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Victory Goal

3DO

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True Lies
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MEGA DRIVE

Phantom 2040
Samurai Shodown

PC

BioForge
Descent

Nintendo
Ultra 64 &
3DO M2 News

Dark Forces &
Wing Commander 3
Play Guides

Chris Roberts talks
Wing Commander 4

ISSUE 9

ISSN 1320-7458



9 771320 745001



6:02 AM -

7:03 AM - HAD TEQUILA

9:31 AM - PUNCHED

12:02 PM -

6:31 PM - KICKED THE

MIDNIGHT - TOOK A RIDE AND



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WINTER

HYPE IT UP

Mortal Kombat 3. What can I say? It's definitely gonna be big, but bigger than the expectations? That's another story... Anyway, MK3 is supposedly the **final instalment** in the classic Kombat series and it has just emerged in the American arcades so we thought we'd get our US gaming expert to give us the lowdown on how it looks. You don't need me to tell you any more about it - Kombat freaks should turn straight to **page 26** (if you haven't already)...

Apart from all the Mortal action, this issue we take a look at some more Saturn titles, namely **Clockwork Knight** and **Victory Goal**. And we preview a Saturn game that looks very **tasty** indeed - **Panzer Dragoon**. There seems to be quite a few nice titles lined up for the Saturn launch (which is still on track for July) and **Daytona USA**, which is nearing completion, is looking very **SEXY** indeed. The Saturn mightn't quite have the technical muscle of the Playstation but Sega sure have some good games up their sleeves. The Sega/Sony battle over the next year is going to be very, very interesting to watch, so stay tuned...

Sticking with the "next generation" consoles for a second longer, we've also got some specs for **Nintendo's Ultra 64** and the **3DO M2**. Hot, hot, hot! The only problem with all these new beasts is that while their specs may beat the pants off everything else, they're a long way from release. Do you go and get 32bitted with a 3DO, Saturn or Playstation now, or do you wait for something even sexier? Ahh, the dilemmas of having fun...

We've certainly got some **fun** inside the **HYPHER** pages this issue (apart from the hot stuff I've just mentioned), but I'm not going to direct you to the **good bits** - you can all read the contents pages. I'm outta here...

Stuart

The MIPS The 3DO M2

Unrivalled, totally horny, just for the fun of it **POWER**. The 3DO company has released concrete specs for the add-on booster codenamed M2, and by golly it simply poos on the Saturn and Playstation - as well as outdoing Nintendo's admittedly tentative specs for the Ultra 64.

The heart of the beast is a specially designed PowerPC chip running at a healthy 66MHz, impressive as this is, consider that this CPU is boosted by no less than ten graphics/audio co-processors! Yep, count 'em, 10!

This meaty silicon sandwich can pump out over 1,000,000 plain polygons every second, or over 700,000 polygons/sec. with full effects like light sourcing and texture mapping.

These figures are truly staggering, but the true power behind M2 lies with the all-important but often ignored bandwidth. Basically it refers to the amount of data that can be moved around the machine in one go. Playstation does it at the rate of 132Mb per second, Ultra 64 will do it at 500Mb per second, but 3DO/M2 can shift the data at the formidable rate of 528Mb/sec. This means incredibly fast and superbly detailed graphics speed, which in the end simply equates the best games ever.

Also injected into the package are improvements to the 3DO's 2D abilities. This is specifically designed to trounce the Saturn's last remaining strength. Another neat trick the 3DO will feature is the exclusive use of z-buffering. Besides being a cool new term to drop during party conversation, z-buffering will do for fast 3D what artificial colouring did for margarine sales. Machines without this trickery will run inherently slower in 3D mode - and only the 3DO has it.

Any doubts about 3DO's long term survival are quickly diminished if you talk to any serious game designer. Praise for the M2's design has been widespread, with programmers impressed by the way M2 suits game design while other consoles just concentrate on stuffing a box full of hot chips.

Expect to pay over \$300 locally when it appears. Not cheap, but for what you get it's a steal. Eventually all new 3DO units will incorporate M2 technology, this with the support of designers guarantee a healthy future for 3DO. M2 should be available by the end of the year.

3DO M2 specs.

CPU:
PowerPC 602 @ 66MHz (133 MFLOPS)

Co-processing:
Graphics ASIC
10 graphics/audio co-processors

Graphics:
1,000,000 + plain polygons/sec.
700,000 + polygons/sec with effects.
100 million pixels/sec.
Destination based texture mapping
RLE compression/decompression
Pixel level Gouraud shading and Alpha channel pixel averaging/anti-aliasing

Resolution:
640x480 in 24 bit or 16 bit colour
320x240 in 24 bit or 16 bit colour

Memory:
32Mbit SDRAM plus NVRAM
528Mb/sec. bus bandwidth

Sound:
DSP running at 66MHz, 2K cache

Options:
PCMCIA slot, MPEG 1 with multiple streams

re Getting Bigger...

Ultra 64

Nintendo still holds the record for the World's Best Kept Secret. Information about the Ultra 64 has so far been either utterly wrong (the Virtual Boy was proclaimed by more than one mag as the Ultra 64), or optimistic guesswork. The rumours have been flying thick and fast: it'll launch at the Las Angeles show in May, it won't be out until 1996, Silicon Graphics can't get the technology cheap enough...and so it goes...

We've heard from pretty good sources that it'll definitely be available by the end of the year (overseas) and that we might even get a look at the beast in the next couple of months. This may or may not be fact. For the first time though, actual, proper, legitimate data has surfaced.

Specifications for Nintendo's hot box show that while the numbers are undeniably hot, they raise questions about Nintendo's ability to deliver the goods at their set price of US\$250. Nintendo faces a couple of problems, their biggest being cost. The Ultra 64 is basically a (very) cut down version of a Silicon Graphics Onyx. These beasts gave us the stunning computer graphics which made Jurassic Park and Terminator so famous. A basic Onyx can be had for around \$150,000 locally, so like Atari says, do the math.

Assuming Nintendo can put this magic box in front of our TVs for the promised price, they face another problem with the machine's potential. It is claimed that the Ultra 64 supports resolution modes up to 1024x768. This is the same as a PC's Super VGA mode and looks fantastic, but the rules of nature dictate that 2Mb of RAM are needed to achieve this resolution in 24 bit colour. The Ultra 64 has a sum total of 2Mb on board, most of which is designated for other uses. Another minor problem is that only HDTV's can run at 1024x768 res. These wonders are only available for the Japanese market and don't accept digital input.

Being entirely cartridge based has caused some concern among game developers. Nintendo claims to have developed data compression methods to boost the capacity of the humble cart, but games will still be restricted to just 100 megabits. This seriously limits the potential of games and developers are not happy about it. Besides costing next to nothing to produce, CD's have the added advantage of being pressed rapidly to meet demand. Many local distributors are reluctant to bring in titles with questionable sales potential for fear of an overstocked warehouse and no customers. CDs allow demand to be met on the fly, Ultra 64 does nothing for these age old problems.

Still, history has shown that when the leader in any field has it's back to the wall, miracles can happen. We sincerely wish Nintendo well, for your sake and theirs.

Ultra 64 Tech. Specs. (Provisional)

CPU:

Custom 32bit RISC R4200 @ 105.58MHz; 64bit bus

Graphics co-processing:

"Reality Immersion" graphics processor @ 80MHz; 24bit DSP @ 50MHz

Memory:

2Mb RAM, 500Mb/sec. bandwidth; 32Mbit EPROM storage

Graphics:

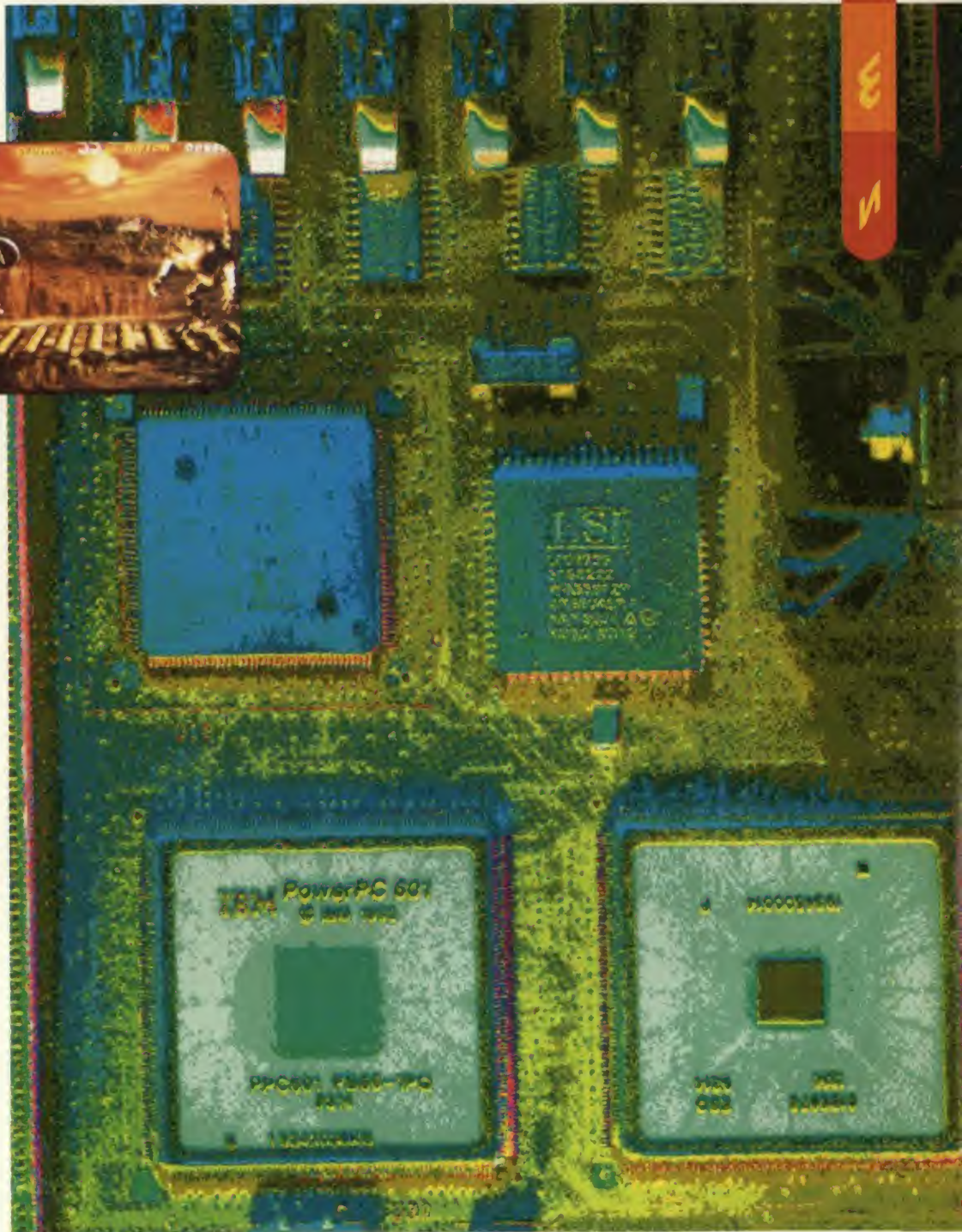
Texture mapping; morphing; scaling/rotation skewing; transparency; light-source shading

Graphics:

24bit colour up to 1024x768;

Sound:

16bit stereo with 32 PCM channels @ 44.1KHz



The Future Playstation

Just so you can feel safe about investing in a new Playstation, Sony does have it's life ahead planned in detail. First off the upgrade block will be the Playstation II, slated for 1997, the only clue to it's capabilities is the ambiguous word from Sony that it will incorporate console technology with what the Information Superhighway can offer. What this probably means (as far as we can tell) is that the Playstation II will include a modem. Next will be the Playstation III, it's due in 2003, with a planned upgrade after that in 2011.

Whoa Mama! This is taking planned obsolescence to a ridiculous new extreme! At least Sony have the confidence in their product to plan that far in advance, so that's got to be reassuring for consumers.



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So next time a geekynerd hits you with a "hows your heterogeneous system" you can counter with a savvy "fine thanks, but my dongles been giving me some trouble".

Nintendo Chucks a Goldeneye, Sony Gets Spawned

You have to spend money to make money. Faithfully adhering to this principle are the heavyweights of the game industry. Fresh out of new ideas? No problem, let's throw some cash around and go with ye old faithful licence solution.

Nintendo have just secured the rights for the upcoming James Bond flick Goldeneye. The game (let's take an early punt and predict it'll be a platformer) is being developed by RARE Ltd, who's reputation is pretty healthy at the moment, not in the least because of their mildly successful Donkey Kong Country. They're using Silicon Graphics machines for the job, so even if it's a crap play it'll look beautiful.

For their money, Nintendo get to use the likeness of the new Bond, Pierce Brosnan. Of the new game, Pierce said "Bond was always a band leader in the high-tech spy game, so teaming up with Nintendo makes good sense to me". Pierce is now a runaway favourite in the Dumbest Quote of the Year competition.

Also leaping onto the bandwagon like an old pro is Sony Imagesoft. They signed with Todd Toys to produce a game from the amazingly successful Spawn comic superhero. In case you don't know, Spawn is the reincarnation of a "rugged" U.S. Army Colonel, he uses his limitless power as a protector of the innocent, homeless kids being a particular beneficiary of the great dudes favours.

The game will appear in versions for SNES, Mega Drive and naturally, the Playstation. Our early stab in the dark... it'll be a platformer.

Street Fighter II Legends

You knew it wouldn't go away quietly. The news that Street Fighter II is to be given yet another make-over arrived to an underwhelming response. Sure, we'll love it to death no matter what they do to it, but isn't it time for Street Fighter III?

To be known as Street Fighter Legends, the re-hash features a complete re-work of the graphics, as well as some new characters for your pummelling pleasure. They'll be bigger too, as you can see from the screenshots the new game showcases the new artwork nicely. Capcom didn't leave their revolutionary changes at just re-drawn characters either; the movers and shakers of the industry have even taken the radical step of giving Ken a new ponytail! Wow, this is too much.

Shaking our "seen it all before" attitude, was the news that Legends will include characters from the very first Street Fighter game! This, together with some new moves for the fighters we know and love should make Legends a surprisingly hot play. The special moves from SFII Turbo are here too, so all that practise wasn't a complete loss.

The last surprise is the new Special Meter, it charges up for high-power attacks and can be used up to three times in a bout.

So until SFIII comes out (if it ever will), there will be Legends to play. And who knows, mayt-SFII will rear it's head in other incarnations. Anyone for a sporting bet?

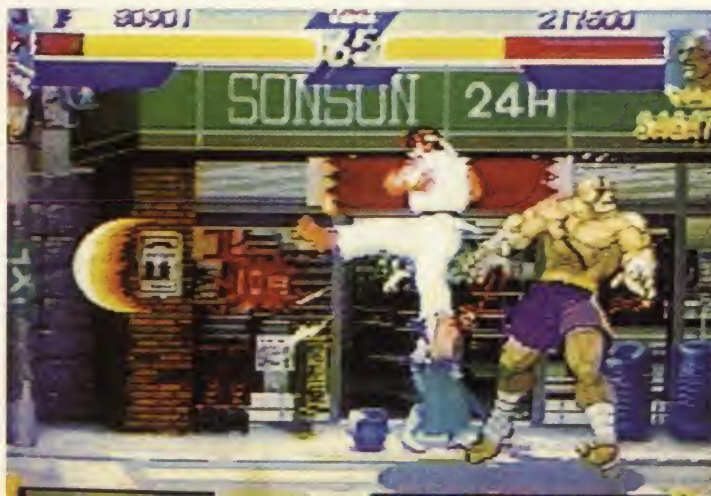
WINNERS

3DO Infra Red Controllers -

The winners are:
Jason Rickersey (WA)
Brendan Thorncraft (NSW)
Guy Cunningham
Andrew Lowry (NSW)
Jessica Lau (QLD)

Wingman Extreme Joystick -

the lucky winner is
Damien Benson (WA)



Definitive Doom and Heretic 2

With most developers firmly in the habit of squeezing the blood out of even partially successful games, you didn't really think iD would rest on their Doom laurels while beavering away at Quake, did you?

Doom, Doom and more Doom! We can't get enough and iD know it. Soon to be released is The Definitive Doom, which is the original Doom with nine brand spanking, blood soaked new levels in an episode called Thy Flesh Consumed. Doom 2 also gets the treatment as Doom - The Master Levels will be released shortly. It's CD ROM only and will have between 20-30 new levels.

Not to be left out of the frenzy is Heretic. Under development is Heretic II, which will be completely new with very little in common with it's predecessor. A whole new range of weapons will be provided for your pleasure, with the similarity between Heretic's weapons and Doom's specifically avoided. To keep life interesting, the game will also provide the option to play as either a Cleric, Wizard or Warrior. Multiplayer games will apparently merge the abilities of each character to keep matters simple.

As if this wasn't enough, Rogue Software are currently working on an action/RPG game based on the Doom engine. Going by the name of Strife, it should be out this winter.

So if you've had it with amateur shareware levels and just couldn't face another round in the games that started it all, then be patient for fresh killing fields are on the way.



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Intencity - The Virtual Experience

If you're in Sydney or you watch Hey Hey It's Saturday you would have heard a lot about Intencity, the brand new "virtual" playground which has just opened. I think we'd better clear things up a bit. Despite what the TV commercials might suggest Intencity isn't a yuppie bar - it's definitely a games venue. Ignore the cafe and kiddies play area at the entrance and Hurstville's latest (only?) attraction is a definite winner - if only because it's got 8 Daytona machines chained together for group racing. Practically every machine you could think of is to found here in numbers - I counted 4 Rally Championships, 2 Cruisin' USA machines and 8 Suzuka 8Hour MKIIs among the crowd. And there's more.

Intencity's real draw card is a range of new experiences which blend video games and theme park ride technology with short films and a great deal of stage dressing. Everyone's heard of Virtual Worlds and now you don't have to go to the States to play Red Planet or Battletech. Why not hang around the Explorers lounge and wait for a mission? Check out the comfortable armchairs and the displays of the Virtual Geographic League - the club you're about to join was founded by Nicola Tesla and Alexander Graham Bell in 1895! Well, actually it was Tim Disney (Walt's son) and some mates who pulled this all together - but hey, who says you can't rewrite history?

After you've collected your Virtual World passport, chosen a name, watched a five minute Red Planet movie and had the controls explained you finally get to play. Sure, this ore-carrying hovercraft is a lot more manoeuvrable than most game vehicles but with the exception of closed door privacy and the multi-player dimension there's nothing really new here - no pod motion and there only so much 3D race experience a single flat screen can deliver. Unfortunately the canals of Mars look a little like air conditioning ducts. Back in the lounge there's a debriefing and a blow by blow printout of your mission waiting.

An equal amount of fuss surrounds Battletech. Instead of racing you're in a shoot 'em up game - seated at the controls of a huge Transformer style warrior. Still no motion but the fact that you're facing other players rather than the computer definitely adds a sense of realism. Both games are fun but you'll pay between \$7-9 a go depending on time of the week. Games last about 9 minutes - so that's good news.

Of all the games at Intencity Chameleon is my favourite. While the game play itself is a pretty average blend of racing down tunnels, collecting crystals and shooting at enemy craft the fact that you're on a carousel in a gimbal mounted pod makes all the difference: you really do feel in (and out of) control. Chameleon

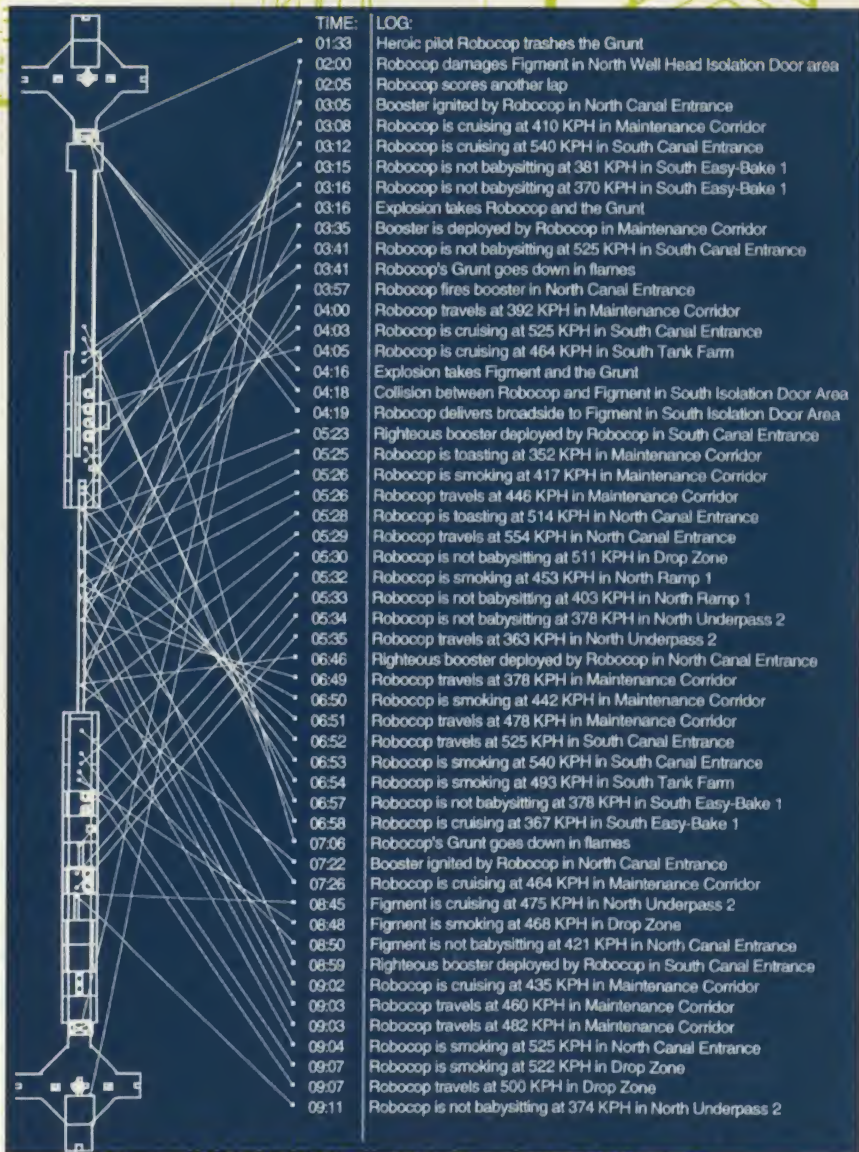
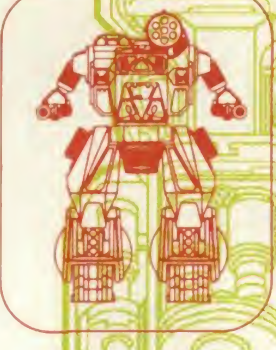
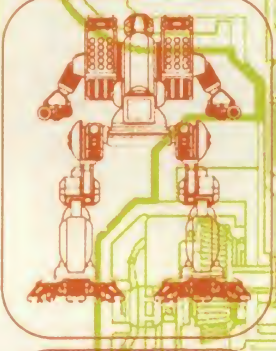
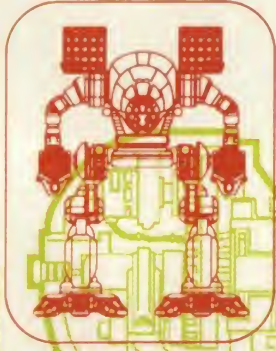
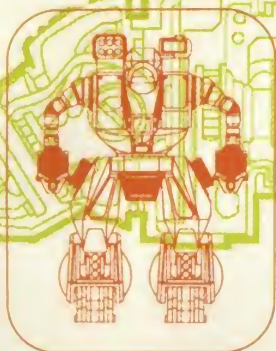
boasts an intro movie, a filmed briefing and a debriefing at the end of your flight. The total experience lasts about 15 minutes - the game itself about 3 1/2. I paid \$7 and I believe the cost goes up a little at weekends.

Other Intencity attractions include Virtual Boxing - wrong sport for the VR technology; not a lot of time for the virtual experience when you're involved in face to face biff! Golf - you hit the ball into the screen, the technology spots the point of entry and a virtual ball flies off into the distance; Power Alley - far more real than virtual. The baseball is fired through the screen and the synchronisation with the full size video pitcher is seamless.

Intencity Hurstville represents the first of the new style of games/entertainment sites which will soon spread throughout the country and in South-East Asia. With six Sega Worlds also coming soon there's going to be some serious competition - which will be good news for players if it drives the gameplay forward and keeps prices down.

Over and out!

Marcus Leadley



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Girls on Screen

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As part of the recent HYPER readers survey, we asked you what other magazines you like to read. Surprise surprise, it seems that when you aren't drooling over HYPER, most of you like to peruse Playboy for its quality articles and scintillating interviews. Of course, the demographic for this little statistic was strictly the male 12-17 year old group. Naughty, naughty.

If you happen to be one of those sad puppies, then have we got a disc for you! The world of Playboy has entered the world of silicon (after being a bunnies best friend for the last 40 years). The PC CD ROM offers its services to your computer under the pretext of being a screen saver. Knowing how much you all care for the longevity of your monitor, we suggest you rush to your favourite purveyor of quality software and snap up a copy pronto.

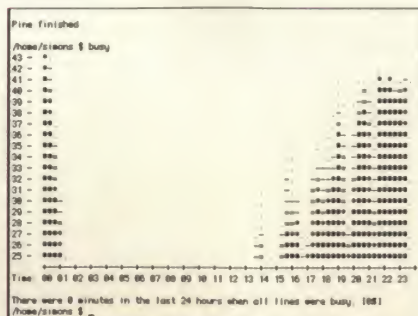
This gem of high culture includes 15 minutes of "dazzling" full motion video, as well as the expected plethora of still photos. Those expecting a feast of titillation are likely to be disappointed as most of the images are far tamer than anything the magazine prints, although if you're both desperate and over 18 there's an "adults only upgrade" coupon in the box. Ooh-er.

Homer Stops The Net!

Only one man stands between the Internet and total world domination: Homer Simpson.

HYPER's source of this extraordinary revelation? The Internet provider Dialix, which allows users to generate a nifty graph of how busy their Australia-wide service has been for the previous twenty four hours. And as you can see for this graph of a Wednesday evening's use, Homer comes on and the Internet just about goes off.

We just thought you'd like to know.



Who Ya Gonna Call?

Newcomers to the glorious world of PC gaming usually discover early on that the DOS world is not a friendly place. Configuring your memory is a scary and intimidating experience, but is absolutely necessary as many games require completely different setups to work best, or even at all. Most games come with excellent technical supplements, well designed to see you right in no time at all. Many PC newbies have a strange phobia about these most helpful tech. guides though, and in some cases weird stuff just happens, regardless of how advanced your PC skills are. So what's a poor gamer to do? Call overseas and be put on hold for an hour? Call HYPER where the busy crew don't have time to help? Fear not! Most of our splendid local distributors offer PC Technical Support lines (manned by real humans - patient ones too) to help you through your pain and get you playing again. Here are the customer support lines:

- Electronic Arts - 075 280 800
- Ozisoft - 02 317 0099
- Hotpoint - 02 907 1100
- Metro Games - 1 902 240 527

Try and be in front of your PC when you call. Easy huh?

Bob Dylan - Highway 61 Interactive



Bob Dylan is a legend. He is a poet, a singer, a songwriter and a culture shaker. I know all these things because the cover of Bob's new CD ROM said so. It's likely my parents also offered similar hyperbole, though I almost certainly wasn't listening at the time.

Running Bob's new cyberdisc is not going to turn you into a walking factbook on the man, rather it is intended to take you into his world and share a little of the magic that captivated a generation.

With it you can sit in on recording sessions, grab front row at his most memorable concerts and; in a absurdly ridiculous overkill, wander around a virtual Greenwich Village (his hometown), ducking into coffee shops and taking in the vibes.

This CD is no carefree collection of spare footage, the fully rendered Greenwich Village quickly convinces you of that. Every screen looks superb and there's a serious abundance of them. Seven basic "environments" are your starting point, each leading off to a labyrinth of new things to see and do in Bobland.

There is music too! There are numerous artists paying tribute to Mr Dylan including Pearl Jam and Eric Clapton, and the pick of the song bunch is a previously unreleased version of "House of The Rising Sun".

This CD ROM may not appeal to everyone, but even if it's not your thing it could make a very appreciated gift for someone who digs the man. Groovy.



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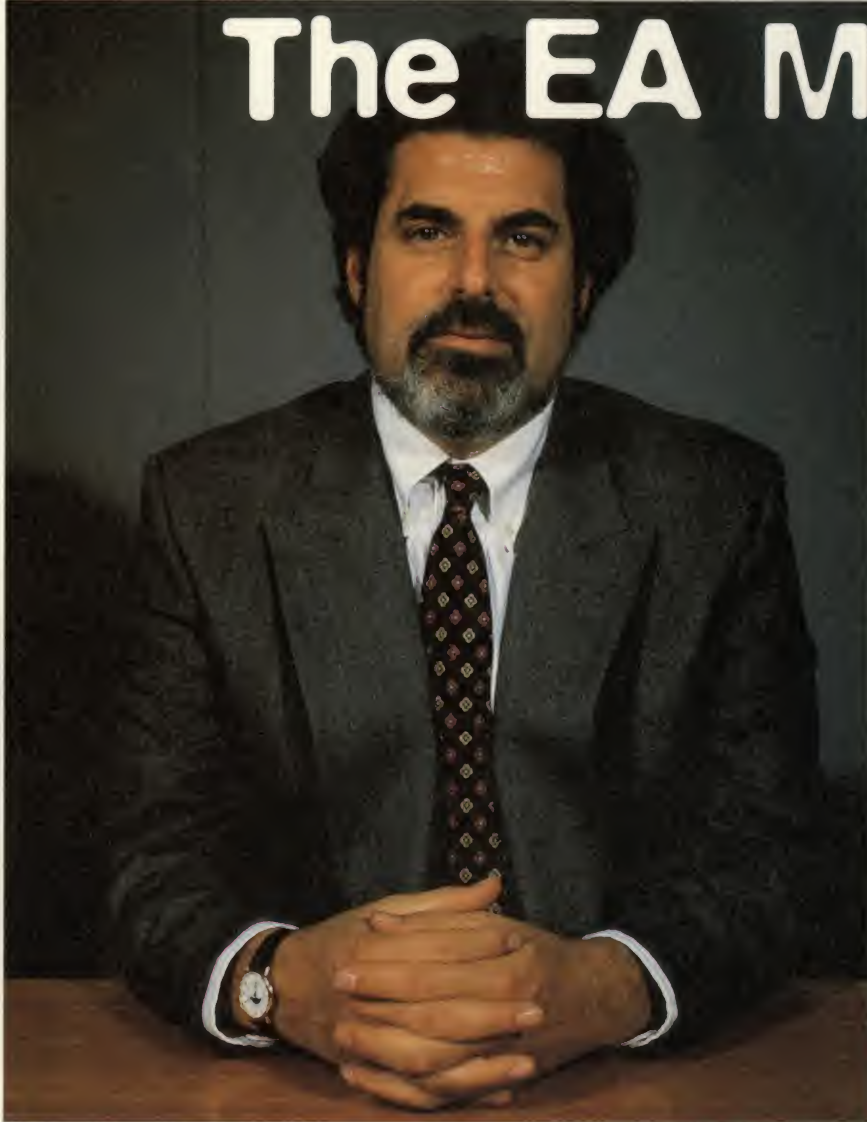
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The EA Masterplan



Mark Lewis is the Senior Vice President International for Electronic Arts. It's a big title for a big job. Basically he's in charge of EA everywhere except North America - and that means Europe, Japan and South East Asia, which happens to include Australia. When he was in Australia recently he called into the HYPER office and Ed-man Stuart asked him these questions...

Firstly, where does Australia fit in, in the EA global scheme?

For us Australia isn't isolated because out of Australia we look after New Zealand, Singapore, Malaysia, Thailand...it's probably one of our fastest growing regions. Interestingly enough, Australasia's nice and easy because the hardware is the same as the rest of the world and the language is the same as the rest of the world. But what we've got to figure out is how many of you there really are and what it is that makes Australia different. It's clear to me there's a lot of creativity here, but it's very hard to find where programming talent is and if it's real because with the exception of Beam, who have made it a business, I don't think anyone else in Australia has realised the magnitude of the cost - the marketing cost, the production cost. It's easy to have a good idea, it's hard to implement that good idea and it's even harder to bring that implementation to the market. But I believe that given the torturous lives you live here in Australia (smiles) that there must be some good talent.

Are you scouting for programming talent in Australia?

Nigel (Sandiford, EA's Australian boss) definitely has a mandate to scout for talent, mostly for world-wide projects. We could do local product but it doesn't make sense.

Where's the business at for EA at the moment - are 16bit cartridges still the main market, or what systems are bringing in the money?

This year I would say that 20-30% of our business was CD based and the rest of it was cartridge based. I think that next year probably more than 60% of our business will be CD based. It'd be really nice to tell you that that's all just the IBM PC but it's not. That's betting on the Playstation and the Saturn as well. The PC CD ROM is growing enormously and then there's the 3DO with Panasonic and Sanyo.

So you will be supporting the Saturn and the Playstation?

Oh sure. EA has always been a multi-format publisher. We're an equity player in the 3DO company, but we place many bets.

Certainly the idea of a CD based entertainment standard for the consumer makes a lot of sense for everyone. Will it happen? It's still too early to tell but with Sega and Sony taking proprietary positions it looks unclear.

How's the 3DO going?

In Europe it's terrible but that's because Panasonic have only released in the UK. It's up to each individual Panasonic company to release it...

As you know, they haven't released it in Australia yet...

But there are probably plenty of 3DO machines around. We sell lots of software to Europe but there are no machines legally sold there. In the States, Panasonic had a good Christmas and Goldstar also entered the market, but that upside in America has to be tempered with a downside in Japan where once the Playstation and the Saturn were out, 3DO sales slowed down dramatically.

Worldwide my guess is that at the end of this calendar year there might be half a million 3DO machines world-wide. I won't guess on Playstation and Saturn until they're released in other territories, but clearly they've already outsold 3DO in Japan and that's problematic for the 3DO company.

What about Nintendo's Ultra 64?

Well they believe they can be out at \$250 US, they believe they have video compression to take the carts that might be 32 Megabits and end up costing more like a 16 Meg cart, and if they can really deliver that you can't rule them out. My sense is that it's still anyone's game but the bad news is that the consumer once again has to make a platform choice - a vote, in effect.

What are the hot EA games in production at the moment?

We've got a pretty good coin-op game called Hover Tracks which will go into test as a coin-op but I think the real market will be the home video game platforms. Magic Carpet 2 is coming from Bullfrog and will be out in June or September. It's stunning and takes that to a whole new level. I'm also looking forward to finally playing BioForge - it's been coming for longer than I've been willing to wait! Inevitably we've also got FIFA '96, Madden '97, NHL '98 and they're always going to be games that I look forward to.

Those sport updates obviously must keep selling if you keep releasing them...

They keep selling, and to some extent they are just sequels but there are significant feature differences and sometimes technology just lets us make a jump. Just wait until you see Madden on the Playstation, it's a showpiece.

What do you think about Sillywood, or the merging of Hollywood and Silicon Valley? Where are interactive movies going to take us?

I have a confused mind on this. I think that Hollywood is really only good at one thing and that's providing entertainment so they ought to stick to what they know best. But in my wildest dreams I wouldn't begin to believe that software companies are the only people who understand interactivity. Anyone can take a license like Star Trek or Demolition Man and make a game out of it that's interactive and entertaining, but I think that Hollywood and the talent that's there, like script writers, character developers, set designers, lighting etc is what we can learn a lot from.

I don't know about Hollywood and Silicon Valley merging as much as the entertainment industries all coming together, whether they're records, movies, books, interactive software or magazines. All the creative people are going to realise that the electronic medium is fun and give their talent to it. I think that's what's going to happen.

So what is the EA masterplan for the next few years?

I think in our business, realistically you can look out from anywhere from 12 to 24 months. We are dependent on hardware and technology. Clearly we want to be a player in interactive gaming, interactive TV and network gaming. We've made some recent acquisitions, both in development and distribution, around the world which should be good for the company.

Basically we want to be able to bring you a stunning experience into your living room, bedroom - wherever you're going to have your interactive entertainment. I think where we're focused is where we've been, which is on the forefront of technology, balancing that with good game content and game design.

HYPER's charts are supplied by The Gamesmen

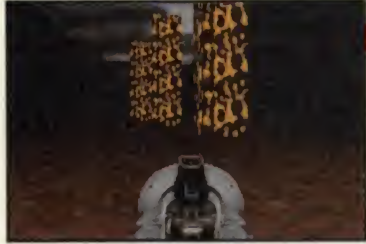
Mega Drive

1. NBA Jam Tournament Edition
2. FIFA Soccer 95
3. **Desert Demolition**
4. Rugby World Cup
5. PGA Tour European Tour
6. Radical Rex
7. NBA Live 95
8. Aladdin
9. The Jungle Book
10. Indycar with Nigel Mansell



SNES

1. Donkey Kong Country
2. NBA Live 95
3. Street Racer
4. NBA Jam Tournament Edition
5. Mario Paint
6. **Indycar with Nigel Mansell**
7. The Lion King
8. Star Trek: Next Generation
9. Full Throttle
10. Stunt Race FX



Mega CD

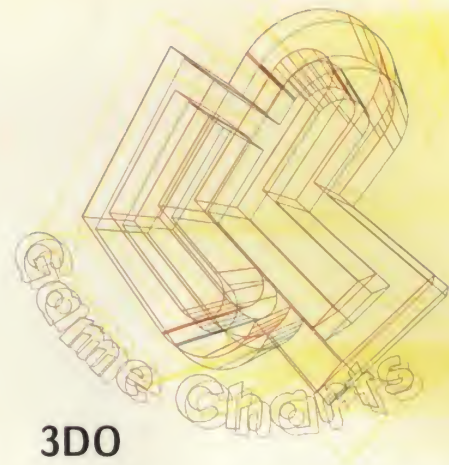
1. NBA Jam
2. Snatcher
3. Jurassic Park
4. Mortal Kombat
5. Mickey Mania

PC

1. Alan Border's Cricket
2. **Rise of the Triads**
3. Warcraft
4. SimCity 2000
5. Indycar Racing
6. Defender of the Empire
7. Master of Magic
8. Transport Tycoon
9. Aladdin
10. Premier Manager 3

PC CD ROM

1. Dark Forces
2. NBA Live 95
3. Nascar Racing
4. X-Wing Collectors Edition
5. SimCity Collectors Edition



3DO

1. Return Fire
2. Myst
3. Need for Speed
4. Theme Park
5. FIFA Soccer
6. Quarantine
7. Demolition Man
8. Road Rash
9. Corpse Killer
10. **Immercenary**



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At the rate at which the net is expanding, there'll be more people on the net than the number of crappy platform games in existence by 2004. Why buck the trend? Jump on to that information road type thing before Microsoft gets its boot in and installs tollbooths on the highway at convenient 200 megabyte distances. Fortunately, it's still a wild and free frontier out there at the moment, and here's the latest run down from the Wild Western edge of the Web.

Sega Saturn

One of the things I love about the net is that at this stage, a pet project by a single dedicated enthusiast can be as impressive as a site put up by a giant like Sega. An unofficial Sega Saturn page has sprung up from some dedicated gamer with far too much time on this hands, and not only does it have much more info than the SegaWeb, but it's interface is twice as good too! They should give this guy a job or something. This web site has previews, reviews, screenshots of forthcoming titles, pictures of the hardware and peripherals and news and rumours. Now that Playstation and Saturn have them, where's the Ultra 64 web site? Won't be long I'm sure but until then the Unofficial Saturn site is at "<http://128.95.248.147/>".

Mortal Kombat III!!!

Mortal Kombat III would have to be the most hyped and eagerly awaited sequel in the gaming world. Rabid Kombatants are eagerly lapping up every scrap of info released by the developers at Williams/Midway. Now you too can join in the fun and see the latest preview screenshots and rumours at both an official and an unofficial web site. Of particular interest are some of the fake screenshots for MK including a hilarious shot showing a 'Pythonality'. The unofficial site seems to be getting MKIII screenshots before ANY of the magazines from some mysterious source... Let's hope he doesn't get sued before we get all the real juicy bits. The unofficial web site is at "<http://www.cs.ucl.ac.uk/students/zcacaes/mk/mk.html>". Midway is also putting up a website, but there's currently only a single mysterious image there that's rumoured to be a clue to hidden codes in MKIII. The official Midway site is at "<http://www.wms.com/midway/>". By the time you read this it should have some real info there.

Manga Manga Mangal

Lovers of Manga and Anime (Japanese comics and cartoon series) are in for a real bonus when they jump on to the net! From various sites on the net you can grab images of your favourite Manga characters, full scripts, soundfiles and even video clips if you can be bothered sticking out the download time. All the cult series seem to have their own site or even multiple sites on the web: Akira, Gundam, Appleseed, 4x4Eyes, Macross; are all well represented. In fact about the only subject which seems to have more web sites then Manga is Star Trek. The best place to start looking for a particular series is the "Anime and Manga Resource List" at "<http://csclub.uwaterloo.ca/u/mlvanbie/anime-list/>". If you just want image files jump straight to the FTP archive at "<ftp://ftp.tcp.com/pub/anime-manga/>". Also worth a look, since it's in Australia at least is Bonsai's Page at "<http://www.its.newnham.utas.edu.au/bonsai/anime/anime.html>".



PC Games Companies Webblfy En Masse

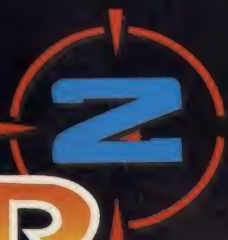
Following each other like lemmings (the real furry things, not the game) it seems that just about every major PC games company has put up a web site in the last month. Atomic Games, iD Software, Interplay, Microprose, Epic MegaGames, Electronic Arts and Origin Systems have placed their virtual neon signs on the web. They've all got the usual screen shots, playable demos and Online ordering in some cases. Of course every page proclaims that each title is "a mindblowing and revolutionary leap forward in interactive entertainment" or something like that. Good for a peek but of course you wouldn't rush out and buy the game before waiting to see what HYPER said would you?

iD Software	http://www.idsoftware.com/
Atomic Software	http://atomic.com/
Microprose	http://www.microprose.com/
Interplay	http://www.interplay.com/
Epic MegaGames	http://www.epicgames.com/
Electronic Arts	http://www.ea.com/
Origin Systems	http://www.ea.com/osi.html

Don't forget to check out HYPER's very own website at "<http://hyper.com.au/games/hyper/>". There'll be big changes on our site very soon, so keep checking back. Also, keep your email flowing in to us, at "freakscene@hyper.com.au" (general) or "trawlin@hyper.com.au" (Net Trawlin').

Roger Bolton





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So you've got a Game Boy? Well join the club that has half the world as a member. The black and white LCD screen still supplies a lot of gamers with a lot of fun and there's even more scope now you can plug Game Boy games into your SNES with a Super Game Boy.

A new colour range of Game Boys have hit the market, and while the screens might still be monochrome, it's certainly brighter to look at. HYPER has a new Limited Edition coloured Game Boy to a lucky reader. **All you have to do is tell us one of the new colours of Game Boy.**

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

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Get Smegged!

Red Dwarf. Have you seen it? And we don't mean a living, breathing, height-impaired human dunked in a vat of scarlet ink either. Well, if you have (and I mean the hilarious British sci-fi spoof screened on the ABC) then you'll be busting your britches to get your hands on a copy of Smeg Ups, a special Red Dwarf video highlighting

the bloopers, stuff-ups and all-round fluffs made during taping of the show. HYPER are willing to give you one of five, FREE (thanks to the beautiful people at Polygram Video), simply by answering this simple question: **What TV channel screens Red Dwarf?**

That'll prove you watch it, y'see. Now you can be your own Larry Emdur (er. . .well) and host a special Red Dwarf bloopers show in the privacy of your own home. Gimboid!

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We told you all about the Vivid 3D from NuReality last issue. For those with short term memory loss we'll repeat ourselves: "This small and attractive black box will make your speakers do things you thought only a big black box could do. Designed to connect between the sound card's

output and the amp/speaker input, Vivid 3D works a magic that enhances the game (or music/TV) 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

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Sounds good, doesn't it? It is! We gave it the HYPER Big Rubber Stamp of Approval, no less. If you want one then you're in luck because we've got a couple to throw your way. The question is:

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0019

Reviews by Max Autohead

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NINJA SCROLL



Ninja Scroll

William Gibson featured a vat grown variety in Neuromancer. Frank Miller concentrated on this topic during the better part of the eighties in Daredevil and Elektra Assassin. Eastman and Laird made billions when they fused turtles with this kind of warrior. Ninja. Almost every kind of Japanese martial arts flick has one, and amongst the barrage of Cyberpunk/sci-fi anime hitting our shores a new and exciting feature has entered. Ninja Scroll.

Very rarely will a Manga/Anime cause me to watch it over and over again like Ninja Scroll has. It is outstanding in almost every aspect.

Based in Feudal Japan, Ninja Scroll has its feet firmly planted in the martial arts/fantasy genre. With a fistful of throwing stars and a sharpened katana, the story centres on three characters; Kagero, the beautiful Ninja assassin, Jubei, an invincible warrior swordsman, and a mysterious wandering dwarf working as a spy for the government. Their skills are put to the test as they cross paths, uncovering a plot by a fearful enemy who plans to overthrow the government, and thus rule the country.

The technical brilliance of Ninja Scroll earned it the "Citizen's Award" at the '93 Yubais City Adventure Film Festival. The cleverly designed characters spring to life amidst beautiful looking backgrounds. The attention to detail is superb, both in the actual narrative and the movement of the animation.

Friends who normally hate manga/anime were converted after watching this classic. Get it now!

10/10 Rated- R18+ Distributor- Manga Video

AD Police

Imagine a world where defective human limbs and organs are replaced by cybernetic imitations. Where androids serve humans in both housework and carnal pleasures. A world where pain has become a thing of the past, with nerves replaced by circuitry.

The third edition to the much touted "Cyberpunk Collection", AD Police is one of the best sci-fi animes to hit this country. Based on the comic book "BUBBLE GUM CRISIS" by Tony Takezaki (of Genocyber fame), AD Police is based in 2027AD in a city where humans fear pain and seek perfection through technology. Highly influenced by Blade Runner, the entire series contains some of the best sci-fi short stories available on screen, with thought provoking and intensive plots galore.

Part One, VOOMER MADNESS, introduces us to the two main characters, Leon and Nena, and the special police unit they work for. The AD Police are the city's counter-measure against terrorist attacks and rogue "Voomers";

androids that have by-passed their programming and go on murder sprees.

Part Two- THE PARADISE LOOP- begins with an investigation of a mass murdering freak on the city's disused and disintegrating underground railway. Part Three- I WANT MEDICINE- deals with the resurrection of Billy Finwood, the AD Cop who buys it in the first episode. He's brought back as a type of mega RoboCop, a proto-type experiment to stop rogue Voomers. Great concept, except for the fact that the scientists that bring him back are emotionally psychotic, ignoring some pretty dangerous warning signs...

What I liked about the series is that it had some pretty important comments to make on society. I liked the ideals that the writer plays with, such as the concept that pain is something to be endured, not avoided. Take away the ability to endure pain and you take away humanity. Technology doesn't solve the problems in the world of AD Police. It just creates new ones.

The animation will speak for itself. Like most anime it's not full motion, but is done with such convincing style that it just doesn't matter. I hope that the Australian distributors bring out the earlier episodes of this series from the "Bubblegum crisis". Outstanding.

9/10 Rated- R18+ Distributor- Manga Video

Macross Plus

Macross is almost an Anime institution, being released in the west as Robotech. During the mid-eighties Robotech was screened on commercial TV, following the grand tradition set by Battle of the Planets and All Star Blazers.

With the recent release of the second series, Macross 2, Manga Video has followed up the assault with a brand new series, Macross Plus. The blurb on the back touts "...this action packed, visually superb 4-part series is the Top Gun of Japanese Animation." They're right on the money.

Macross Plus' Maverick is Isamu Dyson. A gung ho, cocky asshole who is sent to Eden, a colonial Planet where the Ministry of Defence is testing new transformer aircrafts. There are two projects on the military budget, including a jet with direct neural interface between pilot and plane, flown by Iceman clone, Guld.

What I've always liked about the Macross stuff (beside the cheese, and boy, is this cheesy) is the technical designs of the Mecha Ships and the futuristic environments that they're placed in.

This is a beautiful looking animation series, well designed with fantastic special effects and an enticing (if not original) storyline. Add it to your collection.

8/10 Rated- PG Distributor- Manga Video



AD POLICE



STAR BLAZERS

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The Home of New Wave Japanese Animation

The Real Manga

Let's get something straight from the start — manga are printed comics, anime are animated movies. And while anime is the hottest cultural export from the land of the rising tectonic plates since sliced white rice, few manga have made the crossover from Japanese to English. Although manga such as *Akira*, *Sailor Moon* and *Roujin-Z* have been produced as successful anime, there's a whole other world we've yet to see much of.

Unlike slick anime, manga are nearly all monochrome, quickly drawn and printed cheaply on crappy paper. This is true pulp fiction — gloss is limited to a full-colour cover and the outer four or so pages for the more expensive ads and inevitable snapshots of the latest barely pubescent sex symbol.

Manga are an odd mix of simplistic sporting hero fantasies, samurai/ninja melodramas, sci-fi, soppy love stories and graphic violence, cyberpunk storylines, brutal rapes and wet-dream sex



scenes. In mangaworld Japanese women have big, round eyes, perfectly shaped pert tits, bums with street cred and long, thin legs. This image has a reality quotient of roughly zero; it has far more to do with Japanese perceptions of white women as the ideal beauty. Men are drawn more accurately, although taller and more broad-shouldered — a cross between Western and Japanese characteristics.

Bible-bashers here would go ballistic after glancing through any of the popular weekly manga, but in Japan no-one cares and no-one thinks about it very much. Reading pornographic manga in public rarely raises any eyebrows — I've stood in a train watching a family of three, the mother and teenage daughter in school uniform chatting, the father engrossed in a manga vividly depicting the violent rape of a schoolgirl. (True to manga tradition, the girl being raped slowly stops struggling and starts enjoying it, usually as penetration occurs...)

The Japanese lap up over a billion mangas a year, with popular weeklies selling over a million copies each. The best selling manga is *Shonen Jump*, which sells over five million a week. Just about everybody under the age of 40 reads 'em — a far cry from Australia, where comics are still just for kids and a few adult collectors.

They're meant to be flicked through, with each page scanned in one pass. Grab the latest issue of the 300+ page manga weeklies from one of the tiny kiosks on the station platform, and knock them off during your one hour commute. Once an issue has been read, it's thrown away. Manga are too bulky to be kept — anyway, the best serialised stories are eventually repackaged in paperback form.

Manga is the original "multi-media" — an effective way to

quickly absorb information. The comic form is also used to explain everything from income tax law to earthquake emergency procedures. Manga are now put to use by corporate Japan to train new recruits on sales techniques, marketing tricks, even to explain company rules. Workers at Sega's Tokyo headquarters have to read in-house magazine-length manga teaching correct business etiquette and detailing polite telephone manners.

It's no wonder Japanese are big on a medium that emphasises images — written Japanese is a nightmare. The language is so vague that often a reader of a novel is unsure of what the writer is trying to say. And that's if they can actually read all of the thousands of characters being used. Reading anything more sophisticated than a short trash novel is more like study than relaxation, both for veterans of school examination hell and the poor suckers still facing it. For kids being crunched up by the school system (where the pressure to succeed is enormous and bullying can be deadly) and for office workers being trod on by heartless companies, manga are a vital escape.

MARK SARIBAN



CONSIDER

THE HYPER Interview with Chris Roberts

There aren't many personalities in the gaming world. Most design geniuses are backroom hard-sloggers who will forever remain anonymous. There are a few exceptions though, and the names Sid Meir, Lord British, Dave Perry and Chris Roberts are known and respected throughout the gaming community. These men are the elite; they have given more to the development of games than we have any right to expect. We don't have much time for gratitude though, because we're too busy expecting even bigger things from them. This is what sets them aside from the crowd though - we expect much and they deliver more.

Wing Commander, when it was released in 1989, was an unprecedented explosion of graphics, sound and action. It was Wing Commander that first gave us the term "interactive movie". Gamers knew something special was afoot from the first moment of the opening sequence: an orchestra conductor motions briefly for silence (what's going on?), then suddenly, for the first time ever, sounds spewed forth from the infant Sound Blaster which were truly astounding. We gathered our composure, barely in time for the overflight of the Confederation fleet (Oh God...). Then, on screen, were the words "A Chris Roberts Production".

People are still playing the first Wing Commander, it remains more impressive than many games currently available. But Chris has been busy in the intervening years, after releasing mission disks for his original masterpiece, he gave us Wing Commander II. It was nothing less than bigger, better, faster, more - and it too was followed by a stream of mission disks. In the last couple of years, the Wing Commander universe has come to be revered with similar affection to those created by Messrs Lucas and Roddenbery (ie Star Wars and Star Trek).

Chris then gave us the freedom to go anywhere and do anything with Privateer, and a way to play linked by modem or network with WC Armada. But the crowning glory was yet to come. Tantalising screenshots appeared during development and the cast list was truly ethereal, but the reality of Wing Commander III's magnificence took everyone by surprise. An astounding accomplishment, it set a standard that will remain until Chris finishes his next project.

Firstly, what does "HEART OF THE TIGER" in the WC3 title actually refer to?...

It's the Kilrathi code name for Blair, the character you play.

In WC 3, watching Angel's death is a pretty extreme experience, is there any way to save her in the game?...

Oh no, that's part of the storyline. There are certain key elements in the storyline that are already structured that way, she's killed before you can do anything about it. You just discover its happened.

One mission (#4) involves defending your Corvette from a Skipper missile attack. Shooting the missile seems impossible and the only option is to Autopilot out before the missile hits. Was that intentional?...

No, you can shoot the missile.

The internet newsgroups pretty much only talked about THAT mission and how autopiloting out was the only way...

Well you don't get as many mission points. The way I've always done it, is that I know there's going to be a Skipper missile there, so I head towards the enemy Corvette as fast as possible and try and blow it up before it launches. If I can't, then I keep targeting until I get a missile as one of my targets, then afterburn as fast as I can - it's like chasing a cruise missile!

I felt that the inclusion of Hobbs in the crew was a subtle lesson in multi-racial harmony. Is this so and why did he finally turn bad?...

It's more to do with the way the original Wing Commander was structured; you know, the Kilrathi are bad, the Humans are good. It's not like you have an option to make peace with the Kilrathi, because that's not the way the game's structured. So in Wing Commander 2 I felt like it got a little too grey and I wanted to get back towards the Kilrathi being bad and the humans being good, because it's black and white. In Star Wars the storm troopers are bad the rebels are good - you don't have any question about it. Hobbs was kind of like the one sore thumb sticking out in terms of that, so that was more the reason why he turned traitor.

Do the conversational responses have any bearing on the final success or failure, or is it entirely dependant on mission performance?

It's mostly dependant on mission performance. The conversational responses kind of tailor the game towards the way the story is told. For instance, if you decide to fly the Excalibur or you decide to challenge Flash that'll have a definite bearing in the game. Whether you pick Rachel or Flint is similar. You can choose different paths and it may make the game harder or easier but it doesn't prevent you from winning. It certainly changes the sub-text or the sub-plot to the story, so the story gets personalised to your preferences.

So what can you tell us about Wing Commander 4?

Well right now were developing the script and we're probably going to shoot this summer (Australian winter). We are expanding Malcolm's role more and so it's really going to be more a sort of Malcolm vs. Mark thing, and it's going to be fun. It's going to deal with what happens once the war's over, when there's no real major enemy out there. You see it throughout history, there's always a lot of strife after a war, you have all these soldiers returning from war and they're out of work.

I think it's got a more interesting storyline, and the plot certainly deals with some real interesting moral ambiguities and lets the player make the choice in which way he's going to deal with it. With Wing 3 we invented a toolset, but because we'd never done it before we really didn't know what worked and what didn't work, so now





with Wing 4 we know what worked so we can do a better job. So Wing 4 is like, we can really do a better job, have fun and push this medium a little more.

So, there'll be no Kilrathi to take on in Wing Commander 4. Does that mean it's going to be a free-style Privateer type universe but with FMV?
There's not going to be any Kilrathi, instead it's kind of dwelling with possible civil war kind of stuff. We're working on a Privateer game and we're probably going to do a TV show at the same time.

A TV series?
Yeah, we're in development right now. It's for next year when we'll launch a Privateer game along side a Privateer TV series.

Traditionally WC games have mixed relatively straightforward missions with a couple that are almost impossible, why not just increase the difficulty exponentially?

Well we generally try and do that, I guess if we don't it's because we didn't do a good a job as we should have done designing the missions. I think with Wing 4, what we're working on you

games, so why was Pacific Strike released with bugs so severe that you chose to eventually withdraw it?

Well, I didn't produce that! (laughs) But I think that was when we first joined EA. We're now part of a big company, and when you're part of a big company that's publicly traded they want product every so often...

I think everyone learnt from Pacific Strike and we won't do that again. One of the reasons why Bioforge and Wings of Glory have been delayed so long is that we said OK, we'll keep them until we get them bug free and when we're happy with the way they play, we'll release them. I think you'll see most companies in the business do a Pacific Strike once or twice and then they'll realise that's not the smartest thing to do. As a player, nothing's more frustrating than a game that's buggy.

Will the 3DO version of WC3 be much different to the PC version?

Well, it will be different because the 3DO's different from the PC. If you've got a Pentium, Wing 3's great, but on a 486/66 you might have

Wing Commander 4.

What about the Saturn and the Playstation, would you care to venture an opinion on their success and will you be supporting these new platforms?...

Absolutely. The Sony Playstation is really a great platform, Wing 3 is getting ported across to it and Wing 4 is going to be out on Playstation. We like 3DO, we like Playstation, we like Sega Saturn and we're putting a fair amount of effort into all those platforms.

Do you expect to do another jet fighter game like Strike Commander in the future?

I don't know. When we did Strike Commander it was fun but it took such an extra amount of time because we were simulating a real jet fighter, the battle cry at the end of the project was "reality sucks!". You have to make sure it flies correctly and do all the HUD and MFD displays. With Wing Commander you just basically worry about what's fun, you don't worry about what's realistic. We spent a lot of time talking to F-16 pilots and got a lot of data. Pilots who played the game said it flew accurately, but ever since Falcon 3.0 came out, making a flight sim has been a lot tougher. Everyone says if it doesn't fly like Falcon it's not right. But a lot of F-16 pilots said Falcon wasn't much like a real F-16 either. It's a lot of work and we're not doing anything right now.

And finally Chris, what games do you like to play when you're not working?...

Well, at eight o'clock each night we all stop work and play multiplayer Descent, have you seen it? **Yeah it's great, we play network Heretic in the office here.**

Oh yeah, Heretic's great too. Descent's an excellent network game though. We all have a lot of fun.



WING COMMANDER 1, 2 & 3

probably would be pleasantly surprised, because the missions themselves are going to be a little more complex in terms of more possibilities, more strategies you can use, a lot more variety. In fact it's probably going to have, in some ways, more of that than you would see in TIE Fighter, and hopefully they're going to be better balanced too.

In some cases you can fly a mission in Wing 3 and if you're going to blow up a capitol ship you're going to fly a bomber. In Wing 4 you're commander of the ship. You could pick two bombers to fly with you, and you and your wingman could fly fighters to the area, you tell the bombers to hold back, you go in and pick out fighter cover and take care of the turrets, then tell the bombers to come in on their attack run. There's a little more level of control than you would have gotten with Wing 3. That's coming with Wing 4 so I think that we're going to try and craft the missions a little better in ways that Wing 2 stuff was over Wing 1.

Your games seem to be developed with the assumption that more powerful computers will be commonplace by the time the games are released. Is this deliberate?

I guess it really just boils down to that we like to build the games we want to play, and we want to play the games that are as cool as they possibly can be. So to do that you have to rely on having more processing power, double speed CDs and stuff. I think we're kind of guilty of pushing the hardware specs, but we reach for higher standards, I guess.

Origin has a reputation for polished, high quality

to play on VGA. A 3DO works on 16-bit colour which is nice, it has full Dolby surround sound which is also really nice, and the 3DO team's gone to great pains to try and make the 3DO version better than the PC version. In fact it includes a bunch of scenes that we ended up cutting out of the PC version - including the Hobbs explaining why he was a traitor scene.

What does Hobbs say in that scene?

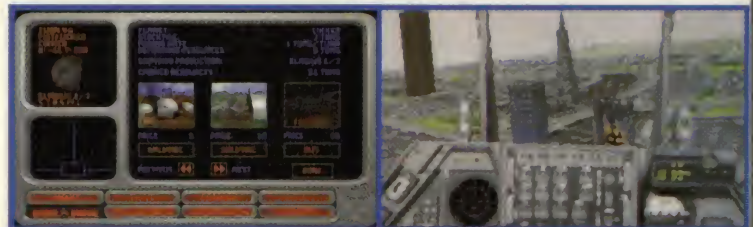
Basically he was a deep plant put in ten years ago. When Thrakath does his video transmission he says "heart of the tiger" which were the key words that triggered Hobbs. But basically he was explaining that he was pre-programmed this way and giving an explanation, saying "look I'm sorry about this, but if we meet in combat we should fight honourably as warriors". Unfortunately it got cut out of the PC version because we had no space on the CDs.

There's only so much you can do with four CDs...

Yeah, it was like, do we cut this scene or that scene. There were quite a few people who would have liked to see that scene in there. I guess if I did it again I would cut some other scene and leave that one in, but in hindsight you're always right.

Will you continue to develop games for the 3DO?...

Yeah, we're going to do a 3DO version of



WING COMMANDER ARMADA

STRIKE COMMANDER

WIN YOUR OWN WING COMMANDER

If you want to have a lot of fun with a Chris Roberts game, then you're in luck, because thanks to Electronic Arts, HYPER has 3 copies of his latest and greatest game, Wing Commander 3, to give away to lucky readers. To win this PC CD ROM masterpiece all you have to do is answer this question:

What is the Kilrathi code name for Blair (the Mark Hamill character)?

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EA Wing Commander Comp.

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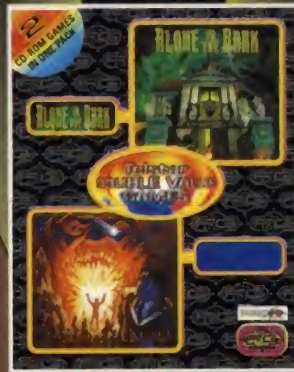


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Mortal Kombat

The arrival of **Mortal Kombat iii** was one of the most anticipated events in the gaming industry for 1995. On April 15th, after months of rumour and speculation, it hit the arcades across the United States, and finally eager gamers could get a look at the last instalment in the blood-soaked fighting series. Lines of up to 50 people were seen all over the nation as they waited patiently to play the game. What did they find when they plunked their quarters in this wonder machine? **NILS JACOBSEN** gives us the American arcade low-down...

Mortal Kombat 3

Nothing Can Prepare You

PLAYING THE GAME

In an effort to revive his wife, Shao Kahn has arrived on Earth and is causing havoc as usual. He has turned Earth into a copy of the Outworld, which hasn't gone over well with the gods. They have decreed that in order for Shao Kahn to conquer Earth, he must defeat the warriors that are worthy enough to challenge. This means you, noble komatants!

If you were an avid Mortal Kombat II player you'll be slightly confused at first. The game doesn't feel the same, the moves are new, some of the moves for the old characters don't work, there is the extra button, and increased gameplay speed. The gameplay is a lot like MK2, but MUCH more hectic. Less planning and strategy and a lot more button smashing which will please some people and anger others. But hey, after all it's a new game and it won't take long before you're once again in control of your favourite warrior.

Unfortunately not all of your favourites have made it through to the final round. Raiden is gone, so are Mileena and Kitana, Baraka and Scorpion. But Sonya is back! Anyone should be able to find a character they can enjoy in MKIII though, even if you can't find one of your personal champions from MKI or MKII.

The graphics are very nice - almost too nice. It seems like they went a tad too far in the "smoothing" process. The characters are higher resolution than MKII it seems, but they look kind of washed out like if they overdid a smooth function in their paint program. The movement is still cartoony, and the blood is the same. A slight disappointment overall as I think everyone was expecting a bigger graphical leap. The sound is good though and they used DCS, as they did in MKII. There are many different backgrounds, with some of them containing some pretty cool interaction.

CHARACTERS

MKIII has the largest Mortal Kombat cast ever with 14 characters initially available to be played and it's an open secret that you'll be able to control at least one more.

Kano

Kano is back and he's bald! His costume has been redesigned and is now a mix of red and black. He's still got the steel patch over his eye though. His known attacks are a flying roll, a knife throw, a knife uppercut and the good 'ol spinning cannonball. The only fatality known so far is when he shoves his arm down his defeated opponent's throat and rips their skeleton out. Nice.

Sonya

Sonya looks pretty much the same as in Mortal Kombat I except she's played by a new actress, Kerri Hoskins, who has also appeared in Revolution X and as one of the cheerleaders in NBA Jam. She's got her green and white spandex outfit on again (when will this girl get some taste?). None of her fatalities are known as yet, but she's got her old energy rings and leg grab as well as a rising bicycle kick which takes out

attackers who are jumping at her.

Liu Kang

He's got longer hair, a red headband and might be a bit more muscular than before, but otherwise Liu Kang is exactly the same as before. He's still got his dragon fires and deadly kicks.

Kung Lao

He's still got his hat and while it looks strapped on this time, he can still throw it. His outfit is pretty similar also, with some minor differences. He's also sticking with his teleport, hat throw and diving kick.

Jax

Major Jackson Briggs reports in for duty again, this time with bionic arms made of metal. Clothes (or lack of) remain the same, but his fighting stance looks more like Scorpions this time. He can shoot two fireballs from his arms, do a running body slam, a lunging punch and smash the ground to do damage.

Sub Zero

Sub Zero has been given a totally new look. The mask is gone, as is his shirt. There is a reason for the lack of mask and it has something to do with his relationship with the new Cyber-Ninjas who have been sent from Sub Zero's Ninja clan to kill him. He's got a painted blue stripe on his face now instead. He can slide as before, make an ice shower and ice clones where he can make an ice statue of himself that freezes anyone who comes in contact with it. As one fatality, Sub-Zero blows mist at his victim, which freezes them making them fall backward and crumble.

Cyrax

The yellow Cyber Ninja (as opposed to the red Cyber Ninja) who is after Sub Zero. He has an apartment in his chest where all his weaponry comes from. He has a net which he can throw, grenades and an exploding teleport which is very tricky. It looks as if he is destroyed only he reappears on your other side.

Sektor

The red Cyber Ninja who is after Sub Zero. He looks absolutely identical to Cyrax (they're played by the same actor) except for the colour (like Scorpion and Reptile). In one of his fatalities Sektor's chest opens up to reveal a large machine, which then crushes the victim.

Kabal

Not much is known about Kabal at this stage although he looks pretty mean. He wears something that looks like a gas mask on his face and has tubes down around his shoulders. He's armed with what look like big crowbars. He's got the trusty old fireballs and a tornado spin amongst his arsenal.

Stryker

Stryker is a riot cop/SWAT team sorta character. He's got a baseball cap on (turned backwards) and a red and black outfit. He's armed with grenades and a night stick. When he wins a fight he fires his guns in the air. One fatality: Stryker



GOIN' OFF IN THE SUBWAY



SHAO KHAN'S WIFE HAS NASTY BREATH



SEKTOR'S CHEST MACHINE FATALITY



BEHIND THE SCREENS - THE NEW SONYA AND NIGHTWOLF



JAX LUNGES FOR SHEEVA - THE NEW FEMALE GORO CREATURE



turns his back to the players, covering his victim, and upon turning back around, reveals a time bomb strapped to his victim's chest. Stryker holds his ears as the victim explodes.

Nightwolf

He's a Native American warrior who looks very cool. He's got a leather vest (no shirt), arm bands, a painted face and a feather in his hair. He's got an axe attack as well as a bow and arrow. His green reflector shield protects him from missiles.

Shang Tsung

The original nasty man is back again with longer hair, a goatee and make up around his eyes. It's actually a new actor playing him and there's no beanie this time - he looks really mean. He can still morph, chuck flaming skulls and now he can create a minor volcanic eruption!

Sindel

Sindel is Shao Kahn's Queen and a very witch-like woman she is too. She's got long white hair with a black stripe, a skimpy outfit and thigh high black boots. Ouch. Her eyes also glow. Double Ouch. She can fly, spit out fireballs and has a Scream Pull (she screams at you and the soundwaves grab you and pull you towards her).

Sheeva

Sheeva is a female Goro (rumours are that she's his daughter). She's not as big as Goro (in fact she's quite skinny) but she's got four arms, a long pony tail and a skimpy red outfit. She has a big teleport stomp (like Kintaro's) and trusty fireballs to back it up.

ANOTHER BUTTON?

Ever thought it took too long getting across the screen in the previous versions of MK? Well, no more! The rumour has become truth, they've added a RUN button to speed up the gameplay. It feels kind of awkward at first, but fear not, you'll get used to it fast. It's placed perfectly to get your thumb going *el rapido!* The RUN button can also be used in some combination moves, fatalities etc. If you are a defensive player, you might want to change your tactics or you're in for an unpleasant surprise!

COMBOS

Now MKIII has it too! Just like in *Killer Instinct* when you do multiple hits, a quick percentage pops out from the side saying how many hits and how much damage you've done (or suffered) eg it reads like this: 6 Hit Combo, 35% Damage.

Damage ranges from a single digit to 50-60%. This will hopefully change, because as it is now, it is even possible to pull off 100% combos! (We might get the MKII story all over again with ROM update after update after update.) The visuals of combos are great, as long as they don't kill your opponent in one shot. Three second matches aren't that much fun!

SECRET COMBINATIONS

In addition to doing the joystick jiggle to get to secret characters etc., there is now an additional way to get to them. On the vs. screen, there are six boxes on the bottom of the screen. Each of those can be either of the following symbols: an MK Symbol, MK, Ying-Yang, 3, Question Mark, Lightning Bolt, Goro, Raiden, Shao Kahn and a skull.

Depending on what pattern you come up with by pressing the buttons, various things can happen. (You only have a couple of seconds to get the pattern you want right, so you might want to practice at home before hitting the arcade). For example, if you put 6 lightning bolts, whoever wins the

first round plays Motaro. The other player loses his game, but the winner continues whether he defeats Motaro or not. (Motaro is the boss before Shao Khan. He is half human-half horse. Looks terrifying, but isn't too hard to beat.)

ANIMALITIES

They were rumoured to be in MKII but animalities are definitely in MKIII. In one, Kano morphs into a spider and sucks the life from his victim. In another, Sub Zero becomes a polar bear. Babalities and friendships are also apparently back (I haven't seen them myself though). Friendships are now apparently called Mercies.

LOCATIONS

Soul Chamber: Huge statue of a monster face in the background. There is green smoke curling up. Looks like there are ghosts in there.

Boonyard: A graveyard with a many tombstones. There is a full moon and clouds moving rapidly. There are some names that might be familiar to you on some of the tombstones.

Tobias Tower: This is a bell tower, you can see out the windows to the city. Great wood textures and bell.

Rooftop: On top of a building, you can see a tower (Tobias Tower?) in the background. There is some sort of red gas being emitted from it.

The Pit 3: A bridge with low spiked walls. Green lamps in the background. The back walls are made up of strange looking faces, kinda like the statues on Easter Island.

The Subway: You're fighting on the tracks. If you uppercut someone, you crush through the roof to the street level, with newspapers blowing etc. There are strong rumours involving a fatality using a passing train.

The Bank: There's red carpet on the floor, and you can see the city through the windows.

Beran Balcony: Nice rock walls, green glowing pit in the background.

Mikicich Temple: Easy the best looking background. A beautiful stained glass window with the MK logo in it. Red candles in the foreground. Ambient lighting. Very tasty.

WINS: 00 94 WINS: 00



THE TWO CYBER-NINJAS FACE OFF

SELECT YOUR FIGHTER



KOMBAT ZONE: THE SUBWAY

THE CHARACTER SELECTION SCREEN



FIVE RANDOM REACTIONS FROM US ARCADES

- Jake Anderson - *Awesome! Awesome!*
- Daniel Smith - *Awesome!*
- Patrick Johnson - *I had expected more.*
- Hugh Logan - *I'll stick to Killer Instinct.*
- Paul White - *Great game, cool characters!*
- Ron Kilby - *Cool, but I liked MKII more.*

BOTTOM LINE

So is it a good game? Well yes it is...once you get used to it. Some people are underwhelmed when they play it the first time, but after a few rounds it grows on them. It is not quite the revolution that some of you might have expected, but still it is worth your quarters (its dollars in Australia -Ed). Once they get the final bugs out of the way, the annoyances will disappear. (Like the 100% combos.) Slick graphics, cool sounds, but still cartoony.

I'd personally only give it four out of five stars, but with all the fatalities and secrets to be discovered, there's no doubt that it'll storm arcades right around the world.



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MECHWARRIOR II

“Oh, so Mechwarrior II is actually going to be released?!?!” we wondered sceptically, as the screenshots Activision sent us loaded on to the screen. Then it happened. As we set eyes upon the images before you, the crew was (for the first time in memory) utterly speechless. Primal grunts began after a few seconds, then someone had the presence of mind to grab a HYPER #8 to check out the game shots which were supposed to be the final game. The difference is unbelievable, the boffins at Activision have poured everything into making this one of the sexiest looking games we've ever seen. But will it play as hot as it looks? Until a playable version arrives we just don't know, but hey, how bad can a game this pretty be?

With a sharp eye for quality gameplay, Activision has paid great attention to making this a winner. Driving a Mechwarrior ain't a Sunday cruise in the Datsun, having separate controls for torso movement and basic movement does tend to complicate things - as we saw with the relatively dismal Earthsiege, but support for multiple control devices should overcome that. Thrustmaster FCS and rudder pedals can be used, as well as a VR headset if you're one of the lucky ones.

There will be fourteen different Mechs to pilot, with more coming as part of the planned scenario disks. Twenty weapons systems will add to the fun, with each Mech able to be customised to your preferred style of mass destruction. The now de-rigour Virtual Cockpit is here too, allowing the freedom to pan around your cockpit like you're really there.

The game will include a whopping fifty missions, taking you through a variety of landscapes which include urban settings and desert wastelands. Night missions are included too, which at the very least will show off the pretty cockpit lights in all their sexy glory.

Naturally modem play is fully supported, with eight-player network support a planned upgrade for the near future. Trying to kill one another in an enormous walking destructomatic is a great way to make new friends - who said that post apocalyptic nightmare worlds of the future are unfriendly places?

We're hanging out for the full game as much as you are, so the second it arrives we'll drop everything for a full road test. Coming real soon.



PC/PC CD ROM

Available: JULY
Category: COMBAT SIM
Players: 1-8
Publisher: ACTIVISION



PANZER DRAGON

Now here's an attractive looking game. The gorgeous visuals actually disguise a fairly simple shoot 'em up, but they hide the fact so well you'll all have very big smiles on your faces when you see this game in action.

Panzer Dragoon is set on an alien planet where the few remaining humans are scattered in small, isolated villages. You play Kaeru Furyuge, a 16 year old adventurer who happens to be nearby when a dragon wakes up. Instead of blasting the boy with bad breath fire death, the dragon lets Kaeru mount him and go on a blast fest. You're fighting the Empire (now there's an original name), which is attempting to control the mysterious technology of a long-faded civilisation. These "relics of the ancients" are the key to human survival, but are guarded by huge war machines and various animals. Let's go shooting!

The game looks and feels a bit like the excellent PC production Magic Carpet, and like that game, the beautiful texture mapped landscapes will take your breath away. There are five levels, which contain both overground and underground sections, and there are the obligatory end-of-level bosses as well. Unfortunately you don't actually control the movement of the dragon, all you've got to do is aim and fire and not get hit too many times. But wait, there's more...

Sega really seem to dig this multiple perspective thing and not only can you swivel 360 degrees and see the action from four points of the compass, but you can also control the distance from which you view the action. There are three different view-points - in-character, nearby and from a distance. And fortunately, this is not just a cosmetic feature - you really will need to use different perspectives in order to kill some pesky enemies. There's also a small radar screen in the top right hand corner which pinpoints danger, although they only shows up in the direction you're facing.

All up, Panzer Dragoon looks mighty impressive and while the gameplay may be relatively simple, from the demo level we've played it shows the potential to be a hell of a lot of fun. Full review soon.



SATURN

Available: **AUGUST**
 Category: **3D SHOOT'EM UP**
 Players: **ONE**
 Publisher: **SEGA**

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review Clockwork Knight



Visuals 91 - Sega pulled out all stops to come up with some astounding visual effects. Getting the Saturn off to a flying start may well depend on this game, and graphics-wise anyway, they've got nothing to worry about. **Sound 78** - The Saturn's superior sound capabilities truly shine, but crappy music is crappy music no matter how high the fidelity. Incidental effects are a fresh treat. **Gameplay 84** - It's amazing how a re-hash of ancient concepts can fool you into thinking you're in new territory. Shows what a few clever programmers and a bucket of money can achieve. **Longterm 79** - Everything wears thin eventually, a couple of replays out to do it for this one and account for a mostly happy month or so. **Overall 80** - A pity Sega couldn't rustle up some more originality, but for a platformer based on every game cliché in the book it's surprisingly playable.



it's the Saturn's first platformer and it's as cute as it is beautiful. **BEN MANSILL** winds himself up and goes back to Toyland...

Alongside Virtua Fighter, Clockwork Knight leads the charge into the future of Sega's vision of power-gaming. This platformer is by no means revolutionary; no new ground is broken with its predictable and uniform gameplay. The speed of the action is another area where innovation is a dirty word, those expecting to control a character with a supersonic pace will be disappointed. In fact, the only new heights reached are those achieved by the exquisite graphics. So why give a damn about a game which, on face value, looks like redefining the word "ordinary"? Because of a simple little thing called magnetic charm, that's why.

Hearts and Wallets

It's obvious from the first few minutes of playing Clockwork Knight, that Sega's boffins worked overtime to capture the hearts of the kids, and the wallets of their parents. This is pure storybook fantasy brought to life, the ability to interact with the most wholesomely cute characters imaginable will ensure both brisk sales and happy kids. I'm one of those happy kids and I'm (by virtue of my "age") a grown-up.



The world of Clockwork Knight begins in the toybox at the end of your bed. You play as Tongara de Pepperachou, a wind up toy soldier clad in gleaming golden armour and with a ridiculously oversized winding key protruding from his back. Another key - this time a more conventional garage door type, serves as Pepperachou's main weapon, a deft prod will swiftly dispatch most attackers, a snappy twist open most secrets. The game proper begins when the beautiful Chelsea is kidnapped! She is both the Fairy Princess of Toyland and the object of desire for little wooden Pepperouchou. What's a boy to do? I feel a quest coming on...

Starting out in his master's bedroom, Pepper must navigate through a myriad of obstacles while on the trail of the kidnapper. Being only a couple of inches high presents some large problems in a full-sized house, luckily for Pepper the solutions are usually straightforward. Here lies the only valid criticism of Clockwork Knight, sometimes it's just too easy. Because the pace is so sedate, the agility tests can be approached without any pressure. There is a time limit, but it's a generous one and time bonuses are scattered liberally. Still, the sheer abundance of these albeit simple hurdles satisfy any angst about value.

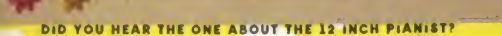


Knight vs Donkey

Clockwork Knight is a huge game, each level requires a considerable amount of legwork to traverse. Many games are this large, but only Donkey Kong Country combines such quantity with corresponding quality. To answer the inevitable question - yes, DKC has the undoubted edge in gameplay, but this isn't a comparison, it all depends on how you like your fun.

A strong dependence on devices is where Clockwork Knight shines. One level has a toy train set which is activated by inserting a battery (not included), the resulting free ride is beset with obstacles which need to be jumped over or ducked under, with the train relentlessly continuing on its course the whole time - with or without you. Another similarly battery driven device activates a crane, lifting you to lands yonder if you were quick enough to hitch a ride.

Masterful game design and knockout graphics combine for a eminently playable platform adventure. Sure, we've seen most of Clockwork in many games through the history of the platformer, think of it as Alex Kidd 2000 - a tried, tested and loved formula but with a high tech gloss like you've never seen.



DID YOU HEAR THE ONE ABOUT THE 12 INCH PIANIST?

review Victory Goal



Visuals 90% - Bitmapped sprites so shiny you'll think they're rendered until the close-ups show the teeny blocks. The scrolling and rotating viewpoints are way cool. **Sound 69%** - The worlds worst background music and poxy ambient noises don't help much either. However a surprisingly meaty 'kick' effect perfectly captures leather on leather. **Gameplay 76%** - Born to multiplayer. The CPU players just don't cut it, but against a friend the game does us a real favour with simple controls and medium paced action. **Longterm 80%** - You'll love it for however long it takes for FIFA to arrive on the Saturn. **Overall 78%** - A good game, though sadly not a great one. It looks pretty, plays OK and sounds dismal. But considering the early state of development for Saturn, the future is bright indeed.



Twenty-two boofy blokes, a slab of turf, two nets and a leather ball. Ahh soccer. Who cares what the aliens will make of it when they finally arrive - we love it. Can the Saturn's first football game capture the feeling? BEN MANSILL puts on the shiny shorts and pulls his socks up...

FIFA Soccer with training wheels. That's the undeniable conclusion that one arrives at after a session with Sega's Victory Goal. Sure, it looks and smells like FIFA on the 3DO (simply stunning, for the uninitiated), but the whole shebang runs at a far more leisurely pace. It also lacks the intricacies of play that a FIFA contest throws at you. While the ultimate aim is still to get one of the eleven boofy blokes at your disposal to hammer the leather home, Victory Goal makes the experience one of arcade simplicity rather than the technically demanding simulation that is FIFA.

Win or Lose

This is not criticism though. There is a time and a place for this sort of game, it's just that the time is best kept brief and the place - well, as long as it's not mine. The game is based on the Japanese J-League, identical in most respects to the European variant, but for the fact that games are not allowed to end in a draw. Extra time just keeps on keeping on until the stalemate has been broken with the...wait for it... Victory Goal. There are other minor differences too, like the adoption of unbelievably sugar-cute mascots for each team instead of the usual macho carnivore.

The Saturn's six-button pad reverts to 3 button mode for this one, with pass, player select and kick/tackle. Having kick and tackle share the one button is a bit of a bother, opposition players tend to stop dead in their tracks for a second when you get in close, ordinarily this concession to incompetence would be a perfect for leisurely intercepts, but far too often your attacking player ends up sliding on the grass when he was supposed to steal the ball.

Perfect player placement is the answer to this predicament, which is an odd contrast to the arcade nature of the game. A redeeming feature is the zooming control, which is done with the top shoulder buttons and can be used during play without interfering with the gameplay. Whilst the close up view shows off the superb graphics beautifully and provides an "in your face" TV feel, its practical uses are non-existent. The only way to play is with the screen set on the furthest viewing distance, as it helps to see what the hells going on.

The game offers up to four players the chance to do battle on the astro turf, one-on-one is fun, two-on-two is awesome. It's a feature that works brilliantly - provided you have a four-way adaptor and three friends. Playing the computer reveals some annoying quirks, like the way opposition players can be forced to turn and bolt off in the wrong direction just by staying close enough to them. The CPU controlled player will run with the ball in completely the wrong direction for a large proportion of the field without even attempting to pass to another player. Hmmm...

Squeaky Clean

Hard to miss is the squeaky clean, sanitised nature of the Japanese game. It seems that anyone who had indulged in the evil drink anytime in the previous six months was barred from the stadium. The crowd chants are a polite and unobtrusive sing-song, accompanied by a nice Young Talent Time hand clap. And take a look at the scoreboard - NICE!! it proclaims with fervent excitement whenever you score.

Saving an otherwise dull game is the multiplayer option, as well as a rare case of hot graphics compensating for gameplay shortcomings. With EA's FIFA Soccer under development for Saturn there's a strong case for holding on to your bikkies until the real thing arrives. If you can't wait though, Victory Goal is a fair game, it's just that it has the misfortune of having to live in the shadow of game that's superior in all important areas.

Immercenary lets you enter cyberspace without the goggles, but it's a strange and violent place. Never one to let a new virtual experience pass him by, ROGER BOLTON jacks in (or is that off?)...

Immercenary is a first person perspective blaster/RPG set in the cyberspace world of Perfect, a future Virtual Reality gone horribly wrong. Borrowing rather heavily from the plot of the classic movie "Iron", the cyberscape of Perfect was supposed to be a virtual paradise but it has been taken over by a tyrannical operating system named "Perfect 1" which is forcing the players to fight a vicious Darwinian struggle for survival and rank. Meanwhile in the real world, their bodies are wasting away and the environment is sinking gradually into fetid decay. Sounds somewhat like the bedrooms of most of the HYPER reviewers to me!

Extra Crispy Brains

The world of Perfect has been discovered by people of our time doing research into astral travel and cyberspace. Four Immercenary's have been sent into Perfect only to have their brains get some free extra crispy style Cajun cooking. You are Immercenary number five, and the whole fate of the human race rests on your rather fragile neural synapses.

After a FMV mission briefing in the lab (atmospheric but the acting is laughable) you make the "jump" into Perfect and you're on your own from there. The world of Perfect is a 3D texture mapped cityscape inhabited by Rithyms, the projections of other human players into the virtual world. The 255 Rithyms are ranked in strict hierarchy and possess distinct "DOA levels" (Defence, Offence and Agility ratings). The Rithyms obtain more human looks as their rank increases, the lowest, "Goners", are simple polygon forms while the highest, "Davids", are perfectly formed humans. The twelve highest ranked Rithyms have unique appearances and weapons and inhabit their own virtual environments. Using your lasers and other weapon algorithms found within Perfect you must "crash" more powerful Rithyms and absorb their energy to go up in rank yourself.

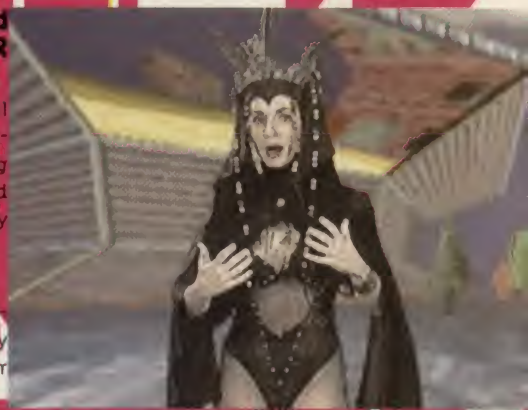
Crashing Rithyms

Unlike most other Doom like games the Rithyms are quite intelligent and use a fair amount of strategy to make your mission difficult. Firstly, in a flagrant disregard for the first rule of video games ("Though shalt be faced with overwhelming odds and they are all out to get you"), the Rithyms attack each other as often as they attack you. It's quite often possible to make an easy kill by wading into the aftermath of a battle and picking off the weakened survivors. The Rithyms also run away to healing spires when near death, team up on you, ambush you from around corners, make dive bomb sprinting attacks, play possum then turn on you and generally behave in a way that's extremely unusual for computer controlled opponents. Top marks to EA and Five Miles Out for achieving this, because it is without doubt the games strongest point.

Adding variety to the game is the DOASys, a neutral area where you can heal while you talk to the other Rithyms and get valuable hints and background information. The Rithyms will give clues about the existence and locations of the twelve different special weapon types and the twelve highest ranked Rithyms you must face and defeat in order to shutdown Perfect. You can also talk, via some more slightly bodgy video sequences, to the high ranked Rithyms who throw in more atmosphere and the occasional useful hint.

Warm Fuzzy Feelings

Since you start off dead last in the rankings and with very low DOA levels, the game is quite hard at first, so expect to save often and hang around the DOASys a lot. Don't get put off or frustrated since once you start to rise in rank and obtain a few extra weapons it quickly becomes a playable and addictive blaster that gets better and better the longer you play. The mass destruction capabilities of the ultimate weapon, the fearsome Nukeya gives you that warm fuzzy feeling that only laying hands on Doom's BFG9000 has previously managed to install in this slightly jaded reviewer. You'll need it before you face Perfect 1 and that challenge should keep you jacked in and crashing Rithyms for a while.



3DO • Available: NOW • Category: ACTION/RPG • Players: ONE • Publisher: ELECTRONIC ARTS • Price: NA • Rating: TBC



ALONE IN THE DARK 4

YES, ONE, YOU WILL IT.

ENOIDS



MINIMUM, HOMEY



I TOLD YOU TO LEAVE THOSE BUSHROOM



HAT THE



NON SEE HERE - SOMEONE



WANT YOU FOR GOT YOUR CHANCE



SEE THE FORMER

Visuals 84% - Nothing amazingly spectacular but some nice special effects and explosions. **Sound 87%** - Atmospheric soundtrack, good effects and lots of sampled speech. **Gameplay 89%** - Good clean blasting fun and a steady progression through the game, you want to keep jumping in for just a few more kills. **Longterm 76%** - It takes a while to warm to, but could be over too quickly for some. **Overall 86%** - Addictive and somewhat original. The best first person perspective blaster for the 3DO until Power, Spacehawk or Doom comes out.

review Illusion of Time



Visuals 85% - Mmmmm. Tasty, yummy, scrumptious-looking sprites. So pretty. **Sound 80%** - Excellent sound FX, good music, but ultimately it's not as polished as Secret Of Mana. **Gameplay 80%** - You've done it all before, but you'll love doing it all again. Quite user-friendly. **Longterm 88%** - Once it's over, it's well and truly over. It will take ages to finish though! **Overall 86%** - Very good, solid, tricky, atmospheric RPG that'll keep you dribbling for weeks.



He loves yapping to strangers about pigs, he loves hitting people over the head with a flute. Yep, it's ELIOT FISH, and a new Japanese RPG. Help.

Yes, I must admit, no matter how often this Action/RPG format gets churned out — I lap it up. The same old techniques are there, the same puzzles and magical items, but some companies have the ability to disguise all this in some excellent graphics and non-linear gameplay. When it comes down to it, Illusion Of Time (Illusion Of Gaia everywhere else in the world), is just another RPG in the Zelda/Secret Of Mana mould. But that's very good company to have, if not borrow from. Capcom have wrapped up this tale of mystical ruins and demons in some lovely graphics and excellent sound. It might all feel a little too familiar at first, but dive head-first into Illusion Of Time and you'll be lost for a very long time.

Demons On The Edge of Town

As in all RPGs, you live in a kind, peaceful land that is plunged into darkness. Your father disappears whilst exploring and suddenly there are demons on the edge of town! And yes, like in most RPGs, you're only about ten years old, still at school and certainly not strong enough to fight off demons. Or are you?

Mmmmm. It seems that you can visit a dimension where you have the ability to transform into a dashing fighter with a big shiny sword. Much better than the little brat with a pink flute that you were before. Of course, you don't let anyone know your secret abilities and as a hobby you amaze your friends with magical tricks in the seaside cave where you meet after school. Before you know it, some princess-or-other (yes, I know it's ridiculous, there's even princess rescuing!) has been locked away in a castle. At least she's a bit weird, though, as her small pet pig will testify. Soon her and a magical sprite you meet in a cave have joined forces with you to solve the mysterious events that have been plaguing your life. Before you know it, you're beating blobs over the head with your flute and whenever the "dark force" allows, changing into the dark Knight Freedman to do some serious carnage.



Throbbing Brains

Illusion Of Time looks innocent enough but is actual quite tough. All the lateral-thinking will leave your brain throbbing for nights, and the first demonic boss is not the usual first boss pushover that most games throw in your path — he's actually a real bastard! Although the game can get a bit linear at times (sometimes you can't even go where you've already been on the map — annoying when you want to double check what someone said or you need some health-healing herbs), all the different objectives and great twisty-turny level design will keep you transfixed.

Once your character, Will, has developed his magical powers, Illusion Of Time will have you sucked right down into the depths of its addictive plot and smooth, well animated gameplay. Everywhere you turn there are crazy-looking locals to talk to, or side-missions to keep you interested. You'll love the princess's pig, I assure you. If Zelda 3 is Number One and Secret Of Mana Number Two on the SNES RPG hit parade, then Illusion Of Time takes the Number Three spot quite comfortably. And we all win.



review Phantom 2040

Holy underpants on the outside! Another Superhero platform game for the Mega Drive! Will this ongoing trend of tedious unoriginality go on forever? Slipping on the full-body lycra, BEN MANSILL enters the Skull Cave...

His home is the Skull Cave, his trademark is the Skull ring. He wears a purple spray-on suit but puts his undies on last. Married to Diana Palmer and best-friended by a dog named Devil, this superdude possess no super powers, instead relying on either his gun (not a particularly big one) or ultimate coolness (like Batman) to ward off evil. He is the Phantom. The Ghost Who Walks.

After amusing us for about ten thousand years in the dark corners of the tabloid comics, the Phantom has phinally phound his way onto your Mega Drive. The game's designers obviously pondered long and hard over what format the game should take, and in a burst of originality of supernova proportions, they chose to make it a platform game.

This is not an altogether bad thing. There is a time and a place for a bout of platforming. You know it, arriving home after a long day, you're so mind numbingly bored that even watching Neighbours is contemplated seriously. Luckily you spot the Phantom name jutting proudly from the top of your Mega Drive - salvation!

The Preferred Purple One

Just what the Preferred Purple One is doing in the year 2040 is, regrettably, unknown to me. Our review game was a pre-production special with no packaging or documentation. Not to worry! If I can't work it out I shouldn't be working here.

I shouldn't be working here. The plot was either invisibly shallow or only revealed after several days of steady playing. I did happen across a evil looking mad-genius type who duelled with me in an epic one-on-one slugfest. So there you have it - "mad scientist battles purple superhero in contest for world domination set in post-apocalyptic nightmare future". Yeah, that'll do.

The game starts on a fairly easy acclimatisation level, nothing fancy, a bit of jumping, some shooting and a mini-spaceship which needs destroying. As soon as that's done the game well and truly opens up. There is no sequential progression to the proverbial next level, instead the cityscape menu suddenly offers access to many different locations, any of which can be played at any time.

Each location provides a dramatically different set of challenges. Although the basic skills of the Phantom remain unchanged, their application is very different with each new terrain. Phantom has a mighty jump, he can almost clear the screen with one leap. Being a platform game, there is naturally plenty to jump on. Some obstacles though, are just too much for a single bound. Thankfully the Phantom has a Spiderman style sticky rope for such predicaments. It has a reasonable range and can be fired whilst airborne. There are many sheer vertical obstacles ideal for such play, scaling walls is an essential and enjoyable skill - a game highlight, no less.

Phunky Phantom

Phantom's basic weapon is a snappy little pistol, perfectly capable it is of wasting the majority of baddies with just one shot. Along the way a surprisingly generous inventory is filled with a delicious choice of power-ups and general Phantom tools. You'll need it all, most enemies are unimpressive robots but are present in great abundance. Furthermore, they re-spawn with annoying regularity, making it impossible to actually clear any area of evil.

Lots of cool devices present themselves as you go, there is a Phunky Phantom mechwarrior to climb into and run amok - as well as maze-like networks of conveyor belts. A generous supply of continues comes in mighty handy too, as many blind leaps of faith are needed to get around, and while fun, they're expensive in the life dept.

All up, Phantom is an unremarkable action platformer with just enough variety and challenge to lift it above the crowd. The presence of a reasonable strategy element, as well as clever level design saves Phantom from the scrap heap. Not a classic, but you'll have fun - and isn't that what it's all about?



MEGA DRIVE - Available: NOW • Category: PLATFORM • Players: ONE • Publisher: VIACOM • Rating: TBC • Price: TBA



Graphics 73% - Lots of garish colours and rich background detail. Thankfully the colour purple is restricted to the Phantom's outfit only. **Sound 64%** - There is an option to turn the background music off - use it! **Gameplay 76%** - Competent and playable. Good fun although it never sparkles. **Longterm 71%** - Just enough to keep you at it. Baddies are more bothersome than threatening. **Overall 72%** - Nothing fancy, but fun nevertheless. Stock-standard platform gaming that's harmless, unoriginal fun.

review The Itchy and Scratchy Game



Visuals 80% - Cartoony, Simpson-like, big and bright **Sound 80%** - Great theme and the realistic screams of death and destruction. **Gameplay 70%** - Nothing special here — you know how the controls work. Lots of weapons keeps things interesting. **Longterm 68%** - You may find it a little easier than you like, but the strength of the characters could get you back anyway. **Overall 70%** - A marginally better than average cartoon tie in. Definitely not a classic though, which is a shame for all Itchy and Scratchy groupies.



Animated ultra-violence! It's what you've all been waiting for. Get ready to go slicing and dicing with Bart Simpson's favourite cartoon characters. STRETCH ARMSTRONG gets ready to skin a cat...

It was during the battle for market position between dolls Lisa Lionheart and Malibu Stacey that Lisa Simpson let go perhaps my favourite line from the show so far. "I wouldn't want any inferior product out there with the Simpson name on it", she said, deadpan, as Matt Groening chalked up another one for glorious cynicism.

It's a great pity that not every Simpson's product is as good as the show, but at least they know it, and in a world where every wagon going past is a bandwagon, that's something to celebrate. Among the many dodgy Simpson's tie-ins has been a fair number of games but you'll be happy to know that Itchy & Scratchy is not among those destined for the "Where Are They Now?" file.

A Thirst For Violence

The appeal of Itchy & Scratchy for us is the same as it is for Bart: their great simplicity and boundless thirst for violence appeals to our basest instincts and because they're a cat and a mouse (and cartoon ones at that) they can get away with anything. It's an over-the-top vicious free for all that's vibrantly captured here, in full Technicolour.

You play as Itchy and you must attempt to kill (or be killed by) Scratchy through seven cartoon levels. In a sense it's a platformer, but thankfully it's neither completely linear nor left to right scrolling. Rather, you're within a "cartoon" (ie. a level) and your job is to either escape (that is, make it out of the level) or kill Scratchy, with the freedom to move right throughout the level as you try to achieve this. Scratchy, of course, is not too keen to be killed, and along with his army of little "scratchlings" he'll be doing his best to make you into minced mouse-meat. Best of all though is that the monumental amount of violence this game requires need not be carried out with just a boring old mallet (though it's not a bad fall back). No kids, you'll have thirty three (count 'em!) weapons at your disposal, from boomerangs to bazookas, each of which is lovingly reproduced and described in the manual, and ready for use in the game.

Graphically this is a bit of a treat, with vivid colour and nice big sprites, and although the backgrounds are mainly just workman-like, they sit well with the subject's simplicity. The sounds are also spot on — we're not talking Surround Sound here — but more the slapstick noises of mutilation in its various forms and that wonderful theme tune, which still excites me every time it kicks in on my computer's screen saver.

Thrill-seeking Mayhem

In singing the praises of this game I shouldn't go overboard. Yes, it looks good and it's fun, but there's nothing ground-breaking going on here. What the game does have is very strong characters and a strong grasp of what Itchy & Scratchy are all about (wanton destruction), rather than the all too familiar scenario of the box bearing far more relationship to the characters than the game ever will. Bearing in mind that this is probably geared toward the younger end of the market it should find a lot of fans out there. Whether they'll stay fans after the initial burst of thrill-seeking mayhem wears off is another question. It's certainly worth a look though.

review Samurai Shodown

If any system was going to have problems converting Samurai Shodown it was the Mega Drive. Luckily RUSSELL HOPKINSON came back smiling...

Fighting games have the most fanatical of followings. No other breed of gamer spends so much time mastering special manoeuvres and discovering all manner of codes and cheats that enhance and diversify gameplay. The more fanatical (and affluent) members of this tribe will already be playing Samurai Shodown 2 on their Neo Geos or at least Samurai Shodown 1 on 3DO. However those of you who desire the sword slashing thrills on offer but don't have the budget to allow arcade perfect translations of your favourite games need look no further than the Mega Drive version of this latest (and popular) entry in the one on one combat stakes.

Of course, Samurai Shodown, Mega Drive style, doesn't make your jaw drop the way it does on 3DO but all in all it's a damn good conversion. Gameplay is everything in the fighting club and Samurai Shodown has HEAPS!

Streetfighter with Pointy Bits

In case you didn't know, Samurai Shodown is basically Streetfighter with pointy bits. All of the combatants are armed with deadly weapons but for some the sword is only there to fall back on. Not all are Samurai either; a French Knight, a Supernatural Warrior, a cackling Magician, a couple of dudes with rather vicious pet animals and a green hunchback Mofo with a Freddy Krueger claw are amongst the line up of honourable combatants.

The game plays like a dream, the controls are responsive and with a six button controller you can make some weird shit happen. You got to hand it to SHK, they've got this fighting game lark down pat. In normal game mode your fight through several best of three rounds until you die or kill everyone available. Of course there's two player mode (the best fun and a great way to ruin friendships) and a Group Battle mode where each player has a team of five, first to have all their warriors gutted loses. There's not a great deal of blood but if you get the right slash in, you could wind up slicing your opponent in two (always a good party trick).

The easiest and moves of course are simple cut and thrusts, punches and kicks. With the right combination of D-pad and buttons there are fairly easy body slams, disappearing tricks and special moves that you'll have mastered after one or two plays. My favourite characters would be the two animal handlers; Galford, who has a large grey wolf at his command and Nakoruru, who is accompanied by a large falcon. The animals are pretty passive but with a bit of patience you'll be able to get them to participate with lethal effect. Gen-An, the green hunchback is pretty cool too. His coolest party trick is when he jumps on his opponent and shoots them full of lead with his concealed pistol. Not very sporting, but hey, green hunchbacks need all the help they can get.

No Zoomin'

Everything is pretty much as it should be in this game, all the characters including Amakusa are present and as far as options, and special features like the "rage gauge" go, Mega Drivers ain't missing out with this conversion. Of course, you don't have the zoom in and out "camera work" of the bigger consoles but hey, you can't have it all. It looks good too; the backgrounds are very pretty and the sprites are large and quite well detailed. Obviously some console fascists are gonna turn up their noses and mutter stuff about 16 bit machines being dead but who cares! If all your packin' is a Mega Drive then you'll be happy to know that you haven't been forgotten by the manufacturers.

Obviously not to everyone's taste but worthy of taking it's place alongside the other great fighting games, Samurai Shodown is a must have for fans of the genre and at least a must hire for those only partially interested...ENGARDE!!!!



MEGA DRIVE • Available: NOW • Category: FIGHTING • Players: 1-2 • Publisher: TAKARA • Price: \$99.95 • Rating: M15



Graphics 86% - Classic fighting game fare. Pretty yet deadly. **Sound 78%** - Pretty atmospheric with some garbled speech. **Gameplay 90%** - Hack, Slash, Punch, Sick 'em. Fidal Cool. **Longterm 90%** - Lots of fatalities, special moves and cheeky tricks to learn. Fans will be kept busy for weeks. **Overall 86%** - What can I say? If you have any interest in one on one violence and you own a Mega Drive then you'll already be slaving for this gem.

Yet another Arnie game has hit the street. Will it out-crap Last Action Hero or surprise us with rigorous intellectual challenges? Well, neither actually, but STRETCH ARMSTRONG (who doesn't tell lies) came back with his thumbs up...

You know the way it goes with Arnie's stuff: great movie, very ordinary game, except in the case of Last Action Hero, where it went: incredibly bad movie, worst game of all time. Against this background, the staff of HYPER didn't exactly start dancing in the streets when True Lies landed on the desk (not any more than usual, at least).

Personally I thought the movie was great (though I understand Stuart thought the middle was a bit flat) but hey this isn't the Cinema Papers. However, as regular readers know, HYPER has been very quick to uncover the good movie/shoddy game scam and the fact that we like a movie doesn't make us drop our defences when the game arrives. The good news is that this is a damn good game and not the usual slapped together, crappy platformer that we've come to expect from the movie world (with some notable exceptions).

All Action - No Romance

What we've got is a top-down perspective action adventure that closely follows mild-mannered Harry Tasker's battle with the evil Crimson Jihad and none of his battles with his conscience as he pretends to be a computer salesman when he's really protecting the free world (or perpetuating negative Middle Eastern stereotypes, depending on your viewpoint). As the box says, "All the action of the movie megahit - and none of the romance!"

The nearest reference point I have for the style is the non-first person part of Jurassic Park (on SNES), or the indoor, on-foot sequences of Urban Strike. You'll begin, as the movie does, in the grandiloquent mountain chateau, where Harry must install a modem to access the Crimson Jihad's vital statistics (as opposed to those of Tia Carrera) and put up with Tom Arnold's witless wisecracks. Almost inevitably Harry will have to kill lots of people to achieve this end, though killing Tom Arnold is unfortunately not one of your options. Having said that, you must be careful who you do kill. Bopping off one too many of the few drink waiters not carrying an Uzi will see your mission quickly terminated.

From there on, your missions will mirror those of the movie pretty closely (with some exceptions). Down the slopes you go, away from the chateau and on to a particularly unsavoury bathroom scene in the mall. Then you'll be off to the Park and the Subway (I'll admit I'm a little hazy but those bits might have passed me by in the movie), through the docks, China (yes, China), the oil refinery and the awesome Florida Bridge and Harrier jump jet/office tower showdowns. In each case, Harry will have to search out the objects of his missions, battle hard to find and access them and then make his way out safely. This won't be easy and will involve the judicious use and selection of weapons, the guts to use them and the skill to navigate out of some very tight spots.

Tactical Flexibility

The look of the game isn't mind-bending but the top-down perspective works well and it's more than colourful and detailed enough to support the enjoyable gameplay. The controls are pretty much as you would expect (fire, change weapons, roll) but the ability to come out of a roll firing, to lock your fire in a direction different direction to the one you're moving in and to unleash grenades at opportune times all adds up to greater excitement and tactical flexibility. There's also some little pictures of Tom and Arnie flashing up from time to time, for those who appreciate a little bit of star power in their games.

This game is fun, challenging and has some relevance to the movie it came from, three rare qualities that add up to an enjoyable gaming experience.



review Mr Nutz 2

These cute platforming animal heroes just refuse to roll over and die. MATT TEFFER puts Mr Nutz in a vicious squirrel grip and squeezes...

Q. What do you get when you cross Sonic the Hedgehog with Super Mario Bros and the map screen from The Adventures of Link? Is it.....

- a) A not-so-clever opening paragraph for a HYPER review?
- c) A so-so platformer?
- a) The Adventures of the Supersonic Hedgio Bros?
- b) Mr Nutz 2?

Three of the above answers are correct, and no bonus round points for guessing which ones they are. If, like myself, you're unacquainted with Mr Nutz in his previous incarnation, he's a cutesy, cartoony, squirrely sprite with a big pair of boots (in this case a fetching pair of gymies) racing pel mel through various technicolour yawnful fantasy worlds. There are warp zones and hidden nooks and crannies to explore, he picks up gems along the way, and just for something completely different, jumps on the baddies' heads. In this case, the baddies being (drum roll please)CHICKENS FROM OUTER SPACE!!! Oh my goodness!

Lame Excuse

Mr Nutz 2 got off to a bad start in my books. Not having played Mr Nutz 1, and with no booklet to accompany the review copy, I initially bumbled my way through a plot as compelling as a walk through the Yellow Pages. The lame excuse for a story involves trying to locate the bases of the evil Chickens from Outer Space! Before you can get to them and the real action, you have to navigate your way through a boring map screen which rates right up there with the aforementioned Adventures of Link for sheer frustration value. Although it gets a little more challenging later on in the game, there is not much fun to be found dealing with moronic dialogue and needlessly circuitous pathways.

When I finally reached the first base, it was surprisingly simple to speed Sonic-style to the Exit at the end, leaving me to scratch my head and ask the gaming gods "Is this it?"....Whoops, did I say simple? Well sure, until you try to make the little bugger fly. If Mr Nutz was a plane, the crews would call him the Widow maker. When it comes to aerial manoeuvres, this squirrel (not to be mistake for cousin Rocky) has all the grace of the Spruce Goose and the reliability of an Aeroflot Ilyushin, and this can lead to some very frustrating moments and eventual baldness.

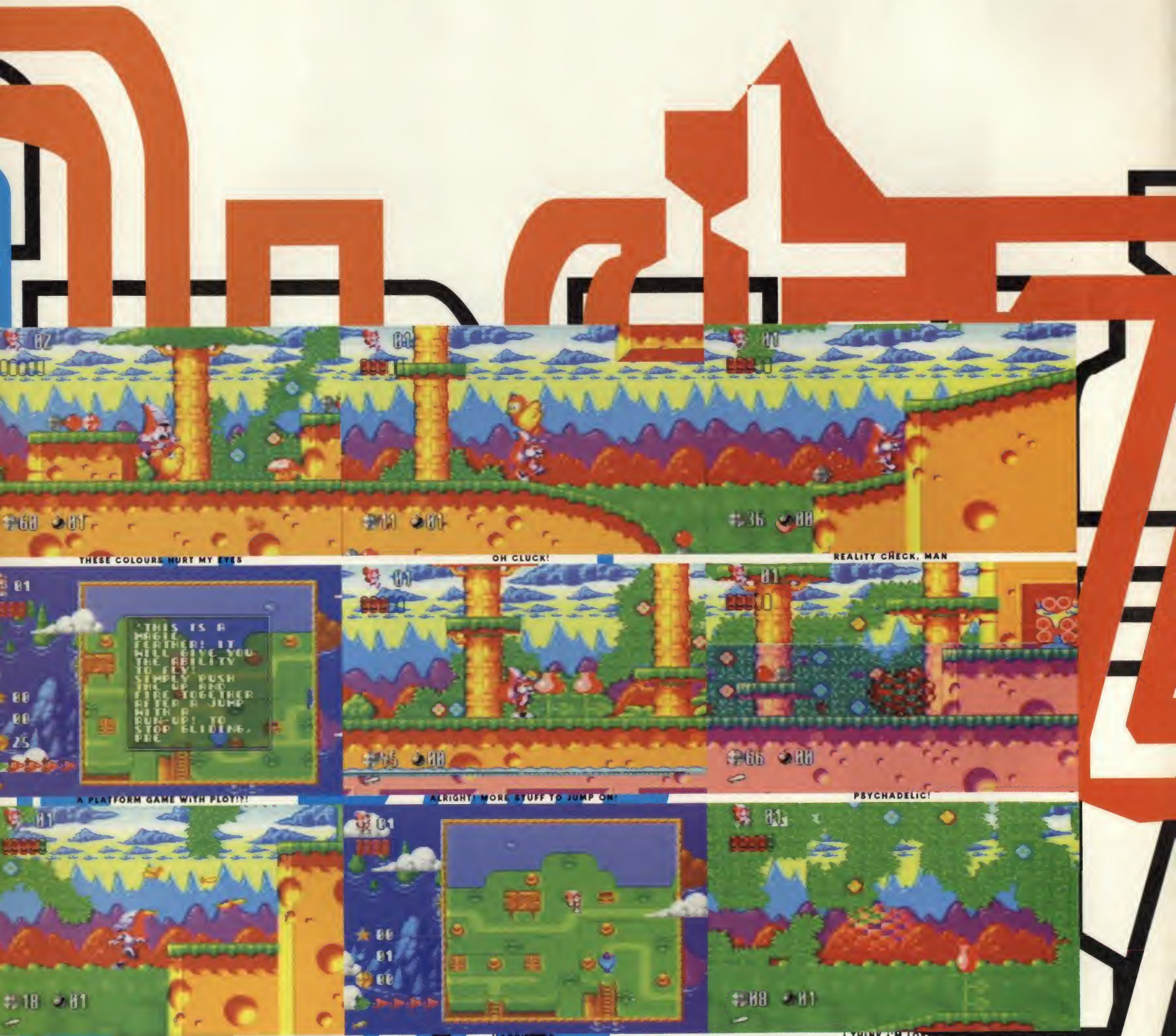
Go Kite Flying Instead

As the game progresses, the bases get harder to tackle, there are a couple of bosses to be dealt with, and finding your way through the map screen becomes an exercise in orienteering. But although things toughen up, your average hardened games freak would have little trouble knocking this one off over a few nights. The question is, could they be bothered? Mr Nutz 2 kept me occupied for a few hours, and at times I suppose I was entertained, but there are a helluva lot more interesting, and dare I say it, constructive, ways of spending time and money. Kite flying, for instance.

This is a game that the littlies in the house might find good for a giggle, but blood-lusting teenage and intelligent adult minds can give it a miss. It's bright, it's colourful, it's cute and it's wacky but it's also lacking in imagination and originality. This sort of game has seen its heyday, and the new breed is coming on through. And so as the sun sinks slowly in the west, we can bid farewell to Mr Nutz 2, and expectantly await the dawn which will bring.....Mr Nutz 3, no doubt (sigh).



MEGA DRIVE • Available: NOW • Category: PLATFORM • Player: ONE • Publisher: OCEAN • Price:79.95 • Rating: G



THESE COLOURS HURT MY EYES

OH CLUCK!

REALITY CHECK, MAN

A PLATFORM GAME WITH PLOT??

ALRIGHT! MORE STUFF TO JUMP ON!

PSYCHADELIC!

HAPPY END

I THINK I'M LOSING

Visuals 75% - Pretty good, although bordering on headache inducing. You may have to turn down the colour. **Sound 72%** - A nice, pretty toon in the warp zone, some jungle drums and a techno track are highlights. Everything else is a low light. **Gameplay 66%** - It's a combination of too easy and too frustrating. **Longterm 65%** - Not a good longterm future, and the short term's a bit didgy too. **Overall 66%** - It's not that bad, but I wouldn't want to pay for it

HYPERS

review Demon's Crest



THE QUEST BEGINS...

LARGE COLUMN

DARK AND GLOOMY. COOL!



BEAUTY COMES FROM WITHIN...

HEIGH!

BIG BAD BOSS BREATHES BLASTING FIRE!



THIS TINY BAYDREAM ISLAND



PLANNED FOR

CATCH ME!

Visuals 83% - Dark, spooky and highly detailed. Sprites could have been a bit bigger and better animated though. **Sound 79%** - Not much to say here. Fairly average stuff. **Gameplay 84%** - A wonderful mixture of styles that works really, really well. **Longterm 80%** - There's a fair challenge here, and the variety of gameplay could keep you coming back again. **Overall 84%** - Yeah, Demon's Crest is a bit of a corker, although slightly rough in spots.



They say the Devil will find work for idle hands to do. Namely, that'd be playing video games, and it must mean that ELIOT FISH is the laziest person in the world! We always thought those horns on his head were a bit odd. . .

Demon's Crest has been a very eagerly awaited game for many platforming and adventure loving gamers around Australia, and finally it's arrived on our shores thanks to the bearers of great IQs at Capcom headquarters. Here it is, the game where you get to be a servant of the big Evil dude. Putting you in the shoes, or should I say hoofs, of a wing-flapping, fire-breathing, spell-casting, toilet-seat-leaving-upper of a Demon. Of course, when it comes to Demons, you're actually rather nice.

Combination Sweet & Sour

Demon's Crest manages to combine a whole heap of elements from different styles of gaming. This works beautifully. Your mean-looking Demon can do the platforming thing, the shop-visiting/spell-casting RPG thing, the talk to characters/object hunting/non linear level select adventure thing and all with the greatest of ease. The most immediate comparison that I thought of was to Skyblazer. In both these platforming, spell-casting games you could go to a world map and select the level that you desired to attempt. A very nice feature indeed. If something is totally pissing you off, you can simply try tackling another level — and who knows, maybe it'll make your return to the previous one a tad easier next time. You can also revisit any level that you've already completed too. Again, this is a simple touch from the programmers but one that gamers appreciate madly.

Graphically the game is very dark and menacing in that Super Metroid kinda way. Your character is constantly assaulted by zombies, ghosts, other demons and things other-worldly, and they all look the part. I particularly liked the arms of corpses trying to pull you into the ground. With your Demon having such a huge range of talents (I swear I saw him tap-dance there somewhere), there's a million ways of approaching things. You can even morph into other Gargoyles for different abilities when need.

For instance, the Ground Gargoyle can't fly, but you can do a cool dash attack to break barriers. Visit a spell shop and spend your hard-earned GPs (which you collect amidst your battle with the other baddies) to buy you specific offensive and defensive spells. These can be used like special attacks to affect everything on the screen, or just to affect your character for a limited time. And how do you find these shops? Use the Hellow pages, idiot. Sorry. You actually have the option of flying ala Mode 7 across a wonderful scrolling map to the destination of your choice.

Dodge and Zap

In the controls department, I don't think the main Demon moves as well as it could. Flying is awkward (you can only really hover) and it's all a bit sluggish and stiff when the action really hots up. Thankfully all the additions of spells and stuff makes it a bit easier to plan your attack, rather than just attempting the dodge and zap. The plot's a bit of a cliché (find the five magical talismans), but the mood is spooky enough to keep you interested as to what lies down in the next clearing. Even though sometimes it gets a bit too "side-scrolling platformer" for my tastes, there is a lot of variety here to keep just about anyone satisfied. You can't change the difficulty level, but in my opinion it's balanced out about right.

If you can imagine a cross between Skyblazer and Super Metroid — this might be it. Soup up the former and water-down the latter and you have Demon's Crest.

BIG MAC AND A BUSTY BORE THANKS!

review Megaman Soccer

An odd concept. Sorta like Earthworm Jim Tennis or something. Well, Megaman or no Megaman, is there room for another soccer game on the SNES? ELIOT FISH does his best to kick an own goal and then chest-kick the punters. . .

Those of you who have played any of the Megaman series will be pleased to know that Mr. Mega has made it to another game. But before you hone up your jump-button thumb, I must inform you that there isn't a platform in sight. Nope. Nowhere. None. Zip. Unless you skipped the big title at the top of the page (dolt), you'll have noticed that this is a soccer game. But there are no Italians here. No Soccerroos. No Argentinians. Just Megamen. Sound like maybe someone's trying to squeeze some money out of Megaman fans with a dud soccer cart? Hmmmm. Let's take a closer look.

Limber Up

What would a soccer game be without options? Megaman Soccer has plenty of 'em. Exhibition mode. Tournament. League. Capcom Championship and a host of team formations and strategies. If you're a total loser (and I mean a real, total loser) you can even just watch the computer play itself. Of course, the most obvious option is to invite a friend around and have a bout of boots and balls. Then you can have a game of Megaman Soccer too.

Limber up and choose who to have on your team, from Needlehead to Skulls and an Eskimo sweeper, you can create your ideal team. Some are a bit faster and stronger than others, with different super-kicks tucked away under their armour. Then pick from a variety of different fields (grass to even a robotic steel floor) and head out onto the field for a smooth, strategic game of soccer. Maybe. Y'see, out there on the field, there's a big radar-thingy taking up the top of the screen. This tells you where your players are, because by god almighty they're not on the screen half the time, so it's nice to know they haven't just snuck off to the dressing room to get stuck into the beer before it's game over.

Hey, I know it's important where you kick the ball in the first place, but at least games like FIFA International Soccer have the players follow some sort of "intuition" where they run toward where the ball is. Out there in Megaman Soccer, unless you move him there, your players will just stand around pulling at his undies whilst the computer swiftly angles the ball around the field.

Stick to Your Day Job Mega!

And smooth, strategic footwork? Forget it. Just run and pass the ball when the computer gets too close. Manoeuvring is so simplified that you can't wriggle out of tackles. And performing headers or bicycle kicks is more of a fluke than anything else. All those sprites out there on the field should just go back and stick to their platforming jobs, 'cause as soccer players they disappoint. This should have been a sub-game on some Megaman bonus level, not a soccer feature. The game has a little charm, but it's not much of a game engine for a sport cart. It really relies too much on its novelty value, rather than presenting a well structured playing field.

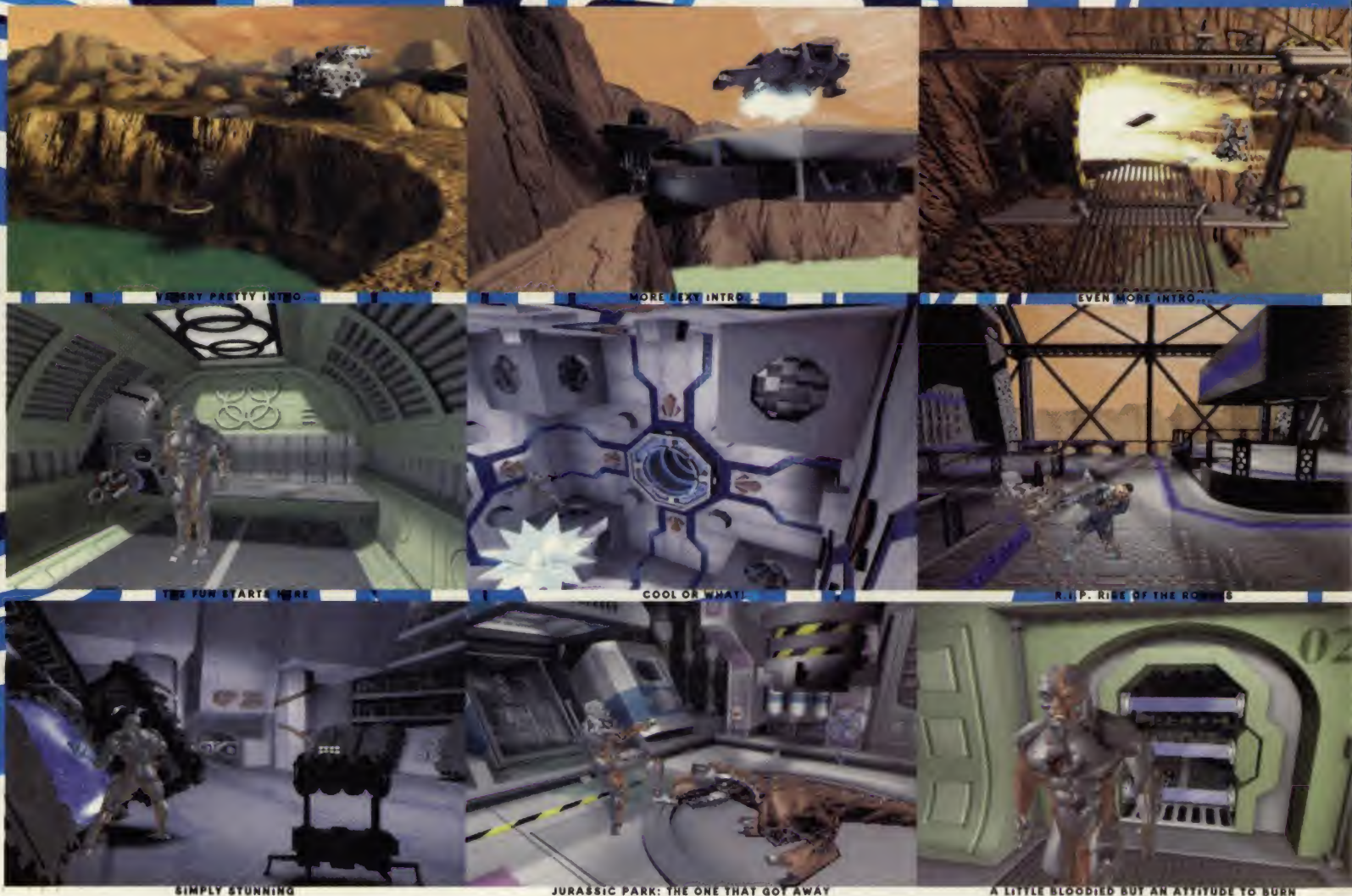
Some of you might want to rent this out before you buy. It's not a bad game, it just seems stiff and unfriendly after playing more serious soccer games. Personally, after playing FIFA on the SNES — and if you have — Megaman Soccer is going to be a waste of time. You've played the best, so give this a rest.





Visuals 78% - Hey! It's Megaman! Expect lots of cute little robots and bizarre helmets. **Sound 70%** - No soccer atmosphere whatsoever. Dinky. **Gameplay 75%** - I don't particularly like the way it handles and its design is also annoying. **Longterm 78%** - Grab a friend to get the most out of this one. **Overall 76%** - As a soccer game it just doesn't compete. Otherwise, it'll keep you out of trouble.

review Bioforge



Visuals 91% - The characters all look great, movement is very realistic and the backgrounds are excellent. **Sound 95%** - 8-channel digital sound-effects and evocative music gives BioForge an auditory edge over most other adventure games. **Gameplay 89%** - The keyboard controls are intuitive, puzzles challenging and combat sequences exciting. What more do you want? **Longterm 80%** - You'll want to finish it - that's not even an issue. How long it takes you depends on how intelligent, resourceful or busy you are - I finished it in about four days but I don't get out much. **Overall 90%** - The most fun I've had on my PC for ages. When Origin speed up combat and further enhance the graphics for the sequel it'll be truly superb.

PC CD ROM • Available: NOW • Category: ACTION/ADVENTURE • Publisher: ELECTRONIC ARTS • Price: \$99.95 • Rating: M
Min Requirements: 486DX/50; 8MB RAM; D/SPEED CD



EVIL PERSONIFIED



SPORTY!



HIT HIM WITH THE WET END!

This game has been hyped up for longer than we care to remember. Does the end product live up to expectations? JULIAN SCHOFFEL is the man with the mission...

While *Alone in the Dark 3* (AITD3) was quite an OK game, it really wasn't all that different to the first in the series. So what would happen if you used a similar game-engine to AITD3 but you souped up the graphics considerably, added a comprehensive combat system, a sci-fi storyline and a heap of very tricky puzzles? Answer - you'd have created *BioForge* and no doubt be making some big bucks working for Origin. *BioForge* has been on the 'just about to be released' list for almost a year now, but it's finally here and it has definitely been worth the wait.

Cybernetically Enhanced

BioForge is essentially a mixture of two genres: action and adventure. Your character wakes up at the beginning of the game with a very bad case of amnesia. While it's apparent that your body has been cybernetically enhanced, you have no idea why. The major objective in *BioForge* is to discover your true identity along with the day to day grind of just surviving (after all, being a fugitive on a hostile alien world isn't easy).

While *BioForge* uses the varying camera angles of the AITD series, it doesn't leave you feeling disoriented all the time as AITD tended to do. The backgrounds of *BioForge* are very well drawn and the characters have a lot more detail than those in AITD or *Ecstasica* (they even get bloody and battered when wounded). The puzzles in *BioForge* reminded me of *The 7th Guest* but are generally not too difficult to solve.

One of the best (and worst) things about this game are the combat sequences, and there are plenty of them. While the combat system is quite detailed, enabling your character to perform 16 different moves, it also takes a bit of getting used to. This is mainly due to the delayed response time, between when you hit the button and when your character actually reacts. When you first start the game you tend to hit the buttons repeatedly, making your character vulnerable because you're still punching or kicking when your opponent has moved out of the way. The best thing to do is not panic, just execute one move at a time when your opponent moves in range. This gives your character time to realign when your opponent changes position.

Delayed Reaction

The sound-effects and music of *BioForge* are excellent, something we have come to expect from Origin games. The storyline is also very solid and really makes you feel for your character. If I had to pick any weaknesses of the game, I guess it would have to be the slow reaction time in the combat sequences. This, and the fact that you often have to sit through a lengthy pre-fight dialogue sequence each time you reload a game. Of course, you can get around this by winning every fight first go (yeah sure, and Elvis works at the Food Plus near my flat).

In conclusion *BioForge* is a great game. It may not be as fantastically exciting as Richard Gariott claimed last year, but it certainly breathes a little fresh air into a genre that has supplied plenty of duds in recent times. *Cyberia*, *Hell*, *AITD3* - need I say more?

review NBA Live 95

it's time to hit the boards again for some more hot NBA action. JULIAN SCHOFFEL tries to slam it home but just ends up dribbling everywhere...

Apart from golf games, almost every PC sports simulation I have played suffers from the same problem: a lack of real control. Rugby, soccer and basketball are very fast moving sports and controlling all of the players at the same time can pose a serious problem to any gamer with only one brain and one pair of eyes (that's probably why the three-brained, six eyed Zyconians on the planet Thwok are such kick-ass video game players). Fortunately, NBA Live 95 (NBA 95) has successfully eliminated this problem with its silky-smooth semi-intelligent control system.

Your Own Dream Team

OK, let's cut to the chase. Many of those reading this article have probably raided the Spastic Centre donation box on the kitchen table on more than one occasion to finance a nasty basketball card habit - am I right? Well you can throw away your basketball card collections because NBA 95 gives you the chance to pick your dream team and then put them up against all of the other 26 NBA teams.

NBA 95 on the PC is very similar to the Mega Drive version, but the graphics have been improved, bucket-loads of statistics added along with a host of other enhancements to what was already a very solid game. You can trade players, define each player's positional assignment and then pick who you want to play against. Setup allows you to pick the mode, style and level of play. You could, for example, start play in season mode (at the beginning of a full NBA season) using simulation style (where everything is as real as possible - players get fouled out, tired and injured) at all-star level (where it is almost impossible to make steals or block shots), but you would only do this if you have a Zen-like level of concentration and you've been playing every night for two years (or you're just a bit of a smart-ass).

1-4 players can play with and against each other at the same time using the keyboard, two joysticks and the mouse. Gameplay is incredibly simple, especially using the mouse, where you just click the left button to switch between players or make a pass and the right button to make a shot or a block. One of the most impressive aspects of NBA 95 is the game speed (especially since it's CD based); the graphics are detailed, fluid and everything moves at lightning pace. To add to the atmosphere, you get a nice crowd reaction whenever you make a basket or steal and this varies according to whether you're playing at home or away. You can also toggle your view of the action using the up close or wide-angle high-res perspectives.

Slam It In

The greatest problem for sports game designers is just how much of the action the player controls and how much the computer does for you. NBA 95 has the best balance of player/computer control I have yet seen. This is probably because each player's action is determined by his court position and since you control the latter, you can always predict what your players will do. If, for example, you put one of your Power Forwards under the basket and then you pass to him and make a shot, he will probably go for a slam whereas a small forward in the same position would go for a layup (unless of course he's related to Michael Jordan). Hell, you can even call one of eight set plays.

NBA 95 also allows you to tailor a game according to your mood or skill level, while this is a fairly standard feature of most PC sports sims, NBA 95 gives you an incredibly detailed level of control. You can dictate the frequency of defensive fouls, offensive fouls, player injuries, the effects of fatigue, turn on slow-motion dunks, the list goes on and on.

It doesn't matter if you are new to basketball or follow the NBA religiously, NBA Live 95 is an incredibly user-friendly package where you, the player, has absolute control. The graphics are fast and smooth, gameplay is easy to learn but challenging to master and the sound-effects and music are excellent. OK, you guessed it, I really like this game. Buy it and tell me I'm wrong.

NAME	POSITION	HEIGHT	WEIGHT	YEARS PRO
10 ADAMS, MICHAEL	POINT GUARD	5' 10"	175 LBS.	1
1 BUCHHEIT, MICKEL	POINT GUARD	5' 8"	140 LBS.	7
24 BURRELL, SCOTT	SHOOTER / FORWARD	6' 7"	210 LBS.	1
30 CANNY, BELL	SHOOTING FORWARD	6' 7"	220 LBS.	1
44 CARTER, KEVIN	POWER FORWARD	6' 7"	220 LBS.	1
4 HANCOCK, BARNUM	SHOOTER / FORWARD	6' 7"	210 LBS.	1
3 HASKINS, REXLEY	SHOOTING FORWARD	6' 7"	180 LBS.	1
2 JANSSEN, LOBBY	POWER FORWARD	6' 7"	220 LBS.	1
27 MURPHY, BUCKEY	CENTER	6' 11"	240 LBS.	1
10 PAVAR, RICHARD	CENTER	6' 7"	220 LBS.	1
11 SHACHT, DAVID	SHOOTER / FORWARD	6' 7"	180 LBS.	1
43 SHAY, JOE	CENTER	6' 11"	220 LBS.	1

PC CD ROM • AVAILABLE: NOW • CATEGORY: SPORT • PLAYERS: 1-4 • PUBLISHER: ELECTRONIC ARTS • PRICE: \$99.95 • RATING: G
 MIN REQUIREMENTS: 486DX/33; 8MB RAM; D/SPEED CD



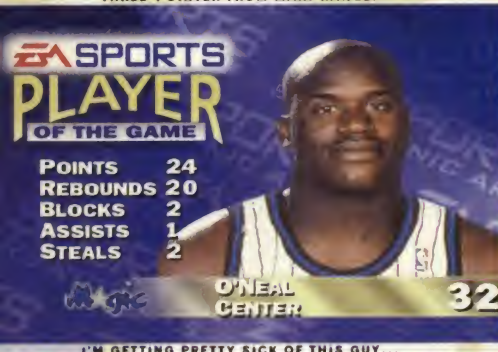
THREE-POINTER FROM MAX. RANGE!



LAYUP!



I CAN JUMP! REALLY I CAN!



I'M GETTING PRETTY SICK OF THIS GUY...



BLOCKS

DETROIT

CHECK OUT THE DETAIL



KNICKS TAKE THE ROCKETS IN THEIR STRIDE



ANOTHER SVGA WONDER



ANOTHER NICE MENT



BUY THE MAN ANOTHER FERRARI!

Visuals 86% - Full-motion video and silky smooth player animations make NBA Live 95 rather lovely to behold. **Sound 90%** - Great soundtrack, crystal clear sound-effects compliment the visuals nicely. **Gameplay 89%** - Comprehensive, intuitive and every other adjectival cliché I can think of. **Longterm 90%** - OK, you've chosen and traded players, then honed their skills - now get your team to the Play-Offs! **Overall 90%** - It doesn't matter if you aren't a huge basketball fan, NBA Live 95 has the gameplay and realism to make you one.

review Descent



GRAPHICS 84% - The chunky style makes it hard to discern exactly where a wall is going. However, the smoothness of the game on average machines is a major accomplishment. **SOUND 72%** - As with Doom, the sounds are an essential source of information about your surroundings. Useful but not attractive, the effects are only average. **GAMEPLAY 86%** - Motion sickness is a very real possibility! Overcome that though, and a seriously challenging game awaits. Not for occasional and effortless blasting! **LONGTERM 88%** - Absolutely. Just getting comfy with the controls takes ages, putting your new skills to work will have you playing through more than once. **OVERALL 84%** - I know as many people that hate it as I do that love it. Play before you pay. Taking the plunge results in either great satisfaction or big frustration.



is the complete freedom this 3D world offers more than just an unplayable novelty? Or is it just a misguided attempt to out-do Doom. BEN MANSILL takes his rocket into the labyrinth...

There's no doubt that Descent is a miracle of programming, but is it a decent play? No one seems to be undecided about the game, they're either overwhelmingly enthusiastic or openly sceptical. Is it possible that those who hate it are just scared of the quantum leap in complexity compared to Doom? It is Doomsters that seem to be the most avid Descent haters, probably because they like their killing unadorned with fancy and (as they see it) unnecessary wizz-bang frills. Learning to fly should never get in the way of learning to fight, they say.

Unbelievably Twisted

Well, after giving Descent the HYPER once-over, we can see the merits of both sides of the argument. Controlling your ship is extremely difficult, the multitude of functions like slide, strafe, bank, pitch, forward, reverse, as well as primary and secondary weapon controls etc. threaten to overwhelm, even with top notch equipment like the Thrustmaster or CH Flightstick. It's essential that controlling the ship becomes second nature, for the added bother of maintaining an awareness of where the hell you are in the unbelievably twisted 3D maze can be a major brain-drain. Then of course there are the enemies who want your blood to consider...

Having witnessed performances by truly expert Descent players, there is an obvious and undeniable rush that comes from a hot session. The trouble is, do you really want to spend the many hours it takes just to get past the training wheels stage, before you actually start enjoying yourself? The attitude of most fervent Descent players seems to be "I'm gonna beat this thing even if it kills me", their grim determination reminiscent of players who fancy games with similarly steep learning curves - Falcon 3.0 for example. There's no doubt that the satisfaction of mastering the game is great, but is it proportional to the effort invested?

Yes. Absolutely, without a doubt and let there be no question. Gaming genius has been at work in the back-rooms of Interplay. But as I've tried to make clear, this is not a game for everybody. You need to be good, very good, to get the most out of Descent. Competent is good enough for Doom, but with Descent mere competence will see you dead in no time. Working against you is the most devilish level design I've ever seen. The game takes full advantage of the 3D environment, often tiny and dimly lit passageways are missed, because they are hidden away in dark corners up high in the ceiling. Blending high speed combat with careful exploration is a Descent prerequisite, to help you out is the incredible 3D map, it can be zoomed and rotated, and aside from being essentially useful, is a very cool software toy to play with.

Locate and Destroy

Like Dark Forces, Descent deliberately excludes a mid-level save game feature. This is the way to go for this sort of game, it makes you really try hard, because you have to. Furthering the need to take it all seriously is the fact that the point behind it all is to locate and destroy the central reactor, one of which is buried deep within each level. Finding it is the comparatively easy part of the equation, for once it is destroyed you have just 45 seconds to get back to the level's exit. This is extremely demanding, as you have to plan your escape route in advance and execute it flawlessly. Tough luck if you're just a second too slow.

The computer controlled enemies are flying robots that exhibit impressive AI. They hide, they chase you, they pop out for snap shots, they are a major pain. Still, they remain stationary long enough for a kill, unlike any human opponent in multiplayer mode. Because the controls are so sensitive it is very difficult to keep your crosshairs on a moving target, and when it's a human foe who is manoeuvring wildly the task is truly Herculean.

If you don't buy many games, then is for you. It represents excellent longterm value, mainly as a direct result of it's steep learning curve. On the other hand, if you're just looking for another quick and easy Doom experience Descent will surely intimidate.

review X-Com - Terror From the Deep

Following the huge success of *UFO Enemy Unknown*, Microprose have released a sequel. It's basically identical to *UFO*, but for one minor twist. Instead of battling hostile aliens on land, the action takes place in the dark depths of the oceans. **HARRY MARAGOS** takes a deep breath...

In case your feeling alienated, the following is a brief rundown of the plot for *UFO* and *Terror From The Deep*. During the late 20th century, an independent organisation called X-COM was established to monitor and combat hostile alien contact. For many years X-COM has successfully managed to defend the Earth against the threat of numerous alien invasions. That is, until now!

Deep Sea Aliens

In the oceans, extra terrestrial forces which have remained hidden for a very long time have been aroused by the conflicts on land. Armed to the teeth with high-tech weaponry, as well as the latest in fishing gear, these new adversaries are starting to cause waves. The X-COM unit must now face a new terror; an army of aliens already on Earth but in an environment more deadly than deep space. In an attempt to help their cosmic brothers, the new breed of aliens have their multiple eyes set on conquering the planet and transforming it into an aquatic paradise.

Terror From the Deep combines two popular strategy game styles. On the one hand resources must be developed and maintained a la *Outpost* style while on the other you are enticed to a tactical challenge of turn based combat. The long term goals are basically to research alien breeds to discover their objectives and weaknesses in order to put a stop to the invasion. The short term goal, however is to keep a maintain a healthy cash flow through selling *UFO* artefacts and technology to build new bases.

Research plays a vital part in the success of your quest to save the world. Your scientists can work on projects such as examining captured equipment, dissecting dead aliens and, my favourite, interrogating alien prisoners. Even discovering new weapons is fun. Build an autocannon autofire and launch one at an oil rig. Bet you can't guess what happens.

With any strategy game, statistics play a major role. Each marine comes complete with a full smorgasbord of stat screens. A gem to watch is the morale stats. Have a player lose too much morale in a mission, and you've got a suicidal loose cannon on your team.

Engaging the Enemy

When a *UFO* is detected by radar you can launch your subs to intercept. The underwater combat is very simple, simply click on your attacking mode from a number of choices and away you go. Once a *UFO* is "grounded", your troop carrier can submerge and engage the enemy. The screen changes to a *Ultima 8* style view where the turn-based combat takes place. Your task now is to neutralise the aliens while keeping your own casualties to a minimum.

The turn based combat is very effective. An exciting part is that each marine has his or her own line of sight. What this means is that in dark areas the view is limited and the game becomes very atmospheric.

The graphics are great and really suit the game. The undersea geoscape mapping system is smooth and works well, even when zooming in and out of the terrain. In addition, a number of noticeable features such as different water colourations and multiple sea wrecks scattered throughout the deep add to the underwater effect.

The game's appeal lies in the full variety of attacks from the aliens, who are largely unpredictable. Some use mind control to take over your troops, some float, while others have very nasty large area weapons (so you think the autocannon is good?).

If your a fan of the original or just into strategy games, then *Terror From the Deep* is certainly worth checking out. There a wide range of gameplay to keep you hooked for a couple of months. The turn based combat may not appeal to everyone but do not let it put you off completely.



YOUR MISSION: FIND SEAQUEST AND DESTROY IT



TITANIC MYSTERY REVEALED! ALIENS DID IT



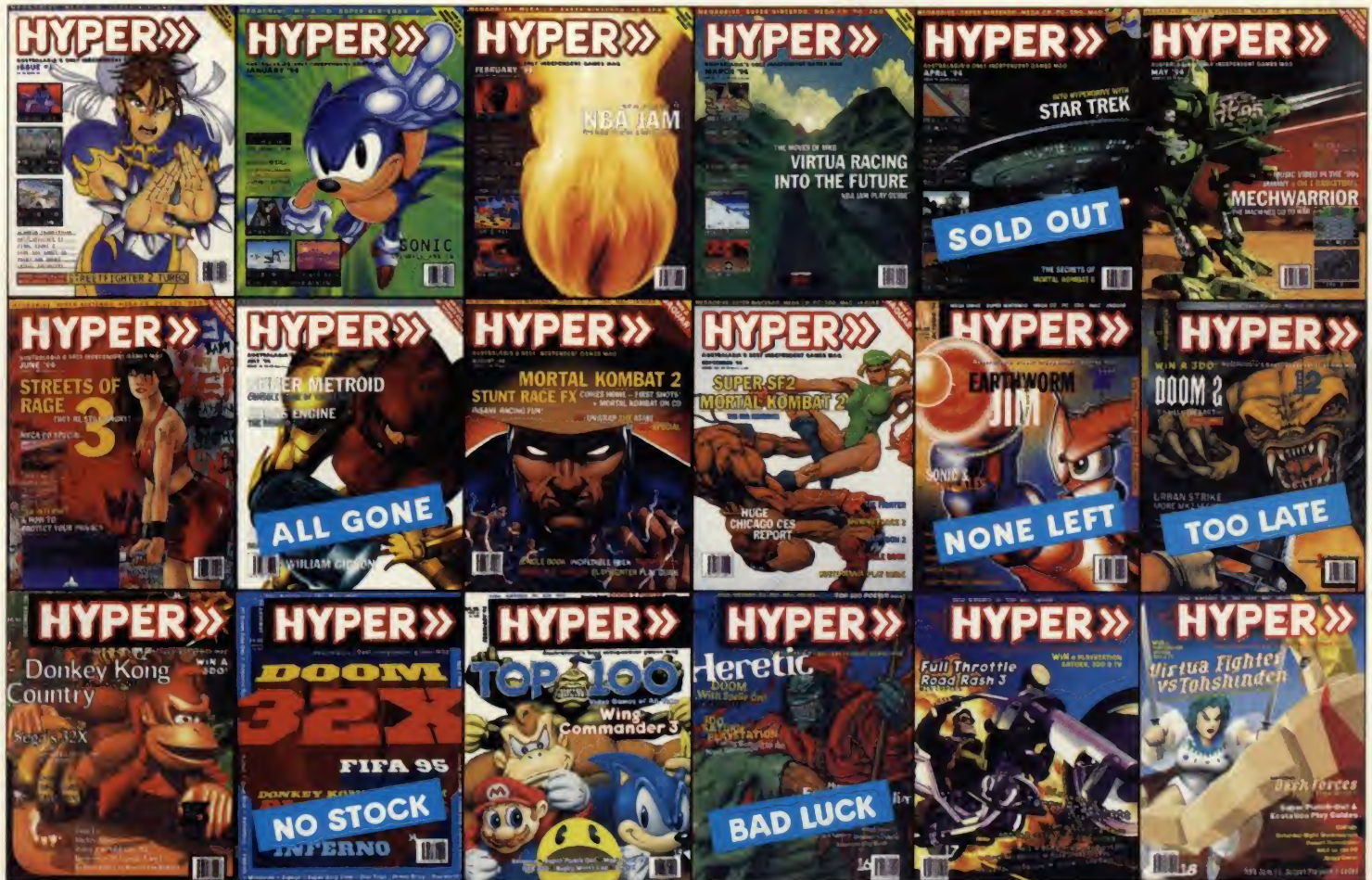
GUNFIGHT AT THE OK CORAL

PC/PC CD ROM • Available: NOW • Category: STRATEGY • Players: ONE • Publisher: MICROPROSE • Price: \$99.95 • Rating: TBC
 Min. Requirements: PC 386, 4MB RAM, VGA GRAPHICS, MOUSE



Visuals 76% - Not out of this world, but quite adequate for a strategy game. **Sound 62%** - A cross between Dr Who and Flipper. Good during the battle scenes. **Gameplay 85%** - Addictive and challenging, offering boardgame style gameplay. **Long-term 86%** - As always, with strategy games, saving the Earth is a lengthy project. **Overall 84%** - A worthy addition to your overflowing strategy game collection and a good sequel for UFO: Enemy Unknown.

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Family Feud



3DO

Available: **NOW**
 Category: **QUIZ**
 Players: **1-10**
 Publisher: **GAMETEK**
 Price: **N/A**
 Rating: **TBC**

Before everyone gets too excited, I need to make it quite clear that this is the American version of Family Feud, rather than the Australian version. Sadly, of course, this means that Rob Brough does not appear in the game. I repeat: Rob Brough does NOT appear in the game. Rob (for the uninitiated: a low rent Larry Emdur, if that's possible) is replaced by some nameless US senior citizen lacking Rob's killer smile and gravity (not to mention taste) defying hair.

With the exception of Rob, this is Family Feud in all of its stupefying mundanity. From the Bullseye Round and the Regular Round right through to the pants-wettingly exciting thrills of the Fast Money Round, the roller coaster of human passion and emotional giddiness that is Family Feud is here. Think "Legends of the Fall" compressed into half an hour, with prizes at the end, and you're almost there.

Before I get too excited I should point out that this is a very dumb game. Let's face it, what sort of geek would you have to be to shell out for a 3DO and then play Family Feud? Sure, my granny loves her dose of Feud but even she prefers Road Rash to a thrillingly paced Bullseye Round with the Sanchez family. The great thing about Family Feud though is that it's new and different. Not different to the TV show I'll grant you, but after years of mindless platformers it's a joy to see ugly, digitised families making pillocks of themselves at the push of a button. Treat this as an automated version of Trivial Pursuit, play it with a bunch of friends, try to think like an American (no easy task, wear lots of pastels) and this is quite a hoot. Get Rob in there and we'll like it even more.

Stretch Armstrong

Game supplied by Sprint Electronics

VISUALS

78

SOUND

75

GAMEPLAY

75

LONGTERM

65

OVERALL

72

Quarantine



3DO

Available: **NOW**
 Category: **ACTION**
 Players: **ONE**
 Publisher: **GAMETEK**
 Price: **\$84.00**
 Rating: **M15+**

You are a taxi driver in the teeming post-apocalyptic metropolis of Kemo, a vast expanse of roads and alleyways populated by as many people out to kill you as there are trying to get a lift. You are Edgewater Drake and Quarantine is a day in your life. A day filled with violence, crazy driving and Cab Charges. If you survive today you'll only have to get up and do it all again tomorrow.

Quarantine is another PC game translated to 3DO to great effect. It's a sort of mish-mash of Doom, Mad Max and Escape From New York. The object is survival - you have to pick up passengers and escort them through the violence-laden streets of Kemo. All through the city there are savage gangs and rival taxi companies wanting to waste you and if you don't get your passenger to his destination on time, he won't pay you and will be quite rude about it (you can eject surly passengers if you like - a very satisfying feeling). Once you have enough moolah you can upgrade your weaponry and armour, making things easier and allowing more time to pick up fares without fear of death. Gang members are pretty easy, you just run 'em over for some Doom-esque splatter effects, but a lot of vehicles require some serious fire power before you can destroy them.

Getting an adequate amount of control is the first task you have to overcome upon. There are two control modes and both are user friendly once you get the hang of them. There are four views (front, back and both sides) and once you obtain a side arm you can fire out the windows, wasting any gang members you happen to miss with the car.

Whilst the game isn't as sexy looking as Road Rash or Need For Speed, it looks pretty good and plays quite well once you're comfortable with the controls.

Full marks go to Simon Day (from Ratcat) and John Curran for the opening video sequence - a laugh riot and worth the price of admission alone. Although it hasn't taken over my 3DO the way some other games have, Quarantine is a game well worth shelling out for. Original and fun - what a concept!

Russell Hopkinson

This game supplied by Sprint Electronics.

VISUALS

84

SOUND

82

GAMEPLAY

85

LONGTERM

90

OVERALL

85

Myst



3DO

Available: **NOW**
 Category: **PUZZLE**
 Players: **ONE**
 Publisher: **SUNSOFT**
 Price: **\$84.00**
 Rating: **G**

Ahh, Myst. I still get shivers down my spine every time I hear the atmospheric sound effects for this game.

For those that have somehow missed the Myst phenomenon - where have you been! This is quite possibly the most beautifully designed computer game ever and all the Mac and PC owners who fell under its spell can testify to its addictive appeal. There are no guns or violence, it's not fast moving or immediately mind-blowing, but explore Myst Island for more than a few minutes and you'll be taking a fifty hour journey (give or take a bit) to its conclusion. Be warned though - the puzzles contained within are often frustrating, obtuse and very difficult so be prepared for lots of note-taking and hair pulling.

It's all worth it though, and if your 3DO has so far only played host to fast action fests like Road Rash and FIFA, then it's probably time to take the pace down a bit and give your head a challenge rather than your trigger finger. The 3DO Myst is a good conversion (they'd have to try pretty hard to stuff it up) and the sound in particular is magnificent - no stuffing around with temperamental sound cards either.

The graphics didn't seem quite as detailed, but when you take into consideration the difference between a monitor and a TV's resolution and the distance you sit from a TV, this is understandable. It's still exquisitely beautiful and lushly detailed. The design aesthetic is truly superb. If you appreciate the finer points of computer graphics you'll be dribbling with awe every second screen.

If you need a good mental work-out and have never played Myst before then get up and down to the game store because you're missing out on one of the best games ever made.

Vaughan Stevens

Game supplied by Sprint Electronics

VISUALS

95

SOUND

96

GAMEPLAY

90

LONGTERM

95

OVERALL

95

ishar 3



PC/PC CD ROM

Available: **NOW**
 Category: **RPG**
 Players: **ONE**
 Publisher: **SILMARILS**
 Price: **\$79.95**
 Rating: **G8**

To me, there is nothing worse than a sequel that tries to do nothing different from the original game(s) that preceded it. As in movies such as the numerous slasher series of Freddy's, Jasons and Leatherfaces, the formula gets trite and boring if the creators spend no time in thinking out a new angle. It is too easy a temptation for them to simply clone the first product and spit it out ad nauseam. I guess we all get used to this and that's why when a sequel comes out that is good (Aliens, Godfather II, Doom II, Tie Fighter) we all get surprised.

Ishar is the next instalment in a series of fantasy RPGs dealing with the demise of the old dark god and the various new nemeses that plague the world after his death. The problem with reviewing Ishar is that it's not a bad game - the gameplay is good, with nice graphics and reasonable sound, but the story-line is so boring and cliched that you've heard it all three thousand times before. Essentially you play a group of hardy adventurers... (ho hum)... who, after the fall of Ishar the dark god... (yawn)...band together to fight the... (zzzzzzzz)... Sound familiar? It is.

The interface is the standard first person view that has been a hallmark of fantasy games since the first days of Wizardry and Ultima. While I appreciate that the designers want to stick with something tried and true, surely there is some space within this format to try something new. The same goes for the story. I really think that my fellow fantasy RPG'ers are ready for a plot more sophisticated than either find the magic item (insert sword, gem, crown, ring or staff), or kill the evil villain (insert Dorvald the destroyer, Phytan Dwarfexploder, Regnar the Flatulent etc.) to save the world. Maybe one day...

Chris Wheeler

VISUALS
70
SOUND
65
GAMEPLAY
58
LONGTERM
53
OVERALL
54

Masters of Magic



PC/PC CD ROM

Available: **NOW**
 Category: **STRATEGY**
 Players: **ONE**
 Publisher: **MICROPROSE**
 Price: **\$89.95**
 Rating: **G8**

Lordy, Lordy. Sometimes a great game slips through our sweaty hands and just doesn't get reviewed. Master of Magic is one such game and having played it non-stop over the Easter long weekend, I can tell you this is one awesome game.

Taking the best features of Civilisation and Masters of Orion, MOM throws in a touch of RPG for good measure. You take the role of a magic user (wizard, warlock, whatever) with the allegiance of just one tiny village in a vast and unexplored world. Your initial priorities are twofold, there is a pressing need to research powerful new spells to ward off attack, while strengthening your economic base so you can keep the whole enterprise funded.

Eventually you will encounter other Magicians, and depending on their personality and their perception of your strength, this will either result in war or peace. If your economy and/or magic level can't sustain a war, you can always go the crawl by way of the various diplomatic options.

The game treats spell research as Civilisation did advances and Masters of Orion does technology. The ultimate goal is to discover the Spell of Mastery, which will come in due course, but only after many dozens of lesser spells have been mastered. Achieving it wins you the game - as does wiping out every enemy race in the world.

Civilisation and Masters of Orion won their fans mainly because of the intricate thread of complex factors which had to be managed with perfect efficiency. If that's why you liked them then grab a copy of Magic, it's deeper and more complicated by miles.

The massive complexity of the game may put some players off, but for those who persevere the rewards are great. Several solid sessions will see an average game through, with the experience being as absorbing as a game can be.

Ben Mansill

VISUALS
72
SOUND
74
GAMEPLAY
94
LONGTERM
94
OVERALL
86

Transport Tycoon - World Editor



PC

Available: **NOW**
 Category: **SIM/STRATEGY**
 Players: **1-2**
 Publisher: **MICROPROSE**
 Price: **\$44.95**
 Rating: **G**

Transport Tycoon is a simple little game. At each game's start the computer randomly generates a landscape dotted with towns and industry, your job being to link them all up with a network of rail, road and air links. It sounds dull, but in the week or so it takes to play a game through (based on a steadily advancing clock) you will think of little else. Improving efficiency and expanding your web of empire involves some serious micro-management, having the job rushed along by an equally ambitious computer opponent further complicating the equation.

Despite coming from Microprose, Transport Tycoon isn't Railroad Tycoon II. There is no share-market option for you to indulge in a little Skasing, and the game's focus is more on satisfying demand rather than creating it.

Now devotees (we know you're out there!) have a new toy to get excited about, their game now has the World Editor. Three new features are added to the original game, most useful is a new option for modem play. Less useful is a switch which instantly changes the graphics from the standard type to a futuristic Martian world. Also added is (naturally enough) an editor for you to do a little amateur terraforming as well as customised town design.

Now unless you specifically want this for the modem feature, it's value must be seriously questioned. If you're one of the freaks that bought any of the Sim City scenario disks - well, you've probably already bought this too.

The original game is a sparkler, I'd rate it around 80%+. This though, hmmm...

Ben Mansill

VISUALS
83
SOUND
68
GAMEPLAY
40
LONGTERM
40
OVERALL
57



Bureau 13



PC CD ROM

Available: **NOW**
 Category: **ADVENTURE**
 Players: **ONE**
 Publisher: **GAMETEK**
 Price: **TBA**
 Rating: **M**

Bureau13 is something like a cross between X Files and the A-Team. You are Johnny Alpha, unfortunate as that may sound, the recruitment and training co-ordinator for the secret task force, named Bureau13 (surprisingly enough). The pool of agents at your command consists of a token black guy, a token macho feminist, a token vampire and a couple of unexciting Anglo-Saxons with bad hair. This is why Bureau13 is a secret organisation, not because of caution but acute embarrassment on the part of the government. From this group of luminaries you must select two as your agents. The name of the game is aliens and the paranormal, sound familiar?

One of our men has gone feral, gentleman, we believe he was behind an assassination attempt on a local sheriff, you must find him and inform him that his superannuation entitlements are in jeopardy. And so the game begins, with the hunt for one J.P. Withers as your prime concern. The game is presented in an over-the-shoulder perspective 3D environment which has been suitably rendered in dark menacing tones. Movement is achieved with a point and click of the old LMB, and your onscreen cursor can be changed with your trusty RMB to perform functions like grabbing, looking and fondling. Simple yet effective, just like castor oil.

This is essentially a puzzle solving game rather than a Pulp Fictionsque gore fest, you can however, use force with politically correct discretion. I, personally, like to use force with very little discretion, especially in games of the "wave your mouse cursor around until it changes and makes it totally obvious your being led around like a bull at the Easter Show" variety. As you might have guessed, I found the "puzzles" to be rather tedious. Myst this ain't. If you have to have this game, wait three months until the price drops.

George Soropos

VISUALS

76

SOUND

78

GAMEPLAY

65

LONGTERM

67

OVERALL

66

High Seas Trader



PC CD ROM

Available: **NOW**
 Category: **SIMULATION/STRATEGY**
 Players: **ONE**
 Publisher: **IMPRESSIONS**
 Price: **\$89.95**
 Rating: **G**

"Ooh aargh me hearties, I can feel a stirrin' in me loins, fetch me the cabin boy, bosun!" Ah, the romance of sail and sea, of a gentle time long since gone when European empires decimated the native populations of pagan lands with syphilis, Catholicism and opium. And who wishes they were right there, in the thick of it, trading infectious diseases for mountains of gold? Why, you do of course.

High Seas Trader is a naval combat and trading game set in the 17th century world of pirates and cut-throats, when men were men and sodomy was a noble pursuit. Begin as a humble peddler, plying the waters of Africa and the New World, buying low, selling high and taking passengers and their cargo, for a fee, to their destinations. Making money, ferrying passengers and attacking pirates is how you increase your standing in your home country and allows you to increase your rank and have access to bigger, more powerful ships. And if you're really good, you can purchase an estate and treasures to go with it.

Impressions have bravely tried to combine strategy and action, something often tried but with rare success. I'm afraid the game falls over badly because of this. The main problem with combining game genres is fleshing each part out enough to make the whole an enjoyable experience. High Seas does not. While it is better than the dreadful 'Pirate' remake of last year it still lacks...a lot.

Where is the strategy in trading? "Gosh Polkadotbeard, we can buy feminine hygiene spray in London for ten dollars a ton and sell it in Madrid for twenty, make a packet of money and do the male population of Spain a favour at the same time!" It becomes very tedious very quickly. And the biff? Well, the 3D engine is a dog, reminds me of old Atari ST flight sims. Yes that bad. It becomes even more tedious than the trading. Don't get your feet wet with this one.

George Soropos

VISUALS

73

SOUND

76

GAMEPLAY

66

LONGTERM

60

OVERALL

65

Jagged Alliance



PC/PC CD ROM

Available: **NOW**
 Category: **STRATEGY/RPG**
 Players: **ONE**
 Publisher: **SIR-TECH**
 Price: **\$99.95**
 Rating: **M**

Jagged Alliance is essentially a turn-based strategy game, very similar to X-Com. The plot is an eco-conscious melodrama with some good old fashioned greed and violence thrown in for good measure. The action takes place on the island of Metavira; the only known source of a valuable tree which produces sap used to make medicine. You must hire a group of mercenaries to thwart a rogue medical researcher - Lucas Santino, who wants as to harvest the trees and sell the sap to the highest bidder. Since the trees are infertile, time is of the essence.

The island is divided into squares and at the start you control only one. You must pick a squad of mercs and use them to take control of more squares, until you control the entire island and win the game. Each day you send your squad onto the island after allocating guards and workers (who harvest sap) to the squares you control. Good resource management is an integral part of successfully completing the game..

When your squad's on the island, the game's viewpoint switches to an angled top-down perspective (very similar to X-Com). As you move them around, more terrain (and enemies) become visible. Each member of your squad has a unique personality and skills (like marksmanship, picking locks, fixing machinery, first aid etc.). As they gain more experience their skills will increase (hence the RPG element). The most valuable commodity are action points, without them your mercs are useless. Each action your mercs perform use up these points, so you must take this into account when planning your strategy, particularly in combat. Apart from shooting, your mercs can perform hand to hand combat, disable explosives, pick locks, and recover valuable items, so gameplay is quite diverse. Jagged Alliance also has some fancy cut-scenes and plenty of speech (although the cast of voice-actors won't win any Oscars). It has the potential to be quite addictive if only there weren't so many bugs. When Sir-Tech make a patch available I may put Jagged Alliance higher on my gaming agenda. Until then I'll set my sights firmly on X-Com 2.

Julian Schoffel

VISUALS

75

SOUND

75

GAMEPLAY

80

LONGTERM

74

OVERALL

75

Pacific Air War Gold



PC CD ROM

Available: **NOW**
 Category: **FLIGHT SIM**
 Players: **1-2**
 Publisher: **MICROPROSE**
 Price: **\$99.95**
 Rating: **G**

It's always been a reliable truth that for a quick burst of dogfighting, the WWII flight sim (any of them) is the way to go. Jet combat sims generally offer more rewarding adventures, due mostly to their requirement for mastering multiple systems and their more demanding flight models. This has always been the way.

Messing with the natural order of things, Pacific Air War Gold at last gives us a WWII sim that treats these fine old warplanes with the respect they deserve. No more do we just start the engine and alley-ooop, up we go, a quick point and shoot to dispatch enemies conveniently nearby. No, most of these planes were dogs to fly, and for most of the war the Japanese were near impossible to shoot down. These aspects are replicated in perfect detail in Pacific Air War.

Just learning to take off, for example, will take an intensely frustrating hour or two. In fact, when the game was originally released, the Tech. Support Dept. at Microprose took a huge number of calls from PC pilots thinking there was a bug in the game, because the old faithful fire it up and yank back on the stick approach produced nothing more than a mighty explosion.

If you do manage to get airborne, the next thing to look forward to is a long-haul journey through a set of way points which may or may not involve contact with the enemy. There are only two sure things, one is that there will be baddies at your final way point, and that they'll be damn hard to take out.

The Gold version thankfully includes a video tutor which will teach you the finer points to this monster game. Being immensely difficult will put some off, but for many this is the ultimate flight sim. True flight simmers like to work for their fun. If that's you, then this is it.

Ben Mansill

VISUALS

87

SOUND

81

GAMEPLAY

86

LONGTERM

89

OVERALL

88

Shanghai: Great Moments



PC CD ROM

Available: **NOW**
 Category: **STRATEGY**
 Players: **ONE**
 Publisher: **ACTIVISION**
 Price: **\$79.95**
 Rating: **G**

Activision brought the first version of this game out in 1986 and it involved finding matching pairs of Mah-Jongg tiles, which were set out side by side and piled one on the other, and removing them from play until all peices had been cleared. The United Nations Special Committee on Preventing Prodigous Excitement issued a stern warning to the world, proclaiming that a sudden rise in heart attacks, stroke and flatulence was imminent.

Then, in 1990, it happened again. Shanghai II: Dragon's Eye was unleashed on an unsuspecting populace, the sight of non Mah-Jongg tile sets causing widespread gastrointestinal torment and mild hysteria right across Europe and the Sub-Continent. And now the world is bracing itself for the latest edition to this historically significant and dolphin friendly gaming dynasty; Shanghai: Great Moments.

This new, improved potency version of Shanghai uses the Windows Multi-Media environment and the tantalizing allure of three 'all-new' games to drive the excitement threshold straight through your pants. The new games are 'The Great Wall' which is similar to original Shanghai except higher tiles fall when lower ones are removed which constantly changes the playing area, 'Beijing' which is played by sliding tiles and matching pairs, and 'Action Shanghai' which is played against the clock. But wait, there's more. The title 'Great Moments' refers to the new tile sets, 'Great Moments in Space Exploration, Romance, Art, Inventions, Sci-Fi and Momentous Events. Of the nine sets included with the game, five have short video clips that play whenever you match a pair of tiles. My fave is the Sci-Fi set which has bits from Forbidden Planet, The Day The Earth Stood Still and other such gems.

Unfortunately there are no clips to celebrate your own personal 'Great Moments', like when you came second in the under 12's 100m sprint at Little Athletics or when that poorly aimed throw hit your teacher in the side of the head, but hey, game sequels are like a National Party politician's gut, they just go on and on forever, and who knows what the next Shanghai will bring.

George Soropos

VISUALS

78

SOUND

75

GAMEPLAY

80

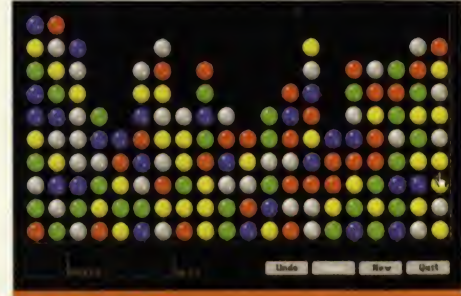
LONGTERM

72

OVERALL

79

Same Game



MAC/PC

Available: **NOW**
 Category: **PUZZLE**
 Players: **ONE**
 Publisher: **TAKAHIRO SUMIYA**
 Price: **FREE!**
 Rating: **TBC**

Remember how absurdly addicted you got to Tetris? Remember seeing tiny little bloody bricks falling everywhere, patterns forming in your weeties in the morning and lines evaporating as you drifted off to sleep? Well, get ready to do the time warp again: SameGame is the best puzzle since Tetris, and has burst out of Japan on a mission to bloody well conquer the world.

The game has many similarities to Tetris, especially in gameplay: the aim is to make bricks fall. But where SameGame differs is its requirement to connect bricks of the same colour. The more you can connect, the larger your score. When bricks of the same colour connect, clicking on them evaporates them.

What SameGame lacks is Tetris' frenetic Zorba's Dance acceleration, and the irritating music, but what it has all over it's noble ancestor is a choice of three playfield sizes, four difficulty levels and the opportunity to choose the look and feel of the game. Same Game even comes with a rudimentary editor, allowing you to create your own bricks.

And it is searingly addictive. Not easily mastered, the game leads you to expert levels of play gently, and once there keeps you entranced with it's variations and vagaries, while the Undo feature enables all too deep thought.

Originally written for Unix machines, the game is available for the PC, albeit in Japanese, out there on the internet at azumi.shinshu-u.ac.jp/pub/win31/game/usame110.lzh under the name "WinSame". The same program is available on Japan's favourite BBS, NIFTY-SERVE.

Simple and effective, firm but fair and annoying as ants in your undies but entertaining as all get out, SameGame is just screaming out for commercial adaptation, and will pollute your hard drive for decades.

Sly Shatner

VISUALS

50

SOUND

70

GAMEPLAY

85

LONGTERM

95

OVERALL

85

Playbook Wing Commander 3



WIN: Kilrathi surrender. Fly home to Earth in shuttle.
LOSE 1: Ejection seat picked up by Thrakhath. Confederation defeated.
LOSE 2: No pick-up by Thrakhath. Confederation defeated.
Note: The numbers represent the deciding missions in that series.

- Guideline:**
Mission designation, Mission name
 Wingman, Ship (* = default) (Kills, Cumulative)
 Mission content - covers direct winning path only. JB - joins battle after a certain period of time/when a specific opponent in the previous wave is destroyed.
- ORSINI A001: Simple Patrol**
 Hobbes only, *Hellcat, (4,4)
 2 Darket at Nav 1, 2 Darket at Nav 3
 - ORSINI A002: Simple Patrol**
 2 No Flash/Flint, Arrow/*Hellcat/Thunderbolt, (5,9)
 2 Darket at Nav 2, 1 Transport + 2 Darket at Nav 3
 - ORSINI A003: Escort Medical Cargo Transport**
 No Flash/Flint, *Arrow/Hellcat/Thunderbolt, (10,19)
 2 Darket + 1 Dralthi Nav 2, 1 Corvette + 2 Darket at Nav 2, 2 Darket + 2 Darket at Nav 3
 - ORSINI A004: Escort Civilian Transport, Skipper Missile**
 No Flash, *Arrow/Hellcat/Thunderbolt, (13,32)
 4 Darket + 2 Dralthi at Nav 1, 2 Dralthi, 1 Corvette + (1 Skipper) Nav 2, 2 Darket + 2 Darket at Nav 3, (2 Corvette, 2 Dralthi to Victory, if you failed to protect the transport.)
 - TAMAYO B001: Defend Victory**
 Maniac, *Arrow, (14,46)

2 Darket, 1 Paktahn + 2 Darket, 1 Paktahn + 2 Darket, 2 Paktahn + 2 Dralthi, 2 Paktahn at Victory (Weasel, Mitchel) Note: Weasel dies at the very beginning of this engagement.

- TAMAYO B002: Destroy Enemy Transports**
 Hobbes & Flint, Arrow/Hellcat/*Thunderbolt/Longbow/*Excalibur, (17,63)
 Corvette, 4 Vaktoth + 4 Darket + 4 Dralthi at Nav 1, 4 Transport at Nav 2
- SIMULATOR B003: Duel Flash**
 None, *Arrow, (0,63)
 1 Flash. Note: +1 under Ace in killscore.
- TAMAYO C001: Same as TAMAYO B001.**
- TAMAYO C002: Same as B002,**
 except 4 Dralthi at Nav 3, 2 Transport, 4 Vaktoth at Nav 4
- TAMAYO C003: Same as TAMAYO B003.**

LOCANDA D001: Eliminate All Enemy Presence
 All pilots, Arrow/*Hellcat/Thunderbolt, (30,93)
 2 Vaktoth + 4 Dralthi Nav 2, 3 Darket + 4 Strakha at Nav 2 (Asteroids) 1 Destroyer, 4 Dralthi + 2 Dralthi (JB) + 2 Dralthi (JB) + 2 Dralthi at Nav 3, 1 Fireclaw, 5 Darket at Nav 4 Note: Maniac is flagged at "at risk," meaning that he can die in this and any following mission.

LOCANDA D002: Destroy Biomissiles
 No Cobra/Flint, Arrow/Hellcat/*Thunderbolt, (9,102)
 8 Strakha (2 at all times), 1 Destroyer, 1 Biomissile + (2 Biomissile) at Nav 1. Note: Flash is flagged "at risk."

LOCANDA D003: Go After Flint? (optional)
 None, Ship you flew in LOCANDA D002, (33,135)
 1 Scout, 2 Vaktoth at (R), 1 Corvette, 3 Dralthi + 4 Darket + 4 Dralthi at (R), 4 Darket + 3 Dralthi at (R), 1 Cruiser, 4 Darket + 4 Darket + 2 Vaktoth (Flint is here) at (R) Note: (R) = random Nav point. This means that any of the encounters listed above may/may not appear at any of the four Nav points in this mission.

BLACKMANE E001: Defend Blackmane Base
 All pilots, Arrow/*Hellcat/Thunderbolt, (16,151)
 4 Dralthi + 4 Darket + 4 Darket + 1 Bloodmist, 3 Paktahn at Base.

BLACKMANE E002: Escort Supply Transports
 All pilots, Arrow/Hellcat/*Thunderbolt, (12,163)
 4 Dralthi at Nav 1 4 Strakha + 4 Strakha at Nav 2 (Asteroids, captured Terran transports) Note: Beware of the captured transports. If you get too close to them, their detonations will damage your fighters severely. You cannot destroy the transports with your guns/missiles.

BLACKMANE E003: Escort Weapons Transports
 All pilots, Arrow/Hellcat/*Thunderbolt, (16,179)
 2 Sorthak + 2 Sorthak at Nav 1, 4 Strakha + 4 Strakha → Nav 2, 2 Vaktoth + 2 Vaktoth at Nav 2 (Asteroids) Note: Only one of the two transports is required to reach the jump point for this mission to be judged as successful.

BLACKMANE F001: Assist Evacuation, Escort Convoy
 All pilots, Arrow/*Hellcat/Thunderbolt
 1 Carrier, 8 Dralthi (2 at all times) at Nav 1 Note: Two of the three transports are required to reach the jump point for this mission to be judged as successful.

BLACKMANE F002: Assist Evacuation 2, Escort Convoy (Pulsar)
 All pilots, Arrow/Hellcat/*Thunderbolt
 4 Strakha at Nav 2, 3 Dralthi (x3) at Nav 3. Note: Two of the three transports are required to reach the jump point for this mission to be judged as successful.

BLACKMANE F003: Final Evacuation Assistance?
 All pilots, Arrow/Hellcat/*Thunderbolt
 3 Strakha → Nav 1, 4 Strakha + 4 Strakha at Nav 1 (Asteroids, captured Terran transports)
 Note: Beware of the captured transports. If you get too close to them, their detonations will damage your fighters severely. You cannot destroy the transports with your guns/missiles. The only way to lose this mission is to avoid touching Nav 1 and eject at Nav 2.

ARIEL G001: Clear All Nav Points
 All pilots, Arrow/Hellcat/Thunderbolt/*Longbow, (25,204)
 1 Corvette, 2 Transport, 2 Strakha + 2 Strakha at Nav 1, 4 Strakha at Nav 2, 1 Carrier, 4 Darket + 4 Dralthi + 4 Darket + 1 Vaktoth at Nav 3

DARIEL G002: Ambush Enemy Convoy (Nebula)
 All pilots, *Thunderbolt/Longbow, (34,238)
 1 Destroyer, 1 Transport, 4 Vaktoth + 4 Vaktoth + 4 Darket at Nav 1, 1 Corvette, 1 Transport, 4 Darket at Nav 2, 1 Destroyer, 1 Transport, 4 Vaktoth + 4 Vaktoth + 4 Darket at Nav 3

DARIEL G003: Escort Victory to Jump Point
 All pilots, Arrow/Hellcat/*Thunderbolt/Longbow, (18,256)
 2 Paktahn, 2 Darket → Nav 1, 1 Carrier, 2 Strakha + 2 Darket + 2 Darket + 2 Darket at Nav 1 1 Corvette, 4 Strakha + (1 Skipper) at Nav 2 Note: You may request for a landing clearance and manually land on the carrier before the mission ends.

CALIBAN H001: Defend Destroyers

All pilots, Arrow/*Hellcat/Thunderbolt/Longbow, (7,263)
2 Vaktoth, (1 Destroyer, Sheffield never loses the battle) at Nav 1, 1 Destroyer, 2 Vaktoth + 2 Vaktoth at Nav 2

CALIBAN H002: Destroy Enemy Convoy (Nebula)

All pilots, Arrow/Hellcat/*Thunderbolt/Longbow, (18,281)
4 Darket at Nav 1 6 Dralthi + 4 Vaktoth at Nav 2, 2 Corvette, 1 Destroyer, 1 Scout at Nav 3

CALIBAN H003: Escort Victory to Jump Point 2 (Nebula)

All pilots, Arrow/*Hellcat, (29,310)
1 Corvette, 4 Darket → Nav 1 1 Corvette, 4 Darket → Nav 1, 4 Dralthi + 1 Corvette, 2 Dralthi + 4 Vaktoth + 2 Vaktoth, 2 Darket + 4 Darket at Nav 1

DELIUS I001: Search & Destroy, Eliminate Enemy Base (Asteroids)

All pilots, *Arrow/Hellcat/Thunderbolt/Longbow
4 Vaktoth, 1 Asteroid Base + 2 Vaktoth (JB) at Nav 1, 3 Dralthi + 3 Dralthi at Nav 2, 2 Dralthi + 2 Darket at Nav 3, 4 Vaktoth at Nav 4

DELIUS I002: Destroy inbound Enemy Ships (Asteroids)

All pilots, Thunderbolt/*Longbow
1 Corvette, 4 Dralthi at Nav 1, 4 Darket at Nav 2, 1 Destroyer, 2 Dralthi + 1 Corvette, 2 Vaktoth + 2 Vaktoth, 1 Sorthak + 4 Dralthi at Nav 3

DELIUS I003: Victory vs. Enemy Base (Asteroids)

All pilots, *Arrow/Hellcat
2 Darket → Nav 1 2 Darket → Nav 1 2 Dralthi, (1 Asteroid Base, if you could beat Victory's CS Missiles to it)

TORGO J001: Clear System for Behemoth

Flint, Arrow, (28,338)
2 Strakha, 2 Paktahn at Nav 1 2 Vaktoth, 2 Paktahn (x5) at Nav 2 (Flash, Primate)
2 Strakha, 2 Paktahn at Nav 3 (Vagabond, Styg)

TORGO J002: Mine Jump Points

All pilots, Thunderbolt/*Longbow, (16,354)
2 Vaktoth, 2 Paktahn at Nav 1 (Asteroids), 2 Vaktoth, 2 Paktahn at Nav 2, 2 Vaktoth, 2 Paktahn at Nav 3, 2 Vaktoth, 2 Paktahn at Nav 4

TORGO J003: Disable Tankers (Asteroids)

All pilots, Arrow/*Hellcat, (6,360)
3 Tanker (disable), 2 Asteroid + 2 Asteroid at Nav 1

LOKI K001: Sweep Loki VI Environ

All pilots, Arrow/*Hellcat, (34,394)
1 Corvette, 4 Darket + 1 Corvette, 4 Vaktoth at Nav 1, 6 Dralthi + 4 Dralthi (JB) at Nav 2, 6 Vaktoth + 4 Darket + 4 Strakha at Nav 3

LOKI K002,KA02: Cover Behemoth

All pilots, Arrow/*Hellcat, (12,406)
4 Paktahn at Victory [Behemoth fires on Loki VI and destroys it.]
2 Corvettes + 4 Strakha + 2 Paktahn at Victory

LOKI K003 (—" Kilrah): Defend Behemoth (unwinnable)

All pilots, Arrow/*Hellcat, (4,410)
4 Paktahn at Behemoth. Note: Killscore depends on how many Paktahns you can dispatch in approx. 1 min 20 sec. Cannot Eject.

LOKI K03A (—" Kilrah): Intermission (plot advancement)

None, Ship you flew in KILRAH K003, (0,410)
1 Destroyer, 1 Thrakhath at Victory (Terran cruiser jumps out)
Note: Cannot eject.

LOKI K004 (—" Kilrah): Accept Thrakhath's Challenge?

None, Ship you flew in KILRAH K004, (0,410)
1 Destroyer, 1 Thrakhath at Victory Note: Fight Thrakhath, return to Victory → ALCOR L001/end credits. Fight Thrakhath, unable to return to Victory → stranded. Ignore Thrakhath, return to Victory → ALCOR L001. Cannot eject.

ALCOR L001: Defend Victory, Clear All Nav Points

Hobbes, *Arrow, (52,462)
3 Corvette + 1 Corvette, 4 Vaktoth + 8 Darket at Nav 1, (Sheffield) 2 Vaktoth, 4 Paktahn + 6 Dralthi + 6 Dralthi (JB) + 4 Paktahn at Nav 2 4 Strakha at Nav 3, 4 Vaktoth (mission accomplished)/6 Vaktoth (mission not yet accomplished) at Nav 4 2 Sorthak + 2 Sorthak at Victory (Primate, Ragtop/Bacon Boy, Coventry)
Note: Drinking excessively before flying affects fighter performance!

ALCOR L002: Clear Asteroid Field of Enemy Presence (Asteroids)

All pilots, *Arrow/Thunderbolt/Longbow, (38,500)
3 Corvette, 1 Destroyer + 1 Corvette, 6 Darket at Nav 1,
4 Asteroid + 4 Strakha + 4 Darket at Nav 2, 1 Destroyer, 4 Paktahn + 6 Darket + 4 Dralthi at Nav 3

ALCOR L003: Go After Hobbes? (optional)

None, *Hellcat
1 Hobbes at Nav 1, 1 Stalker, 2 Strakha + 3 Paktahn (Vaquero, Primate, Destroyer) Note: Vaquero dies. +3 under Ace in killscore for dispatching Hobbes and Stalker.

ALCOR L004,LG04: Extract Scientist from Prison

None, *Excalibur, (16,516)
6 Darket at Nav 1, (space) 6 Ekapshi, 4 Ground Object at Landing Zone (ground) 4 Ekapshi, 4 Tank, 3 Ground Object + 2 Ekapshi at Nav 1, 4 Tank, 1 Ground Object at Nav 3.
Note: Vaquero is flagged "at risk."

FREYA M001: Suppress Freya Space Defenses

Vaquero/Maniac/Flash/Flint, All/*Longbow, (26,542)
1 Destroyer, 2 Darket + 4 Darket at Nav 1, 2 Corvette, 4 Dralthi at Nav 2, 1 Carrier, 4 Dralthi + 4 Darket + 4 Dralthi at Nav 3

FREYA M002,MG02: Destroy Shield Generator

None, *Excalibur, (20,562)
4 Dralthi → Nav 1 (space) 4 Ekapshi at Landing Zone (ground) 4 Ekapshi, 4 Tank, 11 Ground Object → Shield Generator 4 Ekapshi, 5 Tank, 1 Shield Generator at Shield Generator 2 Dralthi at Exit Point (space) 2 Dralthi → Victory

FREYA M003 (Loviatar): Destroy inbounds at Jump Point

No Hobbes/Cobra, All/*Thunderbolt, (21,583)
3 Dralthi + 1 Corvette, 2 Darket + 3 Darket + 3 Darket + 3 Vaktoth + 2 Vaktoth, 1 Darket + 3 Darket at Nav 1

HYPERION N001: Deliver Prototype T-Bomb

None, *Excalibur, (14,597)
4 Dralthi → Entry Point (space) 2 Ekapshi at Landing Zone (ground), 2 Ekapshi → Fault Line 2 Ekapshi, 1 Fault Line at Fault Line, 4 Dralthi → Victory (space)

HYPERION N002: Escort Cap Ships, Destroy Enemy Fleet

No Hobbes/Cobra, Arrow/*Hellcat/Excalibur, (21,618)
1 Destroyer, 2 Darket + 2 Darket + 2 Dralthi + 2 Dralthi at Nav 1 (Sheffield), 1 Carrier, 2 Dralthi + 2 Dralthi + 2 Paktahn + 2 Vaktoth at Nav 2 (Conventry), 1 Cruiser, 2 Paktahn at Nav 3 (Ajax). Note: Vagabond and Flint are flagged "at risk."

HYPERION N003 (Freya): Defend Jump Point to Kilrah

No Hobbes/Cobra, All/*Excalibur, (20,638)
1 Destroyer, 4 Darket + 4 Darket + 2 Dralthi at Nav 1, 4 Darket at Nav 2 (Asteroids), 1 Cruiser, 4 Darket at Nav 3 (Asteroids)

KILRAH P000,P001: Jump into Kilrah Home System

0-3 Wingmen from All except Hobbes/Cobra, *Excalibur, (35,673)
2 Sorthak + (1 Stalker, 3 Strakha + 3 Sorthak) at Jump Point 2, Corvette, 4 Darket + 4 Dralthi at Nav 1, 2 Corvette, 4 Dralthi + 6 Strakha at Nav 2, 1 Destroyer, 4 Darket + 6 Darket at Nav 3.

Note: At least 1st selected wingman dies. In KILRAH P00*, sending your wingmen back to the base in advance might help save their lives. Killscore is inaccessible from here on.

KILRAH P002: Load T-Bomb at Hidden Depot

Surviving members from KILRAH P001, *Excalibur, (33,706)
2 Corvette, 4 Darket + 4 Dralthi at Nav 1, 2 Corvette, 4 Vaktoth + 6 Strakha at Nav 2, 1 Destroyer, 3 Sorthak, 1 Strakha/4 Sorthak + 6 Darket at Nav 3. Note: At least 2nd selected wingman from KILRAH P000 dies.

KILRAH P003,PG03: T-Bomb Kilrah,

Surviving member from KILRAH P002, *Excalibur, (38,744)
1 Destroyer, 4 Paktahn + 4 Dralthi at Nav 1, 1 Destroyer, 4 Dralthi + 6 Strakha at Nav 2, At Nav 3: → 1 Destroyer, 3 Darket + 6 Darket (no wingman) → Stalker, 3 Darket + 6 Darket (wingman), At Entry: → 1 Prince Thrakhath, (1 Hobbes), 2 Paktahn + 4 Darket (cloaked at Nav 3) → (1 Hobbes), 4 Paktahn, 4 Sorthak (not cloaked at Nav 3), On Kilrah surface (Kilrah-4): → 3 Tank, 6 Ground Object, 1 Fault Line (in Trench) → 2 Ekapshi, 3 Tank, 6 Ground Object, 1 Fault Line (out of Trench)

Note: Kill Prince Thrakhath (and Hobbes) at Entry to descend to Kilrah. When flying out of the Trench on Kilrah, cloak for your own safety.

PROXIMA R001: Defend Jump Point (unwinnable)

All who survived to PROXIMA R001, All/*Excalibur
4 Darket + 4 Dralthi + 4 Vaktoth + 1 Corvette, 3 Strakha + 1 Corvette, 3 Strakha + 1 Carrier, 4 Dralthi at Victory.
Note: The Victory prepares to jump out when the enemy carrier appears, stay close or you will be left behind. Eject → SOL-EARTH ORBIT R002.

SOL-EARTH ORBIT R002: Defend Earth (unwinnable)

None, All/*Excalibur
4 Paktahn + 4 Paktahn + 4 Vaktoth + 1 Corvette, 3 Strakha + 1 Corvette, 3 Strakha + 1 Dreadnought, 4 Dralthi...(infinity) at Nav 1 (Sheffield, Coventry).
Note: infinity = combinations of 4 Paktahn/1 Corvette, 3 Strakha/4 Vaktoth. Sheffield and Coventry explode very early in this mission.)

Additional notes:

- The following are not included in the killscore:

a) missiles (Bio/Skipper),	f) disabled tankers,
b) cap ship turrets,	g) shield generator,
c) fighters parked in carriers,	h) fault lines,
d) ejected pilots,	i) Kilrathi who dwelt on Kilrah.
e) ground targets,	

 Note that the Victory's killboard is relatively unstable.
- Later presences of Sheffield, Coventry, and Ajax depend upon your success in the earlier missions. If they were destroyed in the early stages of the game, they would remain absent from the later actions.
- The number of waves of enemy fighters covering a cap ship may depend upon how quickly you dispose of the mothership.
- When escorting transports, you must be within 1 km and get id confirmation before you can engage autopilot.
- Destroy all ground targets in all planetary raids; otherwise, the missions would be deemed as failures.
- You must be within 10 km of Victory/Depot before you can request for a landing clearance.

Dark Forces



GENERAL TIPS

The best general purpose weapons are the blaster rifle and auto gun; do most of your wet work with these. Which gun you favour depends mainly on the troop disposition of the enemy - if you're mainly fighting Imperial troops use the blaster (more reloads), but if your main targets are

smugglers then go with the auto gun. For long range sniping the blaster pistol is the most accurate weapon, it is also the most ammo conservative - the blaster rifle churns through shots like there's no tomorrow. Pay attention to the mission briefings, it'll save you a lot of mucking about if you do.



SECRET BASE

Enemies encountered - Imperial officers, Stormtroopers and Imperial Commandos.

Tip - Try doing most of this level with the pistol, that way you start building your ammo supplies.

Level guide

As you emerge from the starting position you will notice a red door to your left. It is locked. Proceed to the end of the corridor and exit into the open air. You will notice two steel doors on the opposite walls, pick one and enter. A lift ride will take you up to a control room where a single Imperial officer waits. Waste him and take the red key off his body. Backtrack and re-enter the main complex and open the red door. Inside a round elevator will take you up a level. Flick the switch

on the column- this opens up one of the walls in the entry corridor. Jump off the platform and enter the room, swinging down the stairs. This eventually leads to a large control room which features a suspended hologram schematic of the death Star. Near this there is a low counter, mounted on the wall behind the counter is a switch [1]. Flicking this switch will reveal a hidden room where the death Star plans (a red circuit board) is stored. Get this then high tail it out via a small steel door. In the courtyard above your ship awaits.

Note: If you needed this guide to finish this extremely simple level, give the game to someone else and go back to playing Streetfighter.



TALAY

Tip - Try and conserve ammo - level three has very few reloads.

Level guide

From the LZ, traverse left around the main building till you get to some crumbling stairs. Climb these and turn left. All three difficulty levels place a decent amount of Imperials here so watch out. Swinging round a low concrete structure will reveal a balcony looking down on an open plaza [2] chockers with bad guys. Thin the enemy out by sniping from this position before leaping the banister and charging across the central bridge. (The chasm on either side of the bridge can be cleared with a running leap should the need arise, but for now let's play it safe). You'll come to a power door that cannot be opened (remember the power is down), turn right here and move forward until you see a dark doorway, with only a few lights on inside - there are shit-loads of Imperials in here. Switch to blaster rifle and go in, guns blazing; using the muzzle flash to target new enemies. If you go in with the head lamp on, they'll get the jump on you. After the blood letting turn left, hop out the window, run down the alleyway, cross the bridge [3] and reactivate the power using the palm print switch. All the lights

should come on (and all the power doors can now be opened.)

Backtrack out of the now lit Dark Room, run past the orange building [4] and enter the power door on the angled wall to your left. Flicking the switch in this room will move the bridge visible through the window clockwise to your left. Exit the room and find the white Zig-Zag corridor with the broken panel. Go through here (watch for Imperials), cross the bridge and push the button on the central island. This button swings the bridge around to give access to the other side. A grassy area leads through to an open plaza with the fortress at one end. The large central doors open into a round room with a raised walkway around its rim [5]. This is always the site of masses of Imperials who are clustered around the main door. Run across the room into the small doorway, follow the corridor, climb the stairs, turn left and traverse the raised catwalk and enter the first doorway on your left. In this room is the Dark Trooper weapon [6]. After getting this, high-tail it back to the LZ.

Note: The return to ship run is really dangerous as lots of Imperial Troops wait in ambush for you. Especially on Hard level, the return journey is more difficult than the initial assault.



ANOAT CITY



New Enemies - Sentry droid, Interrogation droid, Grenade thrower, Muck monster.

Tips - Conserve ammo, there are very few reloads available on this level. Grenades do not explode if they land in water. When fighting Muck monsters, try to keep moving backwards in a stop and start fashion - this will allow you to shoot at the monsters while still avoiding their deadly bite.

Level Guide
From LZ journey down into the central island and locate the selector switch [7]. These switches enable you to open the four doors positioned around the central island. Push the selector pad so the light in the first position comes on - the first door is now open. Enter the door and ride the current until a platform is revealed on your right. Jump onto this, go up the elevator, and push the button. (Beware of sniper fire from the droids hovering on the other side of the window). The switch raises the level of the pool visible through the window. Jump back into the stream and ride it down till you get to a massive pool. This pool is teeming with muck monsters so turn left, run straight ahead till you come to a half submerged door [8]. This door leads

back to the LZ and therefore back to the selector pad.
Hit the selector and the second light will go on, indicating that the second door is open. Enter this door and let the current take you until you are approaching a drop-off into a large pool. Just before the drop-off, on the left there is a low platform, jump on this and flick the switch. This raises the level of the pool seen through the window. Backtrack upstream to the selector pad and press it again. The third door is now open. Ride the current until you get to a low drop-off into a large pool. A lit doorway should be visible on the far side. Either dodge or kill the muck monsters in this pool and leap up into this doorway. A switch here lowers the level of the pool you just crossed, revealing a steel door [9]. Jump back into the pool and fight the current to get to this new door. Open it, climb the stairs and flick the switch which raises the water level in the main room until it reaches the height of the lit doorway which was previously unreachable. Backtrack back into the flowing pool and ride the current, jumping over a set of box-like obstacles, until you reach a door, open this and the next door until you see a switch. Flick this to activate what my friends call the shit

sluice - a kind a waterworld ride for sewer rats. Ride the current until you come to a sharp right hand turn which finishes an extended southward passageway. (Use the HUD map if you can't navigate). The flow should now be taking you west.
Half-way along this passage, a branch opens up to the right. Enter this and follow it back to the selector pad area. (Beware the Muck monster in this area). Flick the selector pad until the second light is lit (ignore light four). Enter the second door again and enter the new corridor made accessible by the raised water level. This will lead to a massive drop-off in a pool room dominated by several large columns. It is on these columns that your first encounter with grenade throwers will take place, so beware. Find the switch at the columns base [10] and ride the elevator to the top. Leap frog the columns until you get to a metal catwalk. Follow this until you see a doorway across the chasm on your left. Running jump across the chasm, turn right and climb the small staircase. In the room at the top is your man. Ignore the massive gun in his hands; its just for show.

IMPERIAL WEAPONS RESEARCH FACILITY



New Enemies - Laser Turret
Tips - Laser Turrets are incredibly deadly foes. Check ceilings carefully, especially near corners.

Level Guide
Go left from the LZ, veering right at the first open area and crossing the narrow bridge there. From the bridge climb up a set of stairs and spin 180 degrees to face an alcove across a small chasm. Jump to the alcove and climb the stairs, following them around to the secret entrance into the main complex - a dark hole in the ground. A leap of faith begins the journey. On Hard, beware the gun turret at the bottom of the shaft. Follow the air conditioning ducts until a fork in the tunnel [11]. Go right, following the duct until you have to blow the legs off a guard stormtrooper [12]. Follow the room around and climb the red staircase there. (Beware of gun turrets at the top of the stairs and to the right.) Turn left and follow the corridor to its end. Pushing the button there opens a door at the far end of the corridor guarded by the turret. It's a timed switch so you'll have to run through the door quickly after you flick the switch. Go up the elevator and follow the path around to a junction. There are turret guns around the corner to the left, as well as one turret in front hidden behind the awning of the next room. You can snipe at the front gun from cover, but the left turrets require a more bold approach. Take second cor-

ridor on the left and proceed past red lit door; up the corridor and turn right. climb stairs at junction, till you find a large room. In that room search for a small slightly hidden staircase in the far corner. Climb these but beware of an Imperial ambush at the top. Pass through this room and enter the room with the red circle door. Up elevator, (beware ambush site), kill the Imperial Officer in the lower half of the room and take the code key off his body. Flick the switch near the window in the raised half of the room and backtrack to the red lit door. Pass through this, up the corridor and find the wall with the code symbols displayed on it. Check your inventory and note the symbols displayed on the card. Correlate the symbols on the wall [13] with the symbols on the card and a door should open behind you. Climb the massive curved stairs, noting the three doors on the inside wall but leaving them closed. At the top of the stairs beware of turret emplacements. Traverse the corridor to the control room at the end. Through the window here you will see a central pillar with the isotope on the top. A bridge connects the pillar to the side wall. Two switches in the room adjust the position of the bridge. The right switch controls the bridges facing, while the left switch controls the bridges height. Push the right switch once and the left three times to align the bridge with the lowest doorway. (the first you passed while

climbing the stairs). Go down the stairs to this door, enter it, kill the occupants, open the large doors, cross the bridge to the pillar and flick the switch on its side. Return to the main control room and repeat the process with the other two stairway doors. Once all three pillar switches are tripped two new doors will open; one in the control room and one higher up the stairwell. Go back to the control room, adjust the bridge to the new door and enter the small stairway. Get the Isotope from the top of the pillar [14] and ride it down to the base floor. (On Hard, beware a turret mounted above the isotope). Exit central shaft through small door at its base and backtrack to red circle door. Turn left before door and climb small staircase. Through the door here is a room guarded by two turrets on the left wall. Turn left into a large open room and enter a small darkened doorway there. Open main doors with switch at gatehouse guard position, backtrack to now open main doors and exit complex. Beware of snipers and guards stationed outside as you move right along the face of the fortress. Find the small elevator and ride it up. Veer left and follow path back to LZ.
Note: Extensive exploration of this level is dangerous but rewarding. An abundance of ammo as well as the auto-gun are available to those who search. ...and stay tuned for next issue, because it keeps on getting tougher.
Chris Wheeler



DARK FORCES PC

Cheat Codes

Would such a legendary game be complete without a hefty wad of cheats? Does the Pope poo in the woods?

At the DOS prompt, from within the C:\DARK directory, type IMUSE and hit enter. Hold down both SHIFT keys and a CONTROL key while typing in WORK. The cheats will now scroll across the top of the screen. Some people may not want to bother, so here they all are anyway:

These are to be typed while playing, a confirmation message will appear at the top of the screen.

- LADATACo-ordinate info
- LAIAMLAMEFull invincibility
- LAREDLITE.....Pondering toggle
(enemies stand still and don't attack)
- LACDSMap supermode (reveals map)
- LAPOGODisables height checking (walk up walls!)
- LAPOSTAL.....Add weapons, ammo and power-ups
- LARANDYWeapon supercharge
- LANTFH.....Teleport to current map position
- LABUGInsect mode (crawl very low down)
- LASKIP.....Force successful completion of current mission
- LAMAXOUTEverything!
- LAUNLOCK.....Keys, code cards, broken Dark Trooper Gun,
phrik metal, data tape, ice cleats, IR goggles.

These codes warp you straight to a particular level:

- | | | |
|------------|-------------|------------|
| LAJABSHI | LAGROMAS | LANARSMADA |
| LATALY | LADETENTION | LAIMPCITY |
| LASEWERS | LARAMSHEAD | LAFUELSTAT |
| LATESTBASE | LAROBOTICS | LAEXECUTOR |



MORTAL KOMBAT 2 SNES & MD

Scorpions Third Fatality

Thanks for this one Luke Holmes, you're a champion. From the farthest side of the screen, hold BLOCK and press DOWN, DOWN, UP, UP and HIGH PUNCH. The screen should go black and Scorpion flames the ground, sending his opponent to BBQland.

SUPER RETURN OF THE JEDI SNES

Easy Side-Scrolling Levels

This cheat only helps in the side scrolling levels and it will allow you to choose any character, give you infinite detonators and when you hold B and press START you will clear the stage. To access this, on the Title Screen press A, A, B, B, X, X, Y, Y, A, B, X, Y, A, B, X, Y before the screen fades. You'd better be quick, but if you enter it incorrectly don't press RESET. Turn the game off and then on again to do the code again.

SPACE HARRIER 32X

Arcade Mode

This game is a bodgy old pile of poo that should never have seen light of day on the 32X. Anyway, it here and we've got a cheat for it that will make it play more like the arcade version (ie you'll be able to continue from where your previous player died). As soon as you turn on the game and the Sega logo comes into sight, press and hold buttons A and C on controller two and press START. Too easy!

STAR WARS ARCADE 32X

Stop the Clock

There's not much that's more fun than blasting TIE Fighters. Now you can take your time about it.

You'll need a six-button controller for this, press START to pause the game whenever it's all getting a bit much. Then with controller 1, press DOWN, B, B, UP, RIGHT, LEFT. If it worked you'll hear "yahoo!". Way hey.

VIRTUA FIGHTER ARCADE

Play as Dural

Andrew Monk told us about this cool cheat for the arcade version, he reckons it might even work on the Saturn - except for the bit about inserting coins.

First you must play through to Dural - no easy feat. While the ending is being shown, put two more credits in the machine, then start pressing 1P Start like mad just before it ends so you go straight past the title screen and into character select. Leave the cursor where it is and allow the timer to run out, Akira will smile. If it worked, the screen will go black for a second and you'll hear a "strange sound", as soon as you do press 2P Start repeatedly. If everything is right, the words "CHALLENGER COMES" should NOT appear, instead you'll go straight to a two player match of Akira vs. Dural. Win with Dural against the inactive Akira and you keep Dural for the rest of the game.



LION KING MEGADRIVE

Level Select

If you're impatient and want to skip the dull levels, do what Tristan Washington does - cheat! From the options screen, choose DIFFICULT then press RIGHT, A, A, B and START.



TOHSHINDEN PLASTATION

Play as Gaia and Sho

Thanks to Darren Penecost, we now know the ancient art of unfair advantage.

To play as Gaia (the second last boss in vs. mode), press DOWN, RIGHT and WEAK SLASH on controller 1 at the title screen (human vs. CPU etc.). If it worked you'll hear "FIGHT" and the screen will turn blood red. Then, when at the character select screen, move to Eiji and pick him while pressing up. If you did it right he'll turn into Gaia.

To play as the awesome Sho, do the Gaia cheat and deliberately loose and let the counter run out. When the title screen reappears, using controller 2, press RIGHT, DOWN, DIAGONAL FORWARD RIGHT and WEAK SLASH. When you hear "FIGHT" the screen will change to blue if it worked. Now, select Kayin while pressing DOWN, he'll turn into Sho and away you go.



KILLER INSTINCT ARCADE

Speed-Up and Secret Level

Dale McLaren is a fight fan, we know this because every second word in his letter was "youse". A word of warning kids, Jeff Fenech is NOT a good role model.

To bump up the pace to a more frantic level, hold both joysticks RIGHT and press both PUNCH buttons. Do it just before the vs. screen appears for speedy action.

For the secret level you have to play in 2-player challenge. Straight after each player has selected their fighter, both players must simultaneously press MEDIUM KICK. The fight will now be on a platform in the clouds, but beware for you can fall off the edges anytime during the fight.



SUPER PUNCH-OUT SNES

Sound Test

This is fairly useless but we know some of you freaky boys are going to appreciate it. When the Nintendo logo appears, take controller number two and press and hold the SELECT button. Then press and hold both the top L and R buttons and then let go of SELECT. You've now got a sound test.

BRUTAL SNES

Play as Dali Llama

You want to play as the wise Dali Llama? Well, at the Title Screen, take the first controller and press X, A, B, A, LEFT, A. You'll hear a nice, confirming sound if it works. Start the game, pick a name and when you go to choose a character, to the left of Kung Fu Bunny will be Dali Llama. Ta-da!

BLACKHAWK SNES

Level Codes

Yes...it's...another Peter Brodie cheat! Yay!

MINE: Level 2: F B W C

Level 3: Q P 7 R

Level 4: W J T V

TREE: Level 1: R R Y B

Level 2: Z S 9 P

Level 3: X J S N

SAND: Level 1: T J 1 F

Level 2: G S G 3

Level 3: B M H S

CASTLE: Level 1: H C K D

Level 2: N R L F

Level 3: J 6 B Z,

Level 4: M J X G

Level 5: K 3 C H.

CLAYFIGHTER 2 SNES

Play as Thunder, ice and Spike

Max out the fun with this cool beat 'em up.

From the main screen, enter these codes:

ICE: Hold B, press UP, L, L, L, RIGHT.

SPIKE: Hold R, press X, B, B, A, Y, LEFT, A.

THUNDER: Hold UP-LEFT on the D-pad, press Y, B, X, B, B, X, A.

MORTAL KOMBAT 2 PC

Cheat Mode

You didn't think the arcade-perfect PC conversion would miss out on its share of cheats did you? Jeremy Sharples knows better, so he sent these in.

At the first credit screen (Virgin 1995 etc.), type in: AICULEDSSUL. A chime will sound to confirm the cheat. Now, at the screen where Acclaim or the morphing Probe appears, press F9. You're now in cheat mode. It works basically the same as the Mega Drive version, you can select the following: Freeplay, no damage Player 1, no damage Player 2, 1 hit kills Player 1, 1 hit kills Player 2, Soak Test (CPU vs. CPU), background select, battleplan (choose which fighter to start on eg. 15=Shao Kahn, 1=Lui Kang), drone ending (fatality, babality or friendship select), stop clock and set drones (fight same opponent all the way through to Kintaro).





NEED FOR SPEED

3DO

Lots of Codes

Zoom In On Map:

Press start during a race to show the map. Press button C to zoom in on the track.

Pictures In Credits:

Go to the High Scores screen and wait for a couple of minutes. The credits will start rolling. After they start rolling, press RS to change the picture behind the credits. Then press LS to change it back. Whoo!

3 New Car Views During Race

You must have 2 controllers. When you start the race put your car in the inside-the-car view. Now, on controller 2, hold buttons A, LS and press Up to change views.

Practice mode (no traffic or cops)

- 1) In control central go to the options menu and highlight skill level.
- 2) On pad 1, press X + RS + A + LS in rapid succession holding each one down as you get to it. (then lift them all up and stat again)
- 2) If you do it right and enough times the text will turn from yellow to purple

Rocket Scooter

- 1) Play game for atleast 10 seconds, pause.
- 2) Go to replay and rewind to the beginning.
- 3) On pad 2, press RS + D + B together.
- 4) Exit game and your next race will be against the scooter.

Icy Roads

- 1) Play game for atleast 10 seconds.
- 2) Go to instant replay and rewind to start.
- 3) Press B on pad 1 PLUS stop+start+C on pad 2.
- 4) You will see a "car crashed.. " info flash for a second.
- 5) Exit game, select race against clock on the ALPINE track. On SEGMENT 3, there will be black ice on the track.

Nitro charging performance boost

- 1) Enter game and immediately press LS + RS + U on pad 2 PLUS LS + RS + A + C on pad 3 (huh? yes, pad 3!)
- 2) You will see "car crashed car left..." for a second
- 3) Exit game. All races will give you more torque.

Traffic jumping (blow up oncoming cars)

- 1) Start game and during the loading screens press and hold LS + RS + L on pad 1
- 2) Quit the game
- 3) Restart and now do: LS, RS, U and then quit game
- 4) Restart and now do: LS, RS, R and then quit game
- 5) Restart and now do: LS, RS, D but don't quit!
- 6) Start driving. the X button will now zap traffic.

Thanks to Doug Dyer (dyer@alx.sticomet.com) for those ones.

X-Man Video Sequences

- 1) From the main menu (control central), go to the options menu
- 2) Hilight the "Opponent Video ON" (I don't know if it has to be ON, but mine was, so I suggest turning it on first).
- 3) On control pad 1, press X, RS, LS A
- 4) If you did it right, you'll see the drive boot, and all the videos will show up one after another.

BURNING SOLDIER

3DO

Debug Mode

First connect second control pad, choose option at menu screen. Push L+R+C+X+"right direction" at the same time from the second control pad. Now you can select seven different kinds of option include 4-player mode.

GRIDDERS

3DO

Secret Levels:

Go to the options screen and highlight "Exit". Hold down X and type "LAX". (Yes you must let go of the stop button once it comes time to type the X). You will hear a bad buddy say "HEY!"

In the US version of Gridders, this code will allow you to play secret level 25. In the Japanese version of Gridders, this code will allow you to play the 12 secret levels, including the on from the US version.

Other handy cheat codes are "BARX" and "PARALLAX".

RISE OF THE ROBOTS

SNES

invincibility/See Ending

You want to get this game over with a bit quicker. Good call. Here are a couple of codes that will help. Enter these at the Mode Select screen.

Invincibility: On controller one press DOWN, B, UP, B, DOWN, LEFT, RIGHT, B

View Ending: Press LEFT, B, RIGHT, B, DOWN, LEFT, RIGHT, B

EARTHWORM

Jim

Mega Drive

Start With 3 Continues

This is a nice little trick which lets you get three continues at the start (this doesn't spoil the whole game like a level select). First, you must start a game in Practice Mode. Launch the cow and reset the game. Start a new game in the Normal Mode and if its worked you should have three continues up your sleeve.

RETURN FIRE

3DO

Level Codes

Forward:	Backwards:
tond	Dont
yalp	Play
htiw	With
snug	Guns
tsuj	Just
siht	This
emag	Game

Debug Code

First, put in the password WOLF which starts you on level 8 where you can pick your level. Then hold both top buttons, and then press START. It brings up a debug screen!





DEMON'S CREST SNES

All items/Play as Ultimate Gargoyle

These codes will let you play as the Ultimate Gargoyle and give you full strength and all items.

Full life meter and all items:

FDQP

QRMB

FGNH

GTKL

Full life meter, all items and Crest of Heaven:

QFFF

KNRR

DDLRL

XGTQ

If you just want to just skip the first level so you can play any stage in any sequence just enter the following codes

(thanks to Peter Brodie).

BDBK

CXYV

HFWQ

KQKQ

Mr Brodie also gave us a tip to "max-out your moolah". If you keep re-entering the first section of Stage Two (with all the dilapidated buildings) you can smash open the windows as many times as you like to gain more money and power-ups. When you smash out all the windows simply leave via the Exit sign on the left then re-enter via the fabby swoop method as much as you want. 'Cos even demons like lotsa cash.

KAWASAKI SUPERBIKE CHALLENGE

Mega Drive

Track Passcodes

Here are the track codes (done for 15 lap races) thanks to the prodigious cheat meister Peter Brodie. After entering each code you will be leading the track points-wise.

Hockenheim, Germany

abqheqiidWSnaqmecqukaayHp++qGado

Albacete, Spain

ab4uiGykgbeHaGmmdHazaW0lp++qGabk

Misano, San Marino

adiz1aOBgrWQaGytgXiFeHuJp+*aGaaw

Oesterreiching, Austria

aeyFmW0MgsKYbaSC1byGir8Kp+*aGacs

Brno, Czechoslovakia

afCGnXyWgY9gdXGcmX4JjI4Lp+*aGaa

Anderstop, Sweden

agSPqHK01dzvdXOKosSTjZmMp+*aGack

Johor, Malaysia

ah8ZrrTfnunweYaSrdOT1dONp+*aGaag

Sugo, Japan

ajm*rYjuo1rwfluluuqUnd4op+*aGacc

Assen, Holland

akDdtsPDpwnGfIXaxKuYruePp+*aGad*

Mugello, Italy

aLTivYPPuvDjJz9bv5ctt4Qp+*GGabA

Donnington, Britain

am9mwI96wwjLkeLqw2TcvKqRp+*aGad2

Estoril, Portugal

an5Gzdn7xMvYmuTwyNzkvLuSp++GGaas

Hermanos Rodriguez, Mexico (a super-fast finish)

apjXAZ1+zMz+pelfz4vkwvSTp+*GGado

DEMOLITION MAN

3DO

Hidden Levels

At title screen, hold right shift and rotate pad counter-clockwise, which gives you the Blood Code. Then start the game. For level select, pause game and press LS, A, U, D, RS, U. To get to hidden levels, press and hold B; Then U and D on D-pad scrolls through levels. Hidden Levels are VRGN 1-5.



SHOCKWAVE

3DO

Codes

Press pause while playing, then enter code.

First enter the code BACCAAX before using any other code.

(BACCAAX:

Allows loops and spins with Shift-Up and Shift-Down controller keys.)

CAABAX:

Very good missiles (1000 points each, fast moving, rapid fire). Once per mission.

CAABACAX:

Very good lasers.

ACABAACAAAX:

Smart bomb, once per mission.

ABACAABAX:

Player becomes invincible, infinite everything. Once per player only.

BABX:

Displays the name of the player.

BACACAX:

Displays programmer message.



VIRTUA FIGHTER 2

ARCADE

Slowdown Replays & Kage's Face

A couple of interesting tidbits here. To view the replay in slow motion, all you need to do is press all three buttons but it only works once per game.

To see Kage's face (he's the one wearing the mask) you've got to win 20 rounds in a row and then knock it off him. Hmmm, pretty.

STARBLADE

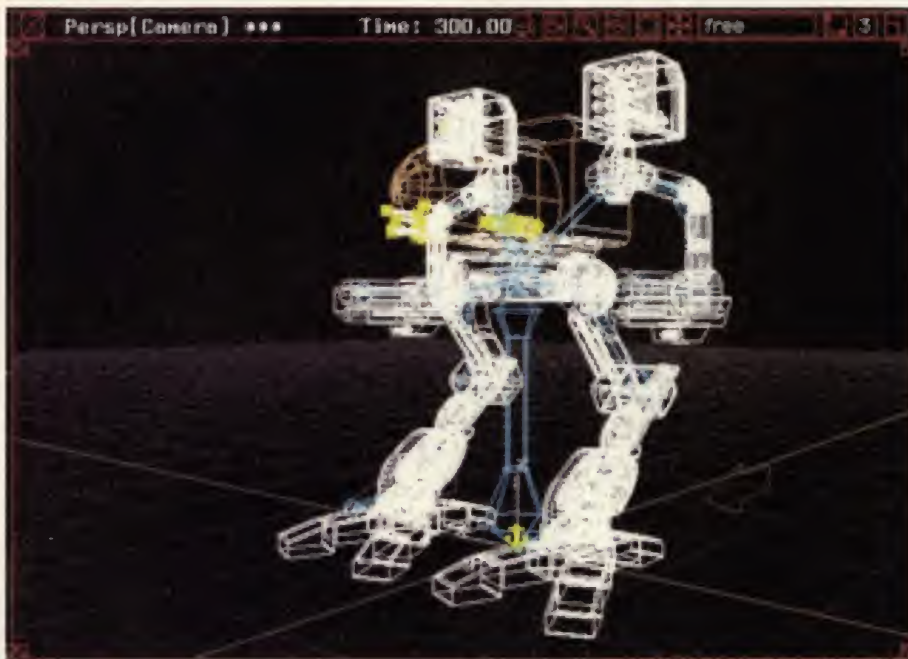
3DO

Auto-Fire: At title (when it freezes, title & stars are still) press U, U, D, L, R, A, A, B, B, C, C.

Unlimited Continues: Press U, R, D, L, A, B, C, U, L, D, R.

Do it before the demo screen.....

Letters



We had more pics of Mechwarrior II than would fit on the preview page, so what the hey, here's another! Sigh. Ain't it pretty?

You probably know that HYPER has it's very own internet web site, mainly because we keep harping on about it. If you haven't checked it out before you definitely should now. Major renovations have been undertaken, with many more changes and enhancements to come. New to HYPERACTIVE are gamers forums where you can chat to the crew and each other, as well as massive new cheat and walkthrough sections. Special news and reviews that you won't see in print are here too, all at: [HTTP://hyper.com.au/games/hyper](http://hyper.com.au/games/hyper) We'll give you a run-down on the low-down next issue.

Although we live in a global community and are blessed with instant communication, nothing can replace the loving care which many of you take to craft letters of the paper variety. Every month the sheer quantity of mail still surprises us, and not just the quantity either, as many of the letters are works of art in their own right. We're often quite humbled by some of the stuff that comes in, but we can't reproduce it all (nor reply personally). So, if you're one of those freaks that sat up all night making your HYPER letter - we noticed, we laughed at the funny bits, we were warmed. Then again, there are those happy moments in the HYPER office when utter crap gets hoisted into the bin to chorused chants of "looser".

Don't be discouraged if you haven't had your letter printed - perseverance is a virtue.

I want my name in print!

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NEXT GENERATION

Hi Ed.

Your mag is great, may be even greater if there was less PC games reviewed as people now are more into the "next generation" consoles. PC is hardly a game machine at all. Anyway the reason I writing this is to ask a few questions

- 1) How is the Ultra 64 going. I heard that the price will be rising to US\$300 is that true ?
- 2) How is the Saturn and PS going ? How is Clockwork Knight? When will it come to Australia and how much ?
- 3) Any news on the new Sonic and Street of Rage on Saturn or Sega consoles?

Aaron_Le@drift.apana.org.au

1. The Ultra 64 is going very well for a machine that is not released yet. The specs look incredible. 2. Both are doing very well in Japan. Clockwork Knight is reviewed in this issue and is available now on import and officially when the Saturn is launched locally (in July). 3. No confirmed news as yet.

REVIEW BIAS

Dear HYPER,

In regard to Chris Wheeler's review of Cannon Fodder in the April Edition, I would like to leave a note of disappointment. It seems to me that Chris is well informed on his Modern History, though I think for a game review his bias has interfered with what has proven to be quite a popular and enjoyable game. In his single column review I cannot say he has reviewed the game to any degree, rather he has picked out a few of the more seemingly negative points, rather than concentrating on the game's more strategic and playable levels. There is nothing to suggest that the game is singularly set in Vietnam, as there are scenes set in various climates, such as polar, or barren outposts, not just the 'Nam-type jungle. Other than a couple of the mission titles, there is nothing to suggest that this game is Vietnam-esque.

Therefore, I think Mr Wheeler's political and historical background has interfered with his review of what I personally found to be an enjoyable, and an ADDICTIVE game on the 16-bit platform, and that his overall score of 54 is a bit on the harsh

side, and there was absolutely NO need to give the readers a brief, bleak history lesson. The only reason I could see the reason for this is because Mr Wheeler was unable to come up with the text for just 1 more paragraph. I think he could have done just a bit better than that.

'Nuff said,
Dan..

Thanks for your opinion Dan, and it just goes to show the wide spectrum of human emotion - what one person finds offensive, another finds fun. We're just lucky we live in a democracy.

STUDY MOTIVATOR

Hi HYPER,

Just thought I would write to congratulate you all on a great mag. I am currently doing a Computer Science Degree so that I will eventually be able to write my own games and your mag is motivating me to study hard so that I can eventually achieve my goals. As a dedicated games player since my childhood days I have seen the vast changes that have occurred in the video game industry and have found the new games to be both amazing and disappointing. Some of the new games feature fantastic graphics at the expense of gameplay and this has got to stop. When will the software companies learn that no matter how good their game looks it is not "a real game" unless it has some sort of gameplay. I am pleased that your mag does not give high scores to these good graphic/bad gameplay games because they do not deserve it. It is good to see games like Relentless because they have both the graphics and the gameplay and to me that is a blessing. Keep up the great work!

Mat Cooper

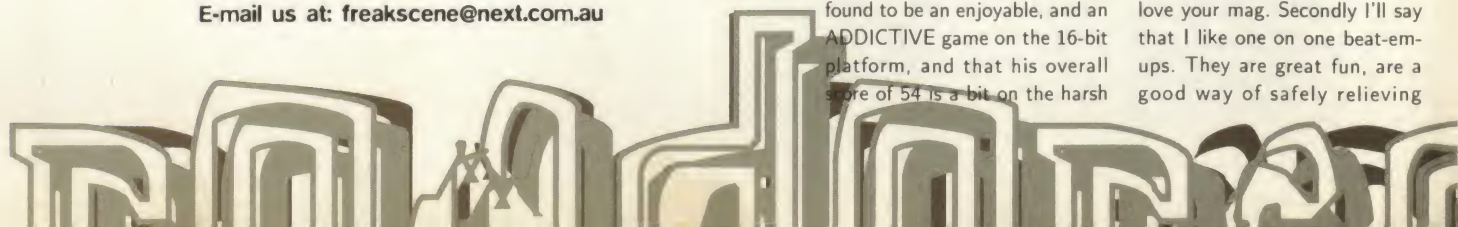
nmc38@wumpus.cc.uow.edu.au

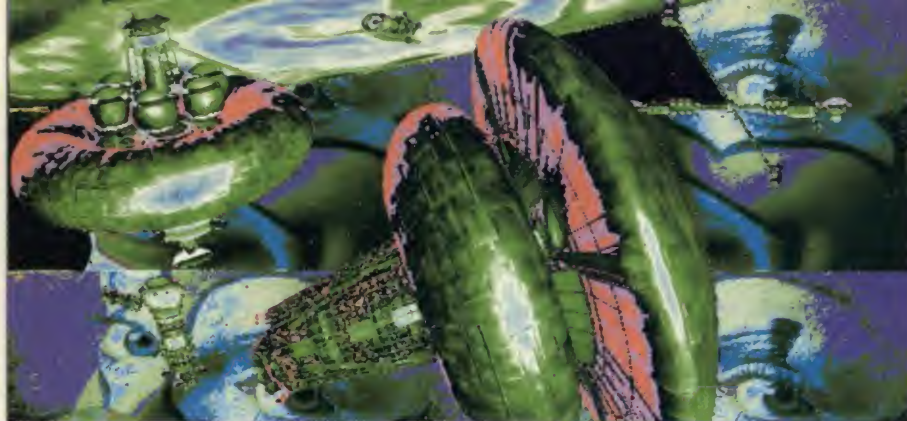
Thanks a lot Mat, and I just printed this letter to show that video games can also make you work hard. See mum!

BEAT 'EM UP SEXISM

Dear HYPER,

First of all I'd just like to say I love your mag. Secondly I'll say that I like one on one beat-em-ups. They are great fun, are a good way of safely relieving





THIS IS CALLED COSMIC AND ITS BY SPACEBOY, AND YOU'LL FIND A LETTER FROM MR BOY SOMEWHERE ON THESE PAGES. WARNING - HE'S A TOTAL GEEK :)

tension, and are not doing any damage to our brains or morals at all. I have two problems with them, though.

The main one is that I'm really crap at them, which is totally my fault. The other thing that worries me is the sexism in the games industry and especially beat-em-ups. The female characters are very few and are obviously token and nothing more than sex objects, with their impossible cartoon figures and scanty clothing. Don't get me wrong- I have nothing against scantily clad women, but surely females deserve a little more respect. Take a look at SFII, Mortal Kombats I and II, Dark Stalkers, even Tekken and it looks pretty bad for all the female games players out there. I'm not surprised there aren't many of them. The best, and maybe only, exception is Janne in World Heroes, but then again she's only in the tournament to find a man and make her life complete. Other genre's are just as bad.

Of course, the worst one is the newest and best - Killer Instinct. Orchid is the only female, and she is so sexistly dressed, drawn and animated (careful attention has gone to making her breasts leave nicely when she's standing still. And that fatality- Whoa! She unzips her top and gives her enemy an eyeful - great, if you're a hulking Neanderthal with his brains in his pants. Sure it's funny until you think about it, but I for one have had enough of this tokenism and sexism. I think games manufacturers should give us males more credit and the women more respect.

Matthew Burgess
Mash@iplabs.ins.gu.edu.au

Couldn't agree more Matthew!

TURNING A HEAD

To the almighty gods at HYPER,
First of all I would like to say congratulations to all the guys and gals at HYPER. You've

done a fine job at bringing out the greatest games mag in the world. Now, with all due praise and sucking up, I would appreciate it greatly if you could answer a few questions:

1. I used to have Road Rash II and I managed to get through the game with relative ease. Should I buy Road Rash III?
2. Is there any more word on MKIII
3. I know the hardware is a little old and a few people may not remember it, but if you installed a PC CD-ROM on a Mega-PC and Sega-CD games on it? I've asked a few people and they don't know, but the trusty people at HYPER should be able to tell me.
4. What is the favourite PC CD-ROM game in the HYPER offices at the moment?
5. Who would you say is winning the console war right now?

Thank you for turning a head to answer my questions.
Keep up the good work

Ashley L.
VIC

1. Road Rash III is better but not that much better.
2. Take a look at our cover.
3. No, you wouldn't be able to play Mega CD games on it.
4. Dark Forces.
5. There is no clear leader. We'll know more by the end of the year.

HAVE A BIT OF FAITH

Dear HYPER,
Well congrats on THE finest mag in the omniverse. It's the only mag that has me drooling over the web pages to get a glimpse at what's in the next issue.

I just wanted to say that I'm eagerly awaiting the Ultra 64 and no, I'm not going to ask for any info because I'm fairly confident if you had any it would be up in lights somewhere in the mag anyway. This is my one problem with people mailing in today is that to many people send mail consisting of nothing but useless questions about release dates and specs for

machines and software that everyone and their fish is eagerly awaiting. MY message to the readers is that before you send in some mail with sqid questions have a bit of a think about what you are asking.

Have a bit of faith in what HYPER does. If HYPER got some info on the Saturn or Ultra 64 that was new, do you honestly think that they would hide it away somewhere until some reader asked for that specific piece of information? No. I assume the people working at HYPER work fairly hard to bring us the information we receive each month and are probably just as excited, if not more so, than us about the upcoming systems.

And now for my question =)...
I was wondering if you could verify or reject the particular rumour going around the 'Net about Nintendo adding color to the Virtual Boy. I'll just get down off my soap box now and go get whacked out by Super Macho Man again...

Hailing Frequencies Closed
Leigh White

Thanks for that Leigh, but I can't tell you about the Virtual Boy because no one could confirm or deny. We'll tell you as soon as we can.

SODDING BOLLOCKS

Dear HYPER,
Congratulations on issue 17 and your Terry Pratchett interview. I am a huge fan of his books and I was amazed upon discovering the feature in your top-quality mag. I didn't care about the game reviews I just wanted to read the interview! Until, of course, I discovered the Discworld game review lurking towards the back of the mag. It looks and sounds brilliant (even more so because of the in-game voices as I am a Doctor Who, Monty Python and Black Adder fan (yes I am British!). The thing is, you see, I don't own a PC to play this game on, I own a

sodding Mega Drive. Well, there's about as much chance as a toned down Discworld release for the MD as Elvis landing on top of the Loch Ness Monster in a UFO! Still, do you know of any plans for a future Pratchett MD release?

Your competitions are THE BEST! (Apart from the horrible fact that I never win anything!). Well done on these.

One point I would like to raise is this. Do you enjoy playing video games as much as you used to? Personally, the appeal of video games has worn off over the last couple of years and I can say the same for my friends. I am just about 16 and I started playing when I was about 11. In your position though, I guess all the different and excellent games you play all the time would hold anyone's interest! I'll shut up now because of your word limit and a bollocking biology project that I need to type out.

Yours Sincerely
Matthew Brooker
S.A.

You certainly are English Matthew. We're sorry. But you answered your own question though - there's as much chance of a Mega Drive Discworld conversion as Elvis landing on top of the Loch Ness monster in a UFO. And while I also don't enjoy playing video games as much as I used to, the easy solution (for me) is not to play as much as I used to. Stick to the hot games and ignore the crap and your love for video games will never die.

HIGH END QUESTIONS

HYPER!

A couple of questions for ya!

1. I am thinking of buying an imported 3DO for \$900 (This includes a PAL/NTSC converter and any 3 games!). How long until it is released in Australia and will it be any cheaper?
2. Which 3 games would you recommend, and when is Doom coming out on the 3DO?
3. Will all 3DO's be upgradable like the Panasonic one?
4. Any idea when the Bulldog will be released here and how much it will cost?
5. Is it true that Sega will have the Saturn out around May/June and for \$600 - \$700?
6. There looks like a cartridge

slot on the Saturn. Is this for a 64 bit upgrade or does the Saturn use cartridges as well as CDs?

7. Will Sonic or Road Rash be coming out of the Saturn?
8. I heard Sony won't release the PSX until around September but it will be cheaper and better than the Saturn. Is this so?
9. Will it be upgradable?

That's all
Thankyou very much!
Great Mag!!
M. Craige
Brisbane

1. The Goldstar 3DO is already locally available for around \$700.
 2. I recommend FIFA Soccer, Road Rash and Shockwave. No firm date for Doom.
 3. They should be.
 4. No. 5. They'll have it out in July/August for \$699 (all going to plan).
 6. The Saturn uses cartridges as well as CDs.
 7. Road Rash definitely; Sonic most probably.
 8. The Playstation is technically superior to the Saturn in many regards, and it could well be cheaper also.
 9. More news soon.
- Read our news piece on the Playstation 2.

ULTRA SNES CONFUSIONS

To the HYPER team
I'm a very keen reader of your mag and I want to ask you a couple of questions mainly about the greatest console in the world the SNES

1. When is the Ultra 64 going to be released and is it attached to the SNES or a separate machine like the 3DO also how much will it cost?
2. Will Need For Speed, Daytona, and Cruisn USA going to be released on the Ultra 64 or on the SNES soon?
3. Has FIFA Soccer 95 been released on SNES or only on the Mega Drive?
4. Is Primal Rage ever going to come out on Ultra 64 or SNES?

From an addicted reader
Adam Johnson S.A.

1. The Ultra 64 will surface before the end of the year but there's no word on an Australian launch date. It's a completely separate machine to the SNES and there's no word on price (although Nintendo are insisting its going to be cheap - \$250 US)
2. Cruisn' USA will be on the Ultra 64. It's been released on the SNES.
3. Primal Rage is coming to the SNES soon.

Letters

FREAK, LOONY, NUT, WEIRDO Hi HYPERpeople

The day after I posted my last letter I managed to find Gigapus although for some strange reason it was amongst the Iron Maiden CDs. Anyway down to business, I'm starting to babble.

1. Could you please stop referring to us "abstract thinkers" as Freaks, Looneys, Nuts or Weirdos etc?
2. Will Itch-e & Scratch-e be doing a live gig this year? If so when & where will it be?
3. Will Marathon come out on PC? It looks better than Doom.
4. I've heard Space Quest 6 is under development. Any idea on its release in Australia?
5. Which non gaming magazine has Andrew Humphreys gone to? Thank you for your time.

SpaceBoy

Bathurst NSW

PS I'm very flattered that The Goat from issue 17 called me a Stud but the truth is that I'm a total Geek.

PPS Are you aware that in issue 17 the contents page said issue 16?

Hey Freakboy! I don't just call "abstract thinkers" (huh?) freaks - I call everyone who deserves it a freak. It's a compliment. Learn to accept what you are, I say. 2. Yup. Don't know when, don't know where though. 3. I don't know, and it's not better than Doom (although it's very good). 4. It's set for release anytime now. 5. He's working for Rolling Stone. PS It's good that you can see the truth. PPS Yes.

WE'RE NOT WORTHY

Your Hypedness,

I love your mag to death etc...etc...But alas, I'm writing to express my opinion on the letter from Jade Andrews (Issue 17) the imbecile who mysteriously (unless he/she either has the I.Q. of Antarctica's temperature in winter or is under the age of 9) worships the pathetic technicoloured Ninja Turtle/Voltron rip-offs who might as well be Wimpy Morphine Wildlife Rangers for all I care, although I doubt they'd be worthy....

"Who wants a 3DO anyway". He/She says....well, I, for one, WANT A 3DO! There are many others who, like me, can appreciate technological advances. You, however, have yet to come

of age (if miracles do happen). Your priceless Atari 2600 issue will never cease to amuse me. Get out of the Jurassic period and GET A LIFE! Here's a way to keep yourself occupied. Wait for 50 years that Atari may end up an antique!

Now that I have done my duty, I have some questions that all you legends at HYPER can answer for me:

1. I have both a MD and a SNES and I was wandering which version of Earthworm Jim I should save for what are the main differences? (If any)
2. Is Super Metroid the last of that amazing saga?
3. Will any other Metroid games come out on the 64 bit machine that Nintendo is releasing?
4. What systems are Virtua Fighters coming out on?

5. I missed your review of Donkey Kong Country (sadly) and I was wondering (again) of the gameplay is any good because I'm sick of good graphics but hopeless gameplay. What percentage did you give the gameplay?

I hope you answer my questions. To finish I'd like to say.....

"We're not worthy! We're not worthy! We're scum! We suck! We're not worthy!"

Megaly Yours

Keira Daley

Lane Cove, NSW

P.S Because my name is quite rare I'd like to say I am FEMALE. Do you have many female readers?

1. The graphics are better on the SNES, and this is about the only difference
2. I doubt it
3. I hope so.
4. The Sega Saturn and maybe the Atari Jaguar.
5. 92%, the gameplay is excellent. Some people have complained its too easy, but they're just complaining for the sake of it. Some people are just never happy...oh, and yes, we've got heaps of female readers!

A LETTERS ANALYST

Dear HYPER,

All in favour to replacing the "I hate Timmy" club with the "Please give me Jade Andrews (letters #17) address so I can go over to his house and beat the sh*t out of him" club raise their hands and say aye. Personally, I think anyone who comes in contact with Power Rangers merchandise in the first place must

a) be under 8 (in both age and IQ) or b) believe they still are.

As for Phil Smith (letters #17), I agree with some of your points, (especially about the Byte Size reviews) but why don't you go and start up your own mag that doesn't have reviews for fighting & platform games. Some of the best games out fall into those categories (though I personally don't like them either), and the HYPER crew don't make this magazine for you alone. And by the way - thanks for wasting half a page writing about a bunch of crap which just proves you don't have a clue to what HYPER is about.

I am glad to see people have finally given up on asking for free stuff in their letters, but now comes the emergence of people who are wonder why their letters aren't being printed. Now for some Questions...

1. Please explain why you rated Heretic so much higher over ROTT? In my opinion, ROTT was a lot more original and it was a lot more fun (eg. guys on their knees begging you to let them live, "Shroom Mode", dead guys who aren't really dead, etc.).
2. What are YOUR top 5 PC/PC CD ROM games?

Keep up the good work,

Clubber Lang

Thanks for sticking up for us Clubber! 1. It was rated higher because we thought it was a better game. ROTT is not a bad game by any means (in fact, it's excellent), but the level design, artificial intelligence, sound, graphics and basic gameplay are all better in Heretic. 2. At the moment my faves are Dark Forces, Doom 2, Warcraft, Full Throttle and BioForge.

COMMENTS & QUESTIONS

Dear HYPER,

Great Mag....blah blah blah... only Aussie mag worth buying... blah blah ... editor of the year goes to .. blah blah blah...Stuart! Now that that's over and done with (why does everyone feel obliged to put at least a paragraph of brown-nosing at the beginning of every letter?), I'd like to get a few things off my chest.

On the issue of the super-consoles, I don't think any console will be able to claim itself the most powerful on the market for than a year at max, so what's to

stop game developers from halting production of games for one system and start developing for systems that aren't on the market yet? Cue: MegaCD. It was dead in the water before it came out, because software houses had already got wind of the better machines and started developing for them, even though the MegaCD was (and had been for a while) the first and only console-based CD-ROM technology (other than some early imports). Another thing, just why do IBM compatibles have the 640k limit on conventional memory? What makes it so different to other memory? It really pisses me off to go out and buy extra RAM and still have to worry about piddly little amounts of conventional memory. Do programs have to use conventional or is there a way around it? I heard the latest versions of DOOM run in "protected mode" or some crap like that and use less conventional memory and more extended and expanded memory. Is that true? Now for some questions:

1. I was planning to get a 3DO card for my PC, and when I saw it in the shops it had a sticker that says that only computers with Creative Labs Panasonic CD-ROM drives can use the card. Myself having a Sony CD-ROM, does this mean I'll have to miss out? Sounds like a major f*%k-up to me.
2. What's the difference between a tele and a monitor?
3. Is there any word on Ultima 9 coming out?
4. I've heard you can upgrade your main processor by adding another chip to your motherboard, and still be using the old one. Is this true? If so, what's the deal?
5. Any chance your could do something on modems because I would like to get one but I don't know the first thing about them.

Mike O'Regan

Rochedale, Qld

Your not alone with your pain Mike, the 640k limit is the biggest stuff up in world history. IBM, Microsoft and Intel all decided years ago that no program was ever likely to be larger than 640k, so they built the conventional memory limitation into the PC's architecture. Protected mode programs overcome this and treat all

installed memory as one pool, 99% of all new games use it, so bless someone. 1. Yes, it looks like you miss out. ONLY a Panasonic CR 563B will work with it, I know, it sucks doesn't it? 2. A PC monitor has higher resolution - equivalent to the proposed HDTV. 3. Yep, it's currently in production 4. Wrong! The Intel Overdrive chip does indeed boost your CPU power - but only because it's a more powerful chip. Your original CPU is lies idle once an Overdrive is installed. 5. A very good idea. Stay tuned.

FAKE ART

Dear HYPER,

I would like to comment on Jonathan Soemartopo's "most attractive piece of art" as described by you in the letters section on issue 17 April '95. This "Jonathan Soemartopo" has used a part of the demo programming group Future Crew of their award winning demo by the name of Panic. This demo won Future Crew awards at both assembly '93 and The Party. (These are computer demo awards for outstanding work by programmers). I would just like to point this fact out.

Signed

MERPs/The Shadow Of Mans Discontent..

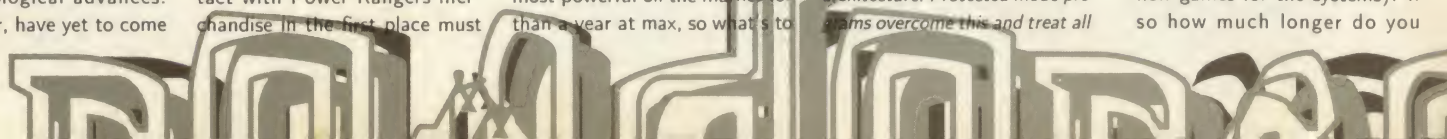
Jonathan, you're a very naughty boy. If you're sending in reader's art, make sure it is YOUR OWN work, otherwise credit it. OK?

STUCK AT THE CROSSROADS

Dear HYPER,

Many of my friends and I have reached the highways of technology and have not the faintest idea of which road to take. Some of us are born and bred Sega/Nintendo addicts and would die to uphold the honour of our trusty console, while the rest of us are looking for the best buy with the biggest balls and sexiest games. Nearly all of us own a home entertainment system of some sort and unsure of what to move onto. Please help us before we descend into the depths of despair and enlighten us with some gaming wisdom.

1. Do you still think there is life in 16bit systems (ie will the companies keep on releasing new games for the systems)? If so how much longer do you



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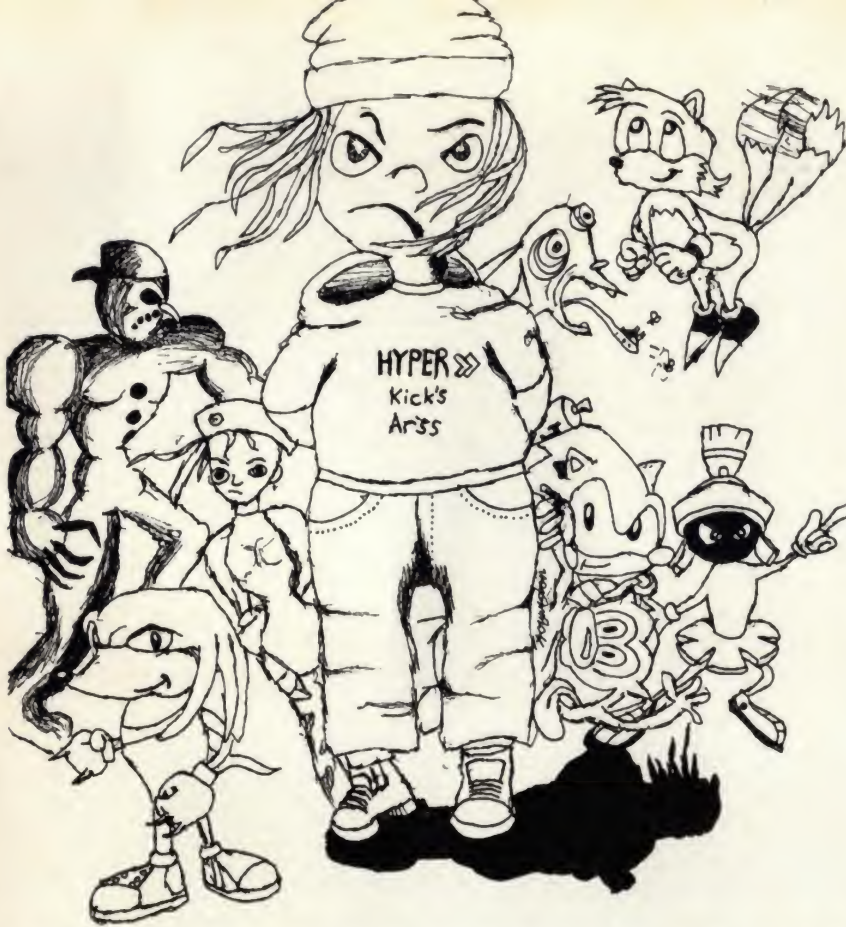
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OH, WE KICK ARSS! THANKS TO TROY WESTON FROM BELHUS IN WESTERN AUSTRALIA FOR THIS FINE PIECE OF ART. BUT WHAT'S ON REN'S TONGUE?

think they will be around?

2. Are the 32X's graphics anywhere as good as the Saturn's?

3. Is there any chance of the 3DO M2 being released as a stand alone system in the foreseeable future?

4. I have heard rumours of Panasonic releasing a second version of the 3DO. Are these true? If so how does it compare to version one?

5. For the 3DO, do all games work on each format (Panasonic, Samsung etc.) no matter whether the system is NTSC or PAL?

6. In one issue of HYPER I saw the Panasonic 3DO advertised PAL converted, yet in the last two issues I've read the NTSC version was the only one on show. How come? Has the 3DO been officially released by any company in Australia yet? If not when?

7. When are the official Australian releases of the Saturn and Playstation?

Thank you for your help, and keep up the good work.

Yours Faithfully
Simon Roblke
Bunbury WA

Don't worry Simon, lots of people are confused about the up-coming "super-console" choices so you're not alone. Stick with HYPER and we'll hopefully help you decide. 1. There will be new games released for a while yet, but game produc-

ers are mostly focusing on the 32biters. 2. No, the Saturn kicks the 32X. 3. Maybe next year. 4. The Panasonic FZ-10 is the second model. It's exactly the same internally - it's just a bit smaller and top-loading 5. Yes. 6. Local importers are selling both NTSC machines and PAL adapted machines. Goldstar have locally released their 3DO. 7. The Saturn will be out in July and the Playstation is looking like an September/October release.

BUY A MEGA CD?

Dear HYPER,
I have been reading a lot of reviews on Mega CDs lately and I was wondering if I should buy one. I want you to give me an honest opinion on them and just remember that there are good games on them like Ground Zero, Texas, Mansion of Hidden Souls, Soulstar, Thunder Hawk and Cadillacs and Dinosaurs. Please tell me if I should buy one or not.

David Taylor
NSW

David - I have only one word for you. No.

WHERE ARE THE RPGS?

Dear HYPER
Firstly you guys all must know by now that this is without a doubt the best mag around - keep up the good work. Now on a darker

note. Where the f...k are all the RPG's for the Mega Drive, SNES and Mega CD? Cos I not only know there out, but some were released well over two years ago. I have a mate over in the USA who told me that the Sega CD is a haven for RPGs something that could just save our doomed Mega CD over here. Who the hell is to blame for this?

The age-old crap that RPGs are played only by a small percentage of the gaming community just doesn't cut it with me. Look at Final Fantasy 6 on the SNES. Big seller in America and Japan. Oh, and one last bitch. All you Mega Drive owners out there can now look forward to the same shitty cardboard cases for games as your SNES owning counterparts have so much for the collector of games who wants to protect his/her investment. Good one Sega.

Thanks guys
P Coble

I've got no idea why Australian distributors are scared of RPGs, but they all are and so they're all to blame. Final Fantasy III may not even be locally available which would be the biggest farce this side of...a bloody big farce.

Hypermart

MEGA - CD \$250 Sega classics \$50 Cobra Command \$50 Sol-Facee \$50 Silpheed \$70 Thunder Hawk \$70 Dune \$70 Ground Zero Texas \$70 Sonic CD's \$70 Prices are negotiable make me a deal (all items are in excellent condition Boxed with manuals) If interested call (03) 439 7658 ask for Dale Bailey

Neo Geo Games console 2 controllers 3 games alone worth \$500 World Heroes 2 Burning Fight NAM 1975 sell the lot for \$450. Also Apple II computer a complete package with monitor 2 disk drives mouse software all that for a mere \$100 Also SNES with 2 controllers MK II MK Donkey Kong Country, Starwing Yoshi's Cookie, Mickey Mania Mario World all that for \$300 Ph Matt Clifford (02) 897 5182 after 4pm

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Neo Geo System with 6 games memory card and two controllers Art of fighting 2, Samurai Showdown, Fatal Fury Special, World Heroes 2, Ghost Pilots and Cyberlip for what for it only \$1100.00 Wait there's more Mega Drive Games Virtua Racing SFII Special champion Mortal Kombat. Truxton, Wonder Boy III, Monster Lair, The Immortal and a mega key to allow you to play import games will only sell the lot for \$200 PH Chubbs or James on (02) 835 1995. I'll even throw in cordless remote control Joypads for the Mega Drive

Octek (Intel) 486/66 - less than 1 Year Old 8 MB RAM 15 NS (Normal 70 NS) 3.5" 1.44/5.25" 1.2 365 MB Harddisk Creative Discovery Kit Installed (All manuals and packaging) VLB Graphics (1MB) & IDE 16550 Serial Card 14" .28 SVGA Monitor \$2600 ONO (I Paid \$3499). Tim Payne (02) 718 - 0882/015 895 395

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SNES games: Jurassic Park, Starwing, Super Star Wars (boxed + instructions) will swap any 1 for either Aliens 3, Zelda 3, Wolfenstein, Mario Kart or Jimmy Connors Tennis. Will Swap any 2 for Mortal Kombat II, Return of the Jedi or Super International cricket. Will swap all 3 plus \$20 for Gameboy + 1 or 2 Decent Games Ph (076) 575 948 after 5pm

Swap Mega CD + 12 titles including Night trap, Ground Zero Texas, Dracula Unleashed & Double Switch + MCD Converter, Mega Drive optional to swap for Panasonic 3DO + games contact Wesley on (02) 726 0027

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Umm... Hello!!! Anyone out there who likes things, enjoys the company of 15 yr olds and isn't totally boring? Please write to me. That's Melanie, 9 Bragge St, Franston VIC. oh yeah 3199.

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Hi my name is Willy, I'm 14 and looking for a pen pal. If you own or are thinking of buying a 3DO, are addicted to SFII and are aged between 13 and 16 please write to me. Willy Ong, RMB 17995, Benalla VIC 3673.

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