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Earthworm Jim 2
Ultra 64 First Pic
Rebel Assault 2*

3DO

Gex

SATURN

Deadalus

Panzer Dragoon

PLAYSTATION

Motor Toon Grand Prix

SNES/MD

Judge Dredd

Justice League

Brian Lara's Cricket

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DARK FORCES PLAY GUIDE PART 2

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The battle lines have been drawn and the **war** is on! The recent Electronic Entertainment Expo (**E3**) in Los Angeles marked the start of Sony, Sega and Nintendo's plans for "next generation" console **domination**. And the clear winner was...no one!

Sega looks a bit **scared** though and the Saturn has been rush released in limited quantities in the USA already. If you're hanging out for Sega's new **beast** then your wait is almost over as the local release happens any tick of the clock. And what **treats** you have in store for you! As you can see from our cover, **Daytona USA** has made its much anticipated debut on the home system and with games of Panzer Dragoon's quality to back it up, the Saturn is racking up some very tasty titles already. Sony are hanging back for a September release but the good news is that the **Playstation** should be **CHEAP!** It's priced at \$299 in the US which will hopefully translate to no more than \$500 locally, which will be essential if they want to move big numbers. It is the Playstation that currently has the global gaming community **buzzing** and the news that **Mortal Kombat 3** has a six month exclusive release on it will surely twist many arms in Sony's favour.

As for Nintendo, the **hype** is getting stronger on the **Ultra 64** and while there's still isn't any games to show for it, the machine itself looks **mighty sexy** and the list of hot game producers signing up is a very good sign for Nintendo. Don't expect to see it released until **April 1996** though...all good things take time!

Actually it's good to see some **excitement and tension** come back into the gaming world as the last few months have been somewhat dull. The next year or so should be anything but boring and if you want to keep up with the fast pace, then keep on downloading **HYPHER**. And if you're a Net head, check out our on-line version, **HYPHERACTIVE**. It's hip, it's funky and it's on a World Wide Web near you...

Stuart

E3 -The Los Angeles

Three days of games, games and even more games were had in mid-May at the E3 show in Los Angeles. E3 stands for Electronic Entertainment Expo and it was the show where the Sega Saturn and Sony Playstation were officially launched in America and even Nintendo showed photos of their Ultra 64. Of course, some fairly blistering software was also on display...

HYPHER's American correspondent, Nils P. Jacobsen got the latest goss on the video game industry, and the games you can expect in 1995 and beyond. But there was simply too much happening at the E3 and not everything can be covered here. We'll touch on the major happenings but expect more exciting news in the coming months.

NINTENDO

First of all, Nintendo provided the disappointment of E3 with the no-show of the Ultra 64. After firm promises that it would be there, all we got was a picture and some SGI simulations. But as you can see from the picture, the Ultra 64 hardware looks hot! Four player support built in, nice sleek design. Can't wait to see what this baby can deliver!



SNES

Best of show for the Super Nintendo was without doubt Killer Instinct. Scheduled to be released in September in 32 MB glory, this title will knock your socks off. It's fast, furious, and fun to play. If you liked the arcade, you'll love this one! All the fatalities are in there, all the moves, lots of dark, red blood and even the humiliations. All using the ACM graphics from RARE. It will be expensive, though, \$75 in the US. The first 2 million copies of the game will be bundled with "Killer Cuts", a CD featuring the music from the arcade version of KI. I asked a RARE representative about KI on the Ultra 64 compared to the SNES version. It will be totally different, more like a Killer Instinct 2, he answered. Some different characters, new moves and fatalities.

Donkey Kong Country 2: Diddy's Quest also looked really good. Wasn't all that different from DK, but if your craving new enemies and more than 100 new levels, then this is the title for you.

Two new games featured the new FX chip, Comanche and Doom. Yep, Doom on the Super Nintendo. No ceiling or floor textures, but the rest was there. A bit choppy at times, not close to the Jaguar or 32X version, but still OK. Comanche must be one of the most pixilated titles I've ever seen, but the gameplay wasn't that bad. Try before your buy, though.

Earthworm Jim 2 is another winner from Shiny with improved graphics and even wackier levels like Lorenzo's Soil and Wormburger. For the truly devoted, Earthworm Jim action figures will hit the shelves in September.



Seles Electronic Entertainment Expo

There were no sign of Star Fox 2, apparently it has been postponed until next spring.

Virtual Boy

Hmmm. People still don't know what to think about this gizmo. Galactic Pinball, Mario's Dream Tennis and Red Alarm all had nice 3D effects, but were they worth \$180 (US)? No way! Not even half. It's hardly portable, you shut yourself out of society, graphics are very "vectorish". Sorry Nintendo, but this just doesn't measure up. Maybe you should have gone for a colour Gameboy instead?

Gameboy

Killer Instinct on Gameboy? It's true and its coming soon!. But remember that much of the appeal of Killer Instinct is it's stunning visuals, which you won't get with this title. Street Fighter II will also appear at the same time, so you'll have to choose between the two, according to your preference. Both are definite try before you buy. Donkey Kong Land, however was cool. Yes, nice ACM rendered graphics is possible on the Gameboy. Over 30 levels of fun and games. And as appropriate, the cartridge will be banana yellow!

SEGA

Sega stunned everyone with their announcement that the Saturn is now available in the US. For \$399 you get the unit with Virtua Fighter. They said "consumer demand" made Sega rush release it early. Everyone else thinks they were intimidated by Sony and wanted a head start. Rumour has it, however, that the supply will be limited until Christmas. Sega had a huge setup, with 8 player Daytona, 4 player Sega Rally, tons of VF2 and Virtua Cop machines (all free play, of course).

Saturn

Well, the system is out with the following games available: Virtua Fighter, Daytona USA, Panzer Dragoon, BUG!, Clockwork Knight, Worldwide Soccer and NHL All-Star Hockey. Extra controllers, including the steering wheel and memory cards are available too. Games coming soon include Astral, NBA Action, Gale Racer and Black Fire. Other games in development all looked sharp, including Rayman, Casper, Solar Eclipse.

32X

Now that the Saturn is out, hopefully no more people will buy the 32X. But there were some good stuff there for it. Kolibri is a very graphically impressive side scroller. Smooth parallax scrolling with an Ecco feel to it. Virtua Fighter was still early, but looked promising. More blocky than the Saturn version, but very fluid. X-Men and Zaxxon's Motherbase 2000 also looked promising.

Mega Drive

Garfield: Caught in the Act is looking good. True Garfield humour and great animation. Earthworm Jim 2 was looking better than its predecessor, as on the SNES. Comix Zone has some very nice touches to it. Cool graphics and music, plus fast action. But the favourite for many was Vectorman. Kinda like Mega Man on steroids. Very nice 60 fps graphics. A definite winner. Didn't see that much for the Game Gear, except a monster 8MB Garfield cart, the first for its size. If you're into VR Troopers or Power Rangers, well, there is a game for both but they're only for the dedicated fans.

SONY

The final major surprise of the show was the announced \$299 (US) price tag for the Sony Playstation. At \$100 (US) less than the Saturn, it is set to move in big numbers. When asked about moving their release schedule up in light of Saturn's imminent availability, the only comment was "We're set on a September 9th release."

Oh, and did Sony show off some stuff! You all know Ridge Racer, Tohshinden, and Tekken, but the one title that caught everyone's attention was Destruction Derby. Super smooth stock car racing where your goal is to destroy everyone else's car



ABOVE: EARTHWORM JIM 2!



DONKEY KONG COUNTRY 2 - DIDDY'S QUEST



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THE 3DO M2 SHOWING WHAT IT CAN DO



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THE HYPER E3 AWARDS

- Loudest booth: Acclaim
- Hottest babes: Nintendo
- Cooliest T-Shirts: Sony
- Best Arcade: Sega
- Lamest appearance: John "Dickless" Bobbit
- Raddest VR: Atari
- Most Hyped: 3DO M2
- Most Wanted: Ultra 64
- Slowest CD: Neo*Geo
- Biggest flop: Apple Pippin

before you're toast. Extremely nice graphics, with debris flying and smoke all over the place. Stunning sound effects and even link-up two player ability. A true winner from Psygnosis.

But Psygnosis had more, much more. Wipeout, a futuristic Hover Craft racing game in the Crash and Burn genre. Your jaws will drop when you see how smooth this is. Also Assault Rigs - if you enjoyed Tron, this will put you on fire. And finally, Lemmings 3D. Very cool 3D graphics, basically the original Lemmings, now in 3D. Rotate around the arena, even see the action through the eyes of the Lemmings. Darkstalkers looked real good, so did Street Fighter: The Movie. Air Combat from Namco looked real close to the arcade. ESPN Extreme Games looked sharp, with roller blading, mountain biking and skateboarding. All in all, the Playstation looked like a winner.

ATARI

The highlight of the Atari booth was without doubt Defender 2000. Jeff Minter, an absolute God in programming, was there showing of his latest product. Contains the original Defender, Defender Plus, which looked really cool and Defender 2000 (too early to show). The CD only game will contain lots of easter eggs, tons of music from the makers of the Tempest 2000 soundtrack, complete hidden games like Llamatron and so on. Rayman looked as good as on the other platforms, and it is one very nice platformer. Ultra Vortex is shaping up to be a killer fighting game. Some truly unique and stunning graphics in there. Very close to being done. Their VR setup was nice, but didn't run off the Jaguar. You might have played Zone Hunter at a local VR arcade. Shows potential, but at \$300 in addition to the Jaguar just for the helmet, one has to ask if this is another piece of hardware from Atari that will end up with very few games. Hmmm...

CRYSTAL DYNAMICS

Wow! Saturn and Playstation owners are in for some serious treats! Previously only seen on the 3DO, titles like Gex, Total Eclipse and Off-World Interceptor were showing on both systems. This time running at more than 30 frames per second. Super smooth, more details and colours. Solar Eclipse, actually a "prequel" to Total Eclipse, will bring you to your knees crying. It is truly awesome, and is coming to the Saturn and the Playstation. Stunning graphics, over 40mins of silky FMV featuring Claudia Christian from Babylon 5. To quote their press release: "Strap

yourself in and kiss your butt goodbye!" It is that good! Also looking great were an adventure called Legacy of Kain and a basketball and baseball game. No new titles in development for the 3DO, however.

ELECTRONIC ARTS

You thought the 3DO version of Road Rash was a bit choppy? Welcome to the next level - take it for a spin on the Playstation. This is what it should have looked like in the first place, this game rocks more than ever! They did the same thing to Shockwave - how much better can it get? Wing Commander III for both the Playstation and the Saturn was looking awesome, so was FIFA Soccer 96. Syndicate Wars for the Playstation was looking really hot - you won't believe the smooth 3D perspective graphics.

3DO

The buzzword at 3DO was M2, their accelerator upgrade. HYPER attended their E3 unveiling, but was very unimpressed. They showed no games, showed no list of upcoming games, showed no list of developers and didn't mention price or availability. All they did was to show some pretty impressive FMV and hype up the specs of the M2 (which were very hot already!).

Oh well, at least the original 3DO did have a good showing. Your eyes will water when they set eyes on Blade Force. This title is smooth! You fly a "heli-pack" through a 3D world, blasting your way to heroism. Very nice title, so start saving your pennies. Planet Strike also looked extremely promising. This is a flight simulator to be proud of. Wing Commander III still looked a bit choppy, but had the distinctive feel to it. Includes surround sound and exclusive footage for the 3DO version. Slam'n'Jam had smooth movement and easy play. The two-player option is a blast. You'll love it! Deathkeep, SSI's follow-up to Slayer also looks great. They've fixed everything that was wrong. It is ultra smooth and makes Slayer look like a buggy Beta version programmed in Basic.

ACCLAIM

Coming for all platforms except 3DO is Batman Forever. Featuring awesome digitised graphics, two player Batman and Robin co-operative play and more than 60 levels, this title will excite everyone. Coming for the Saturn and the Playstation is also NBA Jam Tournament Edition, WWF Wrestlemania and Mortal Kombat II. But maybe the title with most potential is Alien Trilogy, a first person game that will give Alien vs. Predator for the Jaguar a run for its money. It looked intense, so don't play it alone. (All mentioned titles are also making their way or are already out on CD-ROM for the PC).

WILLIAMS

Mortal Kombat 3 is coming soon to your console or PC! Almost every single platform will get this game. This October the SNES, Mega Drive, Game Gear, Gameboy and PC will get it. The Sony Playstation will have a 6 month exclusive on the 32 bit systems, before the Jaguar, the 3DO, the Saturn and the Ultra 64. Does this mean that the lag will make them include the 6 new characters set to debut in the arcades in October? We'll keep you posted. The conversions were looking good, and the SNES version was better than MKII. The Playstation version was looking very sharp - can't wait for the final result!

PC

Well, it looks like the era of the 386 is definitely over - maybe even for the 486 too! Almost every single game at the show were running on fast Pentiums. Right off the bat, two games looked very promising. Mechwarrior 2 from Activision had very cool texture-mapped 3D graphics. You choose from 15 BattleMechs going on 50 missions, including head-on action using a modem or over the network. Watch out for this one!

Ever wanted Virtua Fighter on your PC? Not satisfied with One Must Fall? Meet FX Fighter. Fully texture mapped fighters and arenas with flying camera perspective. Awesome gameplay on a Pentium 90. (One of the programmers swore it would play as well on a 486 with slightly less detail).

From LucasArts, Rebel Assault II and The Dig are in the works. Rebel Assault II looks much better than the previous version, but the game mechanics are still more or less the same. At least you



THE DIG - IT'S ALMOST HERE!!

can choose between five different fighters. The Dig will even run under Windows 95 and features special effects from Industrial Light and Magic. Look forward to a great adventure!

From Psygnosis comes titles like Destruction Derby and Wipe Out. Destruction Derby will include 8 player network support and superb texture mapping. Get ready for it!

And finally - Sonic is coming for the PC! Not just any PC though, a Pentium PC with built in NSP (Native Signal Processing). It'll be some time though, as the motherboards supporting this won't be out for months! They're talking about bundling it with the new PC's featuring the new board.

It was truly a show to remember. The best gaming show ever... without doubt. I haven't even touched a 1/4 of what was there, it was so huge. We have a lot of fun coming our way in the next few months so stay tuned and HYPER will keep you up to date.

TWO STARS FROM THE MORTAL KOMBAT MOVIE



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The Game that Out-Grosses Mortal Kombat!

sound & pictures



Data East are pioneering revolutionaries in the game world, for they and only they have finally given us a fighting game with the features we really want. Their new Tattoo Assassins is so sick and gross you'll need a barf bag while you play!

Don't be fooled by the measly line-up of nine fighters, for between them over 200 fatalities are available! These include fart, vomit and diarrhoea attacks, as well as nudalities which have to be seen to be believed.

If dropping your daks and farting a complete chicken dinner is your idea of fun, then Tattoo Assassins is the game for you. The game firmly belongs to the "flaming fireballs" schools of beat 'em ups, with conventional attacks limited to just the basics. Most fighters wield a weapon of sorts, with one wannabe rock God swinging his guitar around and shooting fireballs from it.

Taking the beat 'em up genre to new lows of depravity, the machines are sure to attract huge crowds of gamers. MK fans will probably be the first to convert, as their game probably has the most in common with Tattoo. Aside from the obvious similarity of side-on digitised characters, the controls are closer to the MK series than any other fighter. Only an extra "tattoo" button is different; it's purpose in life to make fatalities easier to perform.

This is not a game for occasional play, with so many special moves and fatalities only hard-core and well funded gamers are likely to get the most out of it. Lookout for Tattoo Assassins in your arcade, if you don't have the cash or patience to thrash it through yourself, just hang back and wait for a master to play, as chances are the show will be more entertaining than anything else around.

Phantom 2 for PC



A decent control pad for the PC has been on the wish list of serious gamers for yonks. The arrival of Super Streetfighter 2 Turbo would ordinarily have driven these demands to frenzied proportions, but luckily salvation hit our doorstep just in the nick of time.

The Phantom 2 six-button controller is the first of its kind for the PC, it also happens to be a well made and comfy to hold bit of gear too. We know this after giving it the HYPER hands-on test.

Street Fighter 2 Turbo fully supports the device, as will future releases. The Phantom 2 is distributed in Australia by Westan, if you can't find one in the shops give them a ring (07 846 5522) to find out your nearest outlet. Better still, win one! Five Phantom 2's are up for grabs, and to sweeten the load, Super SF2 Turbo distributors Hotpoint have chucked in five copies of the game! Unbelievable!

Just write the name of any Street Fighter 2 character on the back of an envelope (with your name and address), and send it to:

Phantom 2/SSF2 Comp
HYPER
PO Box 634
Strawberry Hills
NSW 2012

The World Video Game Championship

It's on again! Blockbuster Video has started the second annual World Video Game Championships which will sort out the experts from the try-hards. And the good news this year is there are no age restrictions, so you'll all be able to enter in an attempt to prove your joystick prowess.

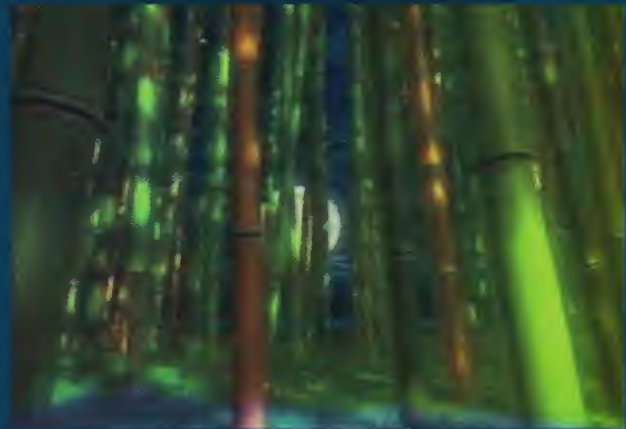
More than 20 000 Australian and New Zealand gamers are expected to enter the competition which will take place at over 70 Blockbuster Video stores across Australia and NZ. There will be prizes for every entrant, but there will be two ultimate winners - one on Super Nintendo and one on Mega Drive. These two will be sent on their way to the World Final which takes place in San Francisco on the 19-21st of August. Once there they will fight for Australia's video game reputation against competitors from Canada, United States, Europe, United Kingdom and Latin America.

While it's only the second year, the Blockbuster World Video Game Championship has already become the premier video gaming competition in the world and over 250 000 gamers entered worldwide last year. Over three weeks from 21st June, the Store Championships will take place with the battle raging over NBA Jam (SNES) and NBA Live 95 (Mega Drive). The highest scorers in each store in two age groups (12 and under; 13 and over) will be the Store Champions, with the highest scorers for each age group in each state heading off to Melbourne for the Australasian championship.

If you want to enter, simply go to your local Blockbuster Video store and sign up (the register opened on June 1), or ring Jo Passey at Blockbuster Head Office on (03) 639 3355. As someone once said - you've gotta be in it to win it!

The Gate to the Mind's Eye

Watching supremely cool computer graphics gives a tingly excitement no other medium can provide. Unfortunately our fixes are usually limited to just a couple of tantalising minutes worth in game intros and cut scenes.



No longer will be graphically deprived! With the release of The Gate, a whole juicy hours worth of the sexiest images ever can be experienced as often as you want on your telly.

The visuals are simply astounding, better than anything you're likely to have seen so far. Many top companies were involved in it's production - including our friends Sega.

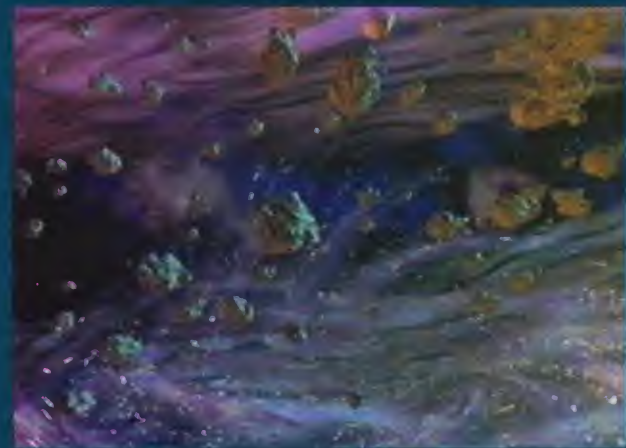
The story follows the rise, fall and rebirth of humanity - no small challenge. One sequence showing the technological development of humankind is particularly powerful, the emergence of basic weapons through to writing and music are portrayed beautifully, with the first tentative steps into space taking traditional spaceship graphics to new extremes.

Another sequence shows the formation of the galaxy, kicking off with the Big Bang, the camera races past the swirling dust-clouds that will one day become stars, taking the viewer in a high speed plunge through the atmosphere of a virgin planet, finally closing in on the formation of a DNA molecule.

The spectacle is broken into nine distinct segments, each a chapter in human evolution. This is no documentary though, instead of a narrative we are treated to a specially written techno-symphony from synth-master Thomas Dolby. Tom's work complements the visuals almost perfectly, The Gate's only problem is that sometimes the music just doesn't suit, but these moments are few and don't detract from the videos endless replayability.

The Gate is compulsive viewing for HYPER readers, find it, buy it, love it.

Thanks to Central Station Records.



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Confirmed Kills On The Net



Imagine this: An Internet-based flight-sim which allows up to 500 players to fight it out in any of 60 different WWII aircraft, all of which have flight models better than almost anything currently available.

Stop drooling, for this outrageous fantasy is about to become a reality. Domark are putting the finishing touches on Confirmed Kill and what they're planning has sent the HYPER Wow-o-meter ballistic.

Anyone who has used the Internet knows how painfully slow it can be, ordinarily this would rule out a project as ambitious as this, but Domark have stated that the minimum PC (486DX/33), which runs at 15 frames a second, will be as slow as it gets!

This isn't just an all-out combat arena either, as players fight for any of four countries, with Domark monitoring the action the whole time, throwing various "situations" at players or teams if the action is looking on the dull side - like a V-1 attack on London, for example. The virtual world is dynamic,

similar to Falcon 3.0's Electronic Battlefield. Supply trucks go about their business and surprise blitzkrieg tank assaults and bomber raids may appear out of nowhere. Take out the supply trucks and the tank assault may never take place.

If a friend (or someone you've just run into on the 'Net) happens to see you get shot down, they can radio your position and a computer-controlled rescue helicopter will be despatched while you wait on the ground. It's possible that the enemy will pick up the radio transmission if they're nearby and try and intercept the chopper! Of course, your friend/s can try and shoot down the interceptors and protect the chopper! Supremely cool or what!

Recreations of historical battles are planned too, with these theatres allowing only those aircraft that were actually involved.

The project will compete directly with Kesmai's well established Air Warrior, but with only 70 players and strictly limited access areas, Air Warrior looks like losing this dogfight before it even starts.

Full-screen graphics with resolution modes selectable from 320x200 up to a very meaty 1024x768 will be supported. Another neat treat is the ability to customise your aircraft's graphics. A range of schemes and insignias are available, with more exotic artwork accessible to aces with the highest kill scores. Motivating players is a prime feature of the game; top aces will be given command of whole squadrons for maximum fun - although an ace's unusual aircraft art will undoubtedly attract enemy pilots like a magnet.

Aside from your normal Internet provider's charges, expect to pay around \$2.00 an hour plus a monthly fee of around \$8 to \$10, which is pretty damn cheap when you consider what you get. Free time will be awarded as an incentive to top scorers.

This sort of entertainment is exactly what the Internet needs. Consider Confirmed Kill a fore-runner to even more ambitious multi-player games - but with the features Domark is promising, Confirmed Kill looks like a hell of an impressive way to get the ball rolling. Trust us to tell you more as news breaks.

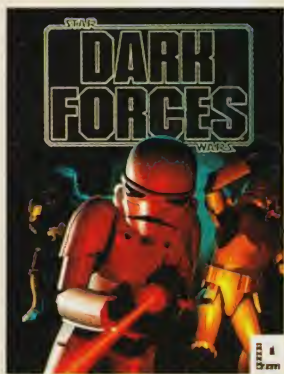
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Reviews by Max Autohead



PATLABOR



Patlabor-The Mobile Police

"It looks as if this new technology is leading us into unknown territory..." spouts Captain Godi in Japan's newest anime sensation to hit our shores, Patlabor. Uh-oh, another anime based on technology gone wrong?

After an action-packed beginning (belying the rest of the film) I sat there and yawned myself stupid for the first half an hour before I fell asleep. But wait! A few days latter I went back to the VCR and watched Patlabor again, from beginning to end, immediately feeling like an idiot for not recognising the great work of art that Patlabor is!

The story is as follows- as the world enters the 21st century, a population boom causes a massive global housing shortage. Nowhere is this felt more than in Tokyo, which has initiated "Project Babylon"; a vast housing project which relies heavily on the efforts of the "labors" - huge robots with human operators. Unfortunately every once in a while a Labor will completely "lose it", and it's up to the city's robotic police force, Patlabor, to stop them.

Throw in a new line of unstable operating systems for the Labors, a city housing project which needs the Labors for completion, a psychotic and very dead computer genius who has programmed a world wide catastrophe, plus some funky old "Good Vibrations" (you heard me!) and you've got one of the best animes to have hit this country yet.

This is not the action fest inherent in films like Akira and Genocyber, but more in the tradition of Wings of Honneamise and Lensman. Great animation and an absolutely fantastic script make Patlabor a must see.

As I understand it Patlabor is currently only showing at selected cinemas as part of a Manga Festival, so it ain't on video release yet folks. Make sure you see it on the big screen first!

9/10

Genocyber 2 & 3

I can't believe how many influences this work has. There are elements of Akira, Macross, Battle Angel Alita, Guyver and many other manga animaes in this highly stylised piece of animated flux.

Based on the comic by Tony Takezaki (of AD Police fame), Genocyber revolves around the premise that within all human beings we have an access to a "mind-shadow" or "Chi". A certain Dr. Morgan has developed beings with full access to the "winds of chi" (The Vajra) through a machine called the "Mandalla". By integrating human beings and grafting them with cyberware, these beings can access the "Vajra" and can use it to destroy cities and explode heads.

The first episode fully blew me away with it's incredible gothic feel and fantastic creature morphing animation. I've been hanging for the next episodes of Genocyber with baited breath, and this is what I found.

Episode two-VAJNRANOID ATTACK begins with a hard-core scene of children being hacked down by machine-gun fire from helicopter gun-ships. This is an introduction to the invasion of Karain (a plot obviously influenced by the Gulf War), which threatens to spark a war on a major scale. The "allies" are called in with a fleet of ships, and there's a special new project "The Vajranoid" on board, a being similar to the Genocyber who is able to access the Vajra.

All hell breaks loose when Elaine, the most powerful of the Genocyber, is brought on board as a refugee of the war. The Vajranoid



LEGEND OF THE FOUR KINGS

actively seeks out Elaine to destroy her, sensing her as some sort of enemy anti-body.

Episode Three continues from the second, with Elaine locked in fierce battle with the Vajranoid, which has ceased obeying orders and threatens to take over the ship. In what's becoming a familiar scene in Genocyber all those that come into contact with these beings ultimately go insane or are destroyed.

I must say that for me these new episodes of GenoCyber were a bit of a disappointment. With a change of scenery the story seems to have lost the gritty feel of the urban decadence of the city. The technical abilities of the animation hasn't waned and is still fairly impressive, but the storytelling narrative is starting to get a bit cluttered and incomprehensive.

Still, a must see in the Manga line of anime.

7/10

Legend of the Four Kings

The first thing I noticed about Legend of the Four Kings was its somewhat slower pace of animation. I hadn't heard about this title before, and was unsure of what to expect. From the intro it seemed like another action based anime wrapped in eastern mysticism. Right on all counts.

Legend of the Four Kings revolves around the story of the four brothers Ryudo, descendants of the Great Dragons (of the East, West, South, and North seas) who once protected China in "Ye days of Olde". Hundreds of years ago the Dragons assumed human form and blended in with the rest of humanity, until the time cam that they were needed again.

Crash cut to today, where the Ryudo brothers start having strange dreams of colourful dragons circling the Earth. Their concealed superhuman powers are kicked into hyper-drive, as the Dragons within awaken, struggling to assume their real forms. Of course, along comes the bad guy who has watched from afar, waiting to harness the power of the Dragons for his own, misbegotten ends.

Based on the original novel by Yoshiki Tanaka, Legend of the Four Kings tries to explore the "slice of life" style of living in Japan (kinda like the Japanese Brady Bunch), mixing it with fantasy superpowered beings.

Like the animation itself, the characterisation is pretty much two dimensional, lacking any sense of life and mood. Director Hidemi Kubo tries to establish a sense of "bigness" to this potential epic, but the pacing of the narrative, along with lack of mood and originality made this anime pretty common fare.

6/10

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8. FIFA Soccer
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WORLD CHAT

This month's episode of Net Trawlin' is going to take a brief peek at the future of the Internet and where this whole thing is headed. Of course seeing as the net is changing so damn fast, the future is only mere months away.... Strap yourselves into your VR helmet and hold on as we plunge into the murky depths of embryonic cyberspace...

20 Seconds into the future

Before the World Wide Web, the net was in permanent dull text mode, and only geeky UNIX freaks could be bothered learning obscure strings of commands to navigate around. The web brought glorious graphic colour and a point and click interface that anyone who had used Windows or a Mac could learn. Suddenly the media attention exploded as "real people" started using the net and dragged it away from the UNIXhead pocket protector brigade. Now web magazines and virtual shopping malls are everywhere and seemingly everyone is moving network.

Netscape is ever pushing forward the bounds of the Web, and you really should grab a copy of the latest Netscape, version 1.1N. The US server is always busy so jump to the official Australian mirror site at "<ftp://ftp.netinfo.com.au/pub/netscape>". Among other new features, Netscape 1.1N lets you have backgrounds on web pages, tables and documents which include changing information. The web is looking slicker every day now.

DOOM without the shotguns....

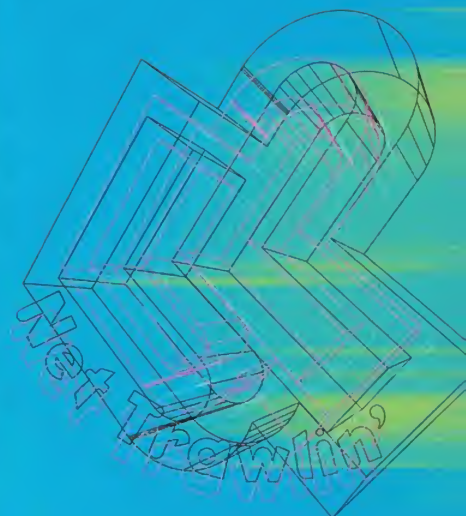
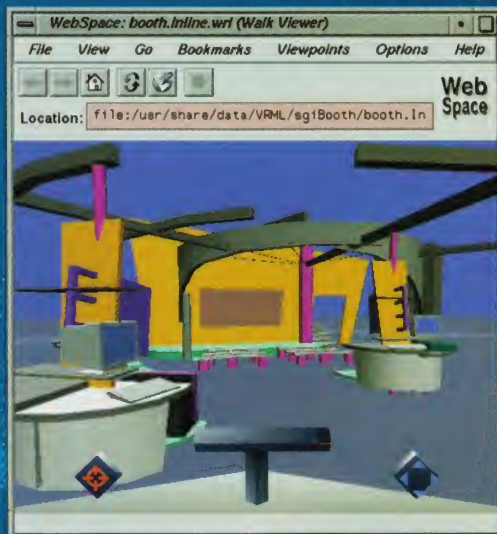
A very cool experiment is "Worlds Chat" by Worlds Inc. This is a nifty piece of Windows software that lets you pick an "Avatar" (Your image in cyberspace) and wander around in a Doom-like 3D environment and talk to other people all over the world. There's only limited interaction (you can talk to other people and see them move around) and you keep feeling like you should have a shotgun or something, but it's great fun to just wander around and chat for a while. Take a look at the Worlds Inc web server "<http://www.kaworlds.com/>" and grab the software you need from there. You'll need at least a 486 DX 50 with Windows and full net access to run this.

This is just one of the projects to bring VR to the net, there's many others out there. Online chatting and gaming are popular enough in plain text mode, and it's scary to think the impact this is going to have once it's all fully 3D rendered graphics. You may never want to leave your terminal again. Now all we need are web and VRML browsers for all these funky new 32bit consoles and everyone can join in the fun.



TANK GIRL





Are we ready for the Virtual Planet?

The 2D interface of today's net is only a phase - everyone wants the main event, a 3D virtual environment where you can interact with other people and it's just about starting to happen. A major first step towards this is VRML (Virtual Reality Modelling Language). VRML takes a web page and warps it into the third dimension. You cruise around in rendered true 3D environment and can click on an object to link to another VRML world, a web page or anything else on the net.

For example, Silicon Graphics have created a virtual exhibition booth, modelled after a real booth they had at a recent computer show. You fly around the booth past stands with all their computer models, click on an Onyx workstation and up pops the tech specs and picture over in your Web browser's window. Radiance software (writer of 3D rendering packages used in movies and games development) have a virtual gallery full of 3D models and images on the walls, you can grab fully detailed versions of the models or images just by clicking on them.

This software is still crude; you can walk through walls and you can't interact with other people in the same space, but the beginnings are there. At the moment the WebSpace VRML browser is only available for Silicon Graphics workstations but they are currently working on Windows and Power Macintosh versions (which will be free!), keep an eye on the WebSpace home page: "<http://www.sgi.com/Products/WebFORCE/WebSpace/>". For more information on VRML take a look at the VRML Depository at "<http://www.sdsc.edu/vrml/>".

Tank Girl

She's Australian, she's a seriously cool comic and now Tank Girl is starring in a forthcoming movie. Top marks for a very classy interactive web site. You enter the world of Tank Girl and have to find a series of clues and hidden objects in the web

pages and then answer a quiz to get your name listed forever in the annals of TG history. Check out Tank Girl at "<http://www.digiplanet.com/tankgirl/>". There's also an Unofficial TG site, with loads more pictures, rumours and gossip. Jump over to "<http://www.dcs.qmw.ac.uk/~bob/stuff/tg/>".

Quick Trawls:

Here's some other quick places to visit on your next cruise through the net:

The Killer Instinct Web Site

Special moves, character profiles and the FAQ on Nintendo's slick new fighting game: "<http://tdg.uoguelph.ca/dm/cgi/ki.html>".

3DO Official Web Site

3DO now has their own site. It looks great and has lots of info on all their new releases and new hardware. Hot news is the official specs of the 3DO M2 64 bit upgrade. The screen shots and press release is here for your pleasure, if this game really looks like this, then 3DO M2 is going to blow away the Playstation and Ultra 64. Decide for yourself: "<http://www.3do.com/>".

Official Nintendo Web Site

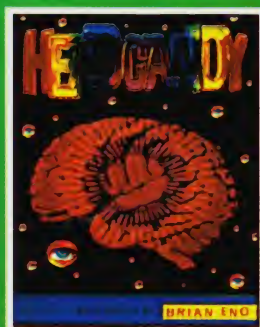
Nintendo now has caught up with Sega of America and opened a web site. Looks good, but the graphics are a bit overdone. This will be the place to watch for official Ultra 64 info, all there is right now is a shot of the casing, but keep watching, and there's plenty on the SNES and Gameboy in the meantime: "<http://www.nintendo.com/>".

As always, the HYPER web pages are at "<http://hyper.com/games/hyper/>", keep checking them out and e-mail us at "trawlin@hyper.com.au" to let us know what else is out there.

Roger Bolton



3DO M2

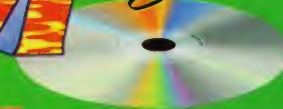


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STRAWBERRY HILLS

Sprint Electronics, one of the leaders in the latest video games technology, are now official distributors for the Goldstar 3DO Interactive Multiplayer, the only official Australian 3DO system available.

The Goldstar 3DO comes with 2 joypads and FIFA Soccer - which HYPER reckons is the best sports sim on any platform! It retails for \$745 for the NTSC version or \$845 for PAL (with TV system converter). The Goldstar 3DO can play audio CD's, 3DO video CD's, 3DO game CD's, photo CD's and video CD's with the optional MPEG adaptor (available soon).

Sprint are official distributors of the TV System Converters, which convert any NTSC signal to PAL. It retails for \$100 and can be used with any NTSC game machine, laser disc player, camcorder, satellite receiver and any other type of video equipment.

Sprint distribute all UMBA products, including the Stealth Infra-Red Pad and the soon to be released Infiltrator 6 button 3DO joystick. Sprint are also official distributors of Readysoft titles on 3DO, the first being Dragons Lair.

Sprint distribute other products for the 3DO, including the Fighting Sword pad (R.R.P. \$49.95), a SNES style 6 button controller, the Turbo 1 pad

(R.R.P. \$49.95), a Mega Drive style 6 button pad and the SNES Controller Adaptor (R.R.P. \$49.95), which allows the use of any SNES joystick/stick on the 3DO.

Sprint also distribute "3" magazine, a 3DO magazine from the U.S. containing all the latest news, tips and reviews (R.R.P. \$11.95) and the 3DO Magazine from the U.K. which not only has the latest news etc. but also comes with a sample CD with each issue (R.R.P. \$17.95)

In addition to all that, Sprint produce the Super OZ shareware series, the only CD of its type totally developed and produced in Australia.

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- The entire Super Oz Shareware collection (total of 6 CDs)
- A Fighting Sword pad and a Turbo 1 pad.
- The SNES Controller Adaptor.

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0020



the hyper interview with



ed boon and john tobias

The Mortal Kombat series is a certified phenomenon. When the first game was launched, Streetfighter 2 still reigned supreme as the ultimate one-on-one fighting title, but by the time MK2 came out the crown was looking mighty shaky. Now, as the third instalment smashes its way into arcades around the world and a big budget movie is nearing release, there's no doubting what is the hottest fighting game on the planet.

NILS P. JACOBSEN chats with the men behind the Kombat legend - ED BOON and JOHN TOBIAS...

ed boom

Let's start with your background...

Back in high school, I was one of the kids who helped the video game revolution. You know, played Pac Man, Defender etc. all the time. Back then, this would be my dream job. I played around with the computer in the basement, trying to learn tricks of the trade. When I started University, I would always schedule my classes so that I would have an hour break to play video games. It was a very big part of my life.

When I graduated, I sent out a bunch of resumes, and somehow one of them ended up at Midway. One day a headhunter called me from them and asked if I would like a job programming computer games. Needless to say, I was there! It turned out they needed someone to program pinball machines, which wasn't really my kind of games. But I said "Why not" and hoped that I one day would evolve into their video game department. And I did, after programming 4 or 5 pinball games. My first video game was High Impact Football, then the sequel Super High Impact Football.

How did Mortal Kombat, the original game, happen? Was it a case of Streetfighter beating?

We didn't start out to beat Streetfighter. Our company was, and

We were told to be really quick, we rushed it and put it into test which was really successful. So our president said "Wow, we have something special on our hands, lets not rush it". So he gave us like 6-8 weeks extra to work on the game. That's when we added Sonya. Then it really took off in the arcade.

We even had phone calls from California from people who had heard about this new fantastic fighting game. Acclaim had the rights for it, as they did most of our games for the home market. But Mortal Kombat they jumped on quick and really put a lot of money and effort into marketing the game. This and the controversy of the game really made it take off. It became huge...

Were MK II & III planned from the start?

We had actually started plans for another type of game, but after we saw the success of Mortal Kombat it became obvious that we needed to do a sequel. We never plan for the next one, before we know how the previous one did. For example, we won't start planning for a Mortal Kombat IV, until we've seen how MKIII will do in the long run. After all the hype has settled, we will really see how the game has done. We then need to look at it objectively to see if it is worth it.

deeper than before. Not to mention the number of characters and all the different moves they have. It is a lot more unpredictable.

Who thinks up the moves and characters?

It is a combination of everyone's input. We pretty much have the process down, since this was our third game. John comes up with the characters, the look, the style, the background story, while I do more of the actual gameplay mechanics. There is overlap, but we let each other do what he does best, after agreeing in meetings etc. Everyone gives their suggestions.

Why the new button?

It is a response from Killer Instinct and to some extent MKII players, who thought that people could play too defensively. They could just wait around for a certain move, then counter with a special move. The run button lets you charge in for a much quicker and funner paced game. It adds a whole new dimension of the game and improves gameplay mechanics.

What is your favourite character/fatality?

My favourite character is Sonya. My favourite fatality would be Jax's, where he cuts his victim up.

How many people were involved

with the making of MKIII? Seven people, in fact. Five artists, one programmer, and one for music.

How many actually programmed the game?

Only me, ever since MK. Assembly programming.

What tools did you use during the development?

Graphics guys use Photoshop, we have a lot of in-house written stuff that we use, for motion capture etc. Whatever is commercially available that we can use, we do, like Deluxe Paint. We take this feature from that one, this one from

that one etc.

What can you tell us about the actual hardware in the machine? How many megabytes is the game?

18MB of image memory, 6 MB of compressed sound. 34010 TI graphics processor. Same as in previous MK games..

There are rumours that there will be new MKIII ROM's in September with 20 characters....

Not a rumour, it will happen. We will release a new version of the game at the same time the home version is released. We don't want the game to be old so fast, so we will release it free to the operators in Sept/Oct. Six new characters, tons more secrets. Six months is too short of a turn over to the home platform.

What do you think about the next generation consoles like the Playstation, Saturn and Ultra 64?

I've only seen the Saturn and the Playstation. The Playstation was awesome, and I saw some pretty impressive stuff on the Saturn. I'm sure it is the same as with the Super Nintendo though, where the first games don't explore every feature of the new systems. They learn as they go.

How close do you expect the MKIII ports to be?

I've seen preliminary versions of the

i dont understand the craze for finding new moves

is, into digitised graphics. We did the first one on the market, Narc, back in 1988, I think. The next big success was Terminator, with digitised graphics and an official licence. After several digitised games we only thought it natural to make a digitised fighting game. The whole idea was to be "in your face", to have really big characters, we wanted to be a lot more outrageous. That was our goal.

Fatalities didn't pop up until half way into the project. In fact, the intention of the game was just to fill a hole in the production schedule of the company.

If you were to compare MKIII to the previous versions, what is better/different?

Probably the pace of the game, it is much faster. There is a lot more interaction between characters and there is much less idle time, waiting for your opponent to attack. It is a lot more of an aggressive game. As for looks, it is a lot more digitised, realistic look. Part 2 it was more touched up, to a point where it looked less realistic. Part III has more of a grainy look, associated with realism.

The amount of hidden stuff is a lot

with the making of MKIII?

Seven people, in fact. Five artists, one programmer, and one for music.

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Playstation port and it is exactly like the arcade. It is ridiculous how close it is. The Playstation will have a six month exclusive period, where no other 32 or 64 bit platform will have the game. In addition to the Playstation, I know they're making versions for the Super Nintendo, the Genesis (Mega Drive), the Jaguar, the Ultra 64, the Saturn, Game Gear and the Game Boy. We don't do any programming of the home versions, but we do have approval of the titles before they can be released. As for the porting process, I hear they take my assembly code and



decode it line for line to get as close to the original as possible.

How do you like pseudo 3D titles like Tekken, Virtua Fighter 2, or even Tohshinden?

I've played them all, and Virtua Fighter 2 completely blew me away. The gameplay is so radically different than MK or Streetfighter. Any game that sets out to be like another one, is limiting itself. You know, if you start out trying to look like a game out there, well, then you're already behind because there is a game like that out there. Street Fighter, Mortal Kombat, Samurai Shodown, Killer Instinct and Virtua Fighter are the best games out there, because they are all unique. I admire VF2 since it is so totally in its own class.

Some people say Mortal Kombat III is too close to Killer Instinct...

I like Killer Instinct, but I think it is 100% different to MKIII. The only similarity is the combo setup. In KI the combos are more exaggerated. In fact to such an extreme where two or three joystick movements hits the guy 17 times... Or you do this Ultra combo, where you take your hand off the controller and you watch as you beat up your opponent. Nothing wrong with that, it is just not what type of play we were looking for.

They have rendered graphics, we do not etc. The only similarity really, is that they are both fighting games. We never set out to be KI, we knew what MKIII was going to be like before we saw it, so any crossover is purely coincidental.

What is your next project?

Like I mentioned, it depends on the success of MKIII. MKII was bigger than MK, and in fact, we have now almost sold as many MKIII machines as we did MKII machines already. If it compares to MKII, then we will most likely to a part IV.

What do you think about the future of arcades, since the home consoles performance are getting pretty close?

You know, I don't think the theory that arcade games are going out of style because of the new consoles has much merit at all. Nintendo, Sega and Sony will most likely be the next lasting platforms. Arcades are constantly moving forward hardware-wise, while home systems commit themselves to their hardware for 5 years. So while the new consoles can do MKIII now, if we do MKIV it will most likely blow away a Playstation, for example.

Then you have the social interaction in arcades etc. Two player games might be of less importance when the new 8 player games start getting here, but they won't disappear. There will always be fighting

games, driving games, shooters etc.

What are your favourite games and favourite console?

Defender, Robotron, and Millipede. The Playstation.

What do you think about all the Internet FAQ writers (where every possible MK code, rumour, secret are stored)? Good or bad for business?

I don't think they are as bad as some people make them out to be. I think it might actually improve business. People that don't want to try a new game because they don't know the moves, will probably try it if they think they have the upper hand, if they know a few of the moves. What I don't understand at all is the craze for finding new moves/fatalities. I mean, who cares if you were the one that found Kabal's fatality? A dozen people probably found it at the same time that don't have access to the Internet. And what's this about 5-6 different MKIII FAQs? Some people take it too far - it is only a game.

What are your expectations of Mortal Kombat: The Movie?

We're getting very psyched on it. We haven't seen the whole screening, but we'll see some of it at E3. But from what we've seen, it looks good. It will put Double Dragon, Street Fighter and

all those movies to shame.

Do you have a dream game project you would like to do?

Not really.

What are your favourite movies and music?

My top three favourite movies are Goodfellas, Aliens and Forest Gump. I like the widest variety of music: Sting, Peter Gabriel, The Police, Genesis, R&B. While working I listen to instrumentals and movie soundtracks or else the lyrics will throw my concentration.



some people take it too far, its only a game.

john tobias

So how did you start working at Midway?

I came here because John Vogel, our music guy, called me up and said they had an opening. We went to the American Academy of Art together. After two years at the academy I did some Ghostbuster comic books etc. The first game I worked on here was Smash TV.

How do you make your characters?

Originally some of the characters came out of Japanese and mostly Chinese mythology. Then it was mainly shaping it into what MKIII became.

What's different and new in MKIII?

The new thing is of course the run button. Makes the game play a lot faster. Faster than MK & II and faster than any others. Then the combinations etc. Graphically things are crisper, even though were using the same hardware as before. We've improved the digitising process and the making of the backgrounds. The whole game is more colourful and sharper.

How do you design a new character?

First we figure out the type, like she

or he and will she/he be big or small. Then we'll get the theme of the characters, like Ninja or robot. Then we'll design the costume, and while doing that we create the storyline and how s/he fits into the MK universe.. Then we'll find an actor that kinda resembles our character. We'll grab 60-70 frames of each move, then we go frame by frame and edit out the ones that we don't need. They might not have the training, but we can stretch his leg, exaggerate the motion etc. on the computer. Even though they might not have martial arts experience, they end up looking like champs.

How long does it take designing a new character?

It depends, but designing a character from start to end, probably a month or so. I mean, just designing it, not the motion capture etc. Picking out the frames we need after a taping session is the hardest part. It takes forever. Coming up with a new character conceptually is not that hard.

What is your favourite character and fatality?

My favourite character to play is Sektor, the coolest looking I think is Mitaro. I like Sektor's fatality where this device comes out of his chest crushing his opponent.

Will there be a MKIV?

IF MKIII takes off, we'll do a MKIV. Right after you're done with a game, you never want to touch anything like it again, but after a few weeks you start getting new ideas. This happened after MKII, and will probably happen again.

What are your opinions on the new consoles?

The Playstation is very cool. They all look promising and the software will decide which one will be the big hit. My favourite home game is Donkey Kong Country, I play that a lot. As for arcades, Daytona USA is great, Virtua Cop, Crusin USA and X-Men are all cool.

Do you have a dream game project you would like to do?

From the age of 7 to 13, my

whole life consisted of waiting for the next Star Wars movie. I'd love to do some kind of a Star Wars game.

What are your favourite movies, music?

The all time favourite movies are the Star Wars trilogy, and marital arts movies from Hong Kong.

Like Jackie Chan?

Exactly, I love his movies! What kind of music? U2, Nirvana, Nine Inch Nails and so forth.



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Command and Conquer



Long awaited, much anticipated and almost here. We're talking about Virgin's Command and Conquer, the red hot new real-time strategy game, based on the magic Dune II game engine. It's the same engine which was recently reincarnated in the form of Blizzard's truly excellent Warcraft, and it features a fast paced blend of strategy and resource management, with one of gaming's great interfaces being the tomato sauce on the pie.

Command & Conquer is set in the Earth's future, where an evil dictatorship (is there any other kind?) is intent on dominating the planet. You can fight as these baddest of bad guys, who go by the attractive, if somewhat confusing name of the Brotherhood of Nod. Plan B is to fight the right fight on the side of the GDI. These guys are as good as good guys get.

The game's rendered SVGA graphics are a treat to behold, with futuristic yet plausible military units set against Terran and (we think) Alien landscapes. Building up your base will be a strong feature, with more potent units available as your complex expands.

Modem play will be supported and undoubtedly this will become a favourite with multi-players across the country. Most strategy games take days to play and just don't suit the busy lifestyle of today's modern gamer, but with battles playable and winnable over just one evening session it looks very Telecom friendly.

Battles will be far more than just pitting one unit against another, as electronic warfare is an essential part of the futuristic combat C & C throws at you, with guerilla tactics another fun tool at your disposal. The terrain will be far more appropriate for tricky strategies too. Dune II was basically just as open field, but C & C offers the opportunity to set up ambushes, establish choke points and entrench snipers in safe high-ground positions.

It's unknown at this stage whether players will have to explore their worlds first; Dune II and Warcraft made you map out the warzone with reconnaissance units. This aspect seriously bugged many gamers as it was a bothersome inconvenience, and in a real-world situation would be completely unnecessary. In an Earth based battlefield both sides should know the geography, reconnaissance should be essential for finding the enemy, but having to map the mountains and fields is seen as a weakness by most.

It'll be CD ROM only, and being SVGA and incorporating plenty of activity it's likely you'll need a fairly potent machine to run this fun. We don't have any minimum requirements yet, but expect a local-bus DX2 as a likely base machine.

Command & Conquer looks to be one of the year's huge games and we'll have an equally huge review as soon as we get our sweaty hands on it.



HIGH-RES AND HIGH-TECH. BUILD YOUR ARMY THEN SEND IT OUT!





WAR MAY BE HELL, BUT ITS NEVER LOOKED AS SEXY AS THIS BEFORE

PC CD ROM

Available: **JULY**
 Category: **STRATEGY**
 Players: 1-2
 Publisher: **WESTWOOD**
 /**VIRGIN**



TECHY CUT SCENE



Earthworm Jim II

SNES/MEGA DRIVE

Available: **OCTOBER**
 Category: **PLATFORM**
 Players: **ONE**
 Publisher: **PLAYMATES /SHINY**

Want to hear some words guaranteed to excite? Try these then: Earthworm Jim 2. Got that? The "2" bit at the end is the really hot bit, go on a read it over a few times - feels good, doesn't it!

Never one to let us down, the Great Dave Perry has been hard at it developing the sequel to one of the all-time hot platformers. Big news abounds, amongst the tasty tidbits is the revelation that Jim can now fly! Don't ask how and try not to care, but a level in the new game known (funnily enough) as The Flyin' King features everyone's favourite earthworm going ballistic while airborne.

As if Jim didn't already pack an especially cool armoury, Shiny have given him seven new weapons, as well as many secret new moves which will no doubt look mighty sexy. The game will feature a brand new animation technique called Animation II. Considering the fact that Dave Perry's work on Aladdin; and of course Jim I; pioneered truly fluid sprite animation, the claim that Animation II will enable an "animated motion picture quality" is not to be scoffed at.

Jim 2 will take his new-found fluidity through some wickedly bizarre levels. There's Lorenzo's Soil, Wormburger, Peter, Pound and Mary and Evil's Funhouse. Other levels include Villi People, where Shiny claim to have met gamers "overwhelming demands for a flying cave salamander level". Oh really?

There is plot! Not that it matters much, but it seems Jim lost his job as a fry-cook and decided that the only thing to do was go off in search of the Divine Revelation, apparently to be found on the Planet of the Monsters. The story goes on like a Grundy gameshow, with mentionable snippets being the Giant Marshmallow of Love and Paperwork from a Million Lawyers. Bearing all this in mind, it's no great surprise to learn that the evil Pycrow stole Peter the Puppy's litter of six-hundred pups, later throwing the lot of them off a three story building!

The new game will fill out a whopping 24 megabits, with release scheduled for October this year on SNES and Mega Drive. Earthworm Jim 2 is looking good for the Totally Tripped Out and Twisted award for 1995, and we can't wait to get our mittens on it so we can tell you all about it. More soon.



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Across The Rhine



Two years ago, Microprose announced the imminent release of a new WWII tank game, *Across the Rhine*. Today it's still a no-show, with the Guinness Book of Records people trying to decide between it and *Stonekeep* for the Outstanding Delayed Action Vapourware award.

We knew it would eventually arrive, so when the screenshots you see turned up in the big brown Microprose envelope, nobody got too excited. Well kids, it now looks like *Across the Rhine* is actually due for release "soon". We expect it now around the end of July (officially!).

The game will use its own system of customisable windows in a similar fashion to *Harpoon II*'s interface. Real time 3D graphics will be a highlight, although strategy is more likely to be the game's main slant.

Is it going to be worth the wait though? Read *HYPER* and find out!



PC

Available: **JULY**
 Category: **TANK SIM**
 Players: **ONE**
 Publisher: **MICROPROSE**

Machiavelli the Prince



The game engine which took *Civilisation* and *Master of Magic* to such stratospheric success is about to be given another run. The diplomacy option in each of these games was never really a practical tool, but with *Machiavelli the Prince* it's the main focus. Anyone familiar with Microprose's near-perfect empire building engine should have no trouble slipping easily into *Machiavelli*. Which is not to say there are no new challenges. Trade and diplomacy will be the mainstays behind your 14th century empire. Although war is given a lesser priority with the new game, Microprose have given the player a far superior system for controlling military units.

The whole idea though, is to avoid fighting your own wars, getting somebody else's army to do your dirty work. Bribery, piracy and assassination are the tools of your main trade, with the leaders of Europe's political and religious institutions your targets.

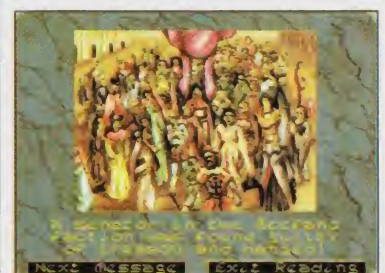
Modem play will be built in to the first release, something *Civilisation* is only just getting around to after all these years.

Due by the end of July, *Machiavelli* is looking hot for strategy fans. Review soon.



PC

Available: **JULY**
 Category: **STRATEGY**
 Players: **1-3 (modem)**
 Publisher: **MICROPROSE**



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Fatal Fury 3

The one-on-one arcade fight machines just keep on rolling in and punters just keep on rolling in their coins, so **this month** **ARCANE** checks out the latest in serialised biff-fests, **Fatal Fury 3**. Meanwhile, over in Japan, **TIM LEVY** takes a look at the resurrection of a gaming legend...

≡ You just can't keep a good fighting game down, can you? The latest from the SNK stable is Fatal Fury 3 and it kicks absolute heinie! Everything that you could have wanted improved over the first two games has been improved; the graphics, the sound (oh, the music!) and the characters themselves. Fatal Fury 3 is so huge that it takes up a mighty 266 Meg of screaming chips to bring you a fighting game that really kicks.

This time around there are 10 fighters to choose from, which is 5 less than the Fatal Fury Special Edition. Don't worry though, the old favourites are here - Joe Higashi, Mai Shiranui, those feisty Bogard brothers and of course, the "the Goose" Howard, for one more round of slap and tickle. So what is it that you are after in this adventure?

You've got to recover a set of magic scrolls and along the way fight the many enemies that will do anything to stop you. The new characters are as follows: Franco Bash - a rather huge man with boxing gloves; Bob Wilson - a "break" dancer, Blue Mary - just don't be late for a date with her!; Hon Fu - a cop who uses Nunchukas and Mochizuki Sokaku, who looks like Raiden but I wouldn't say that to his face! All these new characters add a new dimension to the game with their own fatal moves and combos adding much needed spice...and speaking of dimensions, you can now change between the foreground, middle-ground and background to fight on!

Another interesting feature is the inclusion of a rather odd system of attaining a great ending. Each time you fight you are rated on a scale, with "E" being the lowest and "S" the highest. (The ratings are E, D, C, B, A, AA, AAA and S). In order to achieve the best possible ending you must strive for the best possible rating consistently throughout the game. Plus, if you achieve a worthy rating throughout you may even get to fight the hidden character...

SNK have also seen the popularity of "combos" in fighting games, so they have decided to incorporate some combos into the game that will literally knock your opponent out of the screen!

The graphics are greatly improved over the original adventures (well, they did have 266 Meg to play with) and overall FF3 is a worthy successor to the original Fatal Fury's. It's a very slick package of superlative graphics, sound, moves and oodles of playability. The big question though, is can it live up to the sheer volume of tricks and surprises that Mortal Kombat III offers? Unfortunately the answer is probably not, but it's still challenging and fast enough to throw a couple of bucks at.



MASH A MAN WHERE IT MEANS THE MOST!



Elevator Action Returns



Video game sequels are a common thing. In fact, most cool games have a most reasonable "prototype" version and if that proves successful, a stunning sequel is released. That's been the way of it with such games as Mortal Kombat, Virtua Fighter and even Streetfighter. But now, over a decade since the release of the original, a new, vastly improved, Elevator Action makes its return to the arcades.

In the original game (it came out in 1983), you controlled an agent whose mission was to steal documents from enemy infested buildings and your main transport was...you guessed it, elevators! You could dispatch enemy agents with your gun, by leaping onto them or crushing them with elevators. It was basic, but it was hopelessly addictive and a hell of a lot of fun.

The 1995 version has rid itself of the chunky, low-res graphics and blunt-edged action and made the gameplay more interesting by giving multi-character selection. There's a two-player option and several new weapons like the machine gun, rocket launcher and (he he) grenades! But the enemy are now far more challenging with their own high-tech toys such as jetpacks, speeder bikes, flamethrowers, electrical traps, robots, as well as those old school weapons - guard dogs.

Although it's only in Japan at this stage, there's no doubting that Elevator Action Returns will be on our shores soon. Check it out and relive some old memories, and maybe create some fresh new ones.



A
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Daytona USA



SONIC WATCHES OVER EVERYTHING



THAT'S TWO MORE TRACKS THAN RIDGE RACER...



GETTING SOME AIR!



GREAT CORNER! PITY WE'RE ALMOST LAST...



TO PIT OR NOT TO PIT. TACTICAL RACING



THIS ON YOUR TV! THE FUTURE IS HERE. AIN'T IT GREAT!



THAT'LL TEACH YOU FOR CHOOSING "AUTO" MODE... YOU BIG WUSS

The greatest arcade racing game of all comes home on the Sega Saturn. Is it the promised dream of a perfect conversion? BEN MANSILL straps in for the ride...

The mighty roar of the V8, the ugly crunch of grinding metal, the glorious squeal of rubber in a power-slide, the unbearably bad music... ahhh Daytona, welcome to my living room.

Anyone expecting an "arcade perfect conversion" is just kidding themselves. Get real, the Saturn falls too short of the outright grunt which blesses the Big Money Eating Machines. However, the work Sega has put into bringing the sexiest of all driving games home is damn impressive. Daytona USA for the Saturn almost has it all, the only obvious differences between the arcade and Saturn versions are relatively minor, and in all but one case, easy enough to live with.

Sonic, Tom & Jeffry

Graphically the game has everything the arcade machine has, there's Sonic up there on the cliff-face, Tom Cruise is up there too, Jeffry stands proud over the track and the cars are detailed perfectly. The only noticeable difference is that the detail is coarser, blocky pixel's are obvious enough to remind you of their presence - particularly on the trackside cliffs. None of it really matters though, realistically a slight degradation of graphic quality is to be expected... besides, this game is one of the finest looking console games there is - period.

Daytona does have a problem though... a big problem. Blaring constantly is the most awful, most irritating, most painful background music ever heard in a game. Did I say background music? If you listen real close you can just make out the engine noises, which sound great in the one second gap between music tracks, but for 99% of the race you just can't hear anything but the most God-awful "music" imaginable. Honestly, the Japanese may know how to knock up a great bit of gameplay, but they have absolutely no idea about music. Amazingly, an option to turn it off is absent. We searched long and hard in the manual and the menus, and if it turns out that the only way is via a cheat code, then Sega has really lost the plot. It's so bad it almost ruins the game. No matter how much you want to play, another minute of THAT music is enough to make you hit the "off" switch.

Wall Kissing

Mighty hot gameplay is needed to balance such a disaster, and lucky for us Daytona has it in buckets. The car handles just like the arcade version - provided you only race on manual and Very Hard settings. On any difficulty setting lower than that, the car handles like a wet sponge. A prime example is the last corner of the first track, in the arcade you just dab the brakes and drop it down to third with a most sexy power-slide whipping you through. Try it on the lower settings and it's wall kissing time; only Very Hard actually handles like both the arcade machine and a real car. It's not Very Hard at all - it's actually amazingly easy, much easier than the games Easy setting, in fact.

The Saturn's control pad is a bit of a dud, if the truth be known. But it does the job well enough here, with a variety of configurations to choose from. Default uses the control pad for steering, with up and down on the pad for gear changes. This is a stupid layout and just doesn't work, using the shoulder buttons for gears is the only way to go for decent control, so select this setup and it's happy driving times ahead. Still, a dynamically accurate driving game (it's more of a sim really) needs a proportional input for perfect control, like a proper joystick or the steering wheel Sega sell separately. Steering either full left or full right is no way to take a beast like this around a track, and if you're serious about your software then be serious about your hardware and look into an extra controller.

Positives & Negatives

The three arcade tracks are reproduced perfectly, so all that money you spent perfecting corners wasn't wasted! In contrast, the Playstation's Ridge Racer has only one real course - with a very dodgy time trial extension, which is more like a run in the Death Star trench. I also think that Ridge Racer's driving model is also woefully inferior to Daytona's - the Playstation's cars just don't handle like anything yet known to man.

A commendation also goes to Sega for the way they programmed the opponent car's AI. They're aggressive and race to win, don't count on passing them in a gentlemanly fashion on the straight, at every opportunity the swine try to run you into the wall. Way cool.

Aside from the tragic music, Daytona does have a couple of minor blemishes; the viewpoint change to the in-car view is just a mess, and the menu interface is convoluted and badly designed. If you win a race and want another go it's quicker to reset the machine than sit through the many screens of tripe Daytona throws at you - which includes a murky brown photo of the design team you just can't bypass.

All up though, Daytona USA for the Saturn is fantastic value. The harder tracks take forever to master, with every minute of it nothing less than huge fun. Racing is exciting and challenging in all the right ways, the driving model is a sheer joy to take control of and the graphics are spectacular. The only tragedy is that to play for any extended period, means either turning the sound off completely or just accepting the inevitable madness that ensues.





SPOT THE HYPER LOGO AND DON'T WIN ANYTHING



THE LAST TRACK CAN BE HELL ON YOUR DUCO



IT PAYS TO BELONG



HELLO SAILOR!



WAIT FOR ME!



THE SATURNS BONNET-CRUMPLE LOOKS A BIT BODGY, NOT GONNA STOP ME HURTING PEOPLE THOUGH

SATURN

Available: NOW (import) /JULY (Local) • Category: RACING • Players: 1 • Publisher: SEGA • Price: TBA • Rating: TBC

Visuals 88% - Minor flaws don't detract from one of the sexiest looking games around. The scenery comes in to view a bit late, but the track is always clear and the cars look superb. **Sound 40%** - Sega auditioned millions before finding the World's Worst Singer and some similarly talented musicians. Then they set the sound at 10% effects and 90% music before laughing sadistically at our suffering. **Gameplay 86%** - Only Need for Speed has a better driving model in the console world. Racing is a genuine thrill and as tough as it should be. Too many menu screens bog the game down. **Longterm 89%** - Three hot tracks that take a lot of practise to master - great! A classic that should last the distance, provided the music doesn't drive you berko. **Overall 86%** - Maybe not the killer Saturn game that Sega were hoping for, but a very sexy racing game indeed. If only we didn't have to suffer the music!

SECOND OPINION

Daytona USA is seen as one of the crucial "make or break" games for the Saturn. While Sega's new machine can't quite match the tech specs of the Sony Playstation, there's no doubting that Sega have some of the hottest arcade games around and if they can reproduce them faithfully on the Saturn then the future of the machine looks bright. On the other hand, if Sega start disappointing fans with sub-standard conversions then the Saturn is going to have rings run around it by the Playstation, 3DO M2 and Ultra 64.

After looking at, listening to and playing with Daytona on the Saturn, I'm very confused. Sure, it looks real pretty (in general) and has the tried and tested Daytona gameplay, but I don't actually think that this is the killer piece of software Sega were hoping for. When you take Daytona away from the linked arcade machines (with the beefy speakers, steering wheel and sensory feedback when you crash) it's just another racing game. A very, very good looking and well-designed racing game, but when it comes down to it, that's all it is.

Add to this the insanely annoying music, the graphic glitches (the messy change to "bonnet cam" is unforgivable) and the fact that Ridge Racer on the Playstation is more immediately impressive and you've only got a moderate success for Sega's racing champion. Still, I'd take Daytona over Ridge Racer any day when we're talking long-term fun and that's the best kind of fun to have...

Stuart Clarke

Congratulations!



Congratulations!



Congratulations!



ENOUGH OF THE ROUND AND ROUND ALREADY! WHERE'S THE CHAMPAGNE AND THE GIRLS?

Panzer Dragoon



ONE OF THE ALL-TIME KILLER INTRO'S...



EXPLODES ONTO YOUR SCREEN...



ENDING WITH YOUR NEW FRIEND



LET'S TAKE THE ACTION INSIDE



NOPE, INSIDE SUCKS. LEMME OUTTA HERE!



THE CALM BEFORE THE STORM...



THE FIRST BOSS. NOT AS TOUGH AS IT LOOKS



HURRIES!



WORMS POP-UP FOR QUICK ATTACKS AND TAKE SOME KILLING



IS THIS A BEAUTIFUL GAME OR WHAT!



LETTING LOOSE WITH THE WONDER WEAPON, TOO EASY!



BIG STOMPING MOTHER OF A BOSS, ATTRACTIVE THOUGH...

SATURN

Available: NOW • Category: SHOOT 'EM UP • Players: ONE • Publisher: SEGA • Price: TBA • Rating: TBC

Visuals 95% - Fantastic imagination + huge budget = Panzer Dragoon. The designers out-did themselves - some creatures are simply too beautiful to blast! **Sound 90%** - From frantic fire-fights to the peaceful swish of wings, this is quality No. 1. Even the music is good! Something of a rarity in Japanese games. **Gameplay 90%** - What! You've never ridden a giant dragon through labyrinthine caves blasting alien face-huggers as you go? You don't know what you're missing. **Longterm 83%** - The seven levels take some beating, although a few more would be nice... Still, even re-playing the easy Level 1 time after time is a special joy. **Overall 90%** - The Saturn's future looks rosy indeed with games like this to back it up. It looks pretty, plays a treat and sounds divine. If you buy a Saturn, this is an essential purchase.

Feel the need to get away from it all? Mount your pet dragon and shoot some flying cows then! It's marvellous anti-stress therapy, just ask BEN MANSILL - he needs some...

Virtua Fighter and Daytona are pretty darn cool, but for now I reckon Panzer Dragoon is the hottest game you can get for Sega's Big New Toy. It's got it all, fantastic gameplay, drop-dead graphics and a highly magnetic game world where the artists let their imaginations rule. So what that it's just a "shoot everything that moves" game; blasting hasn't been this much fun since we took on Cyberdemons on the moons of Mars.

The story unfolds during one of the all time great intros. None of it is particularly important, but the end result is that you are given a huge dragon-type-thingy to ride on a shooting spree.

Waste Everything

The game world is obscenely surreal, as are its inhabitants. Through it your steed carries you, with your job to waste all in your path. The course of your travels cannot be altered - the dragon runs on imaginary rails, however it can be moved around most of the screen while it's journeying and this is a fundamental part of play. As it travels its course all manner of obstacles present themselves for your dodging amusement, giant columns collapse in your path, huge Venus fly traps open up underneath you, not to mention the almost constant barrage of flaming orbs, fired by beasties that are a lot less friendly than they look. Indeed, some of them are so pretty you just don't want to kill them; there's a particular flying cow creature that never shoots you, instead it just flies alongside you in formation, the gentle swish of its wings the only sound. My kill ratio may have suffered, but I just couldn't bring myself to do it!

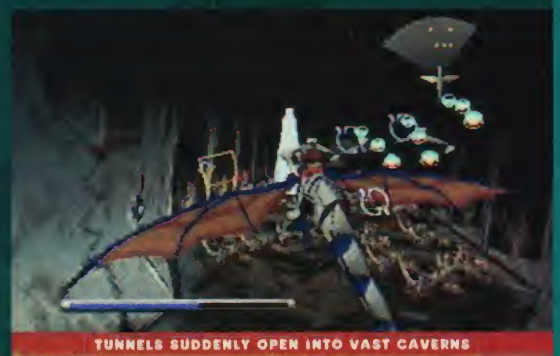
Driving the dragon is fairly complicated, but when you have it figured out the game comes together beautifully. The direction pad steers the targeting cursor, as well as the dragon's direction - so far nothing new. Constantly active though, is a viewpoint control which can swing through 360°. It's done with the shoulder buttons and takes some getting used to. Suss it out and the rewards are great. Your radar may show a couple of new baddies behind you...no problem, just tap both buttons simultaneously and you're suddenly facing backwards. Do the job, then swing back to be ready for new threats. Other nasties fly alongside you at some distance, so here you can trust the dragon to fly a safe course while facing the threat side-on, happily blasting away in relative safety.

Unnaturally Potent

Your tools of the trade for doing dirty deeds are a relatively ineffectual blaster, or an unnaturally potent guided beam weapon. Once proper use of the latter is mastered, the game takes on a whole new feel. No longer will batteries of orb-launchers pose any threat, no sir, just hold down the B button and pass the targeting cursor over everything evil in sight, when they all have the "locked-on" box around them lift off B and whammo! Every baddie on screen goes up! There are few nasties in the game that can cope with more than one hit, and while this does tend to make the game a tad easy on the early levels, later on even the wonder weapon is barely adequate due to the vast numbers of beasties and their frantic activity.

Comprising a mere seven levels, Panzer Dragoon is open to criticism for lack of value. You won't find any knocking of its size in this magazine though; each level is both huge and hard, with countless replays of the same level a treat rather than a chore.

This is a rare and special game - one of the finest I've seen on any platform in fact. There are no Panzers or any Dragoons to be found in the game, instead it's jam packed with sparkling gameplay, making perfect company for your precious new Saturn.



Deadalus



YET ANOTHER GAME THAT TAKES PLACE ON A SPACE STATION



THIS IS AN ENEMY BEING HIT



THIS IS YOU BEING HIT

How would you like to explore a huge space station, packing the awesome weaponry you'll need against the vicious robot inhabitants? Sounds cool, but somewhere between concept and execution something went horribly wrong. BEN MANSILL pulls out his big gun...

It was to be expected. A Doom clone for the Saturn was almost certainly decided upon well before the machine's launch. The first-person shooter cult is still running hot, and Sega wasn't about to miss the party. Pity the poor gamer though, for Deadalus falls well short of its potential.

Sure, it looks damn hot, the interior of the space station it's based in hits the spot nicely, the Heads Up Displays scattered across the screen completes the techno picture and your big guns make you feel like one hell of a mean dude. But it all wears very thin, very quickly. Level after level, nothing changes. The same wall patterns carry over to almost every single level... Dull! Dull! Dull!

Total Darkness & Mindless Tedium

After slogging through half a dozen levels, visual respite comes by way of new and interesting graphics! The designers went overboard with this design, they figured that a real visual treat would be... complete darkness! Yes kids, only a couple of feet of visibility and absolute pitch black for all the rest. This is the only deviation from the monotonous tedium of all the other levels, but it only lasts a couple of rounds before it back to the old reliable wall slabs.

Take away the fabbo HUDs (Heads Up Displays - the overlaid radar etc.) and all you're left with is a game that struggles to even qualify as ordinary. The game engine uses the ancient Wolfenstein method, not the more sophisticated Doom 3D style. All the floors are level, there's not a ramp, staircase or ledge to be found, and every corner is a right angle. Considering that the 32X handled the incomparably superior Doom perfectly well, it's just lazy programming that's to blame for this sad joke.

Anyone who paid real dollars for this tripe has my most sincere sympathy. The game can be finished in a night, but for sheer thrills I'd rather watch televised parliamentary debate. Your enemies are a variety of combat robots, but there are so few of them you begin to feel quite lonely as the corridors are wandered.

Rooted To The Spot

A couple of little problems present themselves when you're lucky enough to stumble across something to shoot, because the main gun is off-centre and your shots never end up quite where you think they will. Further lessening any hope of a good play is the fact that most of the robots just stand firmly rooted to the spot, not making any attempt to move after you. On the higher levels a couple of new robots appear that are quite aggressive, but we're talking around level 10 here, way too long to wait for a bit of action.

The levels themselves are tiny, with each able to be completed in just a few boring minutes - compared to an hour for Doom and several for Dark Forces. Each of them has you finding a key, then using it to exit from the big door, tricky. Some levels have the key right beside the door itself! Completing a level in just a few seconds is not my idea of value. Later on, specific mission objectives make an appearance, like having to destroy reactors, for example. It all comes too late to save poor Deadalus though; for the most part it's just key after key, door after door, snore after snore.



THE ROBOTS MAY LOOK GOOD, BUT THEY DON'T MOVE MUCH



SEXY, SEXY INTRO - THE GAME'S HIGHLIGHT



MORE INTRO...



RED THINGS ON THE FLOOR HURT YOU



NO, IT'S NOT AN ATM. THIS TERMINAL GIVES YOU LEVEL MAPS



THIS IS ONE OF THE FEW LEVELS WITH A POINT TO IT...



THIS IS THE REACTOR YOU'VE GOT TO DESTROY



UM...BOOM



WE SHOWED YOU THE GOOD BITS...BELIEVE US, IT'S REALLY BORING

SATURN

Available: JULY • Category: DOOM-LIKE • Players: 1 • Publisher: SEGA • Price: TBA • Rating: TBC

Visuals 60% - A real treat for the first two minutes, then you realise nothing ever changes. An especially sexy intro is worth a mention, so there it is. **Sound 79%** - The game's best feature (sad huh?). Metallic clangs and surprisingly bearable music are wasted on this crud. **Gameplay 15%** - No. **Longterm 15%** - It's all over in a night, you'll never play again and you'll wonder why you bothered in the first place. **Overall 30%** - A right stinker. Proof that super-consoles aren't the be all and end all. I'd rather be playing Alex Kidd on a Master System.

Gex



GEX HAS SOME DINNER BEFORE STARTING THE GAME



THIS IS THE BIG, BAD EVIL CYBERFLY REZ



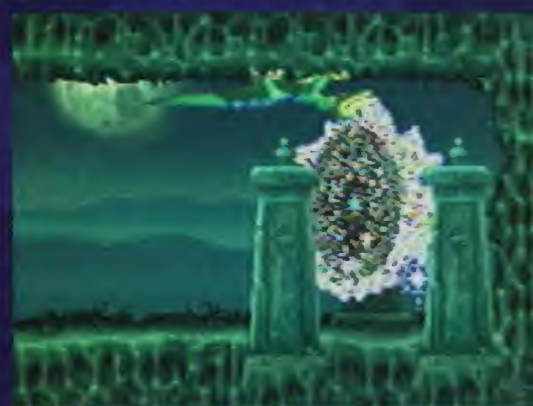
THIS IS THE DOME... CHOOSE YOUR TV WORLD



OOOH, LOVE THOSE SEXY POWER-UPS



GEX GOES FOR SOME TONGUE ACTION... OOH, HE'S GOT A BIG ONE



A WARP TO A BONUS LEVEL



YOUR SUCTION CUPS WILL COME IN VERY HANDY... ER, FEETY



GEX IS A BIT COLD AND FRIGID HERE



BUT THINGS SOON WARM UP...

3DO

Available: NOW • Category: PLATFORM • Players: ONE • Publisher: CRYSTAL DYNAMICS • Price: \$69.95 • Rating: G

Visuals 91% - Great, but not mind-blowing. If you're expecting a huge leap in graphics from Donkey Kong Country you'll be disappointed. Still, it looks very, very spunky. **Sound 92%** - Gex's voice is one of the game's highlights and some of his one-liners are guaranteed to have you cracking up. **Gameplay 90%** - It's the same ol' platforming that we all know and...er, love. Responsive controls and cool power-ups make it a joy though. **Longterm 90%** - This can be one tough mutha. Try and find those save points or this game could take you forever. **Overall 90%** - It's been a long time coming, but the wait was worth it. Gex takes his place as the current king of 32bit platforming.

Platforming has moved to the 32bit systems with Clockwork Knight and now Gex. Will the gecko with attitude beat the wind-up soldier? ANDY HODGSON sticks his tongue out and tests the winds...

32bit platforming has really arrived, and it's in the form of a very original and smart talkin' gecko named Gex. His 3D character is brought to life by over 450 frames of animation and the result is astounding! What really gives him personality and sets him aside from his 16bit predecessors is his cool digitised voice. US cable TV comedian, Dana Gould, gives Gex his hilarious impersonations and one-liners, and sets a new standard in video game characterisation. You'll laugh your arse off with his comments such as: "My name is Forrest ... Gex" and "If I had a life, I'd be glad to get back to it" and many others, including sly references to Star Trek, Star Wars, Superman, Rocky and even Scooby Doo.

Tongues & Tails

There's no doubt that Gex is trying to be cool, but the surprise is that he actually is. Even the plot is cool. There is an excellent cinematic intro that reveals how the evil cyber-fly Rez has thrown Gex into the weird world of television, ie. B-grade horrors, cartoons and 70's re-runs. The graphics are nothing short of brilliant and are hand rendered and cleverly drawn. The attention to detail is excellent.

The gameplay is well balanced and designed both in terms of variety and difficulty. The joystick control is spot-on. The idea of Gex is basically to tail-whip your way through different stages of each land (Cemetery, New Toonland, Jungle Isle and Kung Fuville) whilst battling ghoulies with your tail and collecting goodies with your tongue. You can also use your suction cupped feet to defy gravity running up and down walls, across ceilings and even to grip moving objects, such as rocket ships. There are question mark icons along the way to help you out, providing some clues. There are also plenty of power-up icons to collect: ice tongue, fire tongue, extra lives, continues, health boosters, speed boosters, invincibility, and of course, warps to secret bonus levels!

The whole point to each level is to find the TV remote control which will allow you access to the next level. These remote controls are sometimes frustratingly difficult to locate and are hidden within the often maze-like T.V Worlds. You'll be making several trips back and forth in some levels.

Farting Superman

Predictably, bosses are also awaiting you at the end of each world, making coordination and timing necessary skills. The most memorable boss is the farting Superman in New Toonland! (Need I say more?) Some of the bosses (and some of the levels themselves) are mighty hard but your game is automatically saved if you find a video tape during your adventures, and up to three games can be stored in your 3DO's NRAM. There is also an options screen for sound, music and button configuration settings.

Gex is really a breakthrough game not only for 3DO, but for platform gaming in general. While Clockwork Knight on Saturn looked stunning, it was only average in the gameplay department. Gex is a joy to play, while also being very funny and damned addictive. Graphically it will spoil you, and as for the long-term factor, it will not disappoint. It combines fantastic gameplay, a witty gecko with attitude, and an extremely well thought-out game. Well worth the wait! Get Gex before he gex you! (Sorry).



THE FIRST BOSS



GEX MEETS SOME FAT SUMO WRESTLERS



GEX TAKES ON RAIDEN

Motor Toon Grand Prix



BOLBOX

ONE OF THE STRANGE CAR/CHARACTERS TO CHOOSE FROM



TIME: 03:15.87 1
SPEED: 089 LAP: 02/03

RUN OVER THE RIGHT POWER-UP & YOU'RE A RUNNING DUCK-THING



TIME: 05:47.84 4
SPEED: 224 KM/H LAP: 03/03

IT'S RARE THAT COMPETITORS ARE ON-SCREEN



TIME: 00:30.94 5
SPEED: 251 KM/H LAP: 01/03

PLASTIC LAKE IS EXTREMELY TRIPPED OUT



TIME: 02:06.17 5
SPEED: 255 KM/H LAP: 01/03

WHEN YOU GET AIRBORNE STARS COME OUT OF YOUR REAR



TIME: 01:54.49 5
SPEED: 311 KM/H LAP: 01/03

THE GRAPHICS ARE TRULY STUNNING - YOU SHOULD SEE IT MOVIE



TIME: 01:14.01 5
SPEED: 278 KM/H LAP: 01/03

GULLIVER HOUSE HAS LOTS OF GIANT OBJECTS...



TIME: 00:31.45 5
SPEED: 279 KM/H LAP: 01/03

... LIKE POOL BALLS



TIME: 01:46.78 5
SPEED: 276 KM/H LAP: 01/03

... AND PIANOS

PLAYSTATION

Available: NOW (import) • Category: RACING • Players: 1-2 • Publisher: SONY • Price: TBA • Rating: TBC

Visuals 94% - The graphic style and overall design are superb, in a surreally cute kinda way. The feeling of speed is also quite real.

Sound 84% - There's a wide variety of backing tracks - some are annoying, others are excellent. In general the sound effects are good.

Gameplay 68% - The controls aren't what they could be and the actual racing part doesn't excite - you're too busy looking at the scenery.

Longterm 76% - There's lots of options, including a two-player mode and a time trials but it's not a game you'll get hooked on.

Overall 75% - So close and yet so far... Motor Toon shows what the Playstation can do though, and you should take a look at this game for the graphics alone.

The Japanese must have some new hallucinogenic drugs that they're not telling us about. That's the only possible explanation for the bizarre racing event that is Motor Toon Grand Prix. But does the gameplay match the graphics? STUART CLARKE goes for a few strange laps...

The Playstation already has one top-class racing game in the form of Ridge Racer. While Ridge Racer falls down in the longterm department through lack of courses, it is a very impressive, jaw-droppingly realistic driving game. The uniquely Japanese Motor Toon Grand Prix throws realism out the window in an attempt to make racing game that's cute and fun. And cute it is, but unfortunately the fun mightn't last too long...

Tripped Out

Motor Toon Grand Prix is completely tripped out in terms of courses and characters, yet it's very carefully and professionally presented. The vehicles you race are actually well-known Japanese comic characters designed by Susuma Matshushita. Unfortunately, they're only well known in Japan.

There are five characters (with names like Princess Jean, the Penguin Brothers and Bolbox) to choose from, and they float down from the sky and morph into different vehicles when it's time to race. All the different characters/vehicles have different strengths which can be a plus, but it tends to be a negative because some cars are simply faster than others and it's very difficult to win if you're in Bolbox (the big, lumbering robot character).

There are three main Grand Prix courses; Toon Island (a fairly traditional looking country landscape), Plastic Lake (a beautiful, psychedelic playground) and Gulliver House (where you'll race on a roulette wheel and around giant snooker balls and chess pieces to name but a few of the oversized toys). The graphics are truly stunning on all three and the first few times you play your race position will be totally irrelevant to the joy of speeding through the warped landscapes. Totally spun out, man.

Apart from the graphics though, it's a fairly standard racing game. There's a real feel of speed created by the frame rate, but somehow it's just not a lot of fun, mainly because of the controls. Cornering is difficult and there's often a frustrating period when you slam into a wall and you'll be stuck bouncing around for a minute trying to turn back in the right direction. The other competitors are also rarely seen (they're either far ahead of you or you're speeding past), so there's rarely any nail-biting overtakes that to me are essential for a gripping racing game.

A big plus though are the perspectives, and while you all may be used to the 4 different modes that are used on Daytona and Virtua Racing, Motor Toon goes one better. Apart from the standard four views (long-distance to in-car) there's another four viewpoints that show your "car" from head-on. Not a good move to use any of these viewpoints for too long, but as a sort of "rear-view" mirror to glance at encroaching competitors, they work perfectly.

Ghost Cars

Apart from the standard Grand Prix option there are three other modes to select; Time Attack, Match Race and Dual Race. Time Attack is quite addictive. Choose a course (they're not as long as the Grand Prix circuits) and off you go. When you finish, the next race will be a race against a "ghost" car of your original race. Your best time will be saved on each course and the aim is to simply beat your own record. It may not sound like much, but in fact it's the only part of the game that had me repeatedly coming back for more.

Match Race and Dual Race are the two-player modes and while usually I'd be saying that a human opponent will make any game last longer, the split screen races in Motor Toon Grand Prix just aren't satisfying. For a start, because the controls aren't the best to begin with, by splitting the screen in half you're removing the one ace Motor Toon has up its sleeve - the stunning graphics. In two-player mode there's none of the "oohs" and "aahs" you'll get racing full-screen. Add to that the fact that the vehicles are so different (and you can't race the same car), and you've got a two-player mode that doesn't please too much.

Take a look at Motor Toon Grand Prix though. It's yet another gorgeous looking game for the Playstation and while it mightn't have the gameplay to blow you away, it shows you what "super console" graphics are all about.



THE TWO PLAYER MODE - CHECK THE VIEWPOINTS



THE FRONT-ON VIEW. LOOKS COOL BUT DON'T USE IT FOR TOO LONG



GOING NECK AND NECK...

Judge Dredd

⌵ SNES ⌵

⌵ MEGA DRIVE



TRUCK 'N RAIN... CAN'T SEE A THING



OOPS, YOU'RE ABOUT TO HAVE YOUR FACE BLOWN OFF



AS YOU CAN SEE, THE MD VERSION ISN'T AS DETAILED GRAPHICALLY



MORE TRUCK, MORE RAIN



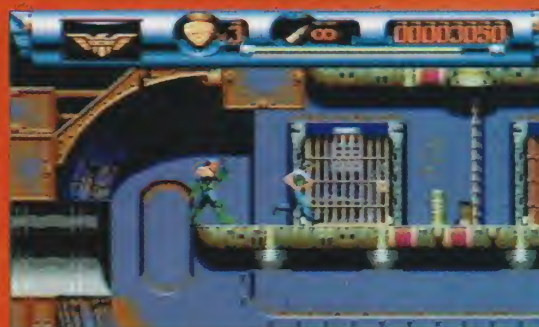
THERE'S ONLY TRUCKS & RAIN HERE... BETTER CLIMB



RUN WHILE YOU'VE STILL GOT LEGS, BOY



ARREST THAT PERP!



...OR CHOOSE TO MAKE HIS DAY



SHEER GENIUS THIS IS. THE UNDULATING HILLS, THE SPRITES, THE DETAIL

SNES/MD

Available: NOW • Category: PLATFORM ACTION • Players: ONE • Publisher: ACCLAIM • Price: \$99.95 • Rating: TBC

Graphics 70% - You won't be blown away (unless it's by a perp) but it's okay. The post apocalyptic/industrial look. **Sound 60%** - It's there, yes. **Gameplay 72%** - Haven't you ever fantasised about being Judge Dredd? That will help. **Longterm 68%** - The thrill of using a new weapon! The joy as you blast away the last Warbot! The excitement quickly wears off though. **Overall 72%** - This game wants to be Flashback with more guns, and if the adventure aspect and the difficulty rating were beefed up, it could have been.

It's time for future crims to meet their judge, jury and executioner in the menacing form of one man - Judge Dredd. The classic comic book hero finally gets his own movie and video game. RUSSELL HOPKINSON & JESSICA POST warp to Mega City One...

Policeman, Judge, Executioner...that is the Mega City One Justice Department's brief. In this post apocalyptic, lawless time, society has gone slightly haywire. Gangs of Juves (juvenile delinquents) roam the oppressive tower blocks looking for rivals to fight, whilst weird cults and cunning serial killers run rampant within a culture bored to death by almost total unemployment. Every aspect of citizen's lives are regulated and the judges enforce the law with an almost psychotic passion.

Mr Mumbles

Judge "Joe" Dredd is the premier lawman of the future megalopolis Mega City One, a titanic figure whose fantastic adventures have been the mainstay of 2000 AD comics for over fifteen years. Judge Dredd succeeded due to an alarming thirst for black comedy amongst its writers and has always been a cut above the contenders (the Punisher, for one). For years the prospect of a Dredd movie has been bandied about, indeed the Robocop movie aped our comic book hero shamelessly some seven years ago, but it was always put on the backburner. Not everyone involved was completely happy about Mr. Mumbles himself (Sylvester Stallone) being nominated as Dredd, but finally after years of rewrites the movie is about to be unleashed on all us patient (yet ardent) fans. And of course no comic book action movie would be complete without a scrolling shoot 'em up to call it's own.

It was no surprise to discover that the game is a two-dimensional scrolling version of what they call "action adventure", but hey, they're the Mega Drive and SNES's stock in trade. The game designers were well aware of the strengths and limitations of the machine and they have produced a quintessentially 16bit game.

The first half of the game is based fairly closely on the movie and involves Dredd trying to clear his name after being framed for murder. Once your reputation has been restored via some hardcore carnage you're back on duty, which is just as well because it's only level six and Mega City One needs you. Perps of all gun-toting kinds await you and some of the final levels are based on the Judge Death saga (note the skull motif of the landscape, very pretty).

Primary & Secondary Objectives

Dredd can walk, run, crawl, climb and jump. And fire a gun of course. Plenty of 'em. Apart from his unlimited general shells, there are nine more weapons to use when you find the ammo. But there's more to this game than keeping your finger on that handy continual fire button. Well, just a bit more. In each level you are given primary and secondary objectives; for example destroy all caches of ammunition, or find Judge Fargo. There are computer terminals scattered around each level and they can be used to get updates on your mission status (like how close you are to completing your objectives), health and ammo status.

In some levels finding and activating the computers is essential to completion...but it's never too hard. And I mean never. Really, I appreciate the effort to lift this game out of the doldrums that are platform shoot 'em ups, but the adventuring aspects are pretty secondary to the firepower. The levels are pretty big and there's some exploring to be done, but the enemy sprites are kind of passive and usually ignore you until you start laying into them, and, well, it's just a bit easy.

All in all, and I know us game reviewers say this a lot, Judge Dredd is okay. Average. The graphics certainly are (though the level set on the scaffolding around the Statue of Liberty is worth a mention - very Planet of the Apes) and the gameplay, while involving the first few times as you explore, arrest and execute, is nothing new and lacks challenge. Still, Dredd is a very cool cucumber and I know some of you will like purging the streets of scum, for a while at least. Remember, break the law and he'll break you - believe it!

MEGA DRIVE



OH RIGHT. CRAP ON JUDGE!



BIG AND UGLY, JUST LIKE SYLVESTER STALLONE



Justice League



Get out those lycra tights (with the undies on the outside), because it's time to go fist to fist with some superheroes. BRIAN COSTELLOE practices his special moves and goes one-on-one fighting...

It seems as though everyone must have a crack at this one on one fighting scene! We have seen the Turtles put in a mixed effort (crud MD version but piping hot SNES cart) and Double Dragon combat titles are out and about. So why not have the superhero dudes in tights strut their stuff at good ol' fisty cuffs with some flashy moves chucked in for the fun of it as well?

Well after playing this I might have a reason why they haven't appeared sooner. You basically have 9 characters to choose from with 3 being "boss" characters (sounds kinda familiar doesn't it?). There's your story or "hero" mode which is a bit sad as there really isn't any story at all. Then you have a Player vs CPU mode, Player vs Player and Options which don't boast anything new to the beat 'em up genre. Hmm, you can tell what's coming, can't you...

Killing Time

After seeing some dude (who goes by the name of Darkseid) give his best impersonation of the Undertaker from WWF without moving his lips (I for one was most impressed with that effort!), you then get to see all the characters icons flash on the screen really fast. Now Sunsoft really know how to kill time with their demos! Now you have Superman (with the all new Michael Bolton look!), Wonder Woman (mmmm, Wonder Woman), Batman, the Flash, the Green Arrow (who?) & Aquaman. Despero, Cheetah (Tina Turner in tights!) and the main man, Darkseid, are your three boss characters and they are selectable in vs Player mode.

Firstly I'd just have to say that I think it's great that Sunsoft have utilised the six button controllers like more companies should. The buttons are laid out in your typical SF2 format with the moves pretty much the same as well. The types of moves here vary from Superman laser beam, Batman's headbutt, Wonder Woman's rope lasso and of course, the Green Arrow's call to fame, his arrow. The speed, even though fairly slow, is fast enough to keep you busy while the difficulty level is very easy which is most unfortunate.

The moves for the characters aren't really that fantastic but Batman's seem to work the best utilising his cape to dazzle opponents! Each character has about 4 or 5 special moves which is OK I guess, but you can't help but want more. Plus the moves don't always want to work either so that adds to the frustration. As far as quantity goes they could have put more characters in there as well. Monotony settling as fast as it does proves this.

Nice Screen Shots

The size of the characters and the nicely designed backgrounds make this one good for static screen shots but unfortunately the animation and movement is nothing extra special. The SNES really shows up the Mega Drive in the detail on both the characters and the backgrounds, but Mega Drivers shouldn't get too upset - the basic game-play is the same. The music is raucous, the sound effects lack and there isn't really any speech to tell of. It seems all the speech went in to the demo itself. Doh!

But in the end it seems that Sunsoft have made a better then average effort at this title but just couldn't deliver the goods in the end. This is a shame because this could have been bucket of fun with all the famous superhero characters. You can't help but want to pulverise Superman a few times but the game doesn't let this become an enjoyable experience like it could have been. What is needed is meatier sound effects, some fatalities (or the like); razzle dazzle special moves, pumping sound track and chunky size characters. In other words get your money together for a Saturn, Playstation or 3DO. Or you could buy Samurai Shodown on Mega Drive if you can find it! There is nothing of interest here, now move along!

SNES

MEGA DRIVE



DARKSEID GOES IN FOR SOME FLAMING FISTING



IT'S THE CLASH OF THE GREENS - AQUAMAN VS GREEN ARROW



BATMAN GIVES BATMAN AN INSIDE LEG INSPECTION



IT'S THE CAT VS THE BAT



ONCE AGAIN, THE MD CAN'T COMPETE WITH THE SNES GRAPHICS



FLASH CAN ALSO GET SOME HOT FISTS WHEN REQUIRED



I THOUGHT SUPERMAN WAS INVINCIBLE...



DON'T TURN YOUR BACK, BATMAN!



I THINK WE'VE HAD ENOUGH SUSS CAPTIONS FOR TODAY...

SNES/MD

Available: NOW • Category: ONE-ON-ONE FIGHTING • Players: 1-2 • Publisher: SUNSOFT • Price: \$109.95 • Rating: TBC

Graphics 79% - Nice touches here and there but just not enough razzle dazzle. The SNES graphics are far more detailed than the Mega Drives. **Sound 61%** - A really bad experience with the music being between dire and dreadful. Once again the SNES comes out a bit better. **Gameplay 74%** - Actually not that bad but needs to have better execution of the moves. And about a tonne more originality... **Longterm 60%** - Quite simply - this is too easy and too boring. **Overall 66%** - Sunsoft have showed that with the right programmers superheroes can kick arse. But not in this game. Get Samurai Shodown instead.

The Death & Return of Superman



SCROLLING BEAT 'EM UP...YOU ALL KNOW THE STORY



MOVE RIGHT - PUNCH - GET PUNCHED - MOVE RIGHT...



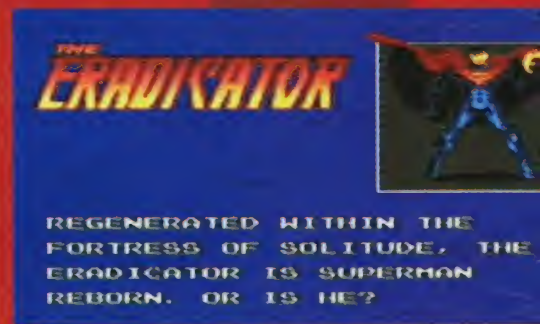
NO WONDER SUPERMAN DIES - HE TURNS HIS BACK ON NASTY PUNKS



SUPES LOOKING LONELY



BOOF! SUPERMAN PUNCHES THE GROUND VERY HARD



REGENERATED WITHIN THE
FORTRESS OF SOLITUDE, THE
ERADICATOR IS SUPERMAN
REBORN. OR IS HE?

ONE OF THE NEW ALTERNATIVE SUPERMEN



BUT HE'S A BIT OF A WIMP...GET UP, LOSER!



STEEL

A. K. A. JOHN
HENRY IRONS,
FORMER SPECIAL
WEAPONS DESIGNER FOR WESTIN
TECHNOLOGIES, THE MAN OF
STEEL HAS PLEDGED HIS LIFE
TO CARRYING ON SUPERMAN'S
LEGACY OF JUSTICE.



AND INTRODUCING STEEL, ANOTHER SUPERMAN



AT LEAST HE CAN STAND UP...

SNES

Available: NOW • Category: SCROLLING BEAT 'EM UP • Players: ONE • Publisher: SUNSOFT • Price: \$99.85 • Rating: TBC

Visuals 34% - A poor, sad pathetic joke really. A five minute bodgy-job for a superhero that deserves better. **Sound 45%** - Biff, boom, crash, bang. In the tradition of everything else here, zippo in the way of interest. **Gameplay 25%** - Oh the pain! It could have been so much more, but with a name like Superman to sell a few truckloads, who needs playability? **Longterm 20%** - Yeah sure. Is five minutes longterm? I think not. **Overall 30%** - A Super Stinker. Boring, dull and very ordinary.

His outfit may not be so cool these days, his powers nothing fancy, but he's Superman and just because of that we love him. It doesn't look like the designers of this game share similar affection though, as this barker just ain't what it should be. BEN MANSILL nips into the phone booth for a once over...

The killing of Superman was nothing less than a blatant attempt to boost falling sales. No self-respecting publication should ever SEX SEX SEX SEX SEX SEX lower themselves to such pitiful SEX SEX SEX SEX attention seeking.

The new game is here, with it's title proclaiming nothing less than the story of the biggest event in superhero history. So does it deliver? In a word - no. In a sentence - yet another imagination-free left to right scrolling pile of crud. Come on guys! have some respect for the Great One and deliver a decent game!

Replacement Supermen

The only noteworthy feature of this game is that it features Superman. The Man of Steel is always a treat to look at, and in the game he's a well drawn and large sprite. Sadly, this is where any game satisfaction ends. The game-play offers absolutely no improvement over Golden Axe's contribution to revolutionary gaming. Your dude rambles from left to right, punching his way through a dull, repetitive and predictable stream of unoriginal baddies.

Vague interest comes by way of the fact that the point of it all is to witness the demise of Supes, with four replacements available to continue the fun. Cyborg, Eradicator, Superboy and Steel are all Superman pretenders, each has a slight variation of the basic set of Super-moves, though the end result is basically just more of the boring same.

And another thing! Call me confused and old fashioned, but wasn't kryptonite the only thing that could kill Superman? I know that as a game it needs the element of danger, but watching my childhood hero being slaughtered in under five seconds by a dirty street kid is a seriously illusion shattering event.

Naturally the point of it all it to take on the most evil Doomsday. He's the incarnation of evil that finally did in the man who leaps tall buildings for fun. He shows up for a brief bout at the end of each level, with whoever wins mattering not one iota - it's just there for show. Eventually Doomsday defeats your man, bringing forth the new improved Supermen. Sadly though, any feeling of fresh gaming is non existent with the game entering its phase 2.

Automatic Combat


Superman's main method of head bashing is the old faithful right hook. Combat is far too easy. Each press of the button brings forth an "auto-combo" sequence where three or four taps produces a flowery array of variety. It makes you look pretty damn skilled, but in reality the whole game is just a mad hammering of the Y button. Supes does have other moves, but using them is simply a waste of time. He can shoot a laser blast from his eyes, but it's so ineffectual you just don't bother. It's also no surprise to discover he can fly, but seeing as 99% of his encounters are with ground dwelling nasties it's only useful as a means of rapid transportation.

Even large, flash sprites can't save this one; the backgrounds are only ever ordinary, the sound's ordinary and the longterm is virtually non-existent. Normally a crappy crud-heap like this would rate only a Byte Size, but it's Superman we're talking about and ill-informed consumers are likely to make a monumental blunder without proper HYPER guidance. You have been warned!



THIS GAME IS FAIRLY DULL...ACTUALLY, IT'S VERY DULL

THE CYBORG



HALF MAN, HALF MACHINE, CYBORG'S ORGANIC PARTS MATCH SUPERMAN'S DNA IDENTICALLY WHILE HIS METALLIC PARTS APPEAR KRYPTONIAN IN ORIGIN. IS THIS SUPERMAN REBUILT?

YET ANOTHER SUPERMAN WANNABE



OH YAWN... WHO CARES?

Brian Lara's Cricket

Brian Lara's a bit of a God in the cricket fraternity and his new game looks like attaining similar reverence. Why? Because it deserves to. BEN MANSILL goes for the centre stump...

"Awwwww, I don't wanna play a cricket game!" - is a phrase you'll have to get used to if you get this game. Make your friends play though, for it's likely your sceptical chums will still be at it as the sun rises. Brian Lara's Cricket is a boomer of a game, notable for being both the only Mega Drive cricket game in existence, as well as being simply the best on any platform - including PC. It's great strength is it's multiplayer appeal, although vs. computer still offers some of the most intense fun you and your Mega Drive can have together.

Willow Whackers

Cricket can be a painfully complicated game for the uninitiated, as the caper goes way beyond just belting the ball and dashing between the stumps. The subtle intricacies of bowling, fielding and skilled batting hook fans for life. Lara's Cricket captures the feel of this rich game perfectly, the blissfully simple interface takes about a minute to figure out, but building your skill will take a hell of a lot longer. This is the secret of a great game, which is exactly what Brian Lara's Cricket is.

All the World Series teams are included, with a reasonably accurate team line-up reflecting the current state of affairs. Choosing your team of willow-whackers and leather-lurchers plays a large part in securing victory, carefully mixing the various attributes of the available players is a delicate process, with as much priority given to bowlers as batsmen. Most hitters can throw the ball around a bit, but selecting specialist bowlers is a fundamental game plan. Leg and off spin, in addition to swingers and fast bowlers must be used carefully if you're to have a chance against the hardest of the three difficulty settings.

Just about any game configuration can be customised, the number of innings and the overs in each, as well as whether or not LBW's are counted, as well as the more important traditional white or coloured pyjamas uniform selector.

Better Than The Real Thing

The games mechanics are relatively straightforward, batting is a simple case of selecting either high scoop or low drive, with the direction pad used at the last second for choosing the most appropriate play. Bowlers first choose the impact point for their delivery, before having to try and stop a rapidly moving slider graph just as it passes over maximum power, then tap the button in a rhythmic motion to mimic the run-up. Spin and swing bowlers also choose the direction the ball twists into after the bounce.

Cricket fans will get right into this one, the variety that is possible with bowling and the adjustable fielding positions mirror the game beautifully. We played this one late into the night, with fans and cricket-haters alike simply never wanting to stop. Indeed, as one mad cricket fan put it, "this is better than watching the real thing!"

Fielding can be a bit tricky, the closest player is automatically switched to, with a huge arrow pointing to the ball in motion. Steering the player to the ball before it rolls on for a four requires fast and accurate direction-pad skill, catches coming to those who are really hot. For the easily frustrated there is an automatic fielding option, although this detracts much from the overall game and should be dispensed with if you're serious about your sport. The satisfaction of returning a ball in time for a run-out should not be missed!

Like the game proper, Brian Lara's Cricket is simple enough to play but requires great skill and patience to master. It may not be the most attractive game on the Mega Drive, but it out-plays most of the pretenders trying to grab your attention with flash graphics and flimsy gameplay.



AUSTRALIA OPENING BOWLERS

Player	Style	Hand	Runs
M.J. SLATER	SWINGER	RIGHT	99
M.L. HAYDEN	OFF SPIN	LEFT	99
D.C. BOON	FAST	RIGHT	99
M.E. WAUGH	SWINGER	RIGHT	38
S.R. WAUGH	SWINGER	RIGHT	38
D.R. MARTYN	SWINGER	RIGHT	99
M.A. HERLY	SWINGER	RIGHT	99
C. McDERMOTT	FAST	RIGHT	29
P.R. REIFFEL	FAST	RIGHT	34
S.K. WARNE	LEG SPIN	RIGHT	24
M.G. HUGHES	FAST	RIGHT	28

WELCOME BACK TO THE SCG...



MEGA DRIVE

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

Visuals 67% - Pretty poxy really, but who gives a damn when it's such a hot play! Player animations could be better, while the grass texture is about as bad as it gets. **Sound 72%** - Funky calypso music actually pumps! Crowd noises are a disappointing white noise, but it's unobtrusive and won't drive you barmy. **Gameplay 91%** - Addictive, demanding, achievable, intense, fierce, evenly-matched, true to life, tough, intuitive, multiplayer perfection, green - a winner. **Longterm 90%** - For sure! After several months, when you finally reach ultimate skill, you can keep it handy for when visitors drop by and you don't feel like talking to them. **Overall 86%** - A classic. Not just because it's the first Mega Drive cricket game, or because it is a cricket game, but because it's an exceptionally hot game - period.

Frontier: First Encounters

There are some games which are so addictive, players are still at it as the sun rises. Not many can keep you hooked so badly a few months later. Elite was one such game and here's the third episode in the classic series. BEN MANSILL enters HYPERSpace...

Back in the dark ages of 1984 a game was released that, quite simply, blew everyone away. That game was Elite. First on the C-64, then the Amiga, it was played and loved by a sizeable majority of owners of those wonderful machines. So just what was its appeal? What set it apart? Sheer size mostly; this was one huge monster of a game. A universe beckoned for the hardy explorer. Planets could be visited wherever and whenever you chose, in any order and according to no particular rules. The player took on the life of a Han Solo type, taking on jobs ranging from assassination to straight trade. With no rules, it ruled.

It returned with much fanfare two years ago as Frontier. Luckily for us, the designers didn't mess with the gameplay, but unfortunately they didn't mess much with the graphics either. Oh well, like we always say, it's the gameplay that counts and this oozed it. Now Elite rises again, this time as Frontier: First Encounters.

Totally Sucked In

The game's premise is entirely unchanged from the Elite's of old. You start a game on your home planet with nothing but a mediocre ship and 1000 lousy credits. The caper is to visit the bulletin boards for missions to boost your coffers. This time round, these screens are accompanied by digitised Poms who recognise the computer game ground rule that no good acting is allowed. They ham it up and add a feeling of reality to the experience. This is important, for the very nature of the game is one of absolute immersion. Like almost no other game, this one sucks you in completely. You don't play Frontier to waste few baddies and rack up the killscore, you enter their world because it's preferable to the one we call reality.

You enter as a normal citizen and have 100% freedom over how you live. An initial decision must be taken as to whether you make a living by way of trade or combat. A blend of the two works well, as does a progression from one to another after the bank balance is a little shinier.

Frontier is the game Privateer should have been. It's nowhere near as pretty as Origin's space free-ranger, but the linear traps Privateer led you into are completely absent. A mightily impressive feature is the fact that while in space you can approach just about any star, and if it has planets, just go in for some atmospheric flight or a landing if it's populated. No transition cut scenes here, just keep heading toward the planet until you hit the ground. No other game I've seen or heard of does this, they all separate space flight from atmospheric by way of cut scenes or instant transitions to the surface. In lesser games the stars and planets are basically there for scenery, in Frontier they are real. What Gametek have effectively done is model our universe. (they say it's astronomically correct) in the distant future.

Upgrades and Add-ons

There are 44 different ships available from the dealer, each of which feature performance compromises according to the sort of game you are playing. Massive behemoths like the Skeet can carry an entire planets stockpile of goods, but handle like a falling brick. At the other end of the scale are spritely skirmishers like the Sidewinder. Ship upgrades are numerous and varied. Many lucrative missions involve running passengers, but only a ship equipped with a passenger cabin can take them on. An interesting add-on is the fuel scoop, and in a highly risky manoeuvre it's possible to refuel by skimming the surface of a star with the scoop deployed!

Combat is inevitable, regardless of the style of play you adopt. It may be with pirates eager to steal your cargo, or local police who have you tagged for unpaid fines. The small and fast moving targets are a serious challenge, so much so that taking the trade route is almost encouraged until you can beef up your ship.

Frontier isn't a particularly pretty game. The best Gametek seem to have achieved with version 3 is the bitmapping of the polygons we grew to love. Nor does it treat you to glorious sound effects, but none of this is important, overriding these shortcomings is gameplay that simply whips the butt of lesser pretenders. Check it out gamers, this is one worthy game.





REAR VIEW DURING TAKE-OFF



REAR VIEW DURING FATAL CRASH...



HYPERSPACE, IT'S ALL AROUND YOU...



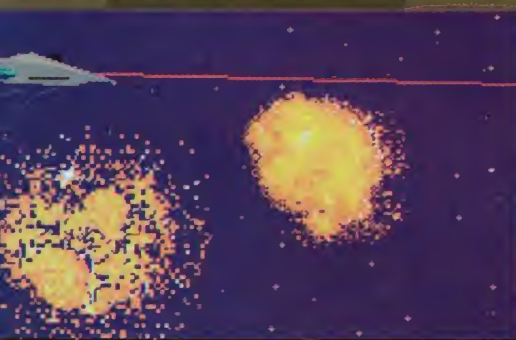
SYSTEM MAP, NOW, WHERE FIRST...



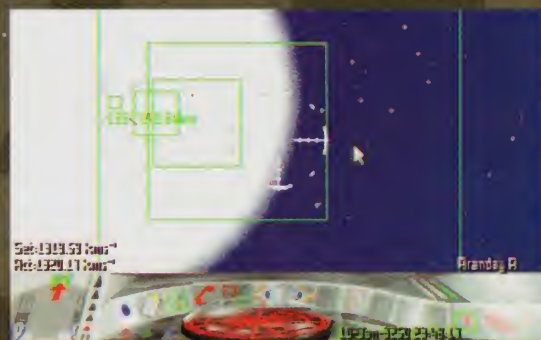
PLANETS MAY NOT LOOK REAL, BUT THEY ARE!



BANISH THE CURSED ELITE DOCKING SEQUENCE!



ORIGIN NEED NOT WORRY, FOR A WHILE



AUTOPILOT INTO A STAR, SMART!



DETAILED SYSTEM INFO LETS YOU CHOOSE CAREFULLY

PC/PC CD ROM

Available: NOW • Category: SPACE SIM • Players: ONE • Publisher: GAMETEK • Price: \$89.95
 Rating: G8 • Min Requirements: 386DX/25; 4MB RAM; S/SPEED CD

Visuals 73% - Not a highlight. The bitmapped polygons look like bitmapped polygons, rather than anything remotely real or attractive. Live with it.
Sound 71% - Not good, not bad. Most of the effects don't seem much different from to the Amiga original. As with the graphics, it's good enough to live with. **Gameplay 91%** - Kicks ass! This is quality gameplay of the highest calibre. Most games try to fool you that their universe is real, but this one is. If you played the original, buy this today! **Longterm 93%** - Absolutely, without a doubt, absorbing, anti-social and dangerously habit forming. If you only buy a couple of games a year, make this one of them. **Overall 88%** - A gem. Prettier graphics would make it the greatest game of all, but for a tiny little company it's a hell of an achievement. A compulsive gaming experience.

Tank Commander



TANK COMMANDERS OR GAME DESIGNERS? WE ASK THE QUESTION



NO PARKING PROBLEMS AT THE BEACH WITH THIS BABY



THE WRONG WAY TO DEAL WITH HARBOUR BRIDGE PEAK HOUR



WE'RE TAKING HITS!



CLOSE QUARTERS COMBAT THRILLS



EVEN THE TREES ARE YOUR ENEMY



MMMM... MINI-MUSHROOM CLOUD!



I'M GONNA FIND ME SOME HARP SEALS!



TANKS FOR NOTHING!

PC CD ROM

Available: NOW • Category: TANK SIM • Players: 1-NETWORK • Publisher: Domark • PRICE: \$69.95 • Rating: G
Min Requirements: 386/DX33; 4MB RAM; D/SPEED CD

Visuals 65% - The graphics are none too flashy but they're workable. **Sound 75%** - An especially pleasing scream effect as you mow down hapless infantry **Gameplay 66%** - Tank games tend to be a little involved but persevere and you will enjoy it, especially in network play. **Longterm 76%** - Networkable... need I say more. **Overall 72%** - Excitement... loaded! Fun... loaded! Mayhem... loaded!

The much hyped Armored Fist was the long-awaited great tank sim. Unfortunately it didn't quite turn out that way. Will the unheralded Tank Commander take the crown? CHRIS WHEELER locks himself inside a steel coffin to find out...

They've been at it for years haven't they? Game programmers desperately trying to produce a tank game that lives up to those subconscious images we keep in our inner brain - great machines of steel and fury, dealing death and destruction to all who would stand against it. Movies like Kelly's Heroes, Battle of the Bulge and A Bridge too Far led us to imagine that a computer based tank simulation would be challenging, exciting and most of all, bloody.

How wrong we were. Team Yankee, M1, Armored Fist; no matter how good they looked somehow there was always something missing. With Tank Commander there still is something missing but fortunately they've substituted whatever it is with the ability to blow the crap out of your friends... yes, this is a networkable tank game. And there was much rejoicing...

Networking Is The Winner

As a one-player game this piece of software is definitely inferior to Armored Fist - graphically and sound-wise the NovaLogic game has the money. AF's gameplay is also better and it feels more realistic, but who can really tell that until you've been crammed into an M1A1 dodging T-80's in Fulders Gap. Although Tank Commander is certainly not unplayable as a solo game - it features some nice graphics (though a bit Stella 7-like), good sound, as well as a well structured campaign which takes you from go to woe, gradually introducing new weapons (HE rounds, AP rounds, laser guided missiles, co-axial machine gun, flame thrower and the like) and more dangerous foes; it is the network ability of the game that is the true winner.

You can either go head-to-head in a one-tank-each scenario battling it out mano-e-mano action-style with the friend of your choice, or you can go tactical and pit your command skills against each other by fighting with a tank platoon (4 vehicles). To facilitate command of several tanks there is a satellite view command screen which allows you to move tanks via setting way points. You can also warp into any of your tanks whenever you wish, taking control of either the commander, driver or gunner.

Cute features include video inserts of your crew (which look suspiciously like fat, bearded game designers) shouting hints and reports to you during the battle, a great helicopter recon option which shows you a helicopter view along a designated flight path (thus allowing you to see behind hills and ridges), and the ability to summon an air strike from an A-10 Tank Killer - though considering you fight in a British made Challenger and given the U.S penchant for mowing down friendly tank columns by mistake, this may prove little comfort.

Kicking Metallic Butt

One last feature that deserves a mention is the incredible intro. Whilst I've seen better graphics in other intros, the excellent direction gives this one a great cinematic quality. Take a look at the opening tracking shot... out of control!

Overall this is not the game we've been holding our breaths for since time began, but then again its not a turkey either. If you enjoy the lonely pleasures of arm-chair tank command, I'd go with Armored Fist. If, however, you think the prospect of sending a sliver of steel flying at over 3000 fps into the armoured body of a close friend sounds appealing, then this game is for you... So, put the boot stomping scene from Battle of the Bulge on the VHS, whack on a black beret and go kick some metallic butt!



Pyrotechnica

Psygnosis is churning the games out and their latest effort mixes Descent with old-skool vector graphics. Who needs realism when you've got psychedelia? Well, there's CHRIS WHEELER for one...

Things start to get a little strange in the realms of computer entertainment when you begin to see clones of clones. First came Doom, then came Doom II, then came System Shock, then came Descent then came Pyrotechnica. If you play each game you can trace one from the other to the other without much difficulty. While this certainly brings into question the various programmer's originality; if their product is good enough and interesting enough, no-one seems to mind. Such was the case with System Shock and Descent; both took a Doom-style interface but added a new aspect to it so as not to bore the gaming public to death. Unfortunately Pyrotechnica doesn't seem to have followed suite.

Strange Alien Complexes

Basically the game is a Doom-style flight simulator in the mould of Descent - with perhaps a little more flight and a little less Doom. Equipped with various weapons you enter strange alien complexes built in the heart of cooling red dwarf stars. Your mission is to rescue a team of soldiers trapped inside (very much like Descent). Once in you must negotiate twisting corridors and tunnels, trying to find your men, all the while getting shot at by the robotic guards set by the alien race.

Some cute features include the wide variety of weaponry - lasers, cannons, mines, grenades radar and infra-red missiles and the like. Every weapon has its use and gamers that play favourites will be strongly disadvantaged. Another nice touch is the fact that the game lets you continue playing from the escape pod. This mini-ship, equipped only with a light laser, can be very useful in completing a level you almost finished with the mothership. The challenge of taking on enemy fighters and robot drones in this pip squeak vehicle is one of the game highlights.

This game's upside is also its down side. Confused? This is a simple style, old fashioned game, perhaps more at home on the Amiga than the PC. It doesn't try for anything new or innovative, it is simply a computer game in the classic tradition. To this end it has a High Score list and the two player option isn't a modem link, it's simply an alternating man setup so you can compete with a friend. The controls are very simple (I suggest playing with a joystick) and its plot is wafer thin. To this end it succeeds in producing a fun (though not amazing) game. The downside of this is obvious; in a world where Doom II, Dark Forces, Wing Commander III and Warcraft exist, you have to take some design risks in order to achieve anything worthwhile. Pyrotechnica takes no risks, it's a game in the mould of a thousand others.

Blocky and Vectored

Whilst the gameplay is good and intuitive, the graphics leave much to be desired - very blocky and vectored - in the style of the cyberspace sections of System Shock. Once you see it you'll understand the Amiga analogy. In a marketplace that includes TIE Fighter and Descent this game seems hopelessly out-classed, but if you happen to like the "obvious computer graphics" aesthetic then you'll be happy. The sound is okay, but really nothing can save a game which presents this badly.

With all that said, the game is fun, and (for the right player) is a welcome return to old-style computer games. Bit of tactics, bit of skill, bit of trigger itch - not a bad day's gaming. For those of us waiting for the next big thing... the wait continues. For myself, I had a little fun zooming around for awhile and doing the laser thing, but really this game left me unsatisfied.



PHOTO-REALISM R.I.P. NOW THIS IS COOL!



SHE'S BREAKING UP CAPTAIN



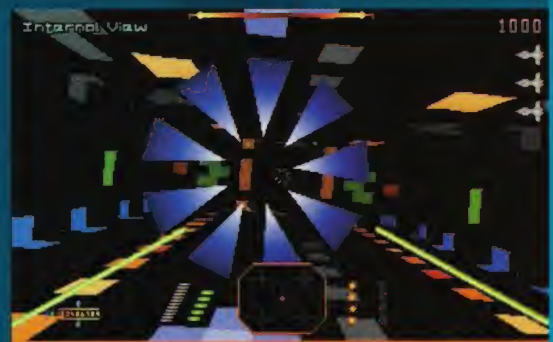
PRETTY COLOURS MAN



NOW I'M REALLY CONFUSED...



OH, NOW IT ALL MAKES SENSE...KINDA



A BIG BLUE STARRY THING



YOU ARE HERE



WHO NEEDS DRUGS WITH GAMES LIKE THIS...



I AM SERIOUSLY LOST...



LOCKED ON!



WHICH WAY IS OUT?



THAT'S NO SMALL MOON...

PC/PC CD ROM

Available: NOW • Category: SHOOTER • Players: 1-2 • Publisher: PSYGNOSIS • Price: \$79.95 • RATING: G

Visuals 60% - Great... for 1990. It's sort of nice to see some "old-skool" graphics again though.
Sound 65% - Nothing either way... **Game-play 72%** - Easy and intuitive. No hassles..
Longterm 61% - Not unless you missed Asteroids... **Overall 68%** - A matter of taste. Some will dig it... others will bury it.

Star Trek: Next Generation "A Final Unity"



EVEN WITH COMPUTER WIZARDRY, ALIENS STILL LOOK HUMAN



THE FIRST ALIEN ENCOUNTER IN THE GAME, KILL IT IF YOU WANT



NOW HERE'S A TEAM READY FOR ANYTHING!



HAND SELECT YOUR AWAY TEAM



NOW THERE'S A STARSHIP CAPTAIN YOU CAN RESPECT



THE SHIP'S COMPUTER HAS A DATABASE OF SUPREMELY COOL TECHY STUFF

PC CD ROM

Available: NOW® Category: ADVENTURE/STRATEGY® Publisher: SPECTRUM HOLOBYTE® Price: \$99.95® Rating: G
Min Requirements: 486DX/33; 4MB RAM; D/SPEED CD

Visuals 92% - Rendered cut-scenes, smooth animation, this game has it all! **Sound 91%** - Superb voice-acting and great sound-effects elevate this game far above other CD adventure titles in terms of style and atmosphere. **Gameplay 88%** - The diversity of gameplay means that it is like three games rolled into one. **Longterm 90%** - Why would you want to stop with the crew of the Enterprise at your fingertips and so many new places to explore. It's time to go where no one has gone before! **Overall 92%** - I like it a lot. A high quality title with enough in the way of gameplay and visuals to keep both hard-core Trekkers and PC adventure gamers happy for a long time.

Yes Trekkers, it's dream come true time! The ultimate Trek game beamed into the HYPER office for this exclusive review. JULIAN SCHOFFEL takes control of the Enterprise...

This game has taken rather a long time to complete, and the question is, has it been worth the wait? In one word: YES. In Star Trek: Next Generation (STTNG) "A Final Unity" you pull the strings of the entire crew of the Enterprise NCC-1701D. All of the lead actors from the TV series reprise their roles in this amazing CD-only release from Spectrum Holobyte. STTNG combines different elements from the genres of strategy, adventure and space combat to create a PC game quite unlike anything I have seen before.

Neutral Zone

The game begins with Riker reporting an unidentified ship speeding through the forbidden Neutral Zone. Data announces that it is a Garidian vessel. The occupants of this Garidian scout ship then implore you to help them elude their pursuer; a huge Garidian Warbird. After beaming the unfortunate Garidians aboard, you now have to deal with the wrath of their pursuers. As Captain Picard you must decide whether you will use diplomacy or force; if you're too nice the Captain of the Warbird will try to blow you away, if you're too aggressive you get the same result. It's decisions like these that give STTNG a decidedly non-linear style.

The game is incredibly detailed and gives you access to voluminous amounts of Star Trek related information. From the Bridge you can issue orders to the likes of Riker, Troi, Worf and Data, or you may just decide to jack into the ship's computer to find out about anything from Romulan eating habits, to the atmospheric composition of that planet you were thinking of visiting.

While there is an underlying plot, which concerns the alleged existence of a Fifth Scroll of particular importance to your Garidian guests, you're not locked into one path of play - the game allows you to travel to a huge variety of destinations in your search for relevant information.

Klingons On The Starboard Bow

What sets STTNG apart from most other games of this type is the comprehensive degree of control you have; in space combat situations you configure the shields, designate which weapons you want to use, you can even choose which characters you want to send on Away missions. The game features a variety of different interfaces; the one onboard the Enterprise is fairly reminiscent of many strategy games where you use a combination of menus and sub-menus depending on which of the ship's systems you are manipulating. Whereas when you embark on an Away mission, you use a fairly standard point and click interface to control the members of your team.

The graphics of STTNG are quite stunning. If you have the hardware you can run the cinematic cut-scenes in letterboxed SVGA. Most of the backgrounds in the adventure sections of the game appear to be rendered, so they also look fantastic. Character animations are smooth and very detailed (right down to the smallest wrinkle and bump on Worf's forehead).

One of the strongest aspects of the game is the quality of the voice acting. Let's face it, so many CD games are let down by crappy acting, but fortunately STTNG is not one of them. Obviously having the budget to hire the actors from the TV series to do the voices has helped things considerably. Other miscellaneous sound-effects are also good with the soundtrack being of a similar quality.

Guns and Diplomacy

STTNG is a huge non-linear game. There is no single pre-determined route that you are forced to adhere to. You are permitted to follow your instincts and explore new parts of the star system. Exploration usually results in contact with new characters and a subsequent Away mission. While these missions are of the usual Star Trek variety, their successful completion hinges on the skills of the team you picked, so don't send Worf on any diplomacy related excursions!

To date, this is easily the most successfully executed Star Trek game I have played. The combination of great voice-acting, excellent visuals, atmospheric sound effects and diverse gameplay makes STTNG a must for fans of this phenomenally popular sci-fi series and will probably serve to make new initiates of those who aren't.



MY FAVOURITE KLINGON



PATRICK PHONES HOME



REAL ACTUAL PRETEND ENTERPRISE COMPUTER STATIONS





Star Trek: Next Generation "A Final Unity" - continued



THE MEAT OF THE GAME. ADVENTURE INVENTORY-STYLE



BATTERIES NOT INCLUDED...



THE WORLDS BIGGEST WISHING WELL



THAT'S THE NICEST HOLOTABLE I'VE SEEN ALL DAY



PICK UP STUFF FOR YOUR INVENTORY. YOU MAY NEED IT NEXT WEEK

DEPUTY EDITOR'S LOG, STARDATE 1995.20.62

A Final Unity is not so much an adventure game; that would be too ordinary, too mundane. Instead, it aims far higher and achieves its goal admirably. This game is nothing less than a complete Enterprise-sim. There are no practical restrictions on how you use the awesome power at your disposal - you can go anywhere, kill anything or simply cruise the cosmos.

The on-board locations are both beautiful and functional, conveying a sense of really being a part of the ship and crew. The real actors voices also make you feel like part of the team. If you're into Trek technology rather than personalities though, relax because the comm screens are some of the sexiest techy-stuff you're likely to have on your monitor.

Aside from the character control, A Final Unity reminds me (in a happy nostalgic way) of the classic Lightspeed. Just you and a huge starship free to go anywhere in a vast galaxy. Still, the game does have work for you to do, the questing aspect avoids the dreaded linear approach, but at the end of the day it's still their script you're playing to, not yours. It's disguised well though, with a frighteningly genuine feeling of actually being immersed in an episode of Next Gen - for the first few hours at least.

Let it be known that I hate adventure games, this one though has a magnetism that's sucked this reviewer in helplessly. The game has an unimposing warmth, yet provides massive scope and complexity. *Play long and prosper.*

Commander Ben Mansill



hyper@ctive

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Seal of the Pharaoh



3DO

Available: **NOW**
 Category: **RPG/ADVENTURE**
 Players: **ONE**
 Publisher: **PANASONIC**
 Price: **\$84.00**
 Rating: **TBC**

Oh dear. In all my days as a freelance games abuser, never have I come across anything quite so dreadful as Seal of the Pharaoh. Sure I hated Dragon and the mere mention of Mickey and Minnie's Great Circus Adventure is enough to send me into a depressive fit, but this "game" ("waste of time" is far more apt) really takes the cake. It's a role playing game that is so basic, so dull and just so downright stupid, that words cannot describe the feeling of utter revulsion I got when I played it.

Why? Well because we're talking about a 3DO game here, not just a dodgy PC shareware game or a sloppy movie tie-in for the 16 bitters, but a game for the new generation, high end console nirvana that's supposed to be happening. The competition is supposed to be so tight that no one can afford to put a foot wrong and here we find Panasonic trying to foist this load of donkey doo on us as a new high in adventure gaming!

Seal of the Pharaoh is a characterless trawl through a series of tunnels looking for something that by the second attempt I just didn't care about. The action is very primitive, akin to a lot of the console RPGs. You walk along a roleplaying procedure of initiative, combat rounds and random number generated "to hit" probability. Now, I'm not against this system of combat resolution but when that is all a game has to offer then you know something's wrong. Occasionally, an item appears or a non player character turns up to give you a clue but for the most part it's walk, fight, yawn, and so on.

Even with the 3DO's supposed CPU beef this game looks like some dodgy homemade shareware game that you might pay 10 bucks for. It has that late 80's computer animation feel to it (like the stuff they used to show on Quantum), lots of spherical conglomerates trying to pass themselves as monsters and a seriously dull tunnel landscape as a background. The sound effects and voices are reasonable but unremarkable and overall the nicest thing I can say is that, as an experience (for this is what 3DO game's are meant to be) it is at best bland.

Look I don't want to talk about this "game" any more. Just don't even touch this bodgy piece of shit. You might catch something.

VISUALS

40

SOUND

40

GAMEPLAY

10

LONGTERM

1

OVERALL

5

Wicked 18



3DO

Available: **NOW**
 Category: **GOLF**
 Players: **1-4**
 Publisher: **T&E SOFT**
 Price: **\$84.00**
 Rating: **TBC**

All self-respecting sports fans love their golf games. The problem for developers is that, basically, a golf game is a golf game is a golf game and with the level of gameplay we now have, all the extra features that they stick in to entice us are pretty much window dressing. Sure, more players, more courses and more stats are all good things but whether they're enough to make us fork out for a new game when we already have a good one is another matter entirely.

And so to Wicked 18, the first 3DO golf game I've seen, and the first in a new genre: Sword & Sorcery Golf. Yes, along with a personal caddy and polite crowd, you'll be faced with deep gorges, dangerous volcanoes and perilous precipices (precipii?). And that's not even mentioning the mysterious bits of earth that hang in the sky. Hey, if you thought saving the princess was difficult you ought to try playing the first nine in even par!

No longer satisfied with those regulation golfing sims? Get ready for Extreme Golf! Well that's the theory anyway, and while there's no doubt that floating mountains and lakes of fire make the average round somewhat tougher, there's still probably not enough here to send you racing for a copy.

It plays well (like virtually every other golf game) and there's plenty of detail in terms of shot selection, stance, fade and ball lie to keep even the most diehard fan happy, but it really isn't revolutionary. To be fair, it's hard to imagine how a golf game could be revolutionary and there are some nice touches: talking caddies, good speech on the hole summaries and the ability to save your favourite shots for posterity are among the best. On the other side of the ledger, the absence of overhead view and the limit of one course are features you'd criticise in a cart, and to be honest, some of the graphics aren't much better either.

Bottom line is that you'll enjoy this if you've got a few friends over but it's not a whole lot better than golf on the 16bitters, even with geography that's literally based on Hell.

Stretch Armstrong

Game supplied by Sprint Electronics.

VISUALS

74

SOUND

70

GAMEPLAY

70

LONGTERM

60

OVERALL

68

The Lord Of The Rings



SNES

Available: **NOW**
 Category: **ADVENTURE**
 Players: **ONE**
 Publisher: **INTERPLAY**
 Price: **TBA**
 Rating: **TBC**

If you've ever read J.R.R. Tolkien's fantasy masterpiece The Lord Of The Rings, then you'll know exactly the sort of vast, gloomy landscape and mysterious atmosphere that the book conjures up. Unfortunately, this doesn't make for a very exciting game. In fact it makes for a very slow, tedious game. With sprites the size of matchsticks, menu-hopping that moves from screen to screen as slow as a drugged-out snail and simplistic object collecting, this potential corker is flat, dull and terribly frustrating. The game looks very nice with huge, lush landscapes — sometimes covered in early morning mist — with the menacing soundtrack quivering beneath. . . it captures the book's atmosphere quite well. The problem is that these "landscapes" seem to stretch on forever. Your little Frodo is rather slow. Sometimes you're looking for one measly object (so as to satisfy the game's linear approach). And whilst you're wandering back and forward across the vast "gaming areas", there's nothing to do! Maybe a few wolves jump out at you, but the majority of the time is spent walking Frodo across endless screens of. . . nothing. Maybe this captures the book's sense of desolation a little too well.

You can pick up friends along the way, but they do very little except get killed by pissy snakes and bats that you could have fought off with your pinky. When it comes to the inevitable swordplay between you and countless goons, the whole thing is rather sad. Frodo can "thrust" and "parry" and he's slow at it too. Quite simply, this game doesn't come close to other action/RPGs available such as good old Zelda or Secret Of Mana or even Shadowrun (when is that sequel coming out anyway?). There's a decent enough game in there, and it will probably satisfy Tolkien freaks, but on the whole it's a bit of a disappointment. Sniff.

Eliot Fish

VISUALS

71

SOUND

79

GAMEPLAY

68

LONGTERM

80

OVERALL

70

Knights of the Round



SNES

Available: **NOW**
 Category: **SCROLLING BEAT'EM UP**
 Players: **1-2**
 Publisher: **CAPCOM**
 Price: **TBA**
 Rating: **TBC**

OK, here's what Knights of the Round is all about: you walk from left to right, hitting anything in your way with a big sword. Doesn't that sound like fun!

To spice the action up even more (as if that was possible!), you can choose from one of three characters to do your rampaging with. Cool huh? There's Lancelot, Percival and Arthur to choose from. The first two are better at either speed or strength, while Arthur is an average at everything fighter.

Think that's awesome? Well check this out! After every dozen or so little baddies, a big baddie fronts up for a bigger and longer lasting battle! Phwoar!

Why do they still bother making games like this? Playing it is so screamingly dull, that you have to feel pity for the poor programmers whose time was so criminally wasted.

The graphics are your standard Capcom formula; bright and blocky sprites set against a pasty background. The bad guys have been randomly picked from Capcom's Big Book of Medieval Sprites, and the music is so bland you won't even notice it (which is a good thing).

The action conforms rigidly to the tried and tested approach we know and hate; each fighter gets a basic close range attack, a jumping attack and a whopper screen clearing move - the latter only able to be used a few times each level.

So, if you like your games boring and uninspired, with more than just a touch of formula, then Capcom's Knights of the Round is the game for you.

Ben Mansill

VISUALS

40

SOUND

55

GAMEPLAY

25

LONGTERM

10

OVERALL

30

King of Dragons



SNES

Available: **NOW**
 Category: **SCROLLING BEAT'EM UP**
 Players: **1-2**
 Publisher: **CAPCOM**
 Price: **TBA**
 Rating: **TBC**

Way hey! It's another left-to-right scroller from the old reliable Capcom template. Like Knights of the Round, King of Dragons tries very hard not to do anything new, instead relying on the formula Capcom reckon we love.

For designers, knocking off one of these dullards is work done in a rush and mostly on auto-pilot. A few will get sold, a few more rented, with a few more dollars in the Capcom coffers. They know it won't make any top-ten charts, but they did their maths and saw a profit. So it is and will always be.

This bout features a choice of five fighters, each has special weapons and strengths, although the basic controls and moves remain the same for all. Playing this straight after Knights of the Round was a confusing experience. It's as if only the graphics were changed; the moves and controls are identical, as is the general feel of the game.

The setting is medieval/fantasy, with most baddies of the mutant orc variety. The interest factor is kept marginally above rock-bottom by way of the many bonus power-ups, the most novel of which is a floating orb that wastes everything in sight when it's shot.

In two-player mode the game may just hold your interest for an hour or so, but that's about it. Our Advertising Sales Director's five year old son visited while we were playing, we left him with the game but after just a couple of minutes he wandered off. "Don't you want to play anymore, Damien?" we ventured. "Nup! This game's boring!" We'll leave it at that I think.

Ben Mansill

VISUALS

50

SOUND

55

GAMEPLAY

20

LONGTERM

10

OVERALL

30

Speedy Gonzales



SNES

Available: **NOW**
 Category: **PLATFORM**
 Players: **ONE**
 Publisher: **SUNSOFT**
 Price: **TBA**
 Rating: **TBC**

Have you ever paused to think were the video game genre would be without the device of the kidnap? How many games have you played where someone (usually a princess - what is it with this monarchist crap?) is kidnapped and you must save them? It may well be that Patty Hearst (famous kidnap victim - Ed) is the most influential figure in games today. Sadly, the princess never does an ideological backflip and blows you away when you arrive to rescue her, but that's another story.

If you're struggling to divine the relevance of all that (and why wouldn't you be?) you'll be happy to know that the kidnap-as-substitute-for-a-plot features in Speedy's new adventure. All the mice in Speedy's village are kidnapped by Los Gatos Bandidas ("the cat burglars" if my Spanish serves me) who are basically Sylvester the cat and a couple of other feline roughnecks. And, after being alerted by good old Slowpoke Rodriguez (surely you remember him?), Speedy must save them using his rat cunning and his...well...speed.

Even with such a thrilling prologue I must admit I had my doubts about this one, but it's not nearly as horrendous as it could have been. Any positive comments about the game must be seen in the context of the game as a bog standard platformer, but there's plenty of bog standard platformers worse than this one. It's colourful, relatively fast (though not exactly "speedy") and the better than average sound features a healthy dose of "Arriba's" and "Gracias's". Those who rent may like it more than they expect, even if it is dead easy, and the kiddies (bless 'em, bless 'em) will probably love it.

Stretch Armstrong

VISUALS

75

SOUND

78

GAMEPLAY

75

LONGTERM

60

OVERALL

72

Bonkers



SNES

Available: **TBA**
 Category: **PLATFORMER**
 Players: **ONE**
 Publisher: **CAPCOM**
 Price: **TBA**
 Rating: **TBC**

Bonkers is a police-cat Disney character who throws bombs everywhere, collecting police badges and avoiding grumpy guard dogs and monkeys with a mean curveball. Hey, it may sound stupid, but actually it's a very fine platformer. In fact, I'd even go so far as to say it's a very fine platformer. . . indeed. Looking as lovely as only Disney-inspired platformers can look, Bonkers packs a mean sense-of-humour and a rip-snorting, jolly-good platforming romp. Combining elements of Mario, Sonic, Bubsy, the Mickey Mouse series and er. . . some other platformer that I can't quite place, Bonkers is a jack of all trades, good for stealing lots of little bits of each great platformer and including few of it's own cute twists and turns, but lacking in the originality stakes and certainly nothing gobsmackingly brilliant.

I laughed. Not at the game, but at the continue screen. You're told a joke by a goldfish in an overcoat and if you choose to laugh (he smiles and bows) the game continues. If however, you choose to ignore his pathetic attempts at humour, it's Game Over and the theatre promptly explodes. I predict you'll be continuing quite a bit, as Bonkers is certainly not a skip through the local tulip field. It's quite tricky in spots and there's a healthy dose of that rare additive — variety. Hopping, dashing, bomb-hurling and interacting with funny objects are all the go.

The game is visually almost cartoon perfect, except that Bonkers doesn't animate or control as well as other Disney game characters have. The timing is a bit sluggish and takes a bit of getting used to, but soon you'll be wrapped up in solving the tricks and conquering the levels that it will be second nature. There seem to be a lot of hidden depths to this game that you'll no doubt plunge after you've finished it, secrets that are not obvious at first but need a bit of experimentation to be solved. There's enough fun and games in this platforming experience to keep you happy for days, maybe weeks. Definitely give it a rent, you might even want it for keeps.

Eliot Fish

VISUALS

83

SOUND

78

GAMEPLAY

81

LONGTERM

79

OVERALL

80

International Superstar Soccer



SNES

Available: **NOW**
 Category: **SPORT**
 Players: **1-2**
 Publisher: **KONAMI**
 Price: **TBA**
 Rating: **G**

Full marks to Konami's marketing department on this one. While everyone else took advantage of last year's World Cup to release all manner of soccer carts, they've waited until now to release their effort — and a very fine effort it is too. Still, no one really gives a toss (or is that a throw-in?) about soccer right now, so International Superstar Soccer (nice name it is too — descriptive, yet enticing) is bound to get less attention than it actually deserves. It's a Byte Sizer after all.

Lack of hype aside, this is an excellent game. In fact, it's probably one of the best soccer carts currently kicking around (Soccer Game Pun Number 234) for the SNES. It even challenges both FIFA and Sensi Soccer — but I really can't adopt too authoritative a tone with that claim. All I can say is that I've enjoyed my time with it thoroughly.

Going for a fairly tight, side-on perspective has given the designers more room for bigger sprites and slicker animation. The down-side is you get to see less of the field at any given time, but a good on-screen "radar" largely overcomes the problem. Better still, the controls (particularly the passing) are excellent and the feel is just about spot on.

More pluses: the sound is fine (your basic crowd noises and things with some sparse commentary — "Kick Off", "Yellow Card" and the like); the players actually look like real players (I could spot Roberto Baggio's ponytail or that Columbian mid-fielder's afro anywhere) even though they don't have their real names; and there's options a' plenty (single games, tournaments, practice drills and the very unusual "Scenario Mode" — "Argentina is 3-1 down and reduced to 10 men with only two minutes to play. Can you win?"). Minuses: no four-player option or battery save.

As always, it all comes down to the gameplay and International Superstar Soccer shines out like an oasis in a desert of mediocrity. Feel? It feels better than James Brown and certainly better than your second cousin.

Andrew Humphreys

VISUALS

89

SOUND

79

GAMEPLAY

91

LONGTERM

90

OVERALL

90

U.S.S. Ticonderoga



PC CD ROM

Available: **NOW**
 Category: **STRATEGY**
 Players: **ONE**
 Publisher: **MINDSCAPE**
 Price: **\$39.95**
 Rating: **TBC**

There is a game genre that may as well be known as the NATO/Warsaw Pact conventional and nuclear strategic and tactical naval warfare sim. It's been with us since not long after the dawn of gaming, and has been ruled for almost as long by the indescribably perfect Harpoon. Lesser pretenders like Aegis give it a fair shot, but only Harpoon has offered the gamer a realistic and playable representation of WWII.

Now from Mindscape comes U.S.S. Ticonderoga, it centers around the workings of the said ship, which is specifically designed to provide an umbrella for carrier groups against missile attack.

Ticonderoga is more of a ship-sim rather than a strategy game - much like Seawolf. This is where the games shortcomings lie as, by it's very nature, the game is spent entirely at the C.I.C (Combat Information Center) screens, where maps show current contacts and where your attacks are launched. The unhappy problem is that the game is bulked-out by convoluted screens, which are supposed to convey the impression of physically travelling around the ship. In the heat of a multiple missile attack, the last thing in the world you want is to slowly navigate your way from the bridge to the C.I.C. There are hotkey shortcuts, but using them (which is essential) defeats the purpose of the game.

The actual C.I.C screens are pretty awful, which is a shame since they are the last hope for any gameplay. Launching attacks and defensive actions is something you need to do in a hurry, but wouldn't want to due to the poorly designed interfaces.

To play effectively, 95% of the beautiful screens must be ignored, with what's left a let down. Suitable perhaps as a training-wheels introduction to the genre, the best course of action though, would be to leave it on the shelf and admire the pretty box from a distance.

Ben Mansill

VISUALS

90

SOUND

87

GAMEPLAY

45

LONGTERM

40

OVERALL

65

Alien Breed - Tower Assault



PC CD ROM

Available: **NOW**
 Category: **ACTION**
 Players: **1-2**
 Publisher: **TEAM 17**
 Price: **\$89.95**
 Rating: **M**

At first glance you'd think Team 17's latest offering takes their original Alien Breed concept and infuses new blood into the game by adding better gameplay, more creatures, and yes, even a plot. Well, they sorta half got there but before I begin slugging off the game (really, it's not that bad) let me tell you a little bit about it.

You're a space marine intercepting a distress call from a mining colony on a remote planet - something about an alien attack. You and your team go to the rescue, but your dropship crashes and you are stranded on the planet. The only way out is find the source of this evil, and kill the Alien Queen and maybe save some colonists along the way. Sound familiar? Yeah, unfortunately the game tries desperately hard to be an Aliens clone, with the opening sequence (actually quite good SPFX if you bother sitting through all 10 minutes of it), the storyline - and heck even the aliens themselves look like Geiger spawn. The result being that little originality is devoted to concept and gameplay. Shoot anything that moves, pick up medikits, save colonists...yaaaawwwwn.

Any good points? The top view perspective makes the gameplay pretty easy to figure out, and it can be played with a mere 2-button joystick (although I found a gamepad was slightly easier). Two player action is a lot of fun - even if you're side by side, not over modem. The graphics are adequate for a bird's-eye view game, with the plethora of slaughtered miners and the sounds of aliens munching on civilian cadavers adding an unnecessary gore element we have grown to love.

Any really bad points? A couple. The copy protection is a real hassle; it's one of those photocopy proof black sheets with hundreds rows of numbers that I though would be phased out with the introduction of CD-ROM. I mean guys, really, I don't think that many of us have acquired CD-Recorders as yet. Just one other thing - if you can figure out how to exit the game you're a better gamer than I.

In the end, it's a simple game to play which will leave you either enjoying the mind-numbing qualities of a basic shoot-em up for a while, or like me you'll quest on for something a little more cerebral.

George Argy

Super Street Fighter 2 Turbo



PC/PC CD ROM

Available: **NOW**
 Category: **BEAT'EM UP**
 Players: **1-2**
 Publisher: **CAPCOM**
 Price: **\$89.95**
 Rating: **N/A**

The PC community has long been spared the addictive madness that is Street Fighter 2, thanks to the awful conversion of the basic game. Now the honeymoon is over, Super Street Fighter 2 Turbo is here to steal away those few remaining hours in the week which you force yourself to spend with family and friends.

Alongside the Mortal Kombat series, SSF2T dominates the arcade and console beat 'em up scene. Why? Awesome gameplay and supreme violence, a simple recipe really. Where MK uses digitised actors, the Street Fighter games have always stuck to the colourful computer sprites which have an unmistakable "Capcom style".

Controlling the fighters is not so much a case of moving a representation of a person around, instead the idea is to risk RSI and fire a sequence of complicated commands through the control pad, with the sprite hopefully coming up trumps in the ensuing flurry.

The "Turbo" edition adds a few new features, the most significant of which is the addition of a power bar at the bottom of the screen. This has nothing to do with the all-important health meter; its function is to charge up power for devastating special attacks. Another Turbo special feature is the adjustable speed setting. True SF2 masters play on the fastest Turbo setting, it's unbelievably hard but Street Fighter is a game of pure skill and the speed selector lets you up the pace as your skill grows. The PC version includes the ability to play as the mighty Akuma, with the arcade and console cheats carrying over as well.

To coincide with the games release, hardware distributor Westan is bringing in the Phantom 2 joystick for the PC. It's the world's first 6 button pad for the PC and is essential if you're serious about your Street Fighting. You won't need one if you have four hands, but to get the most out of this excellent game you'll need to be as well equipped as your console brethren.

Ben Mansill

VISUALS
64
SOUND
58
GAMEPLAY
56
LONGTERM
45
OVERALL
56

VISUALS
80
SOUND
81
GAMEPLAY
88
LONGTERM
85
OVERALL
85

The Daedalus Encounter



PC CD ROM (Windows)

Available: **NOW**
 Category: **ADVENTURE/PUZZLE**
 Players: **ONE**
 Publisher: **VIRGIN**
 Price: **\$89.95**
 Rating: **G8**

The Daedalus Encounter is a huge 3 CD game from Virgin. It stars Tia Carrere (Wayne's World, True Lies) and features over two hours of live action footage. I'm sure that if you're anything like me though, you don't give a rat's ass about how much 'live action footage' it contains. After all, if we want to watch a movie we hire a video. The most important aspect of any game is gameplay and unfortunately in this area The Daedalus Encounter has a fairly serious case of 'Critical Path' disease.

The Daedalus Encounter is a sci fi game and your character is a crew member on a surplus ship; the Artemis. While Tia Carrere plays one of your fellow crew members, don't buy the game hoping to mastermind a romantic interlude with her (as in Wing Commander 3). Unfortunately your character has had a nasty accident (prior to the start of the game) which resulted in some minor surgery...OK, it's not so minor; the only part of you they could save was your brain, which they transplanted into a life support system. So unless Tia Carrere wants a very cerebral relationship, you're on your own, champ.

I'm afraid this game is another of the "push button at exactly the right moment and watch cinematic sequence" variety. In fact The Daedalus Encounter is really nothing more than a lot of footage of Tia Carrere mincing around in a commando outfit pasted together with some Bioforge and 7th Guest type puzzles.

While the animation and live action footage is of a very high standard it just doesn't compensate for the player's limited interaction with the gaming world. The game runs in Windows only which means that things can get a little unstable if your video card drivers aren't fairly stock standard. I ran the game using a Number 9 PCI graphics card and it kept crashing at regular intervals; very irritating.

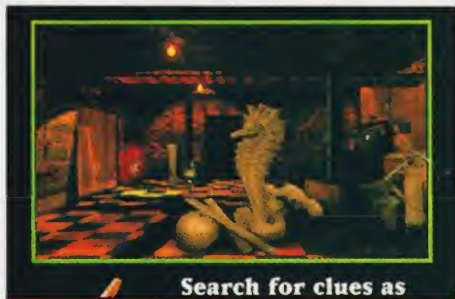
All in all I was disappointed with The Daedalus Encounter. If it was released two years ago it probably would have been a huge hit, but because most of us have seen CD games with fancy graphics by now it has probably 'Myst' the boat.

Julian Schoffel

VISUALS
90
SOUND
80
GAMEPLAY
55
LONGTERM
60
OVERALL
60

Are You Afraid of the Dark?

The Tale of Orpheo's Curse



Search for clues as

PC CD ROM

Available: **NOW**
 Category: **ADVENTURE**
 Players: **ONE**
 Publisher: **VIACOM NEW MEDIA**
 Price: **\$64.95**
 Rating: **G8+**

While it seems strange, even ridiculous, to have a horror game which is rated G (gee, Mickey I seem to be tripping over my own intestines), Viacom have decided to take the chance and produce The Tale of Orpheo's Curse, the first in a series of Storytelling adventures in the Are you afraid of the Dark? series.

You play two standard American kids (ala Goonies) who must venture into the haunted Orpheo theatre as part of an initiation into a horror club called the Midnight Society. Succumbing to peer pressure, Terry and Alex venture into an old vaudeville theatre to unlock the various mysteries within. The plot unravels as you explore, finding various items and listening to stories from the numerous ghostly denizens... are you scared yet?

The game interface is a standard point and click routine, with the cursor changing shapes as it moves round the screen depending on whether you can interact with the item/situation beneath it. At various times in the story you play either both Terry and Alex or one or the other. The plot can be resolved in several ways; some satisfying, some not - and your own story can end at any given time (like a Choose Your Own Adventure book) depending on what decisions you make.

The graphics and sound of the game are good but you will have seen and heard better. My main problem with it is that for a horror game it doesn't have much atmosphere - you never really feel scared. I realize that terrifying a generation bought up on Freddy and Jason may be difficult but I would have liked at least a spine shiver or a bit of a chill.

This game might prove okay for those who want to initiate younger siblings (or offspring) into the joys of horror with out pissing off their parents, but for us grown ups the average episode of Scooby Doo will prove more terrifying.

"And I would have succeeded if it wasn't for you pesky kids..."

Chris Wheeler

VISUALS
64
SOUND
67
GAMEPLAY
72
LONGTERM
58
OVERALL
61

Might & Magic: World Of Xeen



MAC & PC CD ROM

Available: **NOW**
 Category: **RPG**
 Players: **ONE**
 Publisher: **NEW WORLD COMPUTING**
 Price: **\$89.95**
 Rating: **N/A**

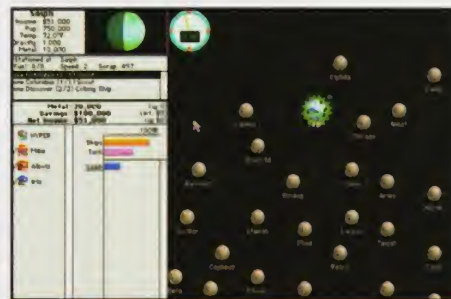
The Might and Magic series has been around for years, appearing even on the SNES, and it's finally been souped-up and stuck on a CD-ROM. Nothing much has changed. World Of Xeen is the classic Might & Magic game engine with a few fancy bits thrown in to make it look and sound prettier. This is perfect though, for the "novice" gamer. Hard, cynical, thoroughly experienced gamers like myself will tire quickly with it's repetitive formula and simplified level of character-involvement. The 3D view of Xeen, still doesn't scroll but steps and some of the routines (such as fighting) are even slower than they were on the SNES Might & Magic III. All the characters talk, but they appear to you in a tiny little box the size of your thumbnail and they look like they were drawn on a Commodore 64. But gripes aside, the gaming area is quite huge and it takes a while for your characters to get their act together so the going is evenly paced (maybe a bit slow for some). As you move about, you'll receive a number of quests which will gain you experience points on completion, priming your band of adventurers for the fulfilment of their ultimate goal. And what is that exactly? Well, with World Of Xeen, you actually get 2 worlds — The Clouds of Xeen and The Darkside of Xeen — each with their own goals and one final mission which involves travelling in between the two.

There are some nice cinematic sequences, though I think "cinematic" is rather generous term in this case compared to other CD-ROMs on the market. Still, for Mac owners, this is some of the best RPGing you can get (because the Ultima series is probably never going to arrive), but for PC owners — unless you're a big Might & Magic fan — there are some CD-ROM RPGs out there that makes this one weep. It is addictive and well designed though, so your money certainly isn't wasted.

Eliot Fish

VISUALS
80
SOUND
72
GAMEPLAY
79
LONGTERM
82
OVERALL
79

Spaceward Ho!



MAC

Available: **NOW**
 Category: **STRATEGY/CONQUEST**
 Players: **1-19**
 Publisher: **NEW WORLD COMPUTING**
 Price: **\$59.95**
 Rating: **N/A**

"Will keep you entertained for hours and hours!" That's what it says on the back of the box. And you know what? It's true. Because unless you have the privilege of playing this game over a network with other human opponents, this game's longevity is going to be in the "hour" department. Not the "week" department or the "month" department. Really just a piece of nicely packaged shareware, Spaceward Ho! is a solid strategy/space conquest game that's all done with menus. Yawn. It's fun for about as long as it takes you to figure it out and conquer a few planets, but I doubt very much that anyone would come back to this game for future sessions. Unless of course, as I stated earlier, that you can play it over a network with a lot of friends. That's when this game would really shine.

The goal is to conquer the galaxy by populating planets and mining for metal. Of course, you have to build a variety of ships to do all this with too. From fighters to colony ships, you have to figure out where to spend your cash to get the best results. Playing with the bar charts and pie charts is how you adjust your spending. It doesn't get much more complicated than that. Simply hop from planet to planet, terraforming it to make it hospitable for your colonists, and fight when it's necessary. It's a basic yet addictive concept. Every game has a different selection of planets with different gravity and temperature ratings, making for an endless strategy challenge for serious conquerors. The fun is in the network play, sending evil messages to your opponents, or all ganging up on the poor sod who's got something that everybody else wants. The computer can play a clever game, but it has NO character. It's almost like MOOing with computer generated personalities. For a while it's fun but that fades rather quickly and the only saving grace is the potential for the unpredictability of human opponents.

Eliot Fish

VISUALS
40
SOUND
55
GAMEPLAY
74
LONGTERM
52
OVERALL
59



Dark Forces

Continued



New Enemies - Phase One Dark Trooper

Tips - get good at jumping.

Level Guide

From the LZ jump down to the ground level of the complex. You'll have to fight a long running battle with dozens of Imperial troops and droids as you traverse the length of the complex searching for the entry elevator. At the far end you should find it. After entering the elevator the trip through the complex is quite routine. Although dangerous I don't need to provide you with directions as the path is completely defined. Walk through the mine until you get to the grinding room that has the column moving up and down. Jump onto the column and ride it to the bottom. Near the base there is a door in the side wall; jump from the column through this. An extended section of corridor now needs to be travelled. You'll have to negotiate some deadly grinding pits along the way until you

get to an intersection. Go left here and right at the next junction and you'll come to a drop-off with the blue key visible in an alcove a short jump to the left. Jump across and get the key, then backtrack back to the first intersection, taking the new path till you get to the door. Follow this corridor until it comes to a grinding pit. Jump into this and follow the corridor till it comes to a drop off. Jump across to the metal grid jutting into the chasm from the left. Enter the corridor and follow it till it ends in a drop-off. Walk slowly off the right hand side of the corridor - don't worry, there's a ledge below you. Jump from this ledge into the alcove at right, follow the path around and ride the elevator to the mine bottom floor. You'll see the main power generator in the middle of this large room. It is here you must place the bomb. Find the socket on the generator where the bomb goes but do not place it. Enter the southern corridors

and map them out, destroying the turrets inside. Go back to the generator and place the bomb. From the central column a Phase One Dark Trooper will appear. Kill him. I did it by retreating into the southern catacombs, running backwards and grenading him to oblivion. After you waste him, ride the small elevator up, back to the grinding room. There will be a large set of doors here that are now open. A switch on the side will also be revealed. Flick the switch and this opens a series of doors revealing a long corridor lined with Imperial troops. Snipe the troops from here without moving forward. When they are dead, line yourself up with the long corridor. Now run forward and don't stop until you are outside. The moment you step forward the doors begin to close, so you'll have to be skilled. From here it is an easy matter to get back to the LZ.

Note: The Dark Trooper cannot be shot when his shield is raised.



Level Guide

Negotiate the caverns until you get to the shuttle controls. The button here summons the shuttle; hop on and ride it to the fortress. Open the main doors by shooting at the target

shaped remote trigger. Enter the complex and turn left. Pushing the button here opens a small door to the gatehouse sniping position. The far wall of this room has a crack in it. Throw a grenade at the crack and enter the resulting hole (goodies inside). Backtrack to the main courtyard and get on the large lift at the far end. Look up and shot the remote trigger visible on the top level. Go left and follow the corridor round, pressing the switch in the end room. This reveals a switch in the area below. Backtrack across the lift and jump off the platform. Ride the lift down and follow the corridor to another interior courtyard. Flick the switch here and get on the revealed elevator. Ride the elevator up. In this area you should find a large circular elevator with a switch on the outside. Do not enter the elevator, but flick the switch once. Backtrack slightly and enter the dark, small corridor which opens left off the platform elevator. Search this corridor until you find a crack in the wall. Blow up this crack and enter the room revealed. High on the left wall is another crack. Blow it open and jump up. This leads to an air conditioning duct room. On the lowest level is a steel door. Open this and jump down into the shaft revealed. You are now on top of the lift. Find the door on your level, enter it and follow the path

till you get to a black door, open this and jump across to the door on the other side of the shaft (a lethal fall here so don't miss). Negotiate crawlway until you get to the garbage compactor room. Jump onto the far compactor and move to its far end. Across the way you should see another garbage crushing platform. Jump to it and move along it till you see another platform across the chasm; jump to it and from here jump to the ledge on the left. Open the door here and follow the corridor until you see a live mine on the floor. Trip this and enter the resulting hole in the wall. You'll now find yourself in a long corridor lined with doors all marked with the Imperial seal. Ignore these until you get to a larger door at the corridors end. Open this and kill the Imperial officers in the guard post behind, getting both their code keys. Backtrack to the security code interface and match up the symbols on it with the symbols on code key 2. The first cell on the left contains your man.

Note: To trip mines without getting damaged by them; roll a timed grenade next to them and find cover. The grenade's explosion will set off the mine harmlessly.

This level is massive; the above method circumvents at least three-quarters of the level - however you can not enter the cell area any other way.



ROBOTICS FACILITY

New monsters: Phase Two Dark Trooper

Level Guide

From the LZ veer right when you come to a divergence in the path. Travel along the face of the fortress until you come to a carved doorway in the ice wall. Enter this and follow the path, jumping across the slippery ice gorge and proceeding around the fortress until you come to a small doorway in the outside ice wall. Enter this, climb the icy stairs and jump into the small stream that originates here. Ride the current until you emerge into daylight and you see a small ice platform on the left side of the river. Jump onto this (there should be a blue key here - but the next move renders it useless). Do a running jump onto the moving treadmill across from the ice platform. Ride this for awhile, beware of Imperial troops set to either side of the treadmill and turrets mounted on the ceilings of the overpasses. When you come to a guard post on your right, you will see a remote trigger guarded by several Imperials. Shoot this and proceed over the now open metal door. Enter the red door at the end of the treadmill, hop back on the moving walkway and avoid the crushing roof. You'll turn a corner and see a guard post across a small gap, leap to this and flick the switch inside. Jump back onto the treadmill and ride it through the now open door. You'll soon see a gap in the treadmill ahead of you, jump this but watch out for the reverse action of the opposite walkway. In the room ahead, go through the left door and activate the button inside. Jump up into the secret corridor which opens outside the room and follow it through a dark passageway. You'll find an area containing two buttons; press them both and them jump down into the turbine

shaft. You'll now be choking on toxic gas. Either put on a gas mask you may have already found (F4) or run quickly forward and pick the one up that is lying close by. Set an explosive into all three sockets. Be careful to monitor your battery usage as the gas mask uses power. In the junction of the wall opposite the housing socket of the last bomb, a Phase Two Dark Trooper will appear. Kill it (ha ha). I did this by laying several mines at the site where he would emerge before placing the third bomb, this way he takes a ton of damage before he even sees you. Then just back away and clobber him from a distance with the auto-gun. Try and lure him into chasing you round the corridors and set mines for him at crucial junctions. After he's gone a new corridor will open up, enter this and proceed to the door. Just beyond this door in a concealed alcove on the right-hand wall waits a Phase One DT. Go through the door, lay a couple of mines then back down the new corridor. The DT will emerge, wear the explosion and come after you. Lob a few grenades at it and he should be a goner. Negotiate the maze until you find a well-lit corridor. There will be more than one DT in this maze depending on what difficulty setting you're working at... watch out as you open each new door. Follow the new corridor to a switch. Flick it, jump across the ice gorge, climb the icy stairs (carefully) and head back to the LZ. Job done!



JABBA'S SHIP

New Monsters: Concussion Rifle Snipers.

Level Guide

From the LZ jump down into the hanger. Traverse the open space till you find a small switch. Flick this and crawl into the doorway revealed. Get the yellow key. Go up the elevator and jump down onto the platform which juts out into the middle of the hanger. Turn round and face the door at the platforms end. Enter this and follow the corridor to a drop-off. Jump down and enter this tight corridor at the far end. Enter this and veer left through a door. Down steel corridor, across dark room, and through the red door at its end. U-turn right through another door and move halfway onto the bridge. Turn left

and jump down onto the platform below. Go through the second door, find the stairs and ascend. Turn right and get the red key. Find the ledge and go up, through the small opening and down the stairs to the blue key. Backtrack to chamber entrance. Find this door, go through, get onto platform and proceed through the new door. Follow the corridor, past the shuttle bay, through the door. Follow the corridor and proceed through the end doorway onto the lattice bridge. Cross the bridge enter the room beyond and get the Nav Card. Mission complete!

Dark Forces - continued



SMUGGLERS DEN

New Monsters: Huge dragon-lizard thingys

Level Guide.

When gate opens, punch monster(s) to death. After you have killed one a door will open. Go through this and enter the corridor. Flick the switch, after everything outside is dead jump onto the mini-ledge outside. Follow this around and jump down to get the blue key. Open the door and veer left.

Jump gap and follow ledge around. When inside the new room, flick the switch. Back at the guard post; enter the now open door. Jump up to get your gear back, flick the switch, and backtrack to the now raised platform across the gap. Cross floor to new door. Avoid the mines, and enter the dark doorway. Flick the switch and backtrack to mine room. Climb the new stairs and enter first doorway. Get the red key, watching out for mines behind each closed door. Backtrack to the large room and enter the second door. Enter the tall doorway, flick the switch and cross the raised bridge. Proceed down the corridor, across the room, into the corridor and up the lift. Jump the gap and enter the grey room beyond. Veer left, drop

down the shaft and get the yellow key. Flick switch and ride the elevator back up. Go to the small door and proceed up into a red carpeted area. Go up into a grey area and follow the orange corridor. Enter the double doors, down double stairs and into a bar area. Enter the small door, get the Nav Card and backtrack till you see an ornate door. Jump down a level and leap up onto the red platform. Enter the massive doors, flick the switch and cross the raised floor. Enter the right door and flick the switch. Go left into the grey area and go down stairs, following the corridor to a room. Traverse the ledge and jump into the far compartment. Traverse hangar and jump the gap. Open this door and complete rescue. Next!



IMPERIAL CITY

Level Guide

From LZ veer right into corridor. Go forward, left, forward, right, forward until you come to an alcove elevator. Go down, turn right and find the street lamp. Turn left and enter the vast courtyard. Hard level players will find a Phase One DT here as well as oodles of bad guys. Cross the square and climb onto the small elevator. Proceed around the ledge, up another elevator till you come to a valve-style door. Dodge the search lights, get the blue key, jump the gap, enter the door and ride the large elevator to the floor. Enter corridor and open large steel door, On the other side of this door is an army of Imperial Commandos and Guard Droids (as well as a Phase Two DT on Hard level). Kill them all and enter the main complex. Avoid the turrets, enter the courtyard and find the red door. Ride the elevator up and enter the right hand door. Flick the switch twice, exit the room

and enter the left door. Flick the red switch, climb onto the platform and leap into the dark doorway. Turn you light on and follow the corridor. Flick the switch at its end. Jump down into the room and proceed to its far corner. Get the Dark Trooper weapon and the key there. Open the large door, enter the elevator and proceed trough several corridors and elevators till you come to an open air plaza. Enter the large door (on Hard there is a Phase Two DT in here) and flick the switch. Backtrack and enter the now revealed door. Ride the elevator down. You'll find a map on the wall and a series of doors will multiple lock switches. Use the map on the wall and your own map to work out your position. Walk around the outer ring and set each switch so that the first door is open (the topmost red light is off). Now, beginning at the NW door proceed anti-clockwise setting the doors as follows; NW - bottom light off, W -

bottom light off, SE - middle light off, E - middle light off and NE - first light off. Enter the doorway in the inner wall and proceed to the hub. Flick all three switches and ride the floor down. Flick both switches, insert the Nav Card into the slot and remove the disk when it arrives. Enter new doorway, traverse the corridor and emerge into the corridor. Backtrack to the entry door and head back to the LZ. You kill Boba Fett by running away from him and leaping down into the courtyard below the LZ. Run into one of the corridors which ring the courtyard and wait. Boba will fly in and attack you. If he faces you, flee and find another similar spot. Sometimes, however, he flies in and gets stuck under the roof for a moment; side on. When this happens, hammer the crap out of him with the DT plasma rifle and missiles. It's a hard fight but persevere... Results: one dead Boba.



FUEL STATION

Level guide

From the LZ to the palm controlled air lock, proceed to the lift, ride up and go to descend the stairs. Exit the curved door and turn left. Proceed for a long while down the corridor, past a set of curved doors till you come to a steel door. Enter this and veer right up the stairs. Turn left and enter the small corridor until you find the opening to the courtyard. Push the button and jump down left into the courtyard. Dodge the moving platform and find the floor level switch. Press it spin round, run back to the ground floor opening below the doorway you jumped down from, get onto the elevator, ride it up and jump across onto the platform which is slowly swinging back to its original position. Ride the platform and flick the switch at its end. Get back onto

the platform and ride it around 180 degrees. Flick the switch here and ride the platform a further 90 degrees to another opening. Enter this and find the new corridor. Open the door, flick the switch in the elevator and exit into the corridor. Go up the stairs and into the next room. Go through the right door, into the room and flick the panel on the wall. Backtrack to plaza. Backtrack to steel doors. Turn right and proceed to the first curved doors (the ones that you passed early on in the level). Enter these, go up the stairs, into the doorway and follow the corridor into a white paneled room. Veer right past an open doorway. Open the door and kill the Imperial officer to get the yellow key. Backtrack to white room, open the shuttle door and flick switch. End of level.



EXECUTOR

Level guide.

Exit shuttle, be wary of a mine on the other side of the door and the Imperial troops waiting in ambush. Proceed into the white room, down the stairs, jump down to the level below and enter the doorway there. Flick the switch and enter the white corridor. Turn right, flick the switch enter the doorway, flick the next switch, flick the now revealed switch and ride the elevator panel up to an area with a white floor. Proceed out into the corridor and U-turn left. Enter the hangar, flick the switch and ride the elevator panel up to large door. The room beyond is steel paneled. Open the large door and drop down to the TIE-fighter hangar. Get onto the elevator and head straight up the corridor. Up the elevator to steel corridor. Traverse this corridor and one on the far side that looks similar to this doorway. Hop onto the lintel (which is actually an elevator) and ride it up. Jump onto the series of red platforms and through the blue lit doorway. Proceed

through the steel door. No matter what difficulty level you play on, you have to kill three Phase Two Dark Troopers in the next section. The first one is the hard one, just go Doom-style on the bastard and hose him down with plasma and missile - keep moving and never get into a fire-power contest. The next two you can sneak up through the side corridors and lay some mines at the entrance to their alcoves. Then lure them out one at a time and conduct a running battle throughout the plaza area. Try to always be moving away from them and keep to the small corridors which run up either side. Once all three are cactus proceed into the small middle door. Turn right and flick the switch. Proceed through each door and flick the switches on the far side (you are moving the shuttle back to the side of the ship). Enter the final door, flick both switches, turn right, hop up the stair to the door, go down through the double doors and enter the shuttle. On to the final battle!

ARC HAMMER

New Monsters: Welding robot arm, Phase Three Dark Trooper (Armour) Level Guide

From the LZ jump up onto the doorway, go through and turn right. Note lattice ceiling section off to the right. Veer left and go down the red elevator. Turn right down corridor then turn left onto the light grey ledge. Dodge the welding arm and circle the ledge. Enter the room beyond and flick the switch. Backtrack to the ledge and destroy the welding arm by shooting at its tip. Backtrack up elevator and go back to the lattice section. Cross the now raised lattice walkway and proceed through the red door. Go up the stairs into the darkened room, proceed through the double doorway to a drop off on the left. All levels have a Phase One DT here. (Hard has two Phase Ones plus a phase Two). Kill this by lobbing timed grenades off the drop-off. Jump down to sunken area, turn left through red-lit door, turn right and proceed forward to the end of corridor (note red circle door across gap on left), jump onto platform and flick switch. Backtrack till opposite red circle door. Jump gap and proceed forward. (There is always a Phase Two DT here.) Turn left, follow corridor, go up the elevator to the darkened room and turn right. Follow the corridor across the lattice bridge, go straight and turn right. Go up the stairs, press the palm lock and go up the new stairs now revealed. Follow corridor and jump onto darkened platform. Turn left and jump across the gap onto the narrow ledge. Turn right. Run along the narrow ledge of the column

visible on the right, in the middle of the gap. Turn left and follow the corridor till you come to a red door that cannot be opened. Turn 180 degrees and crawl through the low opening. Follow corridor to drop-off. Jump down and go to the second drive shaft on the right. Shoot the remote trigger. Place the first charge in the now visible slot. Find the elevator at the far end of the room and backtrack to the red door (which is now open). Go through the door and press the palm lock. Follow the corridor to the drive column room. Negotiate these by getting on to the one on the right, riding it up and running onto the still alcove half way up its right wall. Jump from this across the gap to another still alcove. Run along the tops of the drive shafts till you get to a drop off. (This whole procedure looks much riskier than it is, the columns cannot crush you.) Jump down to the lower level and turn right. Find the elevator and ride it up. Go straight until you find a tiny corner gap which must be jumped to the new corridor. Plant second charge, veer left and ride the moving walkway. Jump the gap and find the red-lit doorway. Activate the palm lock and ride the elevator down. Go forward then right through the red door. Turn right and proceed to the end of the corridor. Jump onto the moving walkway and ride it, ducking at the red wedge to a large room. Jump onto walkway. Shoot remote switch on right and run along the walkway through to another large room. Enter the red door and proceed through the darkened corridors until you pass through another

red door. Get onto the walkway. Turn right at the wedge, jump wall, left at wedge, jump wall, jump wall, left at wedge, duck under gap. From still room jump up onto walkway and ride it. Up elevator and then crawl under low gap into tunnel. Flick the switch and backtrack up the crawlway till you come to a drop off on the right. Jump down through this. Follow corridor to black opening. Turn right and follow to room. In this large room you will see five remote switches on the wall. Trigger them several times; from right to left - 5 times, 3 times, 4 times, Once, 4 times. This should connect the cuts in the opposite wall (adjust if necessary). Backtrack past entry door to elevator. Up elevator and proceed along corridor. Shoot remote switch in second drive shaft on the right. Place third charge. Enter now open red door. Jump down onto sunken area. There are six large doors down here. Four have switches and can be opened. Open these to open the massive doors at the corridors end. Enter this door and flick the switch down on the next level. This will reveal the General in a suit of Phase Three DT armour. He is deadlier than Boba Fett. Lure him into the corridors and missile him. Don't get caught in the open or his multi-missile will cut you to pieces. Once he's dead, backtrack to the remaining closed door (now open). Proceed through the next red door and commandeer the shuttle. End of Game! Pat yourself on the back and (if you're over 18) go get smashed on several stiff drinks.

Chris Wheeler





REN AND STIMPY - TIME WARP SNES

Farts & Nose Pulls

Christian Grant had fun trying these moves out and then sent them in for all of you to try.

To do a Stimpy fart attack, hold down Y until Stimpy's nose is solid red, then make Ren stand close behind him. Release and watch the effects of Stimpy's fart on Ren.

To perform Ren's nose-pull attack, hold Y until Ren's eyes are red and stand right next to Stimpy. Release and Ren pulls Stimpy's nose out like a balloon then snaps it back to send Stimpy bouncing off everything.

MICHAEL JORDAN: CHAOS IN THE WINDY CITY SNES

Heaps of Lives and Level Select

Max out the fun with this wholesome cheat.

Go to the Title Screen and select the Password Option. At the Password Screen enter 12345678999. You now have 73 lives and can access any level!

TRUE LIES SNES/MD

Level Codes

Arnie's new game isn't too foul at all so we thought we'd give you the level codes to help you out if you're stuck. Simply access the password screen and enter these codes:

2. BRMKNRD
3. CXGJMQC
4. FVJBKXF
5. HCHDXVH
6. FBJNDBC
7. HJBGJJC
8. JFFFZHB

ROAD RASH III MEGA DRIVE

Cheat Codes

No mucking around. Hot bikes are there to be had, without having to go the hard slog. All together now - Thanks Peter Brodie!

For the third most powerful bike (Banzai 750) and \$42,470 enter this password: EJ03SOOP.

For the ultimate \$40,000 superbike with all upgrades, enter: V500ST0U.



SUPER WING COMMANDER 3DO

Debug Menu

To access this boomer of a cheat, go to the Lounge and with controller one press X, B, B, C, C, A, A. If you got it right a sound will play. Now hold both left and right shift buttons and press start, this takes you to the Debug Menu.

For complete invincibility, select false for Killable and Bangable in the System Flags Menu. For an easy run select true for Finger of Death, when you're flying and have a target locked, hold right shift and press B for instant death! Choose true for Picker to select your campaigns and missions.



RETURN FIRE 3DO

Invulnerability

This beauty will guarantee success for your war machine!

At the vehicle selection screen, highlight the unit you wish to make invincible and press C. Next, press and hold the top L and top R buttons, then hold B and C. Now, while still holding these; press X for the "Leave Game" option. While the "Don't Leave" message is highlighted, keep holding the L, R, B and C buttons and also hold DOWN on the control pad and press A. The vehicle selection sound will play twice if it worked. It's a bit of a chore, but you need to do this with each of the units you want to make invincible.

MICRO MACHINES II MEGA DRIVE

Lotsa Stuff

Andrew Clift has nothing better to do than play this very cool game all day, great attitude Andrew!

Race 12, Rollercoaster: Drive around the track and through the tunnel. When you turn left at the bottom of the table, turn just before the corner and drive between the two rolls of wall paper. Run over the picture of Walter for a free 1 up.

Race 13, Bury My Body: Go up on the second corner instead of down, run over the flag with a one on it, they knock off one lap. Race 16, Banked Oval: At the third corner there is a green

spade, at the bottom of the spade is a can of Zip, under the can is a flag with a one on it, run it down.

Race 17, Treehouse Tiles: Turn left just before the branch that joins the tree house to the roof, you will find a flag with a one on it.

Race 20, Toaster Trouble: Go over the hot plates and the toaster, you should now be heading down the screen. Turn right and go over the two chopping boards, as you come off the second, go up the screen and you should see a gray square with a star on it, run over it to warp to the next level.



TOHSHINDEN PLAYSTATION

Cheat Codes and Special Moves

We gave you the codes to play as Gaia and Sho in HYPER #19 (we're so good to you).

To access the Instant Super Moves cheat, do the Gaia and Sho cheats, play as Sho and lose deliberately, then when the scrolling letters appear at the top of the screen hold DIAGONAL DOWN-RIGHT and hit the X button. You should hear "FANTASTIC!" if it worked. During combat you can now perform the SUPER MOVES just by pushing all the TOP BUTTONS and the SELECT button simultaneously (this will only work if you are playing with a controller set for only two buttons as special move activators).

Desperation Moves

These can only be done when your energy is so low the bar is flashing red. Most fighters desperation moves involve ultra-complicated control pad stuff, but hey! there's an easy way! Just make sure your controller is set for just two buttons as special move activators, then hit both the TOP RIGHT buttons while holding DOWN. Eaaasy.

Instant Super Moves

After inputting the Gaia and Sho codes, choose Sho and lose deliberately. Make sure you have a controller in port one, when the words begin to scroll across the screen, hold diagonal down-right and hit the X button. You will hear "fantastic!" if it worked. Also, in the vs. human etc. letters should be white. Now, anytime during the fight, simultaneously hit all top buttons and the select button. This will automatically perform your characters Super Move.



TOUGHMAN BOXING CONTEST MEGADRIVE

Cheat Menu

A feast of the highest quality cheats are to be had for this ace head basher. At the title screen, press START to enter the Setup Screen. Select "Restore from Password" and press START. You can now enter the following cheats, if you got it right the words "Cha Ching!" will appear

and the announcer will say "It's in the game". When you're through entering codes, press B and start the game.
MRBUCKEYE - All 14 special punches are now available.
RUBE - Lets you fight a headless opponent!
2LT - Stops the timer countdown, bouts now need a T.K.O. to win.

FQSTER - Lets you fight a shadow of your opponent.
WEASEL - Makes your opponent shorter.
SUPERG - Play the computer at it's hardest difficulty.
MAXX - Invincibility!
NUCLEAR - Allows you to fight a glowing opponent.
HYPER - Lets you fight at twice the normal speed!



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MORTAL KOMBAT 3 ARCADE



Well gamers, here are the first installment of moves for the hottest arcade game of '95! The moves that follow will set you up to become the hottest MK3 freak on your block. This is the freshest list of moves available at the time of going to press, but there are lots of moves and secrets that haven't been discovered yet. Don't dismay, as soon as we get them, we'll update you in a future issue of HYPER - but for now get out there and fight! The following is the key for the moves:

HP - High Punch
LP - Low Punch
b - Block
HK - High Kick
LK - Low Kick
R - Run
U - Up
D - Down
B - Back
F - Forward

Before we begin, let's get down to basics:

Face Punch: High Punch
Body Punch: Low Punch
Face Kick: High Kick
Body Kick: Low Kick
Jump Punch:
 Jump (Up, Up & Forward, Up & Back) & High or Low Punch
Jump Kick:
 Jump (Up, Up & Forward, Up & Back) & High or Low Kick
Uppercut:
 Down & High Punch
Crouch Punch:
 Down & Low Punch
Roundhouse Kick:
 Back & High Kick

Leg Sweep:

Back & Low Kick
Crouch Kick (High):
 Down & High Kick
Crouch Kick (Low):
 Down & Low Kick
Specialty Punch: High Punch (when against opponent)
Knee: High or Low Kick (when against opponent)
Throw:
 Forward & Low Punch (must be next to opponent)

There are many new finishing moves for MK3, the following is just some of them.

Background Fatalities:

The following fatalities make your opponent interact with the background as part of the fatality. On "The Pit 3", "The Subway" and "Shao Kahn's Tower" do the following:
 Forward - Forward - Forward - Run when standing against the opponent.

Compassionate Killing

You are only able to complete the "mercy" on your opponent in the third round, instead of killing them, you give them extra energy, so you can make their death all the more humiliating!

Down - Down - Down - Down - Run. Don't stand too close to your opponent.

Generic Animality

Every character can perform the Animality, but before it can be executed, you must have performed the above compassion move.

Down - Down - Down - Run

The Kombatants

The following shows the known special moves, animalities and fatalities. NB: Remember the following -

- To perform an Animality, you must be in the third round and shown "mercy" to your opponent.
- To perform the Friendship or Babality you can only use kicks for attacks in the final round of battle.

Shang Tsung

Volcanic Eruption:
 Forward - Forward - Back - Back - Low Kick

Fireballs: 1 Ball:

Back - Back - High Punch
2 Balls: Back - Back - Forward - High Punch
3 Balls: Back - Back - Forward - Forward - High Punch

Morphs:

Sindel: Back - Down - Back - Low Punch
Jax: Forward - Forward - Down - Low Punch
Kano: Forward - Back - Forward - Block
Liu Kang: Circle Joystick
Sonya: Run & Low Punch & Block

Stryker: Forward - Forward - Forward - High Kick
Sub-Zero: Forward - Back - Forward - Low Kick
Cyrax: Block - Block - Block
Sektor: Down - Forward - Back - Run
Night Wolf: Up - Up - Up
Sheeva: Forward - Down - Forward - Low Kick

Sindel

Fireball (in air):
 Down - Forward - Low Kick
Fireball (ground):
 Forward - Forward - Low Punch
Scream Pull:
 Forward - Forward - Forward - High Punch
Flight: Back - Back - Forward - High Kick

Descending Fireball:

Half Circle Back - Down - Forward - Low Kick

Fatality 1:

Sindel screams at opponent, destroying most of the victim's flesh, leaving a messy pile of bones. (Move unknown)

Fatality 2: Sindel's hair wraps itself around her victim. She then runs away, leaving her victim spinning helplessly as all of his limbs fly off in different directions. (Move unknown)
Animality: Forward - Forward - High Punch (Sindel morphs into a purple wasp, grabs her victim, and flies off the screen as she stings her victim to death).

Jax

Single Missile:
 Back - Forward - High Punch
Double Missile:
 Forward - Forward - Back - Back - High Punch

Shoulder Slam:

Forward - Forward - High Kick

Gotcha Punch: Forward - Forward - Low Punch

Gotcha Throw:

Throw - Tap High Punch

Back Breaker: Block (in air)

Ground Smash: Hold Low Kick for 3 seconds and release

Fatality 1: Hold Block - Forward - Down - Back - Up - Forward - Then release block.

Fatality 2: Jax grows to immense proportions and then stomps on his victim (Move unknown)

Kano

Knife Throw: Quarter Circle Down - Back - High Punch

Knife Uppercut:

Quarter Circle Down - Forward - High Punch

Grab & Bite:

Half Circle Back - Down - Forward - Low Punch

Air Throw: Block (in air)

Flying Kannonball: Hold Low Kick (3 sec.) - Release

Fatality 1: Forward - Forward - Forward - Low Punch.

Performed next to opponent. (Kano pulls opponent's skeleton out through their mouth).

Fatality 2: Forward - Forward - Forward - High Kick.

Performed from one jump's distance. (Kano shoots a laser from his eye to kill opponent).

Animality: Hold High Punch - Forward - Forward - Forward - Release High Punch.

Performed next to opponent. (Kano morphs into a spider and sucks life from his victim).

Liu Kang

High Dragon Fire: Forward - Forward - High Punch

Low Dragon Fire:

Forward - Forward - Low Punch

Flying Kick:

Forward - Forward - High Kick

Bicycle Kick: Hold Low Kick for 3 seconds and release.

Tiger Run:

Forward - Forward - Half Circle Back - Down - Forward

Fatality 1: Forward - Forward - Forward - Back - Forward - Low Kick (Liu Kang disappears, his victim incinerates, and then he re-appears).

Sonya

Laser Rings:

Down - Forward - Low Punch

Bicycle Kick:

Back - Back - Down - Low Kick

Square Wave Punch:

Forward - Back - High Punch

Leg Grab:

Down & Low Punch & Block

Fatality 1: Down - Down - Down - Forward - Low Kick.

Perform from any distance.

(Sonya blows a fatal kiss.)

Animality: Hold Low Punch - Back - Back - Forward - Forward - Rel. Low Punch.

Perform from a jump's distance.

(Sonya morphs into a hawk).

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Animality: Up - Up - Up . Perform next to opponent. (Sub-Zero morphs into a Polar bear and proceeds to mangle his victim).

Cyrax

The Net:

Back - Back - Back - Low Kick

Exploding Teleport: Forward - Forward - Down - Block

Long Grenade Throw:

Hold Low Kick - Forward - Forward - High Kick

Short Grenade Throw:

Hold Low Kick - Back - Back - High Kick

Air Throw: Down - Forward - Block - Low Punch. (In Air)

Fatality 1:

Up - Up - Up - Down - High Punch. Perform from sweep distance. (Cyrax's head spins until he takes off like a helicopter, then he comes down on the victim's head cutting him into tiny pieces).

Fatality 2:

Hold Block - Forward - Down - Back - Up - Forward - Rel. Block - Run. Perform from sweep distance. (Cyrax self destructs, killing his opponent in the process).

Sektor

Heat Seeker: Forward - Down - Back - High Punch

Straight Missile:

Forward - Forward - Low Punch

Teleport:

Forward - Forward - Low Kick

Fatality 1: Back - Back - Back - High Kick. Perform from sweep distance. (Sektor's chest opens up to reveal a large crushing machine, which then smashes the victim).

Fatality 2: Forward - Forward - Forward - Low Kick & Block & High Kick. Perform standing next to opponent. (Sheeva pounds her victim into the ground with all four arms).

Sheeva

Mega Stomp: Down - Up

Fireball:

Down - Forward - High Punch

Ground Stomp:

Back - Down - Back - High Kick

Fatality 1: Forward - Forward - Forward - Low Punch. Perform standing next to opponent. (Sheeva pounds her victim into the ground with all four arms).

Fatality 2: Forward - Forward - Forward - Low Kick & Block & High Kick. Perform standing next to opponent. (Sheeva rips the skin off of her victim, leaving a bloody mess).

Night Wolf

Tomahawk Uppercut: Back - Down - Forward - High Punch

Shoot Arrow: Forward - Down - Back - Low Punch

Shield Aura:

Forward - Forward - High Kick

Shoulder Slam:

Forward - Forward - Low Kick

Fatality 1:

Down - Forward - Forward - High Kick. Perform standing next to opponent. (Night Wolf summons the magic of his shaman to use the light of the moon to disintegrate his victim).

Fatality 2:

Back - Back - Back - High Punch. Perform from a jump's distance. (Night Wolf raises his axe to the heavens, it is struck by lightning, and then he casts the lightning at his victim).

Animality: Hold Block - Down - Down - Down. Perform from sweep distance. (Night Wolf morphs into a wolf and attacks his victim...big surprise!).

Kung Lao

Hat Throw:

Back - Forward - Low Punch

Teleport:

Down - Up (flick joystick down)

Dive Kick: Down & High Kick (while in air)

Whirl Spin: Forward - Down - Forward - Run

Kabal

Purple Fireball:

Back - Back - High Punch (You can do this in air, too!)

Tornado Spin:

Back - Forward - Low Kick

Ground Razor:

Back - Back - Back - Run

Fatality 1: Back - Back - Forward - Down - Block. Perform from sweep distance. (Kabal removes his respirator and inflates his victim's head, sending him/her floating off the screen before it bursts).

Fatality 2: Forward - Forward - Forward - Low Kick & Block & High Kick. Perform standing next to opponent. (Sheeva rips the skin off of her victim, leaving a bloody mess).

Animality: Hold High Punch - Down - Down - Down - Release High Punch (Kabal morphs into a rhinoceros skeleton and gores his victim).

Hidden Characters:

Noob Saibot - The way so far to fight Noob is to enter six Raidens on the "Vs." Screen. The winner of the first round will get to fight Noob!

Combos:

The following are some combo moves to master to get maximum damage out of your attacks. Although these are quite effective once you master them, it is always best to develop your own.

Shang Tsung

Low Kick - High Punch - High Punch - Low Punch - Roundhouse Kick

Sindel

High Kick - High Punch - High Punch - Low Punch - High Kick

Jax

High Punch - High Punch - Block - Low Punch - Roundhouse Kick

Kano

High Punch - High Punch - High Kick - Low Kick - Roundhouse Kick

High Punch - High Punch - Crouch Punch - Jump Kick - Air Throw

Jump Kick - Flying Kannonball - Jump Kick - Knife Uppercut

Liu Kang

High Punch - Low Kick - Low Kick - High Punch - Low Kick

High Punch - High Punch - Block - Low Kick - Low Kick - High Kick - Low Kick

Sonya

High Punch - High Punch - Low Punch - Back & High Punch

Stryker

High Punch - High Punch - Low Punch

Low Kick - High Punch - High Punch - Low Punch

Sub-Zero

High Punch - High Punch - Low Punch - Leg Sweep - Roundhouse Kick - Roundhouse Kick

High Kick - High Kick

Run - High Punch - High Punch - Low Punch - Low Kick - High Kick - Roundhouse Kick

Cyrax

High Punch - High Punch - Low Kick - Low Punch

High Punch - High Punch - High Kick

Sektor

High Punch - High Punch - Low Kick - Low Punch

High Punch - High Punch - High Kick

Night Wolf

High Punch - High Punch - Low Punch - Axe Uppercut

High Punch - High Punch - Axe Uppercut - High Punch - Shoulder Smash

Sheeva

High Punch - High Punch - Low Punch - Forward & High Punch

Low Kick - High Kick - High Kick - Leg Sweep

Kung Lao

High Punch - Low Punch - High Punch - Low Punch - Low Kick - Low Kick - Roundhouse Kick

Kabal

High Punch - High Punch - Uppercut - Jump Kick - Purple Fireball

Tornado Spin - Low Kick - Low Kick - High Punch - High Punch - Low Punch - Jump Kick - Purple Fireball

Run - Low Kick - High Punch - High Punch - Uppercut - Jump Kick (w/ Low Kick) - Purple Fireball

You may have noticed on the "Vs." screen, before each battle six boxes on the bottom of the screen. The three boxes on the left are controlled by player one and the three on the right are player 2's. When you change the symbols in the boxes by pressing the corresponding button, it has a different effect on the battle. ie no throwing, etc..

The boxes are controlled like this: the Low Punch button controls the leftmost box for each player, Block changes the centre box, and Low Kick changes the right hand box. Here are just a few of the changes that take place: "? - ? - ? - ? - ?" - This causes the Kombatants to morph into all different Kombatants every few seconds, with no control over the morphing!

The following make the winner of the first round fight specific opponents. The loser must continue though if he wants to fight after the winner has played the selected opponent. At the time of writing, these were confirmed, but may change in later ROM editions of MK3.

The icons are as follows:

"Six Raidens" -

Fight Noob Saibot

"Six Goros" -

Fight Shao Kahn

"Six Lightning Bolts" -

Fight Motaro



More Cool Features!

Random Select

Simply hold up on the joystick and pressing start at the character select screen.

Galaga

After reaching Battle 100 in a two player match, both players begin to play Galaga with three ships each. You go back to the game when one person loses all his ships.

We endeavour to bring you the most up to date info we can on games like this, but don't despair with all the blank spaces, because by next issue we'll have all the Fatalities, Animalities etc. That is, unless you find them first!



Start getting excited, because Killer Instinct is on its way to the SNES. As you can see above, it's looking pretty special...

It's official! The Internet site that makes it all worthwhile is up and running, HYPERACTIVE is online! Webbers can find us at <http://hyperactive.com.au/games/> Our beautifully designed site (we're allowed to say that, 'cause nobody's gonna stop us - and besides it's true) features the most up to date gaming news on the planet, with full game reviews and a cheat section you won't believe! Interactivity is what it's all about, you can post your own cheats and communicate with the crew. It'll grow over time and feature more hot game goss than you can poke a virtual stick at. Naturally you'll need a computer with an internet account. Need an internet account? Give Next Online a call on 02 310 1433, we use them because the service is cheap, the support fantastic and they all read HYPER.

Don't despair if you're not yet equipped to go netting, because while our web site is pretty damn hot, the paper HYPER will always reign supreme for high quality gaming quantity, and besides, when you're finished checking out the web you can't roll your monitor up and hit people with it, can you!

Don't think it, say it!

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RELEASE DECISIONS SUCK

Dear HYPER,
I've got a small problem. Although I look forward to the monthly installments of your biblical magazine hugely, it can't stop me from becoming increasingly disillusioned with the video games industry as it stands today. I sometimes wonder what kind of people control the industry. I mean, some of the decisions that are made are, to put it bluntly, totally crappy. That's not to say that some decisions are also very excellent. For example, I read about the Deep Water thing that Sega are starting for adult gamers. This is good 'cause there are alot of us out there who like their games with a little more backbone. It'll be cool to see what they do with it.

However, this brings me back to my problem. You see, I really enjoy action/adventure/RPG's. You also probably know that games of this kind are pretty few and far between. That's why I was remotely excited when I read about the Story of Thor; it looked at least the equal, maybe even better, than Landstalker. Then I hear that, although you previewed it and it has been reviewed in other Aussie mags, it is not being released here. Please tell me it ain't true!! Anyway, the point is, why oh why do these people release tonnes of poxy, substandard games and then take a great looking game like Story of Thor off the release schedule? I gotta say, it really sux! Why do they do it?

I was also hoping you could answer a question for me? Do you know when Eternal Champions on CD is being released? Thanks and keep on bringing light to our lives with your great magazine.

Josh Hobbs

It seems absolutely ridiculous that Australian distributors still haven't worked out that RPG/Adventures sell very strongly to a small, but loyal fan base. Of course, when you don't release any of the games you don't know how well they would sell do you? Hopefully someone will take their head out of their ass soon and release a few good RPG/Adventures on the consoles - people are crying out for them. As for Story of Thor - you're in luck! It will be released (finally) in July. We'll review it next issue. Eternal Champions on Mega CD is due out soon too.

CHOICE GAMES

To the Legends at HYPER,
First of all I'd like to say that I think your mag is the most joyous games mag available. No, I'm not bullsh*t\$ing, it really is! I wrote to you because I was wondering if all (32X and Mega Drive) carts aren't compatible with the Saturn?... If not, will the great new titles like Doom, VR Deluxe + Star Wars be released on the Saturn?

Also I'm a fan of the strategy/war game genre, and was wondering if PC classics like Settlers (Serf City) and Warcraft are likely to appear on Saturn either? Theme Park is another PC classic I love, do you reckon it'll make it to Saturn by chance? (If the Mega Drive version isn't compatible). I've heard this somewhere else, but do you guys know for sure if Sim City 2000 is definately coming out on the Saturn?

All the above mentioned games are f@\$'n choice and Sega would be wise if they snapped them up pretty quickly! I'd appreciate it heaps if you could find this out for me....

Thanks!
Ryan Granly

Thanks Ryan, but the Saturn is not compatible with 32X and Mega Drive carts (although I reckon a converter will come out) and there's no word on Saturn Doom or Star Wars. A whole new Virtua Racing for the Saturn is in production though. There's no word on the other titles you listed, but Theme Park should be a definite and SimCity 2000 is very likely.

IGNORING THE

PLAYSTATION

Dear HYPER,
It seems that a lot of people are ignoring the Playstation and looking at the 3DO instead. Okay, so the 3DO is a good machine but I think that the Saturn and Playstation are way better. Even if it is true that a 3DO with the M2 accelerator is 10 times more "powerful" than the Playstation, it's like you guys at HYPER say, it's not the graphics but the gameplay that counts. The Playstation is very powerful, and is technologically more powerful than a 3DO which is suffering from a major lack of third party publishers, whereas the Playsta-

tion has 200 software companies producing games for the system. As you can tell I'll be getting a Playstation. Here are some questions for you anyway.

1. I've heard that there is going to be a keyboard for the Saturn and possibly the Playstation as well. Is this true? How much will they cost?

2. How much will RAM cards for the Playstation cost?

Yours Sincerely
Ryan Kinsman

To tell you the truth Ryan I can't really answer your questions as the full range of Saturn/Playstation peripherals has yet to be announced and there's certainly no Australian prices to be had. But I don't think anyone's ignoring the Playstation any more - it's an extremely hot piece of gaming equipment with a very bright future.

PC PIRATES RUINING

GAMING

Dear HYPER,
I'm writing in to say that PC gaming is in a shocking state of affairs. PC pirates are ruining gaming for every PC user. Picture this, a kid goes out and buys the latest game. He backs it up and gives it to five of his friends. The result is the software company who made the game could have got five times as much money as it did, which means the software company would have much more money to invest in making games better and cheaper.

CD ROM will offer some respite but the technology to copy on to CD's is becoming more readily available every day. This technology will also have other disadvantages; consoles will no longer be safe with all the Super Consoles using CDs and the already fragile music industry will suffer another blow. So to all the PC Pirates who read HYPER - stop cheating on the software companies and help make better cheaper games for everyone.

Also with the video game was just beginning to heat up I see another war happening. The "Doom vs Anything else that rears it's ugly head" war. You may have said that Dark Forces is better than Doom ('the game') but I don't think anything will be better than Doom ('the

phenomenon'). The absolute joy of blasting a hundred plasma pellets into a helpless Arachnotron. The rush you get when you have destroyed the Cyberdemon with only the chaingun. Not too many games can offer this. I would be extremely surprised if LucasArts released the info on how to make new levels and sounds etc. like iD have. You're not going to change your category from Doom-like to Dark Forces-like overnight are you? Of course not. Doom is the first, the biggest and the best, that will never change.

I have two questions only.
1. I know that there is a 3DO card for the PC and I've heard of a Jag card. But will there ever be a Playstation or Saturn card?

2. What do you do with all the games you review after you have finished with them?

Yours Sincerely
Rod Campbell
Fishing Point NSW

Some extremely excellent points in there, Rod, and I would agree totally - especially about Doom. 1. No word at this stage and I can't see why not. 2. We have to return some (because they're on pre-release ROM chips or Beta discs), otherwise we get to keep them.

ALL OVER THE PLACE

To HYPER,
I'm planning to buy a Playstation, but first I need some questions answered.

1. Will the Playstation be able to play music and movie compact discs?

2. How much will games cost for the Playstation?

3. On the Playstation's release in Australia do you know if it will come with a game?

4. Is a Playstation upgradable?

5. Will there be a CD add-on for the Ultra 64?

6. Is there a soundtrack CD for Donkey Kong Country?

7. Is the Vivid 3D compatible with the Playstation?

Keep up the good work
Peter Borecki
Adelaide SA

1. It will play music CDs but not movie CDs. 2. Not confirmed at this stage, but hopefully not more than \$100 (AUS). 3. Again, this is not quite confirmed. We should know very soon. 4. Yes, but exactly what it'll be hasn't been announced by Sony

yet. 5. It's not announced at this stage but everyone's betting on it. 6. Yes, apparently so, but I've never seen (or heard) it myself. 7. The Vivid 3D works with the speakers on your TV/monitor/stereo etc and so yes, it will work if you've got a Playstation.

TOP OF MY HEAD

To the best game mag in the universe,
I have a few questions that you no doubt can answer off the top of your head.

1. Can the 3DO, Saturn and Playstation play Audio CD's and do they do it well? Since I don't have a CD player, I'll probably buy one of these systems, and use it as a CD player for my stereo, and games of course!

2. In two months I'll be in America. Do you think it would be cheaper to pick a new console there?

3. If money wasn't a factor, and meg is just the amount of memory, would it be possible for a 16-bit machine to have 100+ meg games?

Thanks for your time,
E.T. (really!)

1. Yes and yes. The 3DO also has a very impressive psychedelic graphics show which plays in time to the music. The Saturn can play with the pitch, vocals etc. 2. Yes, but remember that the machine will be NTSC so you'll need a converter when you want to use the machine in Australia (which will cost almost \$100). 3. Yes

BITS & PIECES

Dear HYPER Crew
I own a Super Nintendo and am thinking of buying a 3DO. My cousin is getting me Earthworm Jim and Super Streetfighter. I also own Mario All Stars. Okay, onto the questions.

1. Do you think if I sold the machine with one controller and three games plus a bass guitar and an amplifier that I would get close to \$755?

2. How come you do the poster of the cover of the previous months edition?

3. How about bringing back movie and music reviews?

4. When's the Mortal Movie coming?

5. What's your favourite 3DO game?

6. What do you think will be the



DOOM ROCKS THANKS TO SOMEONE CALLED TAG

most dominant super console?
7. Any news on Streetfighter 3?
8. Could you start giving out prizes for "best cheat of the month"?

9. How long do you think the SNES and Mega Drive have left until they are obsolete.

Your faithful reader
Jason "Pantera" Rickersey

1. Yeah, if your bass and amp are any good. 2. That's not always the case - look at this issue. 3. I'd love to, but there's just no room. We've got too many games to cover 4. It's due in September 5. Road Rash. 6. It's far, far too early to tell but right this second my money's on the Playstation. 7. There's the Legends game and the Movie version of SF2 on their way. I don't know if SF3 will ever make it out. 8. Not a bad idea - stay tuned. 9. I think 1995 is definitely the last big year for the SNES and Mega Drive.

WHICH 3DO?

Dear HYPER,
I am thinking about buying a 3DO and I am trying to gather as much information as I can to figure out which one I will buy. I have thought about buying the Panasonic system 2 (FZ-10) as it has the most extras and it is the cheapest one around as I only get \$120 a month. Buy you answering the following questions, I will hopefully determine which one to buy.

1. Is the FZ-10 the best one to buy?

2. Is there any differences between the Panasonic FZ-10 and the Goldstar except for the brand names.

3. Will the keyboard and the

mouse for the 3DO be coming out soon and do you know their around about price?

Mark MacDonald

1 & 2. The different 3DO machines are really no different except for the outside casing. The FZ-10 is a bit smaller and it's top-loading - the original Panasonic machine was front-loading. Goldstar have their own control pad too. 3. I'm not sure of the release date or price yet - neither have been confirmed.

3DO - A DUD?

Dear HYPER,
Please tell I'm wrong but I have just recently purchased a 3DO system and I think it is going to be dud - in this country anyway. I bought the 3DO in the belief that as soon as it was released locally there would be a healthy supply of software but after ringing up all major gaming stores in Sydney they informed me that they will not be supporting or even selling the 3DO in preference to the Playstation and also that the major software companies will be pulling out of the 3DO such as Electronic Arts. Please tell me this is false as I believe it is the superior system as you have talked about in recent issues.

Regards
Danny Bretherton

Well Danny, the 3DO hasn't exactly been breaking sales records and lots of people are getting concerned about the lack of software so some of what you've been informed is true. Electronic Arts has not pulled out of 3DO though and the beast certainly 'aint dead yet.

THREATS & PUNISHMENT

Dear HYPER,
I'm not going to bombard you with the usual plethora of butt kissing remarks (although it's extremely tempting). Instead I'm going to threaten you (gasp!). If you do not print this letter you will be severely punished! We're not just talking thumb screws here! We're talking Home Alone 1 and 2, episodes of Home and Away and an exclusive meeting with every single one of the Power Rangers! You have been warned!

1. Do all you really excellent people at HYPER have anything to do with the Zone; you've done some promo's with them but I was wondering if you knew them personally?

2. This is a public announcement to anyone out there who was fortunate enough to buy Zephyr: by

ter, but you have to play these games to be sure, so all of you take a vote and tell us for sure.

4. Should I start saving for a 3DO or should I buy Dark Forces (that's if I don't win one. I sent in to both comps)? Will Dark Forces come out on 3DO? (Nice Control pad Gold Star!) Well, I've got to go now, I'm starting to run out of pen to chew on.

Daniel 'Frog' Ladiges
Vic

1. Yes, we know most of the people from the Zone but we really don't have a lot to do with them. (and it's not because we don't like them or anything). 2. Thanks for that announcement. 3. We didn't take a vote or anything, but opinion certainly is split. I (Stuart) still have a very big soft spot for

complete disaster. Why? Probably has something to do with the fact that you can be merrily playing along; putting in your best ever performance on "Nightmare" mode; you've just entered level 17; your weapons are stocked and your health is 149% (recalling personal experience here); your first rocket is right on target, hitting a fuel drum and wiping out the entire central courtyard Imp population - just a couple more shotgun guys to go and you'll be able to descend into the surrounding rooms. Then all of a sudden BANG - you're hit by the biggest shock of the game so far. Your screen simply freezes and the words: "CPU Bus Error" (followed by 4 lines of underlying text appear in the top left corner); or perhaps the picture just

tors of a Pommy magazine recently detailed similar experiences when trying to review Virtua Racing Deluxe. (C) a similar thing happened to me on rental copy of this game; and (D) history tell us that these console additions have never worked 100% properly in the past (eg. the Master System converter for the Mega Drive which experienced high problem/error/general stuff-up/return and repair rates. My only 2 hard hitting and controversial questions are: (1) Have you at HYPER experienced any of these sorts of problems? (and I truly hope you can tell me that it's just something to do with incompatible imported software or just something to do with incompatible imported software or something); and (2) Don't you think given the seemingly high incidence of these problems (as in possibly every friggin' machine), a general 32X recall/replacement might be in order?

Yours Sincerely
Phil

Phil, I wish I could tell you different but our 32X packed up after less than a week of playing and apparently up to 60% of them are proving faulty. Not good at all and if you're having problems give Sega Ozisoft a call on (02) 317 0000.

GAME ADDICTS ANONYMOUS

Dear HYPER,

As I'm a complete and utter games addict. I'm trying to cut down and now attend GAA's (game addicts anonymous!). With my hunger for the best games I have logically chosen the 3DO. My main reason for this letter is to voice my opinion on the battle between the 3DO and the Playstation. I have played Ridge Racer on the PS-X and at first was blown away, but soon I realised how shallow the game-play and the game was. With only one track and a choice of cars that all look the same it comes third to 'The Need For Speed' and 'Road Rash', which have greater depth than Ridge Racer. And anyway Ridge Racer will be coming to the 3DO! With the addition of the M2-accelerator (Bulldog) the processing (especially polygon rendering capability) will be 5 times as powerful as the Playstation.

1. Do you have any details about

the release date of the M2-accelerator or games being launched with the M2? Thanks and congratulations on being the best mag around at a fantastic price!

The Games JUNKIE!

I would agree totally - for long-term value, both Need for Speed and Road Rash are much better games than Ridge Racer. Unfortunately we don't have any info about the 3DO M2 release date or games because 3DO haven't released any info yet.

ODE TO HYPER

Dear HYPER,
I know you don't normally print poems but, well, I was hoping you might change that.

This is the mag,
For any game addict.
It is a hit,
No need to predict.
So HYPER up!

HYPER's got the lot!
Heaps of previews.
And for all PC users,
Heaps of reviews.
So HYPER up!

The top subjects,
That we want to know.
Look at the shelves!
Watch HYPER glow,
Like gold plates
So HYPER up!

But one question remains,
How do you do it?
Others have tried,
But only blew it.
So HYPER up!

I would also appreciate it if you sent it back as this the original copy.

Thanks,
Season Bowyer.
SA

Why thank you Season - you're a poet and we didn't even know it. But why do you want the original copy - look, it's been printed in the mag!!

MEGA KILLER?

Dear HYPER
I have a short question, but I need to know. Will Killer Instinct be coming out on Mega Drive and if so, when.

Please tell true!
M. Richardson

Sorry M. but I'm telling true - Killer Instinct will NOT be coming out on the Mega Drive. It'll be on the SNES in September.



I'M JUST LOOKING FOR ONE DIVINE HAMMER... AND YES, WE'RE ALL TOOLS HERE AT HYPER.

all means buy Zephyr BUT do not go home expecting a multi player blast fest. Despite the fact that it says "Multi player compatibility" on the cover, to obtain this you must send a registration form to those overweight men in suits who drive BMW's down at New World Computing Inc. in the US of A, and hope like hell those rich bastards can be bothered getting out of their easy chairs to send it to you. Oh, and Chris Wheeler was right, it is a real bitch to fly and aim the turret at the same time.

3. Is Dark Forces really better than Doom? In your preview you said it wasn't and then in your review Chris and Ben both said it was. It certainly appears to bet-

Doom, and my advice to everyone is to get them both. 4. I hate being put in this position and I'm not going to tell you what you should buy - go to a game store and do some play-testing yourself. And Dark Forces appears on the 3DO release schedule but I haven't heard anything about a 3DO conversion so if it does come, it's probably a while away.

FAULTY 32X

Dear HYPER,
I'm sure by now alot of gamers have had to learn the hard way that Doom simply isn't a console game. Why is this? Well just look at the 32X version. It looks great, feels great, plays great - but is it great? No. In fact it's a

freezes with no accompanying text, or perhaps the picture disappears completely and the screen goes black. Either way you can be 100% sure of one thing - with no save feature, your game is well and truly OVER. Over and out. Your game is gone for good. And don't bother trying to reset the machine - that won't do a thing. The only way out is to simply turn the power switch off and start all over again - if you can be bothered. I am assuming the 32X console itself is at fault and not the Doom cartridge because of: (A) the above mentioned error message which came up on the screen on one of these many unfortunate occasions; (B) edi-

For Sale

Mega Drive. Brand new never played, Phantasy Star 4 US version \$120 MS Operation Wolf missing instructions \$15 GG Fantasy Zone v.g.c. \$35.40 Call Greg (089) 531 608. Urgent Sale.

Mega Drive Super Street Fighter II (Jap), Virtua Racing (Jap), and Game adaptor. All 3 for \$160. Phone David on (02) 899 7266.

32X and Mega Drive with Virtua Racing Deluxe and 1X3 pad and 1X6 control pad (with optional joystick included) all in very good condition for a bargain price of \$400 you don't get much better than that, call (097) 955 317 and ask for Michael. Everything still in original boxes and packaging.

Wing Commander 3 CDROM fully boxed with instructions and play-guide \$80, Iron Helix CDROM with instructions \$55. 10 games on 1 CD from Interplay with all instructions \$55, Hound of the Baskervilles CDROM with box \$25. Call Marcus or Chris on (02) 743 3013 between 4pm and 9pm any day.

SNES Games, Mortal Kombat II (boxed) \$75, NBA jam \$55, Battletoads in Battlemaniacs \$40, Street Fighter II Turbo \$45, Ninja Turtles Tournament Fighters \$35, Super Mario Bros Allstars \$20, or all for \$250. All have instructions. Ph: (02) 498 8285. Ask for Daniel.

3DO games: SSFII Turbo \$50, Myst \$50, Guardian War \$50, Novastorm \$40, Seal of the Pharaoh \$40, Mega Race \$40, Alone in the dark \$40, Out of this world \$40. Excellent condition Ph Wayne (02) 662-7459.

Sega Master System II with Sonic the Hedgehog built in and Choplifter with instructions for \$60. Ph: (06) 285 2192, ask for Eser.

Game Boy with Booster Boy, 4. Player Adaptor, Link cable, NBA Jam, f.1 Race and 5 other games all for just \$75. Call Keith quickly on (051) 992 654.

Nintendo Entertainment System: c/w 2 controllers, zappergun, games inc. SuperMario I, II and III, Snake rattle'n'roll, Duckhunt, Metroid and LC. Pro am \$200 Ph Gerard on (03) 826 4621.

Sega Mega Drive II with one control pad and seven games including Sonic II and Quackshot, all boxed and in perfect condition. All for \$230 o.n.o, call Nick Lazarou on (07 - 245 0812.

On SNES NBA, Jam (\$707, Mr Nutz (\$50), Populous (\$55) Programmable Joystick (\$75), F-Zero (\$40), Zelda 3 (\$50) Aladdin (\$50) All boxed with instructions, all good to excellent condition. Ph. David on (02) 416 3936 Mon-Fri after 5pm.

SNES with 2 controllers and Super Marioland \$130, Mortal Kombat \$25, SFII \$25. PC CD-ROM games for sale: Wing Commander 3 \$60, Under A Killing Moon \$50, Doom 2 \$35, Ultima 8 \$40, Syndicate \$35, Elite 2 \$30, Dracula \$25, Iron Helix \$25, Jurassic Park \$25. Everything Boxed with Instructions. Phone David on (047) 335-414.

Mega Drive II with a 3 button and 6 button control pad and 2 games including Mortal Kombat, and Sonic 2. All for \$220 everything in perfect condition. Ring Erkan on (02) 546 3974 after 4pm everyday.

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Atari 64 bit Jaguar and 4 games. Doom, alien vs predator or Chequered flag II and Cybermorph. \$500 or will swap for 32X and MDII with at least 2 games Ph. 089 452 415

Mega CD games: NBA Jam \$100, Night Trap \$60, Prizefighter \$85, Thunderhawk \$60, Silpheed \$70 and Road Avenger \$30. All games 1 month old. Phone Trewern on (080) 882297.

Mega Drive + 18 Sega Mags + 1x3 Button Turbo and 2x6 Button Controllers \$199, SF2 \$49, Aladdin \$39, Cool Spot \$29, Space Harrier 2 \$14, Altered Beast \$9, Columns \$17, Sonic 3 \$49, Sonic & Knuckles \$69, Micro Machines 2 \$69, Bubsy \$39, Virtua Racing \$89, Quackshot \$24. Worth \$1150, sell all for \$599 o.n.o EXCELLENT CONDITION. Ring Adam NOW! - (02) 389 2517.

SNES - NTSC, 1 control pad with spare parts, Action Replay II, Act Raiser 2, Pal B Converter, AV cable, AUST power adaptor + other stuff. \$350. Ph. (060) 244954 and ask for George.

Sega Master System II in perfect condition 3 control pads, 34 games Olympic Gold, Me Hero, Fantasy Zone, and an in-built game Alex Kidd in Miracle world. All Boxed with instructions on real steel for \$100 Ph Bradley on (049) 333 415

SNES with 2 original control pads + joy-stick and programmable pad, 8 games including DK Country, Super Streetfighter II, Bomberman, Mortal Kombat, Super Marioland, Smash TV, Streetfighter II & Tiny Toons. Plus Action Replay and Multitap. Most boxes and instructions. Good condition \$750 ono (066) 869 328 after hours

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Mega Drive games: Mortal Kombat \$40 Sonic the Hedgehog \$20. Also wanted NIGHT TRAP for CD and Final Fight CD Ask for Kieran on (044) 473 850 please?

Mega drive Mortal Kombat 2 sell for \$75 32X Virtua Racing Deluxe for \$75 sell both for \$130 ask for Johan (047) 801 408 or (047) 801 600

32X and Mega Drive with 2x3 button controls and 1x6 button control. 26 games in total including Virtua racing deluxe (32X), the Sonic Series (1+2+3+ Knuckles) and Street Fighter II SCE will separate 32X and Virtua Racing \$950 ea (03) 726 7216.

Mega Drive games; Columns \$15, Spiderman \$20, 007 James Bond \$35, Altered Beast \$20, Flashback \$40, Mortal Kombat \$45, Risky Woods \$30, Golden Axe \$30. Will swap any for Corporation, Terminator or Greatest Heavyweights. Plus - Viper 6 button arcade joystick, compatible with MD and SNES (with rapid fire) \$55. Call (02) 605 2963 Andrew

Sega Mega Drive 2 with 3 control pads, EA "4 way play" adaptor and 4 games - NBA Jam Tournament Edition (comes with all secret codes/cheats), FIFA SOCCER '95, NBA Live '95 and Chaos Engine. The lot for only \$400 Ph Mark (08) 353 2481

Atari Lynx for sale with two games and AC adaptor all boxed and in perfect condition, all just \$100 ea Call Nick Lazarou on 07 245 0812

SNES Games: Parodius, Shadow Run, Mario World, John Madden '93 \$40 each or \$120 the lot Neil: (02) 542 1030

SNES games MK2 (plus all cheats) - \$75 DK Country - \$70, Street Fighter 2 - \$30 and John Madden 93 - \$30 Call Glen on (03) 873 4940.

Super Nintendo with two top games Secret of Mana and Stunt Race FX, 2 controllers and stereo AV cable. All Boxed with instructions, top condition. \$275 Ph. (066) 283755

SNES + 2 controllers. Also included 3 great games Mortal Kombat II Donkey Kong Country and NBA Jam Packaging + manuals for everything including control deck worth near \$400. Sell the lot \$300 Call Frank Ph (02) 521 2278

32X, Mega Drive1, Mega CD II with 15 of the top games and one 6 button control pad, and 2 mega five control pads swap for a Saturn with two control pads and preferably Daytona and Virtua Fighters. Ph Alex on (02) 888 3203.

Sega Mega Drive II, 2 controllers, 2 games Sonic 2 and Bubsy Good condition \$195 ea Call (03) 737 0447 and ask for Ben.

NeoGeo System, Art of Fighting 2, Fatal Fury Special, Samurai Showdown, World Heroes II, Ghost Pilots, Cyber Up, Two controllers and a memory card for \$1000 (02) 835 1995 ask for Chubbs or James.

Gameboy for sale no case 6 months old. four games, carry case and bonus Gamesmaster magazines. Games include: Zelda, Links Awakening, Marioland, Super Mario Land 3, Alien 3, and Kirby's Dream Land. Worth \$500 dollars, sell for \$350. Call Kristina, Mon-Fri 4pm to 9pm (02) 604 6008. All games with instructions.

Selling the Doom's Day collection includes editors for Doom 1 and Doom 2, sound editors for Doom 1 and Doom 2, and hundreds of wad files for Doom 1 and Doom 2. Selling for \$50.00 or swapping for unwanted NES or SNES. Call Nathan on (052) 82 1197

Mega Drive games Virtua Racing, Street Fighter II SCE, Mortal Kombat, Truxton the immortal wonder Boy III Buster Douglas Boxing and cordless infrared control pads will only sell together for \$200.00 Ph (02) 835 1995 ask for Chubbs or James

Super Nintendo two joypads converter 14 games street fighter 2 Mario world Castlevania Zelda 3 Starwing Alien 3 Mario All Stars (4 games) super Tennis World League basketball, Pilot wings Mario kart Sell \$500 ea (02) 618 2553 Ask for Ron after 7pm weekdays.

SNES game for sale: will sell Tecmo Super NBA Basketball for \$35 in excellent condition ph (08) 381 3871

Mortal Kombat II (MD) Good cond. sell for \$50, Boxed with Instruction Book. Some foreign pages missing. Contact Matthew, (079) 362185

SNES with Sprint 60Hz switch upgrade and two controllers boxed, as new \$145; Stereo AV cable \$10 S-VHS stereo AV cable, \$20; RGB stereo cable (connect to Amiga, Phillips or any CGA monitor for an ultra sharp picture) \$25. Games all boxed with manuals Donkey Kong Country \$70 Earthworm Jim \$70 NBA Jam \$65 Stunt Race FX \$60 MK \$35 Jurassic Park \$35. Phone Bob Fenton (02) 699 1244 (W) or (02) 558 1425 (H).

SNES games: Castlevania 4 \$59.00 maximum carnage \$59.00 Bubsy \$39.00 Another World \$79.00 all with instructions. Kurt 02 743 2253

Super Nintendo games Super Mario world \$30, Starwing \$35-40. I also am selling Nintendo magazine system magazines for \$2.00 ea. Ph (08) 381 8318 and ask for Michael.

Mega Drive games Sonic 3 \$65, Altered Beast \$25, both in perfect cond. Ring Chris on (075) 467 309 Swaps I want to swap Sonic 3 and \$10 for Sonic Knuckles Ring Chris on (075) 467 309.

Star Trial Realms of Arkania for PC CD ROM. Unwanted prize (thanks HYPER) Retail price of \$89 will sell for \$70 Ph David on (03) 789 1028 after 5pm and before 8pm

SNES games Donkey Kong Country \$80, Kombat II \$80, Stunt Race FX \$65 SFII Turbo (US) \$40. All games new except SFII Ph 066 860 655 Ask for Jordan.

AURA Interactor - feel punches, explosions kicks uppercuts, slam dunks, crashers & more. Will plug into Nintendo, Sega, TV Hi-Fi & Home Computer Normal Price \$250 My price \$150 Phone Gary on (07) 272 2059

SNES games John Madden NFL Football '94 Young Merlin Micro Machines NHL Hockey '94 \$35 each Mortal Kombat II and the Legend of the Mystical Ninja \$50 each, and secret of Mana \$40 all in excellent condition Ph (08) 276 1435

Gameboy with boosterboy + 6 games which are Bases loaded Bill + Ted's Excellent Adventure Super Mario Land 2 Batman Fortress of fear, Tetris Some are boxed with Instructions Some not. (worth \$350) sell for Just \$230. Contact Shaun on (079) 578 486. Some posters are included.

SNES with 2 controllers \$99, Super Mario All Stars \$65 Donkey Kong country with The Making of DKC video \$70. All are 2 months old and are in excellent condition with boxes and manuals. Ph (03) 726 8502
FIFA soccer SNES version brand new unopened still in plastic wrapper (accidentally bought for MD) \$65 (includes postage) Ph (03) 367 1638

MD Games for sale. Bubsy \$35 Mega lo mania \$20 (no inst) Haunting \$25, Sonic \$25 Boxed with inst. (price includes postage) Buy the lot and I'll give you two games free (Altered Beast & Columns) PH (03) 367 1638

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Mega Drive: NBA Live 95 (still in plastic) \$75 IBM CD ROM: magic carpet \$40 Alone in the dark 2 \$50, Kings Quest 7 \$40 FIFA Soccer \$30, Mortal Kombat II \$70, Ultima 8 with speech pack \$40 Sam and Max \$30.00 Day of the Tentacle \$30 Ring Mike (02) 444 689

Bargain! SNES 1 control pad, 2 games (Donkey Kong country and NBA Jam) great condition only \$185 all enquires welcome please call (07) 368 2548 ask for Jonathan.

Super Nintendo with two pads \$90.00 Actraiser Axelay F-Zero SF II Turbo, TMNT IV, Probotector Cybernator, T2 Arcade and MK II \$45.00 each. The lot for \$400 Ph (079) 421 493 ask for Quintin.

SNES games for sale: NBA Jam \$60 Alien vs Predator \$30 Lethal Weapon \$20 Pilotwings \$20. All boxed and instructions excellent cond. Ph David on (02) 436 0338.

Amiga 500, keyboard, TV adaptor, joystick, mouse/pad, over 160 game disks and over 100 utility and demo disks. Excellent condition - \$450 o.n.o. Ph (063) 31 5783 after 4pm

Cheap SNES games, Starwing \$46, Zelda 3 \$46, Super Mario All Stars (no box) \$40 All excellent cond. Also Gameboy gamers Zelda \$30, Kirbys Dreamland \$24. If interested call David: (02) 771 3971, after 4pm.
Atari Lynx for sale with 3 games (Blue Lightning, Viking Child, Power Factor) and battery pack for \$140. Separately, Lynx and battery pack \$95 and games \$20 each. Ph Illyusha Brock on (02) 484 6408 between 4.30pm and 9pm.

Magic The Gathering, revised edition, perfect condition plus accessories \$200 o.n.o Ph (063) 31 5783 after 4pm

SNES game World League Basketball. Nearly brand new - \$50. Call me on (065) 526 785

Mega Drive: Road Rash, Super Monaco GP, Corporation, Columns and Populous. All with full instructions and in brand new condition (except Populous). Sell the lot for \$95. Phone Todd (067) 712208.

Sega MSII with control stick, Alex Kidd built-in, Sonic, Ghouls n Ghosts, Shinobi, Running Bottle, Wonder Boy 1 & III and California Games II - all practically brand new for \$150 - \$200. Call (065) 526 785.

SNES games: Claymates, Mario All Stars & B.O.B. \$30 each or will swap for other games. Phone (02) 684 4531 and ask for Paul.

Mega Drive 2 for sale, 2 control pads and 7 games which include TMNT Tournament Fighters, Bubsy, Sonic 1 & 2, Earthworm Jim, Ecco 1, Gunstar Heroes. In excellent condition. Will sell for \$400. Call Adam (02) 477 3576.

Monkey Island 2, good condition, on IBM CD-ROM or 3.5", preferably CD-ROM, Ph Michael on (02) 440 0065.

MD2 and MCD1 with 12 games, 2 x 6 button control pads. Games include NBA Live 95, MKII, Sonic CD, FIFA CD and more. All for \$600. Call Damien (042) 833598.

Wanted

I'm DESPERATE... I've looked everywhere but I can't find it If you have the Mega Drive game PIGSKIN and dont mind parting with it for some money \$85 call (077) 799 611 & ask for Daniel Call now...Please.

Wanted: Commodore 64/128 games disk or tape Also

Commodore magazines eg zzap, commodore format, etc Call (046) 287 163.

I am really desperate (and I mean really desperate) for Streets of Rage 2 and Chaotix for the Mega Drive and 32X will pay \$55 for Streets of Rage 2 and \$95 for Chaotix must have instructions or/and box. Call (07) 357 8602 ask for Knuckles.

I will do anything for a copy of Captain America & the Avengers for SNES. Australian or American copy will do. Will pay good money Contact Daniel on (03) 401 4105 (After 4pm).

Wanted: PC gamer US VI No. 1-6, PC gamer UK VI No. 2-10, HYPER No. 1-14 Phone 079 421159 or write to Steven 57 Charles Hodge Ave North Mackay Qld 4740 Also WIZKID on PC.

3DO owner wanting to join a new and exciting club with a monthly newsletter including hints, tips and reviews Please ph, (057) 62 4312 ask for Matt after 4pm.

Swaps

I'll swap Super Mario World (Pal with instructions and box) for either Aladdin, Super Bomberman or Theme Park with instructions. Call Geoff on 909) 332 3464.

Swap madden NFL '94 for Super Ghouls'n'Ghosts Ph (02) 808 3416

I'll swap a SNES and MD2 with 10 games total; Donkey Kong Country, SF2 SCE, MK, Road Rash 2, PGA 2, FIFA Soccer etc. SNES has 2 controls, MD2 has 4 controls (3 six button controllers) and 4 way play. All worth well over \$1000 swap for a 3DO with Games. Ph, Matt on (08) 266 1773.

Wanted To Swap: Mega Drive with two control pads and 8 good games (including Mortal Kombat) for Super Nintendo with games and two control pads Please ph: (03) 380 2926 Ask for Tony.

I will swap my SNES Secret of Mana (boxed with instructions) for Street Racer or other good games that are rated around 90% or I will sell it for \$70 Ph: (079) 357 373 Ask for Bobby.

Back issue game-mags HYPER (15 back issues very few pages missing + AMIGA CD 32 gamer (Issues 2-6) complete and as new. Will separate Swap for Music CD's of techno compilations Ph: Stan, (03) 457 4160

I will swap Mortal Kombat II on SNES for Empire Strikes Back must have instructions. Other games considered Ph (08) 271 5013 Ask for Anton.

Will swap MK2 for DK Country on SNES. Ring David between 5pm and 10pm on (03) 480 0209. Must live in Melbourne.

Penpals

I have always wanted to have a pen pal in your country. I'm a junior high school student in Japan. My name: Saori Yamamoto, Address: 192 Higashiwaki-cho Kurayoshi-shi Tottori-ken 682 JAPAN. Age: 14 Sex: Female, Hobbies: Reading books and making cakes. PS. I like Australia very much!!!

Hi, my name is James. I am 11 and am looking for a penpal (male or female) around my age. I only will write to you if you write to me. I have an IBM compatible and interested in basketball and basketball cards. I also like bike riding and roller blading. If you are interested, write to me at PO Box 411, Renmark SA 5341. Or phone me on (085) 857 314 after 4.30pm weekdays.

Hi my name is Stephen I'm looking for a pen pal male or female aged 11 to 14 I'm 12 and I enjoy playing SNES games (especially fighting games like SF2 and Killer Instinct. I am eagerly awaiting the Ultra 64 I also thoroughly enjoy the Simpsons. I will return all sensible letters. My address is 56 Cheltenham st Highgate Sa 5063.

I want a male/female who's got a SNES and a PC-CD ROM aged between 9-13. Get Stephen McGeorge on 20 Thomas st Nedlands 6009

My name is Blake. I'm 12 years old. My 4 main hobbies are basketball card collecting, X-men card collecting, stamp collecting and video game playing. I would prefer a female penpal any age. All letters that are written to me have a 100% guarantee to be replied. Write to 18 Munja way Nollamara Perth 6061

17 year old male Kiwi looking for a female penpal of the same age. Main interests are Star Wars and Star Trek. I have a fast 486 and Mega Drive. Please write to Blair Anderson Unit 1/22 Malfory Rd Rotorua NZ.

Hi My name is Alex and I'm 18 looking for penpals females and males aged between 16 and 20. My interests are video games, cross training and basketball. My music picks are Metallica and Silverchair. Except English can speak Russian and Hebrew Write to Alex 2/17-19 Edgeworth David Ave Hornsby 2077 NSW.

Hi! My name is Michael Methan and I'm looking for a penpal aged 9 and over, male or female. I have a Gameboy and like reading HYPER. I like some kinds of rap songs. So write to me at Forum Secretariat Private Mail Bag Suva, Fiji.

Hi My name is Stephen; I'm looking for a sexy female penpal (normal guys can write to.) aged between 15-20. I own a Mega Drive & mega CD II into good music having fun and going to parties. Write to S. Alexander, 22 Swinburn st Damnevirke Hawkes Bay NZ 5491

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