC on SNES breathe new life into Kong, the old games still stand up to the test of time.



VIRTUA FIGHTER 1 & 2

ARCADE

Revolutionary one-on-one fighting game that plays as good as it looks.



EA HOCKEY SERIES

MEGA DRIVE SNES / PC

The most accurate sports sim to date with violence of the highest quality. The recently released NHL '95 is the best of all of them.



AFTERBURNER SERIES

ARCADE / AMIGA MASTER SYSTEM NES / MEGA DRIVE.

Vomit-inducing flying fun.



SHOCK WAVE

3DO

Beautiful looking shooter that used all the 3DO's potential. Watch out for extra missions soon.



DAYTONA

ARCADE

The most recent arcade game in this entire list, and what a doozy it is. This title screams slick presentation. Unbelievable graphics, booming sound and screeching gameplay all add up to a virtual driving experience that you shouldn't miss.



OUTRUN SERIES

ARCADE / AMIGA / MEGA DRIVE

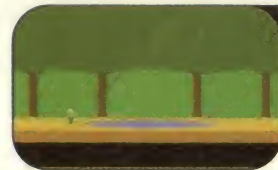
Just about everyone has at least seen the game that gave birth to dedicated arcade units. Classic music.



SONIC SERIES

GAME GEAR / SEGA MASTER SYSTEM MEGA DRIVE

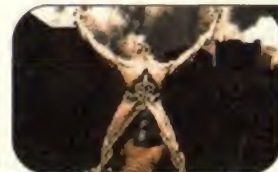
Sonic has only been with us for about five years, but you'd think it was a lifetime. While Sega's adoption of the blue hedgehog as it's mascot has caused a bit of overkill, no one can deny the brilliant simplicity of the Sonic games. Gorgeous graphics, great sound, finely tuned gameplay and a cool hedgehog who ignores all speed limits. This game was a hit from the moment it was released, and probably did more to save the Sega Mega Drive than any other game.



PITFALL SERIES

ATARI 2600

David Crane's most well respected title to date with cleverly functional gameplay. Remember the Tarzan yell? Even if you don't, you'll get to experience it all over again when an updated version is released early next year on SNES and Mega Drive, with the good news being that the entire original game is hidden somewhere inside.



DOOM 1 & 2

PC

Doom, Doom, Doom..... ah, Doom. What? Oh, um...Doom is good. Doom.....Doom... Stop shaking me, I ate and washed last week. Doom... what smell? Doom... Huh? Doom...Doom... No, Doom... Yes please. Doom... Doom.....



OPERATION WOLF

ARCADE

The best gun to screen shooter ever. Plenty of bad guys with a good supply of ammo to waste 'em with. Watch the innocent hostages though.



ACES OF THE PACIFIC -OVER EUROPE

PC

The recent rash of failed WWII flight sims prove that a good idea doesn't need useless clutter to become great. Oh so sweet flight-models vary accurately across a huge range of planes. Quick but tough missions with variety. Achievable fun.

X-WING/TIE FIGHTER

PC

Calling this game a "space sim" is testimony to both the effect of the Star Wars cult and the complex realism of the game. VERY HARD, less fun than Wing Commander but more satisfying. Fast and sexy graphics, fabulous music and digital effects. Very attractive cut-scenes.



LEMMINGS 1 & 2

ALL FORMATS

Vaguely annoying, sleep-depriving "fun". Lemmings is one 'ard puzzle title, but if you like it you'll be hooked on it until you solve every single level.



ALONE IN THE DARK 1 & 2

PC

More a work of art than a game. Sure, we hate the French because they are globally irresponsible, but sadly only they have such pure style. A running, jumping, fighting puzzle adventure game with a slightly inferior sequel. The bizarre polygon thing that is your Dude or Dudette actually works well. Amazing.



SYNDICATE

PC/MAC MEGA DRIVE/SNES

Supremely violent mass destruction in a cold, harsh Blade Runner city-scape of the future. Incredible graphic detail and supremely cool sounds complement a pleasing interface and honest gaming challenge.



JOHN MADDEN SERIES

MEGA DRIVE/SNES/3DO

A superlative blend of action and strategy and like all EA Sports games, more players = more fun. Fat boy Johnny has no equal in gridiron.



SUPER STAR WARS SERIES

SNES

Fun platformers with great added extras. Lots of Mode 7 bits and atmosphere.



MICROPROSE GRAND PRIX

PC

The first proper racing sim. Indycar is more realistic, but Grand Prix is more fun. Extremely virtual, it nurtures skills with an endless learning curve and rewards with great long term satisfaction. Thank you Ayrton. Play loud.



SHINOBI SERIES

ARCADE MASTER SYSTEM MEGA DRIVE

It was the bonus rounds and the varied missions that kept people shoving twenties into the coin-op and the console versions have been just as cool.



CIVILISATION

PC

Having "just one more turn" at 5.00 am on a weekday morning is just one anti-social side effect of The Most Brilliant and Addictive Strategy Game Ever. Build a world and loose yourself in it. Every game is wildly different and completely challenging.



FIFA INTERNATIONAL SOCCER

MEGA DRIVE/PC SNES/MEGA

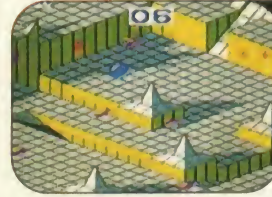
Trust EA to get it right. Great-looking soccer sim with the all the excitement of the real thing. Even better with four players.



FALCON 3.0

PC/PC CD ROM

The Lion King of flight sims. Absolutely nothing comes close for total dynamic realism and lifestyle forming playability. Some sims are better at some things, but only Falcon makes you feel like you're really doing it. Fly only with a full Thrustmaster setup and join a club for network sorties.



MARBLE MADNESS

ARCADE & ALL FORMATS

You control a marble from an isometric perspective and have to protect it while on a wild ride. Addictive and tricky as hell.



BOMBERMAN SERIES

SNES MEGA DRIVE.

Basic graphics and sounds but gameplay by the ton. Possibly the best four-player game ever, and it's now available on Mega Drive too!



VIRTUA RACING

ARCADE/MEGA

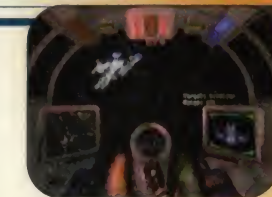
Although not as stunning as Daytona, VR was a major step ahead in polygon racers. The first game to introduce the unique view change option to satisfy even the fuzziest players.



MORTAL KOMBAT 2

ARCADE SNES

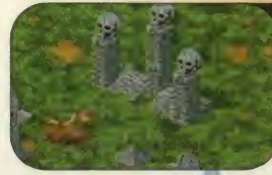
The digitised graphics and pools of blood had gore-starved gamers in rapture. Number 2 blew the first game out of the water. Finish him!



WING COMMANDER SERIES

PC

The ultimate space combat sim puts you in a whole new universe. WCG is the latest edition and the best.



DESERT STRIKE SERIES

SNES MEGA DRIVE

Politically incorrect, but a lot of fun regardless. Much like the Intellivision classic "Hover Force", the Strike series combines arcade blasting skills with strategy to perfection. Jungle Strike is the pick of the bunch.



ECCO THE DOLPHIN

MEGA DRIVE MEGA CD

Gentle, soothing, New Age - all the things a good game shouldn't be. But the world's only dolphin sim captured the imaginations (and time) of gamers all over the world.



GHOST 'N GOBLINS (GHOULS N' GHOSTS)

ARCADE / SNES MEGA DRIVE SEGA MASTER SYSTEM

Tombstones. Zombies. Thunderstorms in the background and an immensely playable game that just won't go away! Platformers don't get much better than this.



ADVENTURE

ATARI 2600

Get keys, find treasure, dodge dragons. A classic fantasy romp with the most basic graphics imaginable.



FLASHBACK

MEGA DRIVE / PC SNES / AMIGA

Delphine turned some heads with this one. Slick animation with the gameplay and plotting to match.



TETRIS

ALL FORMATS

Russia's contribution to video games and although it doesn't look like much fun it is actually one of the most addictive puzzle games ever devised. The loss of productivity this game has caused is unbelievable.



ULTIMA SERIES

PC

Ultima are the best role-playing games around - bar none. They've been churning them out now for over 10 years now, and Origin shows no sign of ever releasing a bad one. Ultima Underworld was a revolutionary game in itself, with first person perspective adventuring.



PROBOTECTOR SERIES

SNES / MEGA

Fast action blast fests which can keep hardcore blaster boys (and girls) happy for hours. The action never lets up.



ROAD RASH SERIES

MEGA DRIVE SNES / 3DO

Action packed racing with enough near misses to give you white hairs before your 25th birthday! It's also the only chance you're ever likely to get to hit cops with iron chains. Road Rash 3 is on its way for Mega Drive and the 3DO version will blow your mind!



MYST

MAC / PC CD ROM

Stunning puzzle game that first emerged on the Macintosh. The graphics and sound are absolutely superb and the atmospheric are unmatched. Once you're immersed in the Myst game world, reality is drab and boring.

COMBAT

ATARI 2600

A game that could have the worst graphics of all time makes the top 100! Two player tank battles with rebounding bullets or double players in a bi-plane dog fight. Champagne gaming!



PRINCE OF PERSIA 1 & 2

PC / MAC

Considered by some to be the PC's first real game and the inspiration to games like Flashback. Ground-breaking animation, cool puzzles; shame about the pantaloons.



ZORK SERIES

C-64 / PC PC CD ROM

Even though Zork 1, 2 and 3 were text-only adventures, they kept a legion of gamers spellbound with their unique brand of puzzle-based, surreal adventuring. Return to Zork added full-motion video and live actors but kept the surreal gameplay.



NBA JAM

ARCADE / SNES MEGA DRIVE

B/Ball action with some of the hardest slams to ever shatter a back board! Superb graphics, wicked sound, smooth gameplay and four way action makes this game legendary (plus no fouls!).



PHANTASY STAR SERIES

MASTER SYSTEM MEGA DRIVE

Even non-RPG freaks (ie, normal people) found themselves away with the fairies in these classic games. Big, playable and involving.



CASTLEVANIA SERIES

NES / SNES

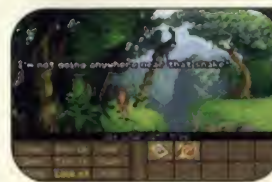
The Nintendo versions are absolute classics, but you should probably forget about the Mega Drive effort. Finely tuned gameplay, gruesome bosses and large, tricky playing areas are what makes the Castlevania games such winners.



SUPER MARIO KART

SNES

If this isn't the best two-player racer ever made, we'll eat our proverbial hats. Don't let the kiddy-cute graphics fool you - this is intense.



INDIANA JONES & THE FATE OF ATLANTIS

MAC / PC

The Indy series was a smash at the movies and this game continues his adventures in grand style. It seems LucasArts just can't put a foot wrong with graphic adventures.



METROID SERIES

NES / GAMEBOY SNES

Did someone say "Aliens rip-off"? Who cares? The Metroid games are what platforming is all about. Always full of secrets and gameplay so involved that a few hours is never enough. Can Nintendo top Super Metroid?



LODE RUNNER

PC / C-64

Another crusty old game that had such fantastic gameplay, it's been enhanced and re-released for the nineties. Grab the gold, stay alive. Simple.



CALIFORNIAN GAMES

ALL FORMATS

It might seem a bit crap now, but California games was possibly the first multi-player, multi-event sports game. That's about it really.



HANG ON SERIES

ARCADE / AMIGA MEGA DRIVE

First class racing sim with beautiful graphics and challenging gameplay. Innovative stuff.



DUNE 2

PC / AMIGA MEGA DRIVE

Fast action strategic combat that will have you as addicted to the spice as the Atreides, Harkonnen and Ordos Houses. Pick your favourite House and go conquer the planet!



IMPOSSIBLE MISSION

C64 MASTER SYSTEM.

More than a puzzley platformer. Nothing flash to look at but the gameplay is nothing short of special.



STUNT RACE FX

SNES

Nintendo have an FX chip and they know how to use it. This just about knocked down the Megadrive's Virtua Racer, for sheer racing thrills n' spills.

ZAXXON

ARCADE/PC/C-64

A breakthrough in game design. The first true 3D shooter with the player needing to consider the height of his/her ship! Cool game.



ELITE 1 & 2

PC/AMIGA C-64/NES

The original Elite had stupidly simple graphics, but the addictive gameplay held many a player captive for months. Still holds up today (in fact, the MD and SNES versions will be out early next year) and even though Elite 2 didn't quite make the same waves, it's still an excellent update.



SAM AND MAX HIT THE ROAD

PC/PC CD ROM

The Funniest Computer Game In The World, with the added bonus of being a near perfect adventure game. Best played sitting on the floor in case you hurt yourself falling from the chair in hysterics, especially with the full-talkie CD. The Cone of Tragedy scene is a Hall of Fame gaming moment.



UFO - ENEMY UNKNOWN

PC/PC CD ROM

A massive strategy challenge with a style and flavour that evolves perfectly as a game progresses. Almost open-ended, UFO is a blend of turn based combat, long-term scientific research and economically balanced base building. Most who stick with it more than a week are forever hooked.



PONG

ARCADE

Sorry, but we just had to put it in. The simplest graphics imaginable, but a hell of a lot of fun. Whatever happened to paddle controllers?



CHOPLIFTER SERIES

ALL FORMATS

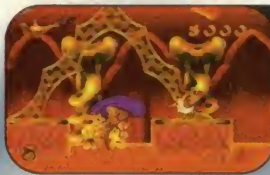
POW rescuing, blasting fun. But who could resist the urge to squash a few?



SPEEDBALL 2

AMIGA MEGA DRIVE MASTER SYSTEM

The Bitmap Brothers know what sports fans like: competitive violence with loads of futuristic action.



ALADDIN

MEGA DRIVE

This is the game that made Dave Perry a programming superstar. Superlative animation, humour and top-notch gameplay kept Aladdin from being just another run-of-the-mill cartoony platformer. The SNES version just wasn't as good (or long enough).



SECRET OF MANA

SNES

The only real rival to Zelda in the action RPG stakes. Beautiful graphics, a cool soundtrack, and 3 player fun with a Multitap. And did we mention how much fun it is to play?



ZELDA SERIES

NES/GAMEBOY SNES

The further you get into these addictive action RPGs the more interesting they get. Stylish graphics and simple controls.



SENSIBLE SOCCER

PC/SNES/MEGA DRIVE/MEGA CD

It might not look as pretty as FIFA, but many soccer purists claim this is the ultimate electronic embodiment of the sport. And who are we to argue?



SIM CITY

PC/MAC

The game that saw the birth of strategy games was recently taken to dizzying new heights of simulation with the release of SimCity 2000. It might not be fast, there's not much gameplay to speak of, but if playing God is your thing you can't go past this city-builder.



CANNON FODDER

AMIGA/PC

War has never been so much fun. Congratulations to Sensible on an instant classic!



WAY OF THE EXPLODING FIST

C-64

One of the first fun one-on-one fighters - and programmed in Australia



SUPER MONACO GP

ARCADE MEGA DRIVE

Very slick and stylish racing title with flawless presentation to boot. It's a shame Ayrton lost his head though...



DEFENDER

ALL FORMATS

Choplifter in space with a more frantic pace. Protect the innocent humanoids before the aliens mutate them into unspeakably ugly thingies!



STARWING

SNES

The first Super FX chip driven game was an absolute delight to play and a joy to behold. Now where's Starwing 2?



TEENAGE MUTANT NINJA TURTLES

ARCADE

A four-player, side-scrolling beat 'em up that was actually a hoon to play. Surprise, surprise!



LETHAL ENFORCERS

ARCADE MEGA CD

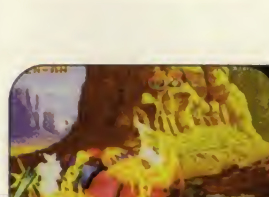
Demanding freakish reflexes and an itchy trigger finger, this was an arcade hit and made a successful transition to the Meg CD.



R-TYPE

ALL FORMATS

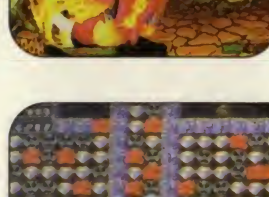
A very hard shooter that required super human reflexes! The drone companion ship and excellent level design sets R-Type apart from the zillion and one other shooters out there.



SAMURAI SHODOWN

ARCADE/3DO

This is the new challenger to the SF2/MK fighting crown. Good hard action with great graphics and characters.



BOULDERDASH

ARCADE/C64.

Collect as many gems as possible without a pile of boulders falling on your head. Addictive as hell and very adrenaline charged.



THE HOBBIT

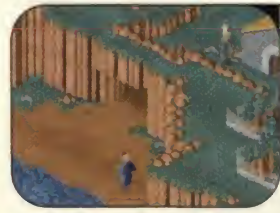
C-64

Annoying but addictive early adventure game that had Tolkien fans drooling.

BIG THANKS TO BRIAN COSTELLOE AND BEN MANSILL



GAUNTLET
ALL FORMATS
 A multi player game that just begged to be played and game players did just that. From above view maza shooter with tons of enemies. Still doing the biz even today!



RELENTLESS
PC CD-ROM
 Stunning graphics matched the perfect gameplay. Relentless fun!



FINAL FIGHT 1 & 2
ARCADE/SNES/MEGA CD
 Final Fight is still the champion of the scrolling beat 'em up genre, and even though some versions aren't what they should be, the graphics and gameplay (even if it's fairly basic) are still outstanding.



WOLFENSTEIN 3D
PC/SNES/JAGUAR
 This is the game that gave birth to Doom, and the Nazi bloodfest still stands up today. First available on shareware, it also changed the way a lot of people bought PC software.

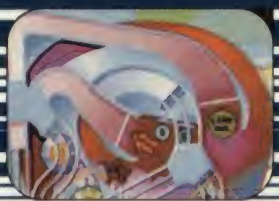
STREETS OF RAGE 2
MEGA DRIVE
 Forget the first and third in the series, but the second scrolling beat 'em up from Sega was just right. Choose your favourite character and bash some heads.



THEME PARK
PC/MAC/3DO
 Building your own hair-raising rides in Theme Park certainly beat constructing industrial zones in SimCity. You can even hire a guy in a chicken suit. Throw in a few greasy hamburger stalls along with your viciously designed rollercoasters, and the little punters will be throwing up everywhere. Neat!



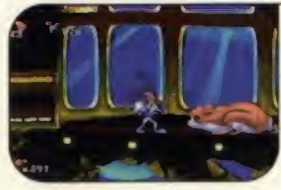
MONKEY ISLAND I & II
PC
 Wrongly marketed as a kid's game, Monkey Island 1 & 2 tortured players with stupid humour and bizarre puzzles barely solvable by patient geniuses. Compelling atmosphere kept most players hooked through the months it took to finish.



PINBALL FANTASIES
PC/AMIGA
 The only truly playable PC/Amiga pinball game. Tough but fair table designs that scrolled easily without any confusion. Continual add-on's feed the cult and ensure it's permanent residence on your hard drive for occasional simple fun.



LINKS 386 PRO
PC
 Knock out graphics, total playability and a steady stream of add-on's make this aging classic the supreme golf sim. Multi-play is an office network staple, while saved wonder-rounds are posted proudly across BBS's en masse. Access's cash cow.



EARTHWORM JIM
SNES MEGA DRIVE
 This is the newest console game in the list, but there's no doubt that it belongs here. Unbelievable animation, humour, varied gameplay and wicked sound add up to an instant classic.

BREAKOUT
C64/ATARI
 You've got a bat. You hit the ball into a wall and it bounces back. Hit it again. As the wall's layers are broken down, the ball gets faster and it's harder to hit. Incredibly simple, but an incredible amount of fun.



MEGAMAN SERIES
NES/GAMEBOY/SNES
 One of video gamedom's best known characters and some of the best action platformers around.

TOP 15 HYPER GAMES FROM 1994

DOOM PC	96%
MYST PC/Mac CD ROM	96%
SIMCITY 2000 PC/Mac CD ROM	96%
ULTIMA 8 PC	95%
SF 2 TURBO/SCE SNES/Mega Drive	95%/96%
NBA JAM SNES/Mega Drive	95%
TIE FIGHTER PC	95%
SYSTEM SHOCK PC	95%
MORTAL KOMBAT 2 SNES	94%
FIFA INTERNATIONAL SOCCER SNES/Mega Drive/Mega CD/PC	94%
EARTHWORM JIM SNES/Mega Drive	94%
DONKEY KONG COUNTRY SNES	94%
SUPER METROID SNES	94%
ROAD RASH 3DO	94%
SAM & MAX HIT THE ROAD PC CD ROM	93%

HYPER 25

Saturn Kicks Virtual Butt



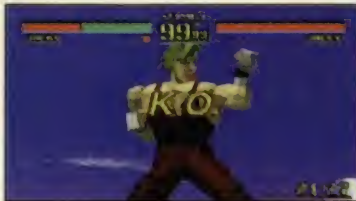
As regular HYPER readers are no doubt aware, the Sega Saturn has already touched down in Japan and, of course, in import stores across the globe. Priced at 44 800 Yen (about \$US 470 or \$A 830) it's selling well, despite the fact that only four titles were available at the launch date.

Fortunately, one of those titles is Virtua Fighter. The others - Wan Chai Connection (a kind of funky Japanese version of Sherlock Holmes), Mah Jong Tenjiku ("Virtua" Mah Jong!), and Tama (a puzzler) - are, by and large, pretty uninteresting. Daytona USA and Clockwork Knight (a lovely looking platformer) should be available by the time you read this and a conversion of the excellent Myst shouldn't be too far behind.

You'll have to wait until later in the year for the official Australian release (October, according to Sega and hopefully around the \$800 mark) but in the mean time, feast your eyes on these Virtua Fighter shots. Yep, we've got our hands on one and we must say, it's a very exciting machine. It looks nice and it feels solid. The controllers (a sexier version of the standard Sega six-button pad with added SNES style corner buttons) are great too.

We had a quick look at Wan Chai Connection (we'll need to polish up on our Japanese before we give it another shot) and an extra-long look at Virtua Fighter. We loved it. "Arcade perfect" is such an imperfect term, so we won't use it; all we'll say is that Virtua Fighter is very impressive. Better than that, it plays very smoothly. As hardened arcade gamers will know, the more time (and money) you spend on the game, the more you get out of it. There's special moves and combos a plenty in there and we had hours of fun kicking each other's virtual butts all over the office.

But that's enough text already - we know you just want to look at the pictures anyway...





Cyberwar

Lawnmower Man was an "almost there" sort of a game. Reasonable gameplay was let down chronically by truly awful graphics and no save game facility. As a licence from the movie, it bore little relevance to the celluloid version, and more to the point it challenged on an extremely cerebral level with Mensa-issue IQ tests (very unlike the movie which was dumb with a capital...um...D). Most players pressed on with the game, while whingeing about the crappy graphics. Gameplay really is the most important thing, after all.

SCI copped the flack squarely and with a listening ear. They went to work, whipping their programmers into a productive frenzy. The result of their toils recently hit the desk at HYPER, and the resulting dent is a now good place to keep a pen.

Bigger generally equals better, and Cyberwar is definitely bigger. And better. There's lots of different cyberthings to cybersee and cyberdo. It's arcade oriented, with many more than the lousy dozen tasks Lawnmower Man set for us.

First impressions definitely look favourable, but we all know how dangerous putting trust in those can be. Still, it arrived too late for a full review so you'll have to wait until next issue for our full verdict.



PC CD ROM

Available: NOW
 Category: ACTION/PUZZLE
 Players: ONE
 Publisher: SCI



Virtuoso

All right! It's rock n' roll Doom! Yeah! What's it like? Incredibly bad! Yeah!

This is easily the worst conversion of the Wolfenstein 3-D engine we've seen. For starters, visibility is limited to just a few feet. A murky smog/haze obscures everything around you. What you can see is an awful low-res blockyscape. You also see the back of your Rock n' Roll Legend from the waist up. Because of this, you can't see what's out there in front of you, like the creatures that are trying to do you in. Hit fire and the Legend drops to his knees and opens up with an ineffectual sounding gun. This also provides the first good look at what's out there.

Pumping in the background, by way of CD Audio is a generic Aerosmith sort of sanitised rock (puke!). You can even play it loud on the stereo, if you want the neighbours to think you are REALLY strange.

Despite these shortcomings, Virtuoso hammers another nail in its own coffin with the most un-intuitive control method yet seen in this sort of game. We earnestly hope the full game is at least a quantum improvement over this demo, but we thought we'd give you a look at some screenshots anyway because it is sort of interesting. There you go, hope you enjoyed them.



PC CD ROM

Available: FEBRUARY
 Category: ACTION
 Players: ONE
 Publisher: ELITE



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Final Fantasy III



Phantasy Star IV might be the RPG all Mega Drive owners have been waiting for, but Final Fantasy III is the big one for the SNES. It sold two million units in the first week on sale in Japan (where it's actually called Final Fantasy VI), which gives you some idea how eagerly awaited it actually is. The English language version has also been released, and while it's not yet local, if you search in import shops hard enough, you'll be able to pick yourself up a copy.

The graphics are truly beautiful (in the traditional RPG way), the sound is great and the gameplay, while linear, is top-notch RPG fare. The game world is massive and challenging to boot, so don't be worried about finishing anytime soon. Hopefully this will be locally released very soon and we'll do a full review.



SNES

Available: **NOW (IMPORT)**
 Category: **RPG**
 Players: **ONE**
 Publisher: **SQUARE SOFT**



Mega Man X 2



Mega Man X was one of our favourite SNES action platformers from last year and the very good (but hardly unexpected) news is that a sequel is on its way. It plays in basically the same way (why would you change a winning formula), with Mega Man gaining an enemy boss' power after defeating him.

The story is as silly and irrelevant as ever. Even though you defeated the evil Sigma in Mega Man X, his equally evil slave robots haven't given up being evil. They have begun to take over the world using other evil droids as their tools. How, er...evil. But the receptacle of all that is good and noble in robot form is Mega Man and he is on the case again to fight for the world's salvation.

Like the first Mega Man X game, once you survive the first level you get a choice of where to fight next (there are eight other lands in all). After that it's frantic platform action, with some very nice effects, secrets and tricks. Look for it soon.



SNES

Available: **APRIL**
 Category: **PLATFORM ACTION**
 Players: **ONE**
 Publisher: **CAPCOM**



Phantasy Star IV



Watch the RPG freaks go wild! This is probably the most long-awaited RPG in Mega Drive history, and the good news is that it's almost here and the advance word is very promising. The bad news for Phantasy Star phanatics is that it's definitely the final instalment in the classic series.

The same menu-driven gameplay is here, but there's all new combat features including combination spells, new combat vehicles and monsters that have the ability to morph during a fight. The animations for fighting and spell-casting have also been tarted up. It's also apparently keeps up the Phantasy Star tradition for being bloody tough to crack, so there'll be no quick romps to the end.

As for the story, it's all pretty much the same. Those horrible bio-monsters have invaded Motavia and you're the chosen hero who has to discover the evil force behind the attacks. Off you go on an epic quest to restore peace to the Algol star system. Sword in hand and nose in your spell book you'll be travelling through towns and exploring vast amounts of uncharted countryside before you come to the conclusion. PSIV looks like a fitting conclusion to an excellent series.



MEGA DRIVE

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



Pizza Tycoon



Mmmmmm. Pizza. Aside from the horrible concoctions in your own kitchen, have you ever wanted to show the sleazy bloke down the road just how a pizza should be made? How about serving up a Four Seasons ala cockroach for that loudmouth in the corner? Well, it can now be yours all yours in a new business game for your PC called Pizza Tycoon. Whip out the oregano and design the funkier or most disgusting pizzas imaginable, or crack open a can of paint and give your restaurant that pink flamingo look. Advertise, hire staff and overcome tough competition in this all-round business, cooking and strategy sim. Soon you'll be so famous for your horrid, circular lumps of stinkin' anchovies that you'll be opening swish new parlours in London, Paris and even Rome!! Is this game going to be good enough to keep your attention after playing it once? Could a sim-game completely centered around pizza-making really be entertaining? Well, I guess it depends on how much you love your dim-sims. And there's more in that than you realise.



PC

Available: FEBRUARY
Category: SIMULATION
Players: ONE
Publisher: MICRO PROSE



This month

ARCANE checks out the latest weapons in the

Sega vs Nintendo

These are the titles that will make you want to buy (or not want to

Well, times have certainly become tougher for the big two (Sega and Nintendo) as the battle for supremacy moves to the arcade.

Nintendo has just given us a taste of their Ultra 64 in the form of *Cruisin' USA* and *Killer Instinct*, while Sega has brought out two new games in the ever popular Virtua 3-D polygon range of games - *Desert Tank* and *Virtua Cop*. Who will reign supreme? Only time will tell, but with games like these coming out it can only mean happier gamers in the end!

Cruisin' USA

Cruisin' USA. Ahhh... it's like a fresh breath of air in the current line up of racing games. On one hand, the graphics (being polygons) are a little more simplistic than that of Namco and Sega's best, but they are more than adequate for the job. And its job? To take you over America on a tour like no other.

The graphics as I said before are a little more simplistic than *Daytona* or *Ridge Racer 2*, but still very, very impressive. They grow on you as you cruise across literally hundreds of miles of USA country beginning at San Francisco and ending at Washington DC.

There are four cars to choose from including some secret ones, like a school bus and police car, but you need know the cheat and I'm not going to tell you... OK, I will what you have to do is ...

So if you want a game that you actually don't have to compete with anyone except for the clock and that pesky on coming traffic - this is your game! A fine start to the Ultra-64's library. If this is a taste of what's to come, soon we'll be going through a 5-pack of Lowes undies each time we play one of these suckers!

Killer Instinct

Mortal Kombat move over? I suppose only time will tell. The second game to show off the Ultra 64's capabilities is *Killer Instinct* and as the title says, it's a killer!

With it's 11 fully rendered characters and texture mapped characters, *Killer Instinct* looks absolutely amazing! Made by Midway, the same company that brought us the MK series, no punches have been held in bringing a truly awesome fighting game to our eagerly awaiting, sweaty palms.

The biggest draw for this game is it's graphics. Nothing is skimped on here. From the beautifully rendered characters to the backgrounds, *Killer Instinct* is hot. One level's background has a gorgeously lit stone in the background, another level is fought over a rope bridge in the Grand Canyon. The characters are all shrouded in mystery and secrets, just like MK. Some of the characters are "Meltdown" - the molten lava man; "Fulgore" - a robot; "War Wolf" - half man-half wolf, oh and of course there's the "token" girl - as beautiful as she is deadly!

Apart from the graphics, it really lets loose with the gameplay. While *SF2 - New Challengers* had triple combos, *Killer Instinct* has combinations that reach into double figures that will leave your opponent flat on the ground and you with a big grin on your face! While it doesn't have the gore of MK, the gameplay (ie. combos), and fantastic graphics and sound will keep you coming back for more.

Can this game tide us over until the splendid beauty that will be *Mortal Kombat III*, hits our shores? The answer is yes. Dubbed *Streetfighter 3000*, it certainly has enough moves, action and combo-ball breakin' fun to have you playing right through the year!



tendo war

buy) a Saturn or an Ultra 64, because home conversion is inevitable. Check them out...

Desert Tank

As for Sega's current stable of games, they seem to be sticking to what they know with their 3-D polygons. And they certainly do it best. One of their latest offerings - Desert Tank, takes the Tank simulator to a new height - and that's above the tank from a helicopter view!



As far as the story line goes, a computer has been programmed by a madman (no doubt from Sega, a Virtua Saddam) to launch a nuclear attack on many of the world's capital cities. Well you're not going to sit on your butt playing computer games are you? It's time to pull the sheet off the ol' tank in the garage and go for a spin to the local madman's headquarters. But, as always the enemies seems to have limitless funds, so there are lots of things to kill and destroy on the way.

And so you head on your way until you reach the enemy hide out and defeat the head honcho's computer. The graphics are great and exactly what you have come to expect from Sega. The polygons are smooth as silk and the detail is superb. As with the other Virtua games, being able to view the game from different view points is a standard feature. From behind the wheel to above the tank in the sky - it is the welcome addition from Sega to enhance the fun and give it a bit more variety.

Enough of the frolics though, because not only are up against a huge amount of enemies, but there is that pesky time limit and damage gauge that continually ticks down with every hit. As for the missions, while not too difficult, they are rather lengthy so that you really have to make sure that every hit that you make targets and keep the evasive manoeuvring up at all times.

I don't know why they didn't call the game Virtua-Battle Tank, a name that is well familiar with tank sim fans, but nonetheless Sega have pulled off quite a little number with an extremely smooth and fun tank game.

Virtua Cop

Well... It was bound to happen. The Virtua series just wasn't complete without a shooting game. The results? A great game that has excellent gameplay and is indeed like playing in a virtual world inside a movie!

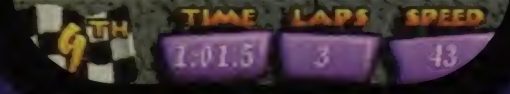
In what could well be described as a Lethal Enforcers with 3-D polygons, it is more involved with its continually moving screens and changing view points. Enemies pop up from all directions, so you have to be on the ball. Once an enemy has been sighted, it's time to let loose with your weapon.

Along the way, you can pick up different weapons including a shotgun. Believe me there is much satisfaction in plugging a baddie with a couple of shells and watch him drop from a window to the ground. Graphically it's what you can expect from Sega and their love affair with the Polygon. While still quite square looking, it won't be long (as with Virtua Fighters II) that the characters will begin to look a lot smoother and more alive. But at the moment, they do just fine, it's the atmosphere and gameplay that win the day. Very cool.



All the above games are great - thus no score for each. It's up to you now to decide which company will make it big in the arcades - Nintendo? With Midway backing them and having the games in the arcade so that you can "Try before you buy" is a good system. On the other hand, Sega have got a huge ace up their sleeve with the continuing success of the Virtua series as well as years of experience in the coin-op game. Who do you think will make it - write to HYPER and tell us!





TWO PLAYER SPLIT SCREEN



MOTO



VISUALS	SOUND	GAMEPLAY	LONGTERM	OVERALL
A few more colours than you'll get from a Mega Drive game, but that's about it. Blocky and dull with terrible sprite animation.	Unbelievably bad music, repetitive FX and crappy speech.	If you know how to hold down a button you should do fine.	12 very similar tracks and three difficulty levels don't offer too many thrills. Slightly more fun with two players.	A highly forgettable, slightly regrettable effort that does the 32X no favours
65%	53%	60%	55%	58%

THINK ABOUT MUD, AND LOTS OF IT. I BET THE LAST THING YOU THOUGHT ABOUT CAVORTING WITH IN SAID MUD WAS A MOTORBIKE. UNLESS, OF COURSE, YOU'RE A FREAK. ANDREW HUMPHREYS IS, SO WE GAVE HIM THE LATEST 32X CART TO REVIEW.

REVIEW

CROSS CHAMPIONSHIP

I was in an amiable, Christmassy, Joy To the World mood last issue so I was willing to excuse Super Space Harrier for the 32X as a minor aberration, but this - this is just plain sloppy. For a start, it's all about dirt-bike racing. Add water to dirt and you get mud, and that spells Sloppy with a capital "S". But even the sloppiest of muds is not as sloppy as the job Sega have done on this game.

Motocross Championship, even with all that mud and all those motorbikes, is just not a good game. What's more, it's not a good example of the 32X's powers. If it is, we're in trouble. The graphics are unimpressive in the extreme, the sound is horrible and it's basically no fun at all.

Dirt Rash

Take Road Rash for the 3DO, take away all the good bits (the speed, the thrills, the flashy visuals) and you're left with (...ta da!) Motocross Championship. It's got motorbikes (125cc, 250cc and "Superbikes"), 12 tracks (none of which offer anything more exciting than a couple of corners and the odd hill) and three skill levels. It's got two game modes, Practice (race any track on any bike) and Season (speaks for itself). It's even got a split-screen, two-player mode (gasp!). But it doesn't have the HYPER Big Rubber Stamp of Approval™. And unless we start feeling unseasonably generous pretty soon, it's not going to get it.

Why? Let's take a look at the graphics for a start.

They look alright on the page, but the animation is particularly weak. It doesn't scroll too well either. The backdrops are dull and the sprites are rough and pixelised. All in all, not good. The only sign

of the 32X's boosted abilities is the texture mapping on the tracks - and even that's dodgy.

The sound is well below par too. In fact, the music (8-bit, not 32-bit standard) is truly horrible. Thank God you can turn it off. Unfortunately, you can't turn off the sound effects. The engine sounds are OK but the solitary voice sample (you shout "Hey!" whenever anyone hits you) gets very annoying very quickly.

That leaves us with the gameplay. No surprises here - it sucks too. Basically, all you do is hold down button

"B" and move left and right occasionally. Starting a race is truly a nightmare (this big, mess of riders in the middle of the screen) and every time you bump another rider you stop dead. You can punch and kick other riders too (a la Road Rash) but by the time you get around to it you'll be so bored you'll probably just want to hit your head against the bathroom wall instead.

Going round and round in circles has never been my idea of a good time. Motocross Championship proves that I've been right for all these years.

32X
Available: JANUARY
Category: BIKE RACIN'
Players: 1-2
Publisher: SEGA
Price: NO RRP
Rating: G8+



REVIEW

THERE'S A WORD OF FIVE LETTERS THAT MEANS A HELL OF A LOT TO VIDEO GAMES, AND IT'S NOT HYPER. . . IT'S B-I-F-F-O! THAT'S RIGHT, MOST GAMES COULDN'T DO WITHOUT IT. HERE'S ELIOT FISH TO DELIVER THE KNUCKLE SANDWICH...

SUPER PUNCHOUT



GABBY JAY - GRANDPA DECIDES TO TAKE A NAP IN BETWEEN ROUNDS

No doubt a lot of you have been haaaaanging out for Super Punch-Out! to make it to the SNES. It was an arcade favourite, NES hit and now — ta-da — it's a SNES smasheronee! Yes, Super Punch-Out! is good. Very good. Very hard. Excellent fun. Good value. Everything you could want from a SNES cart. It might just be a little too hard to keep you interested, but that's certainly up for debate. It looks good, sounds great, feels responsive (maybe a little sluggish) and smells. . . well, like a small grey, plastic thing. But put a little imagination into it and you can almost get a whiff of the blood-soaked canvas, the buckets of sweat and spit. Gulp. Nearly brought my dinner up, but I think my point is made. Super Punch-Out! is going to sell heaps, and I wouldn't want to stop you buying it, because it's a fine game indeed.

Float Like a Butterfly

This game really demands split-second reflexes and top-notch co-ordination. You might be able to go in there swinging for the first couple of rounds, but soon, you'll have to learn how to block, dodge, duck and counter all your opponents moves. And there are many mean-looking characters hanging out in the dressing-room just waiting to come out and clonk you on the shnoz. You'll certainly remember a few of your opponents (Bald Bull for one) from the arcade and NES versions, but there are many new and complicated foes to match wits with (that's if you've got any wits left after a few minutes in the ring). Sussing out how to defeat the slime-bags on the Minor circuit will take a while, the creeps on the Major-circuit could take ages and the World-circuit. . . well, I couldn't even get there when trying to review this game.

Learning your opponent's moves is the key to success, so a lot of

practice will be the only way you can progress. This game has a very addictive but steep, steep learning curve. Luckily you can save up to eight different boxers on the cart. Choose to either go for the Championship, or maybe just improve your times on earlier fights or even just browse through your records. Super Punch-Out! has it all. There isn't a wealth of sound effects, but what's there is, is just right. Any more would be too distracting anyway (you'll need your concentration). Some of the characters shout taunts, yelp with pain, there are some excellent bone-crunching noises and all round authentic boxing atmosphere. Luckily, whilst in-game, there's no cheesy music. They save that for the menu selects and opponent intros.

Sting Like a Bee

The controls are very simply laid-out, so you'll be jabbing, throwing uppercuts and launching combination after combination at your poor foe in no time. For those of you who don't know the SPO! gameplay, your fighter has a punch-meter; if you manage to get enough hits in, this meter fills up. Once it is full and starts to flash you can go for some special punches that really belt the stuffing out of the poor sprite in front of you. But get hit, and your meter goes down. Also keep an eye on your stamina bar, otherwise you'll be face-down before you know it. This is no sim though, and it doesn't try to be. Super Punch-Out is all about fun. Just check out some of the goofy-looking opponents. This game is hilarious. Sometimes you don't want to belt your adversaries, you want to show them there's more to life than handle-bar moustaches. Not much, but even so, if you like the odd raw biff, you should get your gloves on this game.

SNES

Available: JANUARY

Category: BOXING

Players: ONE

Publisher: NINTENDO

Price: \$89.95

Rating: G8+



PISTON HURRICANE LOOKS TOUGH...



BUT LAY SOME GLOVE IN HIS GOOLIES AND HE'S DOWN!



BEAR HUGGER NEEDS TO LAY OFF THE HOT DOGS BEFORE THE MATCH IF HE'S GOING TO GET ANYWHERE



VISUALS	SOUND	GAMEPLAY	LONGTERM	OVERALL
A hoot! Your opponents are quick, and you seem slow. It's not fair, it's a challenge!	The crowd starts to go off when you connect. Nice but nothing WOW!.	Simple yet very addictive. I did find the controls a bit in the opponents favour. I think. Or maybe I'm just crap.	It's tough as big, fat nails.	It won't change your life, but maybe a few pairs of underpants.
80%	75%	85%	85%	84%

MAJOR CIRCUT!

#3 BOB CHARLIE

FROM: BARBORA
 AGE: 26
 WEIGHT: 140lbs.
 RECORD: 24-13

People who can't feel the rhythm are so lost. Do you have the rhythm?




BOB CHARLIE SEEMS TO HAVE LOST SOMETHING OVER IN THE CORNER THERE - WHOOPS - LOOKS LIKE HE FOUND IT!



BALD BULL. I GUESS IT WAS NOT A GOOD THING TO GO CALLING HIM A CHROME DOME. HMMMM, THINK I'LL JUST GO LOOK FOR MY MOUTHPIECE



REVIEW

SUP



CAP



x03

0000000



x05

0000000

SHILZUS



SPEEDER

SCORE

SCOUTS

x03

0000000

15



BOSS

VISUALS	SOUND	GAMEPLAY	LONGTERM	OVERALL
<p>Fantastic! True to the film and totally excellent fun.</p>	<p>All the cool music and FX straight from the film.</p>	<p>Smooth to control, there's variety and interesting objectives.</p>	<p>A hard nut to crack, but there is a password system.</p>	<p>An excellent conversion and thrilling platforming fun. Star Wars and action fans should love this.</p>
<p>87%</p>	<p>88%</p>	<p>84%</p>	<p>80%</p>	<p>84%</p>

IT SEEMS THAT THE
**LEGEND OF STAR WARS IS MIGHTY
 HUGE. THE LEGEND OF ELIOT FISH IS
 PRETTY MASSIVE TOO, SO WE GOT HIM TO
 REVIEW THIS GAME (AND WRITE THE INTRO). . .**

ER RETURN OF THE JEDI

Here it is, the final game in the LucasArts Star Wars trilogy, Super Return Of The Jedi. It's predecessors, Super Star Wars and Super Empire Strikes Back were mighty good platformers. In fact, I thought SESB was truly excellent — damn hard in spots, but a very satisfying zap-'em-up romp through the Star Wars universe. Each game has adhered to their respective films in amazing detail. All the FX, music and creatures have been faithfully re-created and packed into each cart. Thank the stars that SROTJ is no exception.

Easier Than The Rest

As SESB was a vast improvement on Super Star Wars, SROTJ has sorted out the problems that plagued SESB. Actually, each game has become increasingly easier. SESB introduced a password system, after probable complaints about SSW's extreme difficulty and size with only continues to guide the way. Now with SROTJ, you have the choice of choosing which character you'd like to use in your rage against the Imperial forces. Playing as Luke is by far the easiest option, with his abilities to use the force in offensive and defensive ways, but there's also Han Solo,

Chewie, Leia (who never appeared in the other games) and the cute little Ewok, Wicket (which makes a nice, if not sickly sweet change). Each character has different attributes and weapons, so make a wise choice. Han has his blaster and grenades, Chewie his rifle and "wookie-spin" dance-move, Leia has chains and long poles (no comment) and the little Ewok has a very cute bow and arrow. Aaaaawwwww!

As you can imagine, the Star Wars films are packed with so many exciting scenes and fantastic effects, that a game adaptation could only be truly excellent fun. And all the best bits are there.

SSW had the Death Star Trench run, SESB had the Snow Speeders and SROTJ has the bike chase and sabre

duel with the Emperor. The programmers have been able to go all out on Mode 7 effects in the 3D stages. Besides the usual platforming, SROTJ includes the aforementioned fantastic speeder-bike chase on Endor, Millennium Falcon TIE fighter duel and raid on the Death Star. Unfortunately, unlike the other two games, the flying sequences in SROTJ are a bit of a let down. The bike scene especially, lacks colour and variety. This could have been done so much better, considering that scene's popularity after the film's release. However, they do add a real spice to the game, breaking up the platform sections and providing a different challenge.

SNES

Available: **NOW**

Category: **PLATFORM
/ACTION**

Players: **ONE**

Publisher: **LUCAS ARTS
/JVC**

Price: **\$119.95**

Rating: **G8+**

This is one mighty big game, and one pissy little stage doesn't really affect the overall effect. If you enjoyed the film and the other Star Wars games, then you'll enjoy this game. The controls are superb, there are secret things everywhere just waiting to be discovered, the music varies for every level (corresponding to how it is used in the film) and the FX are huge! The level design in SROTJ even beats the first two games.

Some are absolutely enormous! You'll be Jedi-jumping up, down, in, out, left and right — maybe even getting lost — and coming across one boss after another in your struggle against the Dark Side. Get to the end and it'll be a fierce duel between you and the Emperor! What an ugly bastard too. The movie stills between levels are of super quality and you'll be caught up in the story all over again.

Thankfully there hasn't been too much of a wait between this and SESB, probably due to Empire's success. You can bet your force-filled booties too, that Super Return Of The Jedi is just as big. A very slick game, indeed.



COMMANDER, I HOPE FOR YOUR
 SAKE THE NEW DEATH STAR WILL
 BE COMPLETED BY THE TIME THE
 EMPEROR ARRIVES.

SELECT HERO



HERO: HAN SOLO
 AREA: ATTACK ON SAIL BARGE



WHAT IS IT ABOUT SUBSTITUTING THE LETTER "K" FOR THE LETTER "C"? A WHOLE GENERATION IS GROWING UP THINKING THAT COMBAT IS SPELT WITH A "K", AND NOW THE HUMBLE WORD CLOWN IS UNDER ATTACK FROM THE ZANY MARKETERS AT KEMCO. ELIOT FISH HAS SOME KRAZY FUN...

KID KLOWN IN KRAZY CH

The Japanese certainly love cute. Even bad, sadistic Manga characters have big, sparkly blue eyes and button noses. Well, Kid Klown is cute, but he doesn't exactly disembowel people. He runs, jumps and looks sheepish. Now, we all know how "cute" can turn people away, but wait, this game is a bit of alright. Kid Klown in Crazy Chase is actually a very playable, very enjoyable experience.

This is basically a 3D "isometric" perspective running game in which you (Kid Klown) must cross various different obstacle courses to stop a burning fuse from reaching a big, fat bomb. Along the way, you'll have to grab balloons (before they float off) to reveal coins or a Heart, Club, Diamond or Spade symbol which are all essential for moving on to the next level. If you fail to collect any of the four symbols, you have to repeat the level again. Another dimension, is that of the old "hit points". As most of the obstacles are dangerous, your hit points reduce every time you say, fall on spikes or get squashed by falling boulders. Run out of hit points and it's game over, so you'll have to keep your eyes peeled for a handful of energy restoring bubbles scattered throughout the level. Get things right, and you might even be rewarded with one of a selection of bonus games, from a classic mole bashing game to a round of air hockey.

Obstacle Courses

Each stage is distinctly different whilst still retaining the same "running" idea and 3D perspective. Level one is set in a forest, where you encounter

cannons, puddles, banana skins, rope-bridges etc. Level two takes you to the street, where you have to dodge cars, jump man-holes and climb walls. And then the stages get progressively more complex, from mountain capers to ice, lava and ghostly encounters deep within caves. Your character doesn't do a hell of a lot (you can jump and speed up or slow down), so it's surprising how good the game feels. It may seem like a major bummer when you realise that you can't walk backwards to that balloon you just misjudged, but it's essential to the longevity of the game. Learning the obstacle courses to obtain the right balloons at the right time is just as much fun as actually hurtling your

SNES

Available: **JANUARY**

Category: **ACTION**

Players: **ONE**

Publisher: **KEMCO**

Price: **\$79.95**

Rating: **G**

Kid Klown across a chasm. If you had too much freedom of movement, the game would simply be too easy.

The animation in superb. All the facial expressions, sweat droplets, rubbery limbs and comic accidents are hilarious and there's a heap of them too. After a while though,

they do tend to get a little frustrating as some of the animations are just a tad too long and every time you trip over, you're sitting there frustrated and furious as you wait for Kid Klown to stop doing his funny little looks of surprise and horror and give you back control. The fuse does keep on burning towards it's goal as the animations take place you know!

The music and FX are really not worth mentioning, so I'll just wrap this up by saying that Kid Klown is a neat idea, and a deceptively tough little nut to crack. It's wonderful to look at and entertains your socks off even if it isn't a mind-blowing game.





ASE



ONE OF THE BONUS STAGES IS THIS COOL GAME OF AIR HOCKEY!



AND HERE YOU'VE GOT TO WHACK THE BADDIE ON THE NOG



VISUALS

Colourful, smooth animation. Great tricks and obstacles.

80%

SOUND

It's there, but that's about it. Some samples are effective, others are boring.

69%

GAMEPLAY

Surprisingly addictive little number. Original gameplay is always a bonus.

82%

LONGTERM

Fairly tough, and only a few continues to finish the game on, but there's not enough levels.

65%

OVERALL

Can I use decimal points? I like Kid Klown, but not all of you will. It may just frustrate.

70%



BRU

VISUALS	SOUND	GAMEPLAY	LONGTERM	OVERALL
Great looking sprites that move very well indeed. Backgrounds could be a little better.	Lots of grunts, swishes and martial arts style noises. Okay.	Smooth controls and cool moves with a great tutorial device.	Could be tougher but the old faithful, the multi player option comes to the rescue.	Objectively this may not compete with the MK's and SF2, hence the rating. Personally and subjectively I like it better than the lot
82%	78%	88%	80%	82%



TUTORIAL SCREEN - THE DALI TEACHES YOU SPECIAL MOVES, BUT ONLY IF YOU WIN



YOU MIGHT HAVE PLAYED WITH MACAULEY CULKIN BEFORE IN THE ABYSMAL HOME ALONE VIDEO GAMES, AND IF YOU LIKED THAT YOU'RE GOING TO GET TO DO IT ALL AGAIN WITH HIS NEW MOVIE/GAME THE PAGEMASTER. STRETCH ARMSTRONG WONDERS WHY THERE WASN'T A GAME OF THE GOOD SON...

THE PAGEMASTER

Most people are afraid of getting old, but when it happens to me there's one thing I'm really looking forward to - sitting back, relaxing and watching Macauley Culkin descend into a maelstrom of booze, crack, divorce, career fade and baldness. Then he'll know what it really means to be "Home Alone". You're not convinced? Just think about it- domineering father, instant success, well documented brat behaviour and cute child-like looks that are sure to be sent packing by puberty- if that's not a recipe for young Mac to be the Danny Bonaduce of the 21st century then I'll slap my cheeks with aftershave as I look in the mirror.

To hasten this inevitable fall from grace, and just like any self-respecting sprog with a smart mouth and an agent, Mac has found his way into yet another video game. Not surprisingly it's coinciding with his next "blockbuster" release, THE PAGEMASTER. The game, in a stunning display of marketing flair, is also called The Pagemaster.

Killing Macauley

What The Pagemaster is about, is fairly irrelevant to the games (it's a platformer after all), but what I can tell you is that the programmers of this game have included in the game a fatal flaw. You see, like all platform games, the obvious object of the game is to progress through the increasingly difficult levels, all the time protecting the energy and life of the "hero". But who wants to save Macauley Culkin? I never wanted to get past the first stage because it's so much fun to kill the little bastard, and it's a pleasure I can't wait for. There is only one feasible reason why I want to progress through this game, and that's to search for new and hopeful excruciating ways to help the brat expire. And as fun as that may be, I have a sneaking suspicion that pre-teen snuff action is not what the game is all about.

OK, the story. Like the movie, the game involves a Macauley entering the magical world of fiction (a bit of a Never Ending Story rip-off really, but not half as good). Mac slips over in the library, bangs his head and sadly, wakes up again, except that now his life has

become a cartoon (art imitates life) and he is trapped inside a surreal version of his library (ie, the one at my old school, except our librarian was way scarier than anything Mac has to face). Aided by those well known books Horror, Adventure and Fantasy (I think James Clavell wrote them, just after Texas, Hawaii and Space) Mac must escape the library, grabbing keys and library cards on his way. You know what this is leading up to, don't you? Could it be a sprite that runs left to right, jumping on things, avoiding obstacles and gathering power-ups? Give that man a cigar! Is the game saved from mindless tedium by the major sprite's ability to fart, burp and throw snot? Of course not! Mac's got a career to think of you know, and he already had to kiss a girl this year - give the kid a break, why dontcha.

Naked Uma Thurman

Yes, this game has some nice animated graphics and it's controls are pretty smooth (even if it does have a little dose of the ice hockey disease, which Andrew diagnosed in NBA Live 95) but it adds up to a yet another platformer without so much as two brain cells to rub together. It couldn't even raise more than a vague "harrumph" from my usually wide-eyed selection of lab-rat assistants. I'm honour bound to mention that this game has scored high percentages in some overseas mags, but as deadline is approaching and Uma Thurman has yet to arrive at my door bearing alcohol, party treats, a gold-embossed "thankyou" from the programmers and wearing little more than a smile, the chances of The Pagemaster getting a similar figure from me are rapidly fading. Bottom line time: with the Christmas rush still rushing, and games makers assaulting us daily for our discretionary dollar, you have far better options than this. If you wish to encourage the developers of platform adventures, encourage those responsible for Earthworm Jim, Boogerman and The Lion King. If not, do your country a service, leave this alone and help prove, once and for all, that Darwin was right. Oh, and Mac, see you at the 12 Step Recovery program.

MEGA DRIVE

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



Horror World

VISUALS	SOUND	GAMEPLAY	LONGTERM	OVERALL
Not too bad, but we're not talking Disney quality here.	Honestly officer, I didn't hear a thing that interested me.	Smooth and slippery can be a good combination in certain circumstances, but here it's only half right.	I'm sick of it already.	Hey, Mac, love your early work. See you later. Missing you already.
70%	60%	61%	60%	60%





RUGBY IS AN ANCIENT, SOMEWHAT MYSTERIOUS GAME IMMERSIVE IN LEGEND AND RITUAL

World Cup '95 Group Tables

Group A	Pt	No	Dr	Lo	Tr	Pt
Australia	0	0	0	0	0	0
Canada	0	0	0	0	0	0
South Africa	0	0	0	0	0	0
Romania	0	0	0	0	0	0

Group B	Pt	No	Dr	Lo	Tr	Pt
England	0	0	0	0	0	0
Western Samoa	0	0	0	0	0	0
Argentina	0	0	0	0	0	0
Italy	0	0	0	0	0	0



SOME OF THE MORE BIZARRE RUGBY RITUALS TAKE PLACE IN THE TEAM LOCKER ROOMS EITHER BEFORE OR AFTER A MATCH

Team Information

Australia Full Team

Full Team
Forwards
Backs
15 F. M. Fidler
14 G. F. Tunsted
13 J. J. Johnson
12 D. M. Vero
11 I. F. Thompson
10 D. D. Tannahill
9 S. T. George
8 M. White
7 D. L. M. Macbeth
6 H. D. Maddison
5 L. M. Lipscey
4 D. M. Coventon
3 J. S. Hewins
2 F. H. McKinnon
1 G. B. Neck

Statistics

Kicking	
Dunning	
Stamina	
Passing	
Strength	
Weight	
Tackling	
Overall	



ONE SUCH RITUAL INVOLVES PLAYERS FORMING A HUMAN CHAIN USING ONLY THEIR INDEX FINGERS. BUT WE WOULDN'T RECOMMEND YOU TRYING IT AT HOME, KIDS

VISUALS	SOUND	GAMEPLAY	LONGTERM	OVERALL
Small and crowded at times, but that's the sport rather than the game. Overall a good FIFA style perspective.	Some noises I've never heard on the sports field, in among the usual crowd stuff.	Tricky and occasionally mysterious but excellent given the challenge.	Like all sports sims, complicated play, options and multi-player are the key. A win on all three counts.	I love this game and if you like rugby you will too. If you're not a fan of the sport, maybe look elsewhere.
84%	75%	88%	86%	86%



AT LAST THERE'S AN EA SPORTS GAME WHERE AUSTRALIA IS THE BEST TEAM IN THE COMPETITION. NOW YOU CAN TAKE CHARGE OF THE DEFENDING WORLD CUP TEAM AND FIGHT FOR THE COUNTRY'S REPUTATION. STRETCH ARMSTRONG HAS THE PIGSKIN...

RUGBY WORLD CUP 95

If any criticism can be levelled at EA Sports, it would be that their games have been seriously Yankocentric. You know, if they weren't played by guys called Chuck, Chip and Muggsy and didn't come with a free foot-long hotdog, they didn't want to know. Sure, the fact that the American market just happens to have 250 million people in it may have something to do with it, but the wallop success of FIFA International Soccer may have changed that a little. Now, it seems that a sports game that may not have gripped the US by the wedding tackle can justify development. It worked for soccer and, by God, it'll work for rugby too.

The Game They Play in Heaven

Yep, "The Game They Play In Heaven" has finally made it to the Mega Drive and it's a bloody corker! Certainly, I would have preferred good old rugby league to the inferior private school version, but you can't have everything can you? To begin with, this is a pretty stellar programming achievement given that you have to control a full complement of 15 players and still make some sense of the game. "So what?", I hear you asking, "soccer has eleven players". It does indeed, but it's rare that more than five are involved at any one time - here at least double that number are in the thick of it and the game still hangs together remarkably well. It's all here - rucks, mauls, scrums, lineouts, bone-crunching defence and fleet of foot backs, with 30 teams from all over the world and a choice of World Cup, League and Friendly modes.

Graphically it's pretty impressive - the sprites are, by necessity, pretty small but there's plenty of animation and the players perform, in a host of situations, with remarkable authenticity, whether it's striding out when they hit the clear, going up above the pack to take the high ball or turning the back into the defence to set up the maul. Given that rugby union involves a number of fairly complicated set pieces the controls are not easy to come to grips with, though they do have the bonus of being very responsive even given this complexity.

For example clearing the ball from the

ruck is certainly not an easy skill to master, but trial and error (mainly error) will soon have you on the right track.

Passion and Subtleties

If I have a complaint it's that this game could be quite a struggle for those who are not passionate about and familiar with the subtleties (yes, it has them!) of rugby. The manual makes a valiant attempt to explain the rules and object of the game, and to draw analogies with soccer and gridiron, but it's clearly no substitute for a lifetime of exposure, even if it's only been gained by unwilling osmosis. Those of you, however, who are fans of the game and have been hanging out for quality non-American sporting sim will absolutely

lap this up. No, it's not perfect, it occasionally gets a bit messy and the positional play can be a mystery but it captures the pace and excitement of the game to a tee and, in a nod to the local players, Australia has a flying winger called Tunsted (who's actually EA's local PR person Robyn. In fact, all the names in the Australian team are taken from local EA staffers).

Not much else to say really - I want to stop writing so I can go back and play the game. Just go out there, stick to the game plan and come away with the two points. Full credit to the boys, I really take my hat off to them. The better side won on the day, the crowd can go home well satisfied (and why shouldn't they?), it's all happening, shut the gate, put down the glasses, it's on for young and old, rugby was a winner here today. It's back to Stuart in the central commentary position.

MEGA DRIVE

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

REVIEW

WORLD CUP FEVER MAY BE ON HOLD FOR ANOTHER THREE AND A HALF YEARS BUT THERE'S ALWAYS ROOM FOR ANOTHER GOOD SOCCER GAME. THE QUESTION IS, IS THIS A GOOD SOCCER GAME? ANDREW HUMPHREYS INVESTIGATES...

CAPCOM'S SOCCER SHOOTOUT

Capcom are in a spot of bother at the moment. The rumour is, they're sitting on millions of unsold copies of Super Streetfighter II and the fact is, their share price is falling, not rising. They need to take a step back and re-evaluate; in short, they need to take a good, hard look at themselves. They also need to come up with some original titles. Capcom's Soccer Shootout isn't one of them.

Why? Because it's a soccer game really, and they've been done a million times before. Sadly enough, they've also been done better. That's not to say this is a bad game - it's not bad at all - it's just not a great game. It looks the goods and it's fun for a while, but it lacks the depth to be a real World Cup contender.

Arkady Renko

Capcom's Soccer Shootout feels very "arcade-y". By that I don't mean that it feels like the Russian hero of Gorky Park (or even like William Hurt taking on the movie role); I mean that it's very much in the style of an arcade game rather than a serious sporty sim. There are absolutely no strategy options (there are very few options at all), there's no off-side rule and there's only twelve (yes, 12) teams to choose from (all internationals, including the ever-popular Brazil, Italy, England, Germany and the Cameroons).

The controls are nice and simple (pass, lob and shoot with a variable amount of swerve) and the ball "sticks to your feet", but the problem is (and it's a big one) that you control players in groups. Rather than hit a button to switch control to the player closest to the ball it's all done automatically: you control a group of

players (two or three) closest to the ball. As you can imagine, it doesn't allow for a very sophisticated game. It also means you'll find players wandering about aimlessly off the field rather a lot.

The up side of all of this is that the graphics are great (if you ignore the unseemly, kind of desperate Capcom signage all over the place). The side-on perspective isn't the most functional for a sports game but it's been done well and the animation on the players is sensationally smooth, easily topping EA's FIFA International Soccer. There's some good

fun to be had too, what with the now standard assortment of bicycle kicks, headers and volleys.

There's lots of different play modes too, including standard Exhibition and Championship matches, All-Star games, the Penalty Shootout, Indoor Soccer and decent Training options (where you're scored for your dribbling, shooting and cornering skills). The pick of them has to be the indoor game - it's fast, bouncy and lotsa fun.

If you're after a quick blast of soccer action every now and then with a few friends, then you could do worse than Soccer Shootout. As a multi-player game, it's none too shabby. It'll even keep you interested for a while playing solo. But if you're a serious fan, you should go for something a little more Sensible. Now there's a thought...

SNES	
Available:	NOW
Category:	SPORTS
Players:	1-4
Publisher:	CAPCOM
Price:	\$99.95
Rating:	G



TOUT



VISUALS	SOUND	GAMEPLAY	LONGTERM	OVERALL
The perspective is good and the player animations are smoother than the proverbial baby's bum	Some good crowd samples (and the usual idiot yelling "Goooooal!") are spoilt by infuriatingly repetitive in-game music	If the game engine allowed for a little more strategy this would be a beauty, but controlling players in groups just doesn't work	A good multi-player game to drag out every now and then	A good-looking, arcade-style ball kicker that suffers from a fatal lack of depth
90%	64%	76%	70%	75%

MEGA DRIVE



The Falcons have a new quarterback at the helm of "Red Gun." Unfortunately,

THE BIG BOY'S ON HAND FOR THE PRE-GAME CRAP



INJURY REPORT
Eagles
#34 HBI H. WALKER
1 QUARTER
Achilles Tendon Strain

MARY SNOW

SIDELINE EYE, MARY "LITTLE LAMB" SNOW



ACTION SHOTS. INSERT SOUND EFFECTS OF CHOICE... LIKE "OOOF", "BIFF", "OH, MY ACHING GROIN"



THAT'S HERSCHEL WALKER, THAT IS



LOVE THAT PLAY SCREEN

SNES



CHIEFS
#79 LG
ANKLE SPRAIN.
OUT FOR 1
QUARTER.

LEFT:RIGHT:TEAMS

MARY SNOW

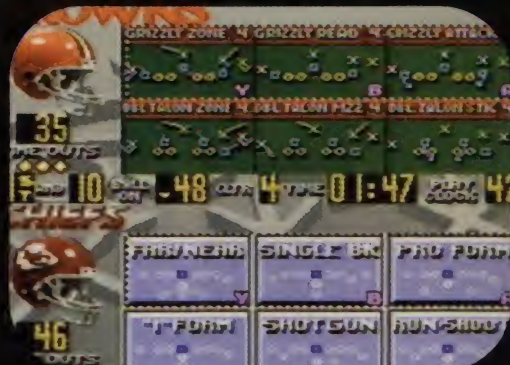
WHO DOES MARY'S HAIR?



KICK OFF IS ALWAYS EXCITING



NEW NFL RULES LET YOU GO FOR A TWO POINT CONVERSION FROM A TD



LOVE IT AGAIN

VISUALS	SOUND	GAMEPLAY	LONGTERM	OVERALL
If you're looking at the SNES version, add a mark or two. Very functional and football-like	Nothing new hear - the same crowd noises and the odd "Maddenism" to annoy you	No doubt about it, this is the business	Once you're hooked, you'll be a Madden devotee for ever.	Yes, it's better than the last one, but not by much. Ask yourself, do you really need it?
89%	87%	91%	90%	90%

**THE FAT BOY
BEHIND THE BEST LOVED NFL
SERIES OF ALL TIME IS BACK AND
HE'S HEFTIER THAN EVER. ANDREW
HUMPHREYS JOINS HIM IN THE HUDDLE...**

MADDEN 95

It's become somewhat of a HYPER tradition at this time of year for me to sit down and sort through the EA Sports games. I love John Madden and I'm not afraid to admit. Everything about the man...I mean everything about the game...turns me on to no end. I know that the endless sequels are a bit of a drag, but hey, as long as you know what you're in for (ie, basically the same game with a few new features), then it's fine by me. Anyway, here we are: me, Madden 95 on Mega Drive and Madden 95 on SNES. We may as well get down to business...

Identical Twins, But Look at Their Hair

What we have here are two basically identical games, just like the two versions of Madden 94 really. They've got the same basic game engine, the same options and game modes (play exhibition matches, a full NFL season, or go straight to the Playoffs) the same teams (there's a lesser number this time around - just the 28 1995 NFL teams and one All Madden team) and the same plays.

They've even got the same updates - like the new "windowless" passing option (instead of the traditional Madden receiver windows, eligible receivers are simply marked with a button letter), the ability to make player substitutions in any formation and the added excitement of watching your star players go down with crippling injuries.

There's a few minor differences between the two and here they are. The Mega Drive version has an official NFLPA endorsement, so all the players have names (real ones at that); for

some inexplicable reason, the SNES version doesn't, so all the players are given numbers only. Bummer. The SNES version gives you (and I quote) "selectable touchdown dances"; the Mega Drive version doesn't. No big deal. The SNES version has the same super-cool Mode 7 instant replay as last year, so you can review every play from any angle; the Mode 7-less Mega Drive only has two angles, normal and reverse. It might be slightly gimmicky, but nevertheless, given the choice, I'd keep my

Mode 7 any day.

You'll notice the obvious cosmetic differences too. Basically, the SNES has sharper, slightly brighter graphics. You're all probably sick and tired of hearing that line by now (especially if you've got a Mega Drive), but I feel it's my duty to trot it out every now and again.

So how do they play? Well, very well - just like they always have. This year though, for the very first time, I'd have to say that the SNES game controls slightly better. It just feels smoother, even if it's not by much. The bottom line, however, remains the same: no matter what system you play it on, this is an excellent game. If you haven't got a copy of any of the Madden games, then get this one; if you have, you only need to buy Madden 95 if you're a true NFL freak. If you are, my sympathies to your family.

MD/SNES
Available: NOW
Category: SPORTS
Players: 1-4/1-5
Publisher: ELECTRONIC ARTS
Price: NO RRP
Rating: G



THE MODE 7 REPLAYS ARE WILD: MONTANA TO A WIDE OPEN JJ BIRDEN



OF COURSE, THE IN-GAME PERSPECTIVE IS FINE TOO

REVIEW

ECCO'S BACK AND THIS TIME HE'S GOT A GUN! ACTUALLY HE'S THE SAME PEACEFUL DOLPHIN THAT WE ALL LOVED TO HATE IN THE FIRST GAME. CHRIS WHEELER TAKES HIM OUT FOR AN AQUATIC SPIN...

ECCO II - TIDES OF TIME



ECCO CAN TRANSFORM INTO A SHARK!

Light up the incense, find your best caftan, whack on that new Windham Hill whale-song CD; its time to play Ecco the Dolphin - Tides of Time. For all you Politically Correct gamers out there who cringe when a Doom heavy gunner is blown apart by a double barrelled blast of shotgun, who shudder as another Rebel X-wing disintegrates under an Imperial TIE's blaster assault, or who cover their eyes to avoid seeing the skull and spine pulled from the still twitching body of a Mortal Kombat loser; this game is for you. The sequel of the highly successful Ecco, this cart promises more of the same aquatic thrills the first one produced.

Atlantis Homeboys

The first game saw Ecco rescuing his family from a strange alien menace after being granted powers beyond those of ordinary dolphins by the home-boys from Atlantis. Ecco II, in much the same way has you trying to track down your missing pod (that's a group of whales) who disappear soon after you return from completing the first game. There isn't too much to the story, but in a platformer that isn't such a bad thing.

Graphically the game is great, with good design of both the characters and the backgrounds. I remember when I played the first Ecco, I liked the graphics so much I spent the opening hour of the game just swimming around, doing high-speed turns and leaping from the water. The visuals managed to capture that strange fluidity with which dolphins swim, perfectly. Ecco II maintains the rage - even improving on a few aspects, with some stunning backgrounds (check out the sunken ship on level 3) and sprite animation.

Sound-wise the game is excellent, as the producers have obviously placed a lot of time and effort into making SFX and music that accentuates the games beautiful atmosphere. While my favourite sound effect in computer games is probably the shotgun

blast from Doom, the splash effect as Ecco re-enters the water from a high jump certainly is in the top five.

The gameplay is fairly straight forward and much akin to that of the first instalment. However, the new 3D screens which link each level take some practice (remember to keep leaping out the water every few seconds) and provide enough differentiation from the first game to keep it interesting. Another area in which the two games differ is the new morphing capability of Ecco. At various points throughout the game Ecco can transform into a variety of different sea animals, including a seagull. This gives the game some excellent game-play variety without upsetting the story or the atmosphere.

No Frenzied Blood-letting

It is beyond the technical realm however, that Ecco II becomes really interesting. Like the first game, it is its flavour and beautiful environment that sets Ecco apart from other carts. This is a game which excites the imagination and conjures up all those romantic images of the sea we keep in our collective unconscious. Its non-violent approach and gentle New Age ethic set it apart from the standard computer game fare, making it a product ideal for both younger children and adults; the perfect Christmas gift for parents concerned about their child's penchant for ultra-violence and frenzied blood-letting.

Overall, an excellent little game, perhaps a little slow, perhaps a trifle subtle, but the kind of game that will have you watching dolphins with a whole new mind set. And while this may not stop you chain sawing your TV in half every time Darwin the dolphin on SeaQuest DSV rears its cutesy little head, it may have you digging a little deeper into your pockets the next time Greenpeace knock on your door.

MEGA DRIVE

Available: NOW
Category: NEW AGEY
Players: ONE
Publisher: SEGA
Price: \$99.95
Rating: G



THE NEW-LOOK MAP SCREEN



ECCO'S A BIRD... NO, REALLY!



VISUALS	SOUND	GAMEPLAY	LONGTERM	OVERALL
Right up there with Free Willy.	Kitik a-rik a tik kitikrak. Who said dolphins can't talk?	Swimming around, eating fish, head-butting sharks - a marine mammals work is never done.	I can only play a game that doesn't involve a large number of gory deaths for so long...but it does have around 24 levels, so if you're into peace and love (man) it'll keep you happy for ages.	Oh fishy fishy fish... and it went wherever I did go. A good sequel for the Flipper of the video game world.
86%	85%	78%	75%	80%



IN A 32-BIT FURY, FIFA HAS MADE IT TO THE 3DO. COULD THIS BE THE ULTIMATE SOCCER GAME? ELIOT FISH LIMBERS UP, TAUNTS THE CROWD AND BICYCLE-KICKS HIS WAY ONTO THE FIELD...

FIFA INTERNATIONAL SOC

"GOOOOOAAAAALLLLLL!!!" — I think that's what the folks at EA Sports are probably shouting down the phones to their bank managers after seeing this latest 3DO masterpiece in action. This is truly serious stuff. I plonked the shiny FIFA CD into the 3DO, got comfy and warm, and promptly had my head blown off by the A-M-A-Z-I-N-G intro. I sorted through the options — Exhibition match, Tournament, Championship, 6-players, weather (everything from Hot to Soaked), Substitutions, Strategies, field placements. . . I could go on, but I think you get the idea. This is EA Sports at their best yet. Everything you could want from a soccer game is there, and heaps more that will truly knock your socks off.

Different Angles

The most amazing addition of course is the number of camera angles to choose from. In Instant Replays we're talking Netcam, Ballcam, Towercam, Gamecam and the most thrilling — Freecam. You have to see this in action to believe it. Zoom around the field, in/out, up/down and watch your soccer skill from any angle you can imagine. All with the fluidity and detail of Hollywood cinematography. Have a look at the screen shots. The visuals are astounding. You also have a total of 7 different camera angles for in-game play too!! Tele Cam, Shoulder Cam, Ball Cam, Sideline Cam, Endzone Cam, Cable Cam and Stadium Cam! You would not believe how accommodating this game is for the player. Throw in Full Motion Video of classic soccer moments at half-time, and this becomes an ultimate soccer package. And everything looks absolutely authentic — astounding!!

I'll get around to the gameplay in a second, I just want to mention the one thing that

ticked me off. Advertising. Everywhere you look, you're pounded on the head by the Adidas "Predator" shoe. There's even a full Predator Ad (straight from the tele) to watch during half-time. I know EA have their reasons (I'd say a big fat cheque is most likely), but I just couldn't help but feel like a victim everytime I thought I was going to get a score from the scoreboard, only to be shown a little quick-ad for Predator. Oh well. There's something that totally makes up for that little quibble — the killer game underneath!

If you've played FIFA soccer on the SNES, PC or Mega Drive, then you'll know the intuitive controls and depth of gameplay. Luckily, the 3DO version has retained all of this and of course it's twice as good. I wouldn't say the actual feel of the game has been wildly improved (it was pretty good as it was), but the startling visuals and realistic sound certainly enhances an already fine game.

Let me just rave about the sound for a bit. It's incredible. The roaring crowd (it actually builds up as you steal the ball or near the goal), the singing/chanting/drum banging hooligans, the thump of the ball, grunt of the keeper as he hits the dirt and all round brilliant soccer sounds. The music is kept to option screens, intros and mid-game treats, keeping you out of the in-game action and keeping us gamers happy. The atmosphere while you're playing is just like getting absorbed in a world cup game on the tele at 3am with pizza in hand. Exciting stuff.

This is an absolute bloody classic, and I never wanted to stop playing. With the option of being able to get together six friends for a full-on match, FIFA for the 3DO stands tall and proud as the wildest, sexiest soccer game on the market.

3DO
Available: NOW
Category: SPORT
Players: 1-6
Publisher: ELECTRONIC ARTS
Price: NO RRP
Rating: TBC



CER



THE FREE CAM GIVES YOU THE CHANCE TO ZOOM RIGHT IN ON THE ACTION



VISUALS	SOUND	GAMEPLAY	LONGTERM	OVERALL
Fan-bloody-tastic. Check out the angles, detail and animation!	Incredible realism. Satisfying ball noises. Groovy tunes.	Classic FIFA fluidity, simple to use controls and stonking action.	You'll never want to play another soccer game.	Wrap your eyes around this baby, baby. There's no going back now
95%	95%	92%	95%	95%



**VISUALS**

Perfect, smooth animation and good 3D effects.

SOUND

Eerie, horror music in the background followed up with CD quality screams. Sets the scene perfectly.

GAMEPLAY

Hard. Death comes quickly in a village controlled by Daemons. Controls are hard to get used to.

LONGTERM

Something new to see every time. Keeps you guessing for hours.

OVERALL

A good, well balanced game of pure quality. Its a winner

92%

93%

84%

86%

90%

IT'S FRENCH HORROR/ACTION TIME AGAIN, AS WE MOVE ON FROM BEING ALONE IN THE DARK, TO A STATE OF ECSTATICA. MATTHEW DANIEL DOESN'T KNOW WHETHER TO POO HIS PANTS OR JUMP FOR JOY...

REVIEW

ECSTATICA

Northern Europe 928 AD. Waking up one morning you think what a pleasant day it is to take your newly hoofed horse out for a spin. Off you trot, out onto the rolling plains, enjoying what life had to offer. After a while you feel yourself starting to get very thirsty, as does your horse. Finishing your last drop of water you wonder where the hell you are. Naturally your map is at home, but you press on regardless. It is nearing the end of the day and tiredness is starting to set in. Is that a village in the distance? You feel your hunger ridden stomach churn over at the thought of a warm, cooked meal. The next two minutes of riding fly past. Finally you reach the seemingly peaceful village. At closer examination you find the only way into the village is via an old bridge that spans a large chasm. With no other choices and your stomach pursuing its goal, you cross the bridge. Suddenly everything around you seems to change. Everything appears creepy and eerie as if someone or something has been watching your every move.

The sky darkens and the air around you becomes heavy and choking. Strangely enough there is nobody to be seen. Not even a chicken. You enter the village cautiously. The last thing you remember is the pain on the back of your head and a scream of horror in the background.

Full-time Halloween Party

Watch out all you "Alone in the Dark" freaks as Ecstatica has arrived with better graphics, sound, and story-line than the flagship of First Person Action. Survival is the key this time around, with only your bare fists and instinct to help you. Not a very reassuring thought as you survey the situation you are in. You have wandered into a village that has been overrun by supernatural forces and demonic monsters with the only way out being a rope bridge that broke as you walked over it. You're stuck there, with only one thing to do: find out why the village has been turned into a full-time Halloween party and stop it before you are overcome by the dark forces yourself.

The game runs just like "Alone in the

Dark" - you control your character on screen and move him around the village from scene to scene collecting things that will help you in the game. You also have to fight different monsters as well, such as Minators, mini-Dragons, little pigs with halberds and other nightmarish creatures. There are also other demons that you will meet in one way or another, usually under bad circumstances, and some would just love to have your head as the next prize on their wall. One even had the gall to turn me into a frog.

It's very realistic (sometimes too realistic) from a players point of view. For example, the typical bottomless inventory list has been removed and replaced by what you can physically carry ie. two things. You don't have the God-like power that allows you to beat up everything and not get injured yourself. It took me all of one minute to lose a life.

The plot of the game is pretty hard to work out as well which is a good change from other adventures where your boredom level reaches boiling point about two hours into it. Play this one over and over and something new pops up every time. The characters are made up of little rotoscoped circles which look great compared to the vectored raytracing they used in "Alone in the Dark". It's also faster for the computer to process so it all runs just like God intended. The movement is smooth and looks real, although the punching does look over the top as the character's whole body leans back ready to deliver the blow, rather like the actions of a person who has just celebrated his birthday at the pub. Controlling the character is hard to get used to with the only control being the keypad. Especially in the fighting scenes, you press a key and it seems that nothing happened, but eventually you will get it down pat.

It's been a bit of a disappointing year for Psygnosis (bringing out such flops as Microcosm), but it's definite that they've got a winner here. If you like to be surprised, scared, beaten-up or you're just looking for something to do for the next month get this game, but don't blame me for the resulting loss of sanity.

PC CD ROM

Available: NOW
Category: ACTION
Players: ONE
Publisher: PSYGNOSIS
Price: \$99.95
Rating: M 15+



NOOOOOOO! NOT ANOTHER LEMMINGS GAME! THERE WILL SURELY COME A DAY WHEN WE ARE ALL SICK TO DEATH OF LEMMINGS, AND WE'LL JUST LEAVE THE RETARDS TO WALK OFF CLIFFS. BUT FOR THE HERE AND NOW, HALF OF THE WORLD IS STILL ADDICTED TO THE PUZZLES, AND BEN MANSILL JOURNEYS TO THEIR BRAND NEW WORLD...

ALL NEW WORLD OF LEMMINGS

So far, we have endured Lemmings, Oh No More Lemmings, Lemmings Tribes, Holiday Lemmings and Christmas Lemmings. Now there's All New World of Lemmings and the madness doesn't look like letting up anytime soon. All New World has provision for data disks which will surely arrive soon, and I'd happily bet someone else's money that this isn't the last Lemmings game. Psygnosis keep pumping them out and the punters just love it. Huge success doesn't come without good reason though. Lemmings just happens to be one of the truly beautiful game concepts around. The puzzles are deviously tricky, but never out of reach for any average intellect. Figuring out a level gives a mighty rush of satisfaction, one you can experience every few minutes until you finally finish the 100 odd levels each Lemmings game includes. All New World has 90 levels, 30 for each of the three tribes the main pack includes. The New World has room for 12 Tribes, so keep a few dollars spare for the inevitable add-ons. For now, you get the Classic, Egyptian and Shadow tribes and for the first time they dress for the occasion. Egyptian Lems even do a painfully cute Pharaoh walk.

All Lemmings Are Born Equal

The flavour and style of the levels in this new offering differs little from the previous games, but to keep things reasonably fresh Psygnosis have made some minor changes to the way you Lem. The big difference is that all Lemmings are now born equal. Previous Lemmings were born with set skills. This was carried through to an extreme with Tribes, which needed a large fold out card to detail all the different Lem-types. In All New World, the Lems hit the drop zone with only the ability to block or jump. A pleasing aspect to this new approach is that no longer do Blockers need to be self-destructed to clear a level, perfectionists can now set them walking again for ultimate efficiency.

The basic actions are selected from the now familiar icon bar at the bottom of the screen. The icon buttons are

much bigger now, so no more accidental deaths from missing a tiny icon in the even tinier slice of time you have to do it. Still, the best way to play is to keep your non-mouse hand on the function keys for instant and accurate selecting. Special skills are now acquired by way of picking up tool boxes, which can be found at the beginning of each level and are picked up by the first Lem on the scene. Once a Lem is in possession of a tool it can do the special tricks that are needed to guide your flock to safety. Only basic skills are available, compared to the huge range available in Tribes. Lems can throw a grenade or drop a bomb, climb walls or shimmy across ceilings, dig holes or build bridges. The para-umbrella of old is here, and Lems with the Swimmer tool can frolic in the surf without drowning.

Limited Tool Use

Each tool box can only be used a limited number of times, but that's the spirit of

Lemmings - just be super efficient. Far greater control is possible with the crucial Digging and Bridge Building Lems, as you can now steer the direction of your construction. This brings All New World closer to the ideal of a perfect puzzle game, instead of the frantic mouse agility game it used to be. A Lem can drop the tools it's carrying and collect different ones, making possible the multi-tasking pathfinder approach. Tool carrying Lems can be painted red with a right-click of the mouse, just so you don't lose him in the crowd. Nice touch.

Another pleasing feature is the use of CD audio for the background tunes, the quality is (naturally) a massive improvement on anything the Sound Blaster can pump out. The game is no great visual feast, but then it doesn't need to be. The Lems look bigger, although the manual points out that they're not bigger, just closer!

Psygnosis should be punished for creating such an addiction with this cult game series, although to their credit they do provide a steady flow of the new levels they know we need. All New World is just another dose of the same medicine. It's more of the same and a good thing too.

PC CD ROM

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



REVIEW

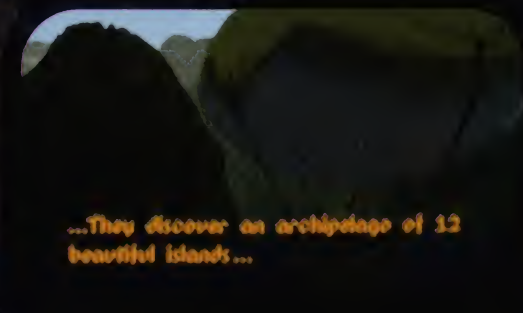
LEMINGS



Being the bravest, (and the most experienced), the Classic Tribe are first to disembark. As the dot-dot swings open they see their chosen island, thick with vegetation, and



VISUALS	SOUND	GAMEPLAY	LONGTERM	OVERALL
<p>Good VGA. Lots of background detail across the three very different worlds. An SVGA intro and menu screen gives it a quality feel.</p>	<p>Your favourite Lemmings tunes re-worked as CD-audio. Play it on your stereo if you don't have a life. Happily, Lems still "Whoopee" when you win.</p>	<p>This is a gameplay game, possibly THE gameplay game. Don't resist it, you know you need a new Lemmings experience and this is it.</p>	<p>You say you'll never play it again, but know deep inside that you surely will. With add-ons to come, this has some serious lifespan.</p>	<p>Well, it's a new Lemmings game isn't it? That's about all that needs saying. Just play it</p>
78%	82%	92%	85%	85%



...They discover an archipelago of 13 beautiful islands...

REVIEW

AHH, A MAGIC FAKHARI RUG!
BEN MANSILL SLIPS OFF HIS SHOES
AND DIGS HIS TOES INTO THE DEEP SHAG
PILE. HMM, SHAG PILE...

MAGIC CARPET



Imagination. An attribute in curiously short supply recently, especially amongst the community of alleged "top game designers". Rare it is indeed then, that a piece of entertainment software arrives which is remotely new or unusual. Old ideas are good ideas, it seems. This is a generalisation (a sad one at that), not the rule. At Bullfrog Productions in the UK, people are thinking. Syndicate blew us away with it's richly detailed ultra-violence and supremely cool atmosphere. Attention was gained, fans won and Bullfrog became a name to look out for. Now Magic Carpet arrives and it seems Bullfrog rather likes life at the top, for this effort is one of startling originality and IMAGINATION. A Winner, no less.

Carpet Sim

It's concept is a simple one, for yes, this is a Magic Carpet sim. The basics are basic; you fly your rug over the world, spreading Good and destroying Evil. It was probably a tenuous moment when the concept was first sold to those with the development dollars, but some programmer with latent sales talents said the right thing, and Bullfrog threw everything behind the project. The end result is a new cutting edge for 3-D modelling, it is smooth, fluid and gorgeous.

In a move sure to alienate (or at least depress) mere 486 drivers, Magic Carpet has also been "optimised for Pentium". That's not to say that it won't run on a 486, it will and well. But if Santa was good enough to deliver the goods and you now run with the fastest, a level of detail and realism awaits that you probably thought was years away. Tents have a silky-smooth almost plastic sheen, passing villagers are numerous and complete in surprising detail. The sky-hazing and terrain detail surpass anything yet seen. This magnetically appealing world is solid, tangible and vast, but thankfully, entirely make-believe.

Like any decent flight sim, Magic Carpet offers great flexibility to adjust various detail options to suit your machine speed. Even lowly

60 and 66 Mhz Pentium

owners will have to visit this screen. The game auto-detects the presence of a Pentium, without one you just don't get the option of full detail, even just to check it out with a lousy frame rate. Still, the 486 mode is mind-blowing enough...sigh. Running on a 90 Mhz Pentium with a 64-bit PCI graphics card, Magic Carpet looks incredible to say the least. It doesn't try to look photo-realistic - you can look up from the screen and get that for free, instead it captures all that is good and right about supremely cool computer graphics. This is far superior to realism, photo or otherwise. It suits the game too, after all the subject matter is well and truly on the fantasy side of the line. The experience is a surreal re-living of the Aesop's Fables of your early youth.

Mana for Nothing

Mana man. That's what it's all about. Waste a beastie and instead of pixilated ofal, they ooze shiny orbs. This is

Mana, it is the Force of the Earth which is the soul of either good or evil. Everything is explained during what is potentially the Best Intro Ever. In a nutshell, evil wizards have sucked all the Good Mana from the world, shattering it in a cataclysmic event. You, a young apprentice wizard, must restore Equilibrium by destroying the infestations of evil the wizards created (assorted medieval and Arabian creatures of myth). Said wastage results in the spillage of Neutral Mana, this should be quickly transformed into Good Mana before your CPU, serial, modem or network opponent gets to it. The winner of each level is the first to accumulate a set amount of Mana, increasing with each level to keep you awake. Magic Carpet supports the VFX-1 VR helmet, as well as offering a novelty 3-D mode (glasses included!), even without these toys it still delivers a virtual world Origin and D.I.D can only dream of. Magic.

PC CD ROM

Available: NOW

Category: FLIGHT SIM / ACTION

Players: 1-8

Publisher: BULLFROG

Price: NO RRP

Rating: G



VISUALS	SOUND	GAMEPLAY	LONGTERM	OVERALL
<p>Everything you've waited for since you first flew on a PC. No bothersome HUD's or gauges either, just perfect 3-D in your face.</p>	<p>Lets you know it's real. True sensory immersion. Environment effects vary depending on where you are and what you're doing. Supports Wave Table.</p>	<p>Dogfight Dragons on a flying rug, build a Magic Castle, cast spells! Even normally serious people will grin stupidly and have mad fun. Compulsively playable.</p>	<p>Fifty levels, with requirements for Great Skill past level ten. Lucky it's so brilliant or we wouldn't bother.</p>	<p>An achievement. Drop-dead graphics AND winning gameplay. This is sadly rare. Worth a look no matter who you are or what you like.</p>
92%	86%	89%	88%	90%





VISUALS	SOUND	GAMEPLAY	LONGTERM	OVERALL
<p>Beautiful hand-painted artwork which evokes a dark comic-book atmosphere. Digitised actors make it a very "real" adventure.</p>	<p>The music was nice but the speech and effects were often muffled or broken up.</p>	<p>Easy and intuitive; if you have trouble with the interface you should seek therapy immediately.</p>	<p>Quite a challenging adventure game with an abundance of bizarre characters that should keep you in for the long haul.</p>	<p>There are a few annoying bugs, but generally a very nice effort. It's good to see some more "mature" themes too.</p>
<p>85%</p>	<p>65%</p>	<p>80%</p>	<p>80%</p>	<p>78%</p>

IT'S GOING TO BE GAMES LIKE
NOCTROPOLIS THAT TEST OUR NEW
CLASSIFICATION SYSTEM. THIS IS AN ADVENTURE
GAME FOR MATURE AUDIENCES ONLY. JULIAN SCHOFFEL
(WHO ASSURES US HE'S OVER 18) TAKES A PEEK AT WHAT ALL
THE FUSS IS ABOUT...

NOCTROPOLIS



Noctropolis is a dark, broody adventure game from Flashpoint Productions and Electronic Arts.

The game is presented in comic-book style with some very impressive hand-drawn visuals. Your character mysteriously arrives in the fictitious city of Noctropolis after winning a competition. The city has been overrun by all manner of sadistic and psychopathic individuals, so the public is desperately in need of a new hero. It soon becomes obvious that it is your character's destiny to take the place of the missing champion: DarkSheer.

Noctropolis is very similar in character to Tim Burton's dark vision of Gotham City in the Batman movies and the scenery is often surreal and alienating. All of the characters in Noctropolis are actually digitised actors, but because the backgrounds in the game are in such high resolution, the digitised video footage actually looks pretty good and doesn't clash all that much. While some of the acting is pretty appalling, this is thankfully the exception rather than the rule (although there's no excuse for those horrific English accents just before you meet the Succubus).

Teen Horror

Noctropolis is one of the first adventure games I have seen which really suits older gamers. While there's nothing particularly shocking about the game, there is some violence, sex, nudity and swearing. At one point in the game your character is raped by the vampiric Succubus who resides in the body of a Nun (which sounds a lot worse than it actually is)! In fact, I think my character rather enjoyed it and Noctropolis is really no worse than

most teen horror flicks. The game is all mouse controlled and by clicking the right mouse button you invoke the interface, which allows you to do most of the standard adventure game actions - goto, talk, move etc.

PC CD ROM

Available: NOW
Category: ADVENTURE
Players: ONE
Publisher: ELECTRONIC ARTS
Price: \$99.95
Rating: TBA

While I did enjoy Noctropolis as a whole, the game still has a few problems. The first of these was the sound - while the music is great, some of the actors really seem to muffle their lines, making it difficult to understand what they are saying. Another problem was how hard it is to see objects you are supposed to

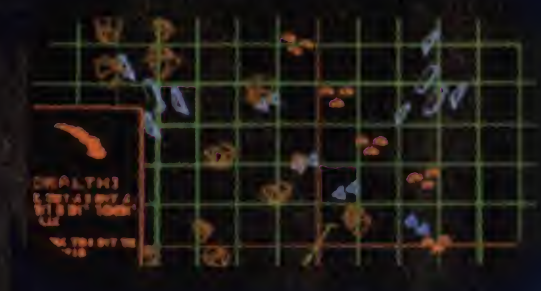
pick up. Because the graphics are all high resolution, it's hard to spot important objects in certain scenes so look very carefully! The game also has a few annoying bugs and tended to freeze up at certain points, so make sure you save often.

All in all I really enjoyed this game. Noctropolis is one of the first adventure games which never made me wince because of irritating political correctness (like almost all Sierra games do). The game can be a little disturbing, although you'd have to be a bit of a prude to find it really offensive. But I would definitely keep it away from little brothers and sisters. If you like dark twisted humour, are slightly kinky and don't mind a bit of gratuitous violence (then call me - just kidding!), then Noctropolis fits the bill perfectly.

REVIEW



WING COMMANDER



THIS IS THE MOST EAGERLY AWAITED GAME IN THE HISTORY OF HUMAN/KILRATHI CONFLICT. CAN IT POSSIBLY LIVE UP TO EXPECTATIONS? BEN MANSILL GOES BACK INTO SPACE...

REVIEW

WING COMMANDER III - HEART OF THE TIGER

Try this for fun: sit your least-easily impressed friend down in front of the computer, fire up Wing Commander III and closely observe their facial expressions. The wide-eyed look of disbelieving awe is the very same funny face you pulled when it was your first time. You don't remember doing it of course, the reaction being both automatic and purely emotional.

The intro runs for 12 minutes and provides a more impactful experience than most other sci-fi movie openings. For a movie is what this is, an interactive one at that. There are many games which by definition are Interactive Movies. None though (to me), actually feels like the experience it should be. This does. WC3 immerses you in a lavishly sculptured world of the future, the cinemas are both grand in scope and intimately personal, while the gameplay is a new landmark for the genre. These two critical aspects of the game do not merely compliment each other, instead a fusion of the two mediums has been achieved - with you deep in the middle.

The War Continues

The Human-Kilrathi war has raged for 40 years. In that time millions of lives have been lost, with neither side having gained any significant advantage. You are Col. Blair (Mark "I won't be stereotyped" Hamill), the pilot-hero of the Confederation. Your new posting is the carrier Victory, by way of the scathingly nasty Admiral Tolwyn (Malcolm McDowell!). On board is your old pal Hobbs, the good Kilrathi who saw the light and defected in WC2. Angel, your sweet bird of love is held captive by the Kilrathi. You know this, but poor pining Mark doesn't - he thinks she is probably dead, but the Force tells him there may be hope. Also on board is the painful Maniac, a smart-ass WC perennial.

To distract your loyalty, the sweet, sincere and beautiful Flint (Jennifer MacDonald) provides tempting friendship. More primitive needs are obviously available from rubbing Rachel Coriolis the right way. She's played by the delightful Ginger Lynn Allen, a lass more famous for her human-biology educational videos. Despite the innuendo, there is nothing here that would raise Fred Nile's attention, as suggestive is the only level this movie reaches.

Interactive? Yep. In between missions you can (and should) explore each of the Victory's seven main areas to seek out new conversation.

Sometimes new faces appear for a chat, at other times there's nothing. Checking is a must however. During conversation dialogue options appear, only two choices are

available, and your decision will affect future developments. It is mostly a case of simply trying to be popular and friendly, which is normal behaviour for both space pilots and normal people.

Minimum Requirements

The movie sequences run smoothly in full screen - provided your PC meets the minimum requirements. A 486DX2/50 is the lowest CPU the game will work with, with at least 8 Megs of RAM. Anything less simply will not function. Movie and gameplay graphics may be run in either standard VGA or hi-res Super VGA - although you will need a Pentium for the later. Qualifying 486's needn't feel too bad about having access to only VGA, the game looks just fine in this mode. Superior in fact to any other space game. Smooth too. The screen shots you see around this review are in VGA - satisfied?

In the cockpit the game flies like any previous WC - if you don't count the incredible advances in dogfighting AI and the cunning brilliance behind each mission's layout. WC traditionally threw you half a dozen easy runs before the inevitable killer mission. WC3 faithfully follows the same formula, as well as inserting surprise scramble and attack missions to keep you attentive. In an overdue development, WC3 now let's you select the wingman you will fly with, as well as choosing your fighter and its loadout. This aspect, together with the interactive cut-scenes, makes the game's predecessors look truly primitive. As it happens, WC3 flies and fights better than any other space-sim. Cop that.

Just one wingman can be selected for a mission; who you choose should depend on who you need. Always take Hobbs, Flint or Flash along when the going is truly tough. Be careful not to overuse Hobbs though, as the Commander will insist you give a lesser pilot a ride if you don't share the fun.

During combat your Wingie will do just as you say, holding back if you're greedy about kill-scores, or making that vital difference in a sticky mess. They also speak their minds freely, like Vaquero's classic "eat shit!" utterance. Marvellous.

Apart from looking incredible, sounding amazing and playing superbly, WC3 is Wing Commander III. WC1 was the Most Fantastic Game Ever when it first blazed forth, this is the evolution. It cost \$4,000,000 to make, and that buys a lot, so experience it.

PC CD ROM

Available: NOW

Category: ACTION

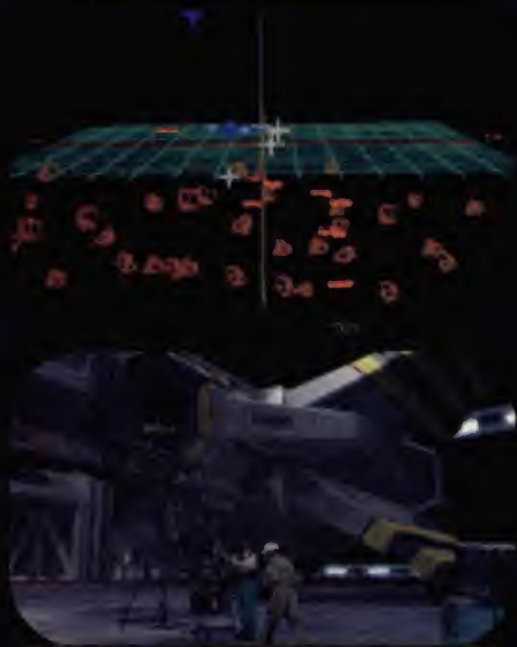
Players: 1

Publisher: ORIGIN

Price: NO RRP

Rating: M15+





VISUALS	SOUND	GAMEPLAY	LONGTERM	OVERALL
<p>The best reason for owning a Pentium. Awe-inspiring? No, haven't got time for awe, too dumbstruck. Install a private cinema for best effect.</p>	<p>Full speech everywhere means no WC3 Speech Pack! A first for Origin. Smooth movie scenes and enveloping space combat. All high-end cards supported. Magnificent.</p>	<p>Perfection improved upon. More sim than shoot 'em up. Tough, with skill and awareness required. Addictive, compelling and mighty fun.</p>	<p>One hard week will see you through, but perfection is hard to ignore. You WILL play again and Origin WILL release scenario disks. You can count on both.</p>	<p>Faultless, but for the fact that it will finally end. Wing Commander games are the James Bond series of the PC world, except they keep getting better. This is it.</p>
94%	90%	94%	88%	94%



WING COMMANDER III - HEART OF THE TIGER



PGA Tour Golf iii



MEGA DRIVE

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

As the undisputed kings of the sports sim, EA have got themselves a powerful franchise system going. A catalogue of ace titles seems to give them a licence to slide out a host of new versions every year, building on the strengths of the titles but, ultimately, allowing them to continually re-release what are really, improvements aside, the same games.

First thing you need to know is that PGA III, unlike EA's recent NBA Live 95 is not a completely new game, but an update of the already very successful PGA series. Those among you with a linear train of thought can be forgiven for thinking that PGA III is in the third in the series, but it's actually the fourth - PGA European Tour snuck through earlier this year. Those who sampled the European golfing experience will find many of the features pioneered there emerging again here, most notably the shoot-out series, which is a real boon for those attention span-deficient players who may struggle with the rigours of tournament play.

As with all EA sports games, the push seems to be to get closer to replicating the look and feel of TV sports coverage, and it's with PGA III that they get closest of all. From the great fly-over hole views to the tournament introductions and the flashes from other holes (in tournament mode), all the hallmarks of pro golf (except the large wads of cash) are here. There are now four new US courses to choose from (making a total of eight) and ten pros to play as or against (you will, of course, choose Craig "The Walrus" Stadler), all of whom have been digitised into the game.

Even with all these extra options and improved graphics, gameplay innovations are pretty thin on the ground. The new ball cursor and arc meter make shots more realistic (or more difficult, depending on your perspective) and that's about it, although the new, friendlier interface is a very welcome addition. If you don't have a golf game and you want one, buy this without hesitation. If you already have one, perhaps it would be better to see first whether the developments are enough to justify the outlay. Fore!

Stretch Armstrong

VISUALS

90

SOUND

82

GAMEPLAY

85

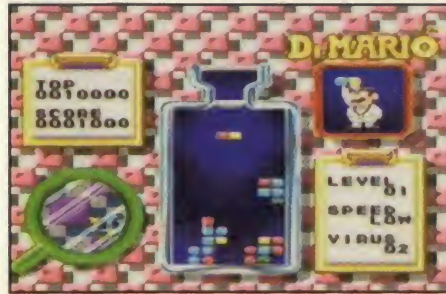
LONGTERM

87

OVERALL

86

Tetris and Doctor Mario



SNES

Available: **JANUARY**
 Category: **PUZZLER**
 Players: **1-2**
 Publisher: **NINTENDO**
 Price: **\$49.95**
 Rating: **G**

There's a scholarly, little (I suspect) man in Russia with a lot to answer for. His name is Alexey Pazhitnov. Alexey (just plain Alex to his friends) is the inventor of Tetris, the single most infuriatingly addictive - nay, fiendish - puzzle game to be hatched by a human mind. Tetris has thrilled, annoyed and sent clinically loopy, millions of people around the world and appeared (in some form or other) on almost every single system I can think of. So why not add another variation to add to the list?

Tetris and Doctor Mario is basically two separate puzzle games in the one cart. The title screen gives you a choice of three games: plain old Tetris, fun-lovin' Doctor Mario, and a customisable Mixed Game that alternates between the two. For Tetris and Doctor Mario there's three ways to play: alone (for the totally friendless), head-to-head with another player (for the friendly), or head-to-head against the computer (for those willing to settle for computer-simulated friends). The Mixed Game is a head-to-head (with a friend or against the computer) Clash of the Puzzley Titans only.

You should all know exactly what Tetris involves by now (different shaped blocks fall down and you try to make lines out of them) so I'll give you a few quick words on Doctor Mario instead. Doc Mario is a variation on the Tetris theme: little germs and viruses invade the gaming screen and you have to stack coloured pills (the half and half's make it harder) to wipe out the same coloured viruses. Of course, you can change the difficulty and the speed and all the rest of it too.

The Doc Mario graphics are kinda cute (if overly simple) and the music is as pumpin' as you could hope for. Fans of Russian folk music have a treat in store for them in Tetris.

You get two very well executed puzzle games on the one cart. If frustration is your thing, you'll love it. But if you don't like games of this sort, you won't like this either. Personally, I think there's room for it.

Andrew Humphreys

VISUALS

60

SOUND

79

GAMEPLAY

82

LONGTERM

81

OVERALL

80

Wario's Woods



SNES

Available: **JANUARY**
 Category: **PUZZLER**
 Players: **1-2**
 Publisher: **NINTENDO**
 Price: **\$49.95**
 Rating: **G**

Who is Wario? Wario is Mario's evil twin or something, I think. And what are his woods? That one's a bit trickier. I didn't have any instructions for the game (due to the fact that it was a pre-release Japanese cart), so I hope you don't mind if I'm a bit vague.

OK, you play Toad and you begin the game in a tree. There are numerous small furry rodents sitting around which you pick up and kick about. Curiously, you start to stack them according to their colour. As you are doing so there are bombs constantly falling from the top of the screen. Suddenly a blue bomb lands on a pile of blue critters and they all explode. Gosh. You pick up the red bomb and carefully place it next to the line of red rodents you've just constructed and -wow- they all explode too.

Soon all the cutesy creatures are gone, some gold falls from the sky, you find yourself in another tree and you do it all over again. It's just like Columns. Except tarted up a little bit. And with bombs. And Wario? Well, he appears occasionally in the top corner of the screen presenting an Evil Countenance.

There are several variations (two-players, a time trial, a "vs computer" version and a quest-type version) but these only succeed in highlighting the frailties of the basic game. It's far too easy- and trying to compensate by including roughly 15 billion trees in the "Woods" is not only geographically unlikely but also incredibly tedious. There's nothing drastically wrong with Wario's Woods (it's a fairly entertaining diversion) but it is simply too thin and shallow for a full price game. Perhaps it would have found a better home (and a more sympathetic reviewer) as a PC shareware title.

David Wildgoose

VISUALS

70

SOUND

55

GAMEPLAY

60

LONGTERM

55

OVERALL

60

Death Gate



PC CD ROM

Available: **NOW**
 Category: **ADVENTURE**
 Players: **ONE**
 Publisher: **LEGEND**
 Price: ??
 Rating: **G**

Many, many years ago back in the days of packed school lunches and library bags there were two things that we all were taught to play, a Recorder and the game Adventurer on the Micro-bee.

For those who don't remember, Adventurer was a hair pulling Text Adventure Game (funny that) that dropped you in a large cavern and you had to try and get out by using the objects around you ie. ropes and rocks. Well, Legend have brought Adventurer back into the 90's with the game Death Gate, except that the new version has graphics, sound, a mouse and a bonus plot.

You are chosen to rescue your tribe, the peace loving Partys, from their imprisonment in a hellish place called the Labyrinth. To do this you must find particular pieces of rune that are located in the Labyrinth. The rune will unlock the Death Gate and return peace to your land. Sounds easy. Unfortunately the people that imprisoned your tribe have total control of the Labyrinth and its inhabitants, so gaining the upper hand will be tricky.

Movement in the game is not the roto-scoped virtual world that we all are starting to get used to ie. you move the mouse and the screen changes with you. It is all static screen shots representing particular rooms or areas in the game that you visit. Within these screens you collect your objects and clues to help you on your current puzzle. The graphics and sound are crisp and are typical of the things we are starting to see on CD-ROM. Even the credits are worth watching.

Unfortunately the game uses the old traditional adventure style of linear repetitiveness where you must talk to everybody you meet, pick everything up you see and do everything in a particular order or you won't be able to complete the game. Great if you're a robot.

If you're a hard core "do anything to win" gamer that doesn't have to think that hard, you'll find Death Gate quite exciting as it has more subplots than a Simpson's episode and some snazzy graphics to back it up.

Matthew Daniel

VISUALS

86

SOUND

77

GAMEPLAY

70

LONGTERM

60

OVERALL

74

Hammer of the Gods



PC CD ROM

Available: **NOW**
 Category: **STRATEGY**
 Players: **1-4**
 Publisher: **NEW WORLD COMPUTING**
 Price: **\$89.95**
 Rating: **G**

Holy Ragnarok, Odin! Is that Thor's mighty tool I see before me, or just his famous hammer? Sorry, couldn't resist that one.

Hammer of the Gods is NOT an exploration into the seedy drug habits of long forgotten deities but is, in fact, a new strategy game from the folks who brought us Empire Deluxe and the Might and Magic series. The action takes place in a world very similar to the one the Vikings believed they lived in, complete with magic, Gods, longships and belligerent neighbours. There are 30 different unit types to play with along with various spells and magic items which add a bit more spice to the brew. The interface is a joy to use and looks very much the part in sharp SVGA graphics.

The game is structured so that the player, who can choose to be human, elf, troll or dwarf, has to complete an ascending sequence of quests for different deities so that they may eventually become the Hammer Of The Gods. Of course the three races who you chose not to be are all out to achieve the same goals too. Diplomacy is an important tool (like giving daughters for marriage) as is, of course, war. Combat is depicted in a close up 3D screen, unlike Empire, and can be automated to speed things up. The game audio is good, a nice touch being a stirring rendition of The Ride Of The Valkyre every time one of your heroes bites the dust.

The game fully supports modem play and excels in having an e-mail function which allows you to communicate with your opponents between or during turns. So strategy fans, get out your pointy horned hats and start spraying the Norsca around- there's fun to be had.

George Soropos

VISUALS

78

SOUND

80

GAMEPLAY

80

LONGTERM

85

OVERALL

82

U.S. Navy Fighters



PC CD ROM

Available: **NOW**
 Category: **FLIGHT SIM**
 Players: **ONE**
 Publisher: **ELECTRONIC ARTS**
 Price: **NO RRP**
 Rating: **G**

By God, the screen shots on the box look good - flight simming in a Super VGA world where the sea and sky look far better than the real thing. There's a carrier to land on which looks like a good photo, as well as planes buzzing around which just look real. You read the blurb, this is the new effort from the designers of the perennial classic Chuck Yeager's Air Combat. Hmmm, interesting. It also says you can fly 5 planes, including the new F-22 and the Russian Su-33. It supports "all Thrustmaster products". Looks good, real good. Too good.

Sadly, the best things in life are not free. To run in full SVGA detail in 1024x768 resolution you NEED a 90Mhz Pentium with 64 bit PCI graphics. Even thus equipped, you may still need to turn off some detail for a playable frame rate. Numerous detail options are selectable from within the five resolution modes, which run from 320x200 up to the ethereal 1024x768. The sour point though, even a DX2 will have to run in the lowest mode with most options off, if you want a flyable plane.

Feeling miserable about playing a game that bears no resemblance to the product you thought you'd purchased, you press on and investigate, hoping a decent game will help your sorrow. Too soon, you discover a very basic and mostly disappointing Flight Game (NOT a true Sim). This is Aces of the Pacific with jets and missiles. There isn't even a cockpit display, just a basic Heads Up Display to let you know how fast you're going and how high up you're going there. "Scenarios" comprise short pre-determined missions and require mostly arcade skills.

Under 10 year olds and Dual-Pentium 100 owners should buy this, the rest of us should fly in the other direction.

Ben Mansill

VISUALS

91

SOUND

78

GAMEPLAY

57

LONGTERM

46

OVERALL

68

Aladdin



PC

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

Yes, there is a God. What more proof do you need? I prayed and I prayed and finally He heard. Now all my friends who own Mega Drives won't be able to mock me, won't be able to laugh and jeer, pointing and whispering to each other. I can hold my head up high - Aladdin has come to the PC.

It sounds to good to be true, but I cannot lie to you; the Disney Software classic is finally gracing the screens of PC's everywhere. Aladdin is, without doubt, one of the best platform games ever produced, beautifully designed, lovingly animated, funny and challenging, it is the kind of game that keeps the player completely engrossed from beginning to end. The Mega Drive version was an absolute classic - finally its time for the PC owner to get their share of platform fun.

Overall the game compares pretty well to the original, although both graphics and sound are a little inferior (the price of not being a dedicated games machine). Level design is identical, so all those of you who have played the Mega Drive version will have a head start. The controls, however, take a little getting used to, for those of you familiar with the Sega control pad, as you have to toggle between apples and your sword using the space-bar. Why they couldn't have just assigned three different keys to be jump, slash and throw is beyond me.

All the award winning design featured in the first version is still a part of the production, with one nice new touch in the Genie face which monitors Aladdin's health - score one for the PC version.

When PC platformers are so rare, its nice to gain access to some of the better ones, hereto monopolized by the game consoles. And for all of you Mega Drive players still gloating at us - we've still got Doom! Nyah, nyah, nyah!

Chris Wheeler

VISUALS

78

SOUND

65

GAMEPLAY

80

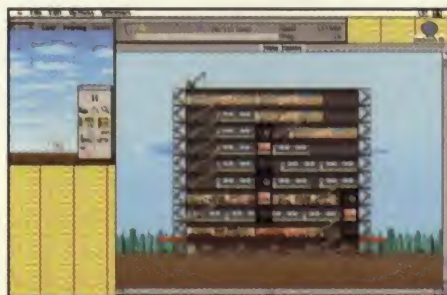
LONGTERM

75

OVERALL

80

SimTower



MAC/PC

Available: **NOW**
 Category: **SIMULATION**
 Players: **ONE**
 Publisher: **MAXIS**
 Price: **NO RRP**
 Rating: **G**

Another sim game from Maxis! Yay! Or maybe boo, depending on how much a fan you were of SimCity. For most of us though, it's a big, big YAY!

Well, after a huge line of Sim games (y'know, SimAnt, SimEarth etc.), here is SimTower. And it's a bit of a major fizzer. But before you cross it off your shopping list, listen closely, for it's not all bad news.

The main reason I didn't go bonkers over SimTower, was the fact that, like quite a few "sim" games, there was way, way, way too much time spent "sitting around". Know what I mean? You use up your budget installing the offices and condos, and then have to sit there in front of your computer for 20 minutes waiting for the "sim" days to pass and the income to slowly come creeping back in. There just wasn't anything to do. Of course, after sitting on your sore butt for hours, you'll eventually improve your tower's star rating and be given new facilities to install. But then there's some more sitting around. Yawn.

It seems that the only way they've tried to combat this, is by adding a little feature that lets you re-name your tower's inhabitants. You can then "find" them at any time you wish and check on their stress level. Well this is fun about once. It then becomes a totally useless feature.

But wait, as with all Sim games, it does take a while to get into, and once your tower is really scraping the clouds, you'll have plenty to do and probably get very involved. Look out for terrorists, fires and crowds of fat business men overloading your lifts on the way to the donut shop.

SimTower was just a bit "featureless", and nowhere near as compelling as SimCity 2000. For rabid sim-freaks only.

Eliot Fish

VISUALS

80

SOUND

80

GAMEPLAY

68

LONGTERM

75

OVERALL

70

Warlords ii



MACINTOSH

Available: **NOW**
 Category: **STRATEGY**
 Players: **1-8**
 Publisher: **STRATEGIC STUDIES GROUP**
 Price: **\$89.95**
 Rating: **G**

Mac strategy heads have had to wait a lot longer than the PC freaks to get the sequel to the excellent Warlords, but then that's always the case isn't it? Warlord's II is a great improvement over the original. New features include six different maps to play on, a whole swag of new army types and best of all a random map generator allowing you an endless variety of worlds to cut a bloody swath through with your marauding hordes. For those who've never seen the original it's a fairly standard build up your armies and conquer everyone else type of thing, but where Warlords stands out is in its scope for development and the nice balance between complexity and playability.

The key to play is your Heroes who you send out on quests to find magic swords and supernatural allies, meanwhile you breed peasants for cannon fodder back home in the cities. Once you've captured a city you can occupy it or loot, pillage or raze it. Hmmm pillage, my favourite! If all this wasn't enough you can play with up to eight players at once, any of which can be human (if you've got that many friends), and as a new feature in the Mac version you can play by e-mail if you're a nethead. Also new in the Mac version is an extra set of armies, two new terrain types, and a new set of cities.

The computer plays a very reasonable game against you at Warlord level too, and you can choose personalities for the computer players from "Brave Brave Sir Robin" to "Margaret the Ferrous"! Altogether this should keep you happily busy subduing the masses for a while to come. Oh yes, it's written by Australians too. Bonus.

Roger (Wodger) Bolton

VISUALS

87

SOUND

70

GAMEPLAY

90

LONGTERM

92

OVERALL

87



Mickey Mania
SNES

Level Select

Not the best game in the world, but it looks nice and it's got a mouse in it, so no doubt a lot of "lucky" readers got a copy as a Christmas pressie. Thanks, Mum! Anyhow, here's the cheat...
In the Options Screen, go to the Sound Test. Set the Music to Beanstalk 1 and FX to Extra Try. Now go to the Exit option and hold down the top L button until you hear a noise (to tell you it's worked). The Level Select option will appear on the main game screen.

Mega Drive

Level Select

We couldn't leave our Mega Drive readers out in the cold, so here's a level select for you lot too.
In the Options screen, go to the Sound Test (sounds familiar?). Set the Music to Continue, the FX to Appear and the Speech to Think. Exit the Options screen and hold LEFT on the control pad for about 5 seconds. You'll hear a noise and the Level Select option will appear (if you've followed the directions to a "T" that is).

Last Action Hero
SNES

Refill Life Meter

Yes, this is quite possibly the shittiest game of all time. No argument - it's an accepted fact here at HYPER. But, hey, this a cheat and this is Cheat Mode, so we thought we'd whack it in. Done correctly, you can refill Arnie's life meter at any time in the game. Here's how... In the very first level you must destroy the very first police car you come across (no jokes please). Punch it above the tail light until it's trashed. After that, you can refill your life meter at any time during the game simply by pressing the top R button!

Mega CD

Level Select

Could it be? Three cheats for the same game? It could. Now even long suffering Mega CD owners can get in on the fun. Here's how:
In the Options screen, go to the Sound Test (sounds even more familiar?). Set the Music to Continue, the FX to Appear and the Speech to Take That (no, not the crappy English pop band). Exit the Options screen and hold LEFT on the control pad for about 5 seconds. You'll hear a noise and the Level Select option will appear. Same as the Mega Drive cheat really, only you change the speech to Take That instead of Think (it still spells CAT though). Whoopee.



Dragon's Lair
3DO

Unlimited Lives

A poor excuse for a "game" if ever we've seen one. Still, it has to be better with unlimited lives! After the intro (the screen will tell you to "Press Start to Begin"), press UP, DOWN, LEFT, RIGHT, UP, DOWN, LEFT, RIGHT. Whenever you die, you actually don't. You'll always have 5 lives, like a cat.

Shaq Fu
SNES

Blood Code

What's this, blood in Shaq Fu? Surely not. Surely yes, or so it seems. At the Options screen, enter the following code (you have to be quick): Y, X, B, A, L button, R button. If you've done it right, you'll see a red flash. When you start the game the sauce flies! Cool enough, but how about we see some Pepsi sloshing about all over the place. Now that would be cool.



Pitfall - The Mayan Adventure

SNES/Mega Drive

Play Original Atari 2600 Pitfall

In case any of you buffoons didn't know, Pitfall was originally a huge hit on the old Atari 2600. The Mayan Adventure being the new updated version, actually has the original game hidden on the cart. We found it by ourselves (it's actually quite obvious) but the first reader to tell us was Dale McKnight of SA. Now you too can marvel at some primitive video game graphics. At the start of the Lost City of Copan, look up and to the right, to see a ledge guarded by a scorpion. To get to it, go right and bounce on the tongues of the two wall statues then jump on the platforms to get up to the ledge. Push up to go through. Now, go left and you'll find hidden behind the rock wall is a web, which you should bounce on to get up to a hidden passage. Walk right until you fall into the vortex. You should now be playing the classic Atari game.



Mario Andretti Racing

Megadrive

Best Car for Each Section

Again, Peter Brodie has come up with the cheatin' goods. I wonder if he thinks he's going to get anything for all this hard work? Ha! At the password screen enter:
 Indy Car — 2VP8 ZLFE WKDN CSXH TDAB
 Sprint Car — EUJQ QFUW SDBY AMAF 3MAA
 Stock Car — KVUE WLD2 WQC6 BAVH TJAA

Tiny Toons - Buster Busts Loose

SNES

Play the Bonus Games

An oldy but a goody, from Grant Armitage of Lismore, NSW. If you want to play any of the bonus games without the actual thrill of achievement that comes from reaching them via legitimate means (ie. your gaming skill), simply enter this code at the password screen: Elmyra, Shirley-Duck and Calamity-Coyote
 You'll hear a "Twing" and you're away.



Sonic and Knuckles

Mega Drive

Special Stages

How odd. According to HYPER reader Jesse Van Beurden, put Sonic 1 into the top of Sonic & Knuckles, then when "NO WAY" is scrolling across the screen, press and hold first button A, then B, then C. The screen should change and you will be able to play the special stages. Press A, B or C and the two spheres with stars on them will change colour. Obviously it's blue for Sonic and pink for Knuckles. You can change which special stage you play by going to the bottom option and entering a code. The codes are:

- Level 1 — 3659 8960 3263
- Level 2 — 2965 3192 9023
- Level 3 — 3610 2354 7327
- Level 4 — 2921 0274 3999
- Level 5 — 3737 7423 1487
- Level 6 — 3053 9029 9071



One Must Fall 2097

PC

New menu & increase difficulty

We actually didn't like this one on one fighting game for the PC very much at all, but obviously a lot of you did and we got a lot of cheats and hints. Here's a coupla' tips from overseas and far away - Canada, to be precise. Let's hear what those cuddly Canucks Helal Karim and James Ojaste have to say...

Press 2, 0, 9, 7 at the same time, release them, then go to the gameplay menu. There should be a new one called advanced options. To increase the difficulty, hold right on "Champion" in the gameplay menu, and "Deadly" will appear. Hold down "OMF", and hit right again, and you'll be on "Ultimate".

Secret characters & Moves

We have been informed by one Subaru (u9492143@queens-belfast.ac.uk) that there are a few secret baddies who need a good spanking in this beat 'em up. Here is how to get to the secret characters in player one mode. Hope your concentrating hard, cause this could take a while. Anyway, here goes.

When your in the Fire Pit Arena, put the difficulty level on to DEADLY. After you defeat your opponent, scrap and destruct him, and immediately after destruction quickly do the following moves:

Jaguar - U+K, D+K	Katana - B,D, F+K
Shadow - D,D, D+P	Shredder - U,B, D+K
Thorn - U, D+P	Flail - F,B, D+K
Pyros - U,D, D+P	Gargoyle - D,D,P
Electra - U,F,D+P	Chronos - D, B+P

Hopefully you will go down into the pit to play with FIRE. FIRE is a bastard Katana to beat, but if you do it using Katana robot, you will gain a new move, namely Fireball: D, B+P.

Having quenched FIRE's fire, it's time to ice ICE. After you scrap and destruct FIRE, quickly perform the same move that got you there in the first place (see above). You should find yourself in another pit with a new Shadow playmate called ICE. If you can melt ICE using a Shadow, you will gain a new move - Ice Freeze: FD, D, B+P.



EarthSeige: Metaltech

PC

Battle tactics

O! Joe Smail (male) has a few tactical tips for this futuristic shoot em' up. Take it away, Joe...

"On certain missions where there are Cybrids at specific way points of defending an installation, they will usually stay within a certain 'engagement area'. Carefully approach to just within extreme range of their weapons, with shields well forward and wingmen out of the way. Stay there, let the Cybrids shoot all their ammo, and move to just within laser range. You can sit and fire away without receiving return fire, unless the Cybrid is really aggressive - keep an eye out for reinforcements. This is a great way to get past that mission with the eight listening posts."

O.K, now it's over to Benjamin Lok (orion@hpserv.keh.utulsa.edu) for some more hot battle tips.

"When you encounter a large enemy force, they should start opening up their cannons on you. Simply start walking backwards, concentrate all shields forward and tell your wing people to attack. The enemy should target you, leaving your pals on the wing to blast away with missiles, EMPs or other high energy weapons. After the first couple of enemies go down, charge forward".

Colonization

PC

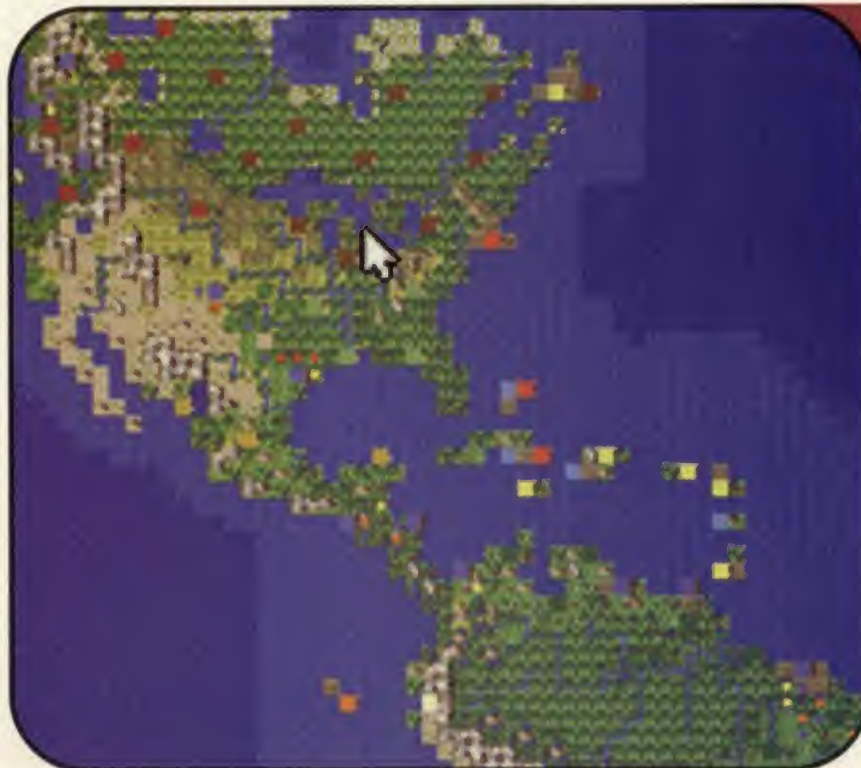
Cheat codes

Colonization is not about Ronald Reagan's intestinal problems - it's about colonial-imperialist expansionism, and it's about life, dammit!

To help you with your plans for global domination, why not take Jeroen van der Most (jvdmost@wi.leidenuniv.nl) on as your court advisor...

"Sire, Colonization uses a file called names.txt. Simply enter this file and change the values to anything you want".

Or you can try this tip sent in by a mystery e-mailer, known only as eng40705@nus.sg. Edit the file menu.txt by deleting the part after [colonizpedia}. A cheat menu will appear when the game is loaded next time. Good luck, and good colonizing.



Rebel Assault Macintosh

Level codes

Christopher Ditchman (di97cj16@acs.wooster.edu), yet another e-mailer via Next Online, has given us the codes for the Normal version of this wondrous game.

- | | |
|------------|------------|
| 1. BOTHAN | 9. MUFTAK |
| 2. HERGLIC | 10. RASKAR |
| 3. LEENI | 11. JHOFF |
| 4. THRAWN | 12. ITHOR |
| 5. LWYLL | 13. UMWAK |
| 6. MAZZIC | 14. ORLO |
| 7. JULPA | 15. NKLLON |
| 8. MORRT | |

May the farce be with you!



Comanche PC

Cheat menu

My goodness gracious golly me! If we don't have two - count them - two different methods for arriving at the same cheat menu. Try both of them, and see which one you like the best. Discuss it with your friends in murky coffee bars, take to the streets - get passionate!

Method One

Hit `escape` to bring up the menu bar, then hold down `backspace` while typing "kyle" (without the quote marks). Voila, a new cheat menu! Submitted by Michael Allbright (mma@cimar.me.ufl.edu)

Method Two

Using PCtools or a Hex editor, look for the word HEAT in the .EXE file. Replace the byte just before it with a "C", and you should have the CHEAT, and thus a new menu. Thanks to the ubiquitous Karim Helal for this one.



Prince of Persia II Macintosh

Cheat & debug mode

While starting the game, hold down the 1, 2 and 3 keys until you see a message about being "worthy of the powers of Jaffar". This gives access to several cheat and debugging features. Pay attention to capitalization; you have to press shift on most of them.

- | | |
|------------------|---|
| d: Tension (?) | B: Toggle background display |
| R: Room Number | W: Weightless - you don't die from falling |
| I: Invert Screen | F: Toggle animation frame # |
| | +/-: Add/subtract 1 to the display, use with spacebar |
| K: Kill one life | |

If the machine seems stuck from the "F" command, try hitting F1 and/or the spacebar. You really need an extended keyboard or equivalent, because these cheats disable all but the numeric keypad controls for moving the Prince. Some keyboards are also known to have problems enabling the cheat, because they cannot report more than two non-control keys being held down simultaneously. Thanks to Tim Seufert (bwanga@cats.ucsc.edu) for this one.

Zero Tolerance Megadrive

Level Codes

The freaky Peter Brodie from Cronulla has been hard at work cracking the codes for the Space Station (Scenario One) in Zero Tolerance? Will he get the rest of the codes in to us first or will someone else beat him - find out next issue! Note that there are no zeros in the codes:

- 2—b F p b * t) n g
- 3—b U p 8 8 / L n ?
- 4—H F q 8 * / L n g
- 5—X H 3 b v t L m ?
- 6—T n 3 8 u * O n 4
- 7—b D a b u v K m t
- 8—O r b * / 8 p t 2
- 9—G L b d s r O ! V
- 10—b r 8 * u v K F E
- 11—K L b d u * L q E
- 12—G r 3 d - *) q E
- 13—W H a * t q O p x
- 14—W H Y d / 9 O r w



Dark Sun - Shattered Lands PC

Cheat Code Mode

Joe Smail, male, whose e-mail is ijssmail@eos.ncsu.edu, gave us this whale of a tale to stop the wail when you fail. Now pick up the trail... When starting the game, use DSUN - K911 on the command line. You can now press F2 during game play to increase your characters first three stats, F4 to learn all spells/psionics, T to increase the party's level of experience and M to memorise all spells. Got that nailed? Gotta bail..

Earthworm Jim SNES

Debug code

Ben (not Ian) Slinger (ianjs@werple.apana.org.au) has provided us with the debug code to this groovin' game. I wonder what it was that Ben's forebears slung?! Pause the game, hold Left and A, then release them. Now press B,X,A,A,B,X,A. While we're on the subject, there is a happenin' Sydney band called Earthworm who are definitely worth checking out. This is not a plug.



Outpost PC

Robert Court (robert@court.cityscape.co.uk) has submitted a few codes to make life easy in Outpost. Ctrl+F9 causes a massive driver misfire which kills all the rebels. Ctrl+F10 lets you call up the disasters menu. Ctrl+F12 changes morale, educational and crime levels, and if your a real wuss, Ctrl+F11 gives you unlimited resources. Miiaooowww.....



FIFA Soccer 3DO

Kerrazy Kodes

Sick of playing this mad soccer game with a boring old soccer ball? Get with the program, and play with a mega-sized mutant of a ball by pressing the following buttons: C, R, A, B, B, R, L, A, B, A, B, B, R (where L = left shift, and R = right shift). You should see the words "hot potato mode" appear on screen. Now watch the fun when the ball periodically gets a steroid injection and knocks down any player unfortunate enough to touch it.

Thanks to Peter Fitzgerald (fitz@iquest.com) for sending in these corkers, try these codes when you pause the game:

- ABBACABBBA - Invisible walls
- LACRBALL - laser ball
- BABARBABBAR - giant player
- BCBALLABALL - big ball
- BARCLBABBA- metallic men
- RALBACLABA - beef cake

And to make things truly international, here's a few from the Canadian team, courtesy of Helal Karim (Helalk@jsp.umontreal.ca):

- CARCABRABBL - radical curve
- RABBACLLBACL - brute mode
- LABARRACCA - crazy bounce



Super Wing Commander 3DO

Debug mode

When he's not running a tight ship down Melbourne way, Derrick from Sprint Electronics (Jesus@apana.org.au) likes nothing better than working

out the secret debug mode for SWC. Hold tight, here goes:

1. In the lounge, while holding X, press B, B, C, C, A, A. You should hear a sound effect. Release X.

2. Press and hold L+R, then press P. You should enter the debug mode main menu. Derrick recommends Killable = Set to False for invincibility, Bangable = Set to False to let other ships and asteroids bounce off you, and Finger of Death = L or R&B to nuke the targeted Furball.

To access every possible mission in each of the three campaigns, try Picker = Set to True, return to the lounge, and keep cycling options until you hear "choose campaign" or "choose mission". You can also listen to all the background music, or watch the cinema clips, even some that didn't make it into the final version. Yeehaa!



Wolfenstein 3d Macintosh

Power ups

Blast the fascist pigs with these power up codes provided by Bruiser Paterson (paterson@postoffice.utas.edu.au).

- mccall: takes you up a level
- burger: gives you heaps of weapons
- ledoux: no damage and gold and silver keys
- wowzers: ammo



Offworld Interceptor 3DO

More dough

Here's an awesome code that'll give you heaps of cash to play with. Go to the options screen and press ABCABCABCABCABCABL. When you hear the engine start, you'll know your loaded. Don't spend it all at once!



Way of the Warrior 3DO

Secret characters

There is a secret character known as Black Dragon loitering around the graveyard. To get your hands on this necrophiliac, you must get two perfect rounds (no healing!) Derek Ellis, (a.k.a iceman@cybernet.net) also tells us that to see the next mystery character, simply do the same thing - good luck working out what he means!



Magic Carpet PC

Feel like a magic carpet ride? Log on, pump up that old Steppenwolf L.P. (for those of you old or cool enough to remember them) and get a load of this tip passed on by James Ojaste (jojaste@undergrad.math.uwaterloo.ca). When fighting Sky Dragons, Fire Worms, Bees etc, simply fly backwards and keep firing - they'll keep trying to catch up to you, and you can toast them with ease.

Letters

NOT THE FULL DEAL HYPER,

The know-all, cool gaming mag that inquisitive, never-satisfied, info-seeking VCA gangsters (whoops) gamers like to confide with for advice. This would have been the case one year ago when 16 BIT or half that was written on consoles, but at present with new 32 BIT or double that game systems being officially released only overseas yet still available for import purchase, Australasian readers are NOT GETTING THE FULL DEAL, because HYPER won't adapt format.

Please correct and ridicule me if I'm mistaken. HYPER has generous prizes/gifts, reviews, game cheats and a cool sense of humour we can relate to, but we don't want to pay for the HYPER crew being cool, we want FULL SYSTEMS COVERAGE first priority. Although you have only been around for one year with an experimental format, naturally there is room for development. Gamers would like to know who runs the mainstream mag. HYPER? Predominantly SEGA and SNES publishers do! If mild-mannered editor in charge Stuart had the courage to do a full software coverage of all the systems available through import, including 32 BIT systems such as the NEO GEO + CD, the AMIGA CD32 and not just rely on software publishers and distributors who send games for free which they then rate, then readers wouldn't have to rely on heaps more developed/beneficial mags, such as CVG which covers everything and then some, and even has the courage to compare a game on various big systems it has been released on - whether simultaneously or periodically, and on which system was the version the best on, altogether in review, etc, etc. HYPER like most Aus mags is really the equivalent of an unfinished cart. game at the moment (playable yet missing elements.) HYPER is not playing with a full deck of cards and oppressed readers represent the joker cards you discard. Remember, there

are heaps of game systems available now (which are being played) and if HYPER can't afford to pay up themselves for the new software available on the forbidden (won't poke at with a joystick) systems, then hire a dedicated/loyal game-player to do the work. The mag is getting too HYPED up for it's own good. HYPER is a cool mature group, yet it still predominantly supports mainstream kiddies. Is that where the money is at? The reason for dissing you is to encourage you to take action and get off your pale cheeks before you get too involved with your Silicon Graphics station and neglect your duties.

Suggestions/opinion for mag. improvements - HYPER has expanded the PC game coverage, what about a full inclusive (not just a rubdown) total combo, all systems go coverage. Hire more staff if necessary. Condense the heaps of very weak Platform and One on One clones together (that you're forced to review due to ad endorsements) to a reasonable extent; sort of compressed, columnised like your Byte Size section but with more pics to keep the publishers satisfied. Overall, this would give you more room for reviewing new releases on the neglected systems. And with an up front reference on labelling the amount of megs a cart has is beneficial when making a purchase choice between a handful of games rated on sort of 'equal-par' value.

Hope you had a jolly Xmas and we hope the new year surprises us all with a guts-ier mag doing it's own thing to totally service us.

Heavy Breign

Quite a few points there, so let's begin at the end and work forwards. Why would the amount of megs a game has affect a game purchase - wouldn't the actual gameplay be more important? As you can see with CD games - 600 Meg of info does not make a game any more enjoyable. We're not forced to do any reviews by ad endorsements - lots of people like platformers and one-on-one fighting games (look at the charts) and we have a responsibility to tell readers of the weaker ones so that they can steer clear. I would love to hire more staff, but we're living

in the real world (unfortunately)...and now to your main point, our coverage of 32 bit systems. When we started HYPER we picked the formats we were going to cover and we've stuck pretty closely to that. Unfortunately the CD32 and the Neo Geo are just not owned by many people in Australia so it's not worth our while covering them, whereas around half a million people would own a Mega Drive or a SNES. We are covering the 3DO and intend to do more this year, but until more people like yourself switch to the "next generation" machines then we really can't do too much - and if that means we're being run by a commercial imperative, then so be it. We still give you the best game coverage in Australia.

CRUISIN' vs DAYTONA

Dear HYPER,

I have recently played Crusin' USA at the local arcades and I must say that it is an impressive try at a Daytona killer but with a few flaws.

Graphically, it wins over Daytona, but with a palette of 16 million colours, I guess it would. Tons of tracks and you can pick out a few cars and you can change views (now where did Midway steal that idea from?) just like in Daytona. Hell, you can even change the tune on the radio.

Now for the down side. The game is just too fu*king slow. It says that it's travelling at 228 km/h but it feels like around 3. It takes you half the race, with the pedal to the metal just to catch up with the leader. And also, your car tends to wobble around too much and the traffic moving in the opposite direction seems to steer towards you on purpose. Apart from that, it was OK but I still think Daytona kicks its arse to the moon and back. Bad luck Nintendo.

Oh, by the way. Is that way too high graphic rating of 97 for DK Country only against other CONSOLE graphics because the Rise of the Robots graphics are superiorly better.

Thanks for your time,
Jeremy S, VIC

Thanks for your opinion Jeremy and yes, the graphics and other ratings are only for each particular system. You can't compare SNES graphics with Super VGA graphics.



Another one bites the dust

Who would've thought it? Here I am writing my final Letters blurb, the author of my own farewell. As Stuart's already told you, I'm off to greener pastures (across the hall actually) to a non-gaming magazine and next issue he'll have a new, somewhat virginal Deputy Ed to kick around. I'll certainly miss the feel of Stuart's shoe leather...

Anyway, I'm very proud of all we've achieved with HYPER and with the exceptional product the magazine has become. And I'll still be doing the odd review and column to keep my hand (my right thumb in particular) in.

Whether or not I wind up as a plastic surgeon-come-Elvis impersonator in 10 years time remains to be seen, but for now, it's goodnight. I'll leave you in the more than capable hands of the revitalised HYPER crew.

Send letters and tear-stained farewells to:

HYPER Letters

PO Box 634

Strawberry Hills NSW 2012

Techy freaks can e-mail us at

freakscene@next.com.au

WEENIE GAMEBOY PLAYERS

Dear HYPER,
I am a 13 year old game player. Your mag is great but I am sick to death of the weeny shithouse Gameboy players who can't afford a Mega Drive or SNES. They think their hot shit (maybe in their own lunch box.) They ask you for you to review the games, but how can you? You can just see the screen to some extent. The games are only in black and white and they suck. Anyway time for questions.

1. Why don't Sega send out the Saturn with the 32X and keep up with Nintendo?
2. Would the Aura Interactor work with Virtual Reality and sex?
3. Please start to put posters back in your mag.

Keep cruisin 'HYPER Dudes'.

Ben Bunbury WA

P.S. Tim Edwards of Bathurst NSW can go get f*!ed.

1. What do you mean "keep up with Nintendo"? I haven't seen a 32 Bit Nintendo system released yet. Sega Australia wants to wait to release the Saturn so there's a bigger game library when released.
2. Um...not exactly. Virtual sex is still highly theoretical.
3. OK.

A MARRIAGE PROPOSAL

Dear HYPER,
Your mag is particularly brilliant, I'd love to marry it, etc! I own a PC and a Mega Drive, and am quite proud of both of them. Alas, my PC does not have enough RAM to run DOOM. Doh!

I nearly fell over with excitement when I heard of the Mega 32 with it's awesome capabilities and ridiculously low price!

Could you please answer some questions on Sega's upcoming beast?

1. Will there be a pack-in game with the Mega 32?
2. Will the system be able to handle an exact arcade conversion of Mortal Kombat 2?
3. Any chance of Daytona for the Mega 32, or is that just scheduled for the Saturn?

I really appreciate your time,

James Torrisi
Yarram VIC

Thanks James, and if you're attractive we'd love to marry you right back. But questions first 1. No 2. It would come close 3. It's

just scheduled for the Saturn at this stage.

METAL HEAD HOMEBOY HATER

Dear HYPER Crew,
We all know that your mag kicks all the others butts so I won't go on about that shit too much, but I have been a devoted reader since the 3rd issue. And I'm going to buy the two other issues as soon as I get enough money. Down to my questions,

1. Do you know if and when Mortal Kombat 2 is coming out onto PC.
2. Is there a way that you can change MD or SNES games to PC. and if so how?
3. What do you need to get into the net?
4. Are there any good PC. 486 games you can recommend.

Devoted Reader and Metal Head Homeboy Hater

1. Very soon. February, hopefully.
2. No. 3. A computer and a modem 4. Lots - Doom, System Shock, SimCity 2000, Myst, Sam & Max, Ultima Underworld... keep reading HYPER and we'll tell you the good ones.

LOVELY PICTURES

Dear HYPER,
Allow me to begin by simply stating that I am impressed. I own a PC, however it is only a piss-weak AT. In issue 12 I was very impressed with your review of DOOM II, only disappointed with the few screen shots you printed, imagine how much happier I was with issue 13, ooh those lovely pictures. I don't have much criticism, only that I would like to see more posters, and more screen shots.

This next, is not a complaint as such, rather a complaint to people out there that can't seem to reason logically, I refer to, of course the idiot that wrote in the name of Tim Edwards (HYPER 13). I am glad you printed that particular letter, as it allowed all of us sane gamers who love HYPER magazine, to laugh at a complete git who obviously has lost the plot. Does he not know he can look inside a mag before you buy it? That was why I bought the first one I own, what I saw invited me to buy it and read it...Secondly, if he hated it, so much, why did he

even bother to write? I think Timmy might not have taken his medication before he left the house that morning. You cannot compare a shitty, two dimensional, shoot'em up game with a CD ROM PC strategy RPG.

I was also wondering if you might print the idiot's address so the sane gamers can send him hate mail, I know it might be against company policy, I thought there might be others out there.

Now into something different, how do you obtain the screen shots you print, and why do most of the Mega Drive shots look so shitty? I mean I know SNES is better, but I don't suppose that accounts for it?

Thank for any help you can offer,
Brad J Ameer Beg.

Little Timmy from Bathurst certainly pissed a lot of people off, but I'm not going to publish (or give out) anyone's address. Don't worry about it - we thought he was hysterically funny. As for screen shots, we use a screen grab-

bing program for PC games and we hook up the Mega Drive and SNES straight into a Macintosh. The reason the Mega Drive looks worse is, as suspected, because of the reduced colour palette and resolution. Sorry.

MODERN POETRY

Dear HYPER,
Good Mag, Good Mag.
Like the style, very slick, very cool
Encourage the reader art
And include more console reviews (pros/cons)
You make life beyond the console more bearable
I like it, Naa I love it.

HYPER- The game players Bible.
LAV. Queensland

Why thank you very much. And I always encourage reader art - keep sending it in.

SILICON GRAPHICS

Dear HYPER Crew,
Everyone knows your magazine is the best so I will skip sucking up to you. Could you please answer some of my questions about the high resolution Silicon

Graphics Workstation.

1. Is it something like an adaptor that you plug into your SNES or if it is a totally different system.
2. Can it play any SNES games without the SNES or does it have to be connected to something.
3. Can it play any SNES game or can it only play some games?
4. How much is it going to be?
5. Would it be worth it to sell my SNES to get one?
6. Which do you think I should buy, A super wild card or a high-res Silicon Graphics workstation. Bye for now!!

Jonathon Soemartopo

A Silicon Graphics workstation is actually a high-end computer that they programmed Donkey Kong Country on (and it's also responsible for the special effects in movies like Terminator 2 and Jurassic Park). We've got two here at work but they cost over \$10000 (and can cost up to \$400 000), so unless your SNES is worth a lot, you're probably not going to be able to afford one. Don't worry, there aren't many games made for them anyway.

ANOTHER TIM ST CLAIR EFFORT. OH, AND NO THIS ISN'T ART. IT'S A DOG'S BREAKFAST.



Letters

A CD32 OWNER

To the guys at HYPER, I read your magazine for the first time when issue 12 came out and found it was probably the best mag I've read in ages. It beats the high price of all those Pommie magazines, if you could call them that.

Anyway, could you answer me a few simple questions.

1. I own a CD32 at the moment and I think a made a bad decision buying it so I'm selling it for \$750 with six games do you think this is a fair price, I paid \$1150?
2. Which machine do you recommend I buy? I want something at least 32 bit.
3. How much will a Playstation cost when it comes out?
4. Are there any beat em ups for Macintosh, if so where can I get a copy?
5. Finally could you give me a list of planned and currently available games for the Jaguar?

Alex Eddy
Gilgai NSW

1. I think \$750 is pretty fair 2. If you're buying right now, I'd say a 3DO 3. You can get them now on import for about \$1000. The local price is yet to be confirmed 4. There aren't really any good beat 'em ups for the Mac. If anyone finds one, please tell us 5. I'll tell you the good ones currently available - Doom, Alien vs Predator (it's only so-so), Chequered Flag 2, Wolfenstein, Cybermorph, Tempest 2000 and Kasumi Ninja.

HIDING FROM REALITY

Dear HYPER, In issue #13 I don't believe what you said on Probotector on the Mega Drive. You said "we all know that the Mega Drive can't match the SNES when it comes to graphics". Well I think that was total bull when it came to colour, I compared Sonic 3 and Mario All stars and Sonic was miles better, so many games on the Mega Drive are better than the SNES. Such as FIFA Soccer, MKI, Jungle Book, the Chaos Engine, NBA Jam and Virtua Racing is better than Stunt Race FX and I don't care if the SNES MKII is better than the Mega Drive version. I own a Mega CD, and MKII, will be on the Mega CD and this version

will blow the SNES off the planet. Now will you say Mega Drive can't match the SNES when it comes to graphics?

Dave

Oh, Dave, Dave, Dave. I'm sure even Sega would admit that the SNES has superior graphic capabilities to the Mega Drive and that's all we said - not that it's a better machine. Programming can do wonders though and that's why Sonic looks much better than Mario. One day you'll have to face the facts - the Mega Drive can come close but it can't match the SNES when it comes to graphics.

MEG DISPUTE

HYPER Crew, Top mag! I believe your mag and the brill 'Super Play' are the best on the market. I like your coverage of the "Manga" movies. Where most Aussie mags gave the initial compo and a quick mention now and again, you did the same and also include a movie review or two in each issue. Keep it up, cos Manga is going to be big. My next topic is about the bril-

liant Donkey Kong Country. I've got no complaints about it, except why has nearly every mag said it is a 32 Meg cart? Now I realise it's probably not your fault, and you've only written what you were told, but I hate to tell you that DKC is only 24-meg. I know and so will any other person who owns a 'Game Doktor' or 'Supa Wild Card' etc. I just wanna know who's responsible for the little profit making yarn of "A 32 meg cart for under \$100". Still, even for a 24 meg cart, it's still a top buy.

Bye,
Todd

I don't know who's responsible, but I think you got it in the last line - it doesn't really matter how many Megs it is, it's still an excellent game.

A BATHURST SPACEBOY

Dear HYPER, First I'd like to say that not all Bathurstians are as stupid as Tim Edwards from issue 13. Second I'd like to say Virtual Reality sux. Oh hang on a minute I'm thinking of Actual Reality, sorry!

Now it's question time.

1. How come the first person from Bathurst who gets printed is a total wanker?
- 2) I heard about the Sound Blaster AWE 32 Bit sound card in Digital magazine and I was wondering if you knew when it is being released?
- 3) If you had a Real Magic card installed would a Sound Blaster still work?
- 4) Do you know where I can get Itch-e Kitch-e Koo and Gigapus/Metapus because Bathurst has no techno albums?
- 5) What do you think of The Prodigy?

Spaceboy
Bathurst NSW

P.S. I know where you live Timmy.

1. It's just the luck of the draw - you've redeemed Bathurst's damaged reputation 2. It shold be out now. 3. Yes, as far as I know. 4. Get your local record shop to order them in (they're on the Volition label through Sony). 5. They're cool - in fact I've been to see them live twice.

A 12 YEAR OLD PROGRAMMER

To HYPER, O.K., no time for small talk, I'm straight onto the questions:

1. Is Doom 2 worth the dough if you've already got Doom?
2. Do you ever update that little strip of the front cover of your mag which says which computers, you review software/hardware for (Mega Drive...PC...Mac, etc.) because I've seen barely any Mac games being reviewed in your mag recently. And don't tell me that there's none being released, because there's a horde of Mac software being released.
3. How about reviewing some Amiga games as well? 'Nuff said. Oh, a few of my; friends and I have started up a small business called 'Beredledom Games', and our specialty is... wait for it ... teaching people to program. And ANYONE can learn to program! I'm only 12 years old, and I know how to program in Assembly language (the languages which most software houses use to program games). For a brochure on "How Beedledom Games will change your life forever", send a self-addressed envelope to: Beedledom Games Inquiries,

16 Eddleston Drive,
Cordelia,
Queensland, Australia 4850.

Well, Lemmings beckons me, so
bye...for now!
Daniel Gileppa

1. Yes - there are fantastic levels and new enemies to fight 2. You'll find some Mac games reviewed in this issue and yes, there are more Mac games being released at the moment so we'll be covering them 3. No

MIXED BAG

Dear HYPER, As soon as I saw your magazine advertised in Rolling Stone I knew this was the one. I used to read that shitty magazine that turned into an all-Sega format. Anyway enough bullshit, on to the questions:

1. I got a Pheonix Imports catalogue and the price of a Saturn was over \$1000. Will the price go down with the PAL version.
2. I also think that 3DO will wipe all the other systems off the face of the earth as all their games are mostly under \$100 and it has a huge selection of games.
3. What is Mahjong

Larry Johnson
Bracken Ridge QLD

1. Sega hope to have an \$800 price tag by the official release (although this is not final) 2. I think the 3DO has a bright future too, and would have had a brighter one if Panasonic had the intelligence to locally release it 3. It's a complex strategy game using tiles - very popular in China and Japan.

FREAKY JIVE CATS?

Dear freaky Jive cats, Your mag goes off it's nuts and that's all I'm gonna say about it. Let's get on with the questions.

1. I'm buying a 486 with all the trimmings and I want to know what are some really have to have games? (I like Flight Sims and Basketball games and Kill everything in F***en sight games)
2. I own a Mega Drive and I don't know if I should sell it and buy some PC games or what?
3. I've heard about a thing that you can buy that copies Mega Drive games on to PC's? How much does it cost?
4. What are some Basketball games on PC and why don't you ever hear about them?

MR ST CLAIR GOES OFF AGAIN IN A VERY WARHOL STYLE. THIS IS CALLED "HOLOGRAPHIC MIND". VERY NICE.





THE HYPER LOGO MAKES ANOTHER APPEARANCE IN AN ART WORK. WE NEED MORE PEOPLE SENDING IN ART. WE LOVE IT.

You should come up and hold a gaming comp up on the sunshine coast. Well at last that's it. Keep gaming.

RAZ

1. I'd definitely look at Doom 1 & 2, Wing Commander 3, Aces over Pacific/Europe and for ball - NCAA Road to the Final Four 2. 2. It's really up to you 3. You can copy Mega Drive games to disk but they're not PC compatible 4. NCAA Road to the Final Four 2 which we reviewed last issue and EA's NBA games should be out soon.

MEDICATION TIME

Dear HYPER
In response to Tim (I wish I never bought this mag) Edwards, YOU ***ING IDIOT, YOU ARE THE THE FIRST PERSON WHO'S INSULTED THIS MAG AND I THINK YOU ARE A ****ING D*** H*** IF YOU DO. Well, now that it is off my chest here's a few questions:
1. Could you review Corridor 7 and Depth Dwellers (even if Corridor 7 is a bit old) for me because they are both Shareware and haven't been able to get hold of either of them.
2. Could you NOT print letters with absolutely stupid questions like "is the SNES better than the Mega Drive" because it really p***es me off.
3. Will the Atari Jaguar be out for local release before Xmas? Uh-oh, got to go and take my medication now.....

Ben Plunkett
Bundaberg QLD

1. No, they are very old and you should be able to get them easily -

look in the bargain bins 2. They piss me off too, but some people are dumb and I try not to discriminate against them too much 3. No, Atari seem to be in a very sorry state of affairs at the moment, especially in Australia where they've actually closed down.

CAN'T FIND GAMES

Dear HYPER Mag,
Hi! How are you I would just quickly like to say that I love your mag and I will always be one of your customers as long as you keep up the good work.
Now on a more serious note I'm writing to you because I'm frustrated and mad. Do you know what it is like to just get a Mega Drive a year ago and start hiring games at the video store to try and decide on which one to buy and finally when you decide on which one to buy you go to every computer store in the whole state only to told "sorry, that game is deleted we don't supply it anymore"? I sure do! I hired out Dungeons and Dragons, Warriors of the Eternal sun and Shining Force on the Mega Drive and have absolutely fallen in love with them. Yet for some reason nobody can get them in for me to buy. I would do anything, ANYTHING to be able to get those games.
I know Shining Force II is coming out and I'm sure it will be just as good as the first one, however I still want the first one really bad. I am writing to tell you how stupid it is that I can't buy this game, I mean I even saved up to buy it and nobody can sell it to me. I think Sega should realise this and get it together as I know many of my friends are finding similar diffi-

culties. I think they should open a shop which sells older games and that if you know of any of these shops that you think would be able to get these two games in for me could you please tell me as I really would like to own copies of them. Thanks for listening to my problem as I needed to write and tell somebody of my thoughts.

Thanks,
Anthony Roberts

I'm sure you'll be able to find a copy of Shining Force and Warriors of the Eternal Sun if you try hard enough. Look in bargain racks in game stores (or places like K-Mart) or put a Wanted ad in our Hypermart section.

ULTRA 64 QUERIES

Dear HYPER,
I'm seeking the answers to some questions regarding the Ultra 64 and SNES.

1. When will we be seeing 'Killer Instinct' in the arcades.
2. Do you know how Nintendo plan to keep the Ultra 64 and

it's games at a reasonable price when Silicon Graphics material is so expensive, and its software often takes a long time to make.

3. What will be the next SNES game (apart from Uni Racers) to use the awesome 'Donkey Kong Country' technology.
4. Could you please put in your magazine any information you have about the Ultra 64 (ie. Prototype, Prices, more screenshots).

Thank you,
Ultra Leon

P.S. Congratulations on being the first gaming magazine to take Game Culture seriously.

Leon, there was no need to send \$5 with your letter although it did buy me a very nice Thai lunch, and I thank you for that. 1. Killer Instinct is already in some arcades and you can read about it in our arcade section. 2. Not exactly, but Nintendo have a lot of money and if they think they can regain costs with software sales they will try to sell the Ultra 64 hardware around cost price. 3. I'm not quite sure, and the sad news is that Uniracers is not

being officially released in Australia 4. We're giving you all we've got.

FISHING FREAK

Dear HYPER dudes,
Firstly I have to comment on the excellent, great, mad work you guys do for the totally most wicked mag ever. But enough of the sucking up, I'll just get to the few simply questions I wanted to ask you guys:

1. I am a real mad freak of fishing and unfortunately I can't find or get any fishing games for my Mega Drive, the only thing I've heard is a game called King Salmon, but I can't get it anywhere.
2. Are there any fishing games that are going to be released on the Mega Drive.

Keep up the great work.
James Farr
Erskine Park, NSW

I've always thought that fishing and video games are a strange combination - King Salmon was never locally released and there aren't any more fishy games on the schedule.

SHANE MONAGLE (AKA TRULY PATHETIC) FROM CHIRNSIDE PARK, VICTORIA IS A VERY SAD SNES OWNER. WHY IS HE SAD? BECAUSE HE CAN'T PLAY DOOM. THAT'S WHY HE DREW THIS PIC AND SENT IT IN TO US. DOES THAT MAKE YOU FEEL BETTER SHANE?



Hypermarket

FOR SALE

SNES games - Amazing Tennis (Jap) \$30, Mystical Ninja (Jap) \$40, NBA All-Star Challenge \$45. Mega Drive games - Bull's vs Blazer's \$45, Joe Montana Sports Talk 2 \$40, X-Men (USA) \$50. BOXES AND INSTRUCTIONS IN ALL GAMES. WANTED- SNES Legend of Zelda-\$35. Ask for Arturo after 4pm (02) 887 4014

SNES Games: Streetfighter 2 Turbo in mint condition (\$60). Stunt Race FX (an unwanted gift), brand new (\$90). All games come with box and instructions. Phone Alex on (065) 558 452

SNES system with 2 joypads, 1 arcade joystick, Super SFII, Super tennis, Super Mario World, Converter, \$300. CD ROM Games, Megarace, Rebel Assault, Critical Path, \$50 each, Ph (02) 44-3515

PC Lemmings (the original) and Indianapolis 500. Will sell for \$50 each or \$90 for both or will swap for SimCity 2000 or Wolfenstein or Doom 1 or 2. Ask for David (02) 899 2332.

Mortal Kombat II and Captain Planet for Mega Drive, instructions inc - \$150. Both brand new, just bought for lower price. Ph after 3.30pm. Contact Bosko on (02) 623 7734.

Mega Drive with 2 control pads and 12 good games, all with instructions in boxes - MK 1 & 2, Sonic 1 & 2, Outrun 2019, Jurassic Park and loads more - sell for \$480 ono (worth over \$1000), or sell games separately \$15 - \$60 except MK2 sell for \$95. Call Peter in Freemantle on (09) 418 4491.

PC CD-ROM Games: Under a Killing Moon \$70, Dracula Unleashed \$45, both boxed with instructions and in excellent condition. Phone David on (02) 623-7820.

Sega Mega Drive games (very good condition) Street Fighter 2 SCE \$79, Mortal Kombat \$55, Flashback \$55. Will make a reasonable swap. Ph (07) 801-2132.

Amiga CD 32, boxed as new, with Joypad and Mouse. 8 Games including Simon the Sorcerer, Microcosm, Pirates Gold, Zool, Pinball, D-Generation. Also some Demo disks and mags. It's a great bargain at \$450. Ph: Steve on (067) 713 849

Mega Drive: Will sell or swap General Chaos for \$50. In mint condition with box and instructions. Ph (02)869-0116 ask for Luke.

"Go" Infra-red control system for Sega Mega Drive, 2x 3 Button cordless pads, with 1 receiver, Instructions, barely any use, worth \$90, sell for \$70 or swap for Mega Drive or Mega CD game. (064) 583663 ask for Kev.

MD Games: Batman Returns, F-117 Nightstorm, Buster's Hidden Treasure, Strider, F1, Crueball, Landstalker, FIFA Soccer, Marble Madness. SNES Games: Super Mario World. A/B W/I. All cheap or bulk sale \$350. Ph(02) 523-5627 anytime. Will consider swap.

NES, 2 controls, joystick, 5 games worth \$450, sell for \$175-\$250. SNES game: Rival Tuff, perfect condition, \$65-\$85, will swap for SFII Turbo. Ask for Housh on (079) 361-767.

Bargain Mega Drive Games: Sonic \$10, Shadow of the Beast 2 \$10, Cool Spot \$20, and X-Men \$40. All in excellent condition. Will also swap any of these games for Flashback. Ph. David on (02) 6182862

IBM CD Games for sale. Return to Zork with hint book \$60, Gabriel Knight \$60, Dracula Unleashed \$60, all boxed with instructions. In excellent condition. Mad Dog McCree \$40, no box, and Iron Helix \$45, no box. Simon the Sorcerer \$35 not CD. Ph Steven (042) 617085 after 3pm on weekdays.

Mega Drive II with Mortal Kombat II, Bubsy and Sonic 2 and 1x3 button control pad for \$300. Ask for Bradley on (049)333415.

Sega Master II, built in Alex Kid in Miracle World. Plus My Hero/Olympic Gold, fantasy zone and Golden axe all boxed \$100-\$200 Ph: (044)333415.

Mega Drive and Mega CD, 1 converters for Mega Drive, one for CD. 2 controls plus propad. 6 Mega Drive games, 12 Mega CD games including Night Trap and Ground Zero Texas. \$690 ono Ph Brad on (09) 3321998.

Gameboy in good condition, 4 games, carrycase and nightsight. Games include Super Mario Land 2, Bad and Rad, Sneaky Snakes and Tetris. Gameboy and games have instructions. Sell the lot for \$200. Ph Damien on (042) 833598.

92 SNES games with Super Famicom and Multi Game Doctor II, Pal Booster, Universal Adaptor, Honeybee Converter, Action Replay Cartridge, The tank, AV Cable, the whole lot for \$1000. Ring MEL on (02) 834-1804. Hurry!!!

Sega Master System 2: With 6 games and Alex Kidd built in, 2 control pads. All games in boxes and instructions, control deck also in box and instructions. Excellent condition \$220 ask for Paul(03)5611803.

SNES Games: Streetfighter 2 Turbo in mint condition (\$60) Stunt Race FX an unwanted gift, brand new (\$90.) All games come with box and instructions. Phone Alex on (065) 558 452.

PC CD-ROM Games for sale: Under A Killing Moon \$70, Dracula Unleashed \$45, Both Boxed with Instructions and in Excellent Condition. Phone David on (02) 623- 7820

Mega Drive Games: EA, Hockey \$40, John Madden 92 \$40, PGA Golf \$50, D.J Boy \$40, Mortal Kombat \$60, Street Fighter 2 \$60, Menacer with 6 games \$100, NBA Jam \$100, Rolling Thunder 2 \$40 all with boxes and instructions will sell all for \$500 Phone: (066) 651 149 ask for Luke.

Amiga 500, 1MB, 10845 Stereo Colour Monitor, Two External Drives, joysticks, heaps of games and magazines. Perfect condition. Ring (076)355966 and ask for Jack \$650.00.

SWAPS

SNES Games: Maximum Carnage, Aliens vs Predator or Pro Action Replay MK2 for Robocop vs Terminator SNES or TMNT Hyperstone Heist or Mega Drive Pro action MK 1 or 2. Also for swap Sonic and Knuckles. Ask for Josh (079) 561198.

I will swap my Sega Mega Drive II with 2 controllers and 5 games all with boxes. for a SNES must be in good condition and with boxes and a couple of games. Ask for Paul (03) 5611803.

NBA Jam (MD) never used. To swap for Gameboy and game, or Game Gear and game. Ph Perry on (074)488429.

My SNES Streetfighter 2 Turbo for Mario Kart or Stunt Race FX, or sell for \$60. Or my Hyperzone for \$40. Ph Tom on (065) 504568.

WANTED

'Edge' Magazine (UK) back issues #1,2,3,4,5,6. Must be in good condition, but will pay high prices for them. Please contact Julian on (08) 3624008, if you are willing to sell.

Gaires for Mega Drive/Genesis, preferably with box and instruction book in good condition. Will pay \$60- or swap Super Street Fighter II (JAP version and converter). Ph Mick (02)6043672 after 6pm. price negotiable.

Wanted badly: Secret of Mana for the super Nintendo. It doesn't matter if it doesn't have instructions or box. Ph (058) 219513 and ask for Marc.

Super Nintendo with Two controllers - no games. Will buy for \$100 o.n.o. call (02) 816 1774. Ask for Alister.

Wanted: Aladdin and Turtles on Mega Drive. Ph (046) 841549.

Sensible Soccer on Mega Drive or will swap Sonic 2 or Chester Cheetah. Phone (09) 307 4117.

SNES, MD, MCD, GB, NES games cheap. Almost any games as long as in excellent condition with Box and Instructions. Ph Kal (09)2571665. Perth residents only - also box excellent condition for Tetris (GB).

PC Engine games, for original PC Engine Machine. Any info on PC Engine Hardware appreciated ie CD ROM etc. Ring David on (099) 381183 or mail info to Lot 107 Moresby Rd Geraldton WA 6530.

IBM games. Any GOOD Fight Sims, Helicopter Fighter plane. Or any games like Sim City and Settlers etc. Ph: Ryan (074)791054.

PEN PALS

Hi! My name is Ryan Leddicot my friends call me RAZ or NOSE - don't ask me why (actually you can). I like Pearl Jam and Nirvana. Love PCs and Mega Drives. Love Basketball and Card (Basketball.) Aged 15 on the 26th January. So write to me 13 Summer Drive Maroochydore QLD. 4558

Hi My Name is Dusan Kosovic. I want a pen pal aged 13-15 must have a Sega Mega Drive and like the Arcade games, Mortal Kombat 2 and Virtual Fighters. Please write to: 10 Studio Drive

Oxenford QLD 4210.

I want a penpal! You probably should be over 18, yeah, that'd be good. Male or Female, too. No fuss. So if you like techno, good classical, relaxation music, those "mod" files on the computers, then we have something in common. If you are into hot (90 degree C) rubber bondage and animal sex, we do not have anything in common.

Abuse me, I don't care (I'm used to getting abuse mailed to me.) Tell me dirty stories if it turns you on. Write stupid saying for the day ("... As the wise Confucious once said: Looks like rain, today..." .) Send me your favourite Doom level or something. Write to me (I bet nobody does - I wonder why) at: Tim St.Clair, "Beverly", Manilla NSW 2346.

Wanted penpal 13-15 She preferable Must like HYPER and have a PC 386 or whatever or Gameboy to swap games, trade tips. Must like rap and watch movies. Write to Cameron 22 Trafalgar Ave Woy Woy NSW.

Looking for Male or Female ages 10-12. I'm eleven years old and have a Mega Drive, Master System and Atari 2000. Must collect Basketball Cards, own a Mega Drive, likes reading HYPER and knows lots of Mega Drive tips. Please write to: Emmanuel Diacos 43 West St Highgate Hill 4101 Brisbane QLD.

I would like a penpal around the age of 13-15 Male or Female. My name is Marc, I am 14 and I own a Super Nintendo plus a Gameboy. Write to me every month or so. I like adventure games and Mortal Kombat one and two. I like rollerblading and playing arcades, so write to me at: 22 Williams Road Shepparton Victoria 3630

Hi! My name is Michael and I want a pen pal, male or female, 12-13 years old who hates crappy games like Pacman and has a Mega Drive (it's OK if you don't). This person must like reading HYPER a lot and not look ugly. I live at 111 Dunedin St, Sunnybank QLD 4109.

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