

SEGA NINTENDO PC 3DO SONY MAC ARCADE INTERNET

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MAY '95

HYPERR

Australasia's best independent games mag

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3DO & TV

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Saturn & Playstation go Head-to-Head

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Dark Forces

Better than Doom?

Super Punch-Out & Ecstatica Play Guides

Unirally
Saturday Night Slammasters

Desert Demolition

MK2 on the PC

Ridge Racer

ISSN 1320-7450



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ISSUE 18

NBA Jam TE: Secret Players & Codes



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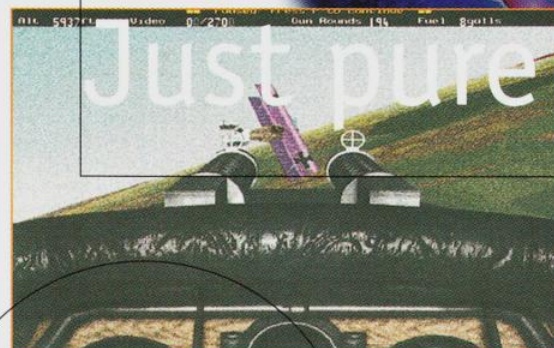
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High level animated violence

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IBM PC & CDROM and Compatibles.

No guided missiles, no laser range
Just pure aerodynamic



Dawn Patrol

State of the art Flight Simulation in World War 1 action.

No guided missiles, no laser range finders. Just pure aerodynamic skills.

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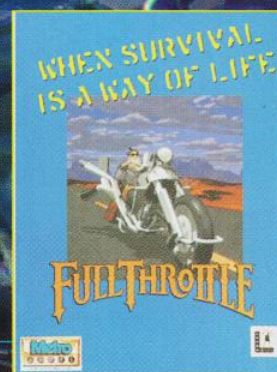
P.C. Gamer Recommended 92%

"An utter winner".

P.C. Format Recommended 89%

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IBM, PC, CDROM and Compatibles.



Destined to be a 1995 mega

Full Throttle

When you are beaten, deserted by your gang, framed for a murder and left to rot on the roadside, the only instinct left is to survive. You are Ben the battle-hardened biker, in this stunning adventure about one man against the world.

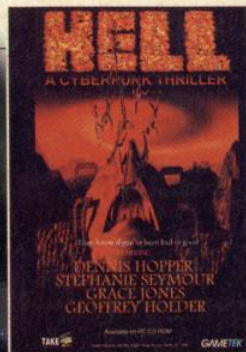
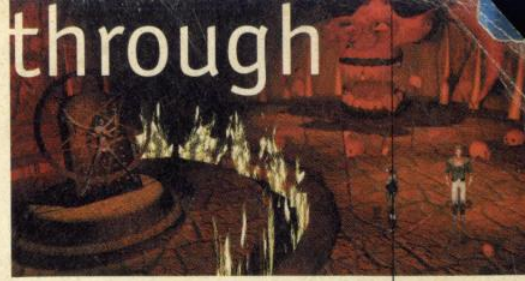
Destined to be a 1995 mega hit.

Available Winter 1995.

IBM CDROM and Compatibles.



gorgeous game that takes you through
cyberpunk nightmare".



Hell

"A gorgeous game that takes you through a cyberpunk nightmare".

"Lots of so called interactive games are just excuses for some neat video and sound ... usually ... any real game play is sadly missing. Not so with Hell!"

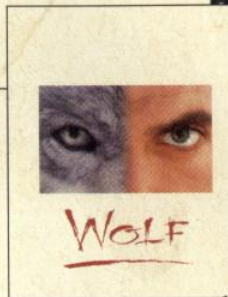
P.C. Gamer Nov 1994

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IBM CDROM and Compatibles.

finders.
skills.

hit.



Wolf

Voted "Best of Show" Winter CES 1994 Electronic Games.

"A real break-through" "Truly innovative" "Freshest thing I've seen in years"

Steve Wartofsky, Editor, Strategy Plus Magazine.

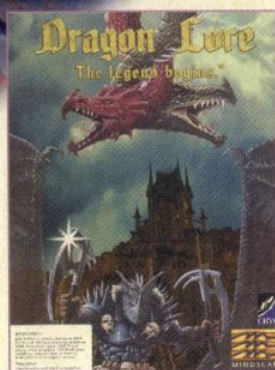
This is a title that will put you under its spell ...

Trent C. Ward 9/94 PC Games Magazine.

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For IBM PC & CDROM and Compatibles.



Dragon Lore

Search the countryside for the ancestral castle where your father was murdered 20 years ago. Train in the art of combat and joust against other Dragon Knights to gain their allegiance. You'll need their combined strength to defeat chaos and restore peace to the Valley.

"The game 7th Guest should have been".

PC Format

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For IBM CDROM.

"Freshest thing I've seen in years"

You'll need their combined strength to defeat chaos



MAY 95 Issue 18

HYPER»

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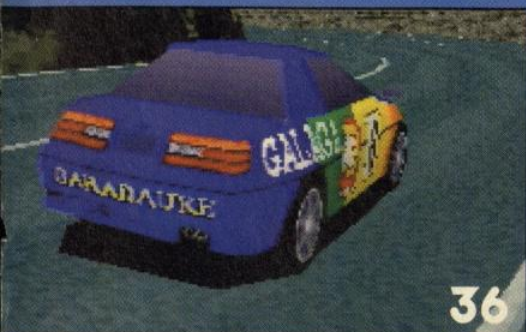
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WIN WIN WIN Our Ultimate Giveaway continues - win a Playstation, Saturn, 3DO, TV and 6 games! Too much! Apart from that we've got another Discworld comp (with \$500 worth of Ozisoft games), Energizer Lithium battery packs, Tall Tales & True CDs and Dark Forces CD ROMs to giveaway! Woohoo!

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Australia's Strategic Gaming Gurus The Strategic Studies Group (SSG) produce internationally successful computer strategy games from a small set-up in Drummoyne in Sydney. SIMON SHARWOOD meets the team, goes behind the scenes and takes a peek at their new title...

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Arcade The arcades are really steaming at the moment and ARCANE checks out two of the latest and greatest that are giving Daytona and Virtua Fighter a run for their money - Sega Rally and Tekken.

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Hype it up...

First off I'd like to thank all the **HYPER readers** who took the time to send in the **reader's survey** form a couple of issues back. We're still **ploughing** through the sackloads of forms (they keep on coming!) but it's great to hear **feedback** and suggestions (as well as compliments) from the **gameplayers** of Australia. You're a **bizarre** and twisted lot (especially the sick puppy who in the 'Other Interests' question answered "lighting farts")! We hope that we can keep your faith, and have a good time doing it.

Everyone seemed to want a new **"super-console"** at some point in the future (although many wanted to take the "wait and see" approach) and we've done our cover article this month on the **battle** between the Saturn and Playstation's first fighting games - **Virtua Fighter** and **Tohshinden**.

They happen to be remarkably similar games and the results of the comparison may surprise some people (although nobody should be disappointed).

The last couple of months have been a bit slow in terms of hot game releases but all that is changing. **Dark Forces** on PC CD ROM must rate as one of the best games of all time and if you want to see how it compares to **Doom** take a look at our **huge** review on page 54.

Mortal Kombat 2 should also keep PC joystick-wagglers very **happy** indeed, as the conversion is a great one (about time too).

On Sega and Nintendo we compare the very hot **NBA Jam: Tournament Editions** and give you all the secret player codes in Cheat Mode. **SNES** owners will be happy to finally see **Unirally** which doesn't look like much, but plays like a winner, while **Mega Drivers** will be able to put their **aggression** to good use with **Saturday Night Slammasters**.

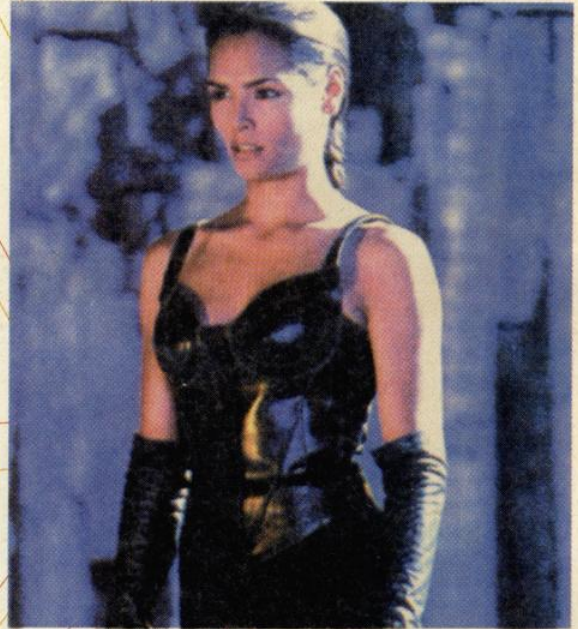
Apart from that there's all the usual **HYPER** treats and don't forget to check out **HYPER on-line** at "<http://www.next.com.au/games/hyper>" Keep cruisin'

Stuart

Mortal Kombat - It's Alive!

Whilst taking a bit of a surf on the Net, we came across some very tasty info — and this exclusive piccie from **Mortal Kombat III**. Cool, eh? We don't know who the new character on the right is, though he's pretty darn deadly looking. But we can tell you that the new improved Liu Kang on the left is a digitised jobbie of one of the stars from the up-coming **Mortal Kombat** movie! Yes, golly-gee-whiz, the film is currently in post-production and threatens to be released any moment now in the US!

It's being directed by an English guy called Paul Anderson who was responsible for the largely excellent **Shopping**, and unlike the big names of Van Damme and Minogue under **Streetfighter's** belt, the **Kombat** flick stars a host of unknown dudes and dudesses who just looked right for the part. Wise move, we say. Who wants wimpy, anorexic (and now dead) Raul Julia playing **Bison** when you can have a very sexy suspiciously-Sonya-looking gal like we show you here! Just like the games, the **Mortal Kombat** film looks set to be a lot darker, more mysterious and no doubt more gruesome than it's "cartoony" counterpart. And **Goro** apparently makes an appearance thanks to the tried and tested stop-motion technique. But let's wait and see. I mean, what do we care? The more game to movie conversions the better. That's en-ter-tain-ment...

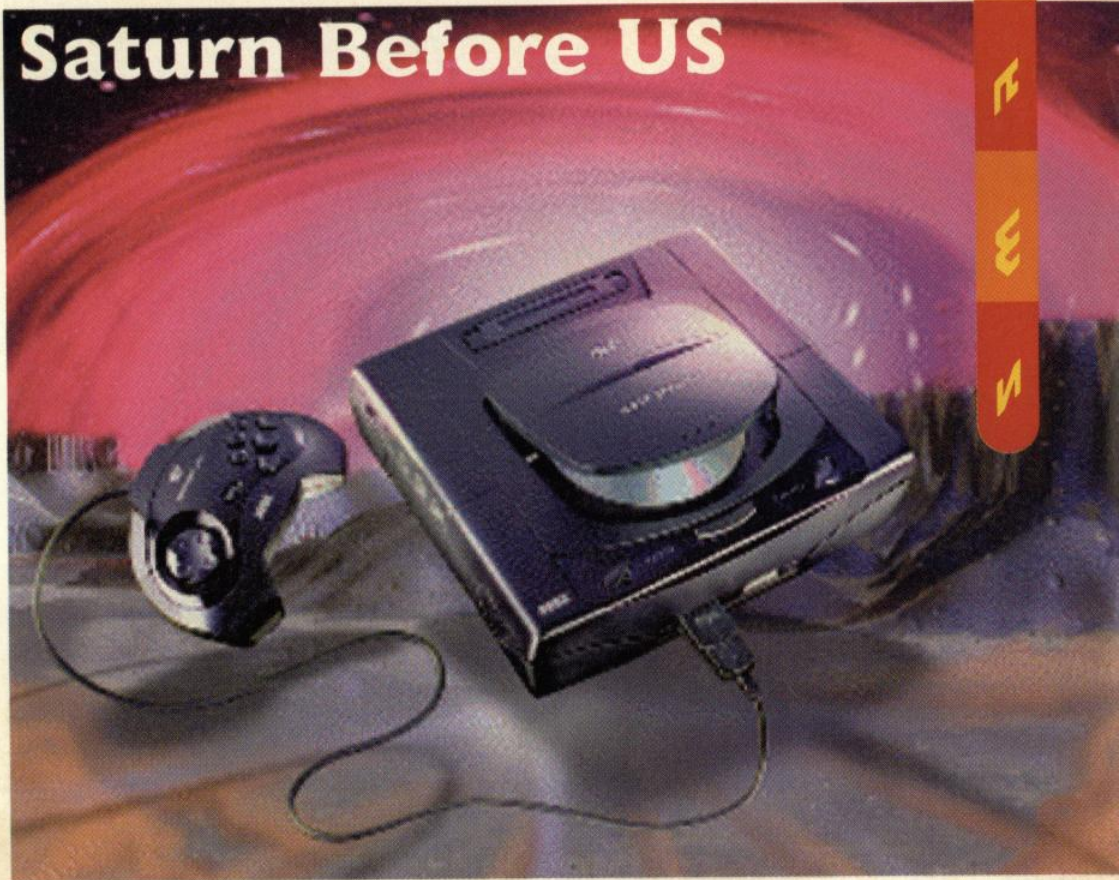


Australia Gets Saturn Before US

Australia leads the U.S.A.! Well, maybe not culturally as with our sheepish cloning of fashion, TV and sports, but we are going to get the Sega Saturn MONTHS earlier than our beloved cousins in the United States. "Saturday" (groan) September 2nd is the American release date, while local Sega officials plan to have Saturn on Australian shelves no later than July!

Three all-mighty cheers! Initially we all thought poor little Australia would be just about last on the list, but no! Sega have come good and we love them for it. The first units in Australia are planned to go out the door for \$699 and it's hoped that Virtua Fighter will be included in the box. In the US the Saturn will retail between \$350 and \$450 (US) and the pack-in plans have not been announced. It's believed that the Australian launch will be a "soft" one (ie not too much hard sell and money thrown around on ads) but in America it looks set to be the most ambitious marketing effort ever by Sega, with "an integrated communications strategy" including aggressive advertising, promotional and merchandising efforts.

Sega's immediate chief rival, Sony, has not announced the Playstation's launch date yet in either the US or Australia so it appears that Sega have got the lead at this stage. It's good to see Sega Australia take the initiative for once, because faithful gamers is what you need, and with moves like this, they've got a chance to capture the loyalty of the next generation.



AN IMPORTANT NOTICE



Sega Mega Drive 32x and Sega Saturn Consoles and games purchased overseas or from unauthorised importers may not be compatible with Sega Australian standard products and systems and will not be serviced by Sega Australia.

SEGA®

It's Virtua Fishing!



Just when you thought you've conquered everything in the virtua world (racer, flyer, fighter, tank etc), along comes Sega's Real Fishing, the latest crazy craze in the Japanese arcades.

Power up the engines on your 50ft cabin cruiser and head out to where those gulls are swarming, because it's more than likely over a school of fish. As the video footage (a la Dragon's Lair) ends, you select the bait, which determines the catch and therefore the point score.

Time to cast out. Check out that realistic "tank" shot of fish swarming for the bait. Waiting, waiting - a bite - quick, pull that rod! Now check on the depth'o-meter and bring that squirming monster out of the depths. It's a life and death struggle (as well as the most exciting part of the game) but with some superior human strength and intelligence, out it'll come, ready to store away for three points. Not content with one fish? Let's get some more. You've got two more attempts before you have to part with more Yen.

Real Sports Fishing definitely gets my vote over that "other" reality fishing game - there's no catching cold or getting sunburn, no endless, futile waiting, no expensive boat fees and the only thing you really miss is the taste sensation. An English version should be out soon in Australia.

Tim Levy

HDCD - Another leap forward in CD ROM

Remember when computers (like the C64) stored information on cassette tape? Well, maybe not. But no doubt you're all familiar with floppy disks, both the 5 1/4 and 3 1/2 inch variety. They were the industry standard right up until last year when we had the CD ROM invasion. All of a sudden everything was on CD ROM and we all gave thanks because the storage capacity of the compact disc seemed impossibly vast. I mean, how are game programmers going to use 700 Meg of space?

Of course, full motion video came to the computer world and 700 Meg suddenly didn't seem quite so big any more. Games like Wing Commander 3 and Under a Killing Moon are already taking up 4 CDs and we're back to the same old disc-swapping routine that we thought we'd left behind with the floppy disk. With compression techniques like MPEG we're cramming more and more onto CD ROMs, but as we're all hungry for bigger, better, faster, more, it's obvious that CDs just aren't going to be enough sometime soon in the future.

Say hello to the HDCD (high-definition CD) which is being developed by Sony and Philips, two of the inventors of the original compact disc. They have proposed an upgrading of the standard which will enable a normal 12cm shiny silver disc to store 3.7 Gb (that's Giga-bytes) of information on each side (that's 7.4 Gb in total). It's believed that the new discs will be able to store 135 minutes of MPEG2 footage, as well as compressed digital audio, and the playback quality will be higher than that of video tape.

HDCDs can store more information because the laser beam can now be focused more precisely on the surface of the CD, allowing the pits and spacing in between to be reduced in size. Because only minor modifications will be required to existing CD manufacturing equipment, the HDCDs should cost roughly the same to make as standard CDs. Unfortunately it may mean whole new HDCD drives to replace your standard CD ROM drive, but don't worry about it just yet as the HDCD will not be commercially available for roughly two years. Sony and Philips have not even set final specifications, but you can rest assured, when you've outgrown CD ROM, something bigger and better is ready to take its place.



Vivid 3D

OK, so you finally installed that 16-bit sound card you've been hanging out for since way back when. Life is good, what could be better?

The Vivid 3D from NuReality, that's what.

This small and attractive black box will make your speakers do things you thought only a big black box could. Designed to connect between the sound card's output and the amp/speaker input, Vivid 3D works a magic

that enhances the game experience by a powerful margin. It works by unmasking the depth inherent in the audio signal, the effect is not unlike a surround sound system, but with a more pronounced spatial effect. Playing any game with high-impact sound effects is an utterly different experience in Vivid 3D mode, the booming concert hall effect is far more than just a novelty - sounds now come at you from all directions.

At under \$200.00 the Vivid 3D is surprisingly good value. Just one blast of TIE Fighter or Doom will convince you of that. The unit can be used with virtually any sound source, it's fully compatible with Sega, Nintendo and can also work wonders with your TV and stereo.

If your local games shop doesn't carry the Vivid3D, try a specialist stereo shop. Go to the trouble, track it down and have a listen, this device is an essential addition for the well-equipped gamer. It's even earned the HYPHER Big Rubber Stamp of Approval.

Finally - Falcon 4.0!

The PC flight sim which all others are judged by, the mighty Falcon 3.0, is due to be superseded by its sequel - Falcon 4.0, possibly before the end of 1995. For combat-flight-sim freaks this quite probably the news of the year, possibly of their lives. At least one HYPER Deputy Editor is frothing away in the corner, mumbling incoherently and grinning madly. Why? The photo-realistic SVGA lifestyle has been in development for years now, and judging by the screenshots it looks red-hot.

Spectrum Holobyte are first going to release an F-14 Tomcat sim called Top Gun. It will loosely follow the movie's plot and is more of an "instant action" game, rather than the full-on technically perfect modelling Falcon 3.0 lavished us with.

Rumour has it that Top Gun is actually a form of commercial beta version for Falcon 4.0. The flight model and various weapons systems were notoriously buggy in Falcon 3.0, so it makes sense to test an even deeper game by releasing its basic features in a cut down version first.

Expect Top Gun around June, with Falcon 4.0 following a few months later. Check six and don't sweat on your Thrustmaster.



TOP GUN

FALCON 4.0

It's time to Grow up! 32 bit Next Generation Super Consoles.



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THE GAMESAVER

Instantly save your position anywhere in the game (real time save). What is "real time save"? This function will allow you to save your position anywhere in the game and then go back and play it from that saved position. Unlike other cheating devices, you still get to play the game as designed, only you don't get sent back to the very start of the level each time you bite the bullet!



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STEALTH, INFRARED JOYPADS FOR THE 3DO

Stealth infrared Joypad for the 3DO. It will provide gamers with a solution to the problem of tangled-up cords and more maneuverable game play. With an effective distance of up to 18 metres and high speed turbo controls, this is the ideal Joypad for all 3DO systems. Two joypads and infrared receiver.

50/60 HZ UPGRADE FOR SUPER NINTENDO

This upgrade will allow your SNES to run 17% faster (the same speed as our overseas counterparts). It will also give you a full screen picture with NO ugly horizontal borders (no more dreaded "letterbox" effect) AND you will also be able to play those NTSC ONLY games (games that come up with "this gamepack is not designed for use with your Super NES" ...etc, or those that need a special converter to run). This will not harm the Super Nintendo cartridges or disk systems, and comes with a one year guarantee on all work performed.



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Freak of the Month



Our favourite freak this month comes from Carnarvon, Western Australia and his name is Glen Crocker, as in crock of sh..(snip - Ed). This photo and a loving description comes courtesy of good friend (or perhaps enemy, we're not sure), Christian "Mulligrub" Mills.

Christian tells us that Glen came back from holidays in Perth with a misplaced brain. "He now lives as a doormat vegetable in his bedroom, soaking up radiation from his computer screen as he plays UFO: Enemy Unknown all day and listens to techno tapes to drive away all authority figures (family, friends and the stuffed dinos that sleep with him at night). In his spare time, he enjoys chewing on hex-files." Well spotted, Christian, he's a freak all right, but probably representative of a large slab of HYPER readers. We wholeheartedly encourage freakdom here.

If you or anyone you know qualifies as a HYPER Freak of the Month, be sure to take a photo and tell us the most freaky qualities. Put all this in an envelope and send it to:

HYPER
Freak of the Month
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It's Jim-Mania!



We all agree that Earthworm Jim is the coolest, hippest, baddest, swishest, funkiest, grooviest superhero around. Right? Then it makes complete sense that not only should he get his own Universal Cartoon series (debuts in the US September this year), but a whole range of freaky-looking action figures! Wow! Each one has a spring-action surprise, a side-kick (so it's sorta like two figures for the price of one) and in each package you get weird stuff like the "Jimvision" Worm Decoder and really BIG weapons. There's more than one Jim you can buy too - some of the poses are hilarious. Jim always had a knack for insane grimaces.

All the characters from the game will be available too - Pscrow, Major Mucus, Evil the Cat, Bob and #4, Professor Monkey-for-a-head, Doc Duodenum, Peter Puppy and some more crazy fiends who'll feature in the cartoon series. And you want accessories? You got accessories! Heaps. What about the battery-powered Worm Thrower (holds three figures and shoots Worm Discs), the Pscrow Crazy Cycle (including spring-fired Worm Hook, free-wheeling tires and fold-out feather blades), the Jim Cycle (fires spring-powered Eat Dirt Jim-Light Missiles), Pocket Rocket (just like in the game) and even Plasma Ooze with Worms (yeck).

And it doesn't stop at action figures folks, soon the world will be inundated with Earthworm Jim trading cards, comic books and videos. Let's just hope it doesn't go to his head, and that the next Jim game is just as groundbreaking as the first. But in the meantime, keep an eye out for JIM MANIA!

Play Dress Ups With Your Computer

They're called Screenies, and they fit around your monitor giving your computer that "personal" touch. With over 40 different styles to choose from, Screenies can either be pure wackiness (we're talking Simpsons, Ren & Stimpy, Superman, X-Men) or helpful (one's a wipe-off organiser). Or for creating that certain mood, how about framing your monitor with a rainforest or Ocean scene? At around \$19.95, they're not peanuts but they'll brighten up your drab PC or Mac.



The Super Nintendo Satellite

No, it isn't the first console in space, but it is a Nintendo TV channel that will let you download games! Waaa-hooooo! Sounds incredible, eh? Well Sega have got a cable channel in the US but the big N is shooting for the stars with a satellite service. Don't get too excited though as it'll probably be eons until us Aussies see it. If at all. I mean, we're only just getting Pay TV which the Yanks have had for at least a decade!

But here's the details... A new add-on for Japanese SNES owners called the Satellaview, allows the console to receive and store games, demos and cheats broadcast from a new Nintendo channel called St Giga. All via Satellite. Wow. All it does is plug into the expansion port. The cartridge slot holds a device which contains extra memory so that downloaded info can be stored for future use. Like Pay TV, a subscription fee is payable, but look at the service they provide you with. Free gaming action on all the hottest new games! A very handy device indeed!



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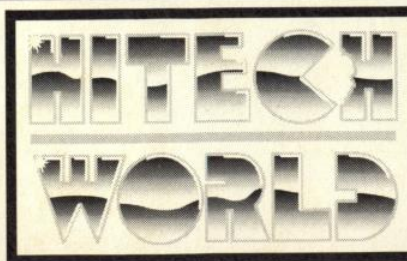
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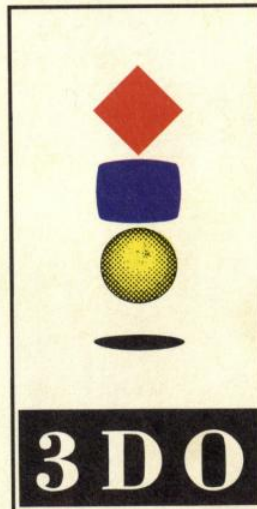
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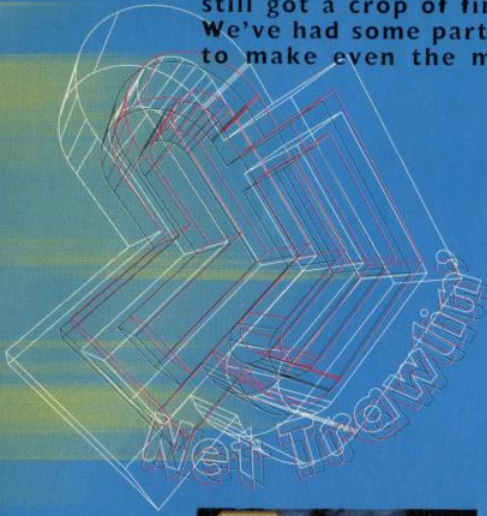


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Due to popular demand, Net Trawlin' is expanding this month, but luckily the Net is expanding just as fast so we've still got a crop of fine sites for gaming netheads to check out. We've had some particularly choice catches this month, enough to make even the most diehard cynical netsurfer take note.



Star Trek: Voyager

If you haven't see the "Star Trek: Generations" web site yet then too bad because it's now gone. Never mind, since you can now check out the Voyager site which is equally worth a look or two. The Voyager site features weekly updated Mission Guides (ie. what's on that week.), screen shots, personnel data on the characters, and a neat interactive quiz that lets you join an official role of honour. The interface is great with every page featuring a TriCorder style menu. A must for Trekkies! Check out: "<http://www.paramount.com/>".



Virtual Worlds

Those lucky bloody Yanks have always had things a few years ahead of us and they usually enjoy being smug about it too. "Oh, you mean you don't have (insert your favourite piece of consumer electronics that isn't released in Australia) yet?" Well at least you can now check out the web site and see what you're missing.

Virtual Worlds is the company that runs the "Battletech VR" centres at various locations around the US and Japan. Battletech VR is a game of armoured combat where you get to drive a 40 tonne piece of heavy machinery which is simply bristling with lasers, particle cannons and thermonuclear devices. Doesn't sound too special? Well in Battletech VR, you get to do this sitting inside a fully decked out hydraulic cockpit that resembles something from the front of



a 747 and you get to play against up to seven other human opponents. They also have another game called "Red Planet" which is a bizarre cross between a hovercraft race and roller hockey, and is also played in a virtual cockpit.

Here's the really juicy bit: A Sydney Virtual Worlds Centre is planned soon!!! Start boning up on the rules and weapons before your friends do because Virtual Worlds is going to be big when it hits Australia. The official Virtual World site is at "<http://www.virtualworld.com/>", there's also an unoffi-



VIRTUAL WORLDS

cial site done by a dedicated gamer which actually has more useful information than the official one, try "<http://aleph0.clarku.edu/~joker/faqs/btech.html>".

Lavamind

Joining the ever growing throngs of game developers going onto the web, is a bunch of new comers called Lavamind. Lavamind have some game called Gazillionaire out which is in their words "a cross between Monopoly and Dr Suess". Could be interesting but then again it sounds like the sort of thing that a marketing type would describe as "wacky" or "zany". Hmmmm, well it won a "Kool Site of the Day" recommendation so there's probably something worthy here, but buggedger if I can find it. If you feel like taking a punt anyway then try "<http://www.lavamind.com/>".

Magic: The Gathering

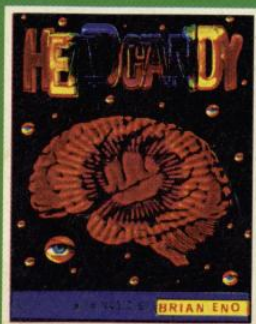
The Creators of Magic, "Wizards of the Coast" have long since become millionaires and an estimated 50 million cards have been sold for this ingeniously designed collectable card game of sorcerous duels. If you're already a player (read addict) then this site will be extremely useful to you. It's got a searchable database of every card in the game (over 1500 of them) and lots of useful tips on strategies and putting a good deck together. Newbies can get a helpful introduction and as always there's a FAQ to peruse. You can also get some info about their new game called "Jyhad" from the site. All this and more is at: "<http://marvin.macc.wisc.edu/deckmaster/>".

Homegrown Playstation Page

For something that's the work of a dedicated fan, not a commercial company, this is one of the most impressive pages on the web that I've seen. Loads of screen shots of PSX games, even video clips from Tohshinden and a few screenshots from Mortal Kombat III which isn't even out in the arcades yet. If you're drooling over the PlayStation already, your jaw will be dragging along the floor after checking out all the reviews and pictures here. This site is a must see for anyone who wants advance info on one of the major next generation contenders. It's all at "<http://bert.cs.byu.edu/~jaguar/psx.html>".

If you know any good sites drop us an e-mail at trawlin@next.com.au. Happy Trawlin'!

Roger Bolton



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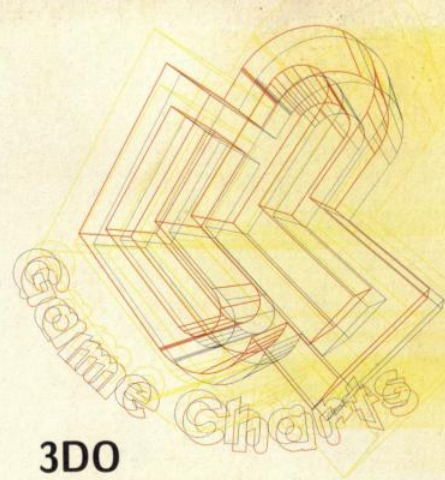


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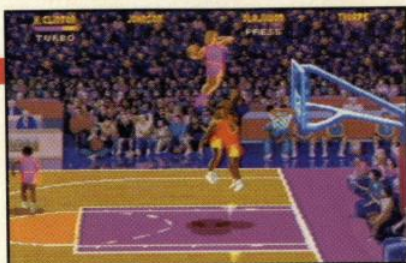
HYPER's charts are supplied by The Gamesmen



Mega Drive

1. NBA Jam Tournament Edition

2. FIFA Soccer 95
3. Urban Strike
4. PGA Tour Golf 2
5. Andretti Racing
6. Animaniacs
7. Micro Machines 2
8. Double Dragon 3
9. Cannon Fodder
10. Micro Machines/F1



SNES

1. NBA Jam Tournament Edition
2. Samurai Shodown
3. Super Return of the Jedi
4. Star Trek: Nert Generation
5. Super SF2
6. Earthworm Jim
7. NBA Live 95
8. Tetris & Dr Mario
9. Populous 2
10. Donkey Kong Country

PC

1. Master of Magic
2. Alan Border's Cricket
3. CyberRace
4. Street Rod 2
5. Warcraft
6. Doom
7. Aladdin
8. Front Line
9. Premier Manager 3
10. Doom 2

Mega CD

1. Lethal Enforcers
2. Snatcher
3. Tomcat Alley
4. Ground Zero Texas
5. Dragon's Lair

PC CD ROM

1. Dark Forces
2. X-Wing Collector's Edition
3. Nascar Racing
4. Dungeons & Dragons
5. Myst

3DO

1. Return Fire
2. The Need for Speed
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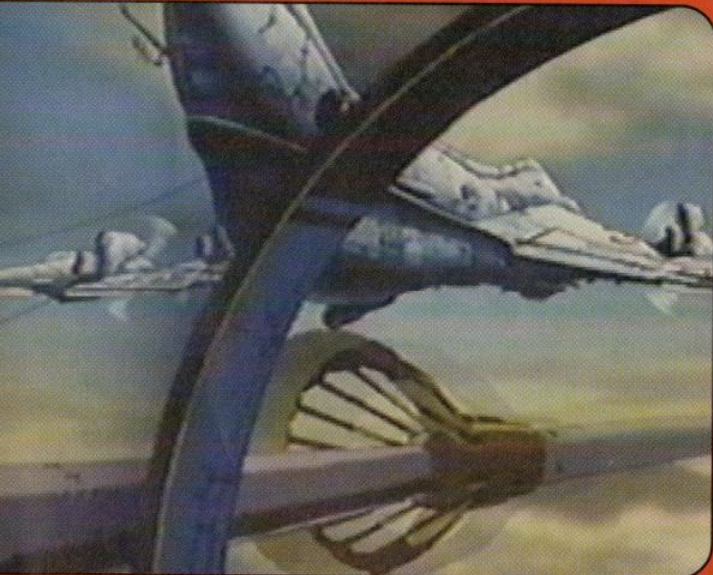
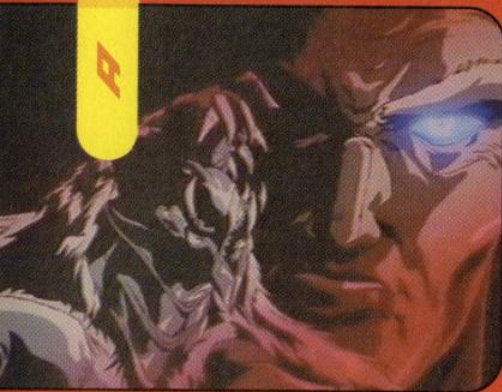
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Reviews by Max Autohead



THE GUYVER



WINGS OF HONNEAMISE

Wings of Honneamise

"We've left the oceans and climbed above the mountains. We've found the untouched land of God...you have to look now; it's your only chance", so says Shiro Lhadatto, the hero from Wings of Honneamise.

And look you must! This is perhaps the best anime I've seen since AKIRA. It incorporates full motion, beautifully rendered animation, a fantastic soundtrack, and painstaking attention to detail in both the narrative and visuals.

Set in the monarchy of Honneamano (in an alternate universe to our own, resembling a Japan that never fought in the world wars), the story centres on Shiro, a no-hoper that has joined the Royal Space Force. In a weird and wonderful setting where traditional Japanese values are maintained within a world awakening to new technology, Shiro finds Raegane Nonderiko, a devout fundamentalist who inspires him to search for meaning in his existence.

Awakening from his "slacker" attitude, Shiro volunteers for a dangerous flight to be the first man in space, and undergoes intensive training; both physically and intellectually....somewhere along the way he also manages to discover his lost spirituality.

Everything about this film is outstanding. Sight, sound and story combine to produce a world that seems real. There is detail in everything; not only in the drawings, but in character's movements, how the machinery works and how everything reacts realistically to the sequences portrayed in the film. This is not an full-on action Anime, and it's not the fastest moving sci/fi movie either (being two hours long), yet is far from being boring. It is a cinematic masterpiece that will pave the way for more animes of it's kind.

There are scenes in the film that break the boundaries between animation and real live action. Like the best of Japanese Anime you'll forget you're watching a cartoon and instead, you'll be watching a window to another world.

10/10

Crying Freeman 5 & 6

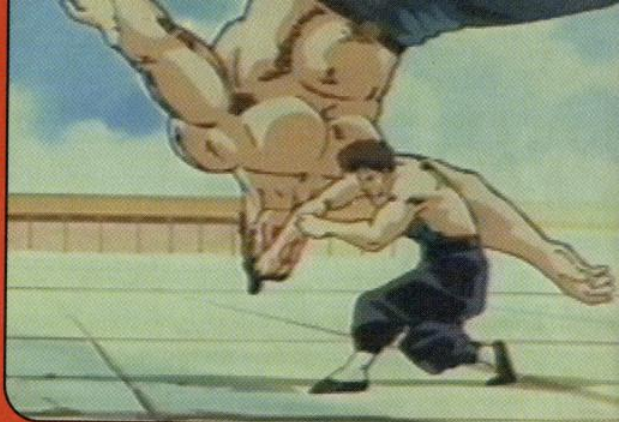
I'm in two minds about this series. Chapter Five - THE IMPERSONATOR, is possibly one of the worst Manga/Animes I've ever seen. Relying heavily on stills with moving backgrounds, the animators have tried to keep true to the same scratchy style that Ryoichi Ikegami instilled in his comics, failing to realise that this style was incredibly unsuitable to animation.

A religious fanatic plots to overtake the world by usurping Crying Freeman's organisation, the 108 Dragons! He plans to do this by creating a replica clone of the Crying Freeman (called COPY-MAN!) and killing the original! Wow. Two words. Shit sandwich.

And just when I thought all hope was lost for the series, along comes....

Chapter Six- The Russian Connection.

CRYING FREEMAN



At first I was wondering if I had the right video. My only guess is that the animators found they were doing a bad job, and decided to change tack with the direction of the series.

A Japanese yakuza, Tsunaike, has made a deal with the Russian Mafia to deal weapons directly to Japan, by-passing Crying Freeman's distribution network. Tsunaike starts spreading the seeds of confusion amongst the Yakuza, threatening an all out Asian gang war.

This is one of the better animes I've seen. A beautiful looking piece that contains all the highly detailed background we've come to expect from the Japanese. The animation and action scenes are excellent, combining to make a highly entertaining and enjoyable episode, leaving the previous chapters for dead.

Just a warning if you're new to Crying Freeman - don't expect female friends to enjoy it much, since at times it can be pretty degrading to women.

A weird combination of episodes to have on one video tape, but they're self contained stories so you can jump on the boat now. Get it for episode six.

Episode 5 3/10 Episode 6 8/10

The Guyver 5 & 6

Complete with breast lasers, elbow knives and the coolest looking "bio-booster" body armour this side of Japan, the Guyver has returned in Death of the Guyver and The Fall of Chronos Japan.

What is a Guyver? It's one of the biggest merchandising manga/anime crazes since Ultraman! Based on the character created by Yoshiki Takaya, it centres around Sho, a young student that accidentally discovers and triggers one of the three stolen Guyver units taken from the evil Chronos Corporation.

Four previous videos have already been released in the Guyver series, with Chronos Japan upping the stakes in each one to retrieve their stolen Guyver unit. When I first reviewed episodes one and two several months back I wasn't too impressed. I mean, it was boring. What made it any different to Japanese anime that had come before it? It was like a gorier version of the Power Rangers.

Well I'm actually pleased to say that episodes five and six are a definite improvement in storytelling and entertainment (if not in the scripting and the dialogue). The action sequences and animation are a lot smother and planned a lot better, and I actually found myself enjoying what I saw.

To be fair if you haven't seen any of the Guyver series then it's worthwhile seeing what all the fuss is about. If you can ignore the adolescent storyline then it can be quite fun.

6.5/10



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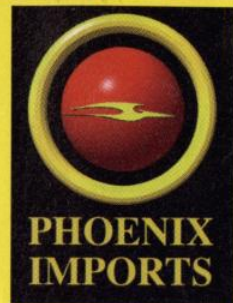
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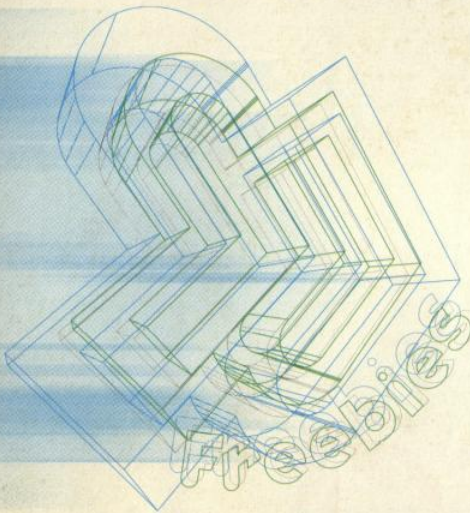
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chance to play longer for free. HYPER has 20 prize packs to give away to lucky readers. Each prize-winner will receive two packs of Energizer Lithium batteries (that's 4 batteries) plus a cool "Lithium Lad" t-shirt. To win answer this question:

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Strawberry Hills NSW 2012



Fight the Forces of Darkness

It's Star Wars Doom and it's one of the best games you'll play this year. Read our huge review to find out all the intricacies, because we're not going to go on about it here. All we need to tell you is that we've got 5 copies of Dark Forces on PC CD ROM to give away to very, very lucky HYPER readers (and we must thank Metro Games for this).

If that isn't enough though, we've also got a Darth Vader and a Stormtrooper helmet to give away to the first and second people drawn. Impress your friends, make wheezy asthma noises, fight for the Dark Side - all this and more in your very own Star Wars mask. Cool.

To win answer this easy question:

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PO BOX 634
Strawberry Hills NSW 2012



Get Tilted!

Tall Tales and True are an excellent Australian band and if you don't believe us have a listen to "Trust" (off their first album, Shiver) which is one of the best pop songs in the history of the world. Their new album is called Tilt (after that excellent pinball move), and it was recorded straight onto disk recently in Sydney. It's another great record and RooArt have given HYPER 10 copies of the CD to give to readers. If you want to win simply tell us the title of the album, put it on the back of an envelope and send it to:

The TT&T Comp
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Let's Disc Again

The Discworld competition we ran last issue has attracted more attention than a naked Uma Thurman, so guess what? We're running another!

Thanks to our chums at Ozisoft, (especially Brent - the world's second best table tennis player), even more Discworld goodies are up for grabs.

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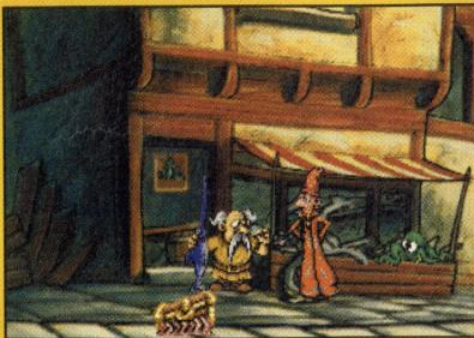
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Carriers at War series. SIMON

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d i r t .



SSG'S LATEST GAME THE LAST BLITZKIEG



AN SSG CLASSIC - CARRIERS AT WAR 2

Gaming Gurus

Gregor Whiley writes games for a living. It's a good job, because there are tens of thousands of people throughout the world who are more than happy to buy them every eighteen months once he and his colleagues at the Strategic Studies Group finish one.

Indeed, their last game, Warlords II, has sold more than sixty thousand copies in America alone, while the scenario builder for that game has sold nearly twenty thousand, and that's without the Macintosh version having been released. Some of the group's other games have sold well over one hundred thousand copies, and others like Reach for the Stars have become classics in the genre of strategy gaming.

The group's export sales last year topped one and a half million dollars, they are swamped with fan mail and deluged with requests, and are easily Australia's number one exporter and writer of games software. So how do they do it?

According to Vice President Gregor Whiley, through hard work, genius, and bitterly gained experience. Indeed, it is this last factor that Whiley attributes most of the company's current success to. SSG have been in the games business for thirteen years and know just what a good strategy game needs, having programmed everything from the Apple II and the Commodore 64. On top of that, they're all longtime players of wargames, and translate that experience into computer gaming.

And what are the secret ingredients of their prosperity?

Well, there ain't no secret herbs and spices, and neither do the SSG have an 'engine' which cranks out each game from a template. Every game is done from scratch. Gregor Whiley will, however, admit that the basic game ideas the company uses aren't particularly original, and follow a tried and trusted pattern. As he says, "Strategy games really only need two elements, a build phase and a destroy phase. You make your army and you build up your empire, and then you go out and do some fighting with it." A third, and apparently rare and luxurious phase, "is the explore phase, where you don't know what the universe is like."

Applied to these premises are SSG's commitment to outstanding gameplay. Recognising that the vast majority of strategy games are played against the computer, they hammer down the artificial intelligence routines in each game to make sure that the computer plays hard, but fair without having to resort to tricks and silly rules.

"You have to create the artificial intelligence element from the start," says Whiley, "because the quality of a strategy game is determined by how smart the computer acts. The AI structure is the basis of the programming. Our AI programmer, Roger Keating looks at the sort of questions the computer may need to ask and codes the structure of the data accordingly. We consider the AI implications of everything. You have to ask yourself if we introduce a new function to the game, what does the computer need to know about it. If you don't get a sensible answer, you're in trouble."

The result of this process? "We end up with an AI that doesn't cheat and fights on its own merits. Most people do the game and then try to teach the computer how to play it, which is a disastrous way to do it. The AI starts to grow at the same time as the game, and changes as the game does."

Another extremely important aspect of game design is the interface. A game which is rendered unplayable by dint of a lousy interface is a dead loss, so SSG put many hours, many meetings and many bangings of heads into making their games easier to play.

And the SSG model for a game interface? Well, Gregor says that in an ideal world "everyone would have a computer with a Macintosh-like interface", and that the company's IBM games start from scratch in trying to emulate the Mac.

The other overwhelming principle behind their interface design is ease of access to functions. Anything that a player needs must be easily accessible, and in a logical place. The Group also pay attention to the different tastes of their players; functions are usually accessible from palettes and buttons, from the keyboard and from menus. It's a part of game design which takes more programming time than anything else, but if done well is not noticed by players, an annoying but important paradox.

Meanwhile, with the guts of the game going along nicely, any of SSG's seven programmers can add a feature or an aspect to the game, they just have to do it themselves. This freedom is a result of SSG's open structure. Games have no release date scheduled at the time of the decision to start work, and creative decisions are shared. The impression is that their games are not so much projects as creations, with proud creators lovingly attending to detail and nuance for their own satisfaction.

The interface and AI complete, SSG games are sent to playtesters for tuning up, before final assembly and the insertion of artwork compiled by the group's two full time artists. And when a game is done, the disks are duplicated, manuals printed and the whole package assembled in their Sydney factory, where they are shrinkwrapped and sent off around the world for consumption by eager fans everywhere.

From idea to product takes about eighteen months, and the group's next idea has usually already been conceived of and started by the time the finished product leaves the factory.

And the future of these Aussie gaming gurus? According to Gregor Whiley, further world domination. They expect that their next game, The Last Blitzkrieg, will reflect their steady expansion into the use of multimedia, as well as increased sophistication and quality. That's all that is really on Gregor's mind. Staying on the coalface of the games he and his colleagues love is more important than becoming the next Electronic Arts. "We don't want to become the sort of company where the original creative people end up in management", he says. There are thousands of people who are glad of the fact.

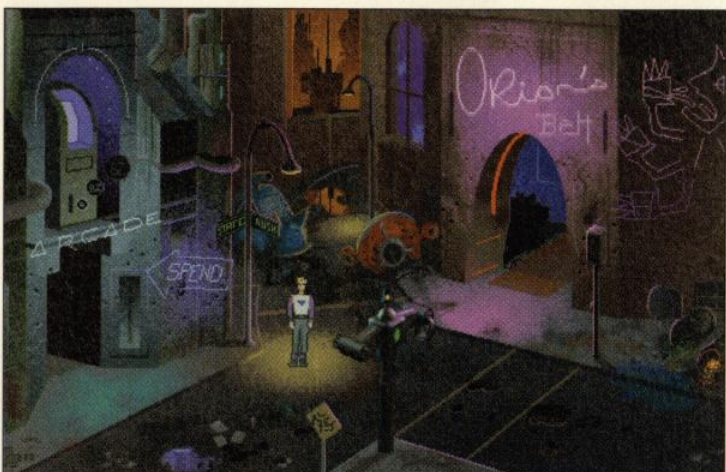
Space Quest 6

Don't bother groaning, you knew it would happen. If you're going to play PC games, then it's just impossible to escape the steady intrusion of Sierra's Quest games.

The latest is Space Quest 6 and the series shows no sign of letting up. The "family game" approach Sierra have focused on with ever increasing intensity is showcased perfectly in Roger Wilco's sixth adventure. The new game is said (by Sierra) to be packed with wacky, zany jokes, with dear old Roger bumbling haplessly through the clutches of evil, undoubtedly towards some grand "save the world" ending.

Parodies of far too many sci-fi classics abound, the most obvious being Fantastic Voyage. Being miniaturised and sent inside a human body is the plot's most twisted development, although the preview we saw revealed only a fraction of what can be expected from the final version.

Like the recent Kings Quest 7, the game will only run in Windows. Sierra have pledged to stick to the operating system for all their future titles. Ill-informed consumers will eagerly snap up the new games, thinking that DOS configuration nightmares would be a thing of the past - WRONG! Kings Quest 6 was the most bug-riddled horror to be released since Quest for Glory 4, with most of the problems due to users having no idea how to tune their Windows to handle Sierra programs. Still, Roger Wilco fans (and there are many) will probably tolerate these shortcomings for another romp through Sierraland. Roger has a little more life left in him than his chum Larry, so expect a relatively new experience.



PC CD ROM

Available: **MAY**
 Category: **ADVENTURE**
 Players: **ONE**
 Publisher: **SIERRA**



Scottish Open Virtual Golf

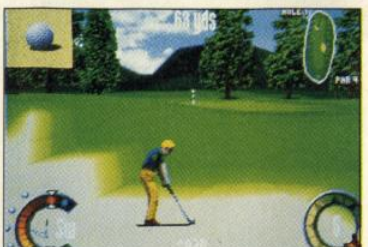
Great! Another golf game. This one's from those reasonably clever folks at Core Design, and is largely unremarkable but for the word "Virtual" in the title.

So what's virtual about it? Well, not much. From the players perspective it plays just like any other golf game - hit the ball, it lands somewhere, hit it again. What's different is that each course (four of them) is modelled completely. Yes, we've heard that before and indeed, it's been true before. But other golf games rebuild the course each time a new shot is played, this one just moves you up the green a bit within the virtual course it has previously loaded into memory. End result: no difference. New features: none.

So is it good? We don't know - that's why it's a preview. We'll give you the real lowdown soon.

SEGA 32X/PC

Available: **MAY**
 Category: **SPORTS**
 Players: **1-2**
 Publisher: **CORE DESIGN**



Izzy's Quest for the Olympic Rings

≡
All has been revealed! When the warped Americans in Atlanta unveiled their bizarre blue mascot for the 1996 Olympic Games, the world collectively hollered "what the fudge is that?!?"

Well, it seems that its purpose in life was to eventually appear on our tellies as a Sonic clone in its very own Mega Drive game. As the pieces fall into place, we realise now that the familiar shade of blue and the big red boots were no coincidence. The cogs finally clicked into place when first we played Izzy's (what-izzy? - geddit) platformer. The rolling emerald green hills felt just like home, the utterly non-threatening population painfully cute to behold.

Further into the beta version we played, more depth and originality revealed itself - a good thing too, without at least something different Izzy would have been banished forever to the scrap-heap of couldabeen pretenders.

Other levels showed promise, but none of them were anything more than a formula variation of the standard platform recipe for success.

Izzy's quest is to regain the lost Olympic rings and return them to Atlanta in time for the games (arghhhh, groan). If this sounds like fun to you, the game should be out around June.



MEGA DRIVE

Available: **JUNE**
Category: **PLATFORM**
Players: **ONE**
Publisher: **US GOLD**



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Pyrotechnica



Phwoar, just check out these screen shots. Photo-realism can take a flying leap, because here are game designers who revel in the glory of computer graphics - just for the sake of it. Game graphics don't have to resemble anything recognisable to be cool, nor do they have to make any sense.

Case in point is Pyrotechnica, soon to be new from Psygnosis. Traditional arcade action has been skilfully blended with dazzling flash-bang patterns of patchwork colour. Half the fun is blasting through this beautifully sculpted world of bizarre pop-fantasy. It's a whole new style that blew the HYPER crew away with it's fresh and electric flavour.

Naturally there is more to do in the game than just being impressed by the pretty colours. Apparently in the year 2112 it will be discovered that certain stars contain alien artefacts deep within their cores. Fulfilling the glory of the free-enterprise system, it soon transpires that competing corporations are vying for the right to recover them. As a Net Runner (weren't we Net Runners in Delta V?) you must pilot your "Space Corvette" through the heart of stars in a deadly race to accumulate the knowledge of the ancients.

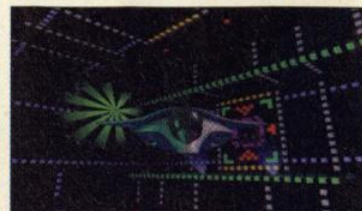
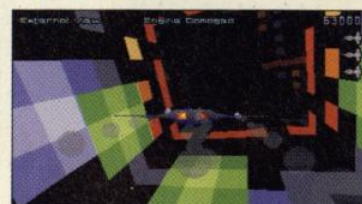
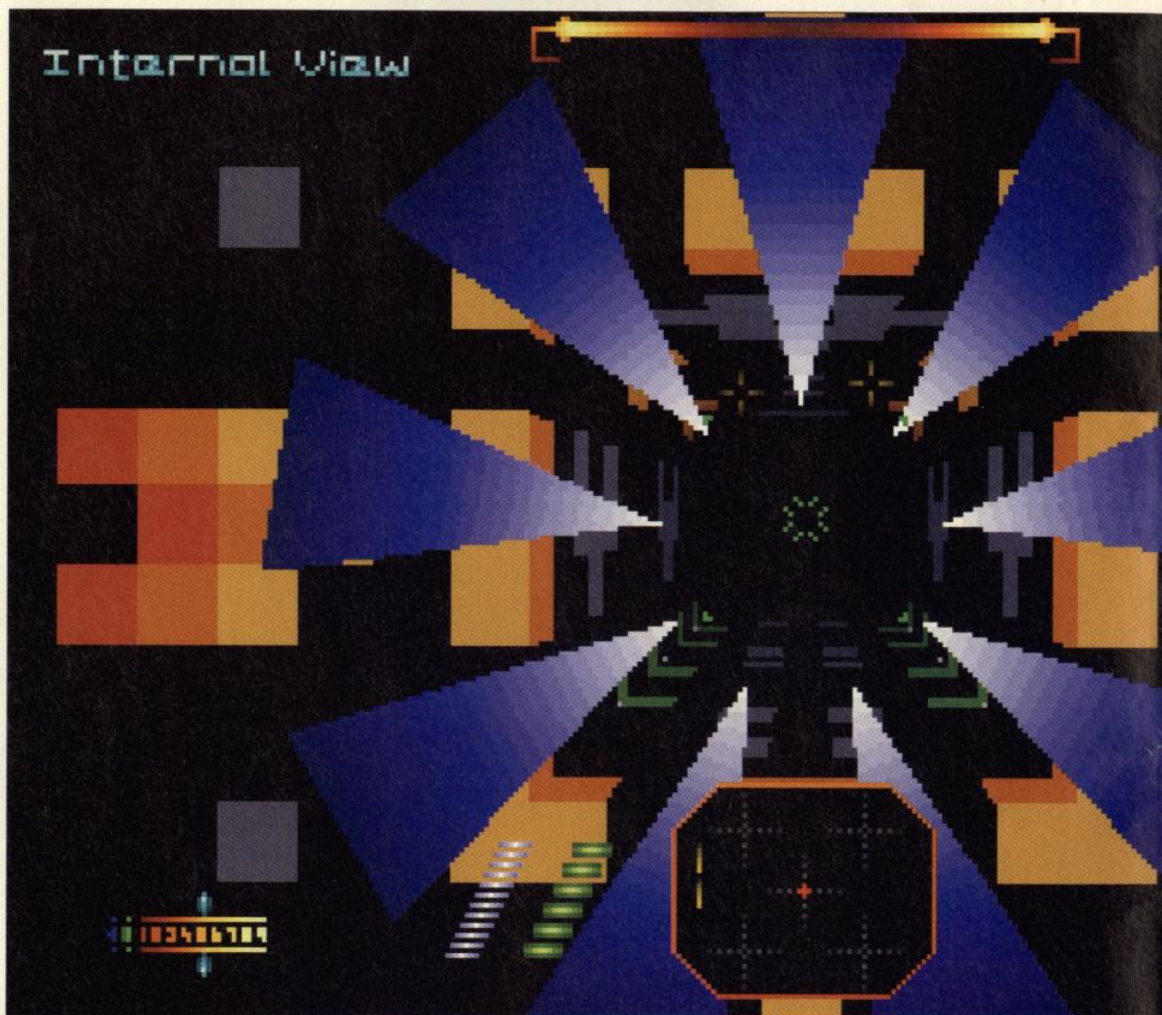
OK, so the gameplay is less than original. What makes Pyrotechnica hot is the blinding speed it all happens at, Psygnosis even describe (with pride!) their new effort as nauseating. Faithful to the formula, you can boost your craft's potency by way of power-ups during combat, or more permanent tart-ups back at base. There's also an alternate two player mode plus a "thrashing techno soundtrack". Way cool.

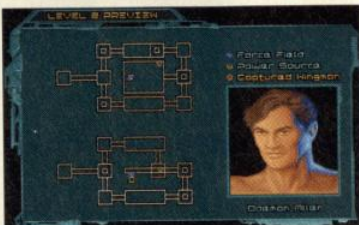
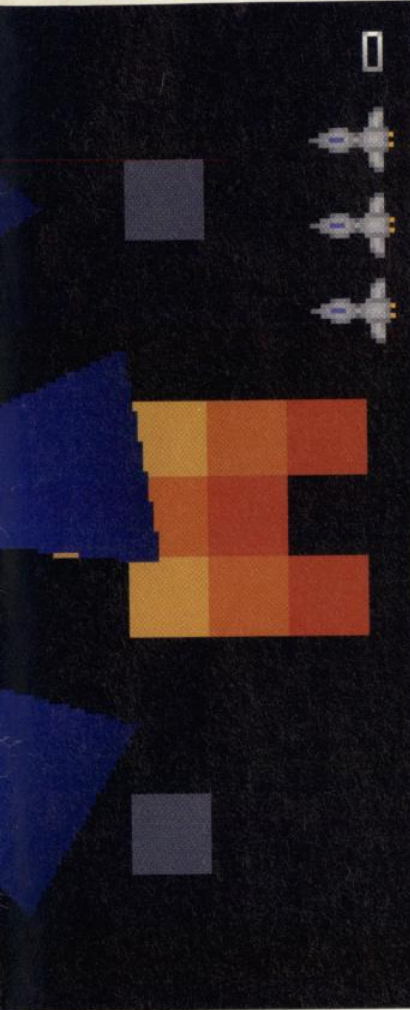
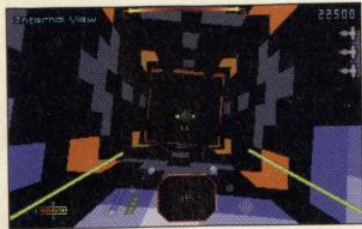
Pyrotechnica is due to explode onto our screens just in time for a full review (we plan optimistically) next issue.



PC CD ROM

Available: MAY
Category: ACTION
Players: 1-2
Publisher: PSYGNOSIS





Frankenstein: Through The Eyes Of The Monster

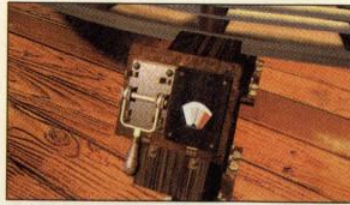
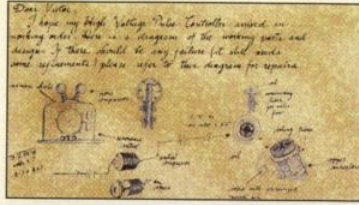
The genre almost solely occupied by 7th Guest and Myst is about to have company. Interplay is developing a high-res static screen puzzle game for the Mac and PC, to be known as Frankenstein: Through The Eyes Of The Monster.

The incomplete work in progress which we played showed fantastic potential, the detail and quality of the artwork was mighty impressive, as were the gameplay elements. The nature of the puzzles fall closer to the adventure game side of the fence, than the pure intellectual test that Myst and 7th Guest were, but the feel of the game is unmistakable - this is a low-energy thinking-only sort of entertainment with very few moving parts.

Moving boisterously into almost every scene though, is that video game perennial Tim Curry. Big Tim is spot on perfect for the game, he cackles madly as the good Dr F himself, and appears to feel right at home beside the giant slab that dominates his laboratory.

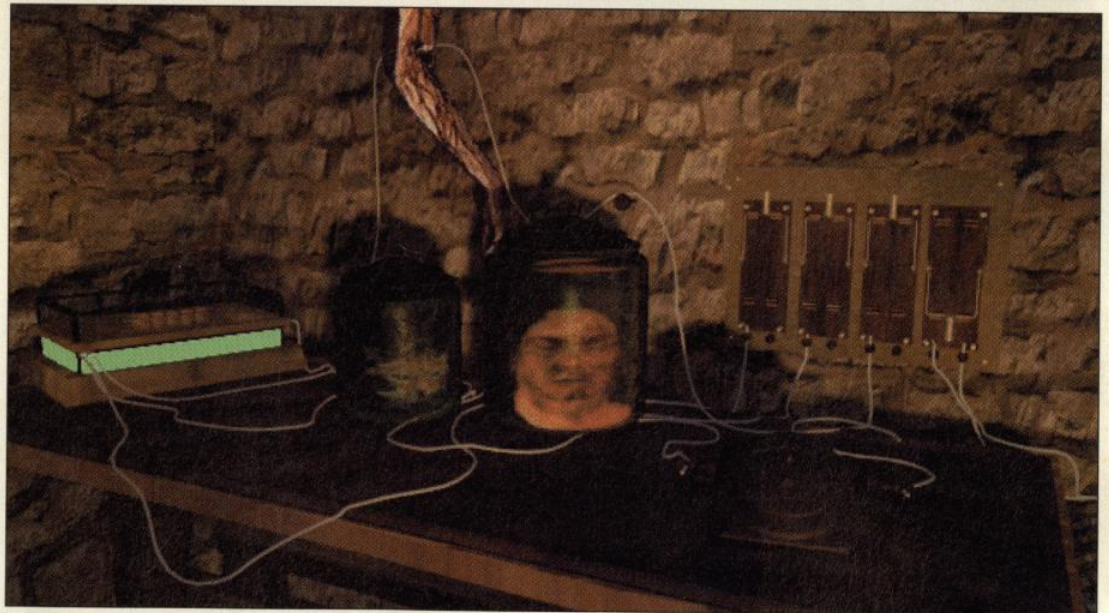
The game is played - wait for it... through the eyes of the monster. You awaken from the death you thought was going to last forever (hung like a bad man) to find yourself being doted over by the proverbial Mad Scientist. He seems trusting enough to let you wander around most of his castle, where soon you discover the macabre nature of his research. Eventually we found a room with some bizarre equipment along side a cat's head in a bottle, a dangling human arm and some poor sod's head in another bottle. Several hysterical minutes were then spend repeatedly throwing the switches and watching poor kitty squeal, a screaming severed head and a spasmodic arm. Mad fun...literally.

Because the game still has a fair amount of work left before release, calling it's score now would be woefully premature. It looks superb, but could possibly end up as just another dull digitised yuppie yawn. As always, stay tuned for more news as it breaks.



MAC/PC CD ROM

Available: **JUNE**
 Category: **PUZZLE**
 Players: **ONE**
 Publisher: **INTERPLAY**



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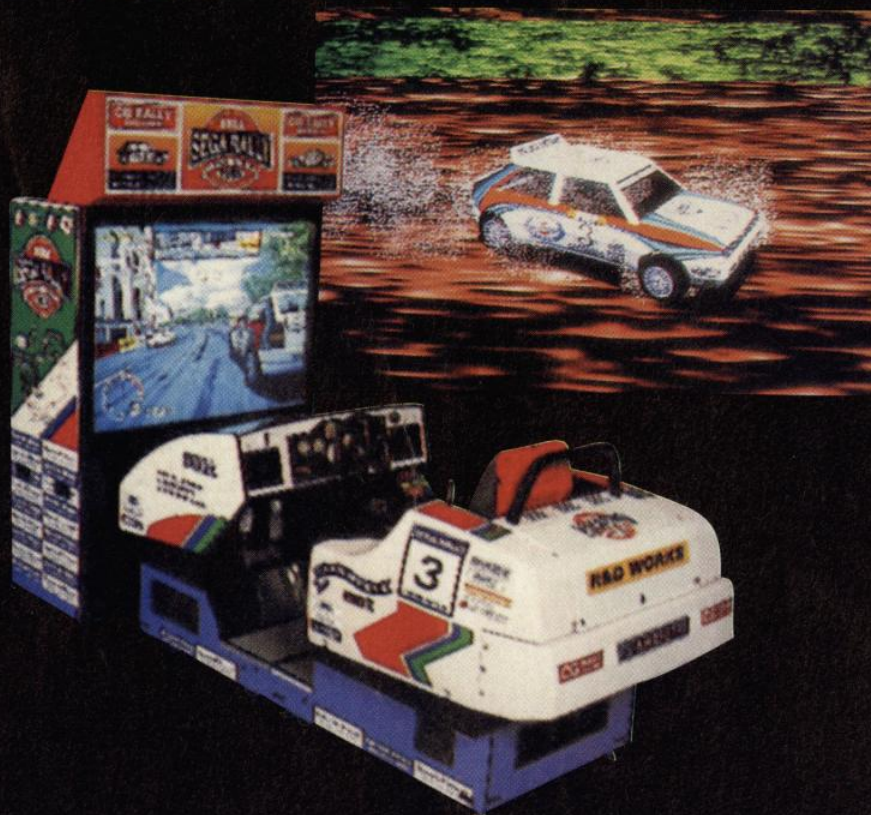
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Woah, the arcades are really hotting up! This month, ARCANE checks out two games that are giving Daytona and Virtua Fighter 2 a run for their money.

Sega Rally



Could Sega really top their amazing Daytona USA, still the hottest thing around, even though it first hit the arcades 12 months ago? Daytona was produced by the talented folk at Sega Japan's AM2 arcade branch, and the task of topping it was given to the brand new AM3 division. How did they go? Well, take a look at Sega Rally.

The game itself is so darn good that if they installed little fans above you to simulate the breeze going by you would honestly think that this was real. I had to keep telling myself that it was only a game, and I'm sure you'll be doing the same.

To add to the realism, models of actual rally winning cars were used in the game such as the 1992 World Rally Champion, the Lancia Delta, and even a 1994 Toyota Celica is in there. If this is the way that cars are test driven in the future, car salespeople would be assured of a sale every time, and the factory incentives would be CD players, air conditioning and "another credit on the machine!"

Many of you will be familiar with the game World Rally, in which you race over Europe. Well, this is kind of like it but, 50,000 times better. The speeds may not be up to Daytona, but then this is a totally different game, where speed is an important factor, but tight corners that you could bounce a coin off are even more crucial to success! Having the stage by stage rally race makes the game a lot more interesting than Daytona's oval tracks, and the feel in general, is a lot more fluid which is completely amazing. Another first for arcade driving sims, is the use of what has been dubbed an "active shock generator". This, in conjunction with two motors in the cabinet, make the car jolt and bump to not only the tracks but also the other cars.

The gameplay has three different levels as well as a practice game, and in the coming months there will be ability to race against up to 3 opponents for the race of your lifetime! The improvement of graphics over Daytona is subtle, but if you go into the minute detailing it is an definite step forward. In Daytona the cars have glazed over windows, but in Sega Rally, the windows are reflective so that you can see your vehicle in your opponent's windows.

Sega Rally is a truly excellent game, and rally fans will like it better than Daytona and that's saying something! It is (well, at this stage anyway) hard to see just how much better the next racing game can be. Sega Rally uses a Model 2 board that is better than the one currently in place in Virtua Fighter 2, and it shows! The only draw back is the \$4 price tag on each go, but all you need is one go and you'll be saying to yourself - this is only a game!

Tekken

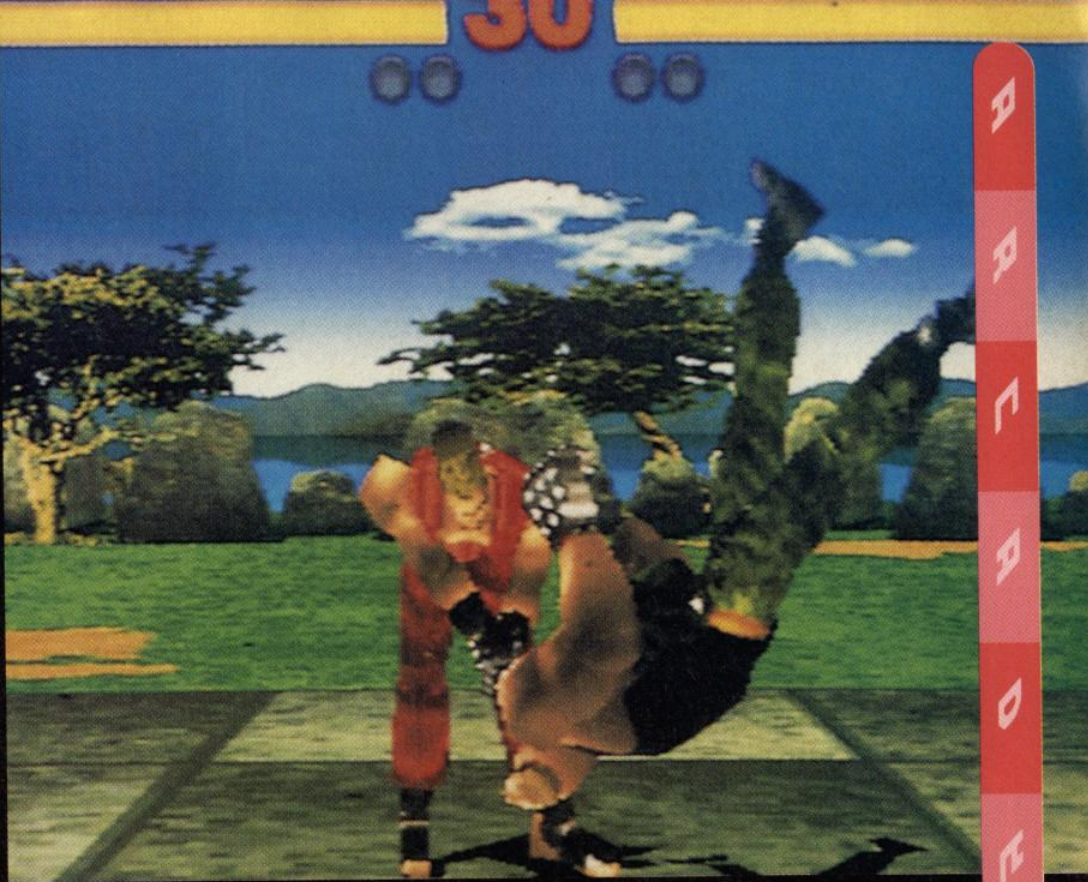
It seems that Sega have dished up two balls into Namco's court. Firstly with Virtua Fighter 2 and now with Sega Rally. Have they aced Namco out of the game? No, I think that things have been tied in Deuce for the time being anyway, because Tekken is a hot 3-D polygon fighting game that Namco have lobbed back into play.

Yes, by all appearances it is a Virtua Fighter clone, but it's a damn good one. Tekken runs off their version of Sega's Model 2 board, the System 11. It was co-developed by Namco and SCE and in essence it is a beefed-up Playstation chipset, especially juiced for the arcade. The best news is that the game is being ported straight to the PlayStation with only minor changes to the game!

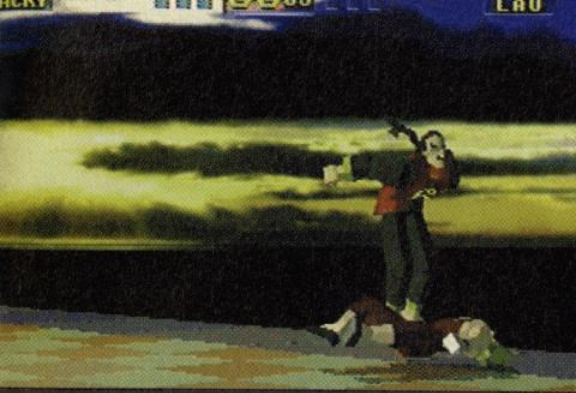
There are eight characters to choose from in Tekken, each with their own background, with landmarks such as St. Marks square in Venice and the Acropolis in Athens. The controls are also new. In Virtua Fighter and most other fighting games there is a button for kick and punch, while in Tekken there is a separate button for each hand and foot. This would give way to more moves, especially considering that each character is either left or right handed.

The game is really beautiful to look at. All the characters have brilliant shading and I actually prefer them to those of Virtua Fighter 2! The backgrounds are also superb, with plenty of zooming angles to keep both the combatants on the screen at the same time. The gameplay is also fast, and while really challenging at first with the new controls, soon enough it is a thoroughly enjoyable experience without too much frustration.

Namco are definitely still in the game with a great Virtua Fighter clone, and the ball's once again in Sega's court...



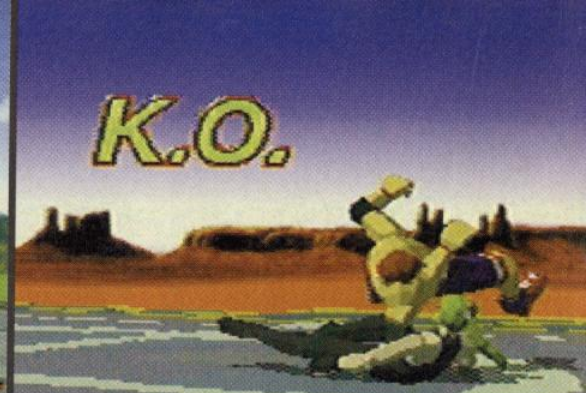
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YOU REALLY WANT TO KNOW WHAT I HAD FOR LUNCH, HUH?



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HEY, WHO TURNED OUT THE LIGHTS?



Virtua Fighter



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VS. BARAKA. HMMMM. TASTY

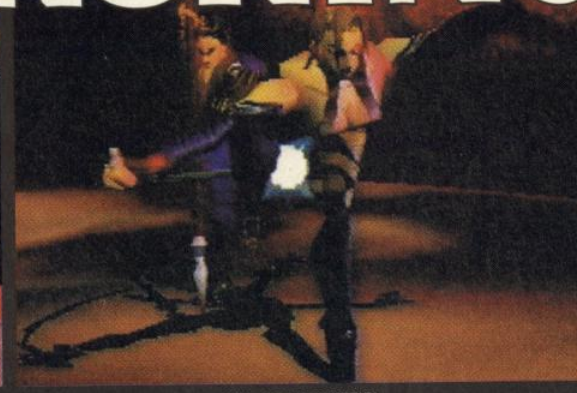


WIN

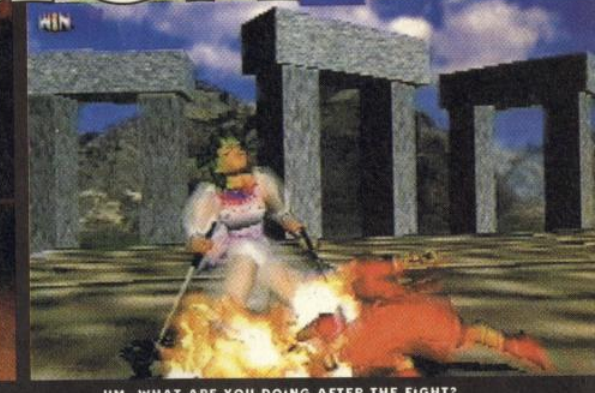
vs Tohshinden



MY GOD. THIS GAME IS SO COOL.



HEY. GREAT OUTFIT!



UM. WHAT ARE YOU DOING AFTER THE FIGHT?

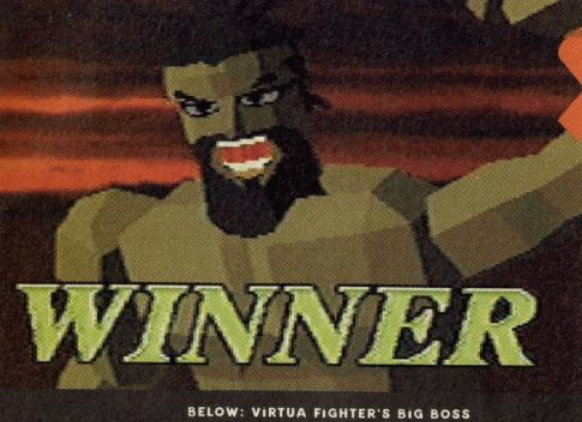


HMMMM. HEADCAM

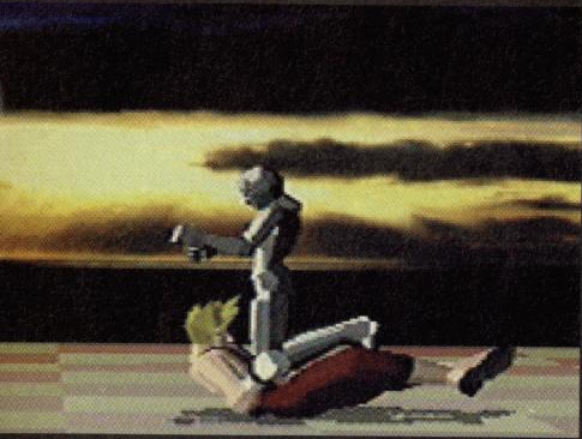


HYPERR 33





BELOW: VIRTUA FIGHTER'S BIG BOSS



WIN 5500 00 - PRESS START - GATA



ABOVE: TOHSHINDEN'S ULTIMATE BOSS



FINISH HER!



This is it folks, the latest and greatest home entertainment fighting duo: Virtua Fighter and Tohshinden. Until now you would have had to go to an arcade to have a biff-fest that really counted, right? Not any more, as both Sega and Sony blow that myth right out of the water. JULIAN BURES and JASON SERDA give us the shakedown on two outstanding achievements...

In both Virtua Fighter and Tohshinden, the greatest asset and selling point is the 'virtual' combat environment. For those of you out there who have yet to experience the revolution of the arcade Virtua Fighter and now Virtua Fighter 2 (where have you been?), a brief rundown is definitely in order.

You will instantly notice the 3D and depth perspective features, as your viewpoint of the fight zooms in and out, depending on the distance between you and your opponent. In addition, your view of the match rotates around and elevates up and down the arena; much like a camera on a circular track with a cherry picker lifter. This adds a totally new dimension (pardon the pun) to the world of combat. The feature can be a little disorientating a first, but after a match or two, you'll be ready to wipe the floor clean with the hopeful who dared challenge you, and your over-inflated ego.

The combat is tasteful, with no characters being decapitated or burnt, sliced up, lobotomized, dissolved in acid, or donating a heart on-the-spot, like some other titles. This will give both Virtua Fighter and Tohshinden a much larger slice of the entertainment arena.

Both Virtua Fighter and Tohshinden have a number of other very similar traits. Both have eight ready for

action characters including two women (a Streetfighter/Samurai Shodown ratio and apparently now a constant), and combat takes place in an identical manner; the bouts are three rounds in a defined area, with victory going to the one who can deliver a knock out or a ring out (falling out of or being forced out of the arena).

But whilst they are similar in concept and content, there are large differences between the two in actual gameplay and visual elements.

Virtua Violence

Virtua Fighter is the more realistic combat simulation and the characters have believable (i.e. feasibly possible), devastating moves. The eight characters are as varied as can be without them possessing super human abilities; Sarah, a ninja/assassin dressed in form fitting black, utilises speed in kicking rather than brute strength, much like Pai, whose slight frame should not be underestimated; what she lacks in brute force she makes up in blurring punches and kicks. Her greatest asset however is her ability to intercept your blows by catching your attacking limb and slamming you to the ground. This is usually followed by her leaping in the air and landing with her knees in your sternum- real friendly (you know, the kind you bring home to momma).

Between the girls and the monsters like Wolf and Jeffrey, are characters like Jackie, Akira (another Ryu clone) and Cage, all of whom are a blend of speed and strength. Some attacks especially those of Cage, are outrageous, like his diving head slam (a personal favourite) and his rolling extension kick, which more often than not, will blast you right out of the ring.

Moves such as these are horrendously difficult to execute the first few times, involving taps of the pad backwards and forward in various combinations, in conjunction with the three buttons. This however leads to longterm gameplay to perfect the more complex moves. The elbows and punches are executed lightning fast, possibly too fast, which often negates any opportunity of you blocking. Combination attacks are stunning, with each character having its own unique spinning kicks which would take anybody but Mike Tyson's head clean off. When an elaborate kick connects with the opponent the damage is enormous.

An apparent first for one on one combat is the Virtua's characters being able to attack you when you're down; each one can stomp, kick, headbutt etc. even more than once if executed quickly enough. In combination with a hefty kick, two

quick motions later you can be left with only half the endurance you walked in with... Needless to say the bouts are fast and furious. The body slams, like those of the massive Wolf and Jeffrey just have to be mentioned; back breakers, suplexes and body drops are so damaging they can make anybody wince in unfeigned pain.

At the end of each bout there is the great feature of an instant replay from a different angle, showing the final finishing moves; glorifying a hard won victory or rubbing in a disastrous loss. When winning the bout each character performs its own brief show of machismo (Jackie's punch combo and victory yell, Pai's graceful karate kid's crane stance) The music is well suited to each new location and really gets the adrenalin pumping, from almost tranquil traditional Japanese, to hard hitting heavy metal.

If you're pro enough and defeat all your opponents you then combat the ultimate challenge: Dural, a metallic android with an almost uncanny resemblance to the liquid metal terminator in Schwarzenegger's blockbuster. It has the annoying ability to mimic any fighting discipline from any character in the game any time (don't worry, you get five rounds instead of three) If you can defeat that, then it's time to go down to the dojo, and put yourself to the test....(Hint do yourself a favour and start like those wimps on a white belt- you don't want to look too skilled).

Technical Fighter

The trick with programming Virtua Fighter was finding a balance between the number of polygons on the characters and the number of frames a second; too much detail would leave the gameplay too jerky, and lose the Virtua feel that accompanied the arcade version. The daunting task was then to write a new high speed program which would keep the 1/30th of a second frame rate but be visually as close to the original version as possible. For those of you who need the guts, let's just say that every 1/30th of a second (that's 33.3 milliseconds - damn quick) over 1 million system functions take place. The folks at Sega have also made certain that all the original 700 arcade moves were sure to be included. This process was eventually completed, and now Virtua Fighter on the Saturn is a most accurate conversion, in frame rate, the number of polygons and screen pixels. All this just to equal the coin-op version? You have to be impressed.

But then again, it's not like Virtua Fighter is the only corner shop on the block....

The Power of Tohshinden

Whilst V.F. is quite an eye opener; and can almost be labelled a revolution in the gaming world, the whole feel and appearance of the game just doesn't have the impact and pizzazz of Tohshinden; punches, throws and kicks can keep you enthralled for only so long. This is probably why many Streetfighter/Samurai Shodown pros did not swarm down on Virtua Fighter, contrary to expectation. It turns out Tohshinden, loosely translated as "Battle of the Gods who do something or other" (yeah well, Japanese is my 9th language) is closely related to Streetfighter, but Samurai Shodown is seen as its more advanced twin; both have characters with different weapons and super human attacks, blasts and jumps.

The first distinguishing feature from that of V.F. is that each combatant carries a weapon of one sort or another, allowing a more varied style of combat, and this also avoids the players fighting too close, so there is less confusion in melee. The line up is three sword wielders, Eiji, Kayin and Duke, Mondo; a spear master, Fo; an ancient bearded magician type fellow with a huge pair of claws, Run Go; a punk armed with a chunky steel rod (the most potent), and the two not so token females Ellis (armed with sai) and Sonja the ex- KGB blond dressed in leather and carrying a really nasty whip.... ouch.

Kajin is probably the best all round character (I just know it's Ryu in disguise again- how does he do it?). His sword and strength come up a little short, but his speed and special attacks are really effective. On the other end of the spectrum is Duke, the only armoured character. He may be slow and have no distance attacks but his massive sword which is a tall as him, can magically extend to really reach out and bite. Along with Duke in the strength department is an American punk named Run Go. He carries a huge steel club, and his shoulder rams and fire shields give him versatility. Mondo is another all round character and nice guy, his weapon of choice is a magically extending spear, which he likes to rotate in front of him. His attacks from the air spread flame across a wide area making it difficult to approach him. Ellis is for those of you who prefer skill to strength, her weapon attacks are pretty pathetic but her amazing speed on the ground and in the air (she becomes a ball of buzzing energy) make sure combat takes place only when and where she wants it to.

Each character has it's own distinct kicking and combat style. The

number of special moves possessed by each character are quite numerous and they are easy to execute thanks to the PlayStation's control pad's four shoulder triggers. Now all you have to do is memorise combinations using 8 buttons (remember that totally lost feeling when 6 button Streetfighter was released? Get ready to feel it again).

As with V.F. if you're good enough you get a prize - fighting the head honcho who in this case is Gaia, a big brute who launches fireballs like you or I breathe. Combat takes place on an amazing transparent floor over a huge rotating bottomless well in the bowls of a fortress. They do know how to set the right atmosphere to be slaughtered in, don't they?

Playstation Kicks

The raw power which the PlayStation represents is evident once the combat begins; the eight different arenas (both square and circular) are surrounded by fantastic backdrops, from mountains to Easter Island style statues and ruins. Even the arena floor deserves a mention, whether combat takes place on a pillar in the depths of a castle or suspended on a wooden platform 2000 metres above a canyon, when you fall out of the ring you really fall out of the ring. The pan and zoom during combat are incredibly smooth due to the 90,000 polygons refreshed every second, so backdrop, floor and character rotation is virtually flawless. Character movement around the combat zone is less restricted in Tohshinden, and elevated 'camera' angles are more apparent. The character costumes are more detailed and colourful than in V.F. and the convincing sound of the clashing of weapons really adds to the combat.

Another attractive feature of Tohshinden is that the characters can actually duck, cartwheel or roll away from an attack but still remain close enough for another engagement, giving the bouts a more fluid and constant quality. The fact that each hit takes off only a tenth of your energy compared to Virtua's quarter, makes each match a more gruelling and strategic contest, rather than the 'who can do the killer move fast enough to end it first' attitude which VF carries with it. Another obvious difference between the two games is the use of polygons on the characters; the plain unshaded polygons and simple backdrops exhibited by Virtua Fighter just don't stack up against the multi Gouraud shaded polygons and the texture mapped perspective backgrounds of Tohshinden. From beautifully detailed stone to wrinkles in the clothing, Tohshinden exploits more fully the possibilities

of animated polygons, and it looks closer to Virtua Fighter 2 than VF1.

Tohshinden does have some problems though. The character movements are not as realistic as those in Virtua Fighter, and the elaborate fireworks during special attacks often obscure the fighting for both players (Mondo's flaming spear spin sometimes leaves you wondering what the hell is going on). The music is pretty uninspiring and you never get to see where the character falls when thrust out of the ring (maybe that's best). Playing for extended periods at a time can be a bit of a problem due to the annoyingly short lead from unit too pad; headaches and square eyes will strike the unworthy. But overall there are very few holes to pick in the Tohshinden package.

Tohshinden does have the upper hand when it comes to graphics and variety in gameplay, whilst Virtua Fighter has it in realism. It's therefore very hard to dismiss one for the other; both have excelled in their various strengths and both offer high levels of lasting entertainment. While the fierce battle for supremacy is just starting between Sega and Sony the winner has already been decided - we, the gamers.

CHARACTER LOW-DOWN

VIRTUA FIGHTER:

Jacky: a good all round character with easy to execute moves. A little outclassed in the higher matches.

Sarah: similar attacks to Jacky; good kicking speed and close combat. Lacks versatility.

Akira: a solid fighter with simple powerful moves, but a little slow.

Cage: a tricky and versatile fighter with unorthodox moves, difficult to execute though.

Pai: fast and strong, with effective sweeps and throws, she has a strong knee attack.

Lau: a powerful and versatile fighter. His stomping attacks are damaging. Speed is not a highlight.

Jeffrey: strong but slow and with few special moves. Strengths are his drops and throws.

Wolf: a powerful and dangerous wrestler. Lacks speed and distance attacks.

TOHSHINDEN:

Kajin: a versatile fighter, combining speed and distance attacks. His weapon is nothing to shout about.

Eiji: another all rounder, he has a more effective sword, but he's not as fast.

Duke: large and strong, lacking speed and distance weapons, but his huge sword is potent.

Mondo: a strong all-rounder with a powerful weapon and effective defence and distance attacks.

Fo: short and not hot close range, but his distance attacks are excellent.

Run Go: strong but slow, he has the most powerful weapon, but limited distance attacks.

Ellis: poor weapon attacks but she is the fastest and most nimble.

Sonja: has the weakest weapon but the fastest. Good in defence but limited distance attacks.

SEGA SATURN SONY PLAYSTATION

Both Available: NOW (Import)
JULY (Local)

Category: POLYGON FIGHTING

Players: 1-2

Publishers: SEGA
TAKARA

Price: N/A

Rating: TBC

VIRTUA FIGHTER

VISUALS 91

Characters look fantastic, but the game falls a bit in the backdrops. Still top notch though.

SOUND 86

Soundtrack is excellent. Grunts blows and slams do the job every time.

GAMEPLAY 90

Up with the best, a definite all nighter especially in multiplayer mode.

LONGTERM 87

You can never be too good, perfecting those combo's and fighting multiplayer will keep you on your toes and coming back for more.

OVERALL 90

An all round smash and a definite must for any serious Sega gamer. Now where's Virtua Fighter 2...

TOHSHINDEN

VISUALS 95

Absolutely brilliant. Definitely the game's highlight.

SOUND 82

The soundtrack is not what you'd call catchy or inspiring, but the FX are the opposite - totally awesome.

GAMEPLAY 92

Apart from a couple of minor niggles it's poetry in motion.

LONGTERM 90

You'll be looking at a caffeine addiction, believe me.

OVERALL 92

Do not let this one pass you by. A phenomenal piece of work no matter what sort of game you're normally into.



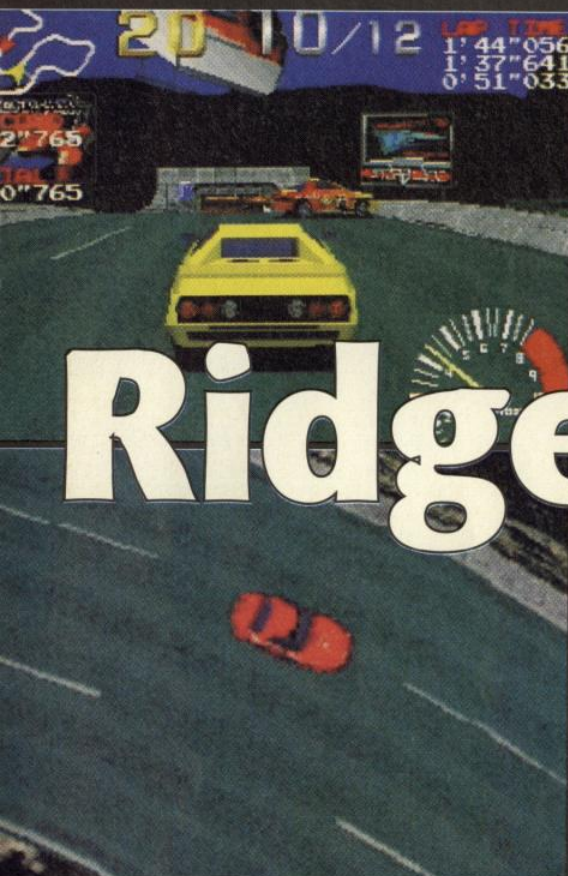
HEAVEN IN THE BACKSEAT OF MY DAIHATSU



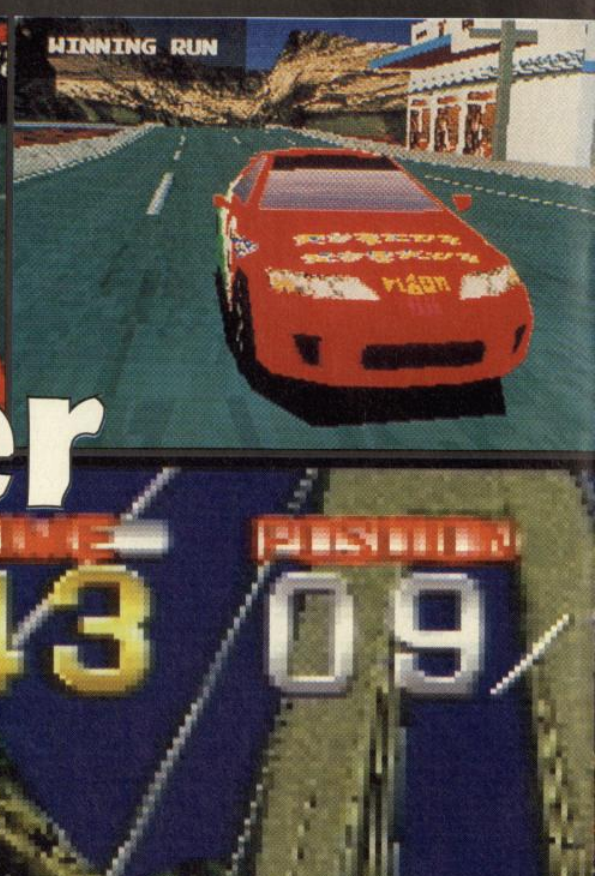
CLOSE RACING. GOOD RACING



POWERING THROUGH THE TUNNEL



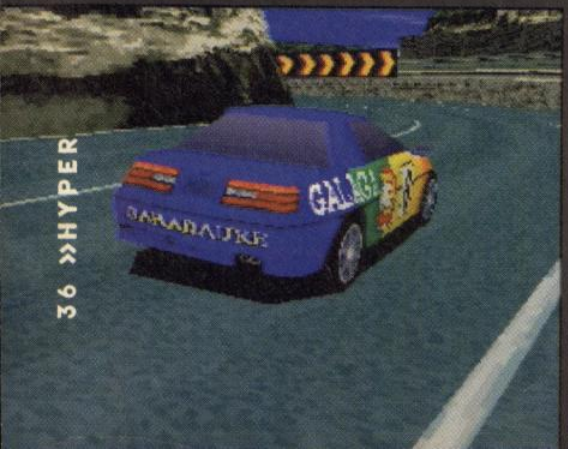
AWESOME REPLAY ANGLES

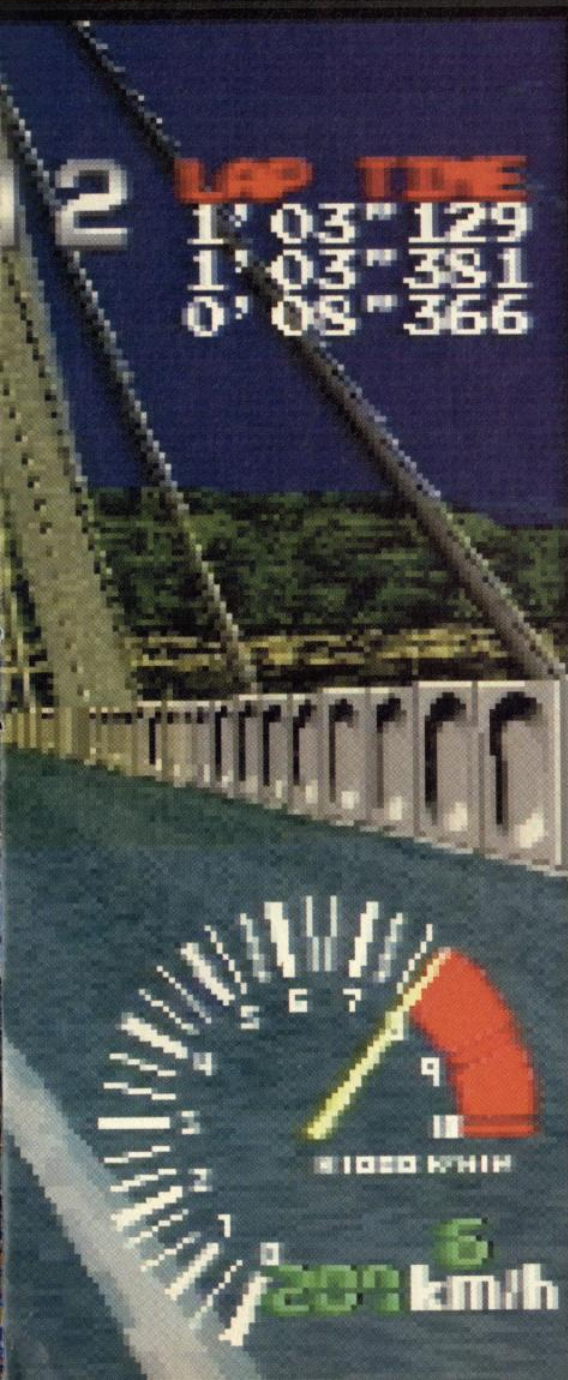
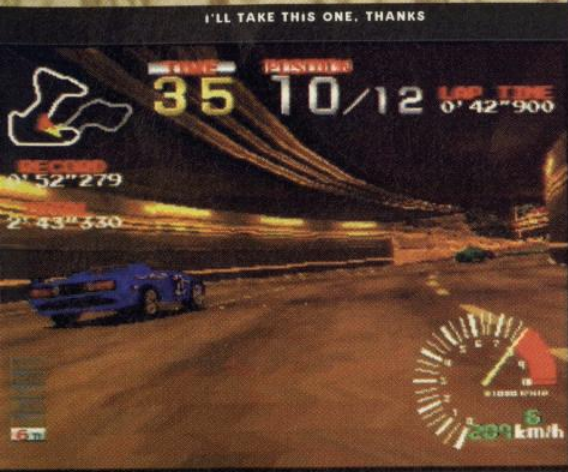


Ridge Racer



WIN THIS AND DRIVE MORE CARS





Namco's arcade monster racing game was the first game available for the Sony Playstation. Hmmm, not a bad way to start. JASON SERDA takes pole position...

The Sony PlayStation seems to be causing wide ranging excitement in the video game world, far outweighing the arrival of the Sega Saturn. The HYPER team were certainly excited and our Playstation/Ridge Racer night began with a speeding fine for unruly driving on the way to pick up the unit, with the police being unable to understand out manic excitement and rather uncivilised rush.

Next thing you know, we are all in front of the television arguing who will hit the switch. Even switching on the system was an experience; the sound booms as the Sony Computer Entertainment logo takes to the screen. It doesn't take long before we all witness a leap forward in home video gaming, with Ridge Racer making the ever so popular Virtua Racing look a little...well, limp.

Near Perfect Conversion

Namco has spared no expense in the last six months of development, with hard research in the creation of computer generated realism. Using flat shaded polygons (180 000 per sec), behind the wheel, Ridge Racer is a near perfect conversion from the arcade, delivering incredible 3D graphics with colour resolution that's lower than the arcade version yet made up for with an increased frame rate per second.

This is not your typically tedious and unrealistic drive around, this is arcade quality, heart pounding, sound blasting virtual POWER. The graphic scrolling is incredibly smooth with near perfect 3D perspective virtual scenery. It gives you an impression of real speed; whether you're howling through the city or eating up the countryside, this game runs like the wind.

At the start you get a whole range of choices; your "missions", which track you want to burn, and a choice between 6 brilliant soundtracks, to really put you in the mood, from slightly hyper to totally insane!

And of course you get to choose your racer. The four cars at your fingertips each have different strengths and weaknesses (if four's not enough see the hint!). The Red 'nascar' Ryukyu for example has outstanding road traction and handling, but pretty average in the acceleration department, whilst the yellow Solvalov lamborghini has awesome acceleration and speed

but handles like a rhino on tranquilizers, so expect you fair share of skids and slide outs with this one.

When in the driver's seat the choice is your of internal or external views. Both views in either mode are uncluttered, with your tachomator, speed and gears all unobtrusive. As you fly round the circuit, you'll hear the commentators voice over giving you warnings and encouragement, plus the better you do the more he will shower you with praise. The sound effects are convincing, down to the engine echo as you scream through the tunnel, all detail taken into account. The track can be quite tricky in places, so keep an eye out for those handy road signs. As in the arcade version it's really satisfying to ram your opponents and slam them into the walls when you overtake, especially when they're bunched in a group, but do it with style or you'll end up joining them in a 200km/h slip and slide.

Instant Play-back

A helicopter circles the race tracks to record your feats for instantaneous after race playback. It will take select footage, so upon completing the race it will replay you skillfull genius or your embarrassing high speed errors. This is great if you want to show off your skill, but not so great when you have to cover the screen with both hands to censor your really stupid mistakes. Even this playback mode is an amazing feat of virtual graphics, with awesome birds eye views, and street level fly-bys, and your best times can be recorded on the Playstation's memory card.

If you're a pro and finish all four tracks, then you're up against the best car on the circuit, the beastly black lamborghini. And if you can beat that, well let's not spoil it but...have you ever heard of carjacking?

On the negative side I have only two criticisms, one being that the scrolling slows slightly when the screen is full of cars, but only slightly. The second complaint is that sometimes when approaching the really tight corners at high speeds, it's difficult to tell where the turn starts due to the cluttered race barriers.

Overall, Namco's Ridge Racer is an astounding combination of graphics, gameplay and sound, which should easily keep you occupied up to and beyond the next brilliant racing release for the Playstation. Congrats to both Namco, and to Sony for a game and a system they can be most proud of.

SONY PLAYSTATION

Available: NOW (Import)
 Category: RACING
 Players: 1-2
 Publisher: NAMCO
 Price: N/A
 Rating: TBC

EXTRA CARS

While you're waiting during the 10 second initial loading you get to have a go at the ancient game of Galaxians. If you succeed in blasting all the bogeys (not easy) then you receive a gift; an additional 8 cars from which to choose from - that doesn't go astray does it?

HYPER» 37

VISUALS 92

An outstanding accomplishment. You forget to admire the graphics because they seem so real.

SOUND 90

Ahh, music. It's experienced, not heard.

CAMEPLAY 92

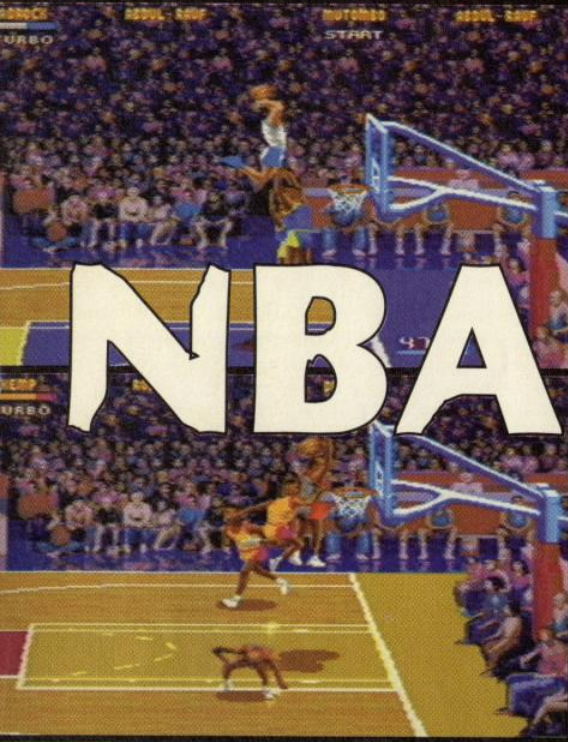
Idiots may say "All you do is go round and round". They're idiots.

LONGTERM 85

Think you can master this in a weekend? Wrong!

OVERALL 92

Think of all the money you'll save, not going to the arcade anymore.



WEST

GOLDEN STATE	DALLAS	ATLANTA	BOSTON
L.A. CLIPPERS	DENVER	CHARLOTTE	MIAMI
L.A. LAKERS	HOUSTON	CHICAGO	NEW JERSEY
PHOENIX	MINNESOTA	CLEVELAND	NEW YORK
PORTLAND	SAN ANTONIO	DETROIT	ORLANDO
SEATTLE	MEMPHIS	INDIANA	PHILADELPHIA
SACRAMENTO	ALL-STAR	MILWAUKEE	WASHINGTON

EAST

1.1 BREWELL
SPO: 7 P
3PTS: 2 S
DUNK: 2 B
PASS: 5 C

1.1 WILLIAMS
SPO: 7 P
3PTS: 2 S
DUNK: 2 B
PASS: 5 C

PRESS START

TOURNAMENT EDITION

1ST QUARTER 1:03

OLYMPIANS PORTLAND

CHARLOTTE HORNETS

1.1 HUGO
SPO: 7 P
3PTS: 2 S
DUNK: 2 B
PASS: 5 C

1.1 JOHNSON
SPO: 8 P
3PTS: 3 S
DUNK: 3 B
PASS: 3 C

POWER: 3
STEAL: 3
BLOCK: 3
CLTCH: 3

POWER: 3
STEAL: 3
BLOCK: 3
CLTCH: 3

43:9

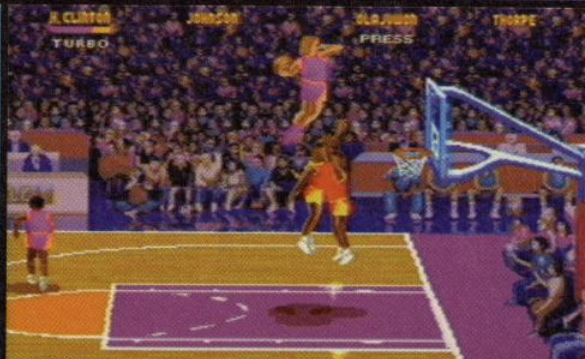
NBA Jam Tournament

1.1 H. CLINTON
SPO: 7 P
3PTS: 2 S
DUNK: 2 B
PASS: 5 C

1.1 JOHNSON
SPO: 8 P
3PTS: 3 S
DUNK: 3 B
PASS: 3 C

POWER: 1
STEAL: 1
BLOCK: 0
CLTCH: 0

POWER: 1
STEAL: 1
BLOCK: 0
CLTCH: 0



TONIGHT'S MATCH-UP

PHOENIX SUNS VS SEATTLE SUPERSONICS

1.1 H. CLINTON
SPO: 7 P
3PTS: 2 S
DUNK: 2 B
PASS: 5 C

1.1 JOHNSON
SPO: 8 P
3PTS: 3 S
DUNK: 3 B
PASS: 3 C

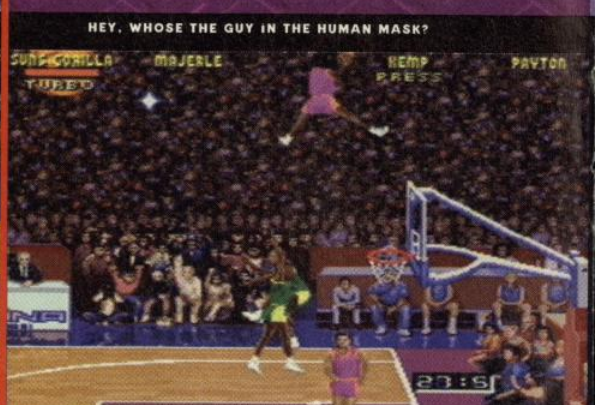
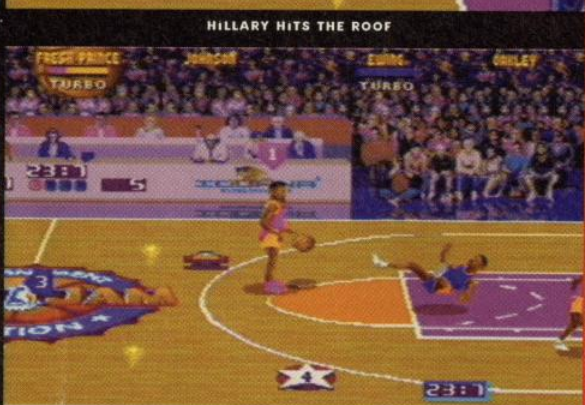
POWER: 1
STEAL: 1
BLOCK: 0
CLTCH: 0

POWER: 1
STEAL: 1
BLOCK: 0
CLTCH: 0

PLAY WITH THE PRESIDENT - UM, HIS WIFE I MEAN...

HILLARY HITS THE ROOF

HEY, WHOSE THE GUY IN THE HUMAN MASK?



HEY, WE JUST MET...

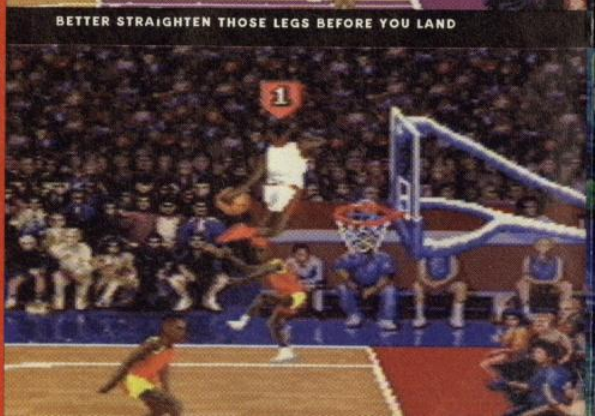
WATCH THOSE HOT SPOTS

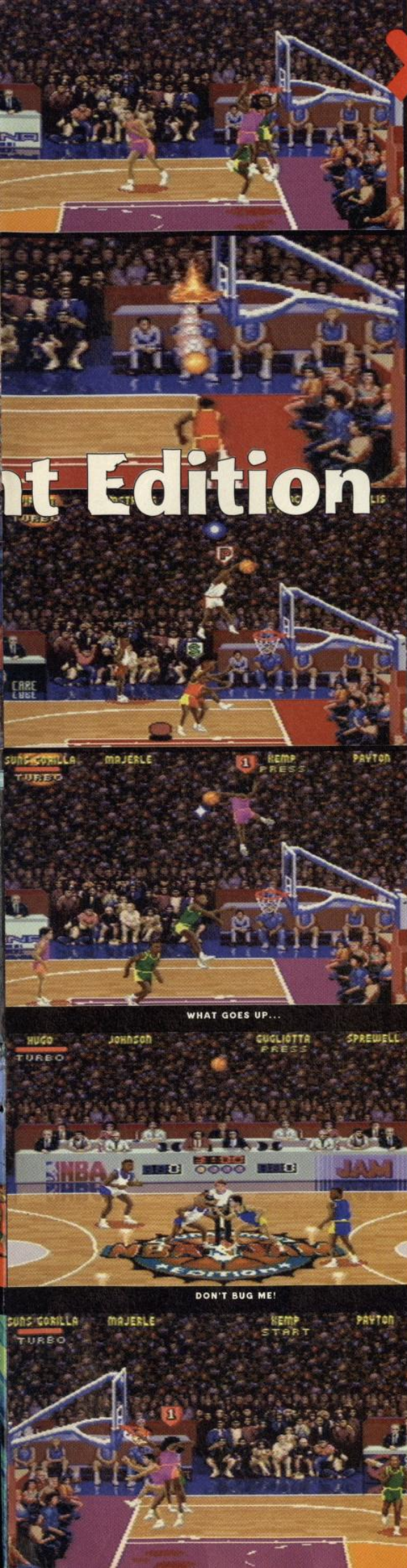
BETTER STRAIGHTEN THOSE LEGS BEFORE YOU LAND



27 1ST HALF STATS: 28

SPREWELL APH	FO: 5 3 PTS: 3 POINTS: 21 ASSISTS: 4 STEALS: 1 BLOCKS: 0 REBOUNDS: 2	BREWELL CPU	FO: 5 3 PTS: 3 POINTS: 12 ASSISTS: 1 STEALS: 1 BLOCKS: 0 REBOUNDS: 2
STACON CPU	FO: 5 3 PTS: 0 POINTS: 6 ASSISTS: 4 STEALS: 1 BLOCKS: 1 REBOUNDS: 3	PORTER CPU	FO: 5 3 PTS: 6 POINTS: 16 ASSISTS: 1 STEALS: 1 BLOCKS: 2 REBOUNDS: 2





Yes, it's "show time" once again. Time to "run the boards", "shoot some hoops", and "jam it home" with your friends. Sounds like a rather strange national pastime, but there you go. **ANDREW "Better Late Than Never" HUMPHREYS** goes head to head with some very tall men.

You may remember my first review of NBA Jam (it's regarded as something of a classic in the comparative video games review genre). Then again, you may not. Suffice it to say, I loved it — on both home systems. I thought (and still think) that NBA Jam, because of the complexity hidden underneath remarkably simple controls, long-term value and multi-player options, was one of the best video games I'd ever played. NBA Jam Tournament Edition (TE) is obviously better, but not by much.

Tournament Edition incorporates all the changes of its arcade parent: the game engine is basically identical but there's new dunks and new animations (slap-aways spring to mind), updated player lists, and most importantly, you can now substitute players after every quarter. Each team has three players (Chicago for example has Pippen, Kukoc and Armstrong). When one gets tired (there's a new injury rating) or you need a player with different attributes (a three point shooter say), you make a swap. Once you defeat all 27 teams, you get expanded player rosters (one or two new players to choose from — Chicago gets Luc Longley. Whoopee) and the Rookie Team turns into an All Star team.

More New Stuff

There's also some new features that weren't in the arcade game, like the practice option (just you and a team-mate working on drills, dunks and the like) and the special features menu in the options screen. The special features menu gives you a Tournament mode (no power-ups, cheats or computer assistance), lets you adjust the shot clock (from 5 to 25 seconds) and

the overtime period, and best of all, gives you the option to turn on Hot Spots and Power-Up icons. Shooting from a Hot Spot (they flash up randomly) will give you bonus points; picking up a Power-Up (again, they're scattered randomly) will (surprise, surprise) give you momentary special powers — like unlimited turbo, more speed, or super-dunks from anywhere on the court. You can even set your preferred game speed by picking from four levels of Juice Mode. Juicing up to level four, on both Mega Drive and Super Nintendo, is outrageously fast — maybe even too fast for mere mortals to handle.

Of course, there's also new secret players (a total of 38, all of which you'll find in Cheat Mode!!) and new cheats, like teleport passes and the slippery court. This time around, you can play as both Bill and Hilary Clinton, any of the Beastie Boys, DJ Jazzy Jeff and the Fresh Prince, Heavy D, Randall Cunningham, Prince Charles, Hugo the Hornet, or the Phoenix Suns Gorilla. That should keep you busy for a while.

Which One?

The Mega Drive and SNES versions are both excellent — same options, same secrets, same cheats. As with the original versions, they've been coded by those whacky lizards at Iguana and they deserve a big hand for their efforts. Forced to make a choice, I'd have to go for the SNES game. It plays tougher (much more like the arcade game), it's got smoother animation, sharper stills and, this time around, far superior sound. The announcer's voice is nice and clear. On Mega Drive he actually sounds worse.

Still, you'll be happy to get you paws on either game and I'm happy to give them the same score (if that matters). All you need to decide is, do you really want a game so similar to one you probably already own? It's kind of like one of those annoying EA Sports up-dates. A probing moral dilemma, I'm sure, but one you'll have to figure out for yourself.

MEGA DRIVE/SNES

Available; NOW
Category; SPORTS
Players; 1-4
Publisher ACCLAIM
Price; \$99.95
Rating; G

HYPERR 39

VISUALS 93

Take it down a mark or two for the Mega Drive. Still no scaling in either version, but great detail and super smooth animation. Why is the SNES screen so dark though?

SOUND 92

Still not arcade perfect, but none too shabby. Music, crowd noises and great (if repetitive) commentary. Again, take it down a notch for the Mega Drive. The quality of the speech isn't up to scratch.

GAMEPLAY 95

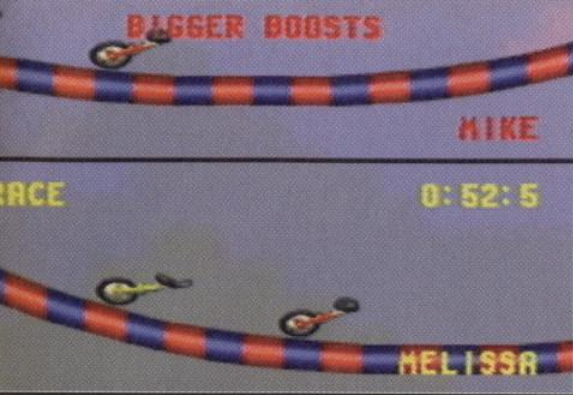
Same as it ever was — ie, amazing. A fast and furious, four-player frolic.

LONGTERM 90

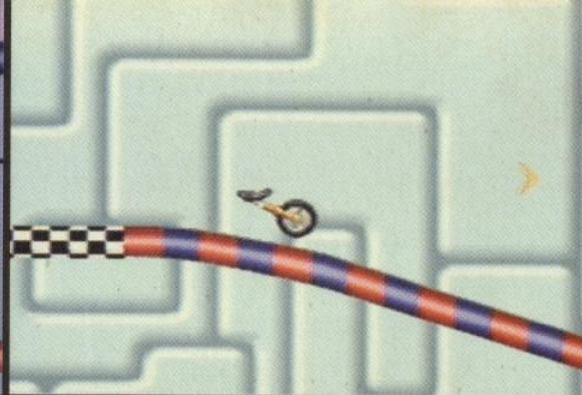
Lots of secrets, lots of challenge and more life-lengthening options than before. But haven't you already mastered it?

OVERALL 92

Even more impressive than the original, but "too much of a good thing" and all that...



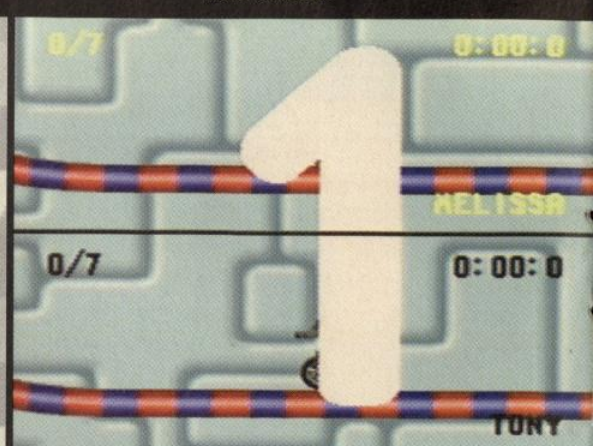
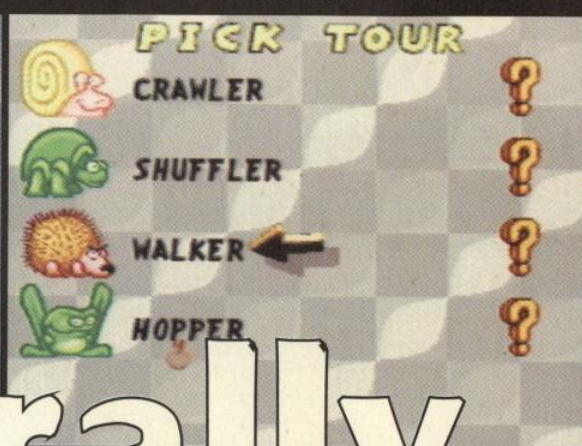
WAIT FOR ME!



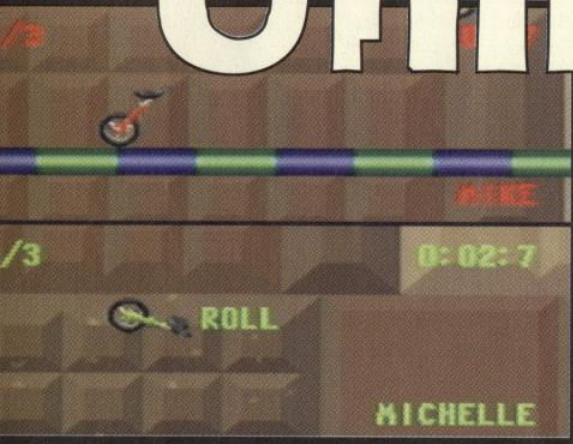
PIPE DREAMS



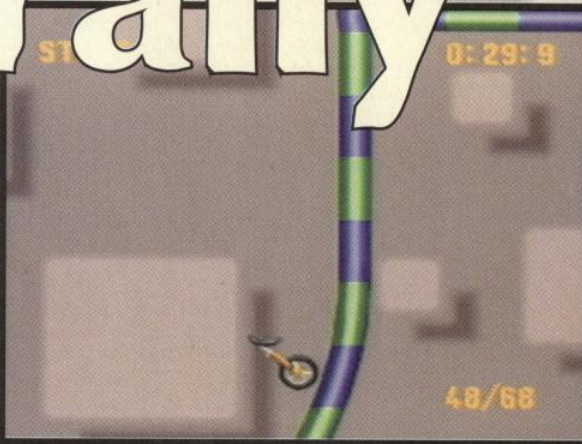
... AND AROUND...



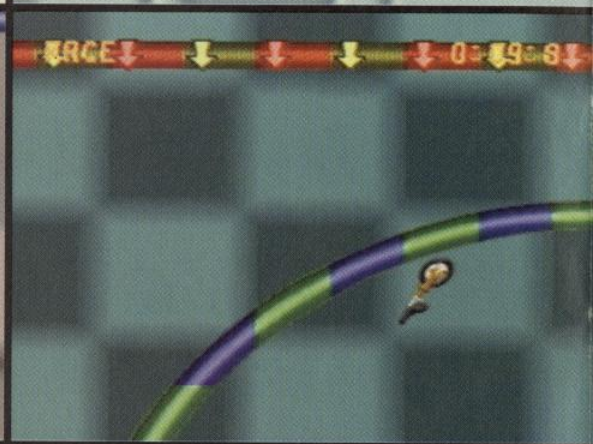
Unirally



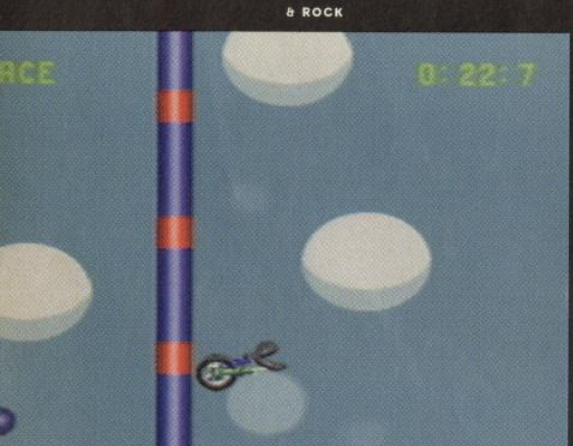
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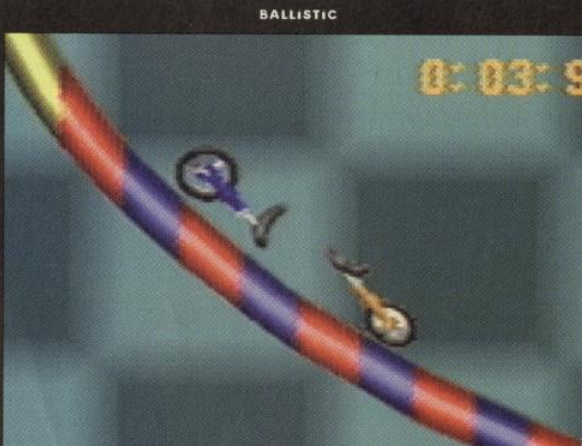
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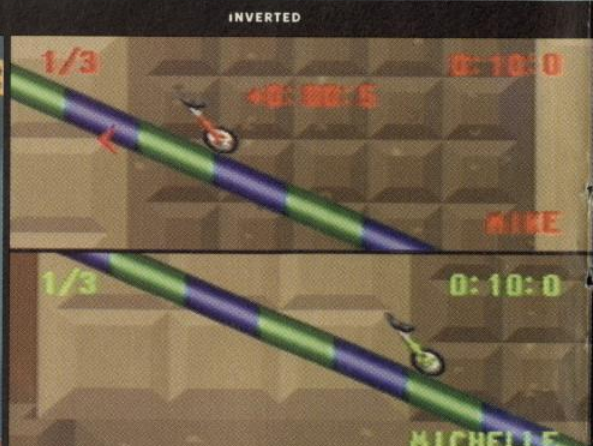
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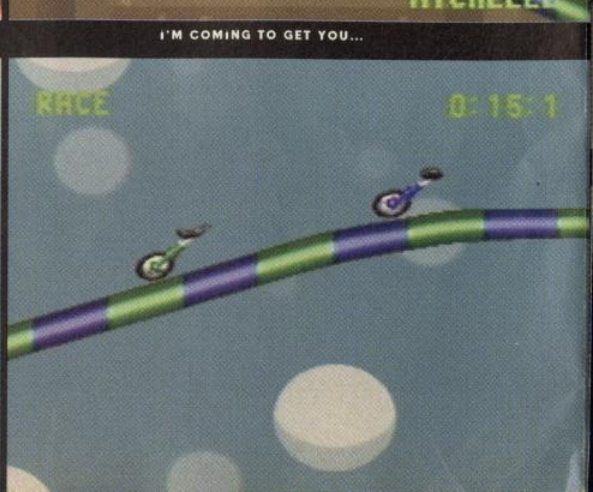
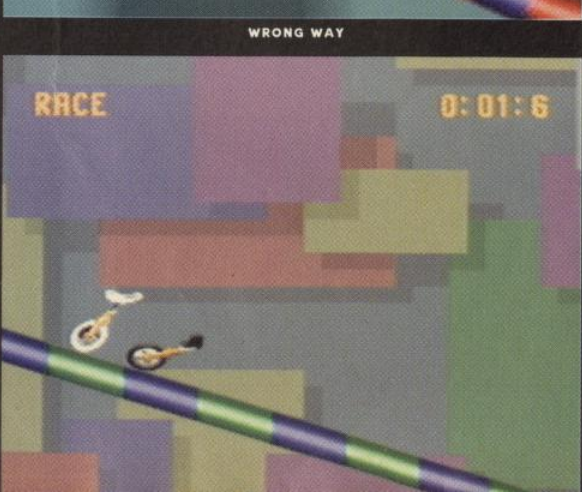
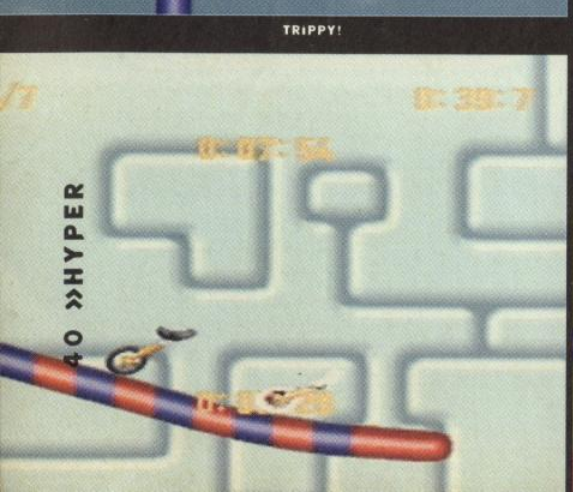
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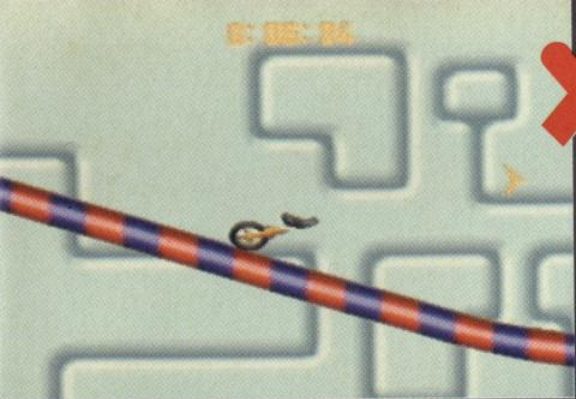


WRONG WAY

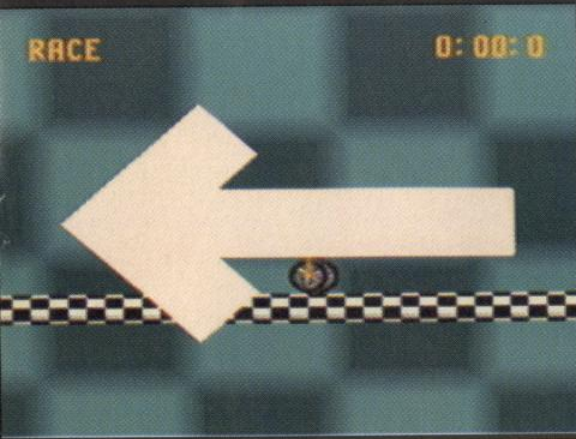


I'M COMING TO GET YOU...

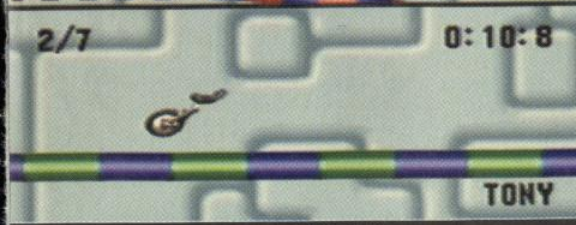




DOWN, FAST.



HEY LOOK AT ME!



DEFY LOGIC!



Racing a unicycle without a rider through a tortuously twisted vertical slot car track, the winner being the one who can spin the most while airborne. Who thinks up this stuff? Bless 'em anyway. BEN MANSILL jumps into the saddle...

"What's this crap!!" Mark (Art Director, genius and ever reliable player two) and I chorused, when first we set eyes upon Unirally. Sagely though, Stuart urged us to invest a little time; "Settle down now kids, just play the 4%#0%* thing, OK?". Wizened and spiritually bolstered by these words of motivation, it was time to investigate further.

"That sounds like two boys having fun" offered Andrew as he approached for his next hourly visit, venturing far from his new roost on the other side of the office.

"Yeah" was the best we could manage, way too busy we were, laughing hysterically and pummelling HYPER's well worn control pads. In many years time, I know, I will remember with warmth and fondness the first time I played this classic. Chances are, I'll still be at it.

No Frills Thrills

Unirally's magnetism comes entirely as a result of it's pure simplicity. It's a Tetris sort of simple, except that you're zooming along at a zillion miles an hour. Fast 'n furious no frills thrills.

Getting up and running in this game doesn't require a measurable IQ. In fact, clever people will only be stricken with puzzling dilemmas like "how come there's nobody on the bikes?". No, with this game you just have to accept it and go with the flow. The bikes are just bikes, OK? Think of them as inanimate objects which have just attained self-awareness. You will race these bikes, across a series of twisting, looping, high-speed circuits where acrobatic trickery is the key to success.

Just holding down the direction pad will carry your bike through to the finish line - no problems, no

fun. A little tap, tap on the buttons though and the game really opens up. The caper is to perform stunts wherever possible, both to boost your speed and point score. There is a basic jump function for the bike, not a lot of use alone, but combine your moments airborne with the other manoeuvres available, and the fun quotient goes ballistic. The bike can be made to spin through any axis, this not only looks pretty, but has the charming side-effect of a rapidly increased velocity (you go faster). This is the key. The more outrageous your stunts, the more speed you put on when you hit the deck again.

Spin Dizzy

Races therefore, are insanely hectic and spin-dizzy affairs, with the most fun being had via the 2-player option. The circuits vary wildly too, each has a distinctive flavour and no two are alike. There is a flat-out drag-race with not a single hill or bump, mad hops with as many twists and loops as you can manage being the order of that day. For the most part though, the circuits rush through crazed twists and roller-coaster plummets. Steep drops are your best friend, a wee hop at the start will have you spending most of your downhill time airborne - gyrating wildly as you fall. Another does away with the finish line completely, instead it's a point contest for the most trickery conducted within a set time limit, a skaters half-pipe the venue (got whupped on that one, skate-punk Mark feeling right at home).

This is a must-own classic. As a two player game Unirally truly shines, winning depends entirely on skill - it's just not possible to place any faith in luck. The frantic pace leaves Sonic still doing up his laces, and the brilliant track design makes sure things never get out of hand - you always stay in control. Looking good is another large plus, everything has a shiny rendered look and the whole package simply reeks quality. This isn't a rental game funsters, Unirally is one to buy.

SNES

Available: NOW
Category: RACING
Players: 1-2
Publisher: NINTENDO
RRP: \$49.95
Rating: G

HYPER >> 41

VISUALS 76

Simple game, simple graphics. Simple really. Cute touches impress, like the bike seat which swivels around to look backwards if your opponent is gaining.

SOUND 67

Game designers scientifically develop soundtracks which are capable of sending you insane within 30 minutes, this is no exception.

GAMEPLAY 91

Aced it! Not a game for an all day epic, but in short bursts there is little out there that's more fun. A blessing for two player thrills.

LONGTERM 86

Amazingly this takes ages to master, but only a couple of minutes to pick up the basics. A gem. It's replay value is astounding, thanks to its sheer addictiveness.

OVERALL 86

Lively, exciting, fresh and completely original. About time. Both casual and serious game freaks should take a look, this is a game that everyone can love.



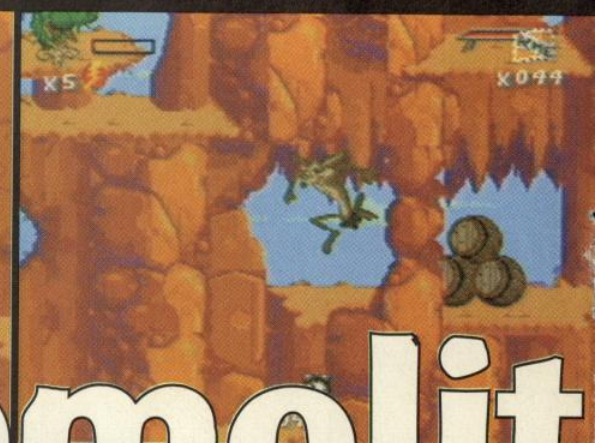
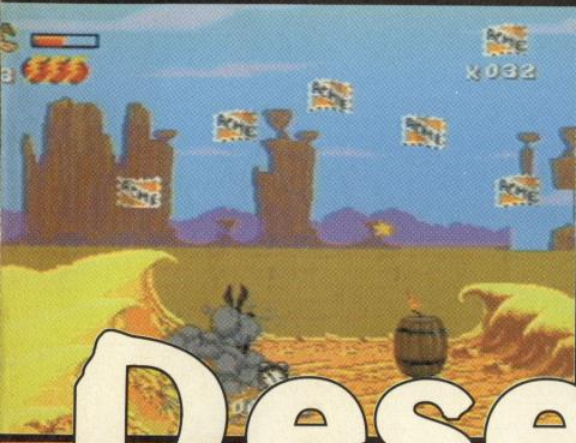
HURTIES!



GOT A SEC?



I'M A ROCKETMAN...



Desert Demolit



W.E. COYOTE USES AND RECOMMENDS ACME PRODUCTS





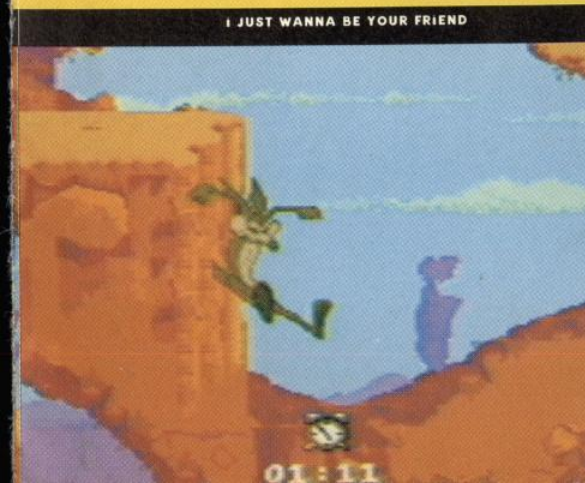
DESERT DERRING-DO



ion



I JUST WANNA BE YOUR FRIEND



01:11



Meep, Meep! The clever Road Runner and the stupid yet persistent Wile E. Coyote have made it to video game stardom at last! **STRETCH ARMSTRONG** joins the chase...

Platform games now find themselves divided into two distinct camps, the Blockbuster and the Couldn't-Bust-A-Block-If-They-Tried-Busters. The Blockbusters are distinguished by the fact that they are actually good and perhaps even slightly original. As result of these rather basic but decidedly admirable traits, people love to play 'em, they sell by the bucket load, their creators become rich and they are regularly re-released with a Roman numeral after their title. Games such as Donkey Kong Country, Earthworm Jim and good old Sonic fall within this category of super game.

The second category of games (nicknamed "Crap Games" by industry insiders) usually take the few good ideas from the Blockbusters, water 'em down to the lowest come denominator and them crank them out like nobody's business, featuring vaguely different characters each time. Crap games are, as the name suggests generally pretty crap but they're not a total dead loss - they'll always be based on character and, if you like that character, you may like the game regardless of how many lame platform cliches it incorporates. Whether your preferred poison is Star Trek, Ren & Stimpy or Dracula you'll find a crap game with your heroes in it but, what the hell, play-

ing it will still be more fun than watching Just Kidding or Australia's Most Bogus Non-Spontaneous Home Videos.

Predictable but Cool

I won't pretend that Desert Demolition is a blockbuster; it's as formulaic and predictable as an LA cop on an amateur video, but it is saved from total despair by the antics of the great Wily Coyote and the Roadrunner. Sure, they're from the more innocent age of cartoon heroes, and they neither cough up hairballs nor eat snot, but you can run a line straight through the Coyote's inability to do anything right and draw it all the way to our beloved Homer Simpson. Of course, the game is as basic as your haircut, trundling out several levels of platform pursuit in a variety of locations, none of which will really test even the intermediate gamer, but at least the characters are cool, the sprites are well drawn and responsive and Macauley Culkin has nothing to do with any facet of the project.

From Red Rock Rendezvous to the Aladdin-like cityscapes of the interestingly named Buttes & Ladders level (maybe Homer did have a hand in this) you'll guide the hapless Coyote on a (perhaps) hopeless quest to nail the smart arse beep-beeper while trying all the while to avoid the more useless ACME devices littered along your path. Some will actually help you, as will the platform staples of power-ups, points and energy restorers scattered along the way. One welcome addition to the usual platform scenario is the time clock that ensures the Coyote's level exploration will have to be frantic, even when the Roadrunner is not within his grasp.

Little gamers should find this a lot of fun, but whether little gamers give two hoots for these old Looney Tuners anymore, I don't know. Others will be initially charmed but in the long term will wish they had rented instead of purchased. And does the Coyote finally get to throttle his arch enemy? Well, you'll have to make it to the last level to find that out.

MEGA DRIVE

Available: NOW
Category: ACTION
Players: ONE
Publisher: BLUE SKY
RRP: \$69.95
Rating: G

HYPERR 43

VISUALS 80

Good sprites and backgrounds straight from the cartoon. Nice animation too

SOUND 72

Lots of "meep-meeps" but nothing else too startling.

GAMEPLAY 75

Standard platform moves and controls, but it can get a bit frustrating in places.

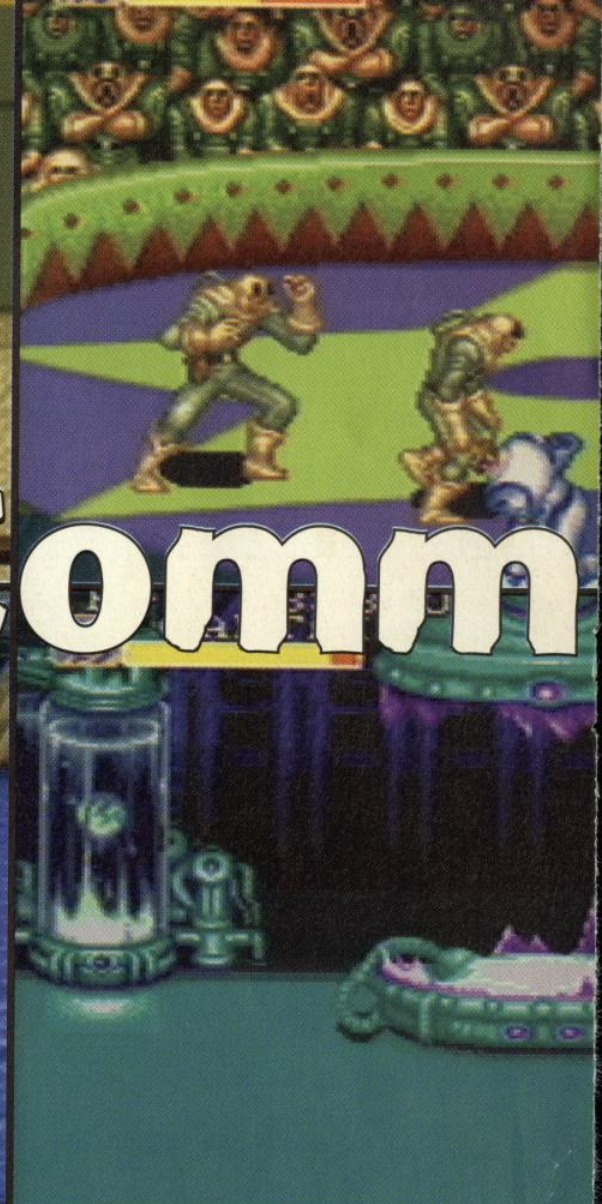
LONGTERM 65

This is where it'll struggle - a fair bit too easy.

OVERALL 74

Fun characters spark up a generally run of the mill effort.

Captain Comm



SORRY, I THOUGHT IT WAS A WATER TAXI



LET'S ROCK!

CAN WE TALK THIS THROUGH?

STREET CLEANING



COP THIS!





Is this just another cliché beat 'em up game? Will this trend of re-hashed has-beens go on forever? It's a big YUP to both, but sometimes we don't mind a bit. **BEN MANSILL** takes his bad attitude to the streets.

When an unbelievably simple game concept has been flogged to death, it doesn't mean the whip should be put away prematurely just because there's no life left in the old beast. Take this clever concept for example; a fighter takes on waves of baddies as he moves continually to the right, at regular intervals a monster Big Dude will appear and require a little bit of extra attention. Countless games have followed this premise, with Double Dragon probably being the most famous.

Bells, Whistles & Steak Knives

Captain Commando is Double Dragon with bells, whistles and steak knives. It's also a more lavish production than any previous game which has followed this formula. Whether or not this new improved gloss does the game any favours is questionable though. But a classically simple and perfectly playable game ain't all bad, regardless.

Fortunately Captain Commando comes up trumps in the all important fun dept. Thanks mostly to luscious graphics and clever gameplay, it offers a meaty biff-fest with a surprising re-playable quality. Sure, all you do is continually hammer your way through to a predictable final confrontation, but the trip is an enjoyable one.

Four fighters are available, each of which packs different weapons and moves. A special attack for each fighter packs a wallop mighty enough to clear the screen of most incoming enemies, but can only be used for a limited period and is best saved for end-level bosses. Which character you choose depends largely on your personal style, for all are capable of doing the job well. The Mummy has the most effective special attack, with a mad spinning knife slash that takes out anything in its path. It's also the only special move you can use and

keep moving. Captain has a Jax style ground shattering punch, but with only limited range, while both Ninja and Baby let loose with a lethal explosion - but again only short ranged.

Normal attacks make use of nothing new, but are still challenging fun in a traditional sort of way. An unexpectedly hefty array of kicks and punches make for some passably creative fighting. Street Fighter II it ain't, but at least half a dozen basic moves per character will keep you perfecting those techniques for ages.

Flaming De Vito's

Enemies always attack in large groups (naturally), but thanks to sensible and responsive controls it never gets totally out of hand. Your kicks and punches have a long reach, which helps too. Most foes just attack with close-in punches and offer little challenge - apart from their arrival in such large numbers. Some throw things, but a barrage of steak knives is easily dealt with by dodging up or down the screen. Worst of all are the little Danny De Vito's that spew forth a lethal flame attack. It renders you instantly dead and is very tricky to avoid because they are faster and more agile than you. Pure skill will get you through, which is a credit to the game's well balanced design. Throwing other baddies into the flammers path is the most effective solution.

Diversions to the steady onslaught come infrequently, but when they do it's wake up and pay attention time. There is an arena where escape is impossible until all foe present are vanquished, as well as a funky hoverboard sequence which adds a bit of Road Rash to the mostly flavourless recipe.

Captain Commander adequately pulls off a design concept which has been done a zillion times before. This is not what the world needs, but it's a harmless diversion from better and more complicated games. So if you like your games repetitive and flavourless but done in a high quality way, don't feel embarrassed, just grab Captain Commando and have fun.

SNES

Available: Now
Category: Beat 'em up
Players: 1-2
Publisher: Capcom
RRP: TBA
Rating: TBC

VISUALS 78

Nothing new, but the worn-out "seen it all before" style is quite well done. Character movements are a little jerky, but it doesn't detract from the simple fun.

SOUND 74

Oomph, biff, blatt, grunt. Heard it all before, don't mind hearing it all again.

CAMEPLAY 72

Fresh, new and exciting - not! This sort of game has been done countless times before, but if you like the style then you'll do it all again.

LONGTERM 67

Just keep playing until your brain kick-starts again, then give it away for ever.

OVERALL 72

Reasonably high quality crap. I had fun but felt the boredom coming on quickly. Good for a rental weekend.



CREDIT 5



The Punisher



THE TRANSIT AUTHORITIES NEW SECURITY GUARD

2 PLAYER PROFILE

NICK FURY
NAME: NICK FURY
AN AGENT FOR
S.H.I.E.L.D.



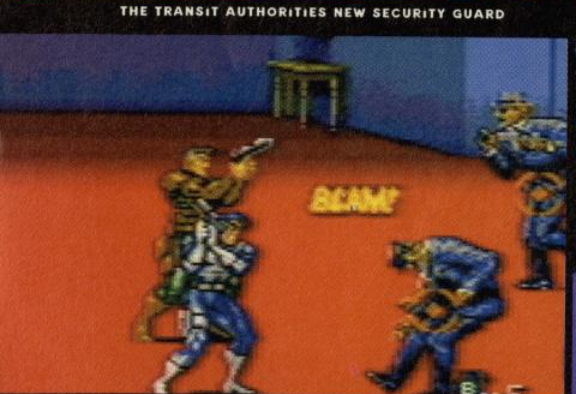


PRESS OR 2P-START

ULTIMATELY COOL HUMAN BEING

PUNISHER  **NICKFURY**

BIG BOYS READY TO PLAY



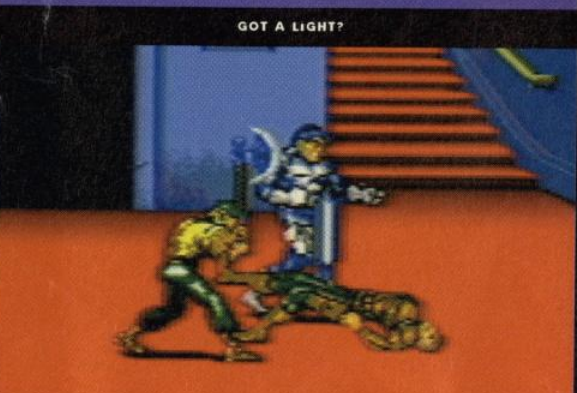
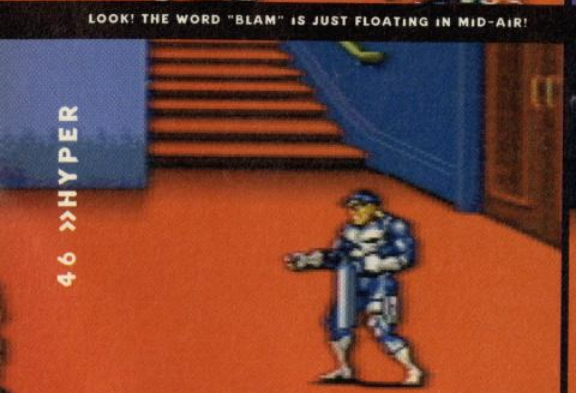
LOOK! THE WORD "BLAM" IS JUST FLOATING IN MID-AIR!



GOT A LIGHT?



LET'S TANGO!



MEGA DRIVE

Available: NOW
Category: SCROLLING
BEAT 'EM UP
Players: 1-2
Publisher: CAPCOM
Price: \$89.95
Rating: TBC

The Punisher is a bit of a brutal name for a superhero, but it suits this game down to the ground. RUSSELL "Fists of Fury" HOPKINSON is the one who is suffering...

I have to admit I've got a soft spot for those arcade style scrolling beat 'em ups but this one really didn't impress. It's almost like an 8 bit game; scrappy graphics, stilted animation, sloooowww scrolling and only two (yes, two) buttons on the controller used.

Batman With Knobs On

The Punisher is one of those pulp comic book heroes, sort of a Batman with knobs on, who saw his whole family get wasted by "the Mob" and vowed to take revenge. Because of the fact that Punisher is such a to bloke he never uses his gun unless he's being fired upon, all he seems to do is walk around and beat heads (whilst all the time agonising over the death of Mrs. Punisher and all the little Punishettes). In short he is the perfect candidate for a role in scrolling beat 'em up.

This game is like a poor cousin to just about any of the big players in the genre (Streets of Rage, Final Fight, Double Dragon etc) and consequently is of no real value to all but the most obsessive of scrolling beat 'em up fans (we know you're out there) and the few comic book fans who still read mindless guff like this.

Still, The Punisher is pretty good for a laugh. A lot of the action seems to involve emancipating young ladies from the clutches of the mob (some even kiss you in gratitude, 'aw shucks) and most of the villains are your standard street scum. You can pick up weapons dropped by guys you've wasted and when you encounter toughs armed with pistols, you whip out your trusty icon just like in the comic books themselves.

The two button control system is pretty lame but practical; "A" is punch (or shoot) and "B" is jump. "A" and "B" together controls special moves and if you jump and use the special move, The Punisher throws down a grenade to waste all who oppose him. Moving up close allows you to use the "A" button to execute wrestling style body slams and a quick "B" then "A" produces a flying kick.

Bleeding Opponents

Beyond that there's not much else that ol' Punishy does. Each scenario is linked with simple yet effective storyline bits where our hero picks up a bleeding opponent and shakes him until he gets the whereabouts of the next scenario. At the end of each level there are bosses that get progressively harder to tackle and most have nasty superpowers like lasers that you have to avoid. In two player mode T.P. is joined by his mate Nick Fury who, if the truth be known, is a bit more fun to play than the game's namesake. His special moves are a bit more classy and he seems to be a bit tougher.

The graphics are very basic and everything moves in an awkward, stilted fashion. The backgrounds look like just about every other scrolling beat 'em up, lots of back alleys and deserted dockyards. You know the stuff. Soundwise, non-descript is about the best description I can think of and includes some typically Capcomesque annoying game music. Everything about this game bleeds a kind of indifferent averageness. It's like Capcom and Marvel Comics have strung this together to wring the last few dollars out of the Mega Drive before the world of 32 and 64 bit Mega Consoles makes this programming lark a whole lot more expensive.

All in all, if you like the Punisher series of "graphic novels" (they'll always be comic books to me) and you don't mind a bit of biff on a rainy night when everything on telly is utter tripe, then The Punisher might just be a rental option.

HYPER >> 47

GRAPHICS 45

Several miles short of fantastic.

SOUND 40

Yes, it does have sound.

GAMEPLAY 60

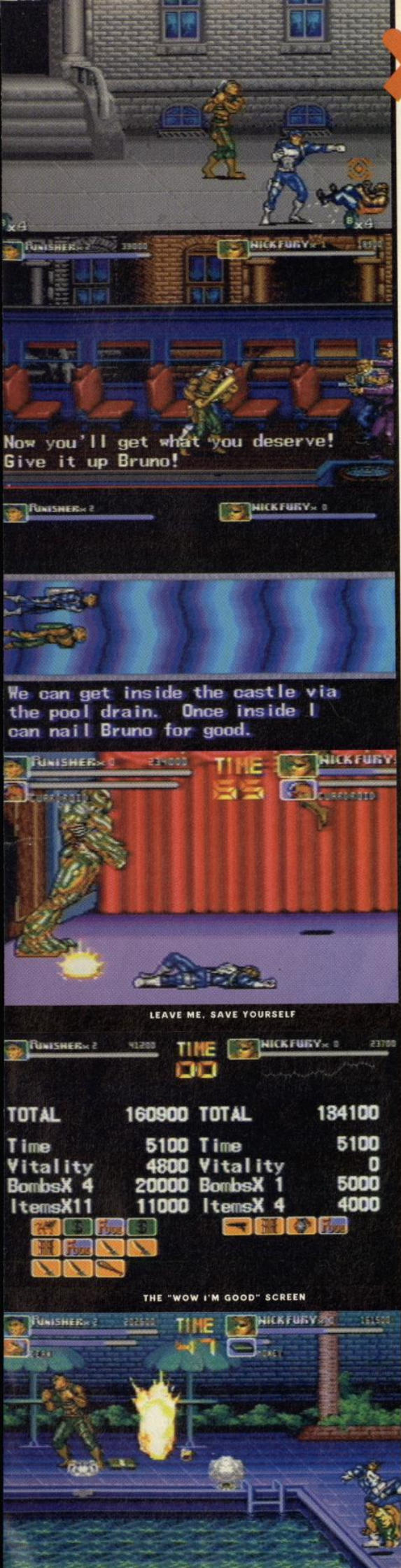
Two buttons!!!! What the *@#\$ do you think they invented the six button controller for? For fans only.

LONGTERM 42

One night's entertainment - maximum.

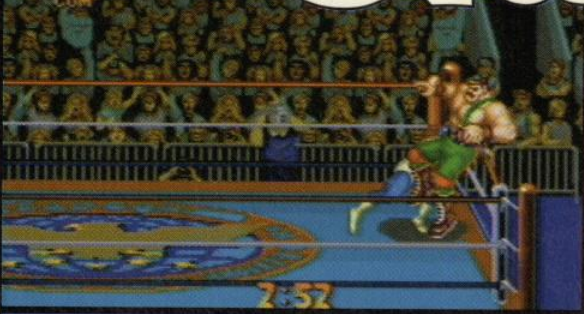
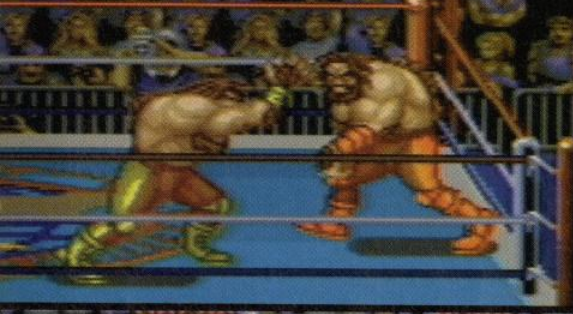
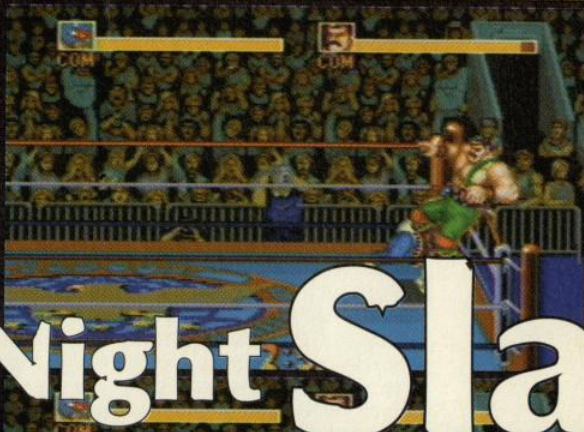
OVERALL 48

Do you still need this game after what I've said? God, you're weird



THE "WOW I'M GOOD" SCREEN

Saturday Night Slamma



The Great Oni



鬼 零 蘭

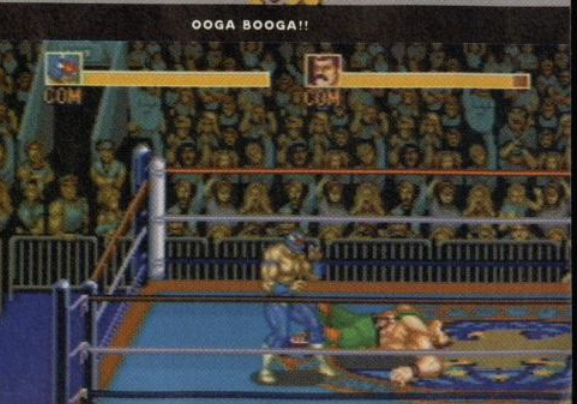
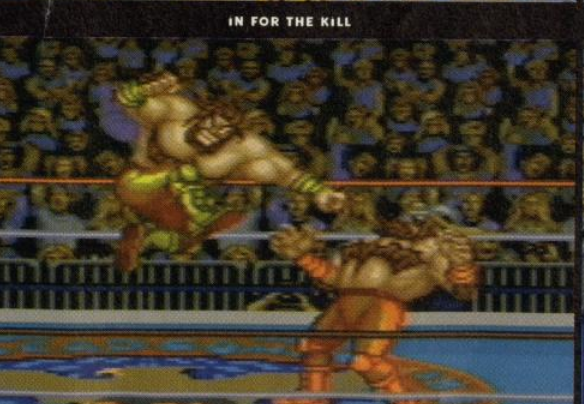
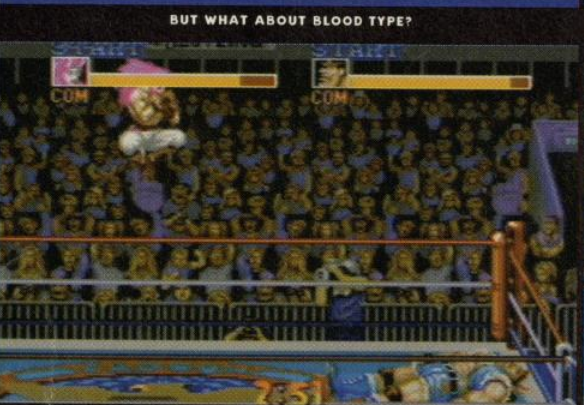
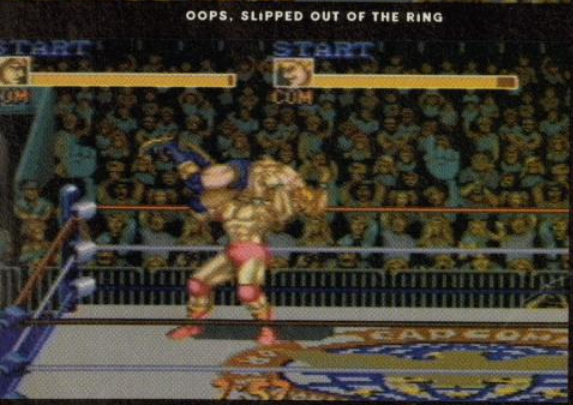
- Ht.: 6'11. Wt.: 221 lbs.
- Home Town: OSAKA, JAPAN
- Favorite Attack: NECK WRECKER
- Profile: COULDN'T CUT IT IN KABUKI SO HE TOOK UP WRESTLING.

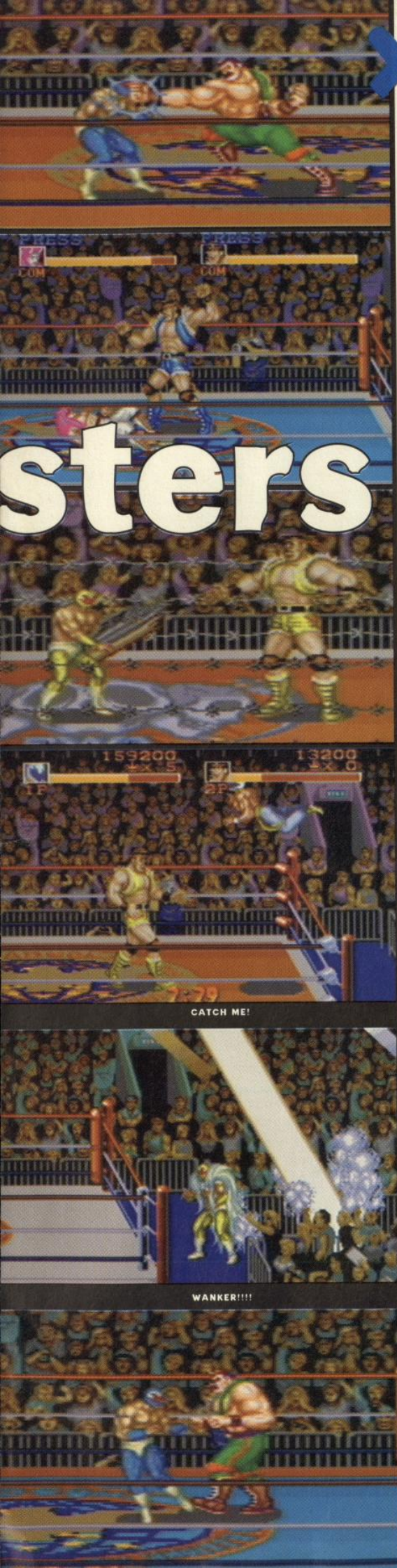
Biff Slankovich "The Rocking Ruskie"



Slankovich "The Rocking Ruskie"

- Ht.: 6'11.4in. Wt.: 264 lbs.
- Home Town: KIEV, RUSSIA
- Favorite Attack: HEAD ROCKER
- Profile: LIKES AMERICAN HEAVY METAL.





Slammasters

Two big, sweaty men hammering away in the ring. Cheering fans scream for blood, well, go on, give it to them! Ben Mansill wrings the sweat out of Capcom's latest (greatest?) biff-fest...

There's absolutely no need to mention the hopeless joke that American Wrestling is, so I will. The whole charade is completely choreographed, with any element of competition entirely absent. It's nauseatingly unwatchable, but because they are sooooo different the Americans not only love it, they actually take it seriously. Weird.

Slammasters from Capcom, on the other hand, is the complete opposite. It is immensely entertaining and a tough challenge in the funnest way possible. Fair dinks. Still, there is no need to reconcile fantasy with reality (if you're able to tell the difference), the game is in a class of it's own, truly poing on the alleged "sport" we see when Wide World of Sports shows the silly Yank Wank.

Pummelling Pleasure

Slammasters has an unmistakable Street Fighter 2 feel to it, which really comes as no surprise. Aside from the obvious stop-motion cartoon characters, there are moves and combos which smell so much like Capcom's cash cow it's uncanny. The fighter bio's even hint at slight links between characters of each game. Comparing the two would be misguided, there are strengths and weaknesses in each. For outright fun though, Slammasters had the crew in a state of giggling silliness truly befitting our juvenile minds.

Ten different fighters are available for your pummelling pleasure. Naturally, each have their own specialties, with secret moves hidden amidst the usual torturous control pad combos. Our review copy was a pre-production sample without any documentation, but a little experimenting revealed some very tasty special attacks. These were a variety of unlikely and physically impossible super-moves, great fun they were, but the real joy in a Slammasters bout comes from good old fashioned, traditional ultra-violence.

Close-quarters kicking and punching are a pleasant enough way of breaking some bones, most fighters have a fairly equal reach and none have any unfair degree of power. The end result is a fairly matched contest of pure timing. Combat (it's spelt with a "C" kid-

dies) just wouldn't be fun though, without pulling the outrageous moves we see the actors/dancers do on telly. A staple favourite is to climb onto a corner post and launch a flying attack. The ring is quite large but as long as you aren't playing as one of the super-obese dudes, you can pretty much cover most of the ring with this attack. Another favourite is to launch your opponent into the springy rope, hammering him on his out-of-control return journey.

Smell My Armpit

For maxing out your efficiency, every successful attack should be immediately followed by a "smell my armpit" pin. Unless you're on the other side of the ring when your opponent takes a big hit, this is dead easy and super effective for knocking the stuffing out of his power meter. Taking a big hit leaves a fighter concussed for a few precious and agonising seconds, just flop onto them with a tap of the "C" button and watch their energy plummet. Bear-hugging your hapless victim then lifting him above your head also provides a neat opportunity for a pin, just jab C as they fall and you'll follow them down, holding them on the mat until they struggle free.

Generally, you can choose either a lumbering fat man or a nimble acrobat. There are in-between compromise fighters too, but a player's individual fighting style can be expressed through choosing a fighter that suits.

The tournament travels through nine countries - including Australia. Ho hum, but this normal mode instantly becomes passe once you play the special Deathmatch mode. Here the springy rope is replaced by electrified barbed wire and the crowd throws all manner of garbage into the ring during the fight. This is good! You can pick this stuff up (door, safe, bottle etc.) and beat your opponent about with your new toys.

For those totally bored with Street Fighting, this offers fresh thrills with the same flavour. We love it and you will too.

MEGA DRIVE

Available: MAY
 Category: BEAT 'EM UP
 Players: 1-2
 Publisher: CAPCOM
 Rating: G8
 RRP: \$99.95

HYPER 49

VISUALS 86

All the Razzamatazz you'd expect from wrestling. Detailed backgrounds and great characters really make you feel like you're there in the ring with a mutant publicity-seeker.

SOUND 74

Nothing special, but then this game doesn't need more than the regulation oomph, biff, grunt.

GAMEPLAY 86

Addictive and challenging. Friendly to novices yet rewarding to masters. Special moves in abundance, but perfectly perfect with the standard set of attacks.

LONGTERM 86

See above. Fight freaks now have a whole new world of bone-crunching fun to revel in. There's months worth here so rejoice!

OVERALL 85

There is a Capcom style and this is drenched in it. Eminently playable with many tricks and skills to learn first, then master. An excellent arcade conversion.



PRETEND YOUR MEGA-CD IS A SUPER-COMPUTER



WHERE'S HARRISON FORD WHEN YOU NEED HIM?



Snatcher

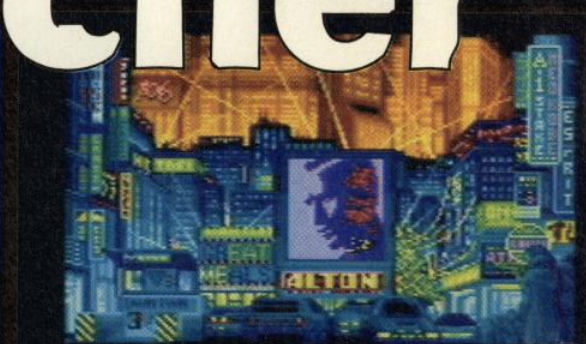


MOVE
LOOK
INVESTIGATE
ASK
USE JORDAN
POSSESSIONS
USE METAL GEAR

HMMM, TECHNOLOGY



MY, WHAT A HANDSOME FELLOW



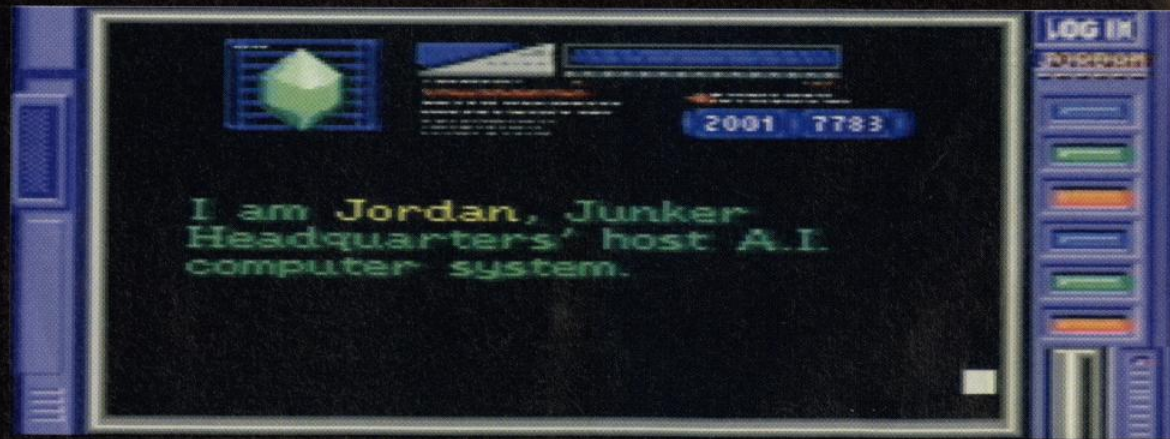
Metal Gear
This place is well known as a rendezvous spot for couples.

HOLDING HANDS IN PUBLIC, SHAME!



lian
EYAH, YEAH. LOVE, LOVE. Do
you know where I can get some?

PHWOAR! THIS IS RUDE!



MEGA CD ATTAINS SELF-AWARENESS, TAKES OVER WORLD



50 »HYPER



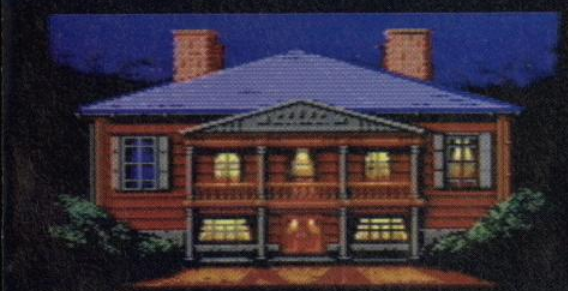
Metal Gear
My duty is to support you and observe that you are properly carrying out your responsibilities as a Junker.



NO, NOT A TYPING TUTOR



I DON'T THINK I WANT TO BUY WHAT HE'S SELLING



ENTER TURBOCYCLE
LOOK
INVESTIGATE
POSSESSIONS
USE METAL GEAR

HOMELY!



No, it's not a game about ripping off Grandma's handbag, nor is it about some other things we can think about but not print. Instead it's a new adventure game for the Mega CD. BEN MANSILL investigates...

Designers of Mega CD games seem to be exploring every known game genre in the search for a worthy game. Konami's latest attempt is *Snatcher* and surprise surprise, it's a good old fashioned adventure game. Even bigger surprise, it's actually a decent play.

Snatcher succumbs to a few of the traditional adventure game shortcomings: it's very linear in many sequences and stuff-all moves. These afflictions are common amongst adventure games, regardless of the platform, usually though a game's substance and sheer quality will carry it through. Luckily *Snatcher* has enough going for it that any negatives are only minor, after a while you'll be so engrossed it's unlikely that you will even notice.

Chisel-jawed & Impossibly Cool

Plot-wise, the game has you taking the role of one Gillian Seed. The typically chisel-jawed and impossibly cool character is employed as a Junker (Japanese Undercover Neuro-Kinetic Elimination Rangers) by the city of Neo Kobe. The year is 2047 and cut of my legs and call me Stumpy if it isn't another post-apocalyptic nightmare world of the future. The city has a very (dare I say it) *Blade Runner* feel to it; hard times, hard men. Aside from all the usual problems associated with life after nuclear war, mankind must now contend with evil invaders known as *Snatchers*. These bio-mechanical horrors have the unpleasant habit of taking on the physical appearance and personality of their recently wasted victims. Nobody knows where they came from or how to stop them, you may just find out though, during the course of the game in your role as a Junker.

Thinking of the classic B&W Sci-Fi *Invasion of the Body Snatchers* or its abysmal Leonard Nimoy sequel will only throw you. Nothing more than the very basic plot and a bit of the name has been ripped off, this mystery needs you to start fresh.

Keeping you company through your quest for truth, justice and spilt blood is a cheerful little R2D2 clone known as *Metal Gear*. Reliable for smarmy wise-cracks and sometimes useful advice, *Metal* also performs most of the tedious game functions

for you. During play the familiar adventure game cursor is absent, if you want to check anything out in a room a menu will list the perusable items present, with *Metal* doing the looking at each selected item. Initially this system makes you feel somewhat removed from the action, but soon you feel comfortable with it. Face it, clicking on everything in a location just isn't fun, it's plain dull in fact.

No Mucking Around Interface

Each location presents you with a menu of things which can be done. If someone is present you can usually choose talk or ask, while objects of interest can be looked at or given the once-over by examining. The no mucking around interface easily satisfies all the requirements of the game, most play time is spent scrolling effortlessly and thoughtlessly up and down the menus, leaving you free to focus your energies on the really important aspect of adventure gaming, namely figuring out the complex inter-linking threads of evidence.

This pattern of RSI-free brain work is occasionally interrupted by the only serious weakness within the game. From time to time you must take on various nasties in an arcade shooting sequence that has a staggeringly bad design. With a control pad you have only a slight chance of doing it successfully, even less of actually enjoying the experience. Try playing *Lethal Enforcers* or *Demolition Man* with only a control pad to get the idea. *Snatcher* does support a *Justifier Gun*, so all is not lost if you pack one of these toys.

Snatcher divides the fun into three distinct segments, in the opening the evidence must be accumulated, the second is mostly shooting (and mostly sucks), the final is the coming together of the plot and is a satisfying pay-back for all your hard but enjoyable sleuthing.

It's beyond question that PC'ers have the best adventure games, but with it's honest quality, *Snatchers* shares the fun with console-players bored with their usual fare.

MEGA CD

Available: NOW
Category: ADVENTURE
Players: 1
Publisher: KONAMI
RRP: \$89.95
Rating: M 15+

VISUALS 74

The letterbox view of your static surrounds is both functional and flavourless. Characters are very Anime in style; all the girls look like Barbie, the boys Ken.

SOUND 73

The music has been carefully crafted to induce screaming madness within seconds. Full-talkie bits are nice though. Atmospheric noises are strangely absent.

GAMEPLAY 84

It's as much above competent as it is below brilliant. A juicy plot and the freedom to go anywhere and do things in any sequence are the strong points.

LONGTERM 73

Not really. Adventure games are never as good the second time. Still, it's a big game for the money and will satisfy for at least a while.

OVERALL 78

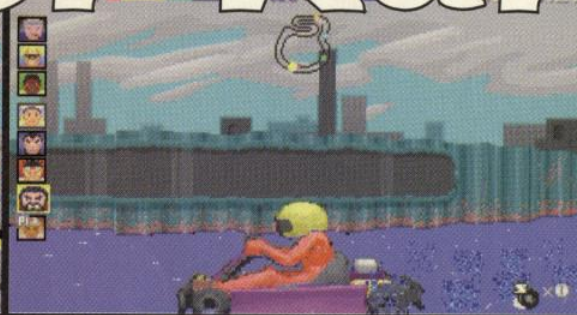
Suits the Mega CD perfectly, with static low-res graphics and lots of them. Plot, style and almost compulsive gameplay are the focus here.



LAP 1 OF 2 FUEL 54 KPH BEST: 14 SEC.

LAP 1 OF 2 FUEL 9 KPH BEST: 38 SEC.

LAP 2 OF 2 FUEL 33 KPH BEST: 20 SEC.



LAP 1 OF 2 FUEL 48 KPH BEST: 20 SEC.

LAP 1 OF 2 FUEL 13 KPH BEST: 52 SEC.

LAP 1 OF 2 FUEL 39 KPH BEST: 20 SEC.



TEN HOURS AND STILL NO MACDONALDS

TWO PLAYER THRILLS AND NOT A SHOT FIRED!

HEY BORIS. WAIT FOR ME



WHY WORRY MELBOURNE. INNER CITY RACING WORKS!

I LOVE THE NIGHTLIFE

IT'S NOT EASY BEING GREEN

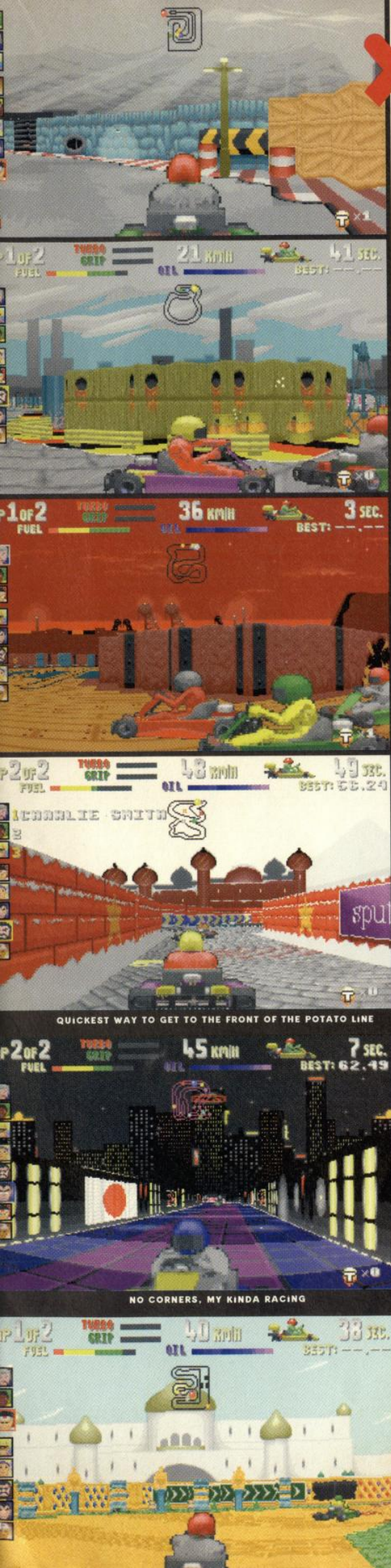


LAP 1 OF 2 FUEL 39 KPH BEST: 62.49

LAP 1 OF 2 FUEL 30 KPH BEST: 24 SEC.

LAP 1 OF 2 FUEL 32 KPH BEST: 32 SEC.

Super Karts



Strap yourself in kids. It's time to go go-kart racing. HARRY MARAGOS likes his fun down low and fast, with a bit of push and shove being a lucky bonus...

Super Karts would have to be the most sophisticated go kart racing simulator to burst onto the PC market. Unfortunately, apart from Wacky Wheels, it's also the only go-kart racing simulator on the market. Virgin have released Super Karts in an attempt to corner a much younger racing car audience and looks like they might be onto a winning product. The game makes no pretensions about being an accurate racing simulator; it is a full-on, in your face, 3D arcade action racing game with a cartoon-style look and feel.

On the Skids

The plot of the game is simple. Slide your kart through hairpin turns and skid around obstacles in an attempt to cross the finish line first. Although it is reasonably easy to overtake your opponents, staying in front is a little more tricky. Fortunately, strategically placed on the track are powerups such as turbos, oil slicks and even bombs for you to collect and use against other drivers. This gives Super Kart an edge on many other PC racing games.

Super Karts comes complete with a number of player options. For an added challenge, there is a two player split-screen racing option. Select this option and you can simultaneously compete against another human racer as well as the additional six computer generated drivers.

Now if the two-player option sounds great, then hold onto your kidney belt and strap on your helmet, because there is also an eight-way network option. With this mode you can experience all the thrills and gut-wrenching disappointment with up to seven other opponents. Imagine exchanging greetings as you swipe them into an unsuspecting wall, or overtake them at high speed to steal first position in the final stretch.

Super Karts uses a real-time 3D graphic engine which according to Virgin, allows the 3D texture mapped graphics to be pumped out at 60 frames per second. Seeing the game in action you can be forgiven in thinking the game was created by iD software. The game does incorporate "Doom-style" backdrops but that's where

any comparison ends. Although at times blocky, the graphics create an incredible feeling of depth and speed through the use of smooth texture mapped environments.

The soundtrack consists of three CD quality dance tunes. While interesting to listen to, it does little to sustain atmosphere to the game. Fortunately, this is compensated by the sound FX. Multiple engine sounds, that occur when other cars are near, are nicely done and not too over bearing. You can actually hear the other Karts roar as they approach the turns, which actually enhances your situational awareness.

Gameplay Tweaking

The game boasts a number of gameplay tweaking options, from controlling the number of animation frames you want, to the sensitivity of the steering wheel. In addition, the player can select from a number of camera positions to allow different views and perspectives. Super Karts does perform very well. The game engine is quite fast, and runs smoothly in high detail mode even on a 486SX. It may slow down slightly in the split-screen mode in high detail, but this can be adjusted by reducing the detail.

The controls are very responsive and easy to use. However, expect agonising moments if you intend using the keyboard in two player mode. The PC cannot handle the flow of traffic coming from the keyboard and the game simply falls apart. Nevertheless, the game supports most joysticks, even ye old faithful Thrustmaster. Better still, if you are fortunate enough to have a virtual headset then you can enjoy the ultimate driving experience, as Super Karts takes full advantage of the headset.

Overall, Super Karts has a rich variety of features, good music, impressive VGA-256 graphics and exciting gameplay not seen in many other similar games. It is not going to compete with IndyCar Racing as far as realism is concerned. However, if you're just looking for a speed rush without the need for the temperature of the tires or the angle of attack on your rear foil, then this is the racing game for you. Although it's "cuteness" may appeal at first to only younger players, gamers of all ages will enjoy it.

PC CD ROM

Available: NOW
 Category: RACING
 Players: 1-8
 Publisher: VIRGIN
 Price: \$99
 Rating: G
 Min Requirements: 486SX;
 4MB RAM; S/SPEED CD

HYPERR 53

VISUALS 72

Sluck animation and functional backdrops, but graphics can get blocky depending on your camera view. Too cute at times.

SOUNDS 68

Listen to the two stroke engine roar. Unfortunately no screeching or the roar of the crowd. Annoying soundtrack.

GAMEPLAY 75

Controls are simple. However, no joystick and it's time to hit the pits.

LONGTERM 80

Without the network option and the game will have crashed and burned. Lacks appeal in one player mode.

OVERALL 78

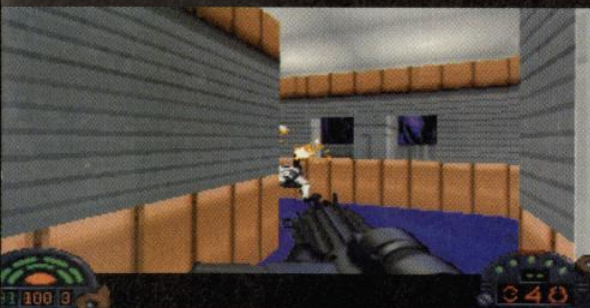
It's the best PC go-kart racing game currently on the market. IndyCar on training wheels.



Dark Forces



GO AHEAD REBEL. MAKE MY DAY



GREAT SHOT KID! THAT WAS ONE IN A MILLION!



NOW LETS BLOW THIS JOINT AND GO HOME



I'M YOUR MAN!



54 »HYPER





IS THIS THING GONNA SELF DESTRUCT IN 5 SECONDS?

I ACCEPT, I ACCEPT!

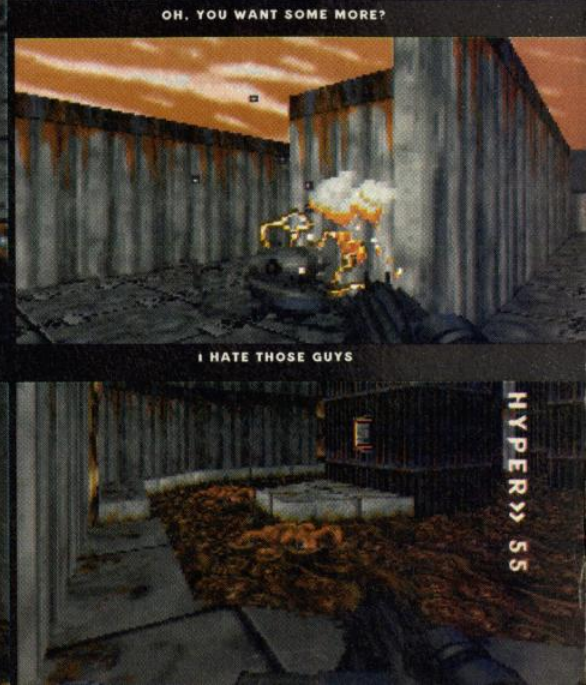
TEN HOURS OF SEARCHING LATER, THE SWITCH!



OH, YOU WANT SOME MORE?



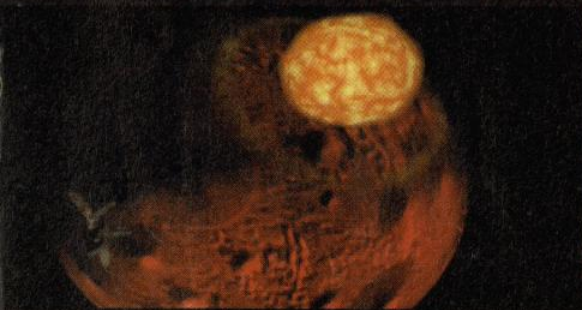
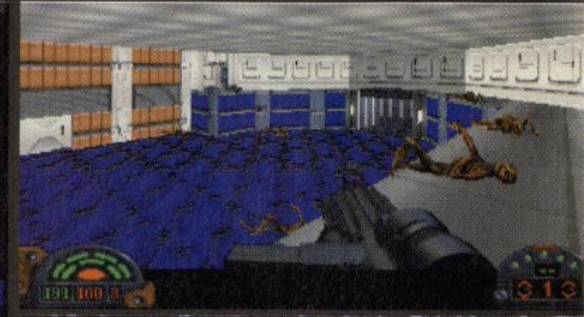
EAT THIS!



I HATE THOSE GUYS

HYPERRSS

Dark Forces - continued



WE ARE LEAVING!

THESE LEVELS ARE LIKE A RABBIT WARREN

IS THIS THE BUS STOP?



DOES THIS HURT?



WANNA PLAY?



CAN WE TALK THIS THROUGH?





No mucking around. Is this better than Doom? CHRIS WHEELER takes on the Empire...

When writing a review I usually start with a paragraph of introduction, perhaps a joke or two, then gradually I start to comment on the game, its various features, gameplay, graphics and the like. I can't really do that with this review because I won't have enough words to tell you how amazingly fantastic Dark Forces is, so I can't waste any time.

If you buy only one game this year buy this. I've had it welded into my CD ROM drive, I'm never playing anything else, I've beaten several friends to death who wanted to have a go, I've stopped sleeping, I've rigged up a drip to provide me with food intravenously... you don't want to know how bad my room smells. I've found my *raison detre*, my reason for living...

A Masterpiece

You might think that Dark Forces is just another Doom clone, cashing in on both the success of the first person perspective shoot 'em up and the Star Wars films. There may be a certain amount of truth to this, but the fact is that DF is one hot game. LucasArts have bought their characteristic style and finesse to this type of game, providing production values and creativity rivalling that of the Doom twins. It would have been very easy for them to have produced a game inferior to this and still made cart loads of cash. It is a credit to them that they have produced such a masterpiece.

The story is well thought out and intelligent. It has you searching for clues regarding the latest Imperial Terror Weapon - the Dark Trooper; robotic super soldiers who can wipe out entire Rebel bases in a matter of minutes. Searching for a way to defeat this enemy leads you through many different types of missions; from search and destroy type raids, to quiet infiltrations, demolition jobs, kidnapping and, of course, the kill-every-Imperial-in-sight mission.

Animated joiner screens show you what the Empire is up to and provide great depth and atmosphere to the plot. Beside the horror of new foes such as the Dark Troopers, old Imperial cronies such as Gartuan guards and Boba Fett keep you on your toes.

Graphically the game is faultless. Smooth movement and excellent 3D environments easily rival the Doom engine's motion, but DF has the added bonus of a vertical axis (you can look up and down). The character and enemy sprites are beautifully rendered, with a wide variety of animations - the first time you blow a stormtrooper ten feet backward with the auto gun is a special moment. However, Dark Forces graphics trump card is its ability to insert true three dimensional objects within the environment. Whilst Doom and its clones creates a false 3D environment via clever programming and design, DF has free floating objects such as the Death Star Plans, your space ship, sentry remotes and the like to add a dimension to first person games not yet seen. Comparing the graphics to Doom II (lets face it, that's what everyone will do), I'd say Dark Forces has the edge (amazing but true).

Best Sounds Ever

The sound effects and music of Doom are two of the features that make that game so brilliant. LucasArts have realised this and placed a lot of time into creating an audio environment as rich as the visuals. To this end they have created the best sound effects I've yet heard in a computer game; laser blasts, impact explosions, power doors, droid buzzes and twirps, remotes humming, wind whistling, water running... all these lovingly recreated in full stereo. Believe me, the first time a laser turret opens up at you, you'll be ducking for cover. With the exception of the awesome shotgun effect, I'd have to say that DF's sound effects also have the edge over Doom II.

Music-wise, LucasArts have created a moody and suspenseful soundtrack, which draws its major themes from the John Williams composed pieces that grace the three Star Wars films. Whilst this music is excellent and provides a great environment for the game, I'd have to say it falls short of the

Gothic sound scape created for the Doom series (chalk one up for the boys at iD).

The gameplay is excellent and beautifully intuitive, with the same grace and ease of motion as the Doods. Bonus features include the map overlay, personal digital assistant which outlines inventory, mission specs and weapons, as well as the ability to alter the difficulty setting for each level as you play it.

Overall, Dark Forces is an amazing game, which, in my opinion, finally kicks Doom II off the top slot in the game-players hierarchy... gee, I never thought I'd ever say that... it's the end of an era.

SECOND OPINION

Dark Forces is a different sort of game to Doom, Heretic or Rise of the Triads. It's shares a 3-D first person game engine with the above titles, but that's where the similarity ends. Playing a Doom game means entering a combat zone, with survival the aim and fear the emotion. Long live Doom. Dark Forces is a 3-D adventure which perfectly immerses you in the Star Wars universe. The levels themselves are your prime enemy, with their population a supporting cast to the fantasy life you take on.

Each new level bears little in common with any other. A new level means an entirely different architecture, mission objective and approach. Wildly different. The levels have been crafted with loving care and sadistic brilliance, each is perfect and complete as a whole - nothing is here that doesn't need to be, although most are larger than any Doom world. Playtesting and fine tuning must have taken forever.

Finishing a level leaves you with a sense of admiration and awe for the effort behind creating them, but this isn't a game to be enjoyed merely for its impressive design, it's a game you give yourself to completely - for that is what it takes to get through. At no time though, do you experience anything less than total immersion, absorbed concentration and exhilarating participation.

The game's graphics exist to complement the gameplay style, not dominate it. Some are quite ordinary, but you don't notice because they are completely appropriate for the level - as with reality, not everything is beautiful. What you hear in the game is, as Chris said, the best ever. Not by much, but the best nevertheless.

Having no multiplayer option is only a credit to the integrity of the experience, this is a solo adventure.

No matter who you are, regardless of what you enjoy most, buy this game. It is rare and special. It is a real achievement, not for it's own sake, but yours.

Ben Mansill

PC CD ROM

Available: NOW
Category: ACTION/ADVENTURE
Players: ONE
Publisher: LUCASARTS
Price: \$99.95
Rating: M15+
Min Requirements: 386DX/33;
8MB RAM; S/SPEED CD

VISUALS 95

One step away from a total immersion environment. Where's my headset?

SOUND 94

You'll feel like you're duking it out with the Empire face-to-face.

GAMEPLAY 96

Easy as pie... Doom veterans will slip right into it.

LONGTERM 95

I know I'm never going to stop...

OVERALL 96

The amount of fun in this game cannot be charted using conventional mathematics. Frontrunner for Game of the Year.





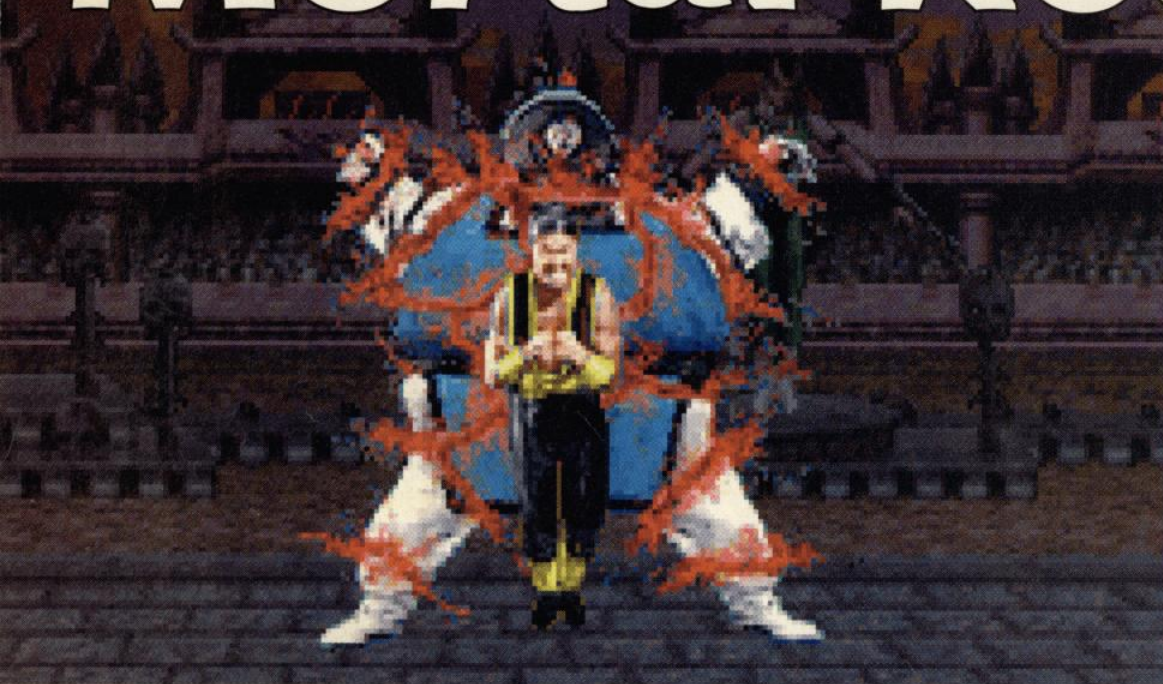
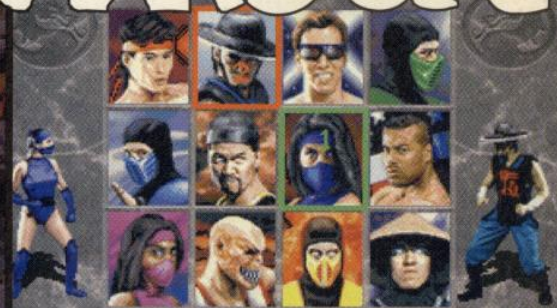
BATTLE: 1



SUB-ZERO 99 WINS 00 KITANA



Mortal Kombat



SH START 67 WINS 01 BARAKA



SCREENSHOT OF THE MONTH!

SUB-ZERO 77 WINS 00 KITANA



HEY! YOU'RE NOT LITTLE RED RIDING HOOD!

PUSH START 76 WINS 01 SCORPION



SCORPION WINS

CIMMERE!

SUB-ZERO 75 WINS 00 BARAKA



BARAKA WINS

... A SET OF STEAK KNIVES!




JOHNNY CAGE

AFTER SHANG TSUNG'S TOURNAMENT, THE MARTIAL ARTS SUPERSTAR DISAPPEARS. HE FOLLOWS LIU KANG INTO THE OUTWORLD. THERE HE WILL COMPETE IN A TWISTED TOURNAMENT WHICH HOLDS THE BALANCE OF EARTH'S EXISTENCE- AS WELL AS A SCRIPT FOR ANOTHER BLOCKBUSTER MOVIE.





The one-on-one splatterfest that everyone seems to love has finally made it to the PC. HARRY MARAGOS takes the Shaolin challenge...

Enough with the Doom clones flooding the market, what real action gamers have been screaming for is to get back to basics. Fighting one on one, with no rules, no guns and no protection. No problem. It seems Acclaim have once again listened to the public's cries, and come up with the sequel to the most successful beat-em-ups of our time, Mortal Kombat. Amidst much hype and controversy, Mortal Kombat II (MK2) finally debuts onto the PC platform.

Now, unless you've lived a very sheltered life, you will have heard a lot about MK2. The following is the readers digest version of the plot. You get to choose one of twelve kooky characters to participate in the Shaolin Martial Arts Tournament. As a participant you have agreed to wager your life in the hope of becoming the supreme warrior and fulfilling your mission. In order to achieve success, you must defeat all competitors including the four-armed Kintaro, and baddest of bad guys, Shao Khan. That's basically it.

Feel My Wrath

As the player you are free to use any means of attack available to you to defeat your challengers, either human or CPU controlled. What makes MK2 different from the plethora of similar fighting games, is the novelty of physically destroying your opponent through the use of a fatality move. Seeing your opponent's arms being ripped from their sockets or their body parts copping a Jeffrey Dahmer adds great entertainment value to the game. Ironically, considering the violent aspect of the game, the player can also perform babalities and friendship moves. Good to watch but not as much fun as beating them to a pulp.

So just how good of a translation is MK2 on the PC? Well it's a damn good one. Comparing the PC version to the console versions, it is clear that the PC version is the most faithful of the bunch. Now, before I earn myself a fatality, let me explain. The SNES and the Mega Drive versions are great reproductions but are somewhat

limited in both the sound and graphics department. For example, having only a 64 colour palette (on the MD) does somewhat hinder the quality of the graphics.

The PC version, on the other hand, comes closest to capturing the look and feel of the arcade game. The graphics are much larger and more defined than the console counterparts. With full 256 colour VGA graphics and fluid animation, the game oozes style. Just perform one of the many delightfully gory fatalities and you will feel shivers cascade down your spine (that's unless it's already been ripped out by Sub Zero).

You Weak Pathetic Fool

The digitised speech and sound effects provide a heavy serving of atmosphere. The deep throated samples, some of which were sadly missing from the Mega Drive version, include such pleasantries as "You weak, pathetic fool" and "Feel my wrath". You even get to hear the crowd egg you on after every direct hit. The background music is not terribly thrilling, but neither is it intrusive. With an Eastern flavour it serves its purpose.

On the playability side, the game is identical to the arcade version. This may not be a great thing because the memorising long strings of joystick commands to perform certain moves is not my idea of fun. Most of the time will be spent wrestling with the joystick trying to trigger one of the infamous fatalities. However, with a bit of practice some fatalities can easily be mastered. Especially in the two player mode.

MK2 will require some heavy duty hardware to run smoothly. Anything less than a 486 DX33 with 8 MB RAM, and you may as well wait for the movie. On slow machines, you will definitely experience some jerkiness and delayed reactions, even with low detail turned on. In addition, you will need a joystick or two. The game is completely unplayable with the keyboard, unless you were born with an extra set of hands like Kintaro.

Nevertheless, MK2 is a triumph and without a doubt the best beat-em-up currently on the PC. Being playable, challenging and graphically stunning, it will surpass any records held by the first Mortal Kombat. MK2 is as close to the arcade version as you will get. Let the gorefest begin.

PC CD ROM

Available: NOW
Category: ACTION
Players: 1-2
Publisher: ACCLAIM
RRP: TBA
Rating: M15+

VISUALS 92

Slick animation and excellent backdrops. The graphics are delightfully gory and blood soaked and the presentation is top notch.

SOUND 80

Plenty of digitised speech and sound effects, and a soundtrack with a distinct oriental feel. Sounds of grunts and groans are amusing.

GAMEPLAY 84

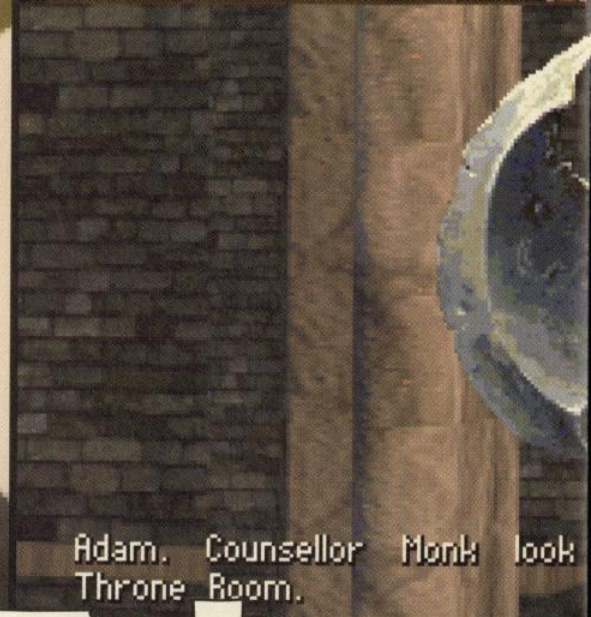
Learning the moves can be tricky and some opponents increase in difficulty at a rapid rate.

LONGTERM 94

Great for letting off steam. The two player mode and variety of players to choose from and master will keep you coming back for more punishment.

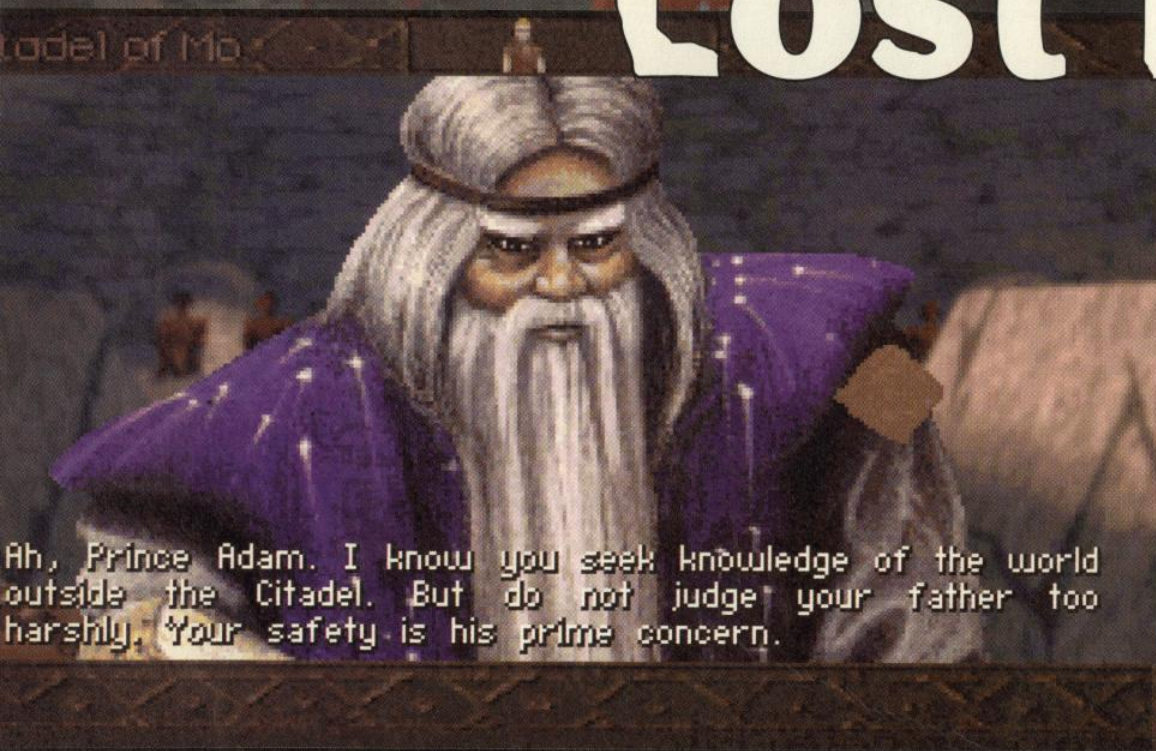
OVERALL 92

Easily the best fighting game on the PC. An excellent conversion.

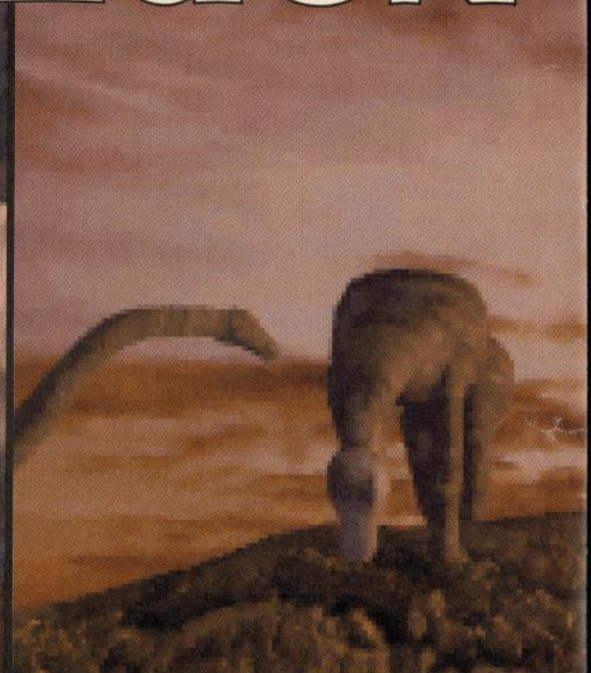


Adam, Counsellor Monk look
Throne Room.

Lost Eden



Ah, Prince Adam. I know you seek knowledge of the world outside the Citadel. But do not judge your father too harshly. Your safety is his prime concern.



PARENTS, THEY'RE ALL THE SAME



INNER BEAUTY



WELCOME TO MY LAIR

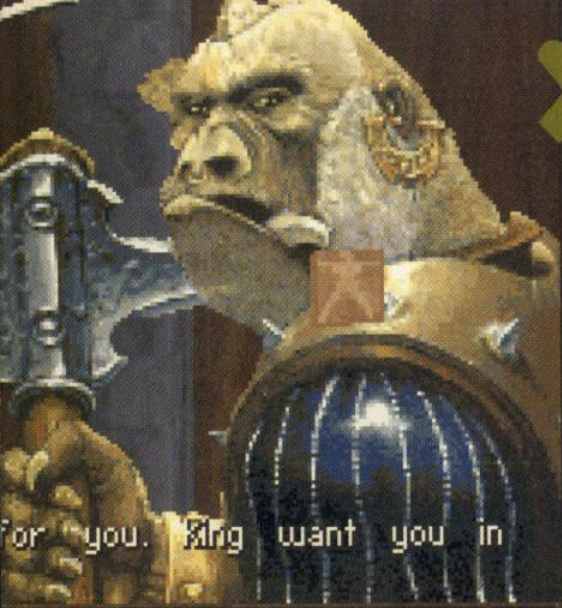


'SCUSE THE MESS

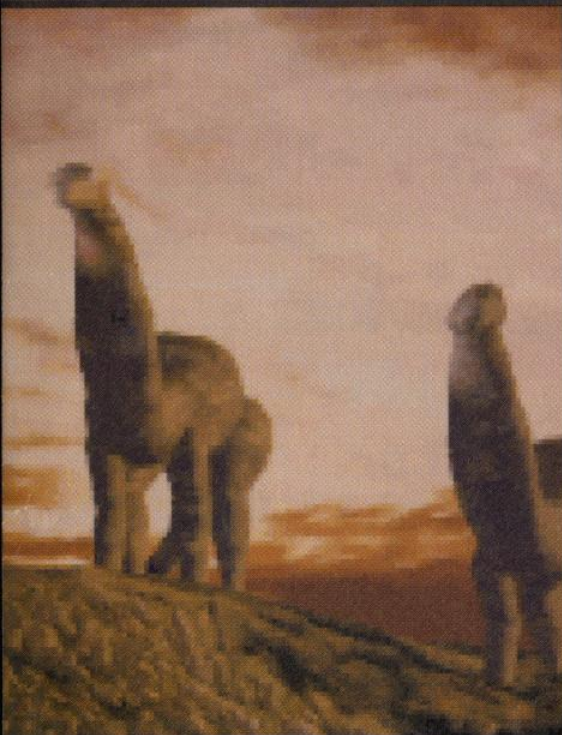


...my son. I asked old Monk to send you here. I fear
the day of your coming of age will not be the joyous
occasion we had planned. This is Eloi, and he brings grave
news from the North. Eloi...?





for you. King want you in



HEY THAG, THERE'S SAM NEILL!



Ah, Prince Adam! It is a great honour to meet you...

NEXT ISSUES FREAK OF THE MONTH



Ngá hmeu song hnn...



The dinosaur craze, begun by Jurassic Park, shows no sign of dying. But maybe Lost Eden will kill it off. JULIAN SCHOFFEL explores yet another fantasy world...

Lost Eden is a game by Cryo (who recently bought us Dragon Lore). It uses a similar engine (or to be more precise, exactly the same engine) to Dragon Lore and features some great Dinosaur animations. It is a CD only game and promises the usual mix of fantastic visuals accompanied by some very sexy sound effects. Unfortunately it fails to deliver in the most important area; gameplay.

Jurassic Park 2

The game is set in a fictional world where dinosaur-like races co-exist with humanoid species. Your character is of royal heritage and goes by the imaginative name of Adam, Prince of Mo. It seems that not all is well in this fantastical world and trouble is brewing because the bellicose race of Tyranns (creatures which bear a strong resemblance to Tyrannosaurus Rex) have set their sights on world domination. Naturally it is up to your character to save the world and put the evil Tyranns back in their place (onto the set of Jurassic Park 2 where they belong).

Like Dragon Lore you use the mouse to control the game. Movement mode is also the same as that found in Dragon Lore; you get pre-canned animated sequences, which you have no control over, whenever you travel anywhere. The game features full speech throughout, though you have the option of turning it off and reading the sub-titles instead (an option I highly recommend). Visually, the game is very inconsistent; while all of the animated sequences are of a very high quality, many of the still shots look like

they were drawn by a three year old. An example of this is the narrator who features in the introduction sequence, he looks more like a wizened Emu than a Pterodactyl.

Obscure Thought Processes

In the most important aspect (gameplay), Lost Eden just doesn't come up with the goods. You simply find yourself moving around, talking to everyone in sight, then trying to disseminate what the hell the characters you converse with want you to do next. This is probably because Lost Eden is a French game and French programmer's thought processes tend to waft off in some rather off-beat and obscure directions, I cite the game 'Robinson's Requiem' as a prime example of this. The puzzles are also often illogical and the engine clunks along without any semblance of fluidity.

The sound-effects are OK, but the music really bites. They (the programmers) were obviously going for the eerie jungle music feel, but what they came up with sounds more like Giorgio Moroder on acid.

I have heard that Cryo actually developed many of the dinosaur animations used in Lost Eden a couple of years ago, probably to showcase the capabilities of the new multimedia platform while cashing in on the hype surrounding Jurassic Park. If this is true then the mish-mash feel of this game can probably be explained thus; Cryo had all this great animated footage lying around so, rather than let it go to waste, they decided to build a game around it.

In summary Lost Eden is a fairly mediocre game, and my advice is play Cryo's other recent effort instead; Dragon Lore looks just as good but beats this dinosaur twaddle hands down with its superior plot and gameplay.

PC CD ROM

Available: NOW
Category: ADVENTURE/RPG
Players: ONE
Publisher: CRYO
Price: TBA
Rating: G8
Requirements: 386;
4MB RAM; S/SPEED CD

VISUALS: 72

Some great animated sequences let down severely by some rather shoddy still-shots.

SOUND: 68

OK sound-effects but the music becomes intensely irritating very rapidly.

GAMEPLAY: 50

Weird illogical puzzles will frustrate you from the word go. Ahh, the French...if only they thought in English.

LONGTERM: 55

This will only keep you involved if you are a PC gaming novice. If you're an old-timer you'll soon be whipping out your old copy of Under a Killing Moon or Wing Commander III just to reassure yourself that PC games aren't going backwards.

OVERALL: 60

Just goes to show that the old adage - "You can't build a good PC game around some fancy animated dinosaur footage" still holds true.

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Star Control ii



3DO

Available: **NOW**
 Category: **ARCADE/ADVENTURE**
 Players: **1-2**
 Publisher: **CRYSTAL DYNAMICS**
 Price: **N/A**
 Rating: **N/A**

Star Control II is a beefed up remake of the PC game. The original was award winning in its time, but is looking a bit dated now, and this pretty much sums up the 3DO version too. Apart from an introductory FMV sequence this game doesn't use any of the graphics power of the 3DO, and in fact still looks like a (rather old) PC game. Thankfully, the gameplay makes up for it and the result is a fairly enjoyable space battle/exploration/trading type game.

The game is set in 2155, 20 years after the defeat of Earth by the Ur-Quan. You pilot a lone star ship built with technology recovered from an ancient race. Upon returning to Earth you find it sealed within an impenetrable force field, the punishment of the Ur-Quan for those that choose not to aid them in their quest to subjugate the galaxy. Obtaining the help of the Captain of a starbase outside the barrier, you begin on your quest to gather a huge fleet, smash the Ur-Quan hierarchy and free the Earth; all before lunch time of course.

The game is a mixture of exploration, trading, one on one 2D space battles and alien diplomacy. The contact with alien races is definitely the best part of the game, they all have suitably strange and authentic voices from the chilling Ur-Quan to the cowardly and very funny Spathi. There's 18 different races to encounter, and it's important not to inadvertently offend any of them as you need all the allies you can get.

As an enjoyable little aside, SCII features a "Super Melee" mode where you can assemble fleets of your choice and practice against the computer or vaporise a close friend or two. With over 30 different space ship types to play with, this alone will keep you happy for a while.

The one player game universe is HUGE with over 3000 planets to explore, however most of them are just barren rocks only useful for gathering minerals. This gets rather tedious at times. The alien encounters and battle sequences make up for it though, and there's many a mini-quest to be achieved in your ultimate quest to save the human race. Not a great game, but a competent one and it'll keep you amused for quite a while.

Roger Bolton

VISUALS

65

SOUND

88

GAMEPLAY

76

LONGTERM

82

OVERALL

77

Kawasaki Superbike Challenge



MEGA DRIVE

Available: **NOW**
 Category: **RACING**
 Players: **1-2**
 Publisher: **TIME WARNER INTERACTIVE**
 Price: **\$99.95**
 Rating: **G**

Big bikes, big men, big race tracks. The world of the Superbike is a world alien to me - I can't ride one and don't expect to in the near future. Kawasaki Superbike Challenge aims to remedy this by providing vicarious Barry Sheen type thrills whilst remaining in the relative safety of your lounge room.

This tries to be more Sport Sim than a mere arcade racing game but due to the crappy 16 bit graphics and identikit gameplay it doesn't really succeed. It's very bodgy looking with the kind of shoddy polygon animation that the Mega Drive is renowned for - Virtua Racing it aint. You are a rider for Kawasaki and have to ride on various tracks around the globe (no Aussie tracks), earning points that will eventually enable your paymasters to become Superbike team of the year. All of the riders have stupid fictional names like Steady Eddie and all of the other teams are fictional as well. In other words this game is basically a marketing tool for Kawasaki. That would be fine if it was an astounding, exciting racing game but it's not.

You've played any game involving vehicles driving around a track? Well you've played this game. There's a nod in the direction of Virtua Racing with crappy polygons and most of the rest of the gameplay is pretty much two wheeled Super Monaco G.P. Although you can crash into things, you simply stop with a dull thud. You certainly can't bash the opposition over the head with a club (the sign of a good motorbike game).

Manual gears are in the old tried and hated (by me) D-Pad method and they especially suck when you go to turn left and find you've changed down three gears, resulting in the loss of the championship. The tracks all seem pretty authentic though and the weather option is a good one, as it adds a bit of excitement and realism. You can save your position in the game via the longest password I've ever seen (32 characters!) and so a season of racing can be had if you last that long.

I'm not a huge racing fan and some Superbike aficionados might take this as an indication that they should rush out and purchase this. Well, go ahead but don't expect a very large resale value!

Russell Hopkinson

VISUALS

65

SOUND

65

GAMEPLAY

50

LONGTERM

46

OVERALL

50

Newman-Haas Indycar featuring Nigel Mansell



SNES

Available: **NOW**
 Category: **RACING**
 Players: **1-2**
 Publisher: **ACCLAIM**
 Price: **\$99.95**
 Rating: **G**

It's a sad state of affairs when the only truly recognisable personality left in motor racing is a dork like Nigel. His wins are usually a result of his oversized balls, rather than any natural driving talent. Lately, the Isle of Man man has helped his reputation along mightily by switching between Indycar and F1, depending on who'll take him. Now back in F1, Acclaim must feel truly shafted now that an Indycar game bearing his name has just been released. Not that it really matters, it's the game that counts, not the photo on the box.

As 16-bit racing games go, this is very good in places. Options to alter car settings cover areas normally seen in more serious PC racers. Brakes, wings, camber, stagger and tires are all adjustable in complete detail, while another screen shows the effects of your changes graphically, surpassing the tiresome chore of actually road testing your new machine.

You'll need to spend some time mucking around with settings, as the default setup handles like a barge and has a most uncompetitive top speed.

Racing is great fun and very demanding - about half the time. Because it's Indycar, half the circuits are the dreaded ovals. Round and bloody round, with a 90 degree left four times a lap. What fun.

Still, a decent circuit like Laguna Seca will keep racers happy with it's proliferation of twisty-bits, tuning the car and honing your skills being what it's all about.

A split-screen two player mode and a choice between arcade or tournament modes will keep your engines humming for a while. Competently made, this racer will suit if you're a fan who enjoys the technical mucking around as much as the actual driving.

Ben Mansill

VISUALS

78

SOUND

73

GAMEPLAY

76

LONGTERM

81

OVERALL

77

Full Throttle: All-American Racing



SNES

Available: **NOW**
 Category: **RACING**
 Players: **1-2**
 Publisher: **GAMETEK**
 Price: **\$109.95**
 Rating: **G**

Just what sets "All American Racing" apart from any other kind of racing? That's the question I have struggled with while playing this game. Does it involve some concept of free speech whilst racing? The right to bear arms on all parts of the track?

Sadly, the folks at Gametek are far more literal than that and, to them, "All American Racing" means racing all over America, and nowhere else. Not that this means you will be treated to easily recognisable vistas. No, this game is from the "stick in a cactus and they'll think it's Texas" school of geographical design, though their illustration of the Golden Gate Bridge is relatively accurate.

In the game you must race on courses all over America on a motorbike, finishing near the top to succeed in your quest. If enemies gets close to you during the race you can punch and kick them off their vehicle. Beginning to sound familiar? If you're thinking of another game with the initials "RR" then you are getting very warm, indeed.

I've neglected to mention that you have the option to race jet skis during the game, but I thought I'd leave the only vaguely original aspect for later. Even the graphical advantages that the SNES enjoys over the MD aren't enough to make this look better than Road Rash. It's colourful but lacks the detail and flexibility of its EA competitor. It's good fun, as any game that coherently combines speed and violence will be. But side-by-side with RR, it's way down on responsiveness and speed, and obstacles bob up from nowhere suggesting a game based more on luck than skill. There are a large number of tracks and options, and the inclusion of the jet ski provides some badly needed variety, but even on the jet ski, it's still not the fun it should be.

The copying of successful products is inevitable, and happens in music, movies and books all the time. But unless you do a better job second time around you'll have to live with the unfavourable comparisons. It happened to Peter Andre, Models Inc and the Ponds Institute and I think it'll happen to Full Throttle.

Stretch Armstrong

VISUALS	70
SOUND	80
GAMEPLAY	73
LONGTERM	70
OVERALL	70

Super Pinball - Behind The Mask



SNES

Available: **NOW**
 Category: **PINBALL (doh!)**
 Players: **1-4**
 Publisher: **NINTENDO**
 Price: **\$69.95**
 Rating: **G**

"That deaf dumb and blind kid, sure plays a mean pinball!" Ahhh, Pete Townshend, you've got a lot to answer for. And it seems that the same deaf, dumb and blind kid makes video games, for 'tis certain that someone visually impaired had something to do with this game's overall design. Yeck.

I tell ya, when you are told to expect three different tables, you sorta expect three different tables, right? Well, unfortunately they may go by different names (the Jolly Joker, Blackbeard and Wizard), but they're almost identical. Each table has the same features, display, objectives... and wait for it... not a ramp in sight! Ahem, but excuse me, this is 1995 not 1975. If we're to play pinball and not be bored stupid, then we want RAMPS! We want SPECIAL FEATURES! We want FLIPPERS UP THE SIDE! Arrrggggh!

The best this cart offers are a few drop targets, laneways and thumper bumpers. It's a bit of a giveaway when the blurb on the back of the box can only boast Skill Shots and Multiballs! Whoobloody-hoo. And each table is just a different layout of the same features as the one before. Spell JOLLY ROGER in one, spell JOLLY JOKER in another. Sad, really.

As far as video pinball goes — it's lame, though pretty realistic. The flippers feel like the kind you'd find down the local chip shop (e.g. sluggish) but the overall gravity and momentum of the ball is quite true to life. There just isn't any variety, and even with up to four players, this cart is going to get very boring, very quickly. No challenge. No fun. I'd rather spend some money on the real thing.

Eliot Fish

VISUALS	65
SOUND	60
GAMEPLAY	59
LONGTERM	55
OVERALL	56

Warlock



SNES

Available: **NOW**
 Category: **PLATFORM**
 Players: **ONE**
 Publisher: **LJN**
 Price: **\$109.95**
 Rating: **G+**

If any of you remember the film Warlock starring Julian Sands as the evil spellcaster, then you'll probably be mildly excited to know that a game conversion has finally appeared. Strange that it took this long, strange that they would bother and strange that after playtesting this Action/Adventure they didn't just discard it and figure out where they went wrong. Good intentions, but ultimately this side-scrolling spook-fest is no match for the mounds of other brilliant platformers available.

The game is full of flaws, and really doesn't have much going for it besides some lurrverrry graphics. The backgrounds are lush, colourful and dripping with atmosphere. The character animations are smooth and dramatic, and the host of ghoulish foes and creepy crawlies slither around menacingly. I like the way the Warlock taunts you when you lose too.

A bit Flashbacky, Ghouls n' Ghosts and Castlevania-ish, Warlock has a little bit of everything but huge dollops of nothing. My excitement level during play was frighteningly low, and nothing Warlock could do saved me from just leaning over and flicking my SNES off from utter disinterest. The story is that our overcoat wearing druid warrior has been charged with preventing the Warlock from gathering six magical rune stones and thus wielding some dreaded ultimate power. Well, it looks like he can just have it because I'm afraid none of us are going to be bothered stopping him. Even if we wanted to, we'd have to put up with our heroic sprite moving as if he put on a pair of concrete shoes this morning, instead of his magical loafers. Trying to battle flying demons when your character refuses to follow the most basic manoeuvres is frustrating at least, but trying to nimbly hop from disintegrating platform to disintegrating platform is near impossible, and frankly, I don't have the time.

Eliot Fish

VISUALS	82
SOUND	80
GAMEPLAY	62
LONGTERM	56
OVERALL	60

Wolverine



SNES

Available: **NOW**
 Category: **PLATFORM BEAT'EM UP**
 Players: **ONE**
 Publisher: **LJN**
 Price: **\$109.95**
 Rating: **G**

You may well remember that several months ago, in this very magazine, we reviewed a game strikingly similar to this one. In that review, we commented that the game was strikingly similar to one that had gone before it and so, in a magazine ostensibly devoted to video games, you are able to witness the unravelling of the evolutionary thread that is the very fibre of Western Civilisation. Tell that to your Mum next time she says your brain is going to rot!

This game is Wolverine, as in anti-social, mutant, claw-wielding X-Man Wolverine, and it's on the Super Nintendo. The game before that was the very same Wolverine for the Mega Drive and the one before that was The Incredible Hulk, who has nothing to do with Wolverine except that their respective games are almost exactly the same.

They are all platforming beat 'em ups and all the comments that I made in respect of the Mega Drive version apply equally here. Yes, the graphics and colours on the Super Nintendo are somewhat sharper, as we have all come to expect. To offset this, however, the music on this new version is so intensely annoying and brainless that one suspects its composer is also a mutant, and one deserving of entry into Wolverine's select band of freaks. But, like its predecessors, it's a scrolling beat 'em up, with fun but rudimentary moves, and one where the majority of the effort has gone into the animation of the primary sprites. That makes sense, after all. This game is nothing without old Wolfy and if he doesn't look like Wolfy it's even worse than nothing. Or something like that.

Of course, it's not worse than nothing - it's a serviceable game that'll excite true fans and which is way ahead of plenty of the crap out there - it is worse than something, though, that "something" being the games that rely on more than a happening cartoon character for their appeal. Like we said before - rent and enjoy, buy and you're a bit of a mutant.

Stretch Armstrong

VISUALS

80

SOUND

50

GAMEPLAY

45

LONGTERM

70

OVERALL

75

Activision Action Pack #1



PC/PC CD ROM

Available: **NOW**
 Category: **RETRO**
 Players: **1-2**
 Publisher: **ACTIVISION**
 Price: **\$49.95**
 Rating: **G**

They're back! Your worst nightmare has been unleashed onto the PC shelves and even the bravest gamer may soon become a blubbing goon. Yes, those friendly people at Activision have decided we should no longer move forward to CD-ROM and FMV but back to the origins of the game community. Yes, back to the ATARI 2600!

Those of you who do not know what a Atari 2600 is should go to your local game store and ask them where you can get one. I'm sure they will either laugh merrily at you or point you in the direction of the nearest garbage dump.

But now we all can enter the gaming Time Warp easily as this pack includes perfect duplicates of the original games right down to the screen resolution and sounds (if you can call them sounds). WOW! I hear you all say, well it does get better. You even have the choice of normal mode or difficult mode, just like the 2600, with the A-B buttons and the best function of all, the Colour/Black & White switch just in case your \$800 15" SVGA monitor can't handle it. Joy.

Surprisingly enough, these low memory (low everything) hungry games requires a HUGE 486 with Windows in Enhanced mode to run it. Unusual considering the 486 runs at about 4 trillion billion times faster than the original Atari.

All your favourite's are here though, such as Hero, Chopper Command, Grand Prix, River Raid, Spider Fighter, Sky Jinks, Kaboom and the legendary Pitfall to name just a few of the 15 odd games that come with the pack. One or two may even bring a tear to the eye as you remember playing it 15 or so years ago when you were still a toe bitter.

Don't worry if your favourite isn't in the collection, as Activision plans to bring out 3 more packs over the next few months so all the popular games become available. I don't know about you but I hope Smurfs and Popie are amongst them.

If nothing else this pack is great for memorabilia purposes and a must for anybody that can name what each game does. It makes you wonder what the people in 10 years time will think about our generation of legend games.

Matthew Daniel

VISUALS

10

SOUND

10

GAMEPLAY

69

LONGTERM

60

OVERALL

65

Pizza Tycoon



PC

Available: **NOW**
 Category: **STRATEGY**
 Players: **ONE**
 Publisher: **MICROPROSE**
 Price: **TBA**
 Rating: **G**

A good empire-building strategy game is a thing to be treasured. The cerebral challenge of managing dozens of micro-economic aspects simultaneously is a rewarding thrill for many. Usually though, the theme and subject matter are less than original, most gaming time is spent spreading your glory throughout either the world or the galaxy. Original concepts it seems, are a little thin on the ground.

Enter Pizza Tycoon. Delivered by the clever souls at Microprose, it easily satisfies all the demands of a great empire-builder (coming from masters of the genre Microprose, that's no surprise), while offering rare originality.

As you may have figured, the idea is to build a chain of successful pizza restaurants in a city of your choice. Hampering your progress are rival pizza shops and the risk of plain bad luck. Being a great strategy game, the player can minimise the odds of misfortune by manipulating many different game controls.

Your shop ain't going nowhere without a decent pizza, so step one is to come up with a range that will appeal to the customer. Each city has different tastes, some are populated mostly by retired folk for example, so your pizzas should be taste-boosted with lotsa spicy stuff to tinkle those weary taste buds.

Many other distractions/key gameplay elements present themselves; shop decor for one, staff management another. Your hands will be full enough with day to day affairs, so when rival shops begin planting stink bombs in your pride and joy you had better be ready to deal with it.

Pizza Tycoon is as complicated and multi-faceted as this type of game needs to be. Not a classic, but highly competent with an original flavour. Triple anchovies please.

Ben Mansill

VISUALS

77

SOUND

74

GAMEPLAY

82

LONGTERM

85

OVERALL

80

Front Lines



PC/PC CD ROM

Available: **NOW**
 Category: **STRATEGY**
 Players: **1-2**
 Publisher: **IMPRESSIONS**
 Price: **\$89.95**
 Rating: **G8**

If you happen to be one of the many strategy freaks who got their thrills playing The Perfect General, then you're gonna love this. Although it's mentioned nowhere in the documentation or on the box, this is the same game engine which suckered us in all those years ago. The original engine appeared in various incarnations over the years, with the classic land war of Perfect General holding the flag. Many scenario disks followed, as well as specialised stand alone games like The Last Admiral.

Nothing significant has been updated, with the obvious exception of the futuristic new military units in lush SVGA. For all their high-res techno glory, the new units function just as the old ones did. Your mix includes the same basic setup as the original; there are small, medium and large tanks, fixed and mobile artillery, as well as infantry and engineer units. All are purchased with a set budget at the start of each scenario. This aspect of Front Lines makes for great re-playability, as the many scenarios can be approached differently later by buying totally different war machines.

During play each unit is given movement and fire commands, with the outcome depending on both chance (we're still stuck with hit points) and your tactical prowess.

The great thing about the game are the scenarios and the terrain they're set in. Much care has been given to creating landscapes which allow victory only by exercising great skill. Many choke points and high ground sniping positions in the scenarios make for a true test, the beauty of it all being that there are many ways of approaching each situation.

Commendable enemy AI adds much to the re-playability of Front Lines. Overall this strategy game is near perfect. Only if you prefer major epics to short campaigns will you be disappointed.

Ben Mansill

VISUALS

83

SOUND

81

GAMEPLAY

86

LONGTERM

86

OVERALL

85

iron Assault



PC CD ROM

Available: **APRIL**
 Category: **ACTION**
 Players: **1-2**
 Publisher: **VIRGIN**
 Price: **\$99.95**
 Rating: **TBA**

The CD-ROM is slowly coming of age with games like Wing Commander 3 and Under A Killing Moon. But along with any good, well thought out game there is always a shocker. The little known company Graffiti have done just that; brought out a game that uses a good concept but lacks in guts and raw gaming potential.

The low down is that a Mega-corporation called Tech Corp plans to take control of the entire world using their army of heavily armoured mechanical robots. The only problem is Tech Corp's plans have been somewhat slowed because of the Rebel forces. Naturally you are one of the Rebel's prized fighters and are determined to drive Tech Corp from the planet leaving only peace, love and happy people.

Looking more like an old Flash Gordon series, the game's intro sets the scene badly with crappy monochrome visuals and news style voice overs. Unfortunately the graphics do not get much better on the battle field. Made up mainly of unattractive, blotchy pixels that looks more like a cheese factory than a scene from Terminator 2. The controls are not much better as you frequently run into invisible barriers (like small rocks on the ground) slowing your progress to a halt. Not good when you are busy fighting off 10 other Mechs.

No crappy MIDI synth here as the sounds are the highest point of the game, and appropriate shouts, grumbles, battle cries and general taunting of the enemy robots ensues. This is something that lacked in other games of the same genre such as Earthsiege. Normal movement noises are also heard although the weapon shots could have had a bit more kick to them.

Thankfully the game does have a simulation mode so inexperienced mech warrior freaks can hone their blasting skills in any of the four combat areas: Desert, Antarctic, Mountain and City. And for an extra challenge there is a Modem play mode so you can give your friend a butt kicking lesson. This mode has been known to drive people crazy so prepare yourself before you plunge into it.

The sad story is that it has all been done before and in nearly all aspects, far better.

Matthew Daniel

VISUALS

58

SOUND

88

GAMEPLAY

52

LONGTERM

45

OVERALL

55

Wolf



PC CD ROM

Available: **NOW**
 Category: **STRATEGY/EDUCATION**
 Players: **ONE**
 Publisher: **I-ENTERTAINMENT SANCTUARY WOODS**
 Price: **\$89.95**
 Rating: **G**

I always feel a little bit cheated when I realise that something I thought was fun, turns out to be educational. It's like being ambushed. If I knew I was going to learn something then I would have played Doom instead. But suddenly it's too late... you've learned the facts, understood the message and been tricked into enjoying the game at the same time. Wolf is such a game.

The wolves of the world need help. Without some quick action on our part many, if not all, of the wolves that remain in the wild will become extinct. It's a point not lost on the Wolf Haven International Group, who have helped produce this game/interactive documentary.

You live out the life of a wolf. You must learn to hunt, fight, avoid humans and even mate. There are other packs who will try to invade your territory, younger wolves who will try to challenge you and cubs that need constant food and attention.

Survival involves steering your wolf around in search of food, water and shelter. Your wolf follows where you point the mouse and the keyboard allows you to eat, listen, smell, dig, mate etc. If you're the leader of the pack then you take everyone else in tow.

Finding a prey involves using a rapid combination of smelling the air and eyeing the ground. When you locate prey, a click on its head launches an attack. Joystick jockeys will be disappointed to find that no amount of clicking or wiggling can help you. You've either got enough strength left after the chase or you don't.

The interface works smoothly and the design is sufficiently clear that I worked out most of the icon's meanings without resorting to the manual. My only problem is with the mouse pointer, which continually changes shape and vanishes as you move around the screen.

The graphics are simple but effective, leaving the sound effects to create much of the atmosphere in the game. On the whole, it's an enjoyable game which left me wanting to know more about wolves. Which I guess is the point, and that might just be enough to keep me coming back for more.

Damien Hogan

VISUALS

75

SOUND

80

GAMEPLAY

80

LONGTERM

72

OVERALL

78

Stalingrad



PC/PC CD ROM

Available: **NOW**
 Category: **STRATEGY**
 Players: **1-3**
 Publisher: **AVALON HILL**
 Price: **\$99.95**
 Rating: **G**

This thoroughly absorbing game is a complete contrast to my other review subject in this section, The Big Three. Stalingrad is the second part in Avalon Hill's World At War series, and has an identical play system to its excellent predecessor, Operation Crusader, the only differences being a revised e-mail playing protocol, two new map scales (3kms per hex and 400m per hex) and a few tweaks here and there.

Avalon Hill have been at this game probably longer than anyone else and it shows, with a sophisticated interface which allows mind boggling detail to be manipulated in an intuitive way. Terrain which changes with the weather and bombardment, leaders whose personalities and talents effect the performance of their troops, soldiers who become tired and disorganised, lines of communication which can become virtually unreliable. So real you can almost hear the waters of the mighty Volga lapping at your bedroom window...

The battle of Stalingrad was the first big defeat suffered by the Nazis in WWII. The defeat was largely the result of bitterly cold weather which the Germans were not prepared for, atrocious mismanagement by the German commanders and determined Russian resistance, and it was the turning point in the war against Hitler. Avalon Hill have provided some interesting historical variants to add some originality to the gameplay. One of these gives the Axis player the use of the 7th Panzer and 16th motorised divisions. In reality these units spent the whole time watching Wheel Of Fortune and filling in Dolly questionnaires, but now you can use them to kick Soviet butt.

Even more fun is an option called Caucasus Withdrawal, it has nothing at all to do with contraception, but does let you throw all of the German forces which were pointlessly tied up in the Caucasus region at the Russian bear, allowing you to fulfil all your neurotic desires for Nazi conquest. A very good game.

George Soropos

VISUALS

72

SOUND

68

GAMEPLAY

86

LONGTERM

79

OVERALL

85

The Big Three



PC/PC CD ROM

Available: **NOW**
 Category: **STRATEGY**
 Players: **1-3**
 Publisher: **ALLIANCE**
 Price: **\$59.95**
 Rating: **G**

The Big Three is a strategically oriented simulation that recreates the battles of WWII and covers the entire period from 1939 to 1945. Storm the beaches at Normandy, rub Rommel's face with your desert boots and rejoice as those wonderful Americans join the war and come to the rescue after spending three years watching you getting slaughtered.

The Big Three is a reference to Stalin, Roosevelt and Churchill, the Allied leaders of the time. Unfortunately no mention is made in the title to the big midget, Adolf, without whom none of this would be. You are limited to one type of unit representing each of infantry, armour, battleship, fighter, bomber and airborne. This game isn't very big on subtlety. If you look at the picture of the game screen above you will see that the play area lacks a lot of room to move. In fact you can sweep through France in three moves! These two facts limit Big Three's potential enormously and it ends up being like a very dull alternative to chess, or Chinese checkers.

To make matters worse, the computer opponent has the tactical skill and combat savvy of a ball of string and Modem play with another ape descendant is really the only option. Several (12 to be exact) scenarios are available for play and a scenario editor lets you alter these (ie. cheat). One supposedly fascinating feature is having three dice rolling modes, one which just gives you a random number, another which rolls about six numbers (you only get to use the last one but the others, apparently, build up 'suspense' - do game designers honestly think our lives are that dull?) and finally, a mode which just lets you pick whatever number you want!

The game design is simple, very simple. Hardcore, or even mushcore, strategy heads will undoubtedly find it too simple. In the play guide for Big Three the designer, one Steven D. Jones admits the game is made to appeal to a mass market. He says "if a game is too complex or takes too long to play, I get confused and lose interest". Gosh Steve, stay away from those tranquillisers and you should be right, mate.

George Soropos

VISUALS

65

SOUND

70

GAMEPLAY

50

LONGTERM

55

OVERALL

60

Total Carnage



PC CD ROM

Available: **NOW**
 Category: **ACTION**
 Players: **1-2**
 Publisher: **KE**
 Price: **\$79.95**
 Rating: **M**

Not all PC gore games require a minimum of a Pentium to play properly. Total Carnage, will work on basically any PC. However, after playing the game for a couple of hours you'll wish otherwise.

The plot is simple. Your mission is to infiltrate the enemies base and cause total mayhem. Shoot anything that moves. Shoot at anything that doesn't move. Total Carnage lives up to its name and contains a high level blood content. The good thing, (or bad depending on your mood) is that you cannot harm the hostages. Firing a plasma gun directly at them has no effect.

Basically it's one of those games where you may as well staple your finger to the fire button. The game does somewhat lack in the graphics and sound department. The backdrops have a "shareware EGA" flavour and fail to create an apocalyptic surrounding. However, the sprites are well animated and can get gory at times. Step on a hidden land mine, and watch your character fly in the air, closely followed by his liver, spleen and various other organs.

The sound is also quite dismal. Hearing the digitised title blare out of the PC speaker is not my idea of great programming. There are sparse sound FX and background music but its nothing special.

What makes the game special is its fun factor. All violence displayed on your monitor is tongue firmly placed in cheek material. The game is littered with devious traps and powerups to sustain lastability. In addition, with the two player mode the game really does come to life (for a brief period).

Total Carnage is hard, and extremely challenging. Any skills you may have gained from Doom will be of no benefit to you. Enemy troops flood the screen from all directions. There is no strategy element in the game. Hiding behind an abandoned car for example to ambush the enemy is pointless. Most likely, the enemy will come from the inside of the car and send you home in a package.

Overall, might be fun to play but not an essential purchase.

Harry Maragos

VISUALS

55

SOUND

30

GAMEPLAY

69

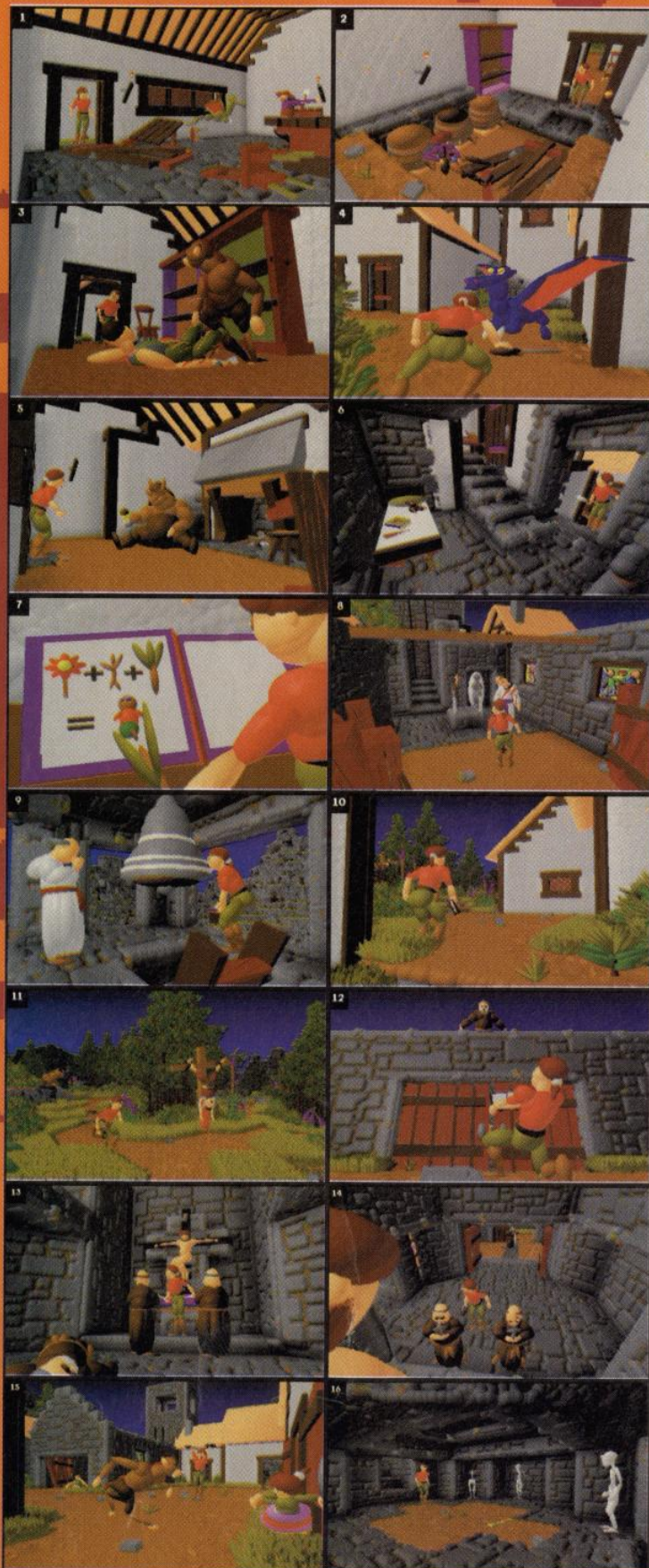
LONGTERM

56

OVERALL

60

Ecstatica



First off, walk forward and turn to the right. Keep an eye out for the Wolfman, if he appears just run away and return to the same spot later. Do not try to fight him as he can only be destroyed with a magical item. Once the coast is clear, go into the first door on your left. There should be some sort of key type sign, and you should be able to see the church behind your character in the background. Enter the building, there should be an old Knight fighting with the green Dragon. Walk towards the Dragon and it will fly out of the room. Pick up the Knight's bludgeon, then hang around and talk to him. Your character will automatically pick up the knight and take him to the building that is on your right when you begin the game. [1]

Listen to the knight speak, he will explain about the evil that has engulfed the village. Head to the shelves next to the door and pick up the vegetable lying on the shelf. This is one of the ingredients you need for a magical spell. If the Wolfman bursts through the door, quickly jump into the barrel. Eventually, he will leave the room. [2]

Walk into the next room, and there will be a man lying on the ground holding a key. You do not need to pick up the key because the Knight has already opened the door for you. [3] Next, go outside, you should be back at the 'beginning' point of the game. Walk towards the open barn, keeping to the left. Tread too close to the middle of the path, and you will be knocked unconscious by the Wolfman. At the barn turn left and continue down the path.

If you are confronted by a blue dragon or the spider attack them with the bludgeon, they will die after three to five successful hits. However, if the Wolfman appears, hit him a couple of times and he will back off. Again do not attempt to kill him, he cannot be killed with ordinary weapons. [4]

Once you reach the door that has a paved walkway open it and go inside. There should be demon sitting at the foot of the stairs drinking and belching. The easiest way to kill him is to sneak behind him (press F1) and hit him from behind. Once he is dead climb up the stairs. [5]

You will be in a bedroom. Pick up the diary and you will find out some details about the witch. Do not pick up the teddy bear, you do not need it just yet. [6] Go up the next flight of stairs and look at the book. It will show you the other two ingredients you need for the spell to turn into a

beaver. Touch the open pot and you will automatically put the vegetable into the device. [7]

Exit the house and walk to the church next to the open barn. Enter the church and get the little stick figure thing that is on the ground near the hanging priest. [8] You do not need to climb up the stairs, unless you want to practice your fighting skills with the priest. [9] Return to the room with the spell device and add the stick to the pot. Go back to the church and grab the bible. Head back to the doorway that leads to the spell device. Go left down the alley, and continue walking until you find an opening that will lead to vegetation and grass. [10] At this junction you will see a person hanging upside down on a cross. Face the person on the cross and head right. You will see another person on a cross. [11] Head right again and this will lead down a path. In the distance you will see beggar walking in front of a small well fortified Abbey. At this point the Wolfman might try to attack you from behind, if he does, just run towards the abbey. [12]

Once you get to the abbey, you should read the book automatically. This will allow you to enter the abbey. Drop the bible and enter the monastery. Grab the Holy Relic that the two monks are worshipping. The monks will turn on you but unfortunately you will have no choice but to kill them. Also make sure that the monks do not have a chance to lock the doors. [13-14]

Walk outside of the Abbey, and down the path towards the town. There will be a flower, drop the relic and pick up the flower. It is the last part of the magic potion. Return to the room where you put the other two ingredients, but instead of using it just yet, drop the flower, and pick up the teddy bear.

Go outside again and head towards the open barn (next to the church). Walk inside the Barn, and you should automatically throw the teddy. [15] At this point, the girl will start talking to you. When she asks you to follow her do so. She will try to lead you into a hole in the wall but unfortunately you are too big to fit through. Realizing this, she will open up the Dungeon for you. Descend into the dungeon, and you will be greeted with six skeletons. These are easy to kill. [16] Once they are dead another secret door will open, walk through it and proceed down the stairs, until you get to the bottom.

Your character will freak out with



what he sees and will run back to the top. Go back to the bedroom where you dropped the flower. Pick up the flower up, and place it in the device. The potion will be complete. At this point, you will drink the potion and turn into a warped looking beaver. Return to the hole that the girl tried to take you through. You can easily enter it with your new body. [17]

Hop down the little hallway until you get to some stairs. Here you should turn back into a human. Kill the gnomes if you want, then go up the stairs. You will open a trap door and there will be an old man waving a sword. Hang around for a bit and he will drop it. Pick up the sword. You do not have to kill the man. Collect the relic from where you left it last. [18] Go outside, and go back to where the path leads in two directions, the person hanging upside down on the cross). You can either fight or avoid the two Minotaurs. [19]

Head towards the castle, take the steps down to the fountain. Walk past the fountain and keep heading in that direction. At the lake, stand on the rock, you will automatically throw the sword into it. The Lady of the lake will knight you. Turn around and head back towards the fountain. [20]

Walk down the path from the fountain towards the single house. Inside this house you will find the lovestruck witch. You can use the broom to fly around the village. If you find the witch give her a couple of hits. She will love you for it. Head towards the castle. [21] At the castle do not take the front entrance, use the side entrance instead. The Wizard will welcome your new knighthood and tell you to go to the tower. Proceed to the top of the tower and read the spell book. You will need both items to create a fireball wand. [22]

Head straight down the tower towards the dungeon. At the bottom there will be a statue that will swing at you. Timing is needed to avoid being hit. Keep going forwards, there will be two phantom warriors that will try to attack you, just smack them around, they die quick. [23]

Proceed forward until you get to the room that has "X" shaped staircases. Walk towards the RIGHT side of the room (the one with the fire breathing stone dragon). Take the stairs down. If you go the other side, a spike will come up and kill you. Once you are in the centre of the first two sets of stairs, proceed down the next flight of stairs in the same direction; that is do not turn around. If you do this you will not get nailed by the second spike. [24] Go down those stairs, avoid the spikes in the floor, towards the centre room. There will be two coffins standing on end and a hole in the ground. If you fall into the hole, you can avoid fighting the first skele-

ton. Walk past the coffin opposite the hole and the coffin door will open. A skeleton wearing armour will appear. Grab the armour and go to the outside of the inner room (the floor with the spikes) and pick an entrance that has gargoyles around it. [25]

There are three entrances. The first entrance is the door with the open grill. This takes you to the torture chamber. Avoid this door, as one of the guards will jump you from behind and knock you unconscious. (E26.PCX) The second entrance leads to the pleasure room. You will see two females relaxing and two naked guys fanning an empty bed. You can lie down on the bed they are fanning. This room will contain two exits besides the one you came in. One will be a stairwell going down. (The room view will show you at the top of the stairs with the 'Camera' being at the very bottom). Do not go there just yet. The other exit, located behind the two ladies is a deathtrap. If you go through this doorway you will be impaled on a spear. [26]

The third entrance will contain a red dragon inside. Kill the dragon and walk through the door. At this point you should be only carrying the relic. Walk inside to meet a green creature. Listen to the creature and he will tell you your destiny lies behind the demon's head. Pick up the book and head back up to the top of the castle.

Leave the castle through the side door again and follow the path to the lake. [27] Avoid the nymph as her music will put you to sleep. Keep following the path until you get the stone statues forming a circle. Stand on the pedestal in the centre of the circle and you will create the fireball spell. [28] If you have not done so, you can use the wand to kill the minotaurs as well as the annoying Wolfman. Revenge is so sweet.

Return to the tower and go down the stairs until you get to the pleasure room. Climb down the stairs where the view is from the bottom looking up. You will enter the throne room. There will be a duplicate of yourself waiting. The only way to destroy your alter ego is to fire a fireball. Talk to the king for a few minutes, then run back to where you picked up the magic book. The demon's head should now be gone and the door will be open. [29] Climb down the swirling staircases until you encounter the devil himself. He will invite you to his table. Follow him and he will talk to you. Do not give him the fireball wand (unless you want the cool alternate ending). Instead stand up and walk away. He will turn into a green dragon. Destroy him (10-15 blows should be enough) and you have finished the game. [30-31]

Super Punch Out

BIFF! OOF! KAPOW! IT'S PUNCH OUT ON THE SUPER NINTENDO! THIS GAME MAY START EASY BUT IT GETS MIGHTY TOUGH TOWARDS THE END. YOU'LL PROBABLY NEED THIS HYPER PLAY GUIDE IF YOUR FACE WANTS TO AVOID MEETING THE CANVAS...



BASICS

The most important thing to remember in the ring is that your opponents almost always signal their attacking moves. Stand still during a match, and you'll notice your foe's animation change just before he throws a punch. It might be a simple facial expression, or an obvious drawback of the fist,

but it gives you the signal to dodge, duck or block — and then hammer one home! Yep, the secret to thwarting most of the opponents on Super Punch Out is the old dodge and punch. This is the HYPER golden rule and the secret to your success!

Minor Circuit



GABBY JAY

This old geezer is a push-over. He hardly even attempts to punch you and virtually never blocks. Just go bananas and he'll soon be kissing the canvas. Now is a good time to practice the dodge and punch too.



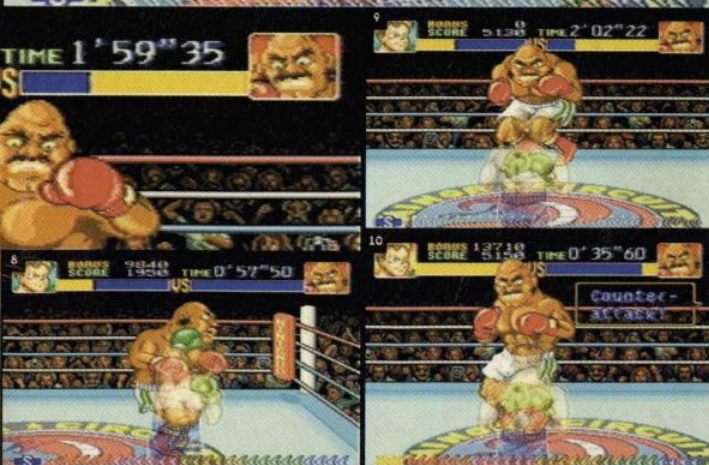
BEAR HUGGER

There's a simple pattern here. Punching him in the stomach has no effect [1], unless he's taunting you at the time. Just go for blows to the head. If you hit his gloves, then he'll try the Bear Hug [2]. As soon as you see him raise his arms — DUCK! Then counter-attack to the head. Dodging is useless. Now is a good time to practice powering up your gloves for a Knock Out Punch. When Hugger is stunned [3], try one.



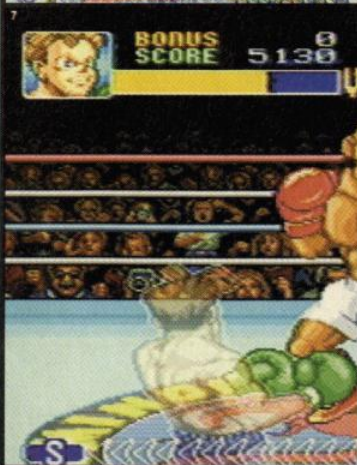
PISTON HURRICANE

You'll really have to know how to dodge [4] and punch [5] for this dude. If you play it cool, you'll notice when he's winding up for a punch. Always dodge and then jab to his head. When he gets worked up, he'll try the Hurricane Rush [6]. He'll hop around and then let loose with combinations. Just get ready to block up, down, up, down until you see him ready for an uppercut, in which case dodge and counter!



BALD BULL

Careful now, if your punching is badly timed, Bald Bull will pummel you senseless. The secret (as always) is to dodge when you see his punch coming [7], and then quickly punch back while his guard is down [8]. When he's stunned, go for quick left jabs to power up your gloves. Then next time he's stunned you can use a Knock Out Punch. Bull's special move is the Bull Rush. Pretty obvious to spot, Bald Bull runs to the back of the ring and hops towards you [9]. On his second to third hop, dodge to the left and punch back to his body when his swing goes wild. Later in the match, he'll just keep repeating this [10] unless you punch first instead.



Major Circuit



BOB CHARLIE

Hey Mon, Bob is pretty lame in the punching department and doesn't keep his body very well defended. The old dodge and punch will work OK, until you see bob raise both gloves to his face quickly two times. This means he'll try two body blows. Block these and counter-attack. The "Shuck & Jive" [11] usually means his whirling punch. He'll dance up the back [12] and then spin towards you. On the second spin, duck his punch and then jab his body. He also crouches before an uppercut [13].

DRAGON CHAN

It's easy to get discouraged here unless you know the secret to his punches. Just stand still until you notice Chan take a few steps backwards, not side to side but backing up diagonally. This signals that he's about to punch. When he shuffles back, dodge and his punch will miss [14-15]. Counter with a jab or two and repeat till you can use a Super Punch. The Flying Kick looks nasty but it's easy to just duck after he jumps to the second post and yells the second time [16-17]. If he goes into a trance (regenerating) just punch his body to stop it. If you see his corner yell out, then get ready to dodge some jump kicks. If Chan hops to the left then dodge to the right and so on. Always try throwing a punch when Chan has completed his special moves.

MASKED MUSCLE

By now you should be good at saving your Knock Out punches for when the enemy is stunned. You'll need to practice this, otherwise your normal punches just won't be enough! Masked Muscle has some dirty tricks. When his corner yells out to "Spit in his eye!", get ready to dodge to the left [18] and then counter punch. If he gets you, you won't be able to punch and your vision will go blurry. Just dodge like crazy! The baddest move Muscle has is his Headbutt [19]. As soon as you see him rear up on his leg and lean back [20], dodge or be whacked! Then counter punch to his body. As usual, dodge [21] and punch to get some hits in.

MR. SANDMAN

What can I say, but dodge [22-23] and punch! Just be wary that some of his punches are a bit delayed so that you dodge a bit too early and then are back in the middle when his punches come home. When he shuffles his feet, be prepared to block up twice and then dodge left [24]. With some wise Knock Out punches, you'll get him down. However, on his third time around, the

corner will tell him to "Give him full power now Champ!" [25]. What this means is some serious uppercuts with you should dodge left, right, left and counter. He'll also throw some fast jabs and body blows [26] which you can avoid by continually dodging and counter punching when he goes for a slower punch which misses.

World Circuit



ARAN RYAN

This Irish scrapper is similar to Piston Hurricane. You'll have to do some nifty dodge and punch moves here. When you make some serious connections, his corner will instruct "Grab him!" [27]. This can be stopped with a left punch to the gut, otherwise he'll clamp onto you and suck your energy. If this happens, just be ready to duck when he lets go to avoid the uppercut that follows. Dodge it and you can do some serious facial re-decoration. Another special move of Aran's is very similar to Piston's Hurricane Rush except in reverse. Ryan will signal it by hopping around and then grunting, attacking you with a series of head and gut punches. Block these up [28], down, up, down until he crouches for an uppercut which you can dodge and counter attack [29].

HEIKE KAGERO

Here's another one that will have you stumped until you get used to his moves. At first, wait for his punches which you should dodge and punch. Then he'll attack you with his hair sweep. He steps back and ducks, then swings his white mane around [30] to whack you in the face. If you're low on energy, he'll only do it once. Otherwise he'll spin it around twice. To avoid it, dodge left after he crouches, then duck the hair and either try punching him in the body or duck again. It isn't easy to get the timing right so don't clutter the fight with nervous punches.

Another move is his Mirage Dance [31]. Heike will start flashing to the left and right of the screen until he stops to deliver a punch of some sort. While he's flashing, you can try throwing some body punches at him and if you're lucky you may hit him and stop the dance. Otherwise just get ready to dodge as soon as he stops [32]. And remember, every time you get back up from a knock-down or Heike does, the first thing that happens is Heike throws and uppercut. So dodge first thing at the beginning of each scrap, to be able to avoid and counter-attack [33].

MAD CLOWN

OK, obviously this guy's similar to Bear Hugger. At first, just dodge and punch (Mad Clown tends to deliver punches in pairs so don't counter-attack straight off) and try to build your glove power. Look out for the deadly Back-Hand Slap [34]! You'll know it when it hits you! When you become familiar with it's signal, duck it and return with a jab to Clown's head. Also look out for Mad Clown to raise his arms just like the Bear Hug, and duck this as well. If he grabs you [35], be ready to dodge in the opposite direction to where he throws you to avoid a nasty uppercut. Now hammer back! And when he taunts, you'll have to be quick to get

him in the stomach otherwise he dodges [36] and jabs you in the face. A special move is his juggling-thing. Clown backs up, juggles [37] and then throws three rounds of two balls at you. Either dodge left, right or stay centred. After dodging the third round, duck immediately to avoid another lunge attack. He should then be wide open for a belting. If you knock him down twice, his corner yells out for "Showtime!". Just dodge whatever you can and counter-attack only when he throws a slow uppercut. You should be powering up and using Knock Out Punches whenever you can for all World Circuit opponents.

SUPER MACHO MAN

Hmmmm, not easy. Once you get to know his moves then you can beat him fairly easily. He blocks or dodges your attacks, so follow the HYPER rule and just dodge and punch. Remember that opponents are stunned longer when you attack after they throw those long uppercuts. When he shakes his glove it means he's about to throw his Spin Punch [38]. So duck immediately, and if

possible, punch him in the back as he turns. If he hops as well, he'll probably throw two. His corner also calls out three different exercise programs. What are they? Well, program A [39] is simply head jabs, so just block your head till he stops. Program B is body blows, so block there. And Program C [40] is three uppercuts so dodge, dodge, [41] and then punch!

Special Circuit



Wow! You've done well! To get here it means that you've scored a 4-0 victory on each circuit! These guys are much harder though, so look out!

NARCIS PRINCE

He may confuse you at first but the Prince [42] is a complete pushover. You can't do any damage until you get him angry [43] and then he fights irrationally. At first just dodge and body blow until he throws an uppercut [44] (where you can counter to the head) or he flashes. If he flashes,

just block your head for three of his jabs and then throw a quick right to his stomach — this stuns him and leaves his face open [45]. Once angered, it's easy to dodge and punch, power-up and Knock Out the Prince to tomorrow's yesterday.

HOY QUARLOW

OK, OK, don't give up, I know this one's a complete bastard, but once you memorise his moves (and they are in order) you can knock Hoy down in under a minute. My secret is to dodge to the left when Hoy signals an attack [46] and keep dodging till he stops (he always pauses slightly after each attack) giving you the opportunity to punch him in the face. Then stop and wait for the next attack, again punching him when he pauses. To make your punches connect, you'll have to throw a left or right depending on which side Hoy's head is hanging. After he throws a left jab [47], Hoy will do a spinning backfist, so duck immediately after the jab and pop

back up to deliver a jab to the right of his head. Also be ready to dodge left after a staff to the body as he usually follows this with a leaping kick. His special move is his jumping staff attacks. He jumps to the right or left and swings his staff down at you [48], so dodge to the opposite of where he lands. After about his fourth swing, he'll pause again giving you time to deliver a good jab to the head. Another nasty is his really fast staff attack which is signalled by him twirling it. Block up (Hoy hits right and left) then block down (again he hits on your right and left) and counter with a punch to his head to stun him [49].

RICK BRUISER

The two Bruiser brothers are similar, but obviously Rick is a lot simpler. Rule one: don't throw mindless punches, he'll either counter [50] or elbow your hand leaving it useless for about ten seconds. Rule two: play it cool, you'll need to look out for his signals. Dodge his first two jabs and counter to his stomach, then dodge his swinging punch and counter to the body then head. Dodge again his uppercut [51] and then counter with a body blow and head jabs (you should be able to get in a Knock Out punch before he uses any special moves). If you throw a punch which

isn't a counter-attack, Rick will lean right back and spring at you with his own counter-attack, so dodge in the opposite directing to which you punched. Things to look out for are his elbow attacks. One is the elbow drop which needs a perfectly timed dodge to the left to avoid being sent sprawling. The other is more common and begins with a crouch, facial expression [52] and uppercut, with the elbow coming back down for seconds. So dodge this twice to the left — and be quick! Avoid this and he's open for quite a few jabs. Soon he'll be eating dust [53].

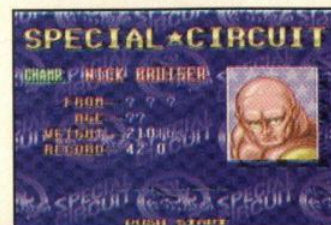
NICK BRUISER

He may look like Frankenstein's monster, but it's just a case of getting to know the moves. His head is quite often left open, but your punches don't do much so be patient. Constantly dodge to the left to avoid his punches [54] and counter whenever you can [55]. Like Hoy, when stunned, Nick hangs his head to one side [56] so you'll have to throw the appropriate punch to make a connection. If you're quick you'll notice that now and then, Nick goes up the back and does a leaping slam [57], so dodge this quickly and then duck the following two punches. Another move is similar to the Hurricane Rush, except much slower and heavier. This is signalled by a cannon-like boom, so block down, up etc. and try

to counter-punch his right with your left to stun him. Also, you'll notice he does a little shuffle with his feet, this usually means uppercuts [58] so dodge and counter-attack! If you don't memorise his signals it'll be toast for you [59]!!

That's it! You're a winner! And it's all thanks to HYPER!! Yay!

Eliot Fish



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DONKEY KONG COUNTRY

SNES

Music Test

The little cheats just keep on coming in for DKC. This one is courtesy of Emmet (Donkey Kong) Morris (Donkey Kong) Morris, QLD. He found this music select code. On the game select screen go to Erase Game and enter this code - DOWN, A, R, B, Y, DOWN, A, Y. You will hear a tone and you'll be in a music test. To change the music press Select. Useless but fun.

PUGGSY MEGA DRIVE

Boss Codes

It's getting a bit old now but David Schmidt sent us some of the choice codes to make this game a bit easier.

1st Boss	377 501 370	673 776 111	750 561 240
2nd Boss	137 501 170	653 666 333	740 661 264
3rd Boss	137 527 475	753 676 337	550 641 664
Space Pug	337 527 574	753 664 333	550 261 664
4th Boss A	117 527 455	753 666 337	550 700 624
4th Boss B	357 427 455	756 726 733	540 700 664
4th Boss C	357 437 445	754 624 733	540 700 764
5th Boss	352 477 007	750 627 737	510 704 774
6th Boss A	300 677 407	750 734 777	531 214 574
6th Boss B	000 676 407	754 324 767	023 716 534

HINT: when entering codes enter the whole thing and don't use numbers that are already there.



RISE OF THE TRIADS

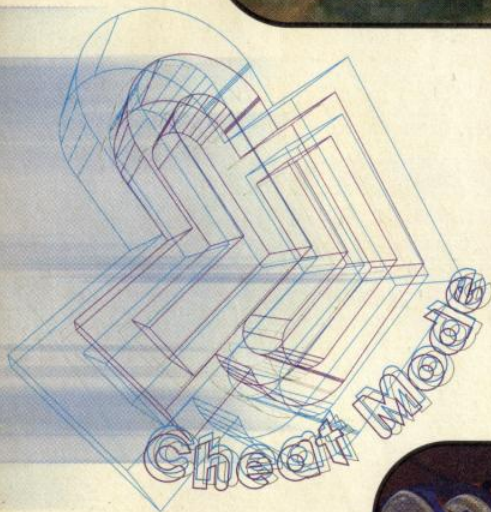
PC

Heaps of Codes

Here are lots of codes to help you with this quite decent Doom clone. You can thank the wonderful Anthony Larne, a regular HYPER cheat-finder for these.

First type DIPSTICK at any point during play to activate the cheat mode. You can then type in any of the following:

CHOJIN	Woundless with weapons
GOTO	Level Select
RIDE	Missile Camera On
FLYBOY	Mercury (flying) mode
VANILLA	Bazooka
CARTIER	Full info map
RECORD/STOP/PLAY	Demo, recording and playing commands
SIXTOYS	Gain various items
BOING	Elasto Mode
BOOZE	Drunk Missile
HOTTIMES	Heat-seeker
LUNGDUNG	Gas Mask
BURNME	Asbestos armour (itchy)
SHOOTME	Bullet proof armour
SEeya	Hand of God (very cool)
BONES	Flame Wall
SPEED	Autorun
FIREBOMBS	Firebombs
GOTA386	Decrease detail for slower computers
PANIC	Reset everything back to normal



RISE OF THE ROBOTS

SNES

Play Supervisor Robot

This beat 'em up is a big crapfest but some idiots fell for the nice graphics. Ian Dale is not an idiot because he sent us this cheat to make a bad game a bit better. Actually you'll be given this cheat once you play the game through to the end, but this will save a lot of time.

To play the Supervisor Robot in two player mode go to the options screen and press UP, RIGHT, DOWN, LEFT and FIRE on control pad 1, then you can be the Supervisor on controller 2 or face off against him in the training mode.

Ian also sent in some juicy Action Replay codes for the game:

Unlimited Energy Player 1	7E0F4A57
Unlimited Energy Player 2	7E109857

KILLER INSTINCT ARCADE

All the Moves!

Nintendo's killer new head to head masterpiece, Killer Instinct, is currently wowing them at the arcades, so you'd better brush up on those moves or look like an utter turkey. Trust HYPER to have them all...

Thunder

Flaming Phoenix:

B, DB, D, DF, F + Kick

Spinning Tomahawk:

Charge B, F + Punch

Flying Mohawk:

F, DF, D, DB, B + Punch

Tomahawk Dive: (jump) F, DF, D, DB, B + Fierce Punch

Combo Breaker:

D, DB, B + Medium Punch

Rain Dance Fatality:

D, DF, F + Fierce Punch

El Guapo Fatality:

F, D, DB + Fierce Kick

Ultimate:

F, DF, D + Medium Kick

Ultra:

Charge B, F + Quick Punch

Gladius

Shoulder Slam:

Charge B, F + Punch

Morph: B, DB, D, DF, F + Quick Kick

Morph Punch: B, DB, D, DF, F + Fierce Kick

Frostball: D, DF, F + Punch

Ice Stab:

F, DF, D + Quick Punch

Combo Breaker: B, DB, D, DF, F + Quick Punch or Charge B, F + Fierce Punch

Fatality 1:

B, B, B + Fierce Kick

Fatality 2: B, DB, D, DF, F + Medium Punch

Fatality 3: F, DF, D, DB, B + Medium Kick

Ultimate: F, DF, D, DB, B + Quick Punch

Ultra:

Charge B, F + Fierce Punch

Cinder

Inferno: F, F + Kick

Flaming Ball: F, F + Punch

Flaming Palm:

B, B + Quick Punch

Flip Kick: F, D, DF Kick

Invisibility: F, DF, D, DB, B + Fierce Punch

Anti-Projectile: F, DF, D, DB, B + Medium Punch

Combo Breaker:

F, D, DF + Medium Kick

Melt Fatality: B, B, B + Medium Punch

Fatality 2: B, DB, D, DF, F + Quick Punch

Ultimate: F, DF, D, DB, B + Medium Kick

Ultra:

Charge B, F + Fierce Punch

Humiliation: F, DF, D, DB, B + Medium Kick

Riptor

Fireball: D, DB, B + Punch

Tail Slap: F, DF, D, DB, B, Fierce Kick

Fire Breath: F, D, DB + Fierce Punch

Charge: Charge B, F + Punch

Leaping Claw:

Charge B, F + Kick

Spinning Tail:

F, DF, D + Kick

Combo Breaker:

Charge B, F + Fierce Kick

Fatality 1: B, DB, D, DF, F + Medium Punch

Fatality 2: B, B, DB, D, DF, F + Medium Kick

Ultra:

Charge B, F + Quick Kick

Sabrewulf

Spinning Claws:

Charge B, F + Punch (press repeatedly for multiple hits)

Rolling Claw:

Charge B, F + Quick Kick

Uppercut Charge:

Charge B, F + Medium Kick

Lunge:

Charge B, F + Fierce Kick

Flaming Bat:

D, DF, F + Punch

Howl: F, DF, D + Fierce Kick

Combo Breaker:

Charge B, F + Medium Kick

Claw Fatality:

B, B, B + Medium Kick

Fatality 2:

B, B, F + Medium Punch

Ultimate: B, DB, D, DF, F + Fierce Punch

Ultra: B, F + Quick Punch

Humiliation:

F, F, F + Quick Punch

Orchid

Shuriken: D, DF, F + Punch

Cougar Morph:

Charge B, F + Punch

Helicopter Kick:

Charge B, F + Kick

Backflip Kick: B + Fierce Kick

Helicopter Blade: F, DF, D,

DB + Medium Punch

Spinning Slash:

F, DF, D, DB + Fierce Punch

Combo Breaker:

Charge B, F + Fierce Kick

Fatality 1:

B, B, F, F + Quick Punch

Fatality 2: F, DF, D, DB, B + Quick Kick, Fierce Kick

Ultimate:

F, DF, D + Medium Kick

Ultra:

Charge B, F + Medium Punch

Humiliation: B, DB, D, DF, F + Fierce Punch

Fulgore

Aura Bolt: D, DF, F + Punch

Aura Bolt X 2:

B, B, DB, D, DF, F + Punch

Aura Bolt X 3: F, B, B, DB, D,

DF F + Punch

Teleport (Far):

B, D, B + Kick

Teleport (Close):

B, D, B + Punch

Uppercut: F, D, DF + Punch

Anti-Projectile:

D, DB, B + Punch

Electric Slide:

Charge B, F + Kick

Eye Laser:

F, DF, D + Fierce Kick

Combo Breaker:

F, D, DF + Fierce Punch

Fatality 1: B, DB, D, DF, F + Fierce Kick

Fatality 2:

F, D, DB + Fierce Punch

Ultimate: F, DF, D, DB, B + Medium Punch

Ultra:

F, D, DF + Quick Punch

Humiliation: B, DB, D, DF, F + Medium Kick

Combo

Swinging Backfist:

Charge B, F + Quick Punch

Rolling Punch:

Charge B, F + Medium Punch

Lunging Punch:

Charge B, F + Fierce Punch

Short Flying Knee:

Charge B, F + Quick Kick

Vertical Flying Knee:

Charge B, F + Medium Kick

Long Flying Knee:

Charge B, F + Fierce Kick

Winding Uppercut:

Hold Fierce Punch, B, D, release

Fierce Punch, Fierce Punch

Combo Breaker:

Charge B, F + Medium Kick

Fatality 1:

B, F, F + Medium Punch

Fatality 2: F, DF, D, DB, B + Fierce Kick

Ultra:

Charge B, F + Fierce Punch

Humiliation:

D, D, D + Quick Punch

Spinal

Absorb Projectile:

Hold B, Hold Quick Punch

Shield Charge: F, F + Punch

Teleport (Front):

D, D, D + Fierce Punch

Teleport (Back):

D, D, D + Fierce Kick

Glowing Blade:

Charge B, F + Medium Punch

Flaming Skull: D, DF, F + Punch (use after blocking with the Absorb Projectile move)

Slide:

D, Fierce Kick

Combo Breaker:

D, D, D + Medium Punch

Grave Fatality:

B, B, B + Medium Kick

Fatality 2:

F, B, B, F + Quick Kick

Ultra: B, DB, D, DF, F + Fierce Kick

Humiliation: B, DB, D, DF, F + Fierce Kick

Slide:

D, Fierce Kick

Combo Breaker:

D, D, D + Medium Punch

Grave Fatality:

B, B, B + Medium Kick

Fatality 2:

F, B, B, F + Quick Kick

Ultra: B, DB, D, DF, F + Fierce Kick

Humiliation: B, DB, D, DF, F + Fierce Kick

Slide:

D, Fierce Kick

Combo Breaker:

D, D, D + Medium Punch

Grave Fatality:

B, B, B + Medium Kick

Fatality 2:

F, B, B, F + Quick Kick

Ultra: B, DB, D, DF, F + Fierce Kick

Humiliation: B, DB, D, DF, F + Fierce Kick

Slide:

D, Fierce Kick

Combo Breaker:

D, D, D + Medium Punch

Grave Fatality:

B, B, B + Medium Kick

Fatality 2:

F, B, B, F + Quick Kick



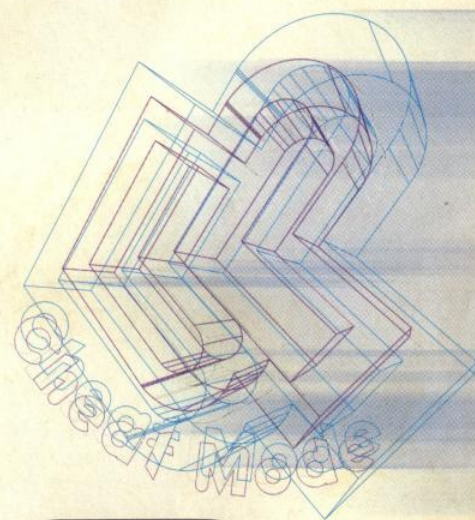
Medium Kick
Killer 13 Hit Combo:
F, D, DB, Fierce Kick, B, Medium Kick, F, D, DB, Fierce Punch, B, Medium Kick, F, D, F, Fierce Punch

Combos

- 3 = Triple
- 4 = Super
- 5 = Hyper
- 6 = Brutal
- 7 = Master
- 8 = Awesome
- 9 = Blaster
- 10 = Monster
- 11 = King
- 12 = Killer
- 13+ = Ultra

Colour Select

When choosing your character, push up or down to change their colour. There are usually about 5 to choose from! Perfect to get Riptor that Dinosaur green.



NBA JAM TOURNAMENT EDITION SNES/MEGA DRIVE



Secret Player Codes & Power-Ups

Well, there are more secret players here than you can poke a very big stick at - just remember that you can only enter each initial with the combination of buttons listed after it.

Chow Chow

Enter A, PRESS ANY BUTTON
Enter M, PRESS A & START
Enter X, PRESS Y & START
(C for Mega Drive)

Weasel

Enter R, PRESS B & START
Enter A, PRESS A & START
Enter Y, PRESS ANY BUTTON

Brutah

Enter L, PRESS A & START
Enter G, PRESS B & START
Enter N, PRESS ANY BUTTON

Kabuki

Enter D, PRESS ANY BUTTON
Enter A, PRESS B & START
Enter N, PRESS A & START

Facime

Enter X, PRESS B & START
Enter Y, PRESS B & START
Enter Z, PRESS A & START

Air Dog

Enter A, PRESS Y (C for
Mega Drive) & START
Enter I, PRESS ANY BUTTON
Enter R, PRESS B & START

Kid Silk

Enter K, PRESS ANY BUTTON
Enter S, PRESS B & START
Enter K, PRESS Y (C for
Mega Drive) & START

Scoter Pie

Enter H, PRESS A & START
Enter T, PRESS ANY BUTTON
Enter P, PRESS Y (C for
Mega Drive) & START

Moosekat

Enter M, PRESS B & START
Enter P, PRESS Y (C for
Mega Drive) & START
Enter F, PRESS ANY BUTTON

Moon

Enter J, PRESS ANY BUTTON
Enter A, PRESS A & START
Enter Y, PRESS B & START

Kirby

Enter C, PRESS B & START
Enter K, PRESS ANY BUTTON
Enter SPACE, PRESS Y (C
for Mega Drive) & START

Snake

Enter G, PRESS A & START
Enter O, PRESS Y (C for
Mega Drive) & START
Enter F, PRESS B & START

Falcus

Enter J, PRESS A & START
Enter F, PRESS ANY BUTTON
Enter SPACE, PRESS Y (C
for Mega Drive) & START

Muskett

Enter M, PRESS B & START
Enter C, PRESS B & START
Enter M, PRESS Y (C for
Mega Drive) & START

Hill

Enter N, PRESS A & START
Enter D, PRESS B & START
Enter H, PRESS A & START

Turmill

Enter M, PRESS A & START
Enter J, PRESS ANY BUTTON
Enter T, PRESS A & START

Revitt

Enter R, PRESS ANY BUTTON
Enter J, PRESS A & START
Enter R, PRESS Y (C for
Mega Drive) & START

Divita

Enter S, PRESS A & START
Enter A, PRESS Y (C for
Mega Drive) & START
Enter L, PRESS ANY BUTTON

Ilptak

Enter S, PRESS ANY BUTTON
Enter L, PRESS B & START
Enter SPACE,
PRESS B & START

Goskie

Enter T, PRESS B & START
Enter W, PRESS ANY BUTTON
Enter G, PRESS A & START

Carlton

Enter J, PRESS Y (C for
Mega Drive) & START
Enter M, PRESS Y (C for
Mega Drive) & START
Enter C, PRESS B & START

Larry Bird

Enter B, PRESS A & START
Enter R, PRESS Y (C for
Mega Drive) & START
Enter D, PRESS A & START

Blaze

Enter B, PRESS Y (C for
Mega Drive) & START
Enter L, PRESS ANY BUTTON
Enter Z, PRESS Y (C for
Mega Drive) & START

Benny

Enter B, PRESS B & START
Enter N, PRESS ANY BUTTON
Enter Y, PRESS Y (C for
Mega Drive) & START

Hugo

Enter H, PRSS ANY
BUTTON
Enter G, PRESS Y (C for
Mega Drive) & START
Enter O, PRESS A & START



Crunch

Enter C, PRESS A & START
Enter R, PRESS B & START
Enter N, PRESS ANY BUTTON

Gorilla

Enter G, PRESS ANY BUTTON
Enter O, PRESS B & START
Enter R, PRESS B & START



B. Clinton

Enter C, PRESS A & START
Enter I, PRESS ANY BUTTON
Enter C, PRESS B & START

H. Clinton

Enter H, PRESS ANY BUTTON
Enter C, PRESS B & START
Enter SPACE,
PRESS ANY BUTTON

Prince Charles

Enter R, PRESS B & START
Enter O, PRESS A & START
Enter Y, PRESS ANY BUTTON



Heavy D.

Enter H, PRESS A & START
Enter V, PRESS ANY BUTTON
Enter Y, PRESS B & START

Jazzy Jeff

Enter J, PRESS Y (C for
Mega Drive) & START
Enter A, PRESS A & START
Enter Z, PRESS A & START

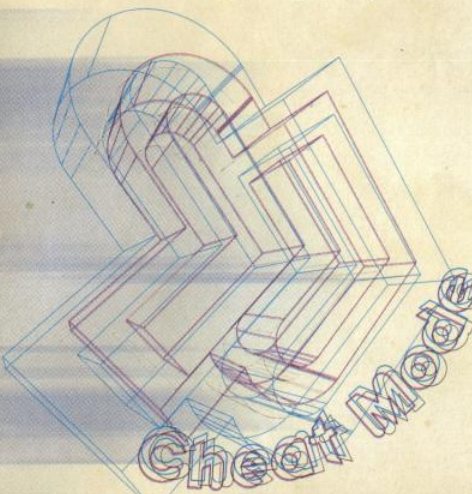
Fresh Prince

Enter W, PRESS Y (C for
Mega Drive) & START
Enter I, PRESS B & START
Enter L, PRESS ANY BUTTON



Frank Thomas

Enter S, PRESS B & START
Enter O, PRESS ANY BUTTON
Enter X, PRESS A & START





Cunningham

Enter P, PRESS ANY BUTTON
Enter H, PRESS A & START
Enter I, PRESS Y (C for
Mega Drive) & START

Mike D.

Enter M, PRESS Y (C for
Mega Drive) & START
Enter K, PRESS ANY BUTTON
Enter D, PRESS Y (C for
Mega Drive) & START

Adrock

Enter A, PRESS ANY BUTTON
Enter D, PRESS Y (C for
Mega Drive) & START
Enter R, PRESS B & START



MCA

Enter M, PRESS B & START
Enter C, PRESS B & START
Enter A, PRESS ANY BUTTON

Powerups

Enter these on the Tonight's
Match Up screen - you can
even get two in.

Shot Percent Display

U,U,D,D,B

Quick Hands better interception

L,L,L,L,A,R

Max Power, increased power when pushed

R,R,L,R,B,B,R

Powerup goal Tending

R,U,D,R,D,U

Powerup Fire

D,R,R,B,A,L

Powerup Turbo

B,B,B,A,D,D,U,L

Powerup Offense

A,B,U,A,B,U,D

Powerup 3pt

U,D,L,R,L,D,U

Powerup Dunks

L,R,A,B,B,A

POWER BLOCK

D,R,A,B,A,R,D

Block 1 Opponent & both fall

U,U,U,U,L,L,L,L,A,A

Block 1 Opponent & only teammate falls

U,U,U,U,L,L,L,L,A,B

Teleport Pass

U,R,R,L,A,D,L,L,R,B

High Shots

U,D,U,D,R,U,A,A,A,A,D

Speed Up

U,U,U,U,L,L,L,L,B,A

Slippery Court

A,A,A,A,A,R,R,R,R,R

BALLZ MEGA DRIVE

Hyper Speed Mode

At the main menu enter this code: A, A, A, A, A, A, A, A. A. For those that can't count, that's A nine times. You'll now be playing in a souped-up speed mode. Thanks to the ever-reliable Peter Brodie for that one.

CLAYFIGHTER: TOURNAMENT EDITION SNES

Hidden Option Menu

At the Character Selection Screen pick your character then press and hold SELECT and LEFT at the same time. This will take you to a secret Options Menu where you can change the game speed (9 speed levels!), difficulty, turn the timer on or off and change the button configuration.

Once again, we have Cronulla's favourite son, Peter Brodie to thank for this one.

SERF CITY/THE SETTLERS PC

Level Codes

Level 1 = START	11 = CHOPPER	21 = PASTURE
2 = STATION	12 = GATE	22 = OMNUS
3 = UNITY	13 = ISLAND	23 = TRIBUTE
4 = WAVE	14 = LEGION	24 = FOUNTAIN
5 = EXPORT	15 = PIECE	25 = CHUDE
6 = OPTION	16 = RIVAL	26 = TRAILER
7 = RECORD	17 = SAVAGE	27 = CANYON
8 = SCALE	18 = XAVER	28 = REPRESS
9 = SIGN	19 = BLADE	29 = YOKI
10 = ACRON	20 = BEACON	30 = PASSIVE

DESERT FIGHTER SNES

Re-Fuel & Extra Missiles

Another Peter Brodie gem: start playing with both controllers plugged in. During play, PAUSE the game and enter this code using controller 2: A, B, A, B, SELECT, A, B.

If you've done it correctly you'll now have a full fuel tank again plus double your normal amount of missiles. Go get 'em! And this trick can be done at any time. Too much!

NBA JAM TOURNAMENT EDITION ARCADE

Secret Players, Powerups

Luke Coleman, is he a legend or just a sad little loser who does nothing but hang around in his local fish & chip shop playing video games?

To play as the cheerleaders, enter KER OCT 10 (Kerri Hoskins), LOR FEB 20 (Lorraine Olivia). To play as the Mortal Kombat design team, enter EJB FEB 22 (Ed Boon), TOB AUG 24 (John Tobias). To play as Patrick Ewing enter PAT AUG 05.

For Maximum player power, hold DOWN and simultaneously press TURBO, PASS, SHOOT and START at the Tonight's Match Up screen.

For the Big Head mode, hold UP then press and hold TURBO and STEAL at Tonight's Match Up.

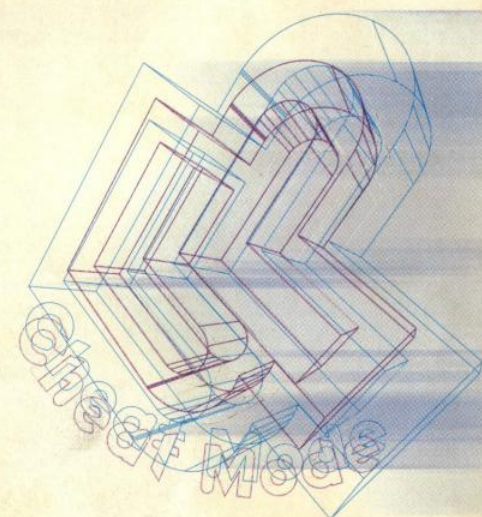
Thanks Luke, we love you, really.

LODERUNNER PC WINDOWS

Cool Cheats

The mysteriously named "Fly" has sent us in these nifty morsels for that classic platformer, Loderunner.

- CRTL key + F2 = Super Speed
- CRTL + F3 = Brings up a timer
- CRTL + F6 = Warps you five levels ahead
- CRTL + F7 = Warps you one level ahead
- CRTL + F9 = Kills player One
- CRTL + F10 = Kills Player Two



Letters



GOLDSTAR 3DO IS LOCAL!

We couldn't fit this in our news pages but it was so hot we just had to squeeze it in somewhere. By the time you read this, you'll be able to buy an official PAL 3DO thanks to Goldstar. This very attractive black box full of 32bit gaming technology has a recommended retail price of \$745 but with the expected discounting you should be able to pick one up for under \$700. Goldstar are also hoping for a software pack-in but at the time of going to press they hadn't confirmed the exact title/s, so we'll fill you in next issue. In the mean time you can look at the box and drool...

Finally! After several million letters some are starting to arrive without the obligatory "you're so cool" scrawl taking up the first half of the page. We know it, you know it, 'nuff said.

We seem to be at a turning point for other matters too. The era of the 16-bit console is by no means at an end, but the emergence of the new breed of hot-boxes is accelerating at a great pace. Just look at some of the ads in HYPERMART, many gamers are unloading their much beloved pride and joy consoles - complete with a lifetime's worth of collected games, for amazing prices. The asking price for these outfits is suspiciously close to the current import cost of a 3DO. Clever shoppers do it in the HYPERMART and everyone wins.

Because we can't publish a 500 page issue of HYPER (as much as we would like to, it would kill us - you don't want that do you?), not all letters get published each month. If you've been trying to have your say heard, but have lucked out so far - well, just keep at it!

Shout it out loud!

HYPER Letters
PO Box 634
Strawberry Hills
NSW 2012
E-mail to: freakscene@next.com.au

THE ULTRA 128

Dear HYPER,

I'm making a comment that computers will last to the end of the world (happy, happy, joy, joy!) but computer games won't. They're just too expensive, especially when your computer gets outdated after a few months and it's time to get a 3DO 'cos everything around you convinces you to (The Zone, HYPER). Of course, play on your 3DO but HYPER doesn't review games anymore, it is now December '95 and HYPER reviews games for Nintendo's Ultra 128. You are now encouraged to buy it. And by New Years '96 you have spent all your money and you're unemployed.

Many billions of people sold their Master System for a Mega Drive and are going to sell their Mega Drive for what you call a super console. For people with a Commodore 64, it must be paradise. For them because they've been locked in a dark room for 5000 years, playing a game called Space Invaders (like Wing Commander III) and a Sonic-type game called Pacman, and they don't have to worry because they don't even know what bits mean. Why is there a game war on? It has made people disappointed, not happy.

Please be serious
Paul Keating S.A.

I will be serious but only because you've asked me to be. What you've just said, in a roundabout way, is exactly what we've been saying here at HYPER also - it's not the system or the graphics that's ultimately important, it's the gameplay that really counts. You can have just as much fun on a 16bit system as you can on a 32bit system, and it really comes down to a personal choice. Some people will rush out and buy the new systems immediately, others will wait months or years and quite a few people will probably stay satisfied with their SNES or Master System. If you're happy, why change? HYPER, as a cutting-edge gaming mag though has a responsibility to cover "the latest and greatest" developments in gaming technology.

OH BALLZ

Dear Hyper

There's this game at my local video shop called Ballz its been out for about a month now and you still haven't reviewed it. Even the overseas mags have reviewed it. OK enough with the whinging, here's some questions:

- 1 When will the 32X be released?
- 2 Will there be a 32X II?
- 3 Will Syndicate be coming on the 32X?
- 4 What happened to the Sega V.R helmet. I heard it turns you into a vegetable or something?
- 5 Will Another World 2 be released on Mega Drive?
- 6 I heard there was going to be a 32X version of Night Trap is this true?

David Rusanow:

Nerang Queensland

P.S: Long live Ren and Stimpy.

I don't know how Ballz slipped through our fingers - probably because Sega couldn't be bothered to give us a copy. 1. The 32X has been out for a while 2. No 3. Could do. No confirmation as yet 4. No it doesn't turn you into a vegetable but I believe it's been scrapped because it wasn't good enough 5. It'll be on Mega CD 6. Yes

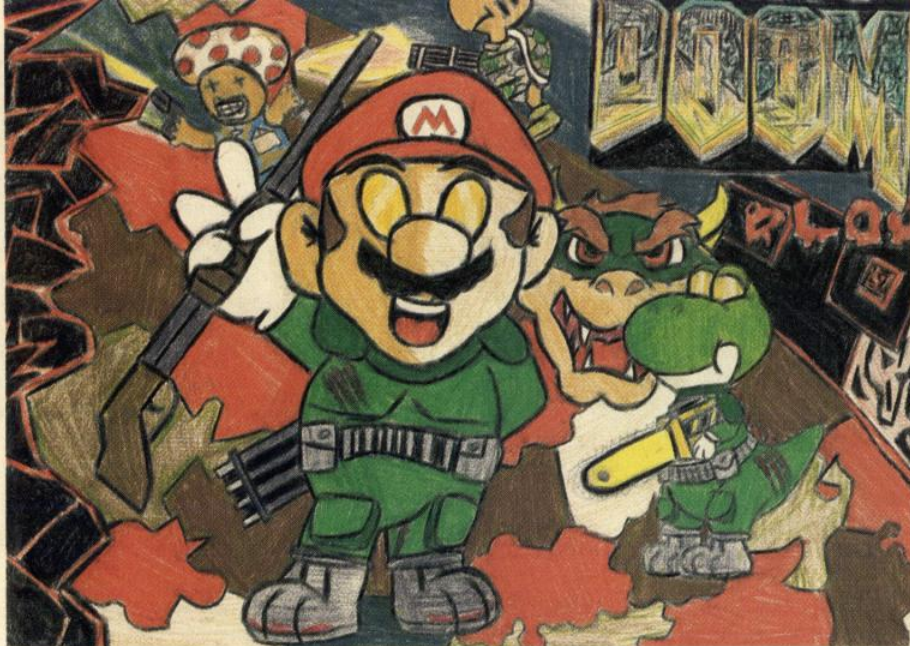
TOUGH, INCISIVE PROBING

Dear HYPER,

I read with interest about the up and coming "super consoles". My advice to people is to wait until these machines have been released locally, and see who the leader is in terms of popularity and software releases, although if you buy now I hold nothing against you (and I'll be extremely envious).

Here are a few questions I hope you can answer for me.

1. Will NBA Jam be released on the PC?
2. Were you kidding or did you make a mistake when you said that Donkey Kong Country was coming out on the Mega Drive (P77 Issue 16)? I thought it was only for the SNES.
3. Is any software company planning a Ren and Stimpy screensaver?
4. I am interested in buying a modem, but know next to nothing about them. Can you please have an article on them or at least tell me what you recommend?
5. I have seen instances where articles that appear in overseas



THIS IS SUPER MARIO DOOM FROM BEN MOWBRAY WHO LIVES IN WOLLOMGONG, NSW.

mags also appear in "Australian" magazines.

a) Is this a common practise for Australian games mags?

b) Has HYPER done this? (I will be upset if the answer is yes)

6. And last of all, did you know that Noob Saibot (Secret character from MKII) is (John) Tobias (Ed) Boon backwards?

I congratulate you on fine magazine and I hope this continues for many years to come.

Yours Sincerely
Daniel Wilson

Vic.

Thanks Daniel. 1. Yes 2. That was a big mistake and I'm very sorry (you can stop writing in now). I got confused as to which number question I was answering. DKC will never be on the Mega Drive 3. I hope so and I'd say we'll see one soon 4. Good idea for an article, and I'll wait until then for detailed advice, but remember - Faster is Better 5a) yes, some other "Australian" mags do rip off whole chunks from foreign magazines b) no need to be upset, HYPER has never done this 6. Yes

16BIT GAMING IS DEAD

To the Hyped up dudes at HYPER I'm planning on buying a 3DO in the near future. After hiring a 3DO for a few nights I realised that 16 bit gaming was dead. I went straight out and sold my Mega Drive to a low down game freak who thought he was getting a good deal. If only he knew what was to come in the future. Could you please answer the following questions.

1. Because 3DO will allow anyone to bring out software does this mean that there will be heaps of crappy games on the

market, or will they test to see if there good enough.

2. What's happening with your reviews, I think you're getting a little behind. I was playing The Need For Speed when issue 14 was out. Aren't you getting the support of something.

3. I was told that the 3DO card would stuff up your PC, is this true.

4. What's the latest news on the Jaguar, is it worth the money? Keep up the good work HYPER.

Chris Taylor VIC

1. There will definitely be some crappy 3DO games on the market (there are already) but publishers will soon learn what sells and what doesn't 2. Australian distributors don't tend to receive Beta copies of 3DO games and so we mostly receive the game just when the shops get it - it's the same with some PC titles 3. No, not as far as I know 4. Not at the moment. It's a good machine but until more good software gets released it's a bit of a dog. Sega have just agreed to make their Virtua games (and Daytona) for the Jag, which is also getting Mortal Kombat 3. It's not quite dead yet.

HELLO POSSUM

Dear HYPER people, I first met my Mega Drive over a year ago in a little store on the edge of town, and was interested right away. I'd been looking for a machine to fill the void left in my gaming world since the passing on of my Amiga some time ago. So next thing you know, we're both back at my place sitting in front of the TV. We hit it off better than I could've dreamed! Together, we spent many a night sitting alone 'til the early morning. It always knew how to make me happy.

(apart from the odd stages of frustration.), but as time passed, I started to feel I needed more from a machine, it just couldn't satisfy my needs anymore. Then, in the sacred pages of HYPER, I saw it. The machine of my dreams. The 3DO! I knew I just had to have one. But I'll need your help in bringing us together. So, you guessed it, it's question time!

1. Where on the Gold Coast (or if not, Brisbane) can I get my hands on one, and roughly how much will it cost? (I can't wait for a local release, whenever that is!)

2. Will 'Doom' ever come out on the 3DO?

Please answer these questions, and be fulfilled with the knowledge that you helped a lonely soul live happily ever after.

Keep up the great work,
Possum

Well Possum, ring either Phoenix Imports (1800 62 62 33) or Sprint Electronics (03 428 9630) for information and prices 2. Yes.

RAM DILEMMA

Dear HYPER, I've been stuck in a dilemma for the past few weeks ie. whether to buy Wing Commander 3 or Under A Killing Moon. I own a 486 DX/266 with 8MB RAM, 420MB hard drive and 32-bit

PCI-S3 Accelerated SVGA card and the only thing that is keeping me from buying Wing Commander 3 is that I don't know whether it would run on my machine or if it did, how well it would run. It says on the box it requires 8MB of RAM and I was wondering if this means 8MB free or 8MB of RAM installed. Your help would be much appreciated

Keep up the good work
Paul Rickert

It will work beautifully on your machine. If you have 8MB installed then it's just a matter of configuration to get enough actually free, The manual will help you out if it all gets to much.

USERS GROUP

Dear Sir, I have been playing games on my Mega Drive, and Super Nintendo and most recently I bought a 3DO and have since enjoyed it's wonderful games. The problem I have is that there are no user group for me to correspond within my country. I hope you can help me by putting me in touch with a user group in Australia which is into 3DO, SNES or the Mega Drive.

Lon Siew Boo
Malaysia

I don't know of a 3DO users group as such but Sprint Electronics send out a newsletter with cheats and new releases. Write to them at 20 Green St, Richmond VIC 3121 Australia. Otherwise just keep reading HYPER!

3DO QUIZ

To the most ADMIRER humans in the gaming world, I really want to do that crawling little suck job and tell you how excellent your magazine is but you've heard it a million times. I've been trying to get all the latest information on the 3DO and are honestly finding it impossible. You guys at HYPER

have helped me greatly but I still need some answers.

1. Approximately how much will the PAL MPEG adaptor cost?
2. Does the Mark II 3DO system have any advantages over the 3DO with a BULLDOG II, and how much will the Mark II system be.
3. Is the "Akira" on 3DO the movie or a game.
4. Could you possibly do a full review on SSF2 TURBO for the 3DO, Is it really arcade perfect.
5. Will the Panasonic 3DO be released in a PAL system or will I have to buy a Goldstar or Samsung. Thanks for actually taking the time to read and answer my questions. I will always buy HYPER religiously till the day I die and if they sell it in the after life I'll be sure to get it there to.

Yours Forever
Steve, Victoria

1. The MPEG adaptor for the Panasonic FZ-10 is currently selling for \$450 but that price will hopefully be coming down soon.
2. OK, the 3DO M2 is the same as the Bulldog (that was the early nickname for the M2) and there's no word as to pricing as yet 3. I think it's a game 4. We did a Byte Size a couple of issues back. It's pretty close to the arcade 5. Panasonic are not locally releasing the PAL but you can buy a PAL converted Panasonic 3DO from import stores. Goldstar are releasing the PAL version locally.

SILLY TOM

Dear HYPER crew, I know you appreciate letters which get straight to the point so here goes: Please could you send my a copy of Cannon Fodder or Earthworm Jim on Mega Drive.

Thanks very much
Tom Stephen
Vic

Well I appreciate you getting straight to the point and I'll do the same: BITE ME!

SOME GROOVY DESKTOP ICONS COURTESY OF ANDREW CAREY



1



2



3



4



5



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10



11



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Letters

QUICKIES

To HYPER

Could you please answer these questions.

1. What do you know about the MK movie?
2. What does TBA stand for?
3. Can you fax readers letters if so where to?
4. What is MK3 going to be like?

Isaac Insoil

Helensvale QLD.

1. It's almost ready for release - read our news piece 2. To Be Announced (as in a price or a rating) 3. Yes. (02) 310 1315 4. A one-on-one fighting game with gruesome fatalities.

SONIC & JIM

Dear HYPER,

Just let me start off by saying your mag is the best around, but enough with the chit-chat because I've got some questions.

1. Will there be a Sonic 4 if so will any of the new characters from Chaotix be in it or will Chaotix be coming on the MD
2. Will there be a EarthWorm Jim 2 on the MD
3. Will Sonic Arcade be on the 32X?

Anon

1. Sonic & Knuckles is sort of Sonic 4, but there's no word as to the next Sonic game as yet. Chaotix won't be on the Mega Drive 2. Yes 3. I hope so.

DROOLING ON THE PAGES

To the guys from HYPER, Before I start my questions, I'd just like to congratulate you on the most excellent games mag in Australasia (& probably the world) & I'm not a butt kisser, I mean it!!! The only reason I started reading HYPER was because I wanted to know the moves for Mortal Kombat. But then I read some of the reviews & started drooling on the pages (the wet patch is still there!!!). Anyway, here goes the questions;

1. I can't make my mind up about buying Earthworm Jim or Doom 2. Which would you recommend?
2. Will there be any games on the Mega Drive using Silicon Graphics? If so what will they be?
3. Is there any plans for a Mortal Kombat 3 or Street Fighter 3 game?
4. Where I live (the western suburbs of Sydney), the Sega hotline doesn't work!!!! Why?

5. Is there any Star Wars games coming out for the Mega Drive?

6. Is there any more Sam & Max games coming out?

7. I don't see what's so bad about the speech in Mortal Kombat II for the Mega Drive Why does everyone say that it sux!!!?

8. Would it be worth buying Stunt Race FX if I've already got Mario Kart?

That's it really!! Keep up the good work HYPER.

Yours Faithfully,

Dean Marden

The Oaks, NSW

1. It's up to you really. They're both very different, but both are brilliant. 2. I doubt it 3. Yes - you haven't been reading our news section very carefully, have you 4. No idea. Keep trying 5. There were but I don't think they were up to scratch 6. Not sure - I hope so 7. It only sucks when you compare it to the SNES and the arcade. It's quite good for the Mega Drive 8. I think so - it's a great game.

THE RINGS OF SATURN

Dear HYPER,

Congratulations on a fine mag and your mag kicks butt and it's better than other s**t mags you'll find at the newsagent. I am thinking of buying a Sega Saturn and I've got some questions about it.

1. Will Doom 1&2, Virtua Fighter 2 and Virtua Cop coming out on the Saturn?
2. Will Saturn be able to play music CDs and movie CDs?
3. Will Saturn have Virtual Reality software and hardware?
4. When is the official release date of the Saturn in Australia?
5. With the same game eg. Daytona, will it come both cartridge and CD formats?
6. Are Sega going to go rental with Saturn games?

Leo SA.

1. A definite yes to the Virtua games, and I would say that Doom will be coming also 2. Yes 3. No word as yet 4. July (at this stage) 5. I doubt it. Most games are coming on CD 6. Eventually they will.

OUT OF CONTROL

Dear HYPER Crew,

I used to grab any mag I could get my hands on until I tried yours,

since then I've never tried a different mag. Anyway I've got a few questions I want to get off my chest before I get out of control.

1. I own a Mega Drive and PC and recently I purchased Police Quest 3 for only \$28 and I love it but why are a lot of those shitty games around \$60-\$100?
2. What are the best sport games on Mega Drive or PC at the moment?
3. Is it worth getting Sonic and Knuckles if I've got Sonic 2&3?
4. What does the Interactor do to make the game feel better and how much does it cost?
5. Why is FIFA International Soccer on the SNES worth over \$100 when I've seen it for \$40 on the Mega Drive?

That's about all I've got time for...

Adam Hulbert

1. When games are first released they are expensive. Everything tends to be marked down quickly though (especially the bad ones) 2. NBA Live 95, FIFA Soccer, Sensible Soccer, PGA Tour Golf are some of the best on both systems 3. If you love Sonic it's worth it. 4. Not a lot and it's been discounted to \$150 5. It's still a relatively new game on the SNES whereas it's been out for well over a year on MD. It'll come down in price soon.

RENTAL PROBLEMS

Dear HYPER,

I am writing in response to the "Video Store Hell" letter printed in the March 95 issue. I am a proud underpaid employee of video game rental store in Melbourne. The problems we face when running our store and ordering games are as follows:

1. constantly conflicting reviews of games in magazines, TV Progs, Newspapers etc
 2. Constantly conflicting tastes of clients
 3. General inability of suppliers to have adequate stock of games.
 4. Scumbags hiring games and leaving the country.
 5. The general non profit nature of being in this business.
- I believe Mr Steven Jones' problem does not lie with hiring outlets but with his system. The Mega Drive is crap. Out of the abundant selection of Mega Drive games I can think of approx. five satisfactory titles But that's my opinion. My advice is that he

should invest in a CD ROM unit or 32X or Super Nintendo. Then at the very least he has increased his selection.

Yours Informatively

Jason Cornell.

St Kilda Melbourne

Thanks for that Jason, but buying a new system won't really help the rental problem if there are still no decent games on the video store shelf.

SINGAPORE SLING

Dear HYPER,

Firstly I would like to say that Panasonic are being real bastards to you in Australia by not releasing the 3DO. If they don't release it soon, it will get killed by the barrage of other machines, especially the Saturn or Ultra 64. Anyway onto questions.

1. Will Virtua Cop be coming to Saturn or 32X?
2. Could you be able to use a 32X with a CDX (a portable a Mega Drive, Mega CD and CD player all in one)
3. Is it possible for me to subscribe to HYPER over here in Singapore, because it costs \$15 over here and comes a month late?

Thanks for your time,

S. Cassell

Singapore

1. Virtua Cop is definitely coming to Saturn and maybe the 32X 3. Good question. I don't know. If someone tries this please let us know 3. Yes. It'll cost \$60 (AUS) to cover postage, but it seems like it's worth it.

TWO WINNERS

HYPER,

Q. Which company is going to make it in the arcades?

A. Nintendo and Sega!

I have seen both Killer Instinct and Virtua Cop and I was blown away by both of them. The graphics on both machines blew me away (Virtua Cop had a slight advantage) but when I saw a FATALITY performed in Killer Instinct I was hooked. This was like no fatality you have seen in the Mortal Kombat series, lets face it, you have not seen anything like this in any video game before.

Getting hit off the top of a sky scraper by your opponent and then dropping at 100 miles and hour only to land on the top of a car which is crumpled by your

bodyweight is somewhat a novelty for me. I loved it.

Virtua Cop may not have (bloody awesome) fatalities but it wins in the graphics and addictiveness department. If you loved Lethal Enforcers than you are going to give you soul away for a go at Virtua Cop.

There's not much more to say about this game, only that you will get hooked after playing it. As far as I am concerned the programmers of these games are my idols, maybe they could take me under their wing sometime.

Yours Sincerely

Brendan McKinnon

Thanks for your opinion Brendan!

THE LAST WORD

Dear HYPER

Reading the letters in the latest issue of HYPER (number 16) I felt that I had to respond to two particular ones. One was by Kevin Simpson, and the other one was by "Steno" They both seemed to have rather bloated egos, so I thought I'd write this letter to put them in their place. Firstly, why were they attacking ME? They can rubbish PCs all they like, but it really hit home when a couple of total strangers start calling me a 'moronic idiot' and a 'dick' and not even to my face.

Now, they were only expressing their opinions, which is still legal as far as I know, and I was only expressing mine in my letter from a few months back. However, calling me names is not going to solve the problem that the PC is better than any console you may care to throw at it. Now, don't get me wrong, I utterly ADORE consoles for some of the excellent games that are coming out on them (Earthworm Jim, Donkey Kong Country etc), because your average PC just couldn't do that sort of stuff without lots of effort put into it. But can you type a letter on a console? Can you use 'true' multimedia on a console? Can you surf the Internet on a console? There is a virtually INFINITE range of things that you can do on a PC, which a console could never do, and that justifies the rather high prices of most PCs. I found that Steno's argument about PCs being complicated had about as much substance as a jellyfish in a blender. Steno, my fine



A NICE JIM EFFORT FROM GABRIEL LATHAM OF WEST HOBART, TASMANIA

young protogenal quaddler, have you not heard of OS/2 3.0 (Warp)? Windows 3.11? Admittedly, these aren't as user-friendly as the Mac OS (have you heard of THAT?), but they're a damn sight easier to use than DOS! Now, I don't want to make myself sound cool or anything, but, for me, PCs are not only easy to use, but they are a JOY to use. Even my friend, who has a Mac and is used to having his bum wiped by his computer (in the nicest possible sense) has pretty much got the hang of my PC, in a really short period of time. Now that just goes to show what a little EFFORT can produce. Kevin Simpson's "so called hardware specs" argument was rather silly, as well. True, there is no software for the PC that is truly 64-bit, but the PC itself is 64-bit (the Pentium, anyhow). "Bit" is short for binary digit, and if you have a computer with 64-bit processing capabilities, ALL soft-

ware, 32-bit or 16-bit or even 8-bit, is going to run faster, because the CPU tells it to. People buy Pentiums because all their software runs dead fast on it. And I KNOW that games don't have 16 million colours. If Kevin was literate, he would have noticed that I said PROGRAMS had 16 million colours, PROGRAMS encompassing EVERY piece of software written for the PC. PROGRAMS also have Wave-Table synthesis sound and music. Two more things, Kevin. Go back and read your letter again and you will notice that you said you had bought a 3DO Blaster for you PC. You said that it was better than the PC. But if it's better than the PC, why is it ON the PC? All the so-called "super-consoles" are, eventually, probably going to have conversions to the PC. It's because that's where the market is - not in Master Systems or Jaguars or SNES', but in PCs.

And why, Kevin, would all the 'humble PC users' of the world be working together to kick my scrawny little arse? I was sticking up for the PC, so I don't see why they should be against me. (Oh, and Kevin, I wasn't flaunting how good the PC is. Flaunting means showing off. I wasn't doing that, I was simply stating a fact. It's people like you, who write in and tell us how much RAM you've got and how many soundcards you've got who are flaunting.) I think I've made my point. Keep up the good work, James Wall
Townsville, QLD
Well James I think you have made your point. This is the last "PC is better than console" letter. I think we've all heard the arguments too many times before. Just enjoy what you've got and shut up about it.

For Sale

Mega Drive games: EA Tennis, Collage Football, Team USA Basketball \$35 each. Lotus II, NBA Showdown, World Cup USA, Madden '94, \$45 each. Alex Kidd 'n Columns \$10 each. All good cond., all boxes and manuals. The lot \$270 ono. Ph. Neil on (02) 525 8373.

Will sell or swap Road Rash (MD) for \$40.00. Is in excellent condition with instructions and box. Ph. (085) 632 023 after hours.

Mega Drive games: Zero Tolerance, 2 months old \$70 ono. Alex Kidd (no box) \$10, Columns (no box) \$10. Ask for Jarrad after 4.00 pm. Ph. (08) 263 6666.

Mega Drive II with 2 control pads - one six button and one SG Pro pad with auto fire and slow motion, plus FIFA International Soccer in box, all new condition - sell for \$170. Ph. (049) 387 487.

Mega Drive II. 3 control pads (2x6 button, 1x3 button) and 7 games \$500. Other games sold separately: Mortal Kombat 2 \$90.00, FIFA '95 \$80.00, Earthworm Jim \$90, Flashback \$60, Greatest Ever Heavyweights \$80, NBA Showdown \$80 and NBA Jam \$80. Call Paul on (045) 765 366.

SNES games (all with boxes and instructions) Mickey Mania \$60, Stunt Race FX \$50, Jungle Book \$50, Super Empire Strikes Back \$50, Super Star Wars \$30, John Madden 94 \$30. Ph. (049) 505 774 (Newcastle).

Super Nintendo games: Space Ace \$55, FIFA Soccer \$70, Chaos Engine \$65, Madden 94 \$70, Starwing \$60, or will swap for Boxing Legends of the Ring. Ph. John (02) 808 3416.

Sega Mega Drive with 1 control pad and eight games, all in tip top condition. The games include: FIFA International Soccer, PGA Tour Golf 2, Hyperdunk, Corporation, Taz Mania, Spiderman, Sonic 2 and James Pond. Mega Drive only 6 months old. Will sell for \$350 ono. Ph. T.J. on (068) 473 329 after 3.30pm.

SNES game Mario All Stars \$75. Also 7 NES games: Mario 3 \$30, Mario 1 \$15, Metroid \$25, Skate or Die \$20, Duck Tales \$20, Double Dragon II \$30, Anticipation \$15. Will swap for FIFA Soccer, NHL or John Madden NFL. Ph. Andrew on (059) 776 968 after 4.00pm.

PC CD ROM games for sale: Wing Commander 3 \$60, Relentless Twinsens Adventure \$45, PGA Golf 486 \$40, FIFA Soccer (CD enhanced) \$40, Ultima 8 + speech pack \$40. All in new condition. Ph. (02) 444 689 and ask for Michael.

Super Nintendo games: Super Metroid, Stunt Race and Secret of Mana. All \$50. Starwing \$35. Also 13 overseas mags. Turramurra. Ask for David, (02) 445 716.

SNES games: Mortal Kombat II \$90, Stunt Race FX \$80, SFII Turbo (USA) \$50, prices negotiable. All games in perfect condition. Ph. (066) 860 655 ask for Jordan.

3DO games: FIFA Soccer, Samurai Showdown and Demolition Man. All in perfect condition \$50 each. Ph. (07) 809 2420. Darren.

SNES game. Super Mario Kart with box and instructions, 3 months old \$55 or will swap for Secret of Mana. Ph. Lee on (03) 787 6959.

PC. The Hand of Fate \$70, Nova 9, Stellar 7 \$20 each. Lemmings 2 \$60, Police Quest 1 VGA, Larry 1 VGA \$30 each. The Rocketeer \$20, LHX Attack Chopper \$20, Wrath of the Demon, Space Ace and Dragons Lair 2 \$10 or 3 for \$25. 3.5 inch disks. Space Quest 4 \$40 - 5.25 inch disks. Excellent condition, prices negotiable. Ph. (066) 281 517.

Mega Drive II. One 6 button pad, one 6 button turbo pad, A/V stereo cable, Eternal Champions, Sonic 1, Alladin, Dynamite Heady. Everything in perfect condition. \$300 negotiable. Ph. (047) 842 387.

SNES games: Krusty's Super Fun House and Clayfighter \$50 each. Both games with boxes and instructions. Ask for David after 5pm (079) 357 131.

Mega Drive with 2 controllers and 3 games including Sonic 1, Sonic 2 and Super Real Basketball. Also comes with 6 mags and a Sega Pro cheats and tips. Excellent condition, boxed with all the original manuals etc. Will sell for \$200 ono. Ph. (09) 447 0105 ask for Jordan.

Super Nintendo with 2 control pads and 12 games: Jurassic Park, Krusty's Super Fun House, Mortal Kombat, NBA Jam, Nintendo Scope with 6 game carts, Robocop 3, Starwing, Streetfighter 2 Turbo, Super Mario World, Super Smash TV and Zombies. All this for just \$750. Ph. (066) 286 175. Liam.

SNES games. SF2 \$50 ono. NBA Jam \$100, near new, boxed and instructions. Call Ben after 5pm (068) 624 590.

The Chaos Engine for the Mega Drive. Comes with box, manual and level codes \$50 ono. Ph. Rhy (058) 721 671.

3DO Super Streetfighter II Turbo. Retail for \$130. I'm selling for a reasonable \$85. Ph. (074) 841 393 - ask for Stewart.

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SNES games: NBA Jam \$65, Samurai Showdown \$70, Mario Kart \$45, Stunt Race FX \$60, Rock 'n Roll Racing \$45, World League Basketball \$30, Tiny Toons (BBL) \$40, Starwing \$35. Ph. (09) 307 4313 (Perth).

Mega CD. Silpheed \$70, Mega Drive Desert, Jungle and Urban Strike \$150 the lot. Ph. (042) 287 658 after 6pm. Ask for Peter.

IBM PC CD ROMs for sale: Noctropolis \$70, Journeyman Project/Rebel Assault \$40 each, Relentless \$70, 10 CD pack vol II \$45. All are boxed original games except Rebel Assault (has manual & instructions). Ph. Dale on (09) 313 1068. Will consider swapping for Star Trail or Magic Carpet.

Atari Jaguar (PAL converted) 64 bit interactive multimedia system with 2 games: Cybermorph and Raiden. Also comes with one control pad. All it needs is a wall socket adaptor which can be purchased from most electronic shops. Will sell for \$450 ono. Ph. after 5pm and ask for Sam (02) 892 2622.

Sega Mega Drive with 2 control pads and 70 games including Skitchin, Desert Strike, James Pond 3, T.M.N.T. Tournament Fighters (with converter), Bubsy and many more. Only \$899 ono. Hurry! Call Heath on (03) 727 1668.

Bargain Mega Drive games: Sonic 2 \$20, Alladin \$40 and Dune II \$65. All in bloody excellent condition with box and instructions. Ph. David on (02) 618 2862.

SNES games for sale: Mortal Kombat (US), Mortal Kombat II, Donkey Kong Country. Will negotiate any price. All games are boxed + instructions, excellent condition. Call Ryan on (08) 338 1396 after 5pm.

SNES stuff: J'stick, Final Fight, King Arthur's World, Mario World, all \$40. Bomberman, Mario Kart, Tour'n Fighters all \$50. Action Replay 2 \$75, MK2 \$85, orig controller \$25. The lot \$500. Prices neg. contact Willy on (057) 672 232.

SNES with 2 controllers, 1 joystick and 4 games - SF2, Super Bomberman, Stunt Race FX and Bubsy. Will sell for \$370, worth \$700. Ph. (042) 837 040 ask for Richard.

Mega Drive with 1x3 controller, boxed, perfect cond. only \$149. Mega Drive games: Skitchin \$75, NBA Jam \$85, Mortal Kombat \$55, Battle Squadron \$30, Sonic 2 \$20, Super Monaco GP \$25, Altered Beast \$10. Sega Master System II with Sonic 2 and new cables, boxed, perfect cond. Urgent sale \$99. Ph. Liam on (075) 465 393.

SNES with 5 games for \$150 ono. System and games are all in perfect cond. with boxes and manuals and 2 control pads (one with turbo fire). The games are NBA Jam, Streetfighter 2, SF2 Turbo CE, Bart Simpson and Super Mario World. Ph. Andrew on (02) 665 0040.

NES. Perfect condition with Duck Hunt and Mario Everything bagged, boxed, worth \$150 but just \$70 ono. Eddie Major (08) 362 3349.

Game Gear for sale. 11 games including Sonic 1 & 2, Lemmings, etc. + TV tuner + MS converter with 2 MS games, including MK etc., carry case, mags. Worth over \$1000 sell for \$400 or swap for Mega CD. Call Grant on (097) 263 293.

IBM games: Lands of Lore \$45, X-Wing \$40, Wing Commander - Privateer \$40, Monkey Island 2 \$25, Darklands \$25, The Two Towers \$20, Wolfenstein 3D \$20, Eye of the Beholder 2 \$20, Space Quest 3 and 4 \$20, Strider - Xenon 2 -Power Pack together \$15. All boxed with manuals. Ph. David on (042) 285 226.

Mega Drive II with a 3 button control pad and a 6 button control pad and 4 games including Mortal Kombat, Sonic 2, Alex Kidd and Columns. All for \$250 everything in perfect condition. Ring Erkan on (02) 546 3974 after 4pm everyday.

SNES with 2 controllers, Donkey Kong Country, Pitfall, Stunt Race FX, 4 games in one cart. (Striker, Choplifter 3, Pitfighter, Lamborghini American Challenge) \$270. Call (06) 231 4865 ask for Casey.

Super Nintendo, control deck + 1 controller \$120, Ascii pad \$30, 5 games from \$50 to \$80, hint book \$11. The lot \$450, will sell separately Ph. (02) 938 1499 ask for Murray after 5pm.

Sega Game Gear for sale with 5 games including Streets of Rage 2, Ninja Gaiden and Spider Man. AC adaptor, magnifier and carry case included, only 2 months old. \$370 ph. (042) 377 835 or write to Jacob Ralph 143 Charles Ave Minnamurra NSW 2533.

Mega Drive games for sale: Streets of Rage 1 and 2, Sonic and Mortal Kombat. All for \$160. All in perfect cond. Ring Tom on (02) 438 3048.

Super Nintendo, sort of an unwanted present. Only about 5 months old in good condition \$110. Call Daniel (048) 844 486.

Inferno on CD ROM, 1 month old, boxed. Everything from instructions to warranty, rated 93% in HYPER #14, will sell \$60 ono. Call Scott after 3.30pm (02) 609 3973.

Free Mortal Kombat III! - Just kidding, now that I've got your attention: Mega Drive 2/Mega CD, 2x6 button pads with Mortal Kombat II, Mortal Kombat and Tomcat Alley CD. All one month old! Plus Golden Axe, F117 Nightstorm, Ghoul's n Ghosts and Road Avenger CD. All immaculate condition in box. \$1000 worth for \$600 ono. or swap for 3DO (09) 447 1255.

Sega Mega Drive 2 and Mega CD 2 with Master System converter and 2x6 button control pads. Games include Super Street Fighter II, Sonic 2, T.M.N.T. Tournament Fighters for Mega Drive and Sonic CD, Road Avenger for Mega CD. Everything in brand new condition \$550 ono. - very flexible. Ph. 066 863 520. PS. will swap for 3DO and pay \$.

Atari Jaguar: playful cat needs new home! NTSC version with S-VHS cable, 2 controllers and pack-in game Cybermorph - \$385. Also, Jag games: Doom \$85, AVP \$85, Wolf 3D \$70, Tempest 2000 \$70 and Raiden \$50. The lot, save \$50! Call Bob Fenton on (02) 699 1244 (w) or (02) 558 1425.

Mega CD 2 with Road Avenger \$250 or with all 7 games \$400. Rebel Assault, Thunderhawk, MK, Night Trap (US), CDX-Pro. Will separate. Also "GO" infra-red cordless joypads \$50. Call Kevin (064) 583 663.

Sega Mega Drive 2 with 2 controllers (one auto fire) + games Sonic 2 and Mortal Kombat. \$150. Nintendo games: Operation Wolf \$15, Hunt for Red October \$10, Side Pocket \$15. Ph. (058) 871 318.

SNES games for sale. NBA Jam \$90, Mario Kart \$60, World League Basketball \$80, Batman Returns \$70, SF2 Turbo \$90, Turn & Burn \$90, T.M.N.T. Tournament Fighter \$80, Goof Troop \$80, Super Double Dragon \$70. All games as new, call Michael on (065) 513 918.

Mega Drive games: Shadow Dancer \$20, Risky Woods \$30, Moonwalker \$20, Columns \$15, Flashback \$40. Any decent swaps will be considered, Ph. Andrew on (02) 605 2963.

Mega CD games: Final Fight CD (US) \$55, INXS Make My Video \$55, Robo Aleste \$45, Cobra Command and Solfeace (together) \$45, Time Gal \$45, Sherlock Holmes \$45, Night Trap (US) \$50, Joe Montana's NFL Football (US) \$45, Sonic CD \$65, Ecco the Dolphin \$50, I will pay postage anywhere in Aust.! Call Michael on (06) 257 5717.

SNES/Mega Drive. Converter, joysticks, Action Replay, cables, control pads etc. Ph. Akira on (08) 265 4867 before 3pm.

Super Nintendo, 6 great games, Super Gameboy, AV cable \$350 Ph. (02) 948 8163.

SNES games: Home Alone 2 \$40 and Populous \$50 or both for \$80. Ring (051) 586212 after 4pm ask for Tom.

Master System. Alex Kidd \$15, Black Belt \$25, Enduro Racer \$25, Rastan \$30, Sonic 2 \$40, Spiderman \$25, Wanted \$20, (with Light Phaser) \$40, Wonder Boy \$15. Negotiable, Tel: (069) 636 917.

Myst CD for sale \$90, Microcosm CD - no box \$45, Kyrandia Book 1 CD \$35, Kings Quest 5 CD \$60, Mystic Towers HD with box and manual \$45. Ph. (07) 851 2079 and ask for Gene.

Nintendo with Zapper 2 control pads. 14 games 1 HES control pad for \$500 or will swap for Super Nintendo with 2 control pads and 4-5 games. Call Ray on (03) 383 2380.

32X and Mega Drive II for sale. Comes with Virtua Racing Deluxe and Earthworm Jim. Only one month old. All for just \$400. Call Johan on (047) 801 408 or (047) 801 600. Don't miss it.

Swaps

I will swap my DK Country (SNES) for a Game Boy with a few games and my Oakley sunglasses for a Pro Action Replay. Ph (098) 212343.

Will swap FIFA '95 for NBA Jam Tournament Edition or Micro Machines 2. Phone Rhys on 058 721 671.

I will swap Terminator 1 for Sonic 1. Ask for Ben. Ph (08) 281 3909.

Will swap my Earthworm Jim on SNES (PAL) for Super Return of the Jedi (PAL) or sell for \$70. Call Quintin on 071 599907 after 5pm.

I will swap Stunt Race FX for Game Boy with or without games or sell for \$70. Ph (047) 536 198.

Will swap around \$350 worth of mags: CVG, HYPER, NMS UK, SNES Force, N-Force, Mean Machines, Super Pro, Super Action and Gamezone for 2 CDs eg Beavis & Butthead, Nirvana, Soundgarden, Pearl Jam. Ph (044) 553361 after 4pm on weekdays.

Swap Mario Kart & Super Double Dragon for a Pro Action Replay MKII. Ph (051) 586 212 after 4pm ask for Tom

Wanted

SSF2 Turbo, Hint Books, Combo Books etc. Also wanted: Game Gear and Master System games with instructions. If you have them will pay good money. Contact Willy Ong (057) 67 2232 after 4.30pm

Want SNES games - Pebble Beach or European Golf, NBA Jam, John Madden 95, Mortal Kombat 2. Phone (049) 505 774.

Super Play mag (UK) back issues #1, 2, 3. They don't have to be in good condition just as long as they are decent. Phone Quintin on 071 599907 after 5pm.

I need SimCity manual (codes). I will pay \$3 for a photocopy or \$5 for an original manual. Ask for David (07) 848 7460. 6pm-9.30pm

Penpals

I like heavy metal music, I'm 15 and would like someone male or female 14 to 17. I own a SNES and read HYPER. The only copy I missed is January 95. Write to Tom Eunson PO Box 21 Cann River VIC 3890.

Hi! My name is Karen and I'm looking for a penpal who's between 15 and 17 years old and lives in Queensland. Male/female. I like SNES games, cards and music. Please reply to: 49 Hardy Avenue, North Rockhampton QLD 4701.

Howdy, my name is Craig. I'm 16. Anyone interested in coding IBM or Amiga demos contact me at 1 Cromwell Rd, Murray Bridge, SA 5253. This is a serious offer only. We need music/graphics artists and coders. If you're interested please write.

Hi! My name is Chris Marsland and I'm looking for a pen pal between 9 and 14 and likes StreetFighter and Mortal Kombat. Must have a Mega Drive or a Master System. You must be a male. Write to Chris Marsland, 19 Thelma Ave, Boronia VIC 3155.

Hi. I am looking for a penpal aged between 12-14 years old. My name is Daniel, I have a Mega Drive and an IBM and collect fantasy art cards. Write to: 15 Seppelt St, Toowoomba QLD 4350.

Why Hell-o! I'm a 16 year old male and would be interested in writing to a female/male person. I own a IBM-CD ROM. I like listening tom music, reading mags and playing comp. games. For more info write to: Daniel Hogan, Lot 40 Nmr 37 Pineridge Rd, Kinglake VIC 3757.

Yo, tha name is J-U-I-C-E, so put pen to paper and write to me. I like R+B, hip-hop an' all kinds 'o rap - I don't like none 'o that heavy metal crap. I like ta play tha Super NES, so if ya start dissin' me ya face'll be a mess. If there iz any homeboys or homegirlz over 16 out there write to. MGL 33 Bultarra Crescent, Kirwan Townsville QLD 4817. Outta here - PEACE!

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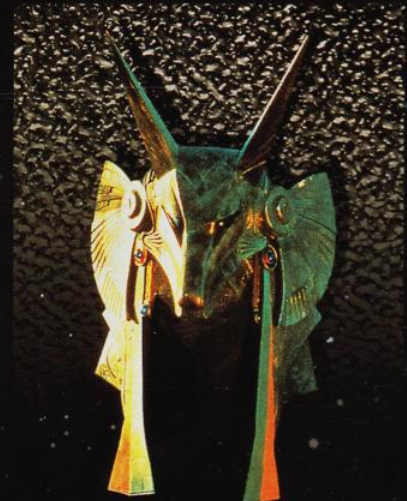
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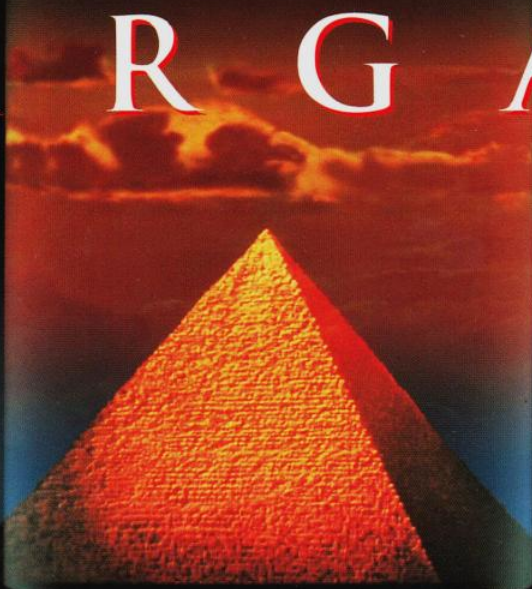
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