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NEW MARIO

- With Super FX!



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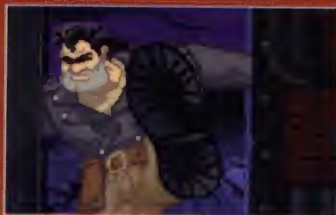
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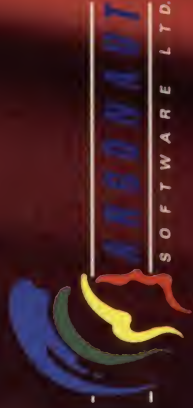


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Win Win Win This month we've got copies of Jagged Alliance, copies of Mirage, Sonic Glow-in-the-Dark Caps tubes and Converse Skatstars to throw away to the lucky readers who get drawn out of our bulging sack of mail.

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Arcade More one-on-one arcade fighting!! This month ARCADE checks out the two latest installments of one of the biggest games of them all. Now you too can take a look at Streetfighter Alpha & Streetfighter - The Movie.

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HYPE it up

Well, the PlayStation. It's one seriously sexy piece of gaming hardware and it's now only weeks away from porting in to your local game store. About time to do a big feature showing all the up-coming releases I thought, so that's what we did.. You've probably all read (or heard) the hype about Sony's new powerhouse 32bit console and we're here to tell you it's all true. It's not going to wipe Sega and Nintendo off the playing field but it's definitely going to make a very big impression in the marketplace. It certainly did in Japan which is seen as a crucial test for any new gaming machine. In fact, Sony have already sold over one million Playstations in the Land of the Rising Sun and achieved their one year target in only five months. Now if that's not a good beginning, I don't know what is...

Of course, Sega and Nintendo aren't taking the new threat lying down and Nintendo in particular have some extraordinarily tasty titles about to appear on the SNES. The 16bitters are far from dead as Doom, Comanche and Killer Instinct will hopefully prove. The other big gun that Nintendo have been hiding recently is Mario, but the fat plumber is about to make his reappearance in the upcoming Yoshi's Island. If you liked all the Super Mario Bros games (and let's face it, it was almost impossible not to), then you'll love Yoshi's Island which uses the Super FX chip for a bit of added spice.

Other than that we've got lots of hot games reviewed including Primal Rage (which will be on all formats known to humankind real soon) and Terminal Velocity which is one of the best PC action games since Doom and its many clones. That's just a sample of what's inside - you can find the rest of the goodies yourself...

Stuart

YOSHI'S IS

It's hard to believe, but it's been five years since we last saw a proper Mario platforming game, with Super Mario Bros. 4 being first released way back in 1990. Of course, Nintendo have kept SNES owners familiar with the chubby Italian-American plumber through the 16bit updates of the early Mario games, Super Mario Kart and the numerous puzzle game cameo appearances, not forgetting the big budget movie which appeared last year.

But now he's back where he belongs - in an exceptional platform game. Of course, we haven't played it yet so we can't say for sure if it's a winner, but it looks a treat, it uses the Super FX chip and its been programmed by the legendary Shigeru Miyamoto and his team, so everything's looking mighty fine.

The game is not called Super Mario Bros 5, and in fact you don't actually control Mario at all, because the faithful mount Yoshi gets most of the attention this time around. The game goes by the name of Yoshi's Island, and the graphic style is quite different, but its definitely in the Super Mario platforming series with all the levels, bosses, secret worlds, power-ups and bonus levels you could possible ask for.

The background story goes back to the time of Mario and Luigi's early youth. The stork carrying the brothers to their parents in the Mushroom Kingdom was attacked by Kameku, a wizard henchman of King Koopa. Mario fell into the sea where he was rescued by Yoshi, who then resolved to rescue Luigi and return both kids to their parents. Mario rides on Yoshi's back throughout the game, looking younger than usual in baggy clothes and an oversized cap, but if Yoshi's hit by an enemy he falls off and must be rescued. In other words, he's a real pain in the ass.

There are six stages, with eight levels in each but of course, being a Mario game you can expect lots of secret and bonus



Hyper@Active Wins Award!!

We don't usually blow our own trumpet, but we've got a pretty big one to blow, so here we go.

Hyper@Active, the on-line electronic edition of HYPER, has won the annual AIMIA Best Commercial Site on the World Wide Web award. Yay us! AIMIA stands for the Australian Interactive Multi-media Industry Association, so its a reputable and independent body (just so you don't think we gave the award to ourselves).

We're rather pleased that all the hard work we put into the site has been acknowledged, especially considering the high quality of the opposition, whom we're currently pummeling with our dirtiest steel-capped boots.

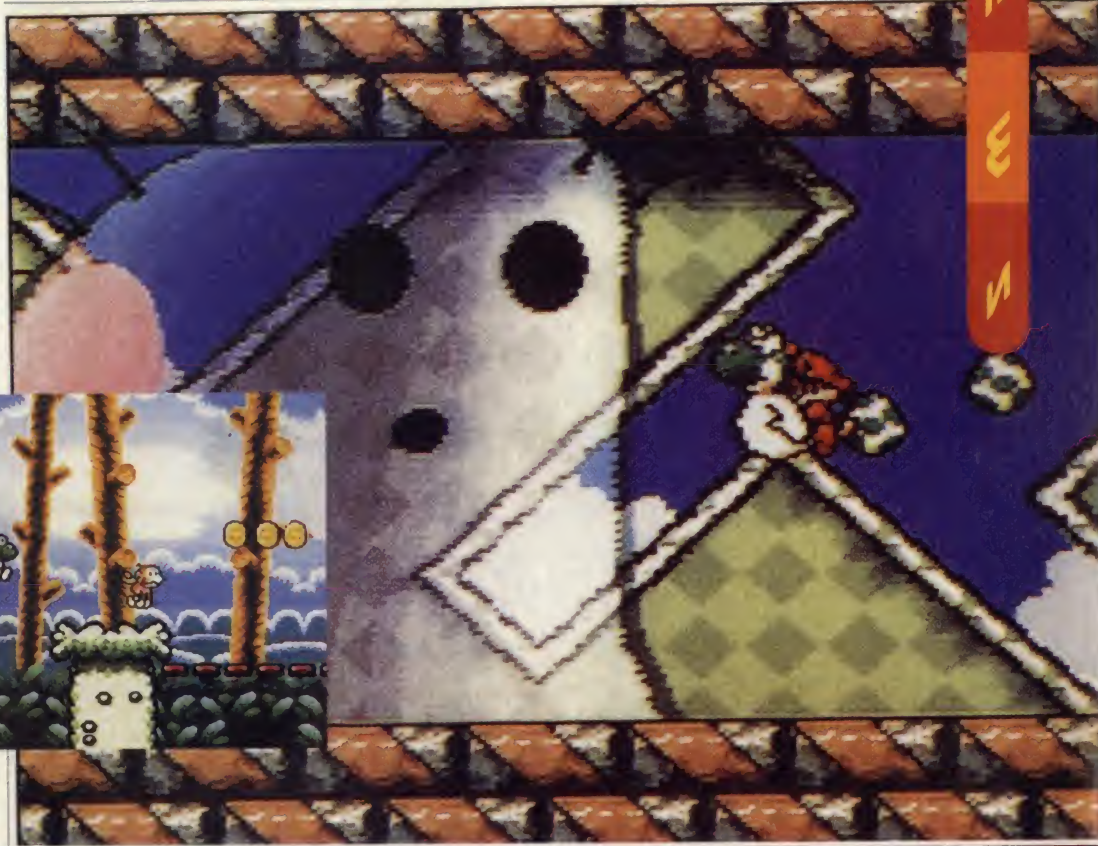
So if you've got Internet access and haven't checked us out yet, do so immediately at "<http://hyperactive.com/games>". The fine work by our designers and wordsmiths is something we're proud of, and if you're serious about your games it makes a perfect companion to the rainforest-unfriendly edition you hold in your hands (but of course, it can never replace the stunning print edition!).

LAND - The New Mario Game

levels. There are actually six types of Bonus Challenge and also if you find the right key to unlock the right door you'll get to play a Mini Battle Game where you'll be able to pick up lots of bonuses. Like the other Mario games, each level can be revisited after you've finished it so you'll hopefully be able to find all the secrets and get a perfect score of 100. The points are allocated for three criteria: Coin (the number of hidden coins you found), Star (the time you took to complete the level) and Flower (number of hidden flowers you found). So, like all the other Mario titles, this one'll take you a long, long time to complete if you want to be anal and get a perfect score.

You'll no doubt have a very good time while trying to crack Yoshi's Island as the graphics are truly sensational in a low-tech, hand-drawn kinda way. There's nothing low-tech about the technology though as Nintendo's Super FX chip has been used for the first time in the 2D platforming genre. You'll be able to see its power with the sprites, some of which are almost as big as the screen, and enhanced with lots of groovy effects like transparency. There are lots of other special tricks used as well but Nintendo haven't revealed any of them as yet.

No word on an Australian release date as yet, but it will hopefully be before the end of the year. The word is that the game was actually finished a while back but has been held off for the right release time. It should be out in Japan by the time you read this though. So, Mario fanatics everywhere should prepare to strap themselves to their SNES sometime real soon.



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BOLO - Multiplayer Macintosh Mania!

If you hang around the Internet, then no doubt you've heard of Bolo (big deep breath), the 16-player graphical real-time networkable tank blast 'em/strategy fest for Macintosh owners. If you haven't, then you own a PC and may not care. But according to thousands of Macintosh owners - you're missing out big time!

This shareware treat has become somewhat notorious for destroying the productivity of many office pools and keeping Uni students up for 48-hour sessions! Now Bolo players can join via modem over the Internet to have

world-wide campaigns, with players forming alliances with complete strangers or going rogue and destroying everything in sight.

Don't expect any graphical masterpiece though, as the beauty of this sucker is in its gameplay! Being something of a combination of the old Atari game Combat and a more sophisticated board game such as Diplomacy, Bolo has depth, depth, depth as well as guns, guns, guns! It may sound simple in description, but get involved in a game and you're sure for an edge-of-your-seat blast-fest as well as an unfolding diplomatic/strategic nightmare.

Your tank carries bullets, armour, mines and trees. Trees!?! Yeah, you see, trees are used to construct things - so they're not really trees as such. In your tank is a LGM (little green man) and you can allocate this guy tasks such as building roads, bridges, walls etc. The more "trees" you farm the more you can construct. Now not only are there players everywhere doing their own thing (usually building their own fortresses), but scattered throughout the land are pillboxes which can be neutral (will fire

at any tank), an enemy or friendly (usually your pillbox, doh!). These ammo-charged towers will blow you sky-high, so it's not just other players that you've got to worry about!

There are also bases which are stocked full of ammo, armour etc. so the struggle to take these can become very vicious indeed. The playing area is constantly changing, as well as there being almost an endless supply of new maps lovingly designed by Bolo freaks everywhere (such as a Gilligan's Island map). So, throw everything in together and it proves to be a nail-biting and exceptionally addictive multi-player experience.

The game has now moved from your standard Macintosh network to the Internet. So if you've got a modem, you can join gamers worldwide over the 'net and never leave your bedroom!! The game really has become a semi-religion, and if you want to join in on the fun, then check out one of the Bolo Home Pages at <http://student-www.uchicago.edu/users/vboguta/bolo/bolo.html> or download a version from the HYPER@CTIVE gaming site at <http://hyperactive.com/games>



Get Locked On!

Every so often a new toy arrives that makes us drop everything. Sega's Lock-On guns had just that affect. In no time at all we had moved on from the office, to the carpark and eventually the local school playground, all the while carrying on like the infantile hedonists we really are.

Big stupid irresistible fun. That's a promise. One go of these and you'll never want to put them down.

The Lock-On pack (a steal at \$99.95) includes two guns and two headsets. The headset has a built-in sensor that shrieks whenever your opponent blasts you between the eyes. It also features a primitive HUD in the form of a plastic visor that

displays the number of lives you have remaining, as well as telling you when your enemy has you in their sights. It looks the part and wearing it imparts a sense of sci-fi coolness that'll bring a big stupid grin to your face. Sure, you look like a right tool, but you'll be having so much fun it doesn't matter.

The pistols feel solid and well balanced. They emit a steady beep which is a bit of a giveaway if you're trying to be stealthy, but a slice of gaffa tape fixes that wee problem (it's not cheating, it's creative rule interpretation).

The range that they can shoot accurately is surprising. Sega claims 40 meters and our exhaustive testing confirmed this. Eventually the one-on-one combat got a little dull, but long term potential is healthy because team combat supports as many units as your friends own.

So if your local park is invaded by hordes of freaks wearing glowing and beeping headsets and packing big plastic guns, don't panic, just grab your own Lock-On and join in the fun.

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Cairns & Townsville, Mr Toys Myer Centre & Springwood, Pick N Pay, Southport Toyworld, Toys R Us, Vox Entertainment Maroochydhore.



HP624796

Saturn Gets Wheel

Opinion at HYPER HQ has never been so divided. The day our Sega Saturn's Racing Controller arrived marked the end of an era of love, peace and harmony. Now ugly cries of "what would you know" flow as freely as the witty banter of old.

Sure, the controller feels cheap, but for what you get it is cheap. Yes, the device is highly sensitive, but compared to the control pad's full left and full right steering, it's a blessing. Perfect it may not be, but now your Daytona laps will be smooth, fluid and a lot more fun.

The "butterfly" gear selectors behind the wheel are a little clacky, but they work as well as they need to and leave your thumbs free for button work. Accelerating and braking are still done with buttons, so it's either full-on or full-off. This sucks a bit, with such smooth steering it's pretty annoying to lose control because you can't exercise any delicacy with the stop and go controls. Being more

tightly sprung would be nice too, the wheel does tend to flop around and offers little in the way of tactile realism.

The controller's base flaps are supposed to tuck under your thighs, and this works OK, but the unit is heavy enough to sit on the table without too much movement - generous Blu-tack usage would make it as stable as you want. Regardless of how you use it though, perfect ergonomics are achievable by way of the telescopic steering column and angle adjustment.

At \$129.95 it's reasonable value, and although only Daytona is supported at this stage, future games from Sega will definitely be compatible.

We suggest you try it out in the shop before you buy, but bear in mind that true man-and-machine synergy only comes after a couple of hours hard racing. Don't give it away if you crash on your first lap, once you get the feel for it the Racing Controller is a rather nice toy to call your own.



Masters of PC Thrust



For today's serious PC sim-head, there is no finer range of peripheral equipment than the Thrustmaster lineup. The

company's history is the classic rags to riches tale.

Starting off as a couple of Falcon 3.0 enthusiasts in a garage workshop, the Thrustmaster company has grown to become the leading maker of quality control devices on the planet.

The reason for this success is a simple one. The team at Thrustmaster take their gaming seriously. Disillusioned by the cheap and nasty range of joysticks around a few years ago, they released the FCS (Flight Control System) and WCS (Weapons Control System). The FLS is a replica of the F-4 Phantom joystick, while the WCS is modelled on the F-15

throttle. Together, they introduced the real-world fighter pilot concept of HOTAS to PC gaming. HOTAS (Hands On Throttle And Stick) allows the pilot to control every important flight and combat function from these two devices, with the frantic search for a particular key on the keyboard banished forever. With the later addition of foot-controlled rudders, the PC pilot was at last able to enjoy the flight experience as it was meant to be.

Now Thrustmaster are releasing components from their second generation of controllers. The F-16 Series are replicas of the hardware found (naturally) in the F-16 fighter. The FLCS joystick unit has been around for a few months. Offering unprecedented control and functionality, it has won awards and fans worldwide. Due next is the TQS, or Throttle Quadrant System. Release is expected around December, with a price tag of around AUS\$350.00. Expensive, yep. Worth it? Oh yeah!

TQS will be fully programmable, which means its controls can be customised for your favourite game. Built-in is a mouse trackball and mouse buttons, these allow precise and rapid targeting in a hostile environment. Dogfight, Rotary and Antenna switches are also featured, their prime function being support for Falcon 4.0's complex radar and weapons systems.

Best of all though, the TQS looks irresistibly sexy. This important aspect, together with Thrustmaster's established build quality, should see many TQS and FLCS combinations finding their way into the homes of PC pilots everywhere.

Less serious (or perhaps less well-funded) gamers now have the XL Action Controller to look forward to. It has three buttons as well as the FCS's four-way "hat" switch. Priced at around \$50-60 locally, it outperforms just about everything at the low-end of the market. The XL should hit the streets by the end of the year.

Remember Thrustmaster for the ultimate in PC peripherals - it's more than just a funny name.

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Overflow

All the bits we couldn't fit anywhere else...

Papyrus are hard at work on both Indycar II and Nascar II. Both will feature a SVGA mode. Yippee.

The Ultra 64's controller is rumoured to be one seriously sexy piece of design. The world needs a really good controller and word is this is it. Nintendo will keep it from prying eyes (like ours) until the Ultra 64 is launched. Pity.

Microsoft are very serious about Win 95 as a games platform. Stop laughing, apparently the new system handles moving parts a lot better than the current Windoze. They even have a games division of their own! Please.

Comanche 2 is coming! Using an entirely new 3D engine and incorporating multiplayer support, it seats you in the cockpit of the Russian Werewolf chopper. Cool.

Stonekeep has been delayed yet again. Initially due for release shortly after the dawn of gaming, the official word on it's appearance is now "next year". Pitiful.

11th Hour has also been delayed until "sometime next year". This is beyond a joke. Release date announcements have come to mean absolutely nothing in this business. Get serious developers and distributors, stop stuffing gamers around and start acting like you give a shit.

Earthsiege 2 is under developement. The first game lost its cred the second Mechwarrior II appeared, so expect some high quality catch-up work.

Master of Xenos is under development at Microprose. Whether or not it is the much demanded Master of Orion sequel remains to be seen...

Warcraft II looks hot, possibly even a Command and Conquer beater. More later...

Game giant Sierra has formed a new company with Pioneer Electronics, to develop PC games specifically for the Japanese market. The PC market is comparatively small in Japan, so if this takes off maybe the Japanese will put some effort into their own PC titles.

The U.S. online service Prodigy is planning a Michael Jackson chat session. Subscribers can ask questions in real time and have them answered by the Gloved One himself.

Rumours are circulating that Sega is either looking at an outright takeover of the 3DO company, or will be licensing the M2 technology for its arcade machines - or both. Apparently Sega have realised how far behind the pack the Saturn is in terms of outright power, with a Saturn/M2 add-on seen as a possible solution. The arcade rumour stems from similar reasons, nothing Sega has now or in the works comes close to M2's power. And you thought the games biz couldn't get any more bizarre...

The new 3D Internet language VRML has found its way to Hyper@ctive. Now users can navigate the Web in a Doom style 3D environment. Naturally we're first with the cutting edge technology, check it out at "http://www.next.com/vrml".

Games Expo Hitting Melbourne

At last, Australia's got its very own Electronic Games and Entertainment Expo which will hopefully go on in future years to rival the American E3 and CES and the English ECTS. The Image 95 is taking place in Melbourne (at the Caulfield Racecourse) from the 6th to the 8th of October and will feature much more than just video games.

Of course, computer games and electronic entertainment are the main drawcards and all the major companies, like Sega, Sony and Nintendo, will be there showing off their sexy new

toys. There's a huge games tournament planned with some fairly special prizes up for grabs, free virtual reality and arcade games and lots of hand-on interactive exhibits, so you won't just be looking, you'll be having fun.

Interactive music will also play a part, as will computer art and the Internet. Another major draw is the big stage where Triple M will be putting on lots of shows featuring top local bands as well as the (unconfirmed) appearance of international acts. And if you want more reasons to go, then the skateboard comps and fashion parades may just tempt you.

HYPER is fully supporting the Image 95 expo and several of the HYPER crew will be in Melbourne for the event. Keep reading the mag for more info as it comes to hand and we heartily encourage all Melburnians to support the event, because if it's the expected success we think it will be, then the expo will then move to Sydney and Brisbane next year and hopefully complete a national circuit by early 1997.

Computer Games - It's All in the Mind

The future is here and it is good (if a bit scary). The world's first mind control interface, the MindDrive is apparently due for release shortly. We kid you not, this is for real.

Ron Gordon used to be Atari's chief executive seven years ago. He had a rather good idea to create a computer interface using electromagnetic signals from the skin and left the company to pursue its development. Here's the cool bit: he administers the project from sunny California, while the nuts and bolts are worked out by 25 scientists under contract in Siberia. Really!

The MindDrive is basically a

tiny sleeve that fits over your finger. It senses your wishes in the form of electrical energy, in a similar fashion to the way lie detectors work. Absolutely no physical movement is required, the unit interprets brain wave activity and translates it to cursor movement on your screen. While responsiveness is good enough for cursor control, it still falls short of the speed and precision needed for fast action games - although in time anything should be possible. The device is initially designed for the PC, but support for other platforms (including game consoles) is planned.

Just imagine, you sit totally motionless staring at the screen. Frantic activity is happening in front of you and inside your head, but you remain completely still for as long as your gaming session lasts. Frightning stuff, but we think we like the sound of it.

The MindDrive units should sell for around \$150 when they're made available in the US early next year, which is remarkable value considering its record-breaking cool quotient. The first devices will also come bundled with some software, including games such as downhill skiing and a Doom clone. More news when it breaks.



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Reviews by Max Autohead



MACROSS PLUS



STAR BLAZERS



ROBOT CARNIVAL

Macross Plus #2

During the early eighties an ambitious anime project was released to an unsuspecting public. Macross (released here in the west as Robotech), helped to completely re-invent the sci-fi anime as we know it, with its ultra slick and cheesy style, it didn't take long for Macross to establish itself as an all time sci-fi classic.

Almost ten years after the release of the first series, we are experiencing the second wave of Macross with MACROSS 2, MACROSS-Clash of the Bionoids and the MACROSS PLUS series currently available on the shelves. The Star Trek of Jap Anime?

Well, after watching MACROSS PLUS part two I suddenly understand what all the fuss is about. This series is brilliant.

The story takes place on the colony planet Eden, where the military is testing its new line of fighter aircraft. The rivalry between the two fighter pilots Isamu Dyson and Guld becomes the main focus, as the two rivals push their talents into a supreme test of will.

This is the most cutting edge anime available. The special effects in this particular episode make classics like Akira stand still...the beautiful crowd scenes with the Ikodru still makes me gape in slack jawed wonder. The science in Macross is extremely well designed and well thought out; and not only do the characters move well, but they're really well written.

Again Macross establishes itself as one of the leaders of Anime. This is a sneak peak at the future of Japanese animation. MORE PLEASE!

Rated PG. Distributed by Siren Entertainment. **10/10**

Star Blazers - Part 3 - The Quest For Iscandar

"It's 2199 and the radiation from Gamilon bombing threatens to destroy life on Earth. Space cruiser Argo races against time to find the Planet Iscandar to bring back Cosmo-DNA, which can reverse the contamination....on board, officers Derek Wildstar and Mark Venture wage their private war. Chief mechanic Sandor is revealed to be a cyborg. Captain Avatar, weakened by radiation poisoning, is kept going by ship's doctor Sane. A funny robot called I-Q takes over when the human crew needs help. Radar operator falls in love with Mark and Queen Starsha waits on Iscandar-with a man from earth the Star blazers have given up for dead..."

Clive James once described Bay Watch as the show with everything. Star Blazers is the animated Bay Watch of sci-fi. How many plot developments can one series have?

Star Blazers has the whole lot. The great thing is that whenever there's a problem the whole thing can be solved by two words...WAVE MOTION. If we need to get anywhere...WAVE MOTION. If we need to wipe out an intergalactic army...WAVE MOTION. In fact, why go for Cosmo-DNA? I'm sure WAVE MOTION could solve everything!

Like I said in an earlier review of Star Blazers, it's pretty unfair to judge this classic with the anime standards of today. In it's heyday Star Blazers was king. It was pretty entertaining when I was a wee lad and it's still pretty entertaining now...even if it is for other reasons.

It's old animation sporting characters that look like Speed Racer and wear funky disco flares and spout some pretty ridiculous lines. The plot's got more holes than Swiss cheese and the animation itself is so dated it's embarrassing. Fantastic.

Rated G. Distributed by Kiseki. **7/10**



8 Man After

It's got a pretty weird arse name, but hey, isn't this what we expect from the Japanese? 8 Man After is the much touted Japanese hero from the sixties, revamped for the new audiences today. The blurbs to the anime describe it as "Part Phillip K. Dick, part Phillip Marlowe". In other words, a gritty sci-fi detective film noir. So is it?

The story starts off with Hazuma, ex-cop turned bad ass detective on a case to hunt down a missing scientist. On the way he encounters a group of psychotic "Cyber-Junkies" (kinda like mercs with Cyberware weapons grafted onto several parts of their anatomy) who cut the hard boiled Hazuma down to size, paving the way for him for his transformation into 8-Man.

Super-fast and super strong, 8-man cuts down his enemies in a bloodbath of gore and violence, but fails to do so in the level of entertainment. I found the whole thing to be rather slow paced (ironic for the style of character 8-man is), and often at times I found it hard to maintain my enthusiasm for this film.

The animation style is pretty old, with nothing really outstanding to make your eyes go ga-ga. However, if you're a fan of animes like The Guyver and Ultraman, then 8-Man could be your cup of tea. Otherwise it's a bit of a yawn.

Rated MA 15+ Distributed by Kiseki **6/10**

Robot Carnival

There was a time that you couldn't walk into a party in the suburbs without a group of mind altered people sitting around a video watching Disney's classic animation, Fantasia. For some reason it was the perfect "chill out" video, and you could sit there in total bliss watching hippos dancing with crocs in full technicolour.

Well to all those who thought this particular past-time to be long dead and gone, get ready for ROBOT CARNIVAL, a strange and wonderful showcase of Animes compiled and produced by some of the better known animators of Japan.

Featuring seven short animated pieces (including the introduction and opening shorts co-produced by AKIRA's Katsuhiro Ottomo), ROBOT CARNIVAL is a compilation of short stories all based around the theme of (yep, you guessed it!) robots.

The best thing about a compilation anime like this is that among the collection there is often a classic gem or two that pushes the boundary of the medium. It's also a factor that the animators aren't tied down to conventional anime narratives, and more often than not each anime displays a love of the experimental; ranging from the beautiful cyclic animation of Mao Lamdo in "Clouds", to the ultra cheesy "Starlight Angel" by Hiroyuki Kitazume.

Technically, it displays some of the best animation that Japan has to offer. "Nightmare" by Takashi Nakamura, "Presence" by Yasuomi Umetsu and Kouji Morimoto's "Franken's Gears" will have you creaming your pants with their technical brilliance.

A brilliant collection which all anime/manga fans must see. Rated PG. Distributed by Kiseki **9.5/10**



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7. NBA Jam Tournament Edition
8. Jungle Strike
9. Jurassic Park 2
10. Stunt Race FX

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3. Supreme Warrior
4. Battlecorps
5. Eye of the Beholder

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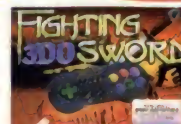
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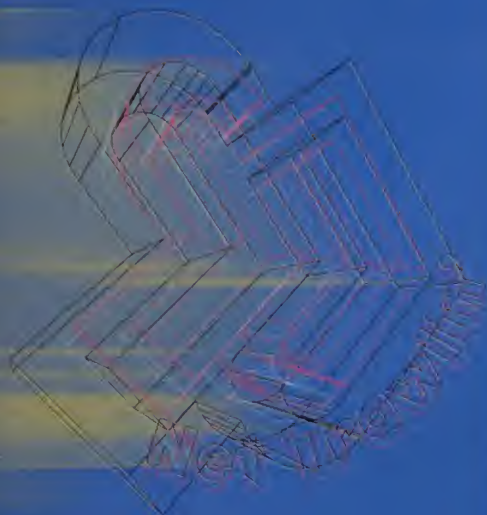
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NET



So, you've finally made it on to the information superhighway. Time to play some games. **ROGER BOLTON** checks out what's going to be on offer...



Multiplayer Games on the 'net

The 'net was originally developed so that US military researchers could share results with each other on projects of death and destruction. Later the net was also used for educational purposes within universities. However, human nature being what it is, what do we really want to do with the Internet? Play games and swap dirty jokes, of course!

Multiplayer games on the net have been around for a while, but until recently have been limited to text only Multi User Dungeons (MUDs) or strategy games (Empire). That's all changing pretty rapidly as games companies are rapidly developing graphical front ends that allow huge multiplayer battles over the net with hundreds of simultaneous human opponents. If you thought eight player Descent or Terminal Velocity death matches were fun, then try Quake or Confirmed Kill against hundreds!

First off the rank is Domark who should be finished Beta testing the front end for Confirmed Kill by the time you read this. Confirmed Kill is Air Warrior taken one stage further, and you can play over the net against up to 200 human players. This is just the Beta too, the final version will support more than that. All you need to play is a shell account with any Internet Service

Provider and a copy of the front end. During beta testing play is free and will only cost US\$2 an hour on top of your ISP's charges once it's fully running. For more info jump to the CK web page at "<http://www.domark.com/domark/ck/ck.html>".

iD software, renowned creators of Doom and Heretic are also working on a blockbuster multiplayer internet game. Quake is scheduled for release before Christmas '95 and will blow every-

thing you've seen away. Quake will be appearing for PCs and Macs and most UNIX systems and all versions will happily network with each other over the net or by modem. The true 3D world will allow hundreds of players to battle it out in the dark world of ancient norse Mythology and will feature sound effects by Trent Reznor of Nine Inch Nails fame! There's only rumours and the occasional snippet of info from iD so far, no screen shots or Betas, but to stay informed try these sites:

Quake Newsgroup: news:alt.games.quake

Id Software Website: <http://www.idsoftware.com/>

Unofficial Quake Page: <http://hal-pc.org/~jasonv/quake.html>

Lastly, there's also a few programs that let you play standard PC modem games head to head over the Internet, namely the Internet Head to Head Daemon (IHHD) and KALI. Both of these require a fair amount of techie skill to get working so ask your local guru, but it's worth a look if you've got the time or the skills.

IHHD: <http://www.seas.upenn.edu/~liangh/IHHD/IHHD.html>

KALI: <http://www.sover.net/~webman/>

Quick Trawls:

SpaceTec: <http://web.spactec.com/>

Makers of a very groovy 3D controller called the Spaceball.

Atlantis CyberSpace: <http://vr-atlantis.com/>

These guys have a cool concept for a VR theme park.

Giga: <http://lightning.powertech.no/giga/>
Norway's finest gaming magazine.

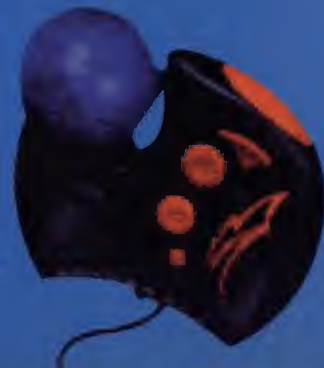
The MUD Connector: <http://www.magicnet.net/~cowana/mud.html>

A great list of MUDs including searches, web pages and more.

Don't forget to keep checking out Hyper@ctive, <http://hyperactive.com/> and e-mail any kewl new sites to trawling@hyper.com.au.

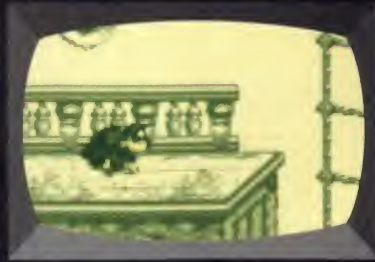


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Converse Skatestar

No one can play video games all day, every day and sometimes you just have to go out in public and be seen. One of the coolest shoes to be seen in is the new suede Converse Skatestar. Just like games, they have their own tech specs; padded shock-absorbing heel, tongue and sidewalls and super traction gum rubber sole. Basically this means they're real comfortable as well as being real sharp to look at. They would normally retail for around \$90, but because we're so cool we've got a pair to give-away. Tell us all your details, plus shoe size and preferred colour (black, green, brown) and answer this question:

What brand of footwear was Kurt Cobain wearing when he died (sob)?

Send to:
LOOKING COOL IN CONVERSE
 HYPER
 PO Box 634
 Strawberry Hills NSW 2012

Jagged Alliance

Sir-Tech's Jagged Alliance is deservedly achieving a cult status. It's proving so popular that a new CD version is being developed for head-to-head play, via a modem, network or serial cable. When it's here we'll tell you the goss, but for now we're giving away 5 copies of the stand-alone game which got the cult ball rolling.

A big cosy thank you to Directsoft for this excellent prize.

What will be the new Jagged Alliance special feature?

Send to:
JAGGED ALLIANCE COMP.
 HYPER
 PO Box 634
 Strawberry Hills NSW 2012



Caps of Sonic

We showed you the latest star in the phenomenon that is Caps last issue, and now you can win your very own set of Sonic the Hedgehog Caps! They're attractive, useful and fun, as well as being plastered with some people's favourite game star.

We've got 100 tubes of Glow-in-the-Dark Sonic Caps to give away, and each tube has five Sonic Caps inside, as well as a Glow-in-the-Dark Sonic "slammer". And even if you're not into Caps, you can always use the empty tube to hit people that annoy you.

How many Sonic Caps come in each tube?

Send to:
SONIC CAPS COMP.
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 PO Box 634
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It's a Mirage

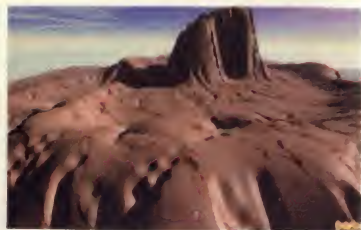
Mirage is a brand spanking new Myst sort of game, with you out mystery solving in the wild, wild west. It's being distributed by BMG and looks rather cool (we don't know because we haven't seen it yet), so we're giving 5 away just like that.

The game comes on CD ROM and runs on both MAC and PC, which is a bit of a revolution in itself.

To win your very own copy, just answer this incredibly easy question:

What game do they claim Mirage is like?

Send to:
IT'S A MIRAGE
 HYPER
 PO Box 634
 Strawberry Hills NSW 2012



SUBSCRIBE

FANCY A BIT OF HOT POLYGON FIGHTING ACTION?

Well, there's no need to go down to the local arcade, because subscribe to HYPER and you could be doing it in the comfort and privacy of your own home.

We've got 5 copies of FX FIGHTER,

the new PC polygon fighter to give away

to HYPER readers who subscribe this month

(thanks to Dataflow). So not only will you be in the running for

a hot prize, but you'll be getting Australia's best gaming mag

cheaper and easier than from the newsagents.

YOU'D HAVE TO BE A TOOL NOT TO DO IT!



MechFeast



THE INTRO IS SUPERB AND SETS THE MOOD PERFECTLY

THAT'S OUR MAN! JOSH RESNICK - MECH-GOD + HELPERS

MECH 2 LOOKS UNBELIEVABLE AND PLAYS A DREAM



It was due out over a year ago, but in the last 12 months all the world has seen of Mechwarrior II are a few mouth watering clips of rendered cut-scenes. Now it's here and the world is a better place for its presence. Mechwarrior II is Activision's biggest title in years, as well as being one hell of a hot play. HYPER's Ben Mansill goes one-on-one with Mech Project Leader Josh Resnick...

OK, the first thing we have to know is, what took you so long?

We realised during development that we had to switch to a protected mode operating system to get the best performance. Protected mode allowed us to access all the available memory, instead of just the 640K.

I guess a lot of companies would have suffered that problem, switching to DOS4GW (a memory manager that gives access to all memory instead of just the base 640k) mid-way through development? Was it a major re-write?

It was a major re-write! Absolutely! We had to almost start over again. I started on this project as producer in early October, so we're going into our 10th month now. We inherited a very robust engine, but it took a little bit out of us to convert it over to protected mode. It was at that point that we could start designing our missions and designing the tools and other things like that, that would allow us to get into playing properly.

What sort of features did the new engine allow you to include?

Well, with all this memory we can do... gosh, so much, for instance the game has three modes of resolution, we can do 320x200, 640x480 and 1024x768.

What sort of PC is required to run MW2 in maximum resolution?

Well, a 486/66 with 8 megs of RAM should be fine. If you run it on a higher processor you'll get a better frame rate. We're shooting for 10-15 frames per second as an average frame rate, on a Pentium it goes higher.

The whole thing plays more like a sim than a game, it's all very serious, which we think is terrific, is that what you wanted?

We have a mix, it's both a sim and an action shooter. The simulation parts is a real physical environment, it's a 3D environment. We take into account gravity and weather patterns and things like that. At the same time we want people to jump in really quickly, we want the controls to be very familiar and intuitive. They can take a Mech and just romp around the terrain, fire off the missiles and have a good time.

Which is what it's all about...

Exactly, that's part of it. But this game will appeal to simulation fanatics in that we're very true to the Battletech universe, we have very complex and rich worlds and missions and if you're going to complete a career you're going to have to spend a lot of time on this game.

I've seen a lot of talk on the internet newsgroups where they're all talking about the story of the MW2 clans, the FASA universe and all the political sub-plots in the story, taking it all very seriously. Does this strike you as a little weird?

We've been very true to the universe and also those people because they form our core audience. Those hundreds and hundreds of thousands of people out there who have played the board games, who have read all the books and who are generally very passionate about the Battletech universe. So we've been very true to it in terms of the configurations of the Mechs you can take out and the technological constraints, the weapons they have and how we develop the story. At the same time again we wanted to appeal to a broader audience, we want you to just go out there and get a satisfaction from blowing things up. You get the gorgeous visuals and the explosive sound effects and the pretty movies and all that kind of stuff.

Will there be scenario disks later on?

Absolutely. We're gonna have two expansion packs that will include additional clans, additional missions and/or additional Mechs themselves. Also we're gonna have a full network version that's gonna follow the main release, that will allow up to eight players to play over a Local Area Network and modem to modem. It'll have specially designed missions and it will also have other AI Mechs, turrets, tanks and gunships.

Will the initial release include modem play?

The initial release will have head to head support for networks and modems, two people will be able to get on board and play each other in three missions and they'll be able to pick from I think around four Mechs to choose from. We like to think of it as a taste of things to come. One on one Mech is fantastic, everyone's addicted over here.

So MW2 is an ongoing project for Activision?

Absolutely, and also were going to have a Windows version and a Power MAC version. There's a lot of follow-on Mech products.

Is it a big team working on the project?

Thirty people, it's all in-house. We have designers, writers, programmers, artists, production staff - and that doesn't include testers and all those other folks.

Comparing it to other similar games like Earthsiege, Battledrome and Iron Assault, how do you think MW2 stacks up?

I know this is going to sound biased, but I think we really took a leap forward. I think we broke through a lot of the clichés that have been plaguing this type of genre, I think our 3D depth and the gorgeous art is incomparable. We have a virtual cockpit, it's a real 3D object in a real 3D world whereas they still use a 2D cockpit and they're not full-screen - we're full screen. Our worlds and our missions are much more exciting.

Earthsiege is kind of limited in that they have to stay on Earth, so all the attacks and missions and everything have to look like Earth, our terrain and our worlds are gorgeous and varied. You can have a mission that takes place on a lunar surface, inside a dense urban environment, on a planet with volcanoes, on an ice planet or a desert. At the same time we can actually interact with the terrain, you can walk over mountains and through tunnels and down canyon passes. Our Mechs are also equipped with jump-jets, so there's a full aerial combat section of the game where you can jump in all directions. There's even a special manoeuvre in the game that's called DFA or Death From Above where you jump on top of another Mech, and because your leg armour is stronger than another Mech's head armour you can actually destroy that Mech by crushing them from above.

Sounds very cool...

Yeah it's really neat. I could go on and on, but there's a lot of things that we do that they can't, which is nice.

OK, I had planned to ask you what sort of game you'd make if you had a completely free reign, but it sounds like you're doing it now and there's a lot of passion in this project...

Exactly. Everyone here are very committed 3D people. We just love the whole concept, and our company is pushing in that direction. MW2 really pushes the envelope in that area, and I think you'll see a lot of new games from Activision that takes advantage of this engine or even newer engine technology.

Can you give me an idea of what else Activision are working on?

We're making a pretty strong push into the 3D area. I know the company is talking about a 3D Pitfall to follow Pitfall: The Mayan Adventure which we've just released. We're also working on a sort of futuristic 3D hockey-like sport game.

Yeah, 3D is the thing at the moment, there seem to be a whole lot of jet-sled racing combat games like Slip Stream and Hi-Octane...

Exactly, it's kind of similar, but at the same time takes a leap forward. I can't really give you much detail on it. I apologise, but it's looking fantastic, it's a real nice product.

What games impress you outside of Activision and what do you like to play?

Oh God, I like to play anything 3D basically. One of my most recent favourites was Dark Forces, I thought they could have done more with their audio and cut-scenes, but I was very impressed with the level design, they were very complex and rich and you could really lose yourself in them. They way they used the voice overs and some of the sound effects created a very immersive experience. I really enjoyed Dark Forces.

Yeah, I think it was the first 3D first person perspective game that made people realise you can't keep comparing them to Doom. Just because it's first person doesn't mean it's the same genre...

Exactly, they really took stuff forward which was really nice, it was very refreshing. I mean, I enjoyed Heretic, it was a little bit different to Doom, they were very creative, they look like they had a fun time making it, like with the eggs that turn people into chickens and things like that, but essentially it was just a clever approach to Doom 2. Decent had a lot of members of my team hooked for a while, but the frame rate really got to them, it was really tough to have eight players out there, it kind of really slowed the game down, and for them all true 3D games had to keep the frame rate up.

To tell you the truth, I've been so busy making MW2 that I haven't had much chance to sneak out. Iron Assault and Earthsiege didn't impress me enough to spend much time with them and Battledrome was extremely disappointing. When Earthsiege first came out, to their credit, there really wasn't anything else out there that was Mech-like, Earthsiege really was the only one out there.

Now, because MW2 is so simulation intensive with controls for torso, legs, weapons and the rest, is it critical to have a good set-up with equipment like CN and Thrustmaster to make it all work effectively?

Not at all. Actually to tell you the truth I enjoy playing the game the most with just the mouse and keyboard. A lot of other people like to play using their Thrustmaster gear and the like, but it's really not necessary. Our game works with every type of input device, not only the standard joysticks, but also the rudder controls and also some of the virtual reality headsets. For instance, our game will be compatible with the Virtual IO, it's a really nice and elegant design, that's one of the few we're going to support with the initial release. I think ours is also going to be compatible with the Phoenix and Spaceball Avenger and a lot of other peripheral devices too.

Sounds like the game to have...

Definitely, it's really addictive. We've been playing it for ten months now but every day our level of excitement grows and we still enjoy playing it. I think the audio in our game is something worth mentioning, we have developed originally scored background music for almost every mission in the game, so each time you play it's fresh instead of the same music through every mission. Our sound effects also are fantastic, we have a very high-end studio in Hollywood that developed the sound effects for us.

It all sounds like MW2 will do for it's genre what Falcon 3.0 did for combat flight sims...

That's what we were hoping for. We're feeling very confident about this game, we really think we're gonna take the industry by storm with this one.

And we think they might just do it too...

The times they are a rushing madly ahead. This year has seen the arrival of console machines which equal the power of the fastest PC, but provide action gameplay on par with the very best on offer in Arcadeland. Leading the charge are the 3DO, Sega Saturn and of course, the Sony Playstation. Sometime between right now and the next appearance of Halley's Comet should see Nintendo's Ultra 64 hit the streets, but for now we're quite happy with what we've got, thank you very much. While 3DO continues to creep along slowly and steadily and Saturn gets set to blitz, Sony have been quietly

Brand New Heavy



Sony weighs in with the Playstation

planning big things for their Playstation. Very big things. In fact, the Playstation represents the largest launch for Sony since the audio CD! The Australian launch is set for mid-October, with almost \$3 million set aside for its promotion. Serious stuff. At \$695 it represents pretty sensational value, especially when you consider it's 3D power exceeds most Pentium PCs costing several thousand dollars. However, many gamers will be disappointed that the price-point is not lower, considering that you can pick one up in America for \$299 (US).

Software support is the Playstation's main strength though, and by the end of March next year, at least 60 titles will be on the market. These won't all be a boring variation on the same theme either, and there truly is something for everyone. Adventures, RPGs, Beat 'em Ups, Driving, Flight Sims - you name it, Playstation's got it.

The Mega Drive and SNES aren't going anywhere in a hurry though. Support for the workhorses of the console world will continue for a long time to come, but the Playstation and its brethren are where the future lies.

The games are amazing - even our "seen it all before" blase attitudes were severely shaken by the exceptional quality of the games we've seen so far. And there's far to then than just pretty graphics too...

To help you get an idea of what's coming, we've assembled the following Playstation previews. Remember, while these games look nothing less than sensational, they are merely the fore-runners of a rush of even more fantastic software in 1996. It's a good time to be a video gamer...

Elic: The Almon's Mission

Publisher: Psygnosis
Category: RPG/adventure
Due: Early '96
Players: One
Linked play: n/a

Your average Science Fantasy fan has a healthy collection of Michael Moorcock books. Amongst them, you will almost certainly find tales of one of Mr Moorcock's favourite heroes, Elic.

The stories are awash with magic and a proliferation of wizards - both good and evil. It's in this dark world of dragons and dungeons that the game Elic: The Almon's Mission is based.

Playing as Elic, your quest is to uncover the hidden motives of the evil wizard Almon, who has claimed to do wondrous things for the kingdom you call home. You know better than to trust a freak wearing a pointy hat, so onward you quest, forging legends and uncovering Almon's surreptitious plans.

The RPG/adventure game is fully 3D, with three cities, two villages and eight dungeons to explore. Magic spells and devastating weapons are the tools of your trade in this real-time world.



ELIC: THE ALMON'S MISSION



CROSSFIRE

Crossfire
Publisher: Electronic Arts
Category: Action/adventure
Due: Oct/Nov '95
Players: One
Linked play: No

A huge and complex futuristic world of danger, mind-numbing puzzles and big guns. Hold me back!

This is the game for people who like their playing busy. Even skilled gamers will have their hands full in this 3D world of traps, evil scientists and mystery. Blending the action of Doom and the brain work of an adventure game, Crossfire looks like pretty good value.

The plot has you playing as Conrad, who you should remember from Flashback. While strictly speaking this is a sequel, the completely new game engine puts Crossfire in a class of its own - quite an achievement considering the game's heritage.



WIPEOUT

WipeOut
Publisher: Psygnosis
Category: Racing
Due: October
Players: One - two
Linked play: Yes

Hot? Smouldering! This one blew everyone away at E3. The incredible graphics flow on so smoothly, the sound-track pumps and the gameplay has our mouths watering.

Playing a lot like Slip Stream 5000 (reviewed this issue), WipeOut is a straight racing game with a dose of combat. Your weaponry won't kill opponents, just slow them down for a bit.

Multiplé tracks prove this is no Ridge Racer, with the longterm score being boosted by multiplayer support. This could well be one of the All Time Great Games, and it definitely looks like one that any Playstation owner will want to call their own.



Warhawk
Publisher: Sony Imagesoft
Category: Simulation
Due: November
Players: One
Linked play: No

Could this be the World's First Proper Console Flight Sim? Checking out developers Single Trac's credentials, it sure looks like it fits the bill. They're previous jobs include simulators for NASA and defence industries, so knocking up a bit of software that lets you play jet fighter pilot should be no trouble at all for these jocks.

Mixing air-to-air and air-to-ground missions, Warhawk aims to please with a high dose of action without the need to memorise a 200 page manual. If Sony (or a third-party manufacturer) has an analogue joystick out in time for Warhawk, it'll be a must-have for sim-fans who can't manage the \$3000+ for a high-end PC.



WARHAWK

Chronicles of the Sword

Publisher: Psygnosis
Category: Adventure
Due: Early '96
Players: One
Linked play: No

Ever felt the need to play with your Lancelot? Well do we have a game for you! Chronicles of the Sword puts you in the metal boots of one Gawain, who is a brave knight in the early years of King Arthur's Camelot.

The high-res adventure game should please gamers looking for a little interaction at a more sedate pace. Romance, evil magic and the occasional quest is the expected fare in Chronicle.



CHRONICLES OF THE SWORD

Destruction Derby

Publisher: Psygnosis
Category: Racing
Due: October
Players: One - eight
Linked play: Yes

Motor Racing purists will cringe at the thought, but here is a racing game that focuses on the real reason we sit through lap after bloody lap. Yep, the carnage. Provided nobody is hurt - which they rarely are, the stacks are far more entertaining than the one or two passes an average race "entertains" us with.

Now, finally, a game developer has caught on, with Destruction Derby from Psygnosis the latest game to have on the Playstation.

The Nascar style sedans are crumple-zone free zones. The idea is to ensure that you're the only surviving racer on the track. Tracks? Forty of them in fact, which is a lot more than any other racing game can offer.

Sounds too good to be true, and it gets better. The 3D worlds are ultra smooth and richly detailed. The collisions are modelled realistically and look fantastic. There are no bothersome rules to bog your racing career down, just get out there and do as much damage as you can! The game links too, so your chum can bring their Playstation around for a bit of multi-player heave-ho (provided you have two TV's - and doesn't everybody?). Way cool.



DESTRUCTION DERBY



KRAZY IVAN

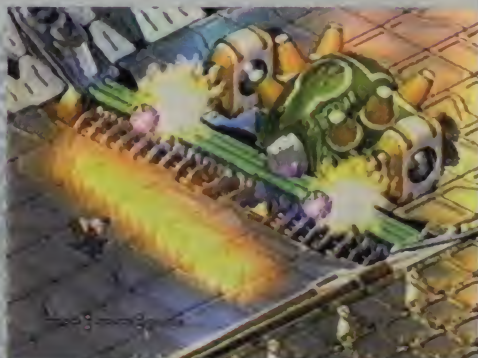
Krazy Ivan

Publisher: Psygnosis
Category: Action
Due: November
Players: One - two
Linked play: Yes

You're stuck in sunny Siberia and hordes of alien nasties are homing in for the kill. No problem, just slip into this 40ft high battle suit and go wild! Sounds a bit like Mechwarrior? You bet! But if it's a decent play we won't care a bit.

No hold barred combat is what Krazy Ivan's all about. A smidgen of hostage rescuing is involved, but not enough to complicate the gratuitous destruction spree you're committed too.

Krazy Ivan's linkable too, so invite your friends around... then waste them!



VIEWPOINT

Publisher: Electronic Arts
Category: Shooter
Due: Dec '95
Players: One - two
Linked play: No

This one first appeared on the Neo Geo and rapidly rose to claim the crown of Top Shooter. Now it's back on the Playstation, but in 32,756 colours and with Silicon Graphics rendered art thrown in for good measure.

Want more? The Dolby Surround sound will rock your living room like never before and the advanced light-sourced graphics will keep you smiling the whole time.

Select the particular ship that suits your style, each has strengths and weaknesses, but all are capable of blasting their way through over 1000 enemies in six monster levels.

This one can't arrive soon enough for us. Very hot . .

Discworld

Publisher: Psygnosis
Category: Adventure
Due: October
Players: One
Linked play: No

Console critics have always been able to fall back on the old argument that only PCs and Amigas have proper Adventure games. No longer! Discworld is one of the All Time Great Adventure games, and now it's found its way to the Playstation. Based on Terry Pratchett's best-selling series, Discworld abounds with Dragons (who are the heroes) and Humans (the evil ones - naturally). Full-screen gameplay with an intelligent cursor and a walking inventory.. too much! This title alone should sell a few Playstations.



Jumping Flash

Publisher: Sony
Category: 3D platform
Due: October
Players: One
Linked play: No

Nope, it's got nothing to do with the movie (of almost the same name), nor has it anything in common with any previous game.

Jumping Flash is, well, a jumping game. Not the 2D platform variety though, instead it shares more with Superman's pastime of leaping tall buildings in a single bound.

The first person perspective will remind many of Doom and its clones, but simply walking around shooting things is not the path to victory. To accomplish anything you've got to jump. Jump high and jump far. Three strengths of jumping are available, a wee hop, a bit of a bound and a ballistic leap. Using the big jump, it's possible to look down while airborne and see the entire game world below!

Built-in weaponry takes care of the enemies, like the penguins that slide at you on their bellies - you know, normal game stuff.

Being totally new, Jumping Flash already has our attention. Hopefully the gameplay will be as attractive as the concept.



JUMPING FLASH



G-POLICE

G-Police

Publisher: Psygnosis
Category: Adventure
Due: Nov/Dec '95
Players: One
Linked play: No

You come home one day to find that your baby sister has disappeared. Sounds like cause for celebration to us, but in this age of political correctness it's off in search we go...hrmhhh.

We'll excuse the silly plot, because G-Police features a complete city in full 3D. The caper is to explore the place and dig up some clues to help you find your missing sister.

The game's style reeks of manga, with high-powered weaponry and supremely cool flying cars for the taking. There is complete freedom to venture anywhere you desire, like shopping malls, the airport, power stations and a hell of a lot more.

Could be another excellent reason to take the Playstation path, we think.

Lemmings 3D

Publisher: Psygnosis
Category: Puzzle
Due: October
Players: One
Linked play: No

All New World of Lemmings was the last Lemmer from Psygnosis, but its radical new approach to Lemming-driving fell a little flat, if the truth be known. This one though, looks like resurrecting the love we all had for the little critters and their suicidal penchant.

Yes, it really is 3D. The levels are 3D, so an entire new dimension (literally) has been added to the puzzles. If it all gets too confusing, just switch to LemCam to see the world through the eyes of a Lemming. This may well be the gimmick of the year, but we're suckers for this sort of stuff and even without seeing the final game, we reckon it could be one of the years truly hot titles.

Clever shoppers looking for value, take note: There will be 100 levels, 10 Lemming themes, 30 music soundtracks and 30 Lemmings Last Requests. We have no idea what the last bit means, but it sounds good enough for a BIG review the minute a copy arrives.



LEMMINGS3D

Entropy

Publisher: Psygnosis
Category: Strategy
Due: Early '96
Players: One
Linked play: No

If you're a PC'er and you're reading this, take note! Consoles are not just about platform games. The Playstation's Adventure and RPG games prove this, as does Entropy, a new empire building/strategy game.

Sounding very much like the brilliant PC game Master of Orion, Entropy has you exploring solar systems and their planets, managing resources and developing science and weapons.

You're out there doing all of this because the sun is slowly disintegrating. The race is on then, to both colonise suitable planets and discover the cause of the sun's demise.

Entropy sounds like just the ticket for an all-weekender in your cosy chair. Console gamers new to these games are in for a treat, the satisfaction of building a huge and powerful Everything from a faltering and inconsequential Nothing is mightily rewarding.

Eventually, contact with aliens occurs, but no power-ups will save you from their wrath; cunning, strategy and foresight will instead be your saviour.



ENTROPY

Twisted Metal

Publisher: Sony Imagesoft
Category: 3D Shooter
Due: November
Players: One - two
Linked play: Yes

Another 3D driving combat game... great! Five cool worlds to rampage through and a choice of 12 vehicles to drive, like a motorbike, truck, taxi, ice cream truck and other bizarre fighting cars.

On-screen there are four different viewpoints, from behind the wheel for realism to up and behind so you can properly check out the post-apocalyptic architecture.

Twisted Metal will probably appear before most of the others here, which suits us 'cause we want it now!



Mortal Kombat 3

Publisher: Acclaim
Category: Fighting
Due: October
Players: One-two
Linked Play: No

We couldn't forget this one, could we! As you might already know, Sony have scored the exclusive 32bit release of Mortal Kombat 3 for six months. This will surely make a lot of fighting fanatics turn to the Playstation rather than the Saturn or 3DO.

Early reports say that it is an almost exact reproduction of the arcade beast, and given its critical importance to Playstation's sales there's little doubt that it will be a smokin' conversion!



TWISTED METAL

Parasite

Publisher: Psygnosis
Category: Adventure
Due: Jan 96
Players: One
Linked play: n/a

Your body has been possessed by an alien cop. His motives become yours. He wants something done - you do it. Happens every day, or at least it does in the world of Parasite.

The alien is with you every step of the way, issuing instructions for your part in his grand scheme. Through it all you will fight to find a way to rid your body of this infestation, but not until you helplessly carry out the deeds the alien wishes. Using his powers, you will even morph into other creatures.

Sounds like fun to us!



MORTAL KOMBAT 3

Razorwing

Publisher: n-Space
Category: Sim/Action
Due: Nov/Dec 95
Players: n/a
Linked play: n/a

The group behind Razorwing; n-Space; may be unknown to many, but their credentials are undeniably impressive. The company was founded by three programming boffins who'd tossed in their jobs at military aerospace corporation Martin Marietta. Their first foray into the games universe was a big helping hand with Sega's arcade game Desert Tank. Their apprenticeship thus served, the group then began work on Razorwing, the preview of which blew everyone away at E3.

n-Space claims that only the Playstation has the power to replicate most of the features they had incorporated in their military flight-sims while at Marietta. This flattering endorsement may be a slight stretch of the truth, but what we've seen of Razorwing is impressive indeed. Silky smooth 3D action surrounds your armoured hover tank. Strategy and action are needed, with the sci-fi environment throwing plenty of challenges your way. Razorwing is looking Razor sharp.



PARASITE



RAZORWING

Of course, if you've been reading **HYPER** over the past few months you would have already seen some Playstation games fully reviewed. Here's a re-cap...

Tohshinden (92% - issue #18)

totally blew us away, and this 3D polygon fighting game gives Virtua Fighter a run for its money both in terms of graphics AND gameplay. Until we see Virtua Fighter 2 on the Saturn, this is definitely the best looking fighting game you can play at home. The special moves are awesome, the controls are perfectly responsive and the graphics (both backgrounds and characters) simply have to be seen in action to be believed. If you're getting a Playstation, you should be getting Tohshinden too.



Ridge Racer (92% - issue #18)

is a near perfect conversion of the arcade driving game. Everything's there - the instant replays, the music, the choice of cars, the different viewpoints and even the bikini girls! To top it all off, you get to play Galaxians while the game is loading! While it might fall down due to the lack of courses on offer, there's no doubting that Ridge Racer is one seriously sexy racing game that looks and sounds a treat.

Motor Toon Grand Prix (75% - issue #20)

is a totally tripped out and very Japanese racing game that will stun you with the graphics but leave you a bit flat in the gameplay department. A local release has not been confirmed at this stage, but if you get the chance you should take a look at the game just for the seriously strange visuals.

Tekken (84% - issue #21)

is yet another near perfect arcade conversion. The graphics in this polygon fighting game simply poo all over Virtua Fighter 1, and while the gameplay mightn't be quite as exciting, there's no doubting that this is a top notch biff fest...but if you've played it in the arcade you'll already know this.

Cybersled (65% - issue #21)

has been our only disappointment so far. The big fun with this game at the arcade is the two player mode, and on Playstation the two player option is a dog, owing to the split screen (which allows you to see where your opponent is). But when the adaptor cable arrives (as it no doubt will), allowing two (or more) Playstations to be linked, that problem will be solved.

ABOVE: TOHSHINDEN
LEFT: RIDGE RACER

Playstation Peripherals

It's the worst thing in the world to splash out on a new super-console, only to find that no decent peripherals will be released to support it. That won't happen with the Playstation! Yes, it's peripheral city in Sonyland - just check out these goodies:

Namco NeGcon

It looks weird, it is weird, but by golly it really works! Almost everything about it is identical to a normal controller, but the two halves twist to provide proportional control. Perfect for steering that Ridge Racer around the track without loosing it on every corner.



RFU Adaptor

Don't own a techno-wonder telly with AV inputs? No worries, the old fashioned RF variety is supported with this connector.

Combat Cable

No, it's not a whip. With one of these your chum can visit with their own Playstation for the wildest multiplayer action ever! (make sure you've got two TVs though).

Mouse

With the full-on adventure and strategy games coming the Playstation's way, this will ensure smooth and precise gaming action - you even get a mouse pad to sweeten the deal!

Memory Card

This nifty goodie is the size of a matchbox and far more useful. Besides mundane uses like saving games, this wonder is portable proof of your gaming genius, and you'll be able take those saved games and high scores with you anywhere!



Release Schedule

October 1995

Mortal Kombat III (SCEA/Williams)	Arcade Fighting	\$99.95
Tohshinden (Takara)	3D Fighting	\$99.95
Destruction Derby (Psygnosis)	Combat Racing	\$99.95
Ridge Racer (Namco)	Driving	\$99.95
Wipe Out (Psygnosis)	Combat Racing	\$99.95
Extreme Games (Sony Imagesoft)	Fighting Sports	\$89.95
Kileak the Blood (Sony Music)	3D Action/Strategy	\$89.95
Jumping Flash! (Sony Computer Ent.)	3D Platform	\$89.95
3D Lemmings (Psygnosis)	3D Puzzler	\$89.95
Diseworld (Psygnosis)	Adventure	\$89.95
Air Combat (Namco)	Combat Flight Sim	\$89.95
Warhawk (Single Trac)	3D Air Combat	\$89.95
Novastorm (Psygnosis)	Shoot 'em up	\$89.95
Cybersled (Namco)	Action/Combat	\$89.95
Gunner's Heaven (Sony Computer Ent.)	Platform Shooter	\$89.95

November 1995

Tekken (Namco)	Arcade Fighting	\$99.95
Twisted Metal (Single Trac)	Combat Racing	\$89.95
Assault Rigs (Psygnosis)	3D Shooter	\$89.95
Krazy Ivan (Psygnosis)	3D Shooter	\$89.95
Starblade Alpha (Namco)	Shoot 'em up	\$89.95

Crusader: No Remorse



The Christmas of '95 is shaping up to be a right boomer. The list of hot titles we're expecting grows every day now, with Crusader: No Remorse from Origin the latest addition to our Highly Desirable list.

Set 200 years in the future, the old reliable Big Brother theme raises its not entirely unattractive head, setting a picture of a bleak Mega-Corp. controlled world. The evil empire in this case is the Consortium, it's a conglomeration of the worlds governments, which turns out to be nothing less than a global dictatorship. Any civil unrest is quickly crushed by their elite Silencer corps. - amongst whose ranks you count yourself. However, the day to day thuggery of beating innocent civilians to a bloody pulp leaves you with a minor case of self doubt.

Purging your soul of such heinous acts of anti-social behaviour means joining the Resistance. Their variety of penance involves the sabotage and destruction of your former employers and their armies. Needless to say, the Consortium is less than pleased with your new found sense of righteousness, at every step of your new career path Silencer troops happily unleash the mighty firepower at their disposal. Luckily you pack a similarly potent array of weaponry, so a good-time festival of carnage ensues.

The game offers over a dozen multi-level missions, each with multiple objectives. Throwing a bit of adventure game into the mostly action mix, Crusader will feature the occasional puzzle for players bored by outright destruction.

The isometric view has a Relentless feel about it, but with much larger sprites and more plausible science fiction technology. Such lavish detail will ask a lot of your system, with an 8 MB 486/50 being the absolute minimum.

Your character is capable of an impressive range of movement, he can run, crouch, walk, jump and roll. Overall the whole shebang sounds a bit like a cross between Syndicate and Flashback, which is not an altogether unhappy situation.



PC CD ROM

Available: OCT/NOV
 Category: ADVENTURE
 Players: ONE
 Publisher: ORIGIN



Cybermage: Darklight Awakening



Good old Origin, they never seem to let up with their steady stream of eminently playable games. Next on the release schedule (along with Crusader: No Remorse) is Cybermage: Darklight Awakening.

This first-person shooter oozes class, the SVGA (VGA optional) graphics look superb, with the gameplay reaching beyond the normal and boring fare of mindless destruction. OK, so mindless destruction isn't an entirely bad thing, and Cybermage definitely has it in wads, but the recipe also includes puzzle solving and... drum roll please... plot!

Yes, poor unfortunate you has fallen victim to the evil plans of some greedy corporate nasties. After innocently rescuing a powerful executive (don't ask why, that's just how it starts), he rewards you by giving you a mysterious alien implant - gee, thanks. Known as the Darklight Gem, it confers upon you strange new abilities.

As you gradually discover the powers the Gem is capable of, jealous foes begin to take an interest. Thus the scene is set for some plot-driven blasting through the world of the 21st century.

The world of Cybermage features subterranean laboratories, as well as towering skyscrapers and more to explore. Easing the footwork load is the games support for vehicles of all kinds. The variety of transport options in Cybermage allow first-person driving and flying in a range of ultimately cool techno-craft.

Cybermage also boasts an impressive range of conventional weaponry and what they describe as "superpower capabilities". Now we don't exactly know what they mean by that last bit, but it all sounds rather appealing.

Slated at this stage for an October release, Cybermage looks to take the first-person genre to new extremes.



PC CD ROM

Available: **OCTOBER**
 Category: **FIRST PERSON**
 Players: **ONE**
 Publisher: **ORIGIN**



3D Lemmings



Lemmings meets Doom! Well not quite, but stand by to be very impressed with the latest release of the old Lemmings. It has captured the initial charm of the original puzzler and updated it with a fantastic 3D engine.

The big, new Lemmings are so cute that you feel sad for every one that has to be sacrificed. After each level it displays all the saved Lemmings jumping for joy and all the ones that didn't make shaking their heads dejectedly. The chipmunk like voices don't make it any easier, either. Shouts of "Oh No" and "Armageddon" seem to make their demise even worse. This is not a game for the soft hearted. The charm that has been wrapped up into each little blue and green character make the game incredibly infectious.

The game is set over a hundred levels with stages ranging from Arctic training courses to computer boards and the Lemmings will have to trek their way through each of these stages which are comprised of ten levels each.

You can experience some difficulty with the controls when starting and this can lead to frustration at times. But once you have handle on it you should find the game delightful. The game can be controlled by either mouse, keyboard or both as well as by the new Cyberman pointing device. However, I found it was only workable was a combination of keyboard and mouse. To change viewing perspectives the keys can be used in similar fashion to Doom controls making the game somewhat easier to get on top of.

There are four cameras located around each level which can be independently moved. There is also a virtual view where you can become one of the Lemmings and follow along as a participant rather than just an overview. A map is available to help in working out directions but serves little purpose once you understand how the game works. Another new feature is the auto replay function. You can replay your last effort, whether you were successful or not, and either pick up where you left off or modify it at some point to correct a fatal manoeuvre.

Even though I played a Beta version it seemed ready to go. Other features will include auto detection for SVGA, full range of sound card support, more of those annoying tunes and more sound effects. But these are of limited results and will not add greatly to the end product. It is fine as it is and I just can't wait for the rest of the levels.

Lemmings 3D is great. Possibly the best Lemmings of all. Rarely is a sequel better than the original, especially a third or fourth sequel, but in this case the innovation and sense of fun should make Lemmings 3D a classic.

Full review next issue.

Mark Lingane



**PC CD ROM
/PLAYSTATION**

Available: **OCTOBER**
Category: **PUZZLE**
Players: **ONE**
Publisher: **PSYGNOSIS**



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Secret of Mana 2



Lucky SNES owners are looking like having an absolute corker of a time on their supposedly out-dated machine... when you consider Doom, Comanche and Killer Instinct are all available soon, you've gotta be pretty damn happy. And to add another jewel in the SNES crown, an amazing sequel to the brilliant Secret Of Mana RPG is being polished off somewhere in Japan.

If you thought the original was a graphical treat, a musical wonder and an example of gameplay heaven, then be prepared to have your smelly socks blown right out the back door as Secret Of Mana 2 is sizing up to be the best Action/RPG that you'll ever play on your SNES. Just take a gawk at these grabs!! The colour and detail lovingly programmed into this beast is set to make the original look like a dodgy Gameboy cart.

Squaresoft are making the sequel more 3-D in feel and have tried to make the graphics "more beautiful than a Walt Disney movie." Kewl! And if you thought the three-player battle system in the original was a good idea, then you'll be peaking when you get your hands on a possible six characters! In fact, the designers claim that there are several different endings depending on which characters you choose to team with! The characters are Duran - a sword swinging dude, Angela the magic princess, Charlotte the morning-star swinging little cleric, Hawkeye the thief who wields twin daggers, Lisa the Amazon princess who brandishes a spear and finally, Kevin the sweet boy who turns into a ferocious animal at night (sounds like Stuart). And yes, this game will have "real time" with time passing from day to night as you play, as well characters and locations having completely different responses and possibilities depending on when you visit them.

Flammie the flying dragon will also be back, and the flying sequences are looking absolutely gorgeous! The landscape is heavenly, with people's homes lighting up at night, and a new cool map system. Mana 2 will also include 100 new monsters (pew!), ridiculously beastly bosses (shiver me timbers!) and a playing-area the size of...um, something extremely big!

Basically, Secret Of Mana was so damn good, that from what HYPER has seen, Mana 2 is going to whip yo ass into one huge gaming FRENZY!



SNES

Available: END '95
 Category: ACTION/RPG
 Players: 1-2
 Publisher: SQUARESOFT



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Doom



Now here's a game that should need no introduction. The ultra-violent first person perspective action adventure that has enslaved millions of PC owners with its addictive charms is just about to port itself over to the 16bit Super Nintendo. And they said it couldn't be done...

Its actually only taken about nine months for the clever programmers at Sculptured Software to make the conversion, which utilises the sexy new Super FX2 chip. And apart from a few unavoidable concessions due to hardware limitations, this promises to be the Doom we all know and love.

The texture mapping on the ceilings and floors are gone, but the walls, outdoors and monsters all look good and id refused to allow any censorship, so the blood, guts and Satanic symbols will all be there to greet you. The speed of the game will be its big test though and we can only wait and see how it performs in this crucial area. Sculptured are claiming that the finished version will run at around 15 frames per second, which should just about be enough. They're also claiming that it will be a better version than the 32X, as it will recreate the PC original more closely, including the level layouts, bosses and weapons (yes, the BFG9000 will be there).

We don't need to tell you any more - SNES owners start saving now! Doom is out in the US on Doomsday (sigh), the 9th of September and should be down here not long after that.



SNES

Available: **OCTOBER**
 Category: **DOOM**
 Players: **ONE**
 Publisher: **SCULPTURED SOFTWARE**



Comanche



Comanche is another hot PC title that is finding its way onto the SNES. Once again, the Super SFX2 is responsible for bringing the polygon crunching power to the 16bit system, but unlike the Doom conversion, Comanche looks markedly inferior to the PC original with pixels the size of bricks showing up in the initial screenshots. And the playing window's a bit on the piddly side too...

But we shouldn't be too quick to write it off, as Comanche Maximum Overkill is one of our favourite action based flight sims of all time. If the SNES version keeps the gameplay of the original intact then we won't have too much to complain about. Apparently about 30 new missions have been created for the Nintendo version and there's even a split-screen option (which wasn't on the PC) in case you want to fight a friend.

So, while the graphics mightn't be looking too special right now hope is high that when Comanche is completed it will give SNES owners the most intense and fun helicopter combat experience yet. Stay tuned for more details...



SNES

Available: **NOVEMBER**
 Category: **ACTION/FLIGHT SIM**
 Players: **ONE**
 Publisher: **NINTENDO**



the **image** ⁹⁵



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HYPER»»

Streetfighter 2 is one of the biggest arcade games of all time, and the updates have been coming thick and fast for the past couple of years. But now we've got two new versions for fighting fans to go nuts over. ARCADE limbers up with a few well-placed Dragon Punches....

Well readers, after many torturous months of frantic button pressing on Super Street Fighter 2 Turbo, mastering each character's moves to perfection, and then sitting through the crap movie, most of you are probably getting just plain sick to death of the whole Streetfighter thing. But now you can finally get your sticky hands off the old machines and on to the new Street Fighter game! Yes, you heard right, being tested in selected Arcades throughout the world is the newest Street Fighter. Get ready for...

Street Fighter Alpha

“What happened to Street Fighter 3?” I hear you cry! Who really knows. I don't know why they didn't just slap a '3' at the end of the new game just to keep everybody happy. My guess is that soon enough Street Fighter Alpha will evolve into Street Fighter Beta, and from there we'll get Street Fighter Beta - T.E, Super Street Fighter Beta and Super Street Fighter Beta - Extra Special Championship Edition, and it will be another painful few years before we get a SF IV! The good old boys at Capcom have assured us that this game (which may be called Street Fighter Legends on final release) is as close as Street Fighter 3 as we'll get, and as long as it's a new Street Fighter, and not another clone, I'll give it a go.

Street Fighter Alpha has 10 characters to choose from, with six brand new fighters in all. Two are - wait from it - from the original Street Fighter. Yes, the one with the pads on the control panel that you had to hit as hard as you could to determine how hard your punch was to land on the opponent (yee-haa-that-was-heaps-of-fun-ha-ha), and the other four seem to be specially selected from Capcom's character library, two are identifiable from the old classic, Final Fight!

Firstly, meet Birdie, originally from SF. This fella is definitely not one to mess around with, and although he has a limited number of moves, he is as strong and tough as they come - move over Zangief! Next welcome Adon, in the original SF, he was the next character down from Sagat (who was the original Boss in SF) and is a Thai character with some rather nasty kicking moves. Then comes Charlie, and judging from Chuck's moves, it looks like he and Guile were pretty much in cahoots. The next two characters are from Final Fight - there's Guy (one of the heroes) and Sodom (one of those nasty boss fellows). And finally, what new fighting game is complete with a new babe on the block - meet Rose. Pretty? Yes. Deadly? Well, let me tell you one thing, Rose can repel your fireballs.... Speaking of fireballs, one new feature I noticed that had been added, is that every character can evade the opponent's missiles. This tasty trick comes in very handy indeed!

The graphics have a strange look to them this time around, not at all what we are used to with the previous Streetfighter incarnations. Like them or not they are a mixture of Super Street Fighter 2 and Darkstalkers. I'm not quite sure about them as they are just a bit too cartoony, but with time I think they'll grow on you. Still, it's early days, and Capcom will gauge the responses of SF Alpha test locations and assess what's cool and what ain't with people like you and me. So if you're lucky enough to have a version in your local arcade, make sure you let the manager know what you liked and disliked about it. Where I played SF Alpha, it pulled a decent crowd, some were disappointed, some were in lurrve. I'm not going to judge too harshly yet, as with some tweaking, the game will no doubt steal coins out of your pocket at an alarming rate.

The best part of Alpha is the new characters, and bringing back Birdie and Adon from the original was a great nostalgic touch. Yessir, by the time the final version of SF Alpha appears in the arcades there will be some heavy crowds indeed. Street Fighter is not dead yet, not by a long shot. Ryuken!!!



Street Fighter - The Movie



OK, OK, I know that "Street Fighter - The Movie" came out before the new super Alpha version of SF, but I thought in the end it does deserve some sort of mention. SF - The Movie, is based on exactly that, the movie. That's probably why it hasn't struck everyone's heart strings, or should I say purse strings. But forget the disappointing movie, what we have here is a well polished fighting game, with some nifty digitised graphics. Mortal Kombat it certainly is not, but it's a decent game nonetheless.

The graphics are all digitised characters from the movie. The novelty of being able to see all your characters as kind of "live" is pretty cool. But underneath the gameplay, which of course is Street Fighter through and through, you know that they are just badly made up actors, from a B-Grade action movie. In the end when all is said and done, now that SF Alpha has come out, this version will be left behind in the past version of SF graveyard, not because it's a bad game, but just about everyone is going to be aching to play their character's cartoon styled benefactors once more, even if they are newly styled, it's the style that we have come to love, rather than badly made-up actors! All the characters from the Super SFII are in the game, as well as two new characters - Bladé and Sawada.

The gameplay is polished and all the characters moves are intact. I found that SF TM takes bits of other great fighting games and incorporates their strong features. All the features though, including the combos, are virtually the same as Super Street Fighter II. One great thing about SF - The Movie is all the hidden special modes (which are listed at the end). This adds plenty of playability and lastability to the game, which means that you'll get more bang for your bucks. The different special modes include being able to disable standard moves and Random fighter select.

Gripe time! Thankfully, the digitised characters are at least animated smoothly and nicely digitised. At the moment there are some games that have great potential, but simply lack the smoothness and style of graphics that we have come to expect from fighting games, especially the Mortal Kombat series. One game that comes to mind is the new 'Jackie Chan' fighting game. The graphics are just a bit too blocky and the animation looks rushed and undetailed. Arcade machine's income relies heavily on people watching other people play and once the machine is available, the person watching is going to want to plonk their hard earned money on it. It doesn't matter so much that you may not know any moves at all, but gee it just looks so darn cool. If the game don't cut it straight away in the graphics department for me (to the standard that I have come to expect on games in the same genre), then I won't spend on it. This may seem a little narrow minded but the price games are these days, you expect quality in all aspects of the game.

Overall, SF - The Movie is a polished fighting game well worth a couple of goes. With two new characters to master and heaps of features such as the secret modes, it certainly has great playability to keep you going until SF Alpha reaches your arcade.



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Primal Rage first hit the arcades was... than a year ago... it took 2 years to complete this beautifully stop motioned animated one on one fighting game, and whilst it wasn't the greatest... it had its first following of worshippers that still play on today. The job of translating Primal Rage on the Mega Drive was done by the boys of Asylum (who also brought us Metal Combat for the Mega Drive) and they've done a very nice job indeed with some superb animation and gameplay. The game of Primal Rage features 7 dinosaurs (Ankylosaur, Blizzard, a Yeti), Chaos, Diablo, Sauron, Talon and Vertigo), one of whom you must pick, and fight each one in a special training level to try to win. Defeating all foes results in total world domination and thus game completion. Sounds nice? Well, kind of. Each dinosaur has his own special abilities and moves, as well as having varying strengths and weaknesses. One different one from the special moves you completed in Primal Rage is that when executing the special m...



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THEY KILLED THEMSELVES IN A SILLY CONTEST



FITTING END REALLY...



BLOOD BATH



VICIOUS



FROZEN IN TIME

EVERYONE'S RAGING!!

We reviewed Primal Rage on Mega Drive simply because it was the first complete version we received, but don't worry Ragers - it'll be coming to a format near you real soon! In late August it will be launched on Mega Drive, SNES, IBM PC CD ROM, Game Gear and Game Boy and if that isn't enough in mid-November you can play it on the Saturn, Playstation, 3DO, Jaguar, Sega 32X and Mac CD ROM. No one can escape the rage!

40 » HYPER

Available: August • Category: Fighting • Players: 1-2 •

Primal

The dinosaurs are back! After a meteor strikes Earth in the near future, seven imprisoned gods are freed from suspended animation and set out to conquer the world...which gives us another one-on-one fighting game. **TIM SMITH** lets out a primal scream..

Cast yourself back a few million years, way, way before anything such as Street Fighter existed (there was life before Street Fighter?), to an era where huge, dumb reptiles roamed the world, fighting one another for world domination. What do you get? No, not Gladiators, but the ultimate battle of the titans. This is dinosaur versus dinosaur, battling to rule the world. The world of Primal Rage.

Loyal Worshippers

Primal Rage first hit the arcades less than a year ago. Atari took 2 years to complete this beautifully stop-motioned animated one-on-one fighting game, and whilst it wasn't the greatest hit ever, it had its loyal following of worshippers that still play on today. The job of translating Primal Rage on the Mega Drive was done by the boys of Acclaim (who also brought us Mortal Kombat for the Mega Drive) and they've done a very nice job indeed with some superb animation and gameplay.

The game of Primal Rage features 7 dinosaurs (Armadon, Blizzard (a Yeti), Chaos, Diablo, Sauron, Talon and Vertigo), one of whom you must pick, and fight each foe in succession, claiming his territory on victory. Defeating all foes results in total world domination, and thus game completion. Sounds simple? Well, kind of. Each dinosaur has his own special abilities and moves, as well as having varying strengths and weaknesses. One different way that the special moves are completed in Primal Rage, is that when executing the special moves, the buttons are depressed first, and then the joystick moves are followed up. This is a little awkward at first, but it is soon mastered.

Some of the special moves are also quite difficult to complete; this is no fault of the game but of the awkward button layout of the 6-button joystick. In the arcade, Primal Rage uses four buttons, the same on the Mega Drive, but on the 6-button control pad, the last two buttons, C & Z are made redundant. This causes a lot of finger juggling particularly when you are in a heated battle with a friend. Thankfully though if you find the going a little too tough, you can configure the buttons to your liking. The special moves are different for all the characters, and what self-respecting fighting game now days would be complete without the finishing moves. These are all gory to the max!

Feeding Time

When playing Primal Rage you would notice humans in the background worshipping your character. What good are they? Well, if you are a little low on energy, just grab one of your worshippers and eat him. The best time to do this though is while your opponent is dazed, as even though eating is helpful, it can cost you precious seconds and you're vulnerable while feeding.

Graphically, the old Mega Drive has a limit, but Primal Rage is up there with some of the nicest animation you can get. The main sprites are large, well coloured and smooth to control. The background graphics, whilst a little dull, serve their purpose in making the characters stand out as much as possible. The sound is not too bad, with great squealing sound effects used for the victorious party in the battles. The options are varied, including a 'Gore' on or off mode, and a feature, that when you are playing two players, allows you to adjust the strength of one another to make it a fairer match (for example if you're an expert playing a novice opponent).

Is Primal Rage worth your time though, as it really doesn't do anything we haven't seen before? Sure, the graphics are great, and there's loads of secret moves and characters to master, as well as neat options, but when it comes down to it, this one may only be for fans of the arcade version or if you are simply looking for a different theme in your fighting game library.

VISUALS 87% - Great graphics and very nice animation. **SOUND** 80% - Adequate sound effects and music, that unfortunately does get a little grinding after a while. **GAMEPLAY** 79% - Unfortunately, the controls may be a little too frustrating for some moves, but if you get used to it, you'll be raging! **LONGTERM** 84% - The different technique of executing special moves and plenty of characters to master will appeal to those that continue to hunger for new fighting games. **OVERALL** 83% - It's good but it's still just another one-on-one fighting game....The choice is yours.



Primal Rage

Publisher: Time Warner Interactive • Price: \$99.95 • Rating: M, 15+

MEGA DRIVE

Despite the release of a couple of "unfortunate" Next Generation carts, here comes some more trekkin' for your SNES. Lt. Commander ELIOT FISH opens a sub-space channel.



I was tempted to write this review completely in Klingon for the more hardened Trekkers out there, because no matter what unfolds in this critique, they'll all go bananas over this cart. But I've restrained displaying my Starfleet expertise in favour of giving you the cold hard facts. As far as television goes, Deep Space Nine was always a bit of a disappointment after the almost Shakespearean-in-comparison Next Generation, and I'm afraid to reveal that the cart is a similar disappointment. If you thought the pace of the TV-show was slow, then DS9: Crossroads Of Time will literally send you into a coma.

Sisko vs Cardassians

Taking the role of Benjamin Sisko, it seems the evil Cardassians are up to no good and it's up to you to get to the bottom of the mystery. The gameplay is the faithful combination of adventure/object manipulation with platforming/action, but in this case it's an uneasy balance. You can tell the programmers were inspired by such gems as Flashback, but leave out the rotoscoped animation and the flow of the game is taken up with unresponsive controls and A LOT of wandering about. Simply talking to another character takes the precision of a neurosurgeon, lining Sisko up in the perfect spot for the talk button to respond. Admittedly, I was playing a test version of the game, but the gist was there.

The first thing you encounter is Odo reporting an injured crew member and the plot thickens as you discover the true nature of the problem at hand by conversing with each member of the cast. Look forward though to some encounters with the Borg and some fairly straight-forward shuttle craft flying stages through the worm-hole and some tame space combat (all side-scrolling simple point and shoot affairs that wouldn't look out-of-place on a NES).

As you explore you'll discover the ability to log on to computer terminals, search lockers and use phasers which spices things up a bit. Though the gameplay packed away on this cart isn't terribly bad. . . it's just not terribly good, leaving you salivating for some smooth action ala Earthworm Jim or Flashback (the game that this one steals from the most). The controls are just too unresponsive and cluttered to give satisfaction whilst attempting to perform simple tactical manoeuvres such as jumping and shooting at the same time! He can do it, but Sisko usually ends up doing one or the other instead. You also don't have the ability to point your phaser up or down, making flying bats and creepy crawlies extremely frustrating to face.

Shape-Shifting

The only major bonus, is that the controls are so similar to Flashback that you'll at least know how to operate Sisko from the word go. Later in the game you get to perform as Odo with the skill to shape-change into a rat. . . which is kinda hilarious. But on the whole, the platforming is very basic indeed. If you could handle the frustration, it would be worth playing the game on Hard the moment you plug it into the SNES as any of the other settings are way too dull. Just be prepared for a lot of jumping, a lot of talking and a lot of annoying bats.

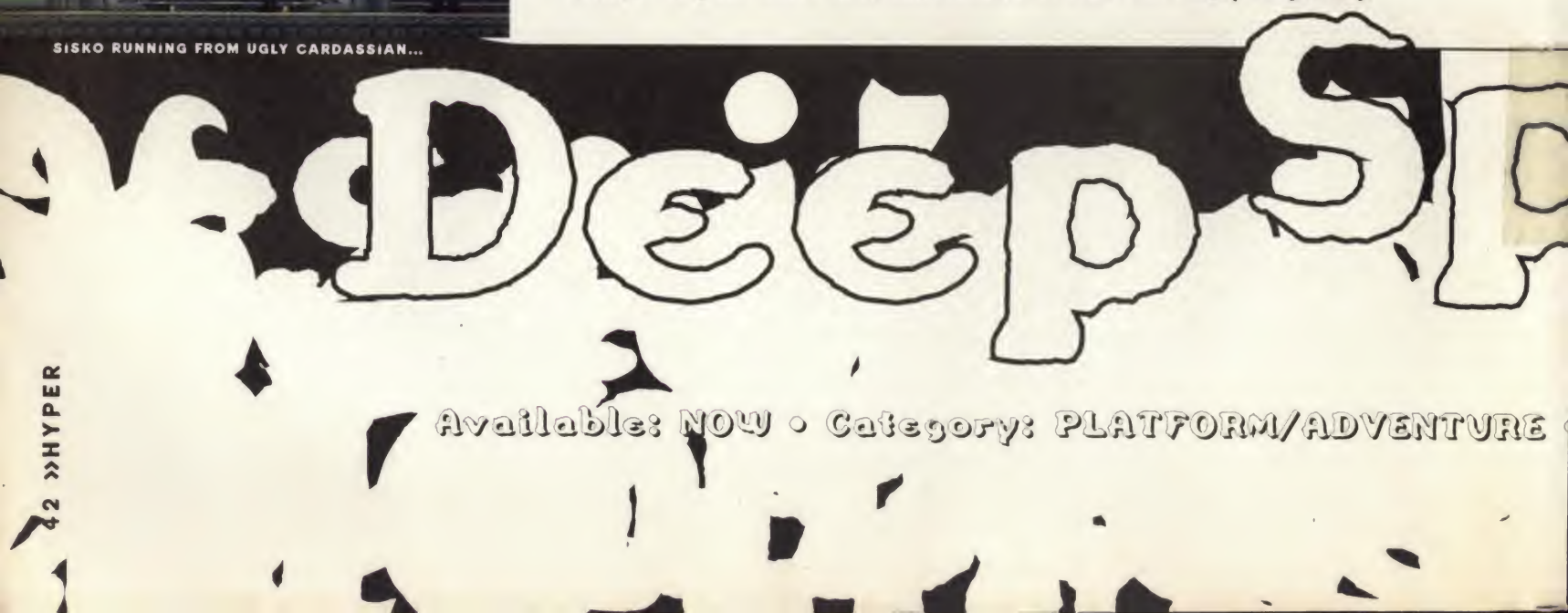
Of course all you obsessed Trekkers will have to rent this one to double check my opinion, but if you're not a Trek fan, then this is going to come across as a bad Flashback clone that has none of the good bits. This is one for those rainy Sunday afternoons when the local video shop is all out of the cart you really wanted to rent.

VISUALS 79% - Very faithful to the show, with some nice Trek touches. Big sprites, but the animation rate is slow. **SOUND** 76% -

Well, it's Trek music all the way. So if you can stomach that, you'll be fine.

GAMEPLAY 75% - You might have noticed these percentage ratings getting lower. **Longterm** 72% - You may want to struggle with it to the end, but once finished. . .

Overall 75 - It's DS9 faithfully brought to your SNES. Slow, unwatchable at times but mildly compelling.



Available: NOW • Category: PLATFORM/ADVENTURE

Holy colostomy bag Batman! Not so close, Boy Wonder, I've got a platform to jump on. Wow, just what the world needs, a platformer starring classic superheroes, what will they think of next. Stretch Armstrong puts his undies on last and steps out...

When Joel Schumacher was approached to direct *Batman Forever*, the Warners suits didn't roll up and say "Hey Joel, wanna make a movie?". They said "We would like to put you in charge of our corporation's most important asset." This further underlines the conspiracy theories that we espouse here at *Hyper*: that movie licences are more about selling bonus cups and glow in the dark popcorn than any great gaming experience. If one arrives it is, more often than not, a happy accident.

You can imagine then, that the arrival of this game at approximately the same time as *Batman Forever* hype went into overdrive (is our Nicole really trapped in a loveless marriage?) excited me about as much as the thought of a Bat enemy. When I'm trying to wrest the world cricketing crown from Mr. Lara on the Megadrive there's little room for crappy left to right platformers. Bah humbug.

Dark Shadowy Figures

But hang on, I thought to myself as I slotted the cart in: no Val Kilmer (he'll always be Top Secret's Nick Rivers to me), no Mrs Cruise and no Lloyd Christmas to be seen. Apart from its opportunistic timing, this bears no resemblance to the Batman "you've seen the ads, you've bought the lunch box, why see the movie" *Forever* extravaganza. It does, however, have everything to do with the most excellent animated series recently shown on Saturday mornings here, all dark shadowy figures and no showy prancing, much more Brandon Lee than Tommy Lee. This, I'm here to tell you, is a good thing.

Even though I love the look of this game, it's probably inaccurate to say it looks good. If I do that I'll just have you thinking of all those spectacularly animated wonders that you own and love. And that this humble 16 biter will never live up to what I should say, is that this game looks right. While I love the Adam West/Burt Ward series, to me Batman should always be some kind of slightly cracked figure, a millionaire vigilante. Certainly, the sight of Rupert Murdoch donning the tights for some late night crime-busting would be an eyebrow raiser. That look was captured by the series and is here. In the same way that Acclaim's *Hulk* and *X-Men* titles wisely concentrated on the game's major characters, so does this, albeit with smaller sprites.

Bog Standard Platformer

You can play as Batman or Robin in what is, it must be admitted, a fairly bog standard platformer. Again, like the Acclaim titles, it exists in a platform framework but sets itself up as something between a beat 'em up and a shooter. You run left to right and, it will not surprise you, use kicks, punches, leaps, Batarangs and other projectiles to see of seemingly endless hordes of attackers. The Viet Cong had nothing on these guys when it comes to the human wave theory of combat. And why are they attacking you? Well it seems that the Joker, Two Face and a few other unsavouries have escaped from the Gotham Asylum and are continuing their sworn duty to terrorise the good citizens of Gotham. Batman, racked as usual by grand delusions of public service and accompanied by his "youthful ward", wishes to rid the city of these scum. The rest, as they say, is up to you.

Revolutionary this certainly ain't, but a good look and spades of action make it far more enjoyable than I would ever have expected. I know that buying it is just what they want you to do, but if you're a Batfreak you'll probably want to anyway.

Visuals 83% - More Dark Knight that "throw me the shark repellent Robin" and all the better for it. **Sound** 80% - Pumping (if incredibly repetitive) soundtrack, lots of punching and some good explosions. **Gameplay** 85% - You've played a platformer, right? Dig those death's head, smart bomb icons. **Longterm** 75% - I've always thought platformers struggle in this regard. **Overall** 80% - Nothing you haven't seen before, but lots of fun all the same.



an & Robin

Players: 1-2 • Publisher: Acclaim • Price: \$79.95 • Rating: 98

MEGA DRIVE

The Mask



MR MASK STRUTTIN' HIS STUFF

THAT'S A BIG HOLE DOWN THERE

BUST A MOVE...



SOMEBODY STOP ME!

IT'S THE CAT BURGLAR!

HELLO MR TORNAO MAN

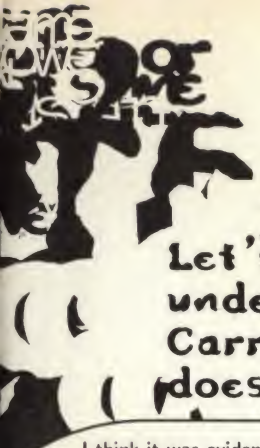


I THINK I NEED A BIGGER HAMMER...

C'MON, IT'S NOT THAT SHOCKING!

DO YOUR WORST!

Available: SEPTEMBER • Category: PLATFORMER



The Mask of the Ninja

Let's not forget that The Mask was a cool underground comic before it was a movie starring Jim Carrey. Now here comes the video game... and how does it look? Eliot Fish tries it on for size...

I think it was evident the moment The Mask hit the screen, that it was destined to become transformed into a video game. The twenty minutes or so of special effects in the film wowed audiences and obviously got some programmers somewhere hot on the trail of the rights for a game conversion, dollar-signs in their eyes. Thankfully, The Mask - the game - doesn't come across as a total money-grabbing pile of stink. Some thought has gone into the game and of course - the graphics! However, it's not the piece of entertainment it could be...

Smokin' Graphics

The first thing I'm sure you all want to know, is how good the game looks... well, it's quite nice indeed! Big detailed sprites, great animation and all your favourite "Mask Moves" are there. As is becoming the norm for all platformers these days, if you leave your character alone for a moment, it comes alive with hidden animations. In this case, the programmers have included some classic Jim Carrey-isms. Cute. Graphically, everything is in order (as you can see for yourself) - lots of colour, humour and cartoon-like effects... but the next big question after visuals, of course, is the dreaded one about gameplay. Does it fulfill your platforming desires? Deliver anything new? Is it... FUN? The answers are "no", "no" and a very whisper-like, feeble "yes". Basically, there isn't going to be anything here that you haven't done before (a million bloody times), but thanks to a large variety of moves and a slosh of humour, you'll probably be quite happy to sit in front of your television like a potato and plonk your way through.

Have a fiddle with the gamepad (you should all be experienced fiddlers by now), and you'll discover the ability to punch (boxing-glove style), hammer (big cartoon-hammer style), jump, run, creep and twirl-tornado-like across the screen. You can also make your way around by smashing holes in windows, floors and even slip like mist through air-vents to gain access to areas that at first seem unattainable. As in all platformers, there are lots of things floating around for you to pick up - wads of cash and various Mask symbols. You'll also encounter all sorts of odd characters that you can either punch, hammer or just avoid. Gee, it just sounds so damn original doesn't it?

Somebody Stop Him!

Well, you can probably safely guess the rest of the review... you know - "timing is essential", "no real strategy is involved, just remember when and where things pop out and you'll be right", "search for secret areas" and that old chestnut "look upon this cart as an opportunity to improve hand to eye coordination skills". Or something like that.

But frankly, I don't like the level design at all. Everything seems either too easy or just way too 'thrown together'. A few moving platforms here, a few evil alarm clocks there... and you'll soon notice that the levels are actually very linear in their design. Half the time, your character has to follow a set path to get anything done. When the playing area is the cross-section of a building, it would be nice to be able to access the different floors by different and unique ways, instead of just making it to the exit at the end of each corridor. No doubt, this game was probably programmed at a furious pace in time to get it out before The Mask was forgotten. And as is the way with all movie-to-game conversions, the rush to get the game finished usually results in a less-than-inspired platformer. And that's exactly the result we have in the form of The Mask for your SNES.

But as I mentioned earlier, it's not a total loser of a game - it's just a bit Ho-Hum. Younger gamers will be rewarded with an excellent time, whilst experienced players should just hold onto their cash and wait to see how Killer Instinct turns out.

VISUALS 83% - Big and beautiful. Great and sometimes hilarious animation. Eye-candy. **SOUND** 76% - Certainly nothing to buy a good pair of headphones over. **GAMEPLAY** 78% - The controls can seem basic at times, but you'll soon figure out what to use and when. **LONGTERM** 79% - It's not a walk through the tulips, but you'll find it fairly straightforward. **OVERALL** 78% - Platformer. Movie-conversion. Need I say more?



DOIN' A BIT OF STOMPING



BEAUTIFUL DOWNTOWN EDGE CITY



ALL THE GIMMICKS FROM THE MOVIE ARE HERE

Players: ONE • Publisher: THQ • Price: \$129.00 • Rating: G

SNES

Back to the days of Triple Play

There have been some smokin' baseball games in the past, but here we have what could be the greatest of them all. Stretch Armstrong mounts the mound and grips the ball firmly...

Tony La Russa, you're outta there! Back to the dugout, into the shower, pack your bag and off to the fertile fields of digital retirement. Your fifteen minutes are up!

For at least a couple of years now, Tony La Russa, flamboyant San Francisco manager, has been the helmsman on EA's flagship baseball game. And the game's realism, depth and statistical immersion made it, like many other games in EA's pack, top of the class. For season '96 though, EA have forsaken old Tony and turned to Extended Play Productions, the gurus behind FIFA Soccer, for their new baseball game. But hey, what a move. EPP, as they did with FIFA, have produced a game so cool that the former best games in the genre have been consigned to the minor leagues quicker than you can say "Michael Jordan". This game has, literally, got everything but a players' strike option.

100 MPH Heater

So where do I start? Well, what about with the batting. EA's new "Zoom View" is awesome and makes you feel like you are in the cage, with a 100 mph heater coming straight at you. The graphics and movements of the batter are superb and finally you are in a game where, with requirements of timing, shot selection and stance, you feel like you are in control of your own batting destiny. It's equally exciting on the mound, with twelve pitching variations for each pitcher, all calibrated and geared to the particular player's strengths. Even after you let it fly you'll be able to work on the pitch's height and swing. Fielding too is exciting, and unlike La Russa you can't opt out and let the CPU do it for you. You'll have to pick the man, get to the ball, choose where to throw it to and be able to let go a conservative or aggressive throw. Diving catches and extra speed are all available as well.

Yes, there's plenty to do, and there's a tactical depth that's not apparent in any other baseball games. But even with all this, the controls and layout are intuitive. You'll be up and running in no time, but whether you'll be a master is another matter entirely.

But that's just the gameplay. Fans of sports sims almost universally get excited about stats and, lets face it, no sport spews forth more stats than baseball. Triple Play totally nails this aspect of the game, making the cart absolutely chock full of stats but including them so that they enhance the game rather than overwhelm it. This makes the game a particular treat if you want to dip you toe in the season play option.

For example, the game will track the competition tables (of course) in both leagues but will also track league leaders in a dizzying array of categories, allowing you to see how the individuals in your team stack up. Halfway through the season, the game will select All-Star teams based on these performances and stage an All-Star game.

Hot/Cold Streaks

The game has an MLBPA licence, so every 1995 player is included, along with their season stats. As each player walks to the plate you can choose between displaying their 1995 stats or the performances generated by your season play. This is a great innovation and allows you to more readily identify the under-achievers and to mercilessly wield the axe. If this isn't enough, there are also injuries, hot/cold streaks, player creation, trades and 28 customised, realistic stadiums.

I could go on, and I will. The game supports 4 Way Play and, brilliantly, allows you to assign in advance the fielders you will control, if you want to play cooperatively. It was the little touches like this that made FIFA so great and EPP have another winner on their hands with Triple Play. As of now, this is the only baseball game worth owning.

Visuals 90% - Unlike some games, they didn't work hard on the batter and pitcher screens and forget the rest. Great right throughout, especially the Zoom View. **Sound** 85% - Good crowd and in game sounds, music and the seventh inning stretch to boot. **Gameplay** 90% - Fantastic. **Longterm** 92% - A 162 game season should shut you up for a while. **Overall** 90% - One of the best sport sims going, on any platform.



BATTER RUP



ON YA PAUL, YOU LEGEND YOU...



LOOK AT ME MUM!

Publisher: EA SPORTS/ EXTENDED

Play 96



THE BIG PICTURE



A MIGHTY LEAP

TEAM ROSTER

Chicago

TIM RAINES
BA .166 HR 0 SLG .333

P	#	NAME	BA	HR	SLG
LF	30	Tim Raines	.166	0	.333
2B	23	Robin Ventura	.333	0	.333
P	35	Jason Bere	.000	0	.000
1B	31	Frank Thomas	.400	0	.400
RF	12	Mike Deuseraux	.400	0	.400
CF	1	Lance Johnson	.272	0	.272
2B	53	Norberto Martin	.272	0	.272
SS	13	Ozzie Guillen	.181	0	.181
C	20	Ron Karkovice	.459	2	1.000
DH	17	Chris Sabo	.416	0	.750

A>Select Action C>Last Seasons Stats
I:Position B:Backup Start:Continue

YEP, LOOKS GOOD, LET'S PLAY



NICE BAT ACTION



IT'S GONNA BE CLOSE...



CAP



THE BUNT, NOT A CROWD PLEASER BUT STILL A CLASSIC

PRACTISE YOUR LIMBO MOVES...

HEY!!!!????!???

Available: NOW • Category: SPORT • Players: 1-4
PLAY PRODUCTIONS • Price: NO RRP • Rating: G

MEGA DRIVE

The Ignition

If you've ever dreamed of being a fireman, then you can live out your sick fantasies in this here cart. ELIOT FISH grabs his hose, er... wields his fire extinguisher and investigates...

Ahhhh, I can smell the sweet smell of originality drifting steadily from somewhere in the direction of my SNES... but what is that other odour? 'Tis the smell of something burning, raging, tearing mercilessly through an innocent building! FIRE! Arrrrghh! Run for your lives! No... wait, it's my job to put this damn thing out. Yep, that's right, it's fire-fighting duties ahoj! In that case, I'll just act like Kurt Russell and axe my way to the source of the horrifying blaze.

Well, The Ignition Factor isn't quite that exciting, but it's a damn sight more interesting than the other SNES carts I've reviewed this issue, so pardon my excitable self. I'll just hose myself down and reveal the cold, wet truth.

Tools and Engines

The Ignition Factor is an odd attempt at a fire-fighting sim, but done in a very action/adventurish way that becomes mildly addictive. You begin the game by fitting your fireman out with the gear you deem most important for the mission. You'll have to choose between a normal CO-2 extinguisher (water) and other extinguishers for electrical and chemical fires. You can also pack a variety of other tasty tools. All these are essential to your fireman at various stages in the game. The Axe simply hacks down doors, the rope is used for you to swing across to areas that are uncrossable, the oxygen can be used for reviving persons you rescue as well as for your own use in a chemical blaze, you use the pole to check the floor in front of you for possible collapses, CO-2 bombs are handy for extinguishing large areas of fire whilst the plastic explosives are used to blast your way through walls and to ignite any dangerous gas leaks. Sounds interesting AND informative, doesn't it?!

You'll also learn to be resourceful in using these tools in other more unexpected ways. Once your fireman is all decked out in shiny equipment, you'll have to co-ordinate the fire engines by placing them around the building, wherever you think they will be the most helpful to you once inside. If you come across a mother of a blaze somewhere on the level, you can call on the fire engine to clear the area. You can also examine a computer generated map of the blaze, to examine all the floors of the building. Then it's time to head on in.

Racing the Clock

Once inside, you'll immediately be disappointed by how slowly your fireman moves! This is supposed to be a life or death situation and he's strolling through as if he's on his way to the corner shop for a toothpick. This is probably the biggest drawback to the game. Sure, you'll need him to be cautious when he's edging towards a blaze, but when there are people to rescue and the Chief has told you that the building will explode in eight minutes, a little haste would be nice. If you tap twice on the control pad, the fireman does run... but this is way too clumsy for the playing area you are presented with.

Other than the sluggish controls, exploring the fire can prove to be a much more involving exercise than you would think. You'll be searching for switches, victims hiding under tables, people still asleep in their beds, avoiding exploding barrels and generally racing against the clock to complete all your mission objectives. The sluggish movement almost ruins what could have been a great game.

There are eight stages, from a steel mill to a Paris mine, all which will have to be tackled in a variety of ways. There is a password feature you have access to every couple of levels, so the going is not too rough and the game not too repetitive. All up, this was a nice idea - with a little tweaking on the controls, this could have been a little corker, coming right out of the blue as it did, but the way things are, you'll have to try before you buy.

VISUALS: 80% - Lovingly detailed, satisfying disasters adorn the screen.
SOUND: 75% - Not much going on here at all, just your usual towering inferno stuff.
GAMEPLAY: 80% - Interesting and challenging stuff. It makes a nice change to put fires out instead of starting them. **LONGTERM:** 79% - You might give up straight away, or you'll be in for the long run. Password feature included.
OVERALL: 80% - Cool little game. Or is that hot? Er... either way, it's quite good.



MARSHMELLOWS ANYONE?



WHAT THE HEY?



I DON'T THINK THIS IS WORKING...

Available: SEPTEMBER • Category: Action/Adventure • Players: ONE

SNES

Mar'suppi



061



JUST MAKING A TRUNK CALL...



NO WAY I'M GOING THROUGH THERE BUDDY



FROSTY FROLICS



HANNIBAL WAS HERE



IT'S THE RAT-CAVE



GOING UP

Mar'suppi

Available: NOW • Category: PLATFORM/PUZZLE

52 HYPER

According to legend, an elephant never forgets.
 According to Marsupilami, an elephant never remembers.
 Who's right? Who cares?
STRETCH ARMSTRONG is having some puzzling fun...



TRULY TRICKY TAIL TWISTING



A TAIL PARACHUTE? YEAN RIGHT



GET SOMETHING WARM ON, YOU SILLY BOY

In a video gaming world where the emphasis is squarely on more and varied ways of killing, bigger explosions, more realistic first person carnage and ever more involving sims, Marsupilami is almost an anachronism. But it's an anachronism that shows just what a breath of fresh air a cute, involving, well put together pacifist game can be, provided it's done properly. Don't get me wrong, I'm all for digitised carnage on a grand scale, and from football fields to parallel universes, I'm always up for a bit of biff, but it's just that Marsupilami has left me...well, charmed.

Dumb Elephant

The game is apparently based on a cartoon series of the same name, but I've never seen it and being a fan certainly isn't essential for your enjoyment. Our two main characters are a fairly dim elephant and his buddy (who looks a fair bit like Tigger from Winnie the Pooh - are we trawling ancient history or what?), who has an unfeasibly long tail. I would almost go so far as to say that he is a tiger, but then, I ask myself, why would it be called Marsupilami? Tigers, I am certain, are not marsupials.

But let's not get too bogged down in zoological correctness. The idea of the game is for the tiger to lead the elephant to safety, through a series of levels and obstacles, with only his wits and magical tail to help him. The elephant is, as fits the context of the game, incredibly stupid and will basically go wherever he is told to, leaving the wily tiger to guide him through an ever more complex series of problems and predicaments.

If you're thinking this bears some resemblance to the Peter Puppy section in Earthworm Jim then you're right and, in terms of the elephant's abject stupidity and the problem solving nature of the game, there's more than a little of Lemmings in here as well. You'll begin by rescuing the elephant from the slavery that is the circus before heading to the Alps (God knows why) and on to further and more difficult levels. Through all this, the tiger's tail will be used as steps, a lift, a skipping rope, a utensil for scaring people, a fist and a host of other uses as you make your way past boxes, building blocks, trapeze artists, lion tamers, Elvis impersonators (though again, why the King is here remains a mystery) and a host of other unrelated tests.

Enjoyably Eccentric

The graphics are detailed, very colourful and exceptionally cute as they bring together and highlight a bright world filled with enjoyable and eccentric characters. It's a little strange that the players who will find this look most attractive are maybe a little too young to crack the puzzles but that's really a small quibble. Older gamers certainly won't be put off by the graphics and will have just as much fun trying to ut out a way to bring home the bacon (or whatever sizzling elephant rump is officially called) before old Dumbo accidentally tops himself. They'll also get a kick out of the sense of humour and fun that pervades this game as they try to unravel the (sometimes muddy) logic that holds this all together.

This game is, to say the least, a pleasant surprise and is further proof that a simple, well executed idea will beat the pants off a window dressed pile of crap any day of the week. Check this one out.

VISUALS 85% - Very bright, very cute and lots of engaging characters.

The completely irrelevant Elvis impersonator gives it two bonus points.

SOUND 80% - Lots of cliched elephant type music, but some reasonably cool sounds as well.

GAMEPLAY 85% - Easy, responsive and there's lots to do.

LONGTERM 85% - Some very tricky puzzles to solve and plenty to keep you going.

OVERALL 84% - Cute, non-violent and funny. Not what you look for in a beat 'em up, but here it works just fine.



Players: ONE • Publisher: SEGA • Price: \$79.95 • Rating: G

MEGA DRIVE

The Mega Drive version was competent but uninspiring. What can they do on the Mega CD to make this fighting game an Eternal Champion?

BRIAN COSTELLOE goes for the overkill...

It's been about two years since Sega of America braved the well dominated scene of the one on one combat titles and even though they promised to produce a great contender, it wasn't the knockout title that the public wanted. But rather than turn their back on the whole idea, it only spurred them on even more. Thanks to a new department at Sega, dubbed "Deep Water" which was created to exclusively develop "Adult Entertainment" titles, we now have the new CD only update of Eternal Champions. Mega CD owners have had a pretty rough deal up to now but this is just one of the new generation of Mega CD games that are making the system look almost desirable.

Killer Chooks

As per usual you get the video footage where they show of the Mega CD's "fantastic" FMV capabilities. Six minutes later you can actually get your teeth right into the action. But before you do you must decide how you want to play, from a ridiculous amount of options. All the options are pretty common actually but when you go into tournament mode you are slapped in the face with about 18 different types of tournaments! Too much! Most of these options are only novelty changes which only effect minor aspects of the game such as time limits, characters per player, etc. More importantly, however, you get to chose from 13 characters at first with a reported 9 other hidden characters such as a killer chook (well it might scare some l 'spose!) and other various nasties. Now you'd think that with soooooo many characters that they must have made up for that by only offering one or two moves per character. Well you'd be barking up the wrong chicken there, pal, as this game is simply oozing with hidden moves as each character has roughly ten or so special moves to chose from in order to kick booty!

One thing that these champion fellows aren't afraid of is splashing a bit of the old ketchup around in some good old fashion finishing off frolics. Now this is where this game kicks well 'ard. These guys get good practice at the art of splatto and they also get some help from various bystanders in the backgrounds as well. So far I've been eaten alive by a huge T-Rex, a jackal, a pack of lions and Jaws himself. Plus I was blown to bits by a ticket collector at a movie cinema, a car full of gangsters wasted me in a drive-by, a school of killer fish made mince meat of me and other equally bizarre ways to go are possible. As well as these delightfully icky death are the much glorified "Cinekill". This is where the characters are finished off by the "Eternal Champion" himself in full 3D SG workstation video. All up you can either go by way of "Vendettas", "Cinekills", "Overkills" & "Sudden Deaths".

Forever Fighting

So with all these hidden goodies plus other secrets that will no doubt be revealed in a future issue of HYPER you might be beginning to think this must be the best one on one fighter out there. Well with all these good points there are, unfortunately, a few bad ones to note as well. Firstly, and this is something common in Sega of America releases, is that the sound effects are inexcusably dreadful and they certainly didn't take full advantage of the Mega CD's added sound capabilities. The music though is another story; sort of a mix between Sonic CD (techno-ish) and Joe Satriani which works pretty well with some of the rounds.

Visually Eternal Champions is also a bit of a head scratcher. The characters move OK in the animation department but.. I don't know... maybe the character designs themselves are what's at fault, but I guess I'm just being picky. The background are fantastic in some parts. I especially liked the pirate ship stage with cannonballs pelting the ship from a neighbouring vessel as you fight it out! And this is one game that'll have you sending the controller into flight with frustration as it is well 'ard! (Sorry, too much Hale 'n Pace!)

All up I would have to say that this is a Mega CD title that is well worth considering for the following reasons. Firstly, what the hell else is out for the damn machine! Secondly, the amount of hidden stuff is just unbelievable (and when you find it the battery back up keeps it there for future goes) and unless you "surf the net" or buy HYPER you'll be at it for hours before you find half of them! And most importantly, you should see those tasty death sequences that have various body parts such as arms, legs, ribs, hearts, and intestines flying in all directions. Good for a laugh, if nothing else.

All I would like to see now is a Saturn version of this baby. That'll get some Saturns moving. Buying this number wouldn't be a mistake unless violence just isn't your thing!

VISUALS 84% - Although a bit rough at times the imagination used here makes up for that. **SOUND** 78% - As per usual with Sega of America, we get a mix of cruel sound backed by some righteous music. **GAMEPLAY** 86% - Hard 'n fast! Packed with heaps of moves, fatalities and secrets. **LONGTERM** 88% - The secret stuff will keeps you coming back for more and more and more... **OVERALL** 86% - They've taken most of the crude stuff out of the original and packed it with some gruesome goodness!



OH HECK, OH HECK, HE'S UP TO MY NECK



DEATH IS NEVER PRETTY...



THIS IS NO TIME TO PLAY WITH YOUR HOOLA-HOOP

Challenge From the Dark Side

LIONS!

Players: 1-2 • Publisher: SEGA • Price: TBA • Rating: M15+

MEGA CD

HYPER» 55



AFTERBURNER POWER-UP SPHERE



THE FIRST BOSS, MERELY BOTHERSOME



TAKE OUT THE FIGHTERS BEFORE YOU GO BOMBING



TV'S EXPLOSIONS ARE AMONG THE BEST EVER



GREEN LAVA? OK, SURE...



THE TUNNELS TAKE SERIOUS SKILL



ULTRA-FAST AND @GEOUS TERRAIN



I'M GOING IN...



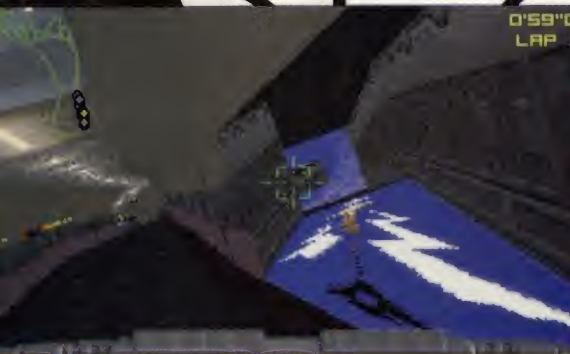
OBJECTIVE AHEAD...

Velocity

-8 (Networked) • Publisher: 3D Realms/Apogee • Price: TBA • Rating: TBA

Min Requirements: 486DX/33: 8MB RAM

PC CD ROM



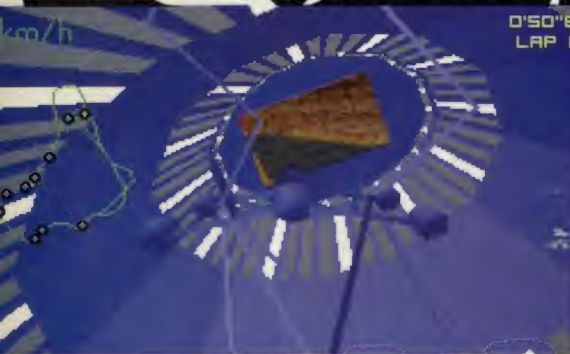
THIS SHORTCUT LEADS TO THE RECHARGING CHAMBER (BELOW)



SHOOTING THE TUBE



REAL FAST, REAL TIGHT, REAL FUN



FILL 'ER UP

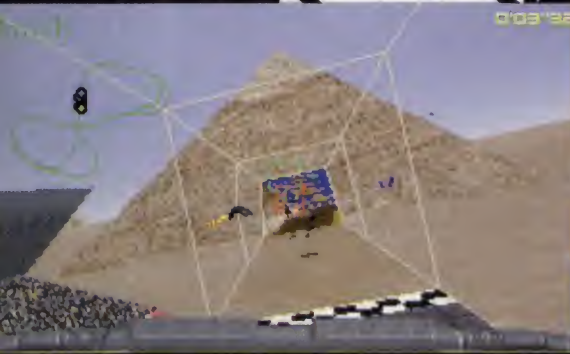


Taking the top right opening, braking slightly as we navigate the aperture, and down as we go into the tunnels, rising again to take first a left, then a right

EACH RACE STARTS WITH A VIDEO TUTORIAL



UPGRADE TO BETTER GO-FAST BITS



BIZARRE YET STRANGELY ATTRACTIVE



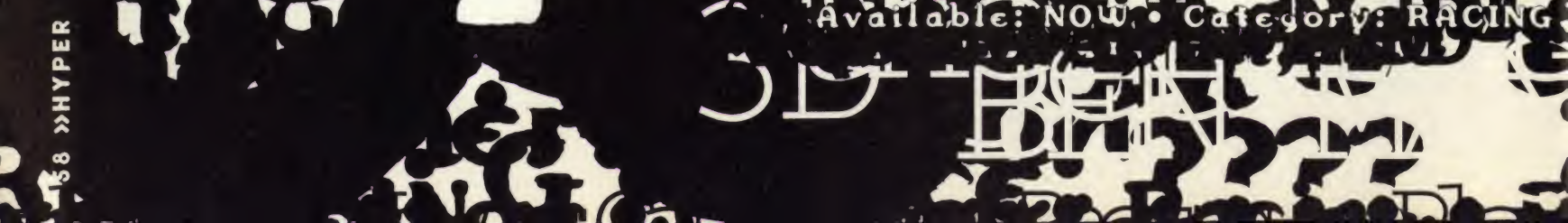
STOP AND ADMIRE THE VIEW



FOILED BY THE FOLIAGE

Slip Street

Available: NOW • Category: RACING



PS3 » HYPER

It's lightning fast, packs some potent weaponry and looks supremely cool. Slip Stream 5000 is the first of a new breed of 3D jet-sled racing games and BEN MANSILL can't wait to strap himself in...

I'm running 5th with one lap remaining, there's a time and a place for everything, and now is turbo-time. My carefully hoarded turbo boost kicks in, and the jet-sled accelerates from 550kph to over 700 in a flash. Now is also the time for Ultimate Skill, the sled banks heavily in one direction, then the other as canyon walls whip past, leaving just enough clearance for another coat of paint. Ten seconds later the turbo runs down. Miraculously the ship held together and the looming cavern entrance is in my face. I'm running third now, with the front-runners in sight. Well placed blaster fire damages no. 2's engine and I slide behind the leader. Underground now, the labyrinth is no place for heroics, smooth and steady may just see me through, my grip on the joystick tightens...

Welcome to the 21st century, welcome to the world of Slip Stream 5000.

Funky Speedsters

Slip Stream breathes new life into a game style which has been tried countless times before. Futuristic racing with a dose of combat has ranged from the abysmal (Cyberace) to the ordinary (Megarace). Something has been missing all this time, but with Slip Stream it all comes together beautifully.

The difference is the realism. Nothing runs on rails here, you can bring your speeder to a complete halt, or fly in any direction you choose. Dynamically too, the speeders handle like they ought to, they accelerate in dives, loose speed banking and climbing, while responsive handling only comes into play at high speeds. There are ten funky looking speeders to choose from, with slight variations in top-end speed, acceleration and manoeuvrability. Choosing carefully is not critical though, as most speeders are fairly even in most respects, and you can always upgrade components after a few wins have boosted your bank account. Better turbo systems are the only performance enhancement though, and these allow more efficient use of the turbo boost power-ups that can be collected in the game. Weapon upgrades are the main reason for spending prize money, although combat is not essential for winning races.

Keeping things even is what Slip Stream is all about; no speeder ever has a decisive advantage and it's quite possible to win a race from a seemingly hopeless position. By taking a good line and staying out of trouble, you can win without firing a shot. The lasers are pretty ineffectual anyway; computer ships take damage and slow down as a result, but you can never destroy them outright. More practical targets are the drone ships that just cruise around slowly, shooting them causes a random morph into one of the many power-ups. These are scattered around the course anyway, but as someone probably said, you can never have too many power-ups in a video game. Hitting walls and being shot causes engine and control damage, eventually the handling and performance will deteriorate to a point where it matters, but repair power-ups fix that little problem. Other goodies to look out for are Boost and Turbo, the former gives you an instant 10 second rush of overtaking speed, while the later can be stored for use at the right time.

Canyons & Tunnels

Racing in Slip Stream means entering a tournament set over ten courses. There are two basic types of circuit: canyons and tunnels. Canyons look better, are more fun and easier. Tunnels are very difficult to do well; hairpin corners at 600 kph with no margin for error take some getting used to, but it's always challenging fun, never the pain in the bum that by rights it should be. This is why Slip Stream is such fun, it has taken game elements that usually mean disaster for a game, and perfected them. It is always fast, always close and never dependant on luck.

Looking sensational has a lot to do with it too. A DX2/66 or higher will run the gorgeous graphics as smooth as you want. The sensation of speed and movement is as real as games get, rocketing through valleys feels damn cool and is something you'll want to do just for the hell of it - race or no race.

A nice bit of software this. Eventually the fun will run out, but the multiplayer support should postpone that day for a bit.

VISUALS 88% - Weird but most cool. The 3D engine is smooth and fast, giving a genuine sensation of speed. **SOUND** 84% - The engine noises are among the best we've heard, but you'll be wanting to turn the music off though. **GAMEPLAY** 86% - A real racing game. Flying to maximise speed and picking the perfect racing line definitely matter. We like it. **LONGTERM** 72% - Only ten courses, but they're tough enough to take some mastering. Multiplayer support also increases its longevity. **OVERALL** 82% - A sparkler, we couldn't stop playing. The noise, the visuals, the close racing... everything about this game is cool!



Slip Stream 5000

Players: 1-2 NETWORK • Publisher: GREMLIN • Price: \$79.95 • Rating: G
 Min Requirements: 486DX/33; 4MB RAM; S-SPEED CD

PC/ PC CD ROM

Roger Wilco's back and he's as big a loser as ever! The Sierra Space Quest series has been amusing and frustrating PC adventurers for years and CHRIS WHEELER takes a gander at the latest effort...



WHO SAID THERE'S NO ATMOSPHERE IN SPACE



SECOND FLOOR, REGURGITATED GAME FORMULAS



A QUIET LIE DOWN IS IN ORDER, I THINK

If deeply realistic, serious and intelligent science fiction is your thing then Space Quest 6 is a game you should do everything in your power to avoid. It is a silly, mindless, and hilarious parody of science-fiction convention, and futuristic role-play games. Following proudly on the footsteps of five other games whose origins date back over a decade, SQ6 continues in the irreverent and amusing tradition so gloriously set-up all those years ago.

Wafer Thin

The plot is thin... wafer thin... don't turn it sideways or it disappears thin. There's no System Shock plot twists here, no BioForge character introspection, no Suspended sophistication, there's just hour after hour of stupid story-line and amusing situations. Without wanting to give away anything but by way of explanation; your first task is to procure a cheat sheet for the game Schmuck Fighter III. This done other adventures await. You get the idea.

If you haven't played the others in the series you will still enjoy this game, although you may miss out on several clever references and in jokes. Similarly, science-fiction aficionados will find the host of references to contemporary sci-fi literature a bit of a hoot - check out the drink names in the bottle shop on the first screen, for example...

As far as the actual game is concerned, the graphics are good, with interesting character design and a nice 50's hocky sci-fi feel, but they suffer a little in comparison to the Total Immersion 3D environments of System Shock and BioForge. However it is the sound that truly sets this game apart, as not only have they procured the talents of a number of good voice actors to portray the main characters, they've also managed to enlist someone as the narrator who sounds exactly like the announcer on Roger Ramjet. Add to this some outstanding and witty dialogue and you've got an excellent (and hilarious) gaming experience. The music is okay as well, though it tends to be ignored in light of the excellent voice track.

In-Jokes

The game-play is extremely straight-forward; you have a number of ways of interacting with your environment - sight, touch, vocal as well as being able to move. From here its just a simple point and click to use or examine the world. If it takes you longer than thirty seconds to master this then get a new brain.

My only criticism of the game is that, while a new player will get a good chuckle from it, most of the really great gags are reserved for those who've had a gander at the previous instalments. And while self referential humour is all the rage nowadays - The Simpsons and Seinfeld being the TV champions of it - I feel that new players could have been catered for a little better.

Overall though, this game is a hoot from start to finish. It is really rare for games to pull of a constant comedic appeal over their entire duration, and only a few have pulled it off - Sam and Max being the example that leaps to mind. For fans of Red Dwarf and sci-fi comedy this is a welcomed computer gaming foray. For followers of serious science-fiction... have a Coke and a smile and shut the hell up!

VISUALS 78% - A nice, '50s animated sci-fi feel. Not mind-blowing at all, but it's still pretty. **SOUND** 86% - Some of the best vocal acting I've heard yet... **GAMEPLAY** 82% - There are as yet undiscovered tribes in South America who can master the interface... **LONGTERM** 75% - Once you've finished the plot, you'll probably scoot around searching for jokes. **OVERALL** 79% - It's a bit of a hoot. Space Quest fans should need no encouragement.

Space Quest

The Spinal Frontier

Available: NOW • Category: ADVENTURE

QUEST FOR VOODOO



SIERRA LIKE A BIT OF BUTTON PUSHING...



OUR HERO, WHAT A DORK



SPOT THE KILRATHI



WHAT YOUR INSIDES LOOK LIKE (ROGER NOT INCLUDED)



I'M SORRY ROGER, I CAN'T DO THAT...



HA HA, ISN'T THIS FUNNY, HA HA



SUPERHIGHWAY JOKE, CHUCKLE CHORTLE



ESCHER JOKE, VERY FUNNY



THE HEX-FILES

QUEST FOR VOODOO

Players: ONE • Publisher: SIERRA • Price: \$89.95 • Rating: G

PC CD ROM

Strap your favourite karate symbol around your head all you PC fighting fans because here comes FX Fighter. It's got all the sounds, sweat and button presses you'd expect from an arcade game, except it's on your home computer. MATTHEW DANIEL engages in a bit of polygon biffery...

After playing MKII to death and back again, FX Fighter comes as a breath of fresh air to the PC fighting profession. Totally different to the 2D platformer type beat 'em up that we are all used to playing on the PC. FX Fighter incorporates easy fighting technique, plenty of non-stop action and rolling graphical landscapes and backdrops that would normally stop at arcade venues.

Rule The Universe

The game actually has a plot too. Sure, it's not much but it's still a plot. A famous fighter has come from his home planet, armed with the most destructive weapon in the universe (of course), to challenge all creatures to a duel for ultimate control. If you win and beat the big guy you get to keep his planet and furthermore rule the universe. If you lose, your home planet is destroyed and all who live on it are turned into little DNA strands. As this destruction of your planet will probably happen anyway you decide to take up challenge. And yes, there are others that want the crown of ruler of the universe so you must also fight them also.

There's definitely not a lot to say about originality in this game. It looks, feels, plays and sounds just like Virtua Fighter, and this is the game's biggest drawback. The concept and design are there but there are just too many similarities to the arcade classic. There are 8 creatures such as robots, mantis's, Indians, spirits and normal fighters to choose from and naturally they all have different moves and specials for you to find. The battle ground changes with each opponent you meet and what would a fighter game be without that different view button? It's here as well. You can also zoom in and out of the fight as an added bonus when you want to join the action. There are different fighting levels, ranging from the beginner to the adept Ninja that has dedicated his life to playing this game, so the game does get better as you get better.

The F-X Files

The fights themselves are held in a ring with no ropes. The characters are all made up of textured polygons and they look very nice indeed, with a wide range of moves. However they are all suffering from pixelization which can only be seen on close-ups and end of battle wins - the gameplay itself never gets jerky or slows down. The movements of the characters are realistic with several points of flexibility built into the body of the character. When you fall to the ground, the parts of the body look as though they are falling instead of simply dropping. Every character also has a brief history that can be tapped into about where he/she/it comes from and what his/her/its personal details are. The cut scenes in the game show some pretty nice rendering work of the lead fighters and look simply brill.

If you are limited with your input control (ie a slow keyboard) then you miss out on a lot of the fast gameplay you find when in the ring. The key presses just are not fast enough. When you're in mid flight and you go for the kick key and it doesn't execute in time it is very annoying. If you have one of those arcade style tactile joysticks with lots of buttons then you've got it made. Lucky you. For those who don't own the most state of the art Pentium, Argonaut have added options to change the graphic detail at varying degrees. This allows the slower machines to also have a decent game.

So while its got lots of nice features, generally FX Fighter is pretty disappointing. Its all been done before and at a better level. Still, it's loads of fun playing two player matches and I'm sure there will be a host of cheat codes and level enhancements to come, so lets wait and see. PC fight fans have long been waiting for a new style game and if you're a crazy Virtua Fighter fan you might just get off on this title.

VISUALS: 83% - Smooth, large, well-drawn backdrops. Several views and fast character movement. **SOUNDS:** 84% - CD quality music that moves with the gameplay. Speech and other sound effects work well. **GAMEPLAY** 66% - Polygon fighting game. Seen it all before... only better. **LONGTERM** 70% - Fun and addictive for a while. Two player mode will keep you and your friends busy. **OVERALL** 74% - Generally fun, but a bit tedious. Great for dedicated Virtua Fighter fans who don't want (or can't afford) a Saturn.

FX



EAT ME.



LEG IT, BABY



TAKE ME BABY!

Available: NOW • Category: BEAT 'EM UP • Players: 1-2

Requirements: 486DX/33; 8MB RAM; 5-SPEED CD

an ar PC CD ROM

STRAIGHT UP WOMAN...
KNOCK ME OUT...
WE'RE...
...your favourite karate
...symbol around your head all

FIGHTER



INTRO'S ANGRY YOUNG MAN



DON'T HIT ME LADY



I CAN SEE YOUR UNDIES!



COOL MOVE



HOT IN THE CITY



YOU WANT POLYGONS?



HMMMM... LENS FLARE



HAND ME THE MORTEIN...



THEY FIGHT, THEY FIGHT, FIGHT FIGHT FIGHT

Publisher: ARGONAUT • Price: \$99.95 • Rating: M • DC

...sweat and button presses you'd expect from an arcade
...it's on your home computer. MATTHEW DANIEL engages

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Wing Commander 3



3DO

Available: **NOW**
 Category: **SPACE SIM**
 Players: **ONE**
 Publisher: **ELECTRONIC ARTS**
 Price: **N/A**
 Rating: **M15+**

This has to be one of the most eagerly awaited releases ever for the 3DO, and wait we have, as it has been released almost 6 months late. The wait was worth it though - Wing 3 is here for 3DO and it is good.

The plot throws you into the climax of the Human-Kilrathi conflict with the game ending with the total extinction of one side depending on your actions and mission successes. Playing through the 50 missions of WCIII is not simply a linear affair, your actions do make a difference and some outcomes will lead to dead end scenarios with you fighting wave after wave of merciless Kilrathi hordes until the inevitable end.

Wing 3 is the most expensive video game made to date, and it shows. Gorgeous FMV sequences are displayed in top quality on the 3DO hardware, markedly superior to the PC version's jerky video. Luckily, FMV isn't all that WCIII has to offer and the gameplay is right up there, with the CD quality sound and spectacular cut scenes making it a completely immersive and very addictive game. During battle you'll be taunted and insulted by Kilrathi warriors, have your wingman frantically calling for aid and get pounded from all sides by lasers and missiles all in glorious Dolby surround.

Of course, what you want to know is, is this better than the PC version? Well, yes and no. The spaceship models are slightly less detailed and you can't fly inside cap ships in the 3DO game.

Also the ground missions are gone and some combat options have been simplified (power transfers, rear gunning on the bomber etc). Experienced Wing Commanders have commented that the combat is a little easier on the 3DO version, but unless you're a real ace this should still keep you playing for a long time. On the plus side the FMV scenes and Dolby surround sound are far superior and the combat is still very playable and addictive. Also some scenes that couldn't fit into the PC version are included on the four CD 3DO game.

If you don't have a 3DO or a fast PC, this game is reason enough to buy one. If you do have a 3DO you probably already own this. Stop reading, get your hands on a copy of Wing 3 and go frag some kitties.

Roger Bolton

VISUALS

94

SOUND

95

GAMEPLAY

89

LONGTERM

91

OVERALL

94

Cadillacs & Dinosaurs



MEGA CD

Available: **NOW**
 Category: **ACTION**
 Players: **1-2**
 Publisher: **ROCKET SCIENCE**
 Price: **TBA**
 Rating: **TBC**

Rocket Science. They're a new company formed from the cream of the industries creative talent. Or so say the barrage of press releases and their spiffy Internet web site. Now their first game, Cadillac and Dinosaurs, is here and boy does it stink.

Where's the gameplay? This is not my idea of fun, the "game" takes all the worst elements of the interactive movie genre that is thankfully disappearing, and showcases them in a boring package that offers nothing in the way of entertainment or challenge. What you get for your better-spent-elsewhere money, is a streaming cartoon video of various vehicles (usually a big red Cadillac) trundling through a world (mostly rainforest) where dinosaurs routinely pop out of nowhere to threaten your well-being.

The gameplay involves steering a target cursor which is superimposed over bad cartoon video, and shooting anything likely. The video continues on its merry way all the while, with the game providing no control over the aspects that really need it-like steering your car.

This insultingly simple and totally boring method of gameplay copped a whollop with abortions like Microcosm and Novastorm, and has been sensibly abandoned by most developers. Not Rocket Science! Their other games (LoadStar and Wing Nuts) both use this yucky style too. The effect is that the player feels completely removed from the world they're supposed to be immersed in. Frustrated boredom takes about five seconds to reach the pain threshold, while playing the game is just dull hard work.

Owners of this title would be best off wheeling the telly into the babies room, so wee toddler can watch the moving shapes and colours in demo mode as they nod off.

Ben Mansill

VISUALS

45

SOUND

65

GAMEPLAY

5

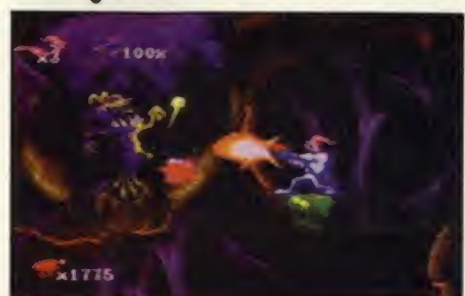
LONGTERM

0

OVERALL

10

Earthworm Jim - Special Edition



MEGA CD

Available: **NOW**
 Category: **PLATFORM**
 Players: **ONE**
 Publisher: **SHINY/INTERPLAY**
 Price: **\$89.95**
 Rating: **G8**

It's rare to see Mega CD games with worthwhile additions to the Mega Drive original. Sure, lots of companies chuck in some full motion video interludes and call it a whole new game, but for Earthworm Jim Shiny really have added lots of goodies and extra bits to make this game worthwhile in its own right. That's why it's called Special Edition, because if you thought Jim was special on the Mega Drive, then you ain't seen nothin' yet.

The graphics aren't that much different but there are over 1000 additional frames of animation thrown in for good measure, making Jim's moves smoother than a rather expensive brand of silk sheet. There's a whole new world to explore and new hidden areas plus different endings for two of the sections. You'll also get to meet a new boss type person in Big Bruty and I can't describe him any better than the excellent instruction manual: "Blind as a mole rat. Fat as a beached whale. Dumb as a rock". But don't be fooled - he's a tough bugger with a slight over-eating problem.

There's also an extra weapon! Apart from the Mega Plasma, you can now also find Homing Shells, and as their name suggests, they'll go seeking the nearest enemy and do their explosive work. Fun for all the family! A password system is another valuable addition, and the CD quality sound also makes a positive contribution to your overall enjoyment. There's even the option of setting the volume of the music and sound effects.

There's nothing much more to say. You'll all be aware of the excellent fun contained within Earthworm Jim by now (and if you're not, your head must be under a particularly large rock), and the Mega CD Special Edition merely increases that fun. Get it before Earthworm Jim 2 comes out and blows the first game away (well, here's hoping anyway!).

Stuart Clarke

VISUALS

95

SOUND

93

GAMEPLAY

94

LONGTERM

90

OVERALL

94

Micro Machines 2



PC CD ROM

Available: **NOW**
 Category: **RACING**
 Players: 1-4
 Publisher: **CODEMASTERS**
 Price: **TBA**
 Rating: **G**

Micro Machines 2 is a cute little arcade racing game from the Codemasters. You race tiny vehicles across a huge variety of domestic settings; everything from a dining table to around the edge of a bathtub! There are a heap of different playing modes including Time Trials where you race against the clock and Challenge mode where you duke it out with three other human or computer controlled opponents.

While the graphics of Micro Machines 2 look very 1991 the best feature of the game is the endearing and extremely addictive gameplay. Navigating these little bastards around the obstacle strewn courses is a challenge at best and a "I'm going to put a friggin' brick through my computer screen" code red frustration situation at worst. Think I'm exaggerating do you? Just get to level 16 in Challenge mode and you'll know what I mean.

While some of the sound effects are incredibly annoying and the graphics a tad cutesy putesy, Micro Machines 2 still beckoned me back for more brainless action time and time again. While the range of vehicles available is suitably large including mini jet boats and pee wee helicopters, it's the tracks and their fiendishly difficult design which really makes the game.

Micro Machines 2 also features a track-building facility where you can waste yet more hours designing racetracks of your own and then trying them out on your friends. Well maybe not your friends, the odds are you don't have any if you spend hours piddling around building little animated racetracks!

In conclusion, Micro Machines 2 is an addictive albeit very unsophisticated arcade racer. If you buy it, you probably won't be able to stop playing it. Just don't tell anyone and recite this mantra ten times every night before bed; I'm normal and I have a life...

Julian Schoffel

VISUALS

60

SOUND

60

GAMEPLAY

90

LONGTERM

85

OVERALL

86

Perfect General ii



PC CD ROM

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

The original Perfect General won its fans because, at the time of its appearance, strategy games were either condescendingly simple or overblown and convoluted. Good design made all the difference, PG had a great interface, intelligently balanced units and scenarios that found new ways to test our self-proclaimed strategic genius. A couple of nice scenario disks kept us up late a bit longer, then it all faded away.

Now the General is back, with designers QQP showing they haven't forgotten what made the original so popular. The gameplay is fundamentally unaltered, you still begin your war by spending a set amount of cash on an army - tailoring your purchases to reflect the scenario's need. Next, the units are placed according to your overall game plan and the war is afoot.

Perfect General II is turn based, and while the game doesn't try to disguise this, it does throw a few happy spanners in the works that distance it from the traditional turn-based move-end, move-end tedium. Like Passing Fire, where units engage targets of opportunity during the CPU phase.

Like it's predecessor, Perfect General II includes an abundance of excellent scenarios. Each of these are playable over a couple of hours, and have been thoughtfully created to provide a different and original challenge each time.

The new game is predictably abundant in FMV cuts and is resplendent in SVGA, such is the way of sequels. Without messing too much with the magnetic gameplay, QQP have tarted their game up quite nicely. Many new units make for interesting new approaches to traditional strategic problems. There are now offshore naval artillery units and air units, as well as the monster Elephant Tank.

I like this game. It's balanced, effortless to drive and challenging in all the right ways.

Ben Mansill

VISUALS

75

SOUND

75

GAMEPLAY

80

LONGTERM

78

OVERALL

77

Striker 95



PC CD ROM

Available: **NOW**
 Category: **SPORTS**
 Players: 1-2
 Publisher: **TIME WARNER**
 Price: **TBA**
 Rating: **G**

Striker 95 is a new soccer/football sim from Rage Software. It features teams from every soccer playing nation on Earth, even the entire local competition teams from the English, Italian, French, Dutch, German, Spanish, Portuguese and Polish leagues! It lists player stats for all of them, you can find out the star signs of the entire Sudanese national team or check out what the French goalkeeper and left back like to do with their baguettes in the locker room. Fascinating stuff.

There are several competition modes to choose from: Championship, Knockout, League, World Cup or you can just practice if you want to. It's possible to decide the overall strategy of the team, attack, breakaway, defend etc. But that's as far as the editing goes, and you won't be able to aid your cause by fiddling the player stats, unfortunately. The action (no management bollocks here), takes place on a full screen playing field with great big well animated sprites. Short video clips of throw ins, goalkicks and such are shown when any of these things happen, which is interesting for about two minutes, and then becomes bloody annoying as you can't turn them off. Another odd thing is that when your opponent starts play the words "Kick off" appear on the screen, obscuring the exact area of the field where they're running off, and stay there for long enough to give him an attacking advantage!

The game can also be frustrating when you're running back to make a defending tackle and the game suddenly gives you control of another player on the opposite side of your opponent, your joystick direction now making your new player shoot off away from the enemy giving him an easy ride in. Jolly unfair, I say. I would also like to add that the support play is pitiful, don't go making any runs down the sideline to put in a magic cross because there will hardly ever be anyone there to receive it.

Striker does have a bit of appeal, the crowd noise during the matches adds some character, and if it wasn't for the above mentioned irritating problems it would be a great game. But, alas, it isn't.

George Soropos

VISUALS

70

SOUND

80

GAMEPLAY

65

LONGTERM

60

OVERALL

65

Chaos Control



PC CD ROM

Available: **NOW**
 Category: **SHOOT 'EM UP**
 Players: **ONE**
 Publisher: **INFOGRAMES**
 Price: **TBA**
 Rating: **G**

Those aliens are at it again, threatening the Earth with total domination, unleashing a fiery rain of plasma beams and soiled underwear. Only one person can save us. They may have a Battleship the size of the Moon, they may have vastly superior technology, they may even have pert bottoms, but we've got YOU! Yes you, mighty warrior, doer of great deeds, able to eat an entire 12 pack of assorted chips in one sitting, guzzle enough Coke to clean the Harbour Bridge and heave off mighty gusts of wind so potent as to render your flatmates speechless as they choke and writhe on the floor. But I digress.

Chaos Control is one of those guided tour type CD ROM games where you fly along a pre ordained pathway through skies and cities slaughtering everything that looks at you the wrong way. Major bummer here is that you can only play with a mouse. Apparently someone told the people at Infogrames that they'd go blind if they kept fondling their joystick and they decided to pass this wisdom on to us. Well, I'm not to fond of having other people's beliefs foisted on me, and I personally think that too much joystick wiggling is never enough. This is a personal choice however and someone who's not averse to pushing a mouse around might enjoy this game more than I.

The graphics are a bit simple, considering it's all pre rendered and playing out just like a movie, the action is fast enough, however, to keep your eyes off the scenery and on the task at hand. The enemies coil and loop around somewhat like Magic Carpet, but follows exactly the same paths each time you play which gives it a bit of the feel of a 3D Galaga or something. It's an OK game, not worth the usual price of \$80-\$100 but worth a look if you can get it cheaper (usually about 3-4 months after release).

George Soropos

VISUALS

70

SOUND

65

GAMEPLAY

65

LONGTERM

30

OVERALL

65

PowerHouse



PC CD ROM

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

There's obviously a lot of people out there harbouring deranged, fascistic, power fantasies if yet another business simulation can find a market niche. Following in the footsteps of SimCity 2000, Railroad Tycoon, 1860 and Civilization, Impressions Software have produced PowerHouse. If these kind of megalomaniacal business games are your schtick then this one is right up your alley.

It delivers all of the things you would expect a quality Biz Sim to deliver - realistic finances, challenging competitors, variable scenarios, an excellent economic and political model and the ability to customise your own playing style. What PowerHouse offers in addition are the factors a lot of these games ignore - great graphics, superb presentation, full-motion video inserts and a quality soundtrack. To top all this off it also has a story... kind of.

Set in a futuristic Earth your job, as CEO of a generic MegaCorp is to monopolise the distribution of nine different power sources - coal, oil, nuclear, hydro electric, etc. To this end you must vie for control with 3 other competitors, whilst exploring the rest of the world to find new resources. All the while you must diplomatically keep the governments friendly so your plants can continue operating on their soil.

Where this game is the most interesting is in its sci-fi environment. Impressions have developed a quite sophisticated future model of world energy distribution, with some innovative twists and ideas.

For anyone keen on bringing the world under their total control and subjugating entire governments under the influence of your iron will; then this game is for you.

Chris Wheeler

VISUALS

78

SOUND

75

GAMEPLAY

68

LONGTERM

76

OVERALL

75

SimTown



PC CD ROM

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

If all you intellectual ankle biters out there in Gamesland thought it unfair that Daddy was always the one that could let his creative genius run wild with mind teasing games that allowed him to design cities, towers, farms, islands and ant colonies, then you'll be just stoked to know Maxis has made a game just for you.

Simtown is just like any other Sim but it's aimed at kids (age 8-12). The main focus of the game is creating a working, happy town that can grow and take care of itself in the long run. You play the town builder who is responsible for the way the city will look by placing buildings, homes, roads etc and protecting it from devilish Litterbugs, Food Pigs and of course, natural disasters such as earthquakes and fires.

When starting to create your town you soon discover one of the joys of playing games under Windows. It's SLOW, however it all depends on what screen resolution you are running. A smaller one (ie 640*480*256) is the one to have to get the best speed out of the game but if you are in some ridiculously large resolution (like me) treat yourself to an ordinary refresh rate.

There is plenty to do in this game such as designing your own town from scratch, using a pre-designed layout or fixing up badly organised towns. All the characters that are made when you place buildings can be manipulated for your playing pleasure. You can change the way they look, what they like to eat, their favourite saying, mode of transport and other useless things a Sim needs for it to be a Sim. To create things you need resources instead of money. These are made up of environmental objects such as how many trees you have and what your town's water supply level is. Without your resources you have no town to build. You have three piping hot tunes to listen to while you are creating your town. Definitely an improvement on other Sims which have the same boring old tune repeating over and over.

The game is just one big learning environment with issues on the environment and pollution popping up throughout. Great for kids just learning their way into computers.

Matthew Daniel

VISUALS

75

SOUND

65

GAMEPLAY

76

LONGTERM

72

OVERALL

75

Hi-Octane



PC CD ROM

Available: **NOW**
 Category: **COMBAT RACING**
 Players: **ONE**
 Publisher: **EA/BULLFROG**
 Price: **NO RRP**
 Rating: **G**

There are many things a good racing game wants, but just one that it needs. The wants are great graphics, competitive opponent A.I. and a sense of really being there and doing it. The need is a little more straightforward - the sensation of speed. Hi-Octane crosses the line way ahead of most other racers in the want department, but lags woefully behind in the need area.

The futuristic combat racer definitely looks the part, the industrial wasteland most circuits thread through are a 3D wonder. Dynamically it fits the bill too, the hover-cars you race handle unlike anything else - and therein lies the challenge. Sadly though, all this fine work is wasted because walking pace is about as fast as you seem to be travelling.

Having to shift around those beautiful graphics must bog down the CPU something fierce, so much so that the game's speed suffers as it bears the burden. Bullfrog missed the mark by a country mile here - this is not what it's all about. I would happily forego the pretty scenery for better high-speed action. As it is, the game is a bore. A fine looking bore, but a bore nevertheless.

Having only six tracks further lessens the motivation to play. While the tracks you get are complicated, with multiple routes and sneaky shortcuts, the fact remains that there are just six of them. Because this is a combat racer, you're generally too busy to hone those skills perfecting your ideal racing line, this means that you're less likely to give a damn about finesse while you race and therefore probably won't be playing this one after more than a few days.

Still, those few days won't be a complete loss, as the six cars you choose from all have varying attributes for speed, armour, weight and firepower. Experimenting should keep you occupied for a little while, as will exploring the tracks and memorising the locations of the power-ups.

If you want a good looking combat racer, go with Slip Stream 5000, it's fast and has the added dimension of flight, instead of just trundling along the ground.

Ben Mansill

VISUALS
70

SOUND
65

GAMEPLAY
65

LONGTERM
30

OVERALL
65

Rugby World Cup 1995



PC CD ROM

Available: **NOW**
 Category: **SPORTS**
 Players: **1-2**
 Publisher: **ELECTRONIC ARTS**
 Price: **NO RRP**
 Rating: **G**

I have to admit, being a South African ex-pat I was one of the few people going for the Springboks in the World Cup final, although the coaches pathetic ego-tripping afterwards made me regret the decision. To this end I was ecstatic to find an EA Rugby simulation emerge on the market. Now I could replay that fateful final and lead an All-Black revenge the likes of which civilisation has yet to see.

EA have a long tradition of developing brilliant sports sims - FIFA Soccer being the most notable. Thus it was with quite confidence and expectation of an amusing bit of pig-skin frenzy ultra-violence that I loaded Rugby - World Cup 1995 onto my system. Thankfully my expectations were not misplaced.

Rugby is a well detailed, action packed sports sim featuring all of the thumping thrills that delight us in the real game - mauls, scrums, field goals, line outs and the rest. All loving recreated by some cute little sprite thugs. The SFX are excellent as well, grunting tackles, the irreplaceable thump of boot on leather (or sternum) and the crowd sounds all lead to an impressive gaming experience.

So if watching thirty boofy guys bash into each other for ninety minutes is your thing, but you've never had the courage (or a small enough IQ) to try the real game, then this game is for you. So put on your old footy boots, practice the NZ Haka (not too close to the monitor though) and get ready to go toe to toe with some of the world's best... Pants off!

Chris Wheeler

VISUALS
78

SOUND
75

GAMEPLAY
82

LONGTERM
84

OVERALL
80

Silverload



PC CD ROM

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

Strange things are happening in the Wild West town of Silverload. Travellers are disappearing, the night time calm is ruptured by strange demonic howling, and there's never a queue at the Post Office. Sounds like the work of the devil to me.

You are a bounty hunter, an ornery, rancid, gun totin', bow legged, slightly insecure varmint who happens upon a couple of wagons whose occupants look like they've gone a couple of rounds with a herd of stampedung Longhorns. Apparently some unsavoury werewolf type characters from the nearby town of Silverload dropped by for an impromptu Tupperware party and, incensed by the pioneers obvious lack of interest in their wide variety and good value, promptly waded into them with razor sharp talons and cutting one-liners. And, just for good measure, they stole the only child of one of the settlers, a fitting sacrifice to the God of microwaveable storage containers.

They beg, they plead with you to go and rescue the runt, and of course that's the only option you have. Now what a sensible survivor like you is doing going into a place more uninviting than a rave Portaloo to rescue a total stranger who is probably already poised above the Sunbeam demonic slicer'n'dicer I have no idea, nor will you.

This game has stodge written all over it, the unbelievably over-acted dialogue plumbs new depths of dodgyness, and will eventually start annoying the hell out of you. The interface is of the still graphic screen, alternating mouse pointer type, the graphics are cliched, flat and drab. The whole package says one word to me and that word is DULL! What more can I say?

George Soropos

VISUALS
75

SOUND
65

GAMEPLAY
76

LONGTERM
72

OVERALL
75

Paparazzi



PC CD ROM

Available: **NOW**
 Category: **INTERACTIVE MOVIE**
 Players: **ONE**
 Publisher: **ACTIVISION**
 Price: **\$79.95**
 Rating: **G8+**

Ever wondered what it's like to live the life of a celebrity photographer? Been tempted to spend hours sneaking around exotic holiday resorts hunting for a shot of Fergie's naked norks? You may be considered scum by the people you harass, but the public is always hungry for a bit of scandal and that means money in the bank. Besides, there's no such thing as bad publicity...right?

Paparazzi is based around the Quicktime For Windows system and comes with the latest version onboard. Basically what you're supposed to do is gather clues as to the whereabouts of various 'personalities', all of whom are ripoffs of current tabloid favourites. Be in the right place (there are 11 locations to check out) at the right time and get the winning shot.

All your actions are controlled by something called a Palminator 2000, which is a very Mac looking Quicktime front end. Some '50s inspired icons on the bottom of your screen give you a celebrity guide, a map on which you select your destination, your answering machine and television which is a valuable source for clues and my favourite part of the game. Once you're at a location you'll see everything in glorious FMV. But this isn't like Under A Killing Moon, all you can do is watch and hit the shutter button of the camera at the right time. You only get two shots and your camera has the unnerving habit of waving around a lot. If you do manage to catch 'Rusk Limburger' getting spanked by a mistress or 'Nancy Rae Gunn' consorting with aliens you can sell the picture to one of several bidders.

The way the software decides which shot is going to sell is a bit dubious; if you don't take the picture within a very precise time frame it won't be any good, even if it has all the required elements. This fact, along with the limitation of only having two exposures, and the camera movement, are the only things that stop you walking through the whole game. Another dumb feature of the game is the fact that it boasts six different characters for the player to choose from, but the only difference between them is their graphic icons. No matter which character you choose, everything happens in exactly the same way, making this very poor value indeed.

George Soropos

VISUALS

75

SOUND

80

GAMEPLAY

45

LONGTERM

30

OVERALL

50

Dark Forces



MAC CD ROM

Available: **NOW**
 Category: **ACTION/ADVENTURE**
 Players: **ONE**
 Publisher: **LUCAS ARTS**
 Price: **\$99.95**
 Rating: **M15+**

Mac owners around the world rejoice! 1995 is proving to be a very exciting year, if only for the slew of LucasArts products promised to us. Dark Forces is the first in a string of hot titles that will be blasting their way onto Macs everywhere.

If you're wondering if the Mac conversions will stand up to their PC counterparts, then just relax, because Dark Forces runs like a silky-smooth dream. You will of course need a PowerMac or high-end Quadra to get this sort of performance, but that's the same as having to own a good 486 or Pentium PC - it's now standard for these new generation of games. The beauty of Dark Forces though, is that even if you don't have a muscly Mac, it gives you the option to reduce the screen size and resolutions many times over - so that you'll still get the speed (albeit in a small box) on a lesser Mac. Luckily, this was reviewed on a PowerMac 6100/60, so all I can say is... WOO-HOO!

If you've somehow had your head stuck in a block of concrete for the last 6 months, Dark Forces is a 3D-shooter in the Doom mould that all takes place in the Star Wars universe. Everyone's fantasy of taking to a bunch of stormtroopers with a trusty blaster is now a (virtual) reality! Playing the role of Kyle Katarn, a mercenary hired by the Rebels, you at first retrieve the Death Star plans from a secret Imperial Base and then proceed on a variety of other hair-raising missions to get to the bottom of a new Imperial threat, the Dark Troopers.

The whole game engine is an improved Doom II, with crouching, jumping and other new features now a part of an already exhilarating experience. And don't think that just because it's already been a hit on the PC for months that Mac owners are getting the goods when they've passed their used-by date, I'd say we're getting the better deal - converting a game lets the programmers tweak the graphics and iron out bugs - so Mac owners in some cases will be getting a better game than the original. The X-Wing Collectors CD for Mac is boasting superior graphics to the PC version, so hold on tight folks, your Macs are taking off. In the case of Dark Forces, it's almost identical to the PC version, so you've heard the hype - go get it!

Eliot Fish

VISUALS

95

SOUND

94

GAMEPLAY

96

LONGTERM

95

OVERALL

96

PGA Tour Golf iii



MAC

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

It's always been a struggle for the golf game supremacy between PGA Tour Golf and Links Pro. Die-hard golf fans usually went for the accuracy and sim-like Links, whilst folks after pure golfing entertainment went for the more candy-like PGA Tour Golf II. Now here comes the new PGA installment for the Mac... PGA Tour Golf III, and it looks very close to taking the crown.

The upper hand that Links always had over PGA was its realism in the graphics department. Until now. PGA Tour III includes fantastic video footage of the courses and digitised players - 9 of them are real golf pros! Play along with your heroes or play as one of them. The choice is there. Also much improved are the courses. PGA now has an excellent grid, and much smoother ball-cam (both of which have obviously been included to make it more Links-like). There is also commentary, though it's only for when you're making your putt. In fact, the guys voice starts to become very annoying after a while... he has this cheesy, really whispery voice that is supposed to lend excitement. Instead, it just pisses you off.

On the whole, everything about PGA has been improved, and it's now more Links-like than ever. But with three courses as opposed to Links' Harbour Town, PGA has an undeniable edge. The only thing which seems to definitely be worse this time around is the "power-meter". The old three-clicks to glory is now an insufferable, agonising pain in the posterior. Accuracy here is the most important part of the game - but unfortunately with the new change in graphics, came a new power-meter. This one has a transparent power-bar that is almost impossible to accurately click where you want it. This has now become more guess-work and anticipation than dexterity with the mouse finger. This is the only part of the game that suffers. A pity it's one of the most important! However, I still wouldn't be surprised if PGA Tour Golf III now takes the top slot in the golfing gamer's Top Five.

Eliot Fish

VISUALS

90

SOUND

89

GAMEPLAY

82

LONGTERM

90

OVERALL

88

Star Trek the Next Generation: A Final Unity



- Talk to Data
- Lower shield and beam the Garidian refugees aboard the Enterprise.
- Talk to the Commander of the Garidian Warbird (Pentara).
- Take a firm but non-violent course of action letting the Warbird leave unharmed.
- Talk to the Garidians you just beamed

- aboard and agree to help them find the 'Fifth Scroll'.
- Set a Course for Horst III to visit the Vulcan archaeologist Shanok.
- Your journey will be interrupted by a distress call from Chancellor Daenube.
- Agree to help him and set a course for Cymkoe IV.



MERTENS ORBITAL STATION

- Once you have arrived at the station, assemble an Away Team consisting of Riker, La Forge, Crusher and Worf.
- Once they are on the station have La Forge examine the transporter panel with a tricorder.
- Now go through the door and have Dr Crusher examine the trapped woman using the medical tricorder.
- Speak to La Forge and he will tell you the best way to free the woman is by transporting the cable off her body.
- Go back to the transporter and use the co-ordinates from the tricorder to free the woman.
- Return to the woman and have Crusher use the medical kit on her, she should regain consciousness.
- Walk right and take the turbolift up to administration. Examine all of the controls here.
- Go back to the woman (Dr Benyt) and ask her for the code to redirect the emergency power to the life support systems.
- Go back up to admin and use the code.
- Now take the turbolift down to engineering and have La Forge use the tricorder on the strange machine.
- Go right into Lab 4. Once inside the lab look around and take everything you can. Now have La Forge examine the console here and then use it to temporarily shut off the power supply to get rid of the strange machine in the previous room.
- Tell the Enterprise to track the machine for as long as possible, but don't leave the station just yet.
- Now walk left until you find Dr Griems. Have La Forge talk to him and then offer to help him. Once he agrees, go to the right (where the machine was sucking power) and have La Forge use the phase inverter and the wave reduction converter on the hole in the casing.
- You're finished here so beam up to the Enterprise.
- Accept Chancellor Daenube's thanks and resume your journey to Horst III.
- Orbit the planet and contact Shanok, make sure you obtain every scrap of information from him.
- Now resume your patrol along the Neutral Zone.
- You will get a message from Admiral Reddreck, agree to help him and set a course for Morrassia.





MORRASSIA

- Orbit Morrassia and hail Constable Lliksze, agree to not arm the Away Team.
- The Away Team for this mission should consist of Data, Worf, Crusher and Troi.
- When your team arrives have Data talk to Constable Lliksze, find out everything you can about the missing Dr Hyunh-Foertsch.
- Now walk out of the Constable's office and make your way down the path to the Doctor's laboratory.
- Once you're in the lab take the bioprobe and the three field units.
- Leave the lab and go to the crossroads.
- From the crossroads go to the shuttle dock and take the microgenerator.
- Now visit each of the three biotopes - marine, bogforest and the canyon. At each biotope you will find a screen with a powerslot underneath. Use the microgenerator on the slot and you will see a map telling you the major habitats of the biotope. Use the tricorder on each of the field units and when you have determined the appropriate field unit, send it out to take a sample from each of the habitats. Remove each sample from the field unit with the bioprobe.
- Make sure you remember to remove the microgenerator before you visit each biotope or it will have lost its charge when you return. (You can recharge it at the shuttle dock).
- Return to the Doctor's lab and use each sample on the sonic probe.
- Now examine the carcasses in the lab on

- the biotape and under the sonic probe.
- Use the tricorder on the comms port in the lab and contact Tracker Melas, get all the information you can.
- Now visit Constable Lliksze, then go back to the lab and contact Consultant Idyia, again get all the info you can from him. The next person you should contact is Healer Zzolis.
- After this make your way to the quarantine shelter and speak with Watcher Tzudan, question him thoroughly.
- Now visit the Constable again and tell her of your suspicions.
- This sets off a sequence of events culminating with the return of Dr Hyunh-Foertsch.
- Speak to the Doctor and then take a shuttle to the other side of the reserve.
- Rephase the power and make your way back to the quarantine shelter.
- To catch the creature that has been terrorising the reserve use the consoles in the following order: 2, then when the creature appears 1 and then finally 3 to trap it.
- You're finished here so beam up to the Enterprise.
- Once you're back on the Enterprise speak with T'Bak and then follow the trader Aramut to Joward III and then Nigold.
- When he's in range fire on his ship.
- Talk to Aramut and make a deal giving him his freedom in exchange for some information and Consultant Lydia.
- Now set a course for Shonoisho Epsilon VI.

FRIGIA

- When you have arrived scan the planet and then talk to Data, Riker and Troi.
- Ask T'Bak to send a message of friendship to the planet.
- Wait until you get a response.
- Next talk to Laraq and tell him about the Garidian's quest for the 'Fifth Scroll', give him some time to make his decision.
- Speak to Laraq again and then assemble an Away Team consisting of Riker, Troi, La Forge and Data.
- Once they're on the planet have Riker talk to Laraq.
- Next go into the first pyramid (Chodak transporter) and visit the Chanters.
- Have Riker talk to the Chanter Stamblyr.
- Go back to the first screen and walk right, use the pyramid here and the have Riker talk to the Nachyl. Make sure you ask about the temple and then the gatekeeper to find out about the missing Aelont guy.
- Go to the gate and talk to the gatekeeper, you have to answer his questions to pass. He wants you to admit that you really know nothing about anything (in a philosophical sense), so answer accordingly ie. "Who are you?" correct response - "I don't know."
- Once you have passed the test go through the door and have Data look at

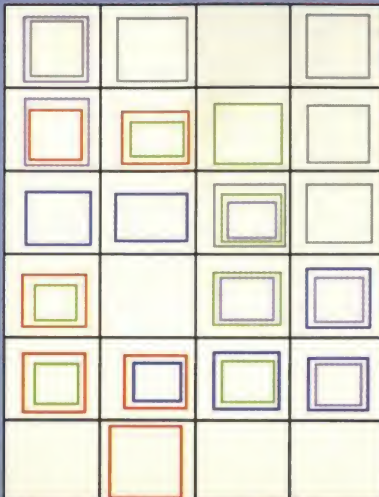
- the sign and then the stasis chamber where Aelont is trapped.
- Now go back to the first screen to speak with Laraq, ask him for help and he will upload a Chodak translator into your tricorder.
- Go back to where Aelont is trapped and use the tricorder on the sign to translate it.
- Now operate the controls and free Aelont.
- Question him thoroughly and then make your way to the vault.
- Open the vault with the thermacode key Aelont gave you and take the golden ring, the staff of light and the electronic device.
- Now go and give the ring and the device to the Chanter Stamblyr.
- Have La Forge fix the broken instrument with the device and get the two orchestrions from Stamblyr.
- Now visit the third temple (the temple of the Questors) and have Riker speak with Madia, give her the staff of light and she will open the force field.
- Now use the two pronged orchestrion on the Chodak transporter behind the force field.
- To solve the tile puzzle refer to the diagram (puzzle.gif).
- When you reach the other side of the abyss insert the blue talisman Aelont gave you into the indentation, this will open a door.
- Take the 'Fifth Scroll' and beam up to the Enterprise.
- Speak with Lucana and then when the Garidian Warbird appears, speak with Pentara.
- After the Garidians have beamed off the Enterprise onto the Warbird you can resume your patrol of the Neutral Zone.



INSERT BLUE TALISMAN HERE



Colour code for tiles activated by different orchestration devices



Use in different orchestration devices to activate the tiles, then walk along the overlapping tiles to reach the other side.

START HERE



- Listen to the blurb about the invading Romulan Fleet and then talk to Admiral Reddrek.
- After you have spoken to him set a course for the Goldur Delta system, then report to Commander Chan at Outpost 543.
- Agree to help her and then head to the Paxanona system to defend Comm Relay 543 from the Romulans.
- Nail the attacking Romulan ship and

- then talk to the Romulan Commander, find out about the Chodak weapon.
- Now contact Chan again.
- Set course for the Balis system and when you get there, talk to the Klingon, Captain Ky'Dra.
- Ask him what happened and then ask about his prisoners.
- Now contact Chan and then Admiral Williams.
- After this set a course for Frigis again.

FRIGIS (AGAIN)

- Respond to Laraq's distress call and destroy the Romulan Warbird, then talk to Laraq.
- Beam down to the planet and question Laraq thoroughly about the Chodak.

- Take the Chodak isolinear rod, the rod programmer and the information crystal from him and beam up to the ship.
- Now lay a course for Horst III and scan the crystal on the way.

HORST III (AGAIN)

- Nail the Romulan Warbird and listen to Shanok's recorded message, then send an Away Team down to the planet; choose Picard, Data, Troi and La Forge.
- Once you're down set your phaser to maximum and use it on the rubble blocking the entrance.
- Walk through the passage and use the tricorder on the panel.
- Have La Forge operate the panel using the isolinear rod and the rod programmer then use the tricorder on the

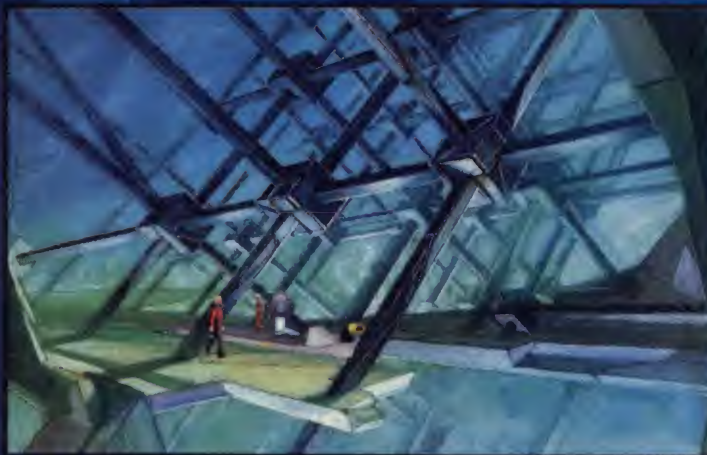
- screen of information.
- Remove the rod, exit the panel and walk to the left.
- Use the tricorder on the instrument and the pit and then beam up to the ship.
- Now talk to the Admiral again and then set a course for the Yajj system.
- Nail the Chodak ship you find there and talk to Data about the whereabouts of the planet Allanon.
- Set a course for Allanon and scan the planet when you arrive.

ALLANOR

- Once Data has found a suitable beam down location assemble an Away Team; you should pick Picard, La Forge, Data and a security officer.
- Once you're down use the tricorder on the starship schedule, now use it on the doorways, the drone, the foreign object in the drone, the ventilation duct and the alloy seals around the duct's entrance.
- Set your phaser at maximum and blast away the seals until the door opens.
- Now take the logic inhibitor from the drone and walk down the ventilation duct before the drone has the chance to confiscate your weapons.
- In the next area have La Forge use the tricorder on the panel in the top right hand corner of the screen.
- Next have him use the Chodak rod and rod programmer on the panel to get it to operate.
- From the panel you want to activate the facility, after this take the rod and head right.
- Have Data walk up to the top left of the screen to get closer to the drones, then have him use the tricorder on them to scan the drone.
- Walk to the upper doorway and go through into the area where the drones are passing through the doorway.
- Use the tricorder on the doorway and then stick the logic inhibitor in the door's circuitry panel.
- When a drone stops in front of the closed door use your tricorder on it and deactivate it.
- Now remove the logic inhibitor and the door will open.
- Head through the door and examine the panel, use the rod and rod programmer on it, turn the power on and put the station online then exit the panel.
- When the drone has been charged and has left, use the panel again and turn

- everything off.
- Set your phaser to maximum and use it on the capacitor.
- Everyone one will pass out in the resulting explosion and some Chodak scum will enter the area.
- When your party has regained consciousness follow the Chodak into the next room.
- Have Picard talk to the Chodak leader, bluff them by saying you are on the planet for research, don't tell them you have an isolinear rod and try to convince them not to accompany you.
- When you've done this head right and you will find a Chodak transporter.
- Operate the panel and push the bottom left button, the top left button and then the timer (white strip), now quickly exit the panel and walk under the transporter.
- When you have been transported walk towards the archways and in the next screen walk right.
- Use the tricorder on the red lights and then use your phaser on them, after this talk to La Forge or Data and they will adjust the phaser settings. Now use the phaser in the following way; blast a sensor and walk, when the light comes back on blast it again and walk a bit further, experiment with different sensors until you make it across (don't panic, if you get hit it won't kill you).
- Make your way down the stairs and towards the obelisk.
- Have La Forge use the tricorder on the pedestal, then have him operate the panel with the rod and rod programmer.
- Now act very quickly; when the information screen on the panel comes up click the tricorder on the star chart before the Chodaks stop you, you must get the co-ordinates of location 4X-NX-D into your tricorder.
- Watch the show and wait for the

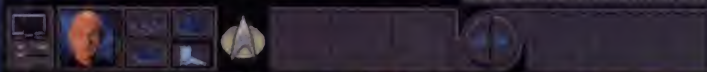




Walk to shuttle



Walk to left



Chodak to leave.

- Examine the pedestal again and use the tricorder on the remaining information.
- Now make your way back to the Chodak transporter and press the middle left button, the top right button and the timer, exit panel and walk under the transporter.
- Head back to the screen where you first beamed down making sure you get

the logic inhibitor on the way.

- When you reach the first screen, shove the logic inhibitor back in the drone and beam up to the ship.
- Have Data analyse all the information you got on Allanon and then head back to Federation space.
- When Data has the co-ordinates set a course for the Unity Device.

THE UNITY DEVICE

- When you have arrived talk to the Garidian Captain (Pentara).
- Then talk to the Chodak and take evasive manoeuvres when they pretend to attack you (whatever you do don't shoot).
- Now take a shuttle down to the Unity Device.
- Once you're down head to the left.
- In the next screen you'll see a circle on the floor, it's a transporter so use it to transport the whole Away Team one by one.
- Once you've been transported you find that Picard is now alone.
- Walk towards the glowing thing in the wall and talk to it.
- Now continue walking left into the next screen where you will find Captain Pentara and Admiral Brodnack.
- Talk to them and then join them on the shuttle.
- Once you're off the shuttle talk to Pentara and agree to join forces with her.
- Now walk through the doorway on the bottom right of the screen.
- Talk to the Picard from the future and take the device, now talk to Brodnack and get him to tell you about the first test.
- Once you have the semi-discs you should examine the force field generator.
- Study the generator very carefully and then use the two semi-discs on each

- other until you have a complete disc.
- Insert the disc in the lower air space inside the field generator.
- Keep examining it until Picard says he knows what to do; he needs more discs to fill the air space.
- Exit the field generator and talk to Pentara again, tell her you should work together against Brodnack in this test.
- Now use the table and put your disc only on Brodnack's side.
- Do this three times until he admits defeat, whatever you do don't kill him.
- When you have everyone's semi-discs combine them and use them on the lower air space in the force field generator.
- When the force field has been deactivated walk to the right into the next screen, use the green globe (you got from the future Picard) to teleport across to the symbol.
- Take the symbol and teleport Brodnack and Pentara across to join you.
- Walk into the next screen and use the symbol on the indentation in the door.
- When the door is open proceed to the right until you reach the stasis chamber.
- Press the button to release the green creature and answer its questions.
- Tell it you want to use the Unity Device for the good of all.
- When all the talking is over head right until you get to the platform, keep going until you get transported up into the dome.
- Once you reach the heart of the Unity Device it tells you a huge Borg invasion fleet is on the way.
- Using the device in front of you, you are supposed to choose between eliminating the Borg fleet or destroying the Borg race entirely, don't choose at all, just deactivate the device.
- You done good and played strong Picard!
- Now sit back and enjoy the endgame sequence.

by Julian Schoffel





TERMINAL VELOCITY

PC

Cheat codes

You read the review, you bought the game, you're utterly talentless and now you're stuck. Don't panic, cheat!

- TRIGODS** - Invincible
- TRISHLD** - Recharge shields
- TRINEXT** - Warp to next level/stage
- TRIOVR** - Hover pad
- MANIACS** - Afterburner
- TRSCOPE** - Oscilloscope
- TRIBURN** - Terminal Velocity (outrun your laser guns!)
- TRFRAME** - Displays frame rate
- 3DREALM** - Smokin' mode
- TRIFIR0** - Invincible
- TRIFIR1** - P.A.C. weapon
- TRIFIR2** - ION weapon
- TRIFIR3** - R.T.L. weapon
- TRIFIR4** - M.A.M. weapon
- TRIFIR5** - S.A.D. weapon •
- TRIFIR6** - S.W.T. weapon •
- TRIFIR7** - D.A.M. weapon •
- TRIFIR8** - Afterburner
- TRIFIR9** - Invincible
- TRWARP#** (# = 1 to 9) Warps to # sub stage of current level.
 - Registered version only.



PANZER DRAGON

SATURN

Lose the dragon.

Just you and your laser gun, flying dragonless just like in Space Harrier. Power up your Saturn but don't insert the CD. Go to the Data Memory Menu and select german (Deutsch) as the language. Now load your game CD. When the title screen appears, press UP, X, RIGHT, X, DOWN, X, LEFT, X, UP, Y, Z.

Wizard Mode

This makes the game Hyper-fast, a good thing if somewhat difficult. When the title screen appears, press START. At the Normal Game and Options screen, press L button, R button, L button, R button, UP, DOWN, UP, DOWN, LEFT, RIGHT. Go ahead and forge some legends, you're a wizard now.

Rolling Mode

Useless but fun, it's the HYPER credo and this fits the bill perfectly. When the title screen appears press START. Rotate the direction pad three times clockwise, when you hear a sound you know it's worked. Also, the words "Rolling Mode" will now appear above the Normal Game Option.

To perform a roll in the game, tap diagonally twice.

RINGS OF POWER

MEGADRIVE

Free sex!

Well, not quite, but a rather pleasing photo is built-in to the game for your viewing pleasure. Peter Brodie is the lonely guy you want to thank for this one.

Before you turn the power on, put your control pad into port two and hold down DOWN-RIGHT, A, B, C and START. Keep these held and turn on the power, waiting for you at the title screen will be the programmers object of desire. Naughty boys!

CLAYFIGHTER II

SNES

Super Speed

Some guy called Peter Brodie sent these in, we're glad he did. At the GAME START screen hold down Y and press L, L, R, DOWN, LEFT, R. A beep will let you know you did it right. Go to the OPTIONS screen and you can now set the speeds as high as 10 instead of only 4.

Hidden Fighters

In HYPER #19 we told you how to play as Thunder, Ice and Spike. Little did we know even more secrets were there for the taking. At the GAME START screen, enter these codes to choose the fighter you want.

SARGE - HOLD UP-RIGHT and press Y, B, X, B, B, X, A.

JACK - HOLD UP and press X, A, R, R, Y, A.

PEELGOOD - HOLD DOWN-LEFT and press B, Y, Y, A, Y.

BUTCH - HOLD L and press X, R, A, X, R, R.

SLYCK - HOLD Y and press L, L, UP, L, LEFT, R.

To randomly select a fighter, press R and L together at the Character Select screen.



Cheatmode Cheatmode

MORTAL KOMBAT 3 ARCADE

Fatalities

Our massive MK3 cheat guide in HYPER #20 wasn't enough for Nicholas Finch, he's found some new moves and here they are.

KABAL - Fatality 2. Stand close to opponent, then RUN, BLOCK, BLOCK, BLOCK, HIGH-KICK. He removes his mask, screams and sends his opponents ghost running across the screen.

SINDEL - Fatality 2. Sweeping distance away, RUN, RUN, BLOCK, RUN, BLOCK. Sindels hair wraps itself around her victim and spins them into little bits.

JAX - Fatality 2. Full screen distance, RUN, BLOCK, RUN, RUN, LOW-KICK. Jax gets big and stomps his victim.

LUI KANG - Fatality. Close to opponent, HOLD RUN, UP, DOWN, UP, UP, BLOCK.

KANO - Fatality 3. Close to opponent, HOLD LOW-PUNCH for 1 second, still holding LOW-PUNCH - DOWN, TOWARDS, TOWARDS, DOWN - release LOW-PUNCH.

Ultimate Kombat Kode

Here it is, this lets you play as Smoke. Jared Davies sent this in, he tells us it works with versions 2.0 and 2.1.

1 2 2 4
9 2 = Play as Smoke.
0 0 2 3

Moves for Smoke

HARPOON - B, B, LP

TELEPORT - UPPERCUT, F, F, LK

INVISIBILITY - HBL (U, U, RUN)

FATALITY 1 - HBL, U, U, F, D (across screen)

FATALITY 2 - HBL + RUN (D, D, F, U) (sweep)

ANIMALITY - D, F, F, BL (outside sweep)

FRIENDSHIP - RUN, RUN, RUN, HK (across screen)

BABALITY - D, D, B, B, HK

STAGE FATALITY - F, F, D, LK

Jared also sent us these comprehensive cheats for MK3. We get the feeling that we haven't even scratched the surface of what is probably the most cheat-packed game ever.



The numbers stand for how many times to hit the button.

On the Player 1 side:

LP = 1st number

BL = 2nd number

LK = 3rd number

On the Player 2 side:

LP = 4th number

BL = 5th number

LK = 6th number

VS. Screen Codes

100-100: No throws

020-020: No blocking

987-123: No energy meters

033-000: Half energy for player 1

000-033: Half energy for player 2

707-000: Quarter energy for player 1

000-707: Quarter energy for player 2

688-422: Dark fighting

460-460: Random morphing

466-466: Unlimited run

985-125: Psycho kombat

(dark, random morph, no meters, no blocking)

642-468: Play Galaga

Text (displays a message)

282-282: "No fear"

123-926: "No knowledge that is not power"

987-666: "Hold flippers during casino run"

Winner Fights:

969-141: Motaro

033-564: Shao Kahn

769-342: Noob Saibot

205-205: Smoke



NBA LIVE '95 MEGADRIVE

Built-in golf game

Select an exhibition game and choose any team. At the Controller Screen select Start New. Put your name in as REFLOG for a round of golf on the built-in course, it's not bad either!

ONE MUST FALL 2097 PC

Lots of weird stuff

Allen Wan tells us that typing REIN at the main menu screen will make all the scraps fall down as rain, and they never disappear.

From Peter Boni comes this helpful hint: At the game configuration screen, hold down "OMF" and press the right arrow key to get two more deadly levels. Hold down "2097" to get an extra menu with cool stuff like modifying the height 'bots jump etc.

DAYTONA U.S.A. SATURN

Race as the horse

We've seen some pretty weird cheats in our time, but this one had us rolling around on the floor (in uncontrollable laughter).

To trade your car in for a horse, go into the Options Screen and select Normal difficulty. Now go to the Mode Select Screen and choose Saturn mode.

Now race in the Beginner, Advanced and Expert tracks - making sure you win each race. After you win in the third race, go to the Mission Select Screen and scroll through the cars until "Horse" appears. The horse you get depends on whether you chose Automatic or Manual.

Lose the Singer.

When we reviewed Daytona we complained bitterly about the crappy music, we also accused Sega of losing the plot if it turned out that a cheat code was the only way to turn it off. Well, we're right, Sega's lost it and here's the code:

You can't turn the music off completely, but the Worlds Worst Singer can be shown the door. Go to the Options Screen and make sure that it's set to Normal number of laps. Select Arcade Mode.



Keep UP pressed while you choose a course, select it with C. Done! Now you can turn the volume back up again while you race.

Classic Game Music.

You can't get rid of the music completely, but you can replace the normal crap with some classic crap from days gone by. After you place well enough to enter your initials, enter initials for classic Sega games. Experiment a bit, but these work: S.H (Space Harrier), A.F (After Burner), O.R (Out Run). Don't forget to put a dot in the middle!



WING COMMANDER 3 3DO

Cheat Menu

Power to the player. This cheat is dead easy and offers a cheat list that'll send you into orbit.

Start the game holding down LS and PLAY until you get to the TCS Victory terminal screen. Now hit A when the continue button is highlighted. The menu clearly spells out what you can do - which is just about everything!

SPECTRE SNES

Disable enemy tanks

Are the moving and shooting enemies too much of an inconvenience? You need this cheat then.

During combat, press BUTTON Y on controller 2, an explosion will sound to let you know it worked. Now all the enemy tanks are sitting ducks.

CVBERSLED PLAYSTATION

Sled Select

With this sneaky cheat you don't have to play through to pick the hot sleds.

Use controller 1, while the title screen is showing, press UP, LEFT, DOWN, RIGHT, UP, TRIANGLE, UP, RIGHT, DOWN, LEFT, UP, CIRCLE. Listen for the explosion to tell you it worked. Now go to the character select screen to choose your sled.



SYNDICATE SNES

Passwords

You're allowed to cheat on this one, 'cause it's so hard.

MBBG79-----TVLBV - This gives access to version 3 modifications and all the weaponry, over \$1,000,000 cash, 16 agents and Western Europe already conquered.

CBBBBBBBK79---YWLSB - All v. 3 mods, all weapons, \$500,000, 8 agents and most of Europe and Scandinavia completed.

DZB7D3535HB - All v. 3 mods, all weapons, 13 agents, \$9,804,800 and only the Atlantic Accelerator left to do.

PIZZA TYCOON PC

Heaps of cash

Choose Elvis as your character and take out as many loans as possible. Save your game and restart choosing the same character. The money will still be there even though it's a new game, and you can keep doing it until you hit 10 billion dollars!

DRAGON SNES

Level select & infinite chi

For the level select, go to the sound test screen and press B, A, RIGHT BUTTON, B, A, RIGHT BUTTON, A.

To get maximum chi, go to the sound select screen again and press SELECT, A, LEFT BUTTON, A, RIGHT BUTTON, Y.



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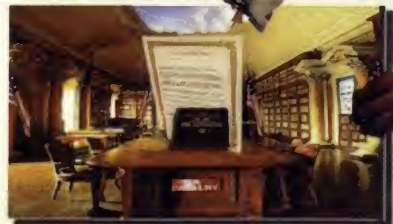
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BMG
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Too much Doom is never enough. We happened upon this sensational Wad file (above) that has won numerous awards. Why? Download it from Hyper@ctive and find out. 11 extremely hot new levels are to be had. It was designed by Raven, who did the awesome Heretic. Raven.zip is its name. Just get it, OK?

This issue was brought to you by the letter W and the number 7. Ben would also like to gratefully acknowledge the contribution of Mr Codral - without whose help his ailing flu-ridden body would never have crawled out from under Mr Doona. We'd very much like to thank Phil Keir, our lovely warm-hearted boss. Thinking of Phil, the words visionary, pioneering revolutionary, fearless leader and pay rise spring to mind. Thank you. No issue of HYPER would be complete without the following: 300 cups of coffee, 65 cans of coke, 20 banana smoothies, 38 chicken schnitzel rolls, 4 boxes of Kool Fruits, 80 cups of Twinings Irish Breakfast Tea, 10 hours of Doom deathmatch, 160 hours of JJJ, 1 acre of QLD rainforest, 2 staples, 320 interruptions by Roger Bolton, 47 witty anecdotes from Mathew and several hours worth of idle banter with Mel, Martine, Robbie, Andrew and Jenny. We'll talk to you too, but only if you're attractive and sensible.

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NOT MADE OF MONEY

Hi HYPER, I enjoy your mag as it is informative and it has great reviews. Anyway, the reason for this letter is to ask you why are games needing so much hardware? Sure it's for the performance but when you take new games on the market that need a Pentium 120 and 20Mb of RAM, your old (my old, anyway) 486DX2/66 with 8Mb just can't perform. And with the cost of chips and upgrades I think that game companies should find out what the average PC specs are for a family and work around that area. Of course they can have games that need the latest components to work at a stable rate, but every game? Maybe not, so I hope game companies try to work out were not made of money and that we don't all have SGI workstations.

David Symons
 The Missing Link BBS,
 Queensland

my TV and turn down the volume on my TV and listen to some AC/DC as I slide around the track of Daytona. Anyway I got a couple o' questions for ya.

1. I've heard of a 8 player multi tap thingy. Can you tell me more about this?
2. I think Sega would've been better off making a 64 bit system. What do you think?

Brian Jeffery
 Katoomba NSW

Brian, that's a good idea about the music but what I'd like to see happen more is games like Quarantine on 3DO which allowed you to swap between real music tracks (by real rock bands) while playing the game. 1. A 6 player multi-tap is due out in September 2. Well, maybe but that would have made development even more time consuming and expensive and programmers haven't begun to make the most of 32bits yet so don't get too greedy.

It's a real hassle, isn't it? Just when you think your new computer (or console) is the biggest and best around, another model comes out with specs that poo all over it. The same with games. Everyone seems obsessed with bigger, better, faster, more and the end result is that you always need more money to have fun. I don't think we're going to see this situation change in the short term as technology just keeps leap-frogging ahead, but hopefully programmers will keep the "average" gamer in mind while working on their high-end masterpieces.

CRAP MUSIC SOLUTION

To y'all at HYPER I'm going to buy a Saturn. I know it's not the most powerful new system coming out and I don't care because the games that are on it and scheduled are my all time favourites. Take Daytona USA, Virtua Fighter 2 and Panzer Dragoon. Anyway I was reading your review of Daytona (Issue 20) and was mighty disappointed with the sound in the game. This lead me to an idea. Wouldn't it be good if there was a console that had a place to put your game and a place to put a music CD in so that when you play you could listen to your favourite music instead of the crap music like in Daytona. What I'm going to do is stick my CD player on

MEGA CD DISAPPOINTMENT

Dear HYPER, After reading several articles in your mag and others of similar content, I've felt a little disappointed in my purchase of a Mega-CD. Although I did get it for almost half price overseas I can still looking forward to a prosperous gaming future, can't I? After looking through a back issue of your fine publication (#10 Sept '94) I found some lovely pics of a 32XCD game called Shadow of Atlantis. Are these graphics the actual gaming graphics or are they the shots from the development of the game on some hi-tech Sega programming computer? Could the 32X save the Mega-CD at least until the Saturns and PlayStations rule the world? Also while I'm here I've got a few more questions. Firstly will the 32X enhance regular CD games such as Tomcat Alley and Dracula Unleashed? And secondly are the CD-Action Replay carts any good? I haven't seen anything on them for quite a while. Are they as good as the Regular Action replay cart is for the Mega Drive? Lastly I know this is a stupid question but will the Sega Saturn have any Mega-CD abilities? Also is there any plan in the pipes for an adaptor between the Saturn and regular Mega

Drive carts, like the carts that adapt Sega Master System games to the Mega Drive?

That's all thanks,
Christopher NSW

The shots for Shadow of Atlantis came straight from Sega so they could well be from a computer screen rather than the 32XCD, although I haven't seen the game yet so I can't be sure. The 32X does make the Mega CD more attractive but it's just a matter of software - there's not much about and I don't think too many 32XCD games are planned. No, the 32X will not enhance normal Mega CD games. The CD Action Replays are alright but it really depends what you want to use them for. Yes, the Sega Saturn has Mega CD abilities in that it plays CDs (doh!) and has full-motion video capability. A Saturn/Mega Drive adaptor I would think is essential to the success of the Saturn but I haven't seen one yet. I'm sure Sega will make one though.

CLASSICS NEVER DIE

Dear HYPER,
Welcome to the Oxford dictionary. HYPER: Sensational Australian games magazine which brings news, previews and reviews all of the highest standard to the loving public. Now is that enough grovelling for you?
At the moment I own a Mega Drive and a pathetically slow IBM 386. I want to get an upgrade so I can play some decent games. I can't even run DOOM! (Shock horror, disbelief).
With all the new "Super Consoles" arriving on the scene at the moment, I am getting worried that the Mega Drive and the SNES will become obsolete. What year do you think will be the MD's and SNES's last big year? Also, I have some more questions for you:
1. What is your favourite Mega Drive Game?
2. Why isn't Killer Instinct being released for the Mega Drive?
3. Should I buy a 32X or save up for a "Super Console?"
4. Which is your favourite console at the moment?
And finally when I was flicking through the news sections of a UK mag and it said that Nintendo have stop producing the original NES and Sega will soon stop making the Master System.

While I know it had to have happened eventually, it is sad that they have become obsolete so quickly. If it wasn't for the old 8-biters, this new generation of consoles wouldn't be possible. I still have "Old Faithful" (Sega MS) at the back of my cupboard, and it isn't going to leave. Why? Because classics never die.

Yours sincerely
Stuart Thickett

OK Stuart, the death of the NES and Sega MS did not happen quickly as they've both been around for about 10 years (a bit longer for the NES) and the SNES and Mega Drive will not "die" quickly either. This year will probably be their last BIG year, but they'll still be alive and kicking for a couple of years yet. Question time: 1. It changes all the time but at the moment it's Dune 2: Battle for Arrakis - I just keep on coming back to it! 2. Because it's a licensed Nintendo game 3. I'd save up for a whole new beast, but there's no urgent rush - wait until you're happy you've made the right decision 4. Again, this changes all the time but at the moment it's the Playstation.

HOW DO WE DO IT?

Dear Ed,
First of all, let me just say that your mag is the best on earth. How the hell do you do it? The price is right, you guys are NOT biased with ANY of your reviews and to top it off, it kicks the butt of any mag on earth. Enough with the praise (even though I could go on and on), let's get down to some questions.
1. Do you think I should get Theme Park on SNES? Honest, yes or no
2. You've heard this before I'm sure but, just for an idea try putting an article on modems or something. I've debating whether or not to get one but I need reassuring.
3. What are YOUR favourite games on the SNES?
4. Do you think they will ever release Myst on the SNES?
Two last things.
I agree with Matthew Burgess (letter #19) about that there IS too much sexism in beat 'em up games nowadays. And I agree with P Coble (letters #19), were the f.k ARE all the RPGS for the

SNES and other consoles? Why don't the bastards who make crap platformers etc. make something more worthwhile, rather than something that's gonna last two days and end up in the bin.

Thanks heaps.
P Baldwin
Dural NSW

I sometimes don't know myself how we do it - we just get up in the morning and keep doing it! 1. Yes, but try the game out first as it's definitely a matter of personal preference 2. Good idea. Take a look next month 3. Hmmm, I still like Earthworm Jim and DKC a lot 4. I doubt it but stranger things have happened.

MUTANT LEAGUE FREAK

Dear Highly Exalted Hypo's
I am your average 13 year old video gaming freak. I have an IBM PC and a Sega Mega Drive 2 with NBA Live 95, Mutant League Football and Mutant League Hockey. Please note that all these games are made by EA (It's in the game!). When the hell are they going to continue the Mutant League series? Anyway, down to biz. I have a few questions to ask you. (SURPRISE!)
1. When (or if) will Mortal Kombat 3 be released on the Mega Drive?
2. Do you know when the latest EA Sports NBA game is going to be released?
3. How long do your subscriptions last for?
4. Please don't phase out the Mega Drive reviews in your magazine. Not all your readers are influential spendthrifts with all the "Next Generation" gear at hand.
5. Will there ever be a game of Gladiators or Lois & Clark? I love those shows!

Yours HYPERactively,
Tim "The Toolman" Asquith

I'm sorry Tool, but I don't think the Mutant League series is going to be continued as it actually didn't prove to be mega-successful 1. MK3 should be out on Mega Drive by November 2. My guess is... just before Christmas 3. A year (12 issues) 4. We're not phasing out Mega Drive (or SNES) reviews at all - they'll be with us for a long while yet 5. I'd say that if those shows popularity stays high then they'd be prime candidates for video games, especially Gladiators. No word as yet though.

WRITE FOR HYPER!

We've got lots of readers with lots of different opinions (as you can see by these letters) so we thought we'd make the most of it by starting a new reader's review column. Now don't bother sending us a review of a game everyone knows, unless you have a whole new perspective about why you like it, or why it sucks. What we want are reviews of games that might not have appeared in HYPER and you think deserved to, or alternative opinions to the reviews that you've read in the magazine. If you're published you'll get a suitably HYPER prize. And who knows, if we like your style you may even get to do some more writing for us.

Make sure that you keep it under 500 words and legible (on disk would be excellent) and send it to:

HYPER READER'S REVIEW

HYPER
PO BOX 634
STRAWBERRY HILLS NSW 2012

If you send us a colour photo of yourself or a picture/screengrab of the game you're reviewing then you'll have more chance of going in. But there's nothing but your anonymity to lose so get your fingers busy and start writing!

PLAYSTATION VS ULTRA 64

Dear know-alls at HYPER,
I am not sure what to do. I want a super-console but I don't know which one. I've narrowed it down to a Sony Playstation or an Ultra 64. I like the look of Tohshinden ... but I'm usually loyal to Nintendo. On the other hand I don't want to wait for the Ultra 64 ... but I won't be able to afford one 'till nearly '96 anyway... The Playstation will have all those upgrades but the Ultra 64 is more powerful machine... I think Ridge Racer looks cool ... but I love Killer Instinct heaps and that is Ultra Excellent... Mortal Kombat 3 will be on the Playstation first ... But SF3 and MK3 will both be on the Ultra 64. Plus the Ultra 64 will be cheaper. What should I do. Please tell me what to do and don't give me a "It's up to you" answer. Although your word might not be final, it will help me decide what to do.

Yours truly
PussE Cat.

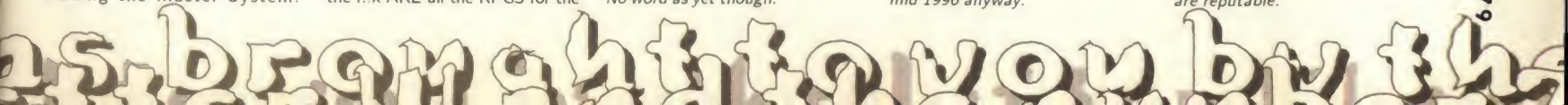
Oh give me a break! You've just given me all the arguments for both sides - why not make your own decision. If you can't afford a new machine until 1996 why don't you wait until then to make your decision. The various machines advantages and disadvantages will be much more obvious by then. Don't expect to see the Ultra 64 out in Australia until mid 1996 anyway.

MAIL ORDER HASSLES

Dear HYPER
I'm just writing in with a warning to people not buy games by mail order - except as an absolute last resort. So even if a game is going to cost \$10-\$20 more at your local store, you're much better paying the extra and buying it there - because at least you can see what your getting.
This is my experience; only twice in my life have I ever ordered games by mail order (both times from Qld I might add) and both games I received were not new. They were clearly secondhand games which looked like they'd had a good solid 5 years use before being sent to me - and one didn't even come with an instruction booklet. Yet I was charged new price. One of the companies guaranteed overnight delivery, yet it was not for 10 days and 4 phone calls later that I received my shabby second-hand game.
So anyone who wants to send away for game, go right ahead, but you must be either extremely desperate for a certain game, extremely foolish or like gambling large amounts of money.

Adam Davis

Thanks for sharing your experiences Adam, and while there may be a couple of dodgy mail order outlets most of them are reputable.





SANNY
SANNY GIBBINS SENT US THIS RATHER BIZARRE PIECE OF COMPUTER ART. VERY NICE IN A STRANGE WAY.

WANNA NET SURF

Dear HYPER

Great mag, buy it every month, blah blah blah. Keep up the good work, but don't stuff around with the reviews too much so you can't read the words (eg. issues 17 & 19). I'm thinking of buying a modem and connecting to the Internet and BBSs, but there are several things I am not sure of.

1. Do I have to use a service provider like Compuserve or Next Online, or can I access it by myself? If I can, how do I do this, and how do I get my own address, like HYPER.com.au? Will this cost me a shitload of cash, or could I afford it?
2. If I have to use a service provider, which one would you recommend? I would like access to Usenet, WWW and FTP services.
3. What modem speed should I go for? I have around \$400 to spend.

Thanks
James ACT

1. Unless you're a company or have a lot of money then you're going to have to use a service provider.
2. Oz-

E-Mail are good for cheap, off-peak access so give them a ring on 1800 805 874, or there might be a couple of smaller providers around your local area 3. If you've on;y got \$400 then you'll probably only be able to afford the 14.4K modem. Try and go for a 28.8K if you can though.

X-PHILE

HYPER,

Please let me know the progress that is being made for the Home Improvement game on SNES and if it will be released in Australia. A friend of mine has Home Improvement as his religion and he would deeply like to know the answers to the above questions. Also is there any chance of an X-Files game on any format and if so when will we get the full run down of the game.

X-Phile fan,
Brendan McKinnon

No word on the Home Improvement game's release date but as soon as we know, you'll know. As for the X-Files, I agree, it'd make an excellent adventure game and I'm sure, owing to the show's huge populari-

ty, that there will a game of some sort further down the track. I'm hanging out to play with Scully and Mulder too so rest assured, we'll tell you the goss as soon as poss...

THE FORGOTTEN JAGUAR

Dear HYPER,

With the new and expensive super consoles now available on import it is of course, difficult to decide which (if any) to purchase. But when magazines try to help the reader decide this, one system seems to always be forgotten - the Atari Jaguar. After searching rigorously through advertising forums (including HYPERMART) I have seen many Jaguar consoles for sale - usually around the \$400 price range. After hearing that Sega's Virtua series was to be released, I rushed out and bought one.

Now for the questions:

1. With 32-bit systems like the 3DO, Playstation and Saturn from \$700 - \$1100 why is this 64-bit powerhouse overlooked so often?
2. Being cartridge based, how does the Jag compare technically with other 32-bit systems?
3. I have heard that Atari Australia has shut down. Does this mean the JAG will never be released locally?
4. How does the future look for Jag?
5. Are there any decent games on the Jag?
6. A while back you said that Sega had agreed to make Daytona USA and the rest of the Virtua series for the Jaguar. Have Sega begun production on these games yet? If so, when will they be released, and are they likely to good conversions?

Thanks for your time,

Richard Moore

1. Because there's hardly any good software available and until recently, no good developers for it either
2. It compares fairly well in the graphics and sound capabilities and because its cart-based the access time is negligible but the Jaguar CD add-on is now also available so you can play FMV and games that require the size of a CD 3. It doesn't exactly mean never, but it's not happening in the short term, that's for sure 4. Not particularly good, but the price is now way down in the US so it could pick up. If they get a large "installed base" then

more developers will release games on it, which is essential for success. 5. About the only one I really like is Doom, although Tempest 2000 and Alien vs Predator aren't bad 6. Sega agreed to release some of their games on the Jaguar after going to court with Atari but their release dates and the actual games being released have not been revealed.

CRUIS'N KICKS DAYTONA

Dear HYPER,

Cruis'n USA is the best racing game in the cosmos. Who is this loser who thinks that Daytona is better than Cruis'n (Jeremy S, Issue 15). He said that Cruis'n is too slow, My ass, it's almost too fast at times, and he also said that it takes half the race to catch the leader. Maybe it's because you're crap, matie. And the cars that are coming head-on at you do swerve toward you, if you can't take the heat get out of the kitchen. So go on and crawl back to the easiest racing game in the world you pussy.

And in Daytona what happens if you win? NOTHING, you get a nice congratulations and a pat on the back, Whoopee. At least in Cruis'n you get a free game, you can play on and see how far you get. I mean don't get me wrong, Daytona was a good game when it came out a year ago, but Cruis'n is far superior in gameplay and graphics. In Daytona there is 1 car and 3 tracks, In Cruis'n there are 7 cars and 15 tracks. I'll leave it to you to do the math. Sorry about that, I just had to get it off my chest. OK, when will you legends at HYPER do a review of Cruis'n if you haven't already. I judge how good a game is by what you guy's give it so can you please do a thing on Cruis'n Vs Daytona. I know the results already. Cruis'n by 20%

Thanks for letting me get through to all you Daytona heads out there and I hope I made a difference.

ZEREBUBUTH

HYPER Zoanoid team 5
CRONOS JAPAN BRANCH

Thanks for making a difference in all of our lives Zerebubuth. We covered Cruis'n USA in our arcade pages a long, long time ago and Arcane liked it a lot (and I like it a lot too). We haven't done a direct comparison though, but there's really no need, as both games have strengths and

weaknesses so they'd come out about even. My advice - pick your personal favourite and have fun!

SUPER CONSOLATION

Dear HYPER,

I only have just started reading your magazine recently and I'm really impressed by all the information you have on the latest console and games. It's really helping me decide which super console to get. Anyway please help me more by answering these questions.

1. From looking at the pictures of Daytona USA from last issue, my opinion was that it did not look as impressive as in the arcade. Am I right? Or would it look better on the actual TV screen?
2. Between the Daytona USA and Ridge Racer for home conversion. Which one do you prefer in term of graphics?
3. Do you think that the Ultra 64 will be releasing some of the very good 32 bit game like the X-Men (Arcade version) and Darkstalker?
4. If the Playstation version of MK3 is exactly like the arcade, can we expect anything extra or better with the Ultra 64?
5. Will all battle of all the super console stop at 64 bit, if not what can we expect next?

Thanks for your time

Adison Versace

1. Daytona on Saturn does look a bit better when it's moving on a TV screen but you're right, it's definitely not as impressive as the arcade.
2. I actually prefer Ridge Racer for graphics because there are several glitches in Daytona and the screen refresh rate sucks the big one 3. Those titles are not confirmed yet, but 32bit games will definitely be on Ultra, like Mortal Kombat 3 3. Possibly, but we won't know details for a while yet
5. The battle for domination of video games and "interactive entertainment" won't stop for nothing or no-one, and it certainly won't stop at 64bit.

KILLER INSTINCT FAN

Dear HYPER

I am one of those eagerly awaiting people, waiting for the Ultra 64. First of all, I'd like to say that I am into Killer Instinct and of course reading HYPER. Anyhow, I have some questions I'd like to ask and I would appreciate it if you could answer them.

1. Is there ever going to be a Killer Instinct on the PC?
2. Could you please tell me if Killer Instinct on the SNES is going to be any good, or if it is going to be a total load of crap.
3. Just for a laugh will there possibly ever be a games console with 128bit?
4. When will Donkey Kong Country 2 be coming out and how much will it be on the shelves for?
5. Give me your opinion. I own a SNES and my friend owns a Mega Drive. Just to get him off my back could you tell me which one of the two is the best?
6. I've heard rumours on a Killer Instinct II being released in the arcades, is this true? Anyhow I'd be best be going now. I hope you can help by answering my questions.

Regards
Matthew Pritchard
 Noble Park VIC

1. I doubt it, at least not for a VERY long time 2. I haven't played it yet but it looks great 3. 128bit what? Processing? Yeah, sure 4. Donkey Kong Country 2: Diddy's Quest should be out in late November and should come in under \$100. 3. The SNES is technically a better machine 6. They're currently working on a whole new Killer Instinct for the Ultra 64 and it may come to the arcades as Killer Instinct II.

ROOT OF ALL EVIL

- Dear HYPER,
- I am a lowly Mega Drive owner soon to get a PC. The sad thing is that I'm not allowed to buy games for the computer although it comes with DOOM
2. Enough with the chat. I've got some questions to ask.
 1. Do most parents think video games are the root of evil? Why?
 2. According to the news the price of paper (especially the high quality stuff used in HYPER) has risen considerably. Is this true? If so, you guys deserve a pat on the back for keeping the mag at the amazing price of \$4.95.
 3. I am getting Micro Machines 2 and I am wondering if you need 6 button pads to play 2 to a controller?
 4. How many tracks does MM2 have?
 5. How does Peter Brodie do it?

He is the cheatmaster. Keep up the good work and don't loose touch like the Zone did.

From a reader since issue 1

1. I don't think many people believe that video games are the root of all evil, but if they do they obviously don't understand them or are intimidated by them and the technology involved. 2 It is true and yes, we deserve a big pat on the back (shucks). 3. No 4. Lots (I haven't counted them) but the PC version has a track construction kit anyway, so you can build as many as you like! 5. I don't know how he does it (but we suspect he has far too much time on his hands!!). Mr Brodie certainly is the Cheatmaster.

PLAYSTATION VS SATURN

Yo dudes at HYPER I am thinking of buying a Sony Playstation, but I am a little unsure if I should or instead get a Sega Saturn. To make my decision a lot easier, could you please answer a few questions.

1. How much will the prices of the Saturn and Playstation vary?
2. What will the Playstation come with? Eg: control pads, games.
3. Will Mortal Kombat 3 be an arcade perfect for the Playstation or the Saturn?
4. Which system do you think will come out second best?
5. What is your favourite game for the Saturn and the Playstation?

Well thanks and congratulations on a truly marvellous mag. Keep up the great work.

A truly truly truly faithful reader
Phil Chamberlain
 Melbourne Vic.

1. The Saturn's RRP is \$795 with Virtua Fighter and the Playstation's RRP is \$695 without a game 2. The Playstation comes with one control pad 3. It should be almost arcade perfect on both machines but the Playstation's getting a six month exclusive release 4. It's really too early to say 5. My fave game on the Saturn is Panzer Dragoon and my fave on the Playstation is Tohshinden.

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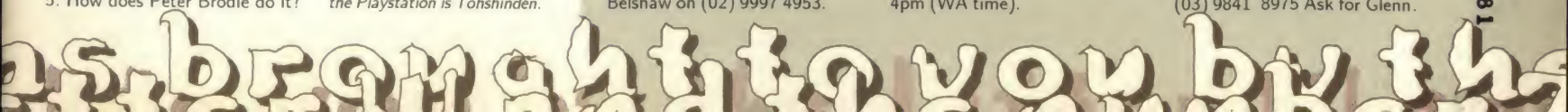
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Heh! My name is Rimal Ranjeeta. I am 15 years old and my hobbies are making friends & writing to friends. If you would write to me on this address I guarantee a 100% replay My address is PO Box 58 Sigatoka FIJI ISLANDS

Hi my name is Kai-loon I have a PC CD ROM and I want a penpal between 12-14 I own games like MKII and Warcraft Write to 2 Elizabeth Street Katanning Wa 6317

My name is Nandi I'm looking for a penpal who's 9,10 or 11 I own a Gameboy and a PC. I love reading mags and playing my Gameboy If your interested Ph (066) 845 200 or write PO Box 7 Mullumbimby NSW 2482

Hey all you HYPER maniacs. If you are looking for a pen pal you have found the right one, so if you have a Sega and would like to share secrets and other things write to 1 Steyne Road Saratoga NSW 2251 I will reply to any letter sent.

Hi my name is Chris, I want a penpal male/female around the age of 12. I enjoy drawing, sport and especially playing computer. Write to me at 8 Seaview Place WA 6030

Hi my name is James I am 10 years old I live in a small country town in New Zealand called Masterton. I have a Mega Drive with 2 games, Samurai Showdown & Sonic. Enough of the boring stuff. I want a real cool penpal. Must have a Mega Drive, must have cool games. Can be male or female. Must have good looks like myself. Can be from 9 to 11 years old. Must like TV and must like watching the X-files. Please include photo. James Bell 76 Kuripuni Street Masterton NEW ZEALAND.

Hi Call me Bob! I'm 14 and I'd love a penpal (Male or Female) I've just sold my Mega Drive to buy a super console. I love MKII and the Simpsons and I can't wait for the Ultra 64 and MKIII to hit my local area. Interested? Then write to 19 Watanobbi Road, Wyong NSW 2259.

Hi my name is Andrew, I would like a penpal. My hobbies are playing soccer, reading and playing my computer I would like a person (male or female) around the age of 9 who has a computer. My address is PO Box 411 Renmark SA 5341

Howdydodee my name is David Hester. I am 11 years old. I'm into IBMs and SNES also I like to play guitar and I love basketball cards I also play cricket and live on a farm, I am looking for a male penpal between the ages of 9-11 who likes Doom 2 and its many clones. So if you fit the bill write to me: David Hester Wobbly Boot Pacific Highway Tyndale NSW 2460

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